# HYPER »

**28 PAGES OF REVIEWS!**

**MAC GAMING GOES OFF**
All you need to know!

**BIG PREVIEWS**
**THIEF 2**
**ALUNDRA 2**
**VIRTUAL ON 2**
**WWF SMACKDOWN**
and more!

**REVIEWED!**
**GRUESOME GAMEPLAY**

# RESIDENT EVIL 3
## NEMESIS

*next gaming*

# GRAN TURISMO 2
The speedy sequel reviewed!

**QUAKE 3 ARENA –**
**READ OUR MASSIVE REVIEW**
**& INTERVIEW WITH ID SOFTWARE**

★ **PLUS... WIN A SONY FLAT DISPLAY TV AND GAMES!** ★

Wes Watanabe. Skateboarder. Nike Sueded Retro Jacket.

NIKE0131

# contents

## editorial

Well, we've spent the last month playing Quake 3 Arena, yet somehow we still got this issue finished! The result is a whopping 6 page review and a cool interview with the guys from id Software. Cam, meanwhile, was busy with the latest PlayStation biggie, Resident Evil 3: Nemesis. There's that number 3 popping up again. We were tempted to review Street Fighter 3 on Dreamcast just to make it a trifecta but decided to wait until next issue where we'll have a Dreamcast bonanza of reviews. You'll notice our cover price is up to $6.50, a rise, but of only 55 cents. We're still the cheapest and best games mag out there, and it's getting a little more expensive for us to make the mag which is why we've gone up slightly. Only four weeks until the PlayStation 2 is released in Japan too… we get wobbly knees just thinking about it. so until next issue, enjoy this month's gaming!
Eliot

## reviews

# contents

win win

HYPER GAME OF THE MONTH

COVER ART COURTESY OF
CAPCOM. THANKS TO
OZISOFT.

BANJO-TOOIE™

## BANJO-TOOIE MAKES US GOOEY!

Rare have revealed that work on Banjo-Tooie, the anticipated sequel to Banjo-Kazooie, is well underway and that the game will surface by the middle of the year. We all remember the teaser at the end of Banjo-Kazooie saying that Banjo-Tooie was going to be released in 1999, but it looks like Donkey Kong 64 kept Rare busy for a little longer than they expected.

Banjo-Tooie is going to be pushing the Nintendo 64 to its limits. Boasting full 4MB Expansion pak support, eight differently themed worlds, new characters and character moves, big hulking bosses, mini-games, a four-player mode — Banjo-Tooie could be Rare's final Nintendo 64 masterpiece before we see them switch to developing for the "Dolphin". New features in the game will also include the ability to control Banjo and Kazooie seperately, as opposed to having them permanently joined like some bizarre siamese animal. There is also the possibility that Rare will include some special feature which will allow you to go back to the original Banjo Kazooie cart and unlock areas which remained unreachable even after finishing the game, thanks to either codes or some other device which is revealed in Banjo-Tooie. Yet ANOTHER Rare game (besides Perfect Dark) to look forward to this year! More should be revealed at E3...
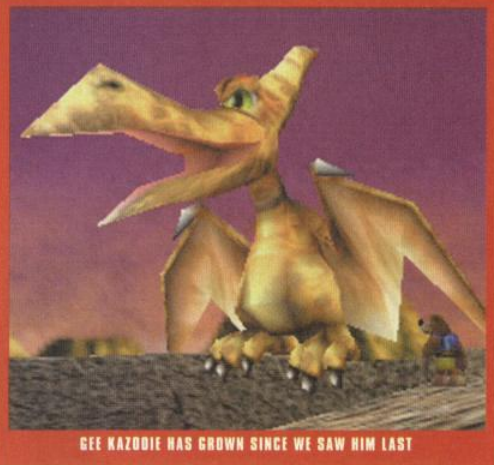
GEE KAZOOIE HAS GROWN SINCE WE SAW HIM LAST

PACKED WITH THAT RARE PIZAZZ
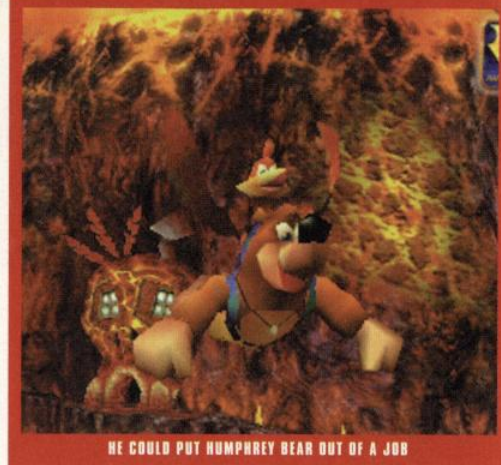
HE COULD PUT HUMPHREY BEAR OUT OF A JOB

## DREAMCAST BACKWARDS COMPATIBLE

Sega Japan have just begun distributing over 300 Megadrive games to Dreamcast owners over the Dreamcast network in Japan. Users must first download emulation software from Sega and then the games of their choice are fully playable on the Dreamcast. Sony will also offer a similar function in the future with their e-distribution service. There is no official word yet on whether Sega will allow the Megadrive games to be available to Australian Dreamcast owners. .

## PLAYSTATION 2 COUNTDOWN BEGINS!

Readers, take heed, from the date this issue goes on sale, it's only one month and two days to the launch of the Sony PlayStation 2 in Japan! On March 4th, the console and a line-up of launch titles will hit stores like a friggin' tidal wave. To celebrate, here are a few pics of some of the launch titles — Armored Core 2, Tekken Tag Tournament, Eternal Ring and A-Train 6.

## DINOSAURS?

One of the games industry's finest, Sid Meier (creator of the PC hit Civilization), has announced his new game — Dinosaurs! Meier brings us another strategy title, this time set in the age of the giant lizards. There are hints that the gameplay will be either turn-based or real-time as a selectable option for the user. If Dinosaurs is anything like Civilization or Alpha Centauri then it's certainly something to look forward to. Hopefully ready for next Christmas.

ARMORED CORE 2 ON THE PS2. LORDY.
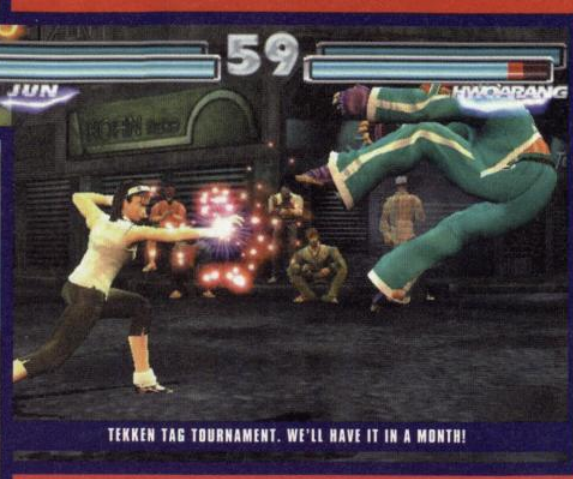
TEKKEN TAG TOURNAMENT. WE'LL HAVE IT IN A MONTH!

## CAPTION THIS! PART 4

As per usual, you can flip to Incoming Mail to see our latest winner. Some of you are coming up with some very disturbing screen-captions... and we love it! Here's a new videogaming moment for you to caption. Stick your caption(s) on the back of an envelope with your name and address and post it to: **Caption This Part 4, Hyper, 78 Renwick St, Redfern, NSW 2016. You can also email captions to freakscene@next.com.au**
Good luck!



YOU WRITE. WE LAUGH. YOU WIN.

## GO NUTS
## WITH SEGA GT!



SegaGT, the Dreamcast's answer to Gran Turismo will have a unique new mode which allows gamers to design their own cars. The factory mode lets you go one step further than the usual car settings tweaking — you'll be able to choose different chassis, bodyshells, tires and a host of other elements to create your very own custom vehicle. Now you can design stuff that just looks plain stupid and still see if it drives! Sounds as if Sega want to ensure that SegaGT has the ultimate racing game on the market even after Gran Turismo 2000 comes out on PS2.

SEGA GT – WILL IT BE BETTER THAN GRAN TURISMO 2?

## THE GECKO
## INSIDE THE DOLPHIN

Nintendo are ready to begin manufacturing the hardware behind their next console, still codenamed Project Dolphin. The Gekko CPU chip (pictured) is small enough to fit on the head of a nail, manufactured using the new 0.18 micron copper technology (like Intel's Coppermine CPU). The CPU runs at 400Mhz and will be made by IBM. The custom graphics processor has been developed by ArtX, and is meaty enough to handle millions of textured polygons per second. As we all know, the console will be DVD based thanks to Matsushita (Panasonic) so Sony will not be the only one out there supporting this format. The console is still on track to debut (at least overseas) this year.
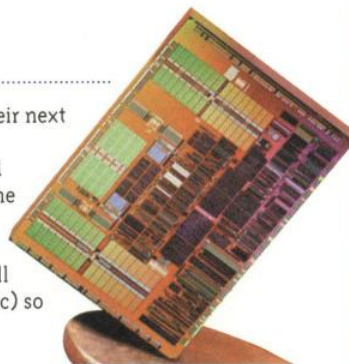
## OVERFLOW

**Daytona 2 is coming to the Dreamcast! What is probably one of the most popular arcade racers of all time will finally be playable from the comfort of your own home. Weeee!**

In the USA at least, Zelda Gaiden will have a name change to the Mask of Mujula! The game will also now use the Expansion pak for extra detail, so hopefully no more blurry Link.

**The progress of the Tomb Raider movie is quite laughable really, however we have heard that Simon West (ConAir, The General's Daughter) has signed on to direct the film for Paramount. Of course, this means the release has been pushed back indefinitely. Will it ever happen?**

Lara Croft will be on Game Boy Color early this year, in the first Tomb Raider game for Nintendo. Gameplay will obviously have to be a little different, although the developers boast that they have managed to retain most of Lara's unique animation. Review soon...

**Hyper have heard that artists at Square have finished all the FMV cutscenes and rendered artwork for the upcoming Final Fantasy IX!**

Self-proclaimed psychic Uri Geller is threatening to sue Nintendo over the claim that his likeness was used to create a Pokemon called Un-geller who uses psychic powers. He believes that the Pokemon harms his important image. Whatever.

**Syphon Filter 2 is coming to US stores in March with new levels, a 2-player mode and a complete new tasty array of weapons. The game will come on 2 discs, boasting about 20 levels all up. Interestingly, an interactive MIDI sound engine will allow the music to get more intense as the action heats up. Cool eh?**

Mark Rein of Epic Games, creators of Unreal Tournament, believes that whilst the PS2 looks good, it will still be trounced by PCs. However there is an Unreal Tournament engine based game in the works for PS2, whilst not actually being UT itself. Could it be Unreal 2?

## READER ART
## OF THE MONTH

Talented Hyper reader David Sullivan of NSW sent us this awesome piece of Resident Evil 3 artwork! We salute you David, and it was perfect timing for our review this issue too. Awesome work!



**HELLBOY!**

Hellboy, Hell's foremost paranormal investigator and comic character at Dark Horse comics is going to be made into a game by Cryo Interactive. The game will be, yep you guessed it, a third-person action/adventure with a real-time 3D engine for both PlayStation and PC. Sure sounds like a fun game to work on considering the rich array of artwork and character depth which is already there for the developers to get their hands on. Hopefully the edgy comic will be done justice. Keep it cool, Cryo!

## COMPETITION WINNERS

If your name is here, you scored some prizes! Woop!

| GAME BOY PACKS | GRAND THEFT AUTO 2 | QUIRKY ELECTRONICA |
|---|---|---|
| P. Tran, NSW | R. Burnside, QLD | G. Strong, SA |
| C. Wong, SA | M. Van Zyderveld, QLD | |
| S. Liu, NSW | B. Bridgeman, NSW | |
| L. Sharp, NSW | R. Hughes, WA | |
| D. Holmes, NSW | M. Hader, NSW | |
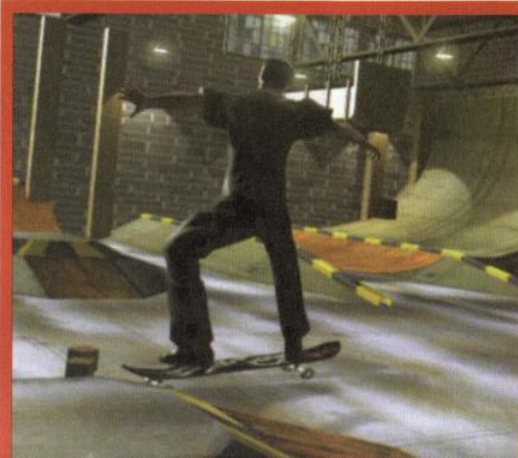


## TONY HAWK
## SKATEBOARDING
## TO DREAMCAST



After relishing the news that Tony Hawk Skateboarding was making it to the Nintendo 64, we were jumping around the office like a bunch of monkeys when we heard that it's also being slapped up for the Sega Dreamcast! Chances are, this could be the best version of the game yet, thanks to the Dreamcast's extra grunt and next-gen graphical ability. Next issue of Hyper we'll be taking a look at some other new hot Dreamcast announcements — the console is getting quite tasty indeed. Looking forward to Crazy Taxi? Review next issue!

## VAMPIRES-
### ADULTS ONLY

Activision's upcoming PC game, Vampire the Masquerade Redemption, has received a 17+ rating in the USA due to it's excessive blood and violence. It seems that the odd decapitation is pretty common in the game. Gee, that didn't stop Sleepy Hollow! We'll hopefully have a review of Vampire next issue, hopefully our local censors won't be as harsh — the game is about vampires after all! Sheesh.

## DAIKATANA-
## WILL IT SEE THE LIGHT OF DAY?
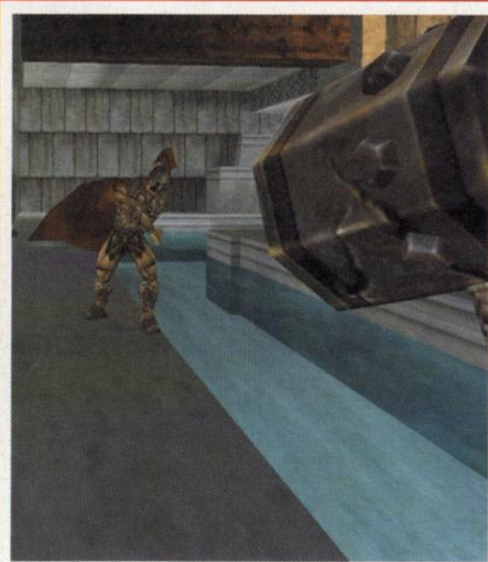
Ion Storm's Daikatana, John Romero's first First-Person Shooter since he left id Software, was looking like a lock for last Christmas, however it didn't get finished. Now we're hearing that a release date is looking more murky than ever. In a recent Ion Storm press release, Daikatana was slated for release "sometime this millennium". Not so funny. Ion Storm stress that they want the game to be perfect when it's released, however seeing as it's based on the Quake 2 engine, we're a little concerned that their fretting is just going to result in a dated title once it's finally out. Still, they have other hot games on the way like Deus Ex and Anachronox, so we'll forgive them. Again.

| 0 | +100 | 57 | 0 |
|---|---|---|---|
| ARMOR | HEALTH | AMMO | LEVEL |
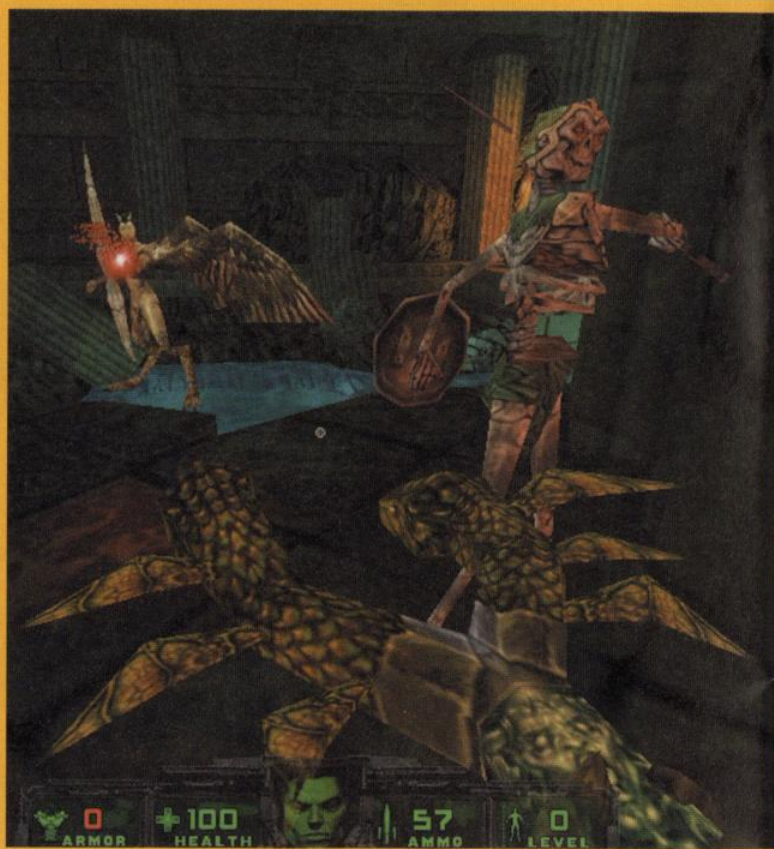
## GUANTLET- DARK LEGACY

Gauntlet Legends rocked hard, and Midway have announced the arcade sequel entitled Gauntlet: Dark Legacy. Four new characters will be introduced — a sorceress, knight, jester and dwarf making a total of eight characters to choose from. Different skin textures however will mean that you can essentially choose from 16 different looking characters to adventure with. Of course, as you would expect the new characters also mean that there will be new moves to get jiggy with and the new bad guy will be a wizard called Garm (who has a good brother named Sumner) and he'll be the final big, bad boss to take down. No word yet on what gaming platforms will receive a port, but the Hyper crew deduct that the N64 will probably get its follow-up and hopefully we'll see Dark Legacy on Dreamcast!
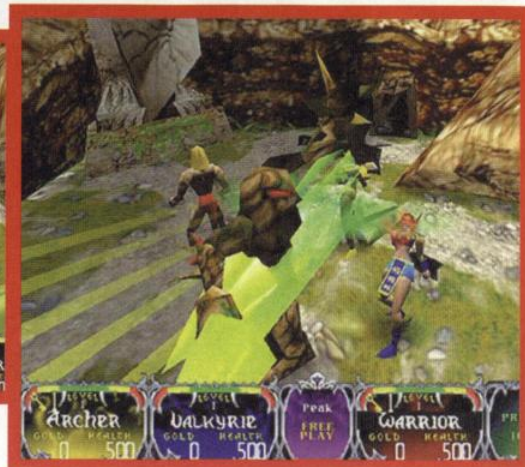
## Cooked by hand.

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SOM ARN 0215/1 ® Kettle is a Registered Trademark © 1999

## YOUR VERY OWN LARA....

In a soon to be announced agreement between Sony and Eidos, the face of Lara Croft is set to be changed forever. From household name to household fixture, Sony and Eidos want Lara to be a constant companion to the masses.

Thus, Sony's new range of AIBO pets are set to bring new meaning to the term "man's best friend". Called "Cyber Lara", the toy will feature an intelligent neural network designed to capture the essence of Lara's personality. An evolution from the original AIBO design, the new Cyber Lara will be a more human sized AIBO complete with a rubbery mould of Lara's face, a larger breast plate, a long ponytail and the ability to make several different grunting noises for communication. Imagine a Cyber Lara trotting around the house after you, learning to love your quirks and designed to follow all your commands. Amazingly, Cyber Lara will be powered by Lucozade.

Sony plan to have the new model on the market in Japan later this year, and expect every household in the Western world to own one by the year 2005.

## POCKETSTATION2 FOR PLAYSTATION 2?

Back in November 1999, Sony signed a deal with 3Com, makers of the Palm Pilot, that gave them the rights to use the Palm OS. Sony announced plans to implement the Palm Computing Platform into a new line of handheld electronics, including wireless telecommunications enabled consumer products.

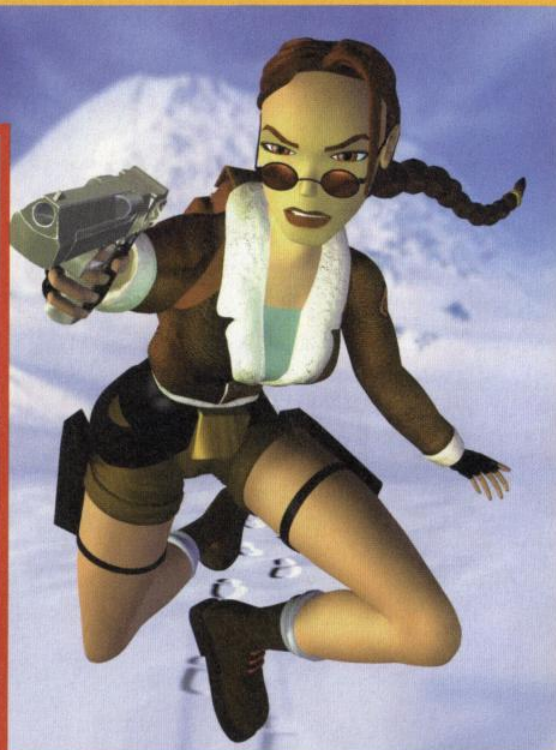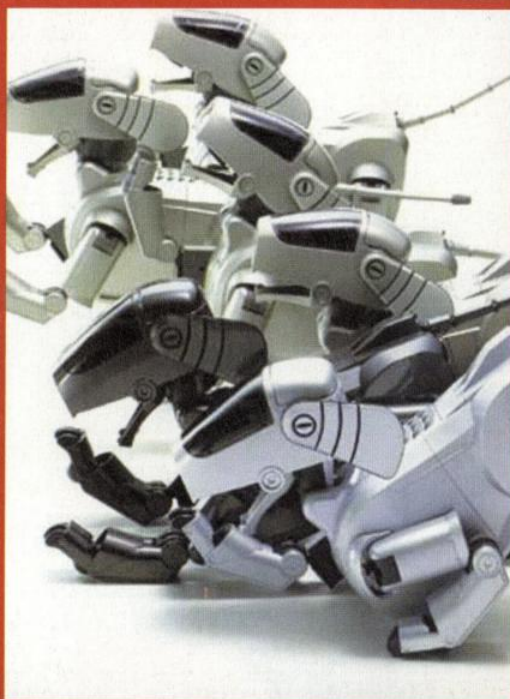The two companies also declared their intention to work together on future products incorporating the Palm OS, Sony's memory stick technology and Sony's AV technologies - "new digital network services".

Further details of the collaboration have since come to light, and can only mean good things for our wired future... and that of the PlayStation 2's. Sony Japan have recently announced a new set of products based around a common PDA (personal digital assistant) destined to make the Pocket Station and Dreamcast VMU look as ancient as the 286.

The new PDA will be compatible with a wide range of devices, from TVs to DVD players to your PC. Using the new iLINK world standard, you'll be able to plug the PDA into a huge range of consumer electronics products, not the least of which is PlayStation 2. It will also have wireless capabilities, so you'll be able to use it as a fully functional remote when watching DVDs through PlayStation 2. Say goodbye to navigating with the controller! Better yet, it will feature cutting edge communications abilities, most probably including wireless internet access, for apps such as e-commerce, e-mail, chat, file transfer (like sending a save game to a friend) and many more.

Although the full range of its capabilities are still largely unknown at this stage, you can be sure that they'll be impressive. More than just a remote, more than just a memory card, more than just a personal organiser, and more than just an email program, it seems that Sony have once again brought the future a little closer. One thing's for sure, the evolution of the console as much more than just a games machine continues unabated.

Sony plan on having the new PDA on sale in Japan by 2001
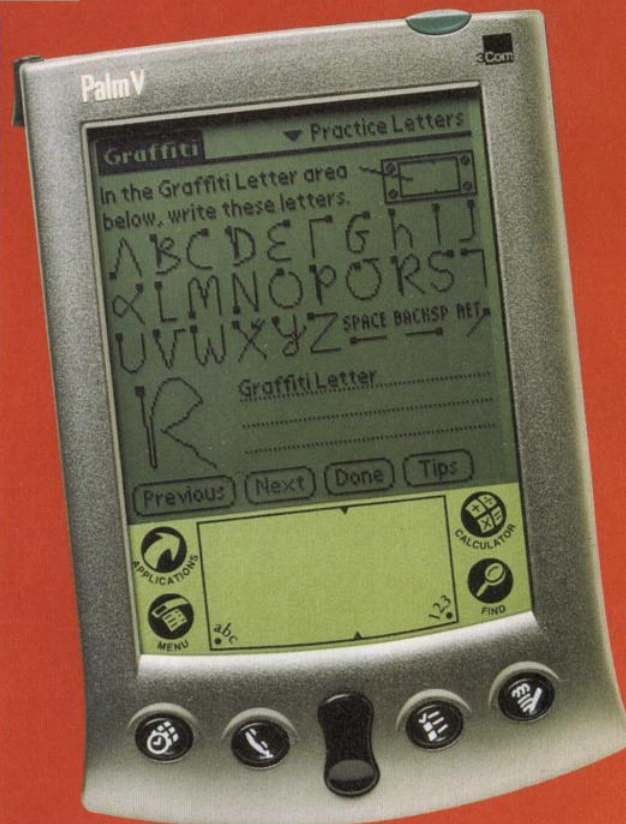
**PALM'S PDA TECHNOLOGY WILL HELP CREATE A POCKETSTATION2**

The Lara newspiece sound a little far fetched?? That's probably because we made it up. Lara's future is unknown at this point, as is Sony's AIBO dog. You can check out what the original AIBO was like by pointing your browser at http://www.world.sony.com/aibo/index.html

*artificial intelligence*

# Eaten by the handful.

Grab a pack of authentic Original Salted, Tangy Cheese, Chilli, Honey Baked Ham, Herb & Spice,
Sour Cream & Chives or Balsamic Vinegar Sea Salt Kettle® Chips. They're irresistible.

## TOPDRIVE PODIUM

**PLATFORM: ALL CONSOLES**
**DISTRIBUTOR:**
**LOGIC3**
**R.R.P.: TBC**

It's not often we see a unique console peripheral which is actually a clever and original idea. The worst thing about using a console steering wheel is finding where to actually put the damn wheel when you want to use it. It can't sit in your lap very well, it's rare you may have a coffee table at the correct height for a comfortable gaming session, and having it on the floor just gives you sore arms and makes it a bit of a problem if you want to use pedals. Well, Logic3 have come up with the TopDrive Podium — the first console wheel "table" for plonking your wheel on. This way you can sit on the floor, in a chair, or at the coffee table and adjust the platform to a comfortable height so your racing experience is a convincing one. The podium has flat "wings" so that your legs hold the wheel platform in place, regardless of where you are sitting. Maybe Dreamcast users will want to put their DC keyboard on it for a more comfortable web-browsing experience? There are a total of nine different positional settings and it can be used with just about any racing wheel out there. This could be the solution for your biggest console racing game dilemma! Sit back and drive away.

## 3D PROPHET DDR-DVI

**PLATFORM: PC**
**DISTRIBUTOR: GUILLEMOT**
**R.R.P.: $599**

The Hercules 3D Prophet DDR-DVI is based on the new Geforce 256-bit DDR chipset, which supersedes the SDR model. For the ultimate 2D/3D combo card which provides the fastest 3D acceleration on the market, this is the card you want. Guillemot have always been brilliant with providing consistent, reliable support for their cards, and since buying out Hercules, their reputation is only getting better and better. The 3D Prophet features a DVI (digital video interface) for displaying onto flat-sceen monitors, LCD projectors, digital displays and of course supports DVD playback on PCs and TVs with a handy TV out. The card supports 32-bit colour and has 32MB of super-fast DDR memory, with a maximum transfer rate of 4.5 GB per second. If you're a gamer who is serious about their hardware, and image quality, resolution and frame-rates are all-important, then you'll be wanting to whack one of these babies in your system. The TNT2 replaced the Voodoo2 and now the GeForce 256 DDR cards replace the TNT2 as the ultimate 3D accelerator for your buff gaming system.
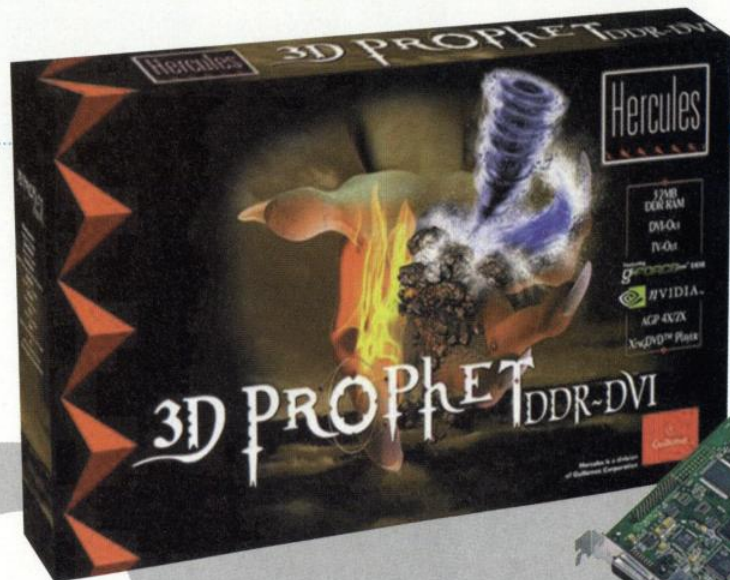
# DREAMCAST STEERING CONTROLLER

**PLATFORM: DREAMCAST**
**DISTRIBUTOR: OZISOFT**
**R.R.P: $99.95**

If you've bought your Dreamcast, grabbed a copy of Sega Rally 2 or one of the other many driving games already available, then you might be looking for that full arcade experience. The official Dreamcast Steering Controller is a nice big solid wheel which should suit anyone's requirements. Firstly, there's a big slot to the side of the wheel where you can insert your VMU, rather than it going on the underside of the wheel or in fact having nowhere for it as is the case with some peripherals and memory packs. The wheel base is huge and very stable, so regardless of how reckless you are with your racing, you should never have a problem with "wonky wheel" — another common problem. The actual wheel has two analogue buttons on the underside — just like the standard controller — so you can get that smooth acceleration and braking but with the full wheel experience. Pedals might have been nice though. There are also four buttons on the face of the wheel for changing gears, camera angles and other menu functions. Whilst this isn't the greatest wheel we've ever had our hands on, it's certainly solid enough to provide any Dreamcast owner with the racing experience they're after.

# LABTEC C-324 HEADSET

**PLATFORM: PC**
**DISTRIBUTOR: METRO GAMES**
**R.R.P.: $44.95**

Multiplayer gaming is getting pretty darn serious, and as anyone who has been to a large LAN knows, shouting helpful commands to your teammates during a game can be problematic. Sometimes you're just not sitting close enough to hear what people are saying, and when there's a whole room of players yelling to "GET THE ROCKET LAUNCHER!!!" things can be a trifle messy. Labtec have the solution with their deluxe C-324 headset. With stereo headphones, a unidirectional NCAT microphone (Noise Cancelling and Amplification Technology), volume control and mute switch and positional mic arm, this is the sweetest piece of technology you could introduce to your clan. Once equipped, you can game away and chatter to each other without anyone hearing your clever tactical planning. Of course, the headset isn't just for multiplayer gaming, it can be used with internet applications and multimedia programs. If you don't mind looking like something out of the Thunderbirds, the C-324 headset will do you proud.
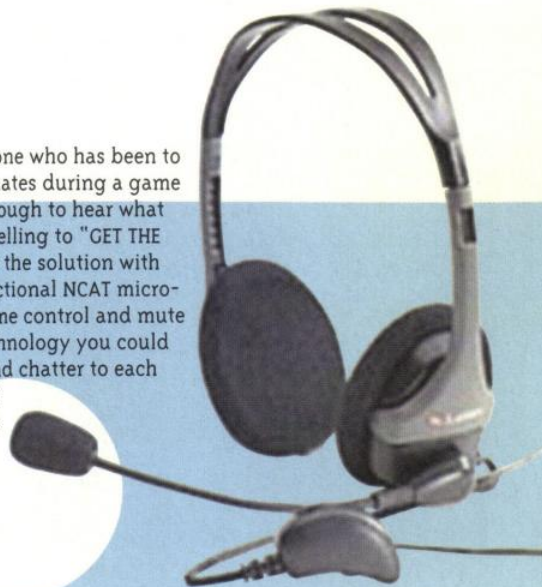
# THE POWER



**BLEEM!** has been around for a while now in the US. However, with recent news that the controversial red and yellow disc may be appearing on Australian shelves real soon now, we here at Hyper thought it best to reveal what bleem! is, a bit on how it works and of course, a bit on how it doesn't. Andrew Parsons reports in...

## IN THE BEGINNING...

For the few of you who have had your head in the closet for the past six months or so, first a bit of an explanation. The emulation scene has grown in popularity dramatically in the last eighteen months. Society in general has been in a retro phase, looking back to the sixties, seventies and eighties for fashion, music and other facets of life. Computer gaming has not missed out on this craze either, and various commercial and non-commercial ventures have come to the fore with a vengeance, especially for the online community.

Emulation packages such as MAME and RAINE emulate the old arcade games, while old consoles such as the SNES, Genesis and Atari machines have

been done to death in a myriad of ways. It is only recently, however, that the emulation scene has moved from these retro roots to more recent gaming platforms. Nintendo 64, Sony PlayStation and even the Sega Dreamcast have all been honoured with emulation products of varying quality. As is the case with most emulators, these applications are usually freeware and released in "beta" form to avoid various legal issues in emulating someone else's commercial product.

Recently, however, Sony has received the dubious honour of having not one, but two emulators of its PlayStation console being released on the retail market. Firstly, Connectix released the Virtual GameStation for the Macintosh. Sony were quick to pick up on this hot seller and duly went to court. Sony showed

that the Connectix product infringed on various rights and it has been removed from the shelves while the legal proceedings continue...

## AND THEN THERE WAS BLEEM!

Only a few months later, bleem! surfaced for its turn on the shelves of computer stores in the US. For those in the emulation scene, bleem! had been news for months beforehand and indeed, the first release of the software was sold via bleem!'s website (www.bleem!.com). The ugly result in the Sony vs Connectix situation did not bode well for the PCs first retail PlayStation emulator, but the company who made bleem!, bleem! Incorporated, approached the courtrooms with confidence.

This confidence was well-founded, as the judge decided that the bleem! product did not infringe on Sony's rights at all, and has allowed the product to continue to be sold. What's interesting is that it's the same judge for both cases, which strengthens the idea that bleem! has been done the right way.

According to Scott Karol, Executive VP of bleem! Inc, the original reason for bleem! was twofold: (1) to allow PlayStation gamers to experience an enhanced gaming experience from the software they already own, and (2) to make hundreds of awesome games available to PC gamers at the resolution quality they demand. Bleem! is concerned with duplicating the results the gamer sees on the screen rather than emulating the internal bios and other processes of the console.

# OF BLEEM!
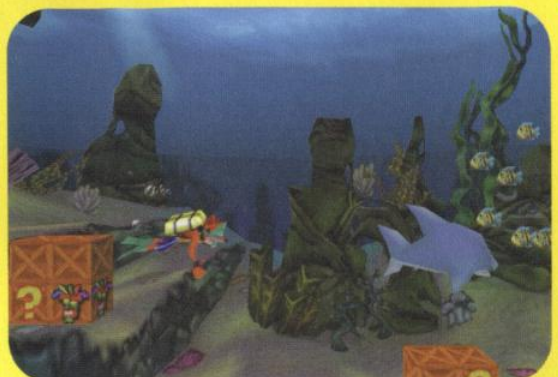
# A WHOLE HOST OF PSX titles



Of course, since bleem! doesn't replicate the internal processes of the PlayStation exactly, it has its own share of problems. A whole host of PSX titles simply do not play on bleem!, while another surprisingly large portion have limited functionality. These limitations can be quite varied, with problems in sound and tiling issues being the most prevalent. Again, according to bleem! Inc. this is due to the methods used to emulate the PSX games, which require the development team to be able to look at each individual title to ensure quality replication.

## STAY COOL, PAL

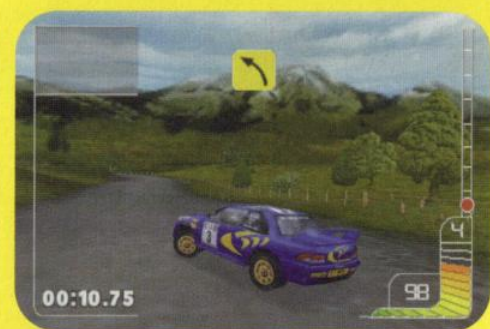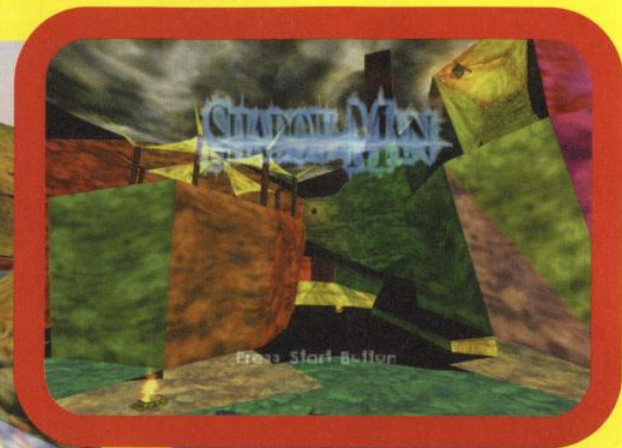Unfortunately for us Australasian gamers, this means that there are less PAL games that are compatible with bleem! than NTSC titles. This can lead to frustration in bleem!'s user base as seen recently in bleem!'s self-moderated forum groups. The latest version update was 1.5 where the big news was that Dino Crisis and Final Fantasy 8 were finally emulated. The disappointment was great when PAL gamers discovered that the PAL versions of these games don't even start up, let alone have the visual clarity and quality that the NTSC versions were boasting.

What bears noting, however, is that due to the way the emulation is done, some titles that have not been tested by bleem!'s testing team will still work. What this means is that they utilise the instruction set that has been emulated for other titles. This means that titles

that have not even been released on the market yet, may actually function perfectly under bleem!.

Now, why would you want to use bleem!? Surely if you want to PlayStation games, your little grey console is sufficient, especially with that huge 78cm TV you have in the lounge room. How could playing that same game on a 43cm (17") monitor while sitting at your desk be fun? Well, one look at the screenshots on these pages and you should be able to answer your own questions.

PSX games on the TV run at less than 640x480 resolution — some run at 320x200 — and do not provide any level of hardware 3D acceleration. bleem!, on the other hand, can run your PlayStation games at whatever resolution your com-

puter's graphics card is capable of and in whatever colour depth it can display.

Take a look at this small gallery we've drawn up for you. All these shots were taken at 1600x1200 32bit colour to show you just what bleem! can do. As you can see, it really paints the games in a completely different light. For some games, such as Crash 3, you can see the effort the developers put in to get their 3D engine just right, while games such as Colin McRae Rally show off the difference between 3D polygons and 2D sprites.

Should you buy it when it comes out? Well, as the employees of bleem! say, bleem! is not a replacement for a PlayStation console, but as the product gets better and more and more games become compatible, bleem! is starting to look like the poor man's PlayStation 2.
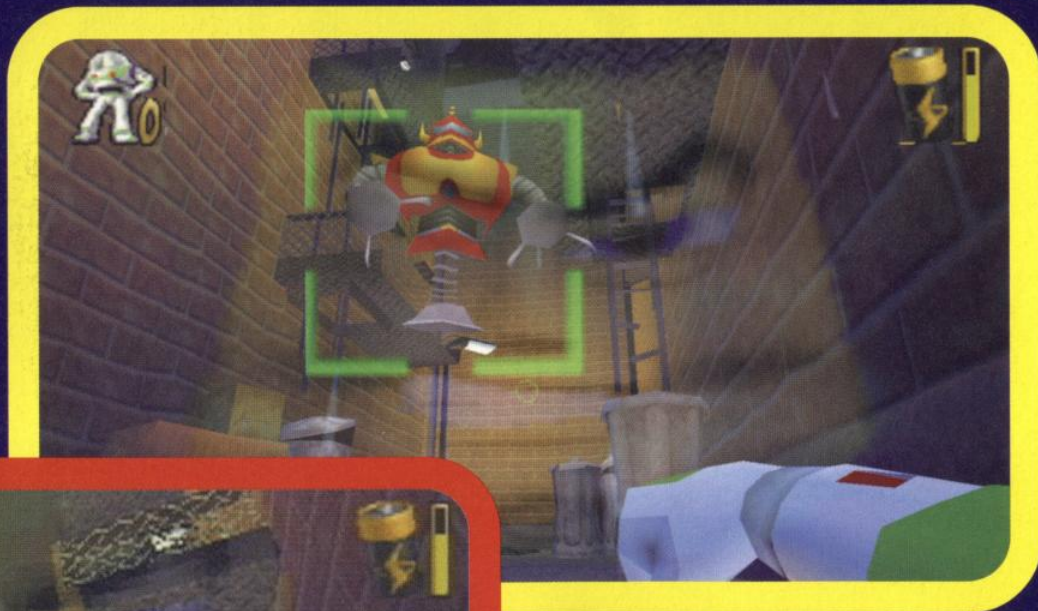
# SIMPLY DO NOT PLAY..."


QUAKE 2 ON THE PC


QUAKE 2 PLAYSTATION ON BLEEM!

BELOW WE SEE TOY STORY 2 ON THE PLAYSTATION...


...TOY STORY 2 RUNNING WITH BLEEM! CRISP.

>>KEVIN CHEUNG

# MARTIAN SUCCESSOR NADESICO-TAPE 1

| CATEGORY: | Sci-Fi/Action/Comedy/Romance |
|---|---|
| PRODUCTION COMPANY: | Xebec |
| ANIMATION: | 8 |
| PLOT: | 7-5 |
| JAPAN-NESS: | Low |
| OVERALL: | 9 |

If anyone's been wondering where Hyper's anime section has been leading up to for the last few months, it's this. Voted by the readers of Japanese anime bible Animage as the most popular TV series last year, Nadesico is a tour de force mech-based space battle series resulting from the years of hard work by prolific character designer, Keiji Gotoh. Gotoh was also responsible for Sorceror Hunters and Those Who Hunt Elves.

As the story goes, the Nadesico is a starship. It was produced by Nergal, a global corporation, after a good portion of Earth's defence forces were wiped out on Mars by alien invaders known as the Jovian Lizards. The Nadesico, however, isn't owned by the government. It's a privately owned ship, whose immense power becomes the subject of multiple hi-jack attempts by the United Earth Government. Commanding the Nadesico is a bubbly young Yurika Misumaru, who has a hilarious fixation on Akito Tenkawa, who happens to be the focus of the show. Together, they share a past on Mars that will eventually be uncovered.

Best described as The Irresponsible Captain Tylor meets Dragon Half, Nadesico is absolutely loaded with material. There are so many in-jokes (watch out for the Japanese voice actress named Megumi), send-ups (NERV and Nergal) and sub-plots in this lightning-paced series that the plot synopsis above doesn't even scratch the surface. There's so much more to tell about this series, but that's going to have to wait till next issue. For the time being, take our word for it that Nadesico is the series to get NOW. It is TV serialised anime at its finest. ■

NERGAL ND-001
NADESICO

# OUTLAW STAR

| CATEGORY: | Sci-Fi/Action |
|---|---|
| PRODUCTION COMPANY: | Sunrise Inc |
| ANIMATION: | 8 |
| PLOT: | 8 |
| JAPAN-NESS: | Low |
| OVERALL: | 9 |

Literally taking place in a universe that's identical to Cowboy Bebop, Outlaw Star is an all-out sci-fi action adventure series that kicks into high gear and leaves Cowboy Bebop's sublime laid-back feel for dust. And it works.

The series revolves around Gene Starwind and his sidekick Jim, who operate as a couple of general hands-for-hire, typically as bounty hunters, bodyguards, and the like. This time around, they are called to protect a mysterious babe who turns out to be the target of a very powerful guild of pirates.

Using similarly immaculate futuristic settings, Outlaw Star also takes the somewhat believable technology of Cowboy Bebop and injects a healthy dose of Taoist sorcery, over-the-top weaponry, and a dash of comic humour. The result is something like Battle Angel Alita (only not as bleak), with one dynamic action scene after another, made even more incredible by the sorcery themes. When combined with the mildly intriguing storyline, it makes Outlaw Star one of the best sci-fi action series around for a while. Basically, if you were disappointed by Cowboy Bebop's lack of 'action', then Outlaw Star is the series you're looking for. ■

OUTLAW STAR
VIDEO VERSION

FUTURE HERO
NEXT GENERATION
Outlaw Star

# NAMCO
# CRISIS ZONE

Ever wondered why the heroes of the Time Crisis series have only been packing puny 9mm semi-automatic hand guns and not sub-machine guns? Well those boys from the Time Crisis series Robert "take no prisoners" Baxter and Keith "the knee capper" Martin have decided to go on strike over the lack of firepower and leave all the action to the big budget, sub-machinegun toting boys at the S.T.F. in Namco's latest First Person Shooter on rails – Crisis Zone.

You now take on the role of being one of the elite members of the S.T.F. (Special Tactical Force) The main purpose of the force is to clear out terrorist incidents at a very early stage. You are highly trained in surprise attacks and in gathering data (read: body count) and handle highly classified matters.

There are three areas (Plaza, Park, Building) which are infested with gun shooting, grenade throwing, machete wielding, shuriken chucking, missile firing terrorists. Although all the bad guys are hardcore, they all range in their level of coreness or density. For example, lesser minions may take 3 bullets to take out whilst super hardcore sub bosses may take over 20. Each bad guy has an individual health bar to let you know how much "special attention" they need from your 600 rounds per minute, 40 bullets in the clip, lightweight silenced sub-machinegun.

N.B. - when faced by multiple opponents, don't concentrate all your fire on one enemy as it will give the other bad guys time to shoot at you. It is better to wound them all with a spraying action (it interrupts their aiming ability) and then finish them off individually.

The foot pedal operated cover/ reload button is back, so try to get used to tapping the pedal every time you see one of the terrorists with a glowing red circle or hear a beeping "we have lock" sound. Also watch for grenade throwers and machete guys as there is no audio visual warning for their attacks.

What makes Crisis Zone such a great shoot 'em up is the variety of situations that occur. There are spectacular scenes in the Plaza (a.k.a the mall) where you are shooting it up in shops and merchandise is flying everywhere. In the park there is an epic shootout with a squadron of helicopters and there are some stealthy scenes in the basement of the office Building.

All in all, Crisis Zone can be seen as an interactive John Woo film. The action is unrelenting, the range of bad guys is huge, the locations well realised, graphics are fantastic and the level of difficulty high enough to give any gung-ho gun head a run for their money. This is a very worthy successor to the mighty Time Crisis series.

# 9.5/10

**All games reviewed in Arcade Mode can be played at Galaxy World.**

# KONAMI
# HYPER BISHI BASHI CHAMP

The arcade industry in the past year has really cut loose in the humour/reflex departments with games such as Panic Park and Point Blank. Konami's ode to inane Japanese game shows now looks to challenge these 2 already ridiculous games in the stupido sweepstakes for 2000.

Hyper Bishi is a multi player, 3 button reflex tester in a game show format. A series of challenges such as: let's stop the alien invasion for fun, demolition expert and Saturday night dancer are but a few of the farcical games to test your button pressing abilities to the maximum. Each game starts at a pace which is quite under challenging and soon moves into hyper overdrive where you'll be wishing that you should have sculled a couple of short black coffees and eaten some guarana dirt to give you the edge on either the computer or up to 2 other humanoids.

Although quite limited in its appeal and longevity, Hyper Bishi Bashi Champ has enough ridiculous scenarios which are dementedly based on real life to make you want to play them all.
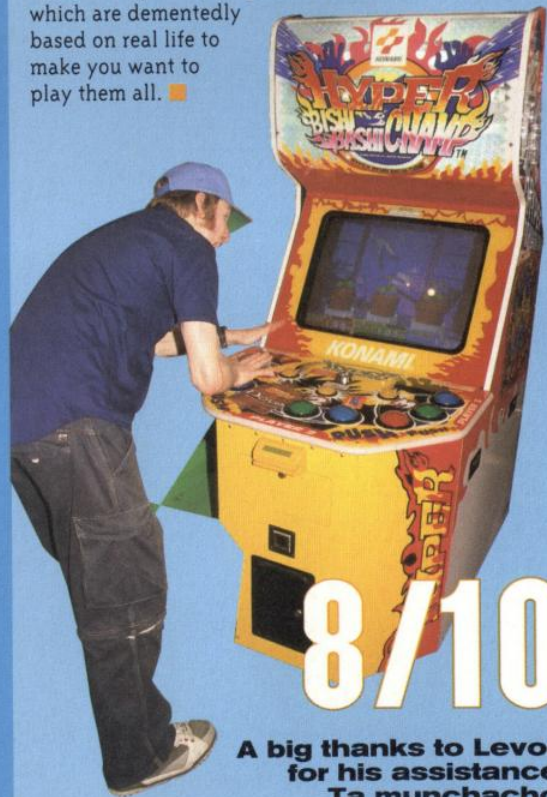
# 8/10

A big thanks to Levon for his assistance. Ta munchacho.

# WIN QUAKE 3 and GOODIES!

## QUAKE ARENA

Activision have a plethora of great PC games out at the moment, one of which we have splattered all over this issue of Hyper. That would be Quake 3 Arena of course, and really, we think it's one of those PC games you can't really live without. If you can't afford to grab it from your local store, then you can always enter this comp and win it along with some cool Quake 3 stuff! Thanks to Activision, we're

giving away three Quake 3 Arena packs — each pack contains the game, a cap and a t-shirt! Quake 3 merchandise, you gotta love that.

To enter, name three of the character models in the game.

Put your answer on the back of an envelope along with your name and address and post it to: Gib me good, Hyper, 78 Renwick St, Redfern, NSW 2016.

## WIN MEDAL OF HONOR for PlayStation!
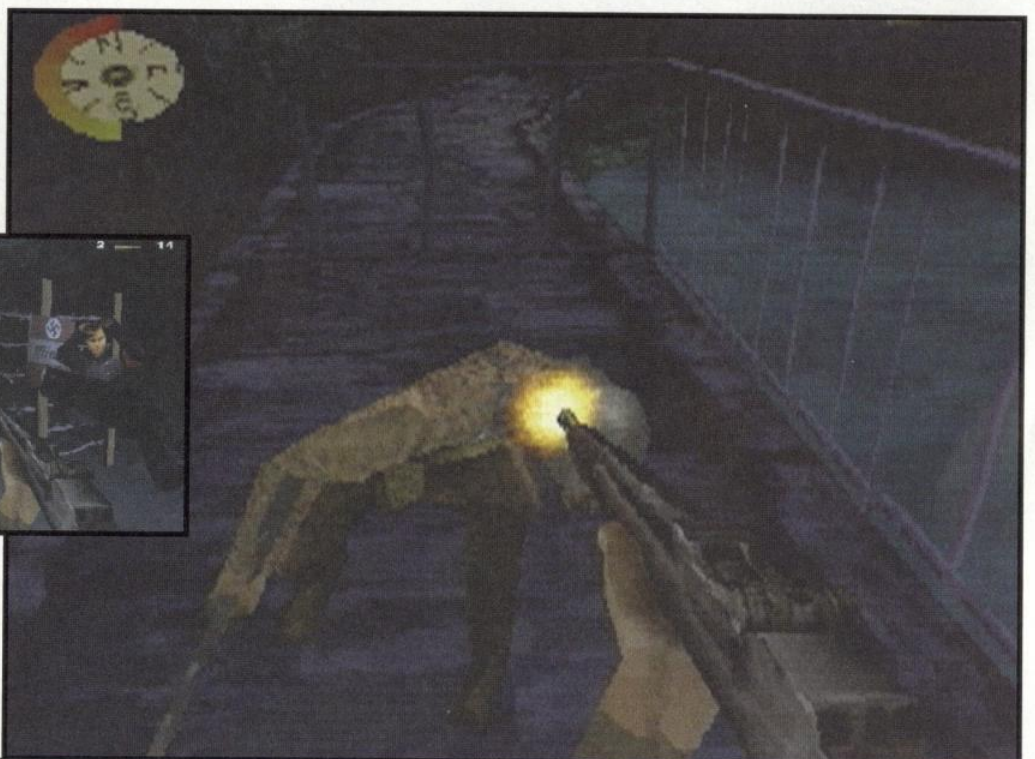
Stick it to those goddamn Nazis. Electronic Arts have produced a very fine First Person Shooter for the PlayStation in the gritty Medal of Honor. Lurking around the creepy landscape and picking off soldiers, infiltrating the enemy base, impersonating ranking officers... you'll be sucked into Medal of Honor very easily. If this sounds like the PlayStation game for you, then you could win a copy plus a cool Medal of Honor poster, by answering this question...
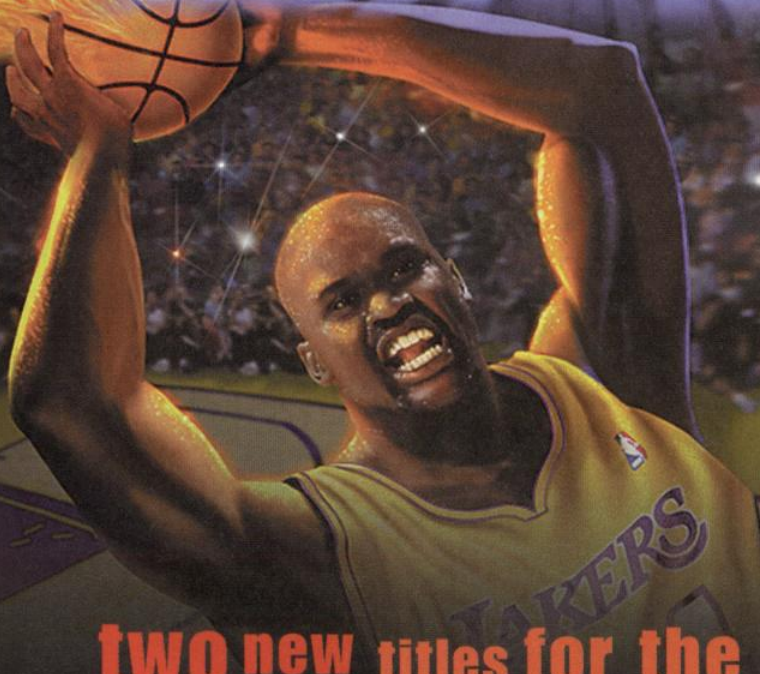
What was Hitler's first name?

Put your answer on the back of an envelope along with your name and address and post it to: Achtung Baby, Hyper, 78 Renwick St, Redfern, NSW 2016.
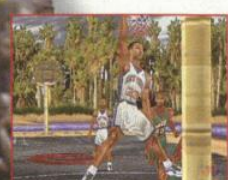
**Entries close March 1st.**

# NBA SHOWTIME
## NBA on NBC

two new titles for the Dreamcast & PlayStation

# NFL BLITZ 2000

no refs... no rules... no mercy...

Metro Games

PLAYERS INC

MIDWAY
www.midway.com

## TRAILERVISION

Sometimes a movie trailer is better than the actual movie. We could be controversial and say that was the case for the Phantom Menace. Ooer. Of course, previews usually always give away the entire plot of a film and/or show the best bits, so sometimes there's no need to actually go see the thing when it's out.
At Trailervision, they came up with the idea of going and making trailers for movies that don't even exist. These are darn hilarious, although we must warn that some of the humour is for the more mature readers only...
http://www.trailervision.com/

## GO FISH

That's what I tell myself every morning when I get out of bed. Anyhow, we all know what a huge success Ebay has been over in the USA, well as a result, all sorts of local online auction sites are popping up. One such place is Go Fish. If you're looking to buy or sell, you may as well go pop in on the fish and see what they've got. Comprehensive and easy on the eye too.
http://www.gofish.com.au/

## QUAKE 3 RESOURCES

Happily fragging your way through Quake 3 Arena? Finished it maybe? Then no doubt you're getting sucked into the online Quake 3 scene. If you're after some stuff for Quake 3 Arena, be it a FAQ, player skin, or even new maps to play on, then you'll want to check out this fine resource page which will link you to anything you need. It's hosted by the infamous stomped.com which should be familiar with most experienced Quakers.
http://q3a.stomped.com/site/index.html

## INSIDE MAC GAMES

Have you been inspired by our Mac gaming feature to spice up your life with a healthy new Apple? For all your gaming needs, here is a very fine site which has regular Mac gaming news and reviews, plus demos and a forum where you can exchange Mac gaming goodness or gripes. There is also a bit of technical help here at this site too if you know a bit more about the inner-workings of your lovely Mac.
http://www.imgmagazine.com/

## SHYFONTS

Mmmmm fonts. If you don't know what I'm talking about, then this site probably won't excite you in the slightest. However, if you know the lure of the sexy typeface, then jump right in and roll around in this collection of yumminess. Some of these Freeware TrueType fonts are very cool, and they even have an old Atari font here for download. Ahhh memories.
http://www.shyfonts.com/

DURING THE HOLIDAYS, THERE WAS PLENTY OF TIME TO SIT ON MY ARSE AND TRAWL FOR COOL SITES. NOW I'M BACK AT WORK, I GET PAID FOR THE SAME THING!
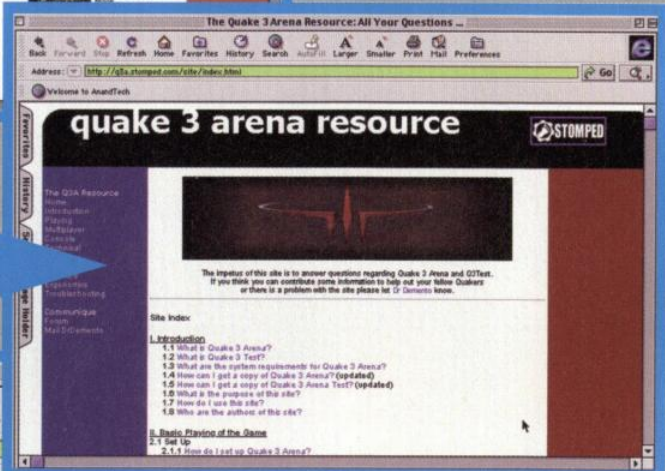
# POCKETSTATION VS VMU
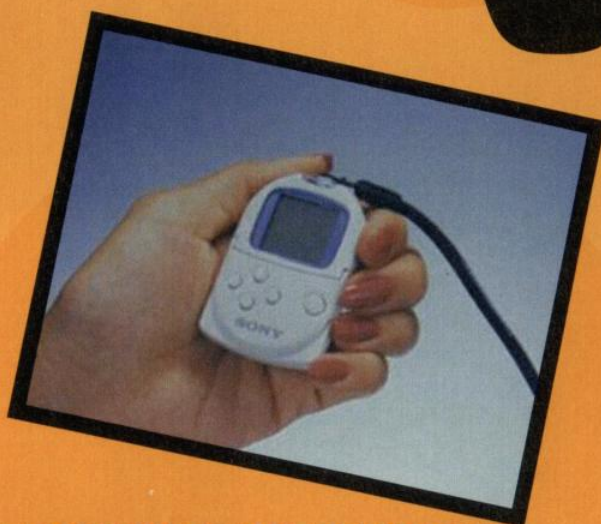
## THE SONY POCKETSTATION

### WHERE IT ALL BEGAN

Originally released in late January, 1999, the PocketStation represented Sony's attempt to become part of the information-sharing revolution. Specifically, it was cashing in on the Tamagotchi-originated 'virtual pet' craze by allowing you to store mini-games on your memory card, made playable by an in-built liquid crystal display and digital thumb-pad. It sold by the bucketload upon release in Japan.

### Unit Construction

Solid. Very clearly superior to the VMU.

### Primary Features

Liquid Crystal Display
Digital thumb pad and one action button
Data transfer via infra-red transmitter

### Design and Construction

Clearly superior to the Dreamcast VMU. Solid, equipped with a flip-top cap for easy interface with the PlayStation, and the display is larger and with a better dot-pitch.

### End-user analysis

Disappointing. With only 15 slots available, a PocketStation mini-game can potentially take up 10 slots, leaving you with only 5 slots for save game files. For what it can theoretically do, it lives up to very little, and eventually becomes either a very expensive memory card or a second-rate Tamagotchi toy. As far as the Western market is concerned, it's probably not worth the money.

### Where is it headed?

Nowhere, it seems. In spite of being one of the hottest selling items in Japan — at some times exceeding the Gameboy Color at times, it will not be seen outside of Japan. Sony has thus far refused to elaborate as to why, but with what little it offers, it almost doesn't matter. Boohoo.

## THE DREAMCAST VMU

### WHERE IT ALL BEGAN

Originally available at system launch in Japan, the VMU (Visual Memory Unit) is the only medium by which Dreamcast owners can store their games. Prototypes of this unit were actually made public long before the system's launch — and even any hint of the PocketStation — with its main drawcard being the ability to save game data and play mini-games on the unit.

### Primary Features

Liquid Crystal Display
Digital thumb pad and two action buttons
Data transfer via control pad interface

### Design and Construction

Bulkier than the PocketStation, with a removable cap that can be lost easily. Its interface with the Dreamcast control pad is integral to its design, and is its saving grace.

### End-user analysis

We got more than we bargained for. Sure, it saves games, and the mini-games are, in the long run, pretty lame. But with a little time, we'll be able to get online with our Dreamcasts, download patches and upgrades, save them to our VMUs, and open up new features vend modes in our favourite games! And yes, they're already doing this in Japan.

### Where is it headed?

The rapidly expanding uses of the VMU mean that it is virtually guaranteed a future. The question now is whether or not the eventual swell of online usage will cause Sega to design a VMU that can pack in more data. Only time will tell.
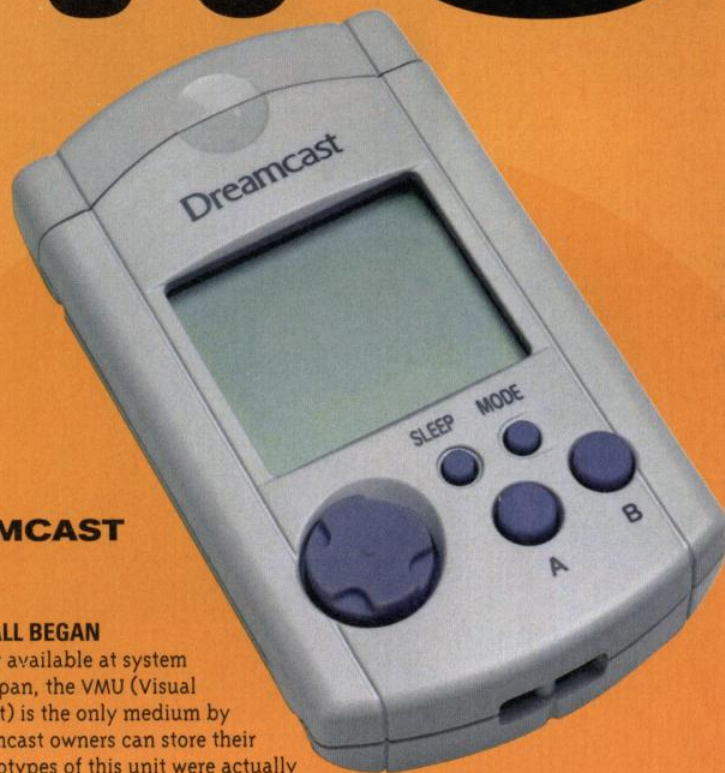
# MOD SPOTLIGHT

### COUNTER-STRIKE FOR HALF–LIFE

What first person shooter do you most play online? Quake III Arena? Starsiege: TRIBES? Unreal Tournament? According to stats over the last few months, chances are you said Half-Life. The fact that Half-Life is the most played traditional first person shooter on the internet comes as a surprise to those who aren't involved too much in the online arena, considering its heavy focus on single player features. The figures for Half-Life online activity are staggering, with Quake II, Quake III Arena, Unreal Tournament and Starsiege: TRIBES coming in at around 2 to 5 thousand players each at any one time, Half-Life constantly pulls numbers above 10 thousand. So, Half-Life can finally stand on its own two feet in the multiplayer internet community? Not a chance. It's all about the mods. You may be new to this, so I'll elaborate a little. With a little information from the developers, fans alter and enhance a game in almost any way, and now and then produce ultra-fun, professional and polished modifications. One notable mod is the amazingly popular Team Fortress for Quake. The current successor to Team Fortress for Quake is Team Fortress Classic (TFC) for Half-Life, it was developed by Valve Software to keep their fans happy until the release of Team Fortress 2. Until late 1999, TFC was the number one mod for Half-Life, with only plain vanilla deathmatch getting close to its popularity.

On Friday, June 18th 1999, the first beta of a new Half-Life modification Counter-Strike was released to the online community, created for free release by a small team of people not affiliated with Valve Software. Now, many betas later, it is toppling TFC, becoming the most popular mod of any current FPS. Counter-Strike, a multiplayer only modification of Half-Life is designed around a realistic military situation of Terrorists (Ts) versus Counter-Terrorists (CTs). There are currently three different types of situations in which these two forces can do battle, hostage rescue, where the CTs must tag and bring hostages back to their base or terminate all the Terrorists. The second mode is where the Terrorists are required to plant explosives in certain locations in the map, or terminate all the CTs, and the third way of playing is a combination of the two, although few maps of this type exist. Speaking of maps, you won't find too many Counter-Strike map sites around, because the developers actively discourage it, for the reason that they like to release the mod with a certain amount of "Official" maps which are heavily playtested and are guaranteed to be fairly balanced.

There is no single player component of Counter-Strike (and apparently there never will be). The best way to try it out, is to grab the mod (http://www.counter-strike.net) grab your favourite server browser and jump right in, it doesn't take too long to learn as long as you're up to speed on the basics of FPSs.

Combining realistic situations and locations, extremely well modelled military style weapons and characters, addictive gameplay, and extremely professional execution, Counter-Strike is a blast to play and deserves the attention it is getting. Valve Software is personally lending a hand in supporting this mod, going as far as creating maps specifically designed for Counter-Strike, which is a sure sign that this is one of the most successful mods we've seen yet. ∎
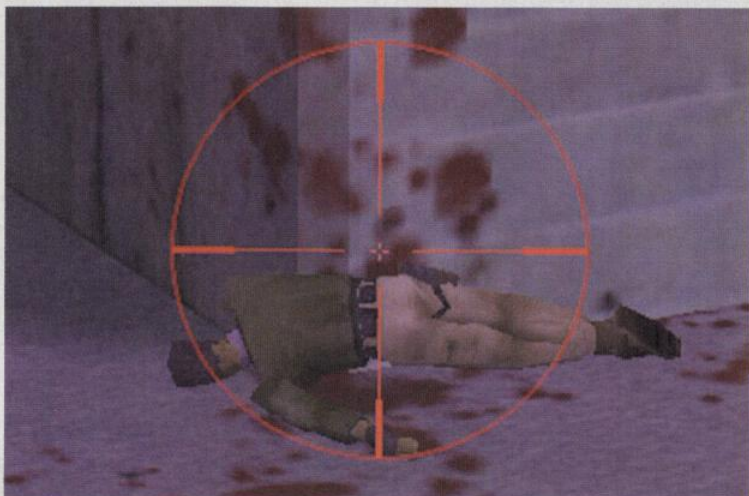
# TUROK
## RAGE WARS

Turok: Rage Wars is the ultimate deathmatch style game for the Nintendo 64. Fight it out in deathmatch battles, cooperatively in teams, or go it alone single player against the bots. Awesome new weapons and old favourites, 4 multiplayer modes, 19 ranks to achieve, 25 player skins to unlock, 50 medals to attain, 17 playable characters, 16 weapons, 36 multiplayer maps.

www.turok.com/ragewars
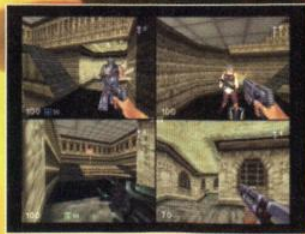
AVAILABLE DECEMBER

ACClaim

POWER 100%

9
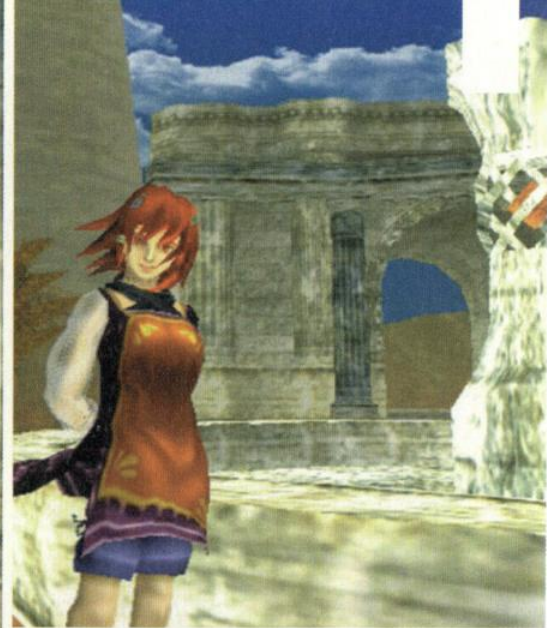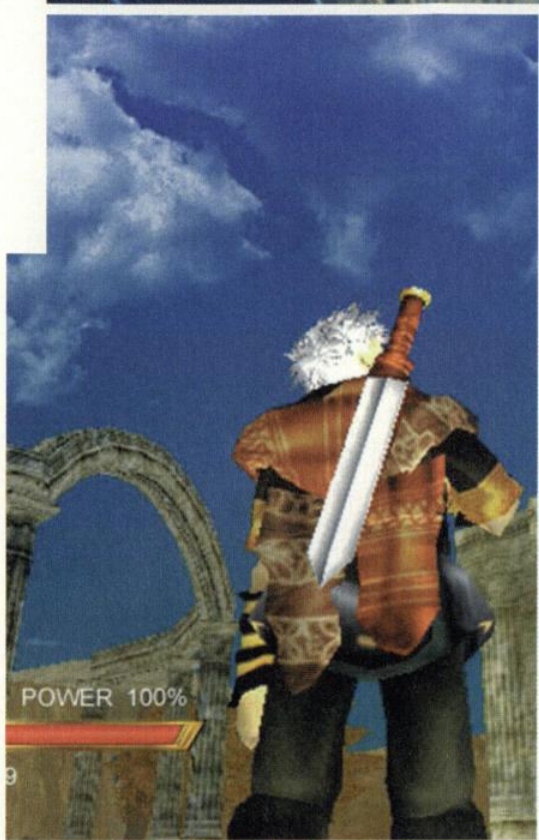
## Evergrace

**SONY**

**PS2**

If there is one thing the PlayStation 2 won't be short of, it'll be RPGs. Not only are we going to see some crackers from Square, but the broadband technology should mean some great multiplayer titles if we're lucky. Take a look at this one. Evergrace is a gorgeous-looking RPG for the PS2 which promises to challenge even some of the best 3D RPGs available on PC. Exciting stuff!

武頭体足ア

武頭体 100 100 100

POWER 100%

9999
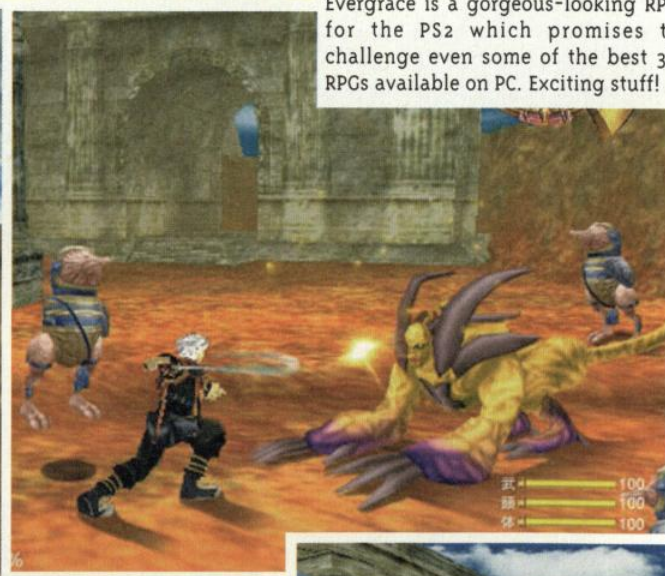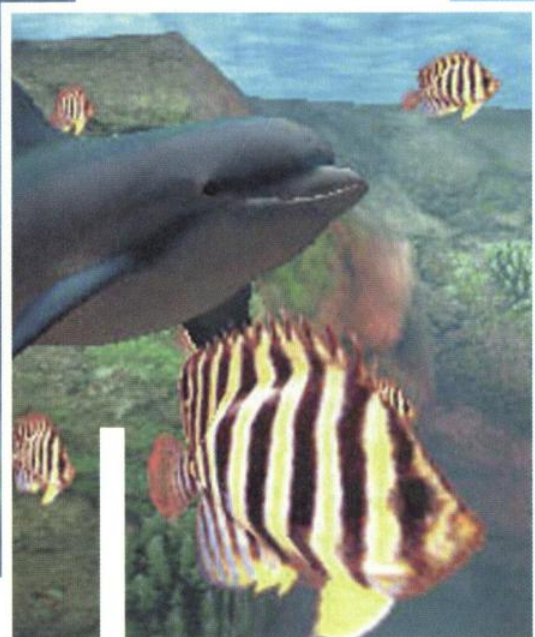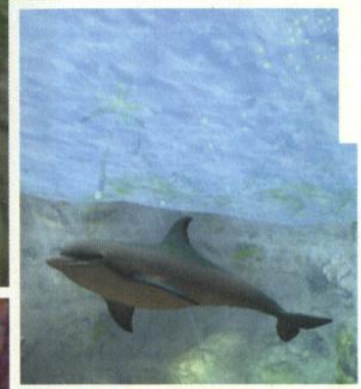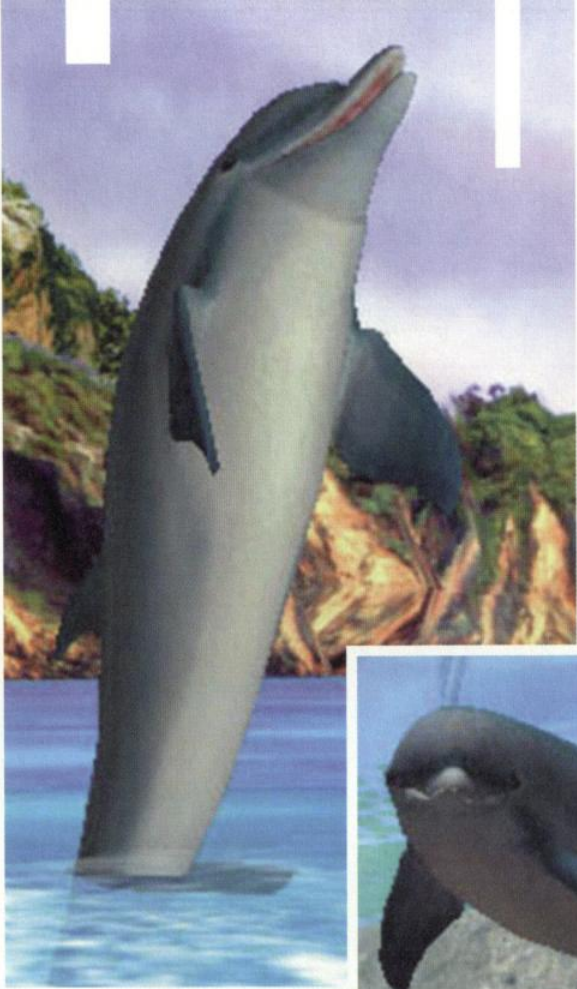
## Ecco the Dolphin

**SEGA**

**DREAMCAST**

Well we were quite excited about Ecco on Dreamcast in our preview a while back, but after seeing the latest screenshots we're literally finding it hard to speak. This Dreamcast title is looking absolutely stunning. The environments look more realistic than ever, and Ecco himself looks almost real. It's games like this that have us hugging our Dreamcasts at night in anticipation. Very cool.
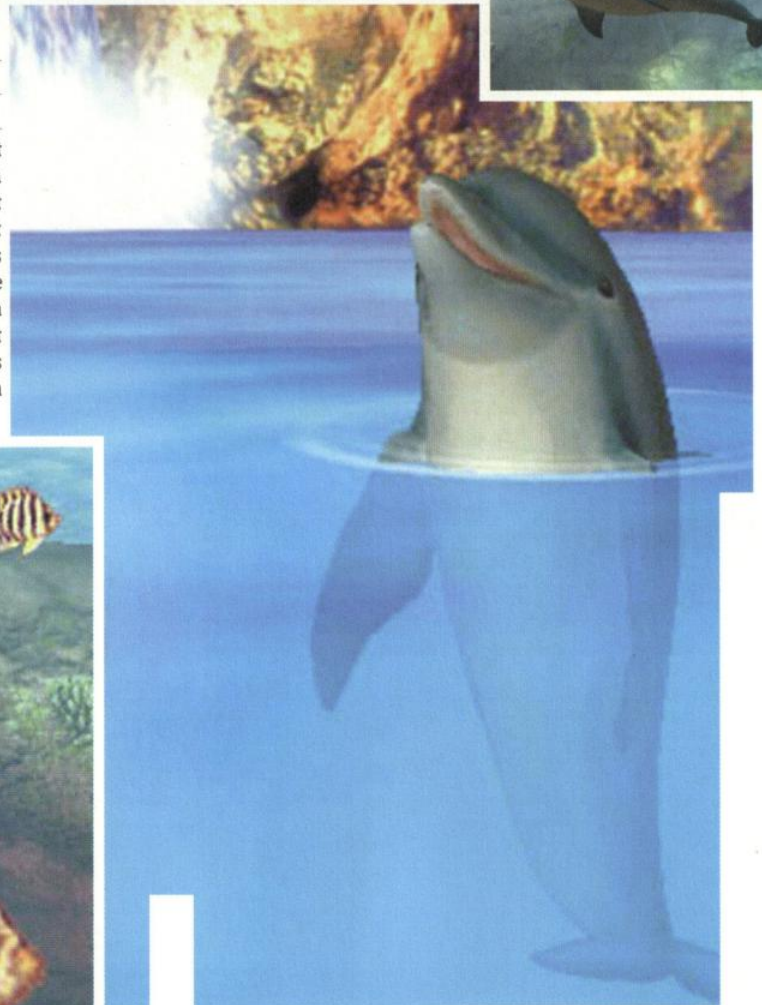
# VIRTUAL ON
## ONTARIO TANGRAM
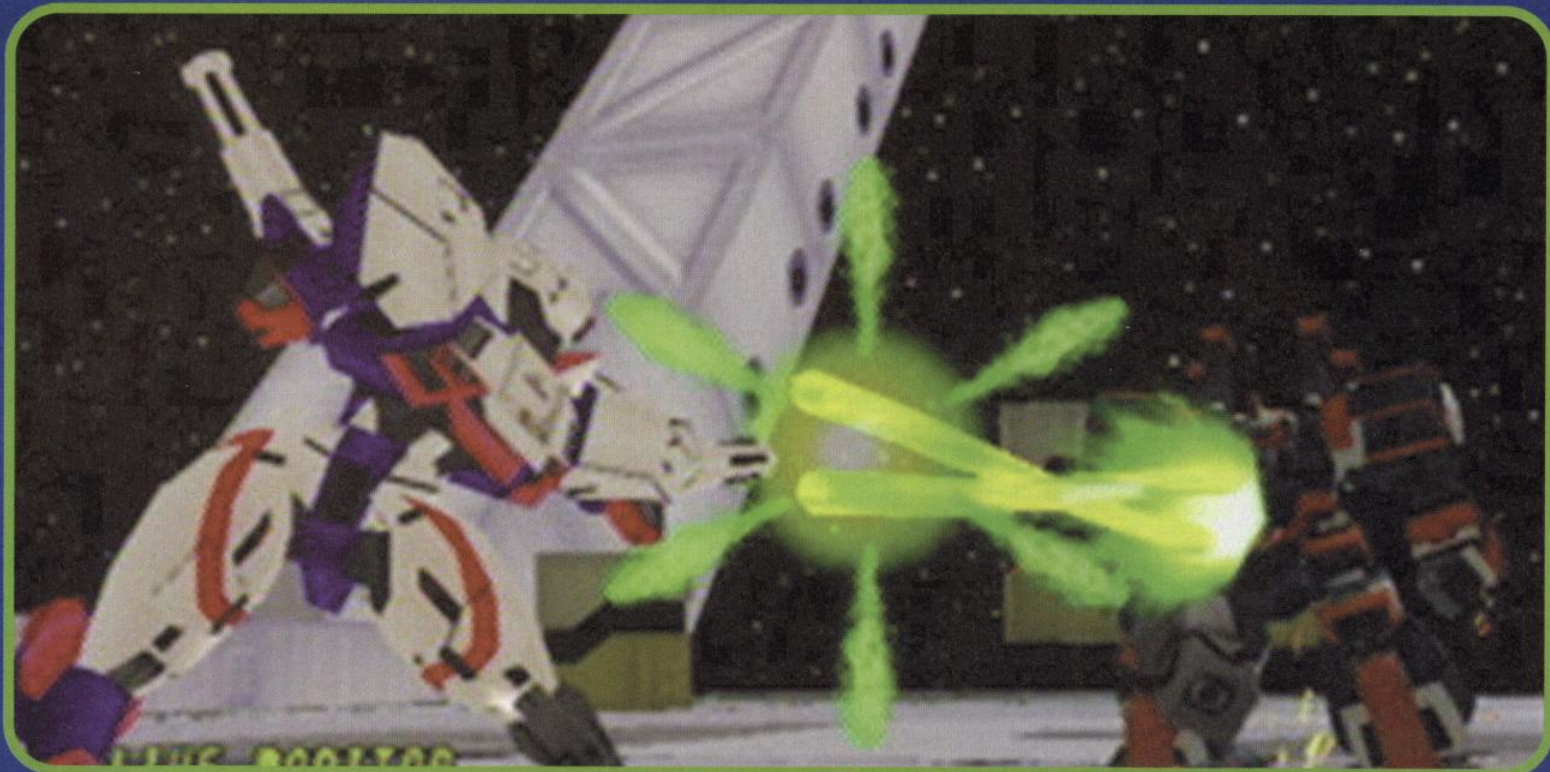
**WOW-O-METER**

If the sight of two big tonking robots going at one another gets you a little moist down there, then get ready to be very excited because a big robot tonking fest is racing its way towards a Dreamcast near you. It is, of course, none other than the Dreamcast port of Sega's arcade hit Virtual On: Oratorio Tangram (or VOOT for short).

For those of you who haven't played either of the Virtual On games, the scenario is simple. We're talking incredibly fast paced, bazooka blazing mech on mech action here. The basic scenario is that you and another mech are placed in an arena, and have to use your absurdly overpowered weapons and lightning fast controls to outmaneouvre and out gun each other.

There are twelve mechs to choose from, each with its own unique look, abilities and weapons. The mecha design is incredibly stylish, with great attention to detail — anyone into anime will peak when they see this game in action. Indeed, if you like the idea of recreating your favourite anime mech fighting scenes, then this is as close as you're going to get for some time.

### DAISAKU NEEDS A LESSON IN REALITY...

Further adding to the appeal of the game in the arcades was the funky double joystick control setup. We're pleased to report that a DC double arcade joystick has been released with the game in Japan, so hopefully we'll see one out here too. Not only is the game a lot harder to play without one of these funky gizmos, but it really heightens the illusion of actually piloting a mech. It's certainly a darnsight more convincing than doing a Giant Robo and simply perching on the shoulder of a massive robot and shouting "punch Giant Robo punch"... heh heh.

You'll need to get a firm grip on the controls too, because VOOT is one of the fastest paced arcade fighters ever. Rather than encouraging an all out attack strategy, you'll need to be strafing, jumping and boosting away from enemy fire to stay in contention. The great thing about VOOT is that it's easy to jump into, but is one of those games with a lot of depth for those willing to put in some serious play time.

As for the Dreamcast port, we've given the Japanese version a thorough going over, and have to say that it rocks very hard. It runs just as well as its model 3 arcade brethren, and almost nothing has been sacrificed in the transition to Dreamcast. A polygon here and there perhaps, but who cares when you're frantically trying to avoid all the massive explosions, laser bolts and rockets filling the screen! We can't wait to see the PAL release and we'll give it the full workout when it arrives on our shores. ■









### WHAT WE'D LIKE TO SEE

There are a couple of things we'd like to see changed for the Western release though. Firstly, the arenas tend to be relatively spartan – both in textures and in architecture. Having more sloped surfaces and separate sections as seen in Dead Or Alive 2 would be nice for varieties sake. Also, the two player splitscreen mode needs some work, as the viewing area in the Japanese version isn't the best, and it's unlikely that many people will be able to utilise the link cable support.

# FIGHTER DESTINY 2

**PLATFORM:** Nintendo 64
**AVAILABLE:** TBC
**CATEGORY:** 3D Fighting
**PLAYERS:** 1-2
**PUBLISHER:** Southpeak Interactive

Four years after its release, and the Nintendo 64 still doesn't have a great 3D fighting game. What the smeg's going on? The only game even worthy of mention thus far for the system would have to be Fighter's Destiny. Sure, it was grainier than a piece of redwood, uglier than the little fat kid from Hey Dad, as responsive as a sloth on Quaaludes, and as playable as a piano accordion, but Fighter's Destiny got it right in many respects.

The fighting engine was quite solid, and replacing the standard health bar with a points system was a great idea, bringing the fighter more in line with an actual martial arts tournament. The way it worked was the first fighter to reach nine points won the round, with the number of points allocated dependent on the difficulty of the move. Thus, this system meant that if your opponent lured you

**WHAT WE'D LIKE TO SEE**

"Wax on, wax off" in the practice mode.

into a cheap ring out, you'd no longer lose the round, only a point.

### WE LOVE THAT WORD

Unsurprisingly, with Fighter's Destiny 2, Genki are attempting to expand on the original's strengths, as well as hopefully getting all the other elements up to scratch as well. It runs on an updated version of the original's graph-

ics engine, and the result is a game more pleasing to the eye, but still suffering from much of the graphical discombobulation that seems to haunt the N64. Even so, the arena backgrounds are crisper than before and it runs at a steady frame rate.

In the original, one of the most interesting play modes was the Master Challenge mode, which pitted your character against eight martial arts masters, with the reward for winning being new techniques. In Fighter's

Destiny 2, this play mode has been replaced by Fighter's Arena, which uses a board game interface (don't laugh). In this mode, the player moves around the multibranching map by spinning a roulette wheel. A different challenge awaits depending on which square you

land on. Through this mode you can improve your character's stats — health, skill, strength and recovery, as well as learn new moves. Better yet, your character can actually steal moves from other fighters, making the game quite open ended. Once your character successfully beats this mode, his/her stats are saved and the upgraded character can be used in other modes.

### SWEET SIXTEEN

There will be twelve stages in the game, most of which are essentially revamped from the original. There are also sixteen characters — many of whom return from the original, but with a few new characters, including the cringe worthy D-Dog who's presumably some kind of mack daddy/playa (they really should have called him D-Dawg). Each of the sixteen characters share about 20 moves, with a whopping 30 unique moves apiece.

Fighter's Destiny 2 is already available in Japan, and from our brief playtest, it's certainly an improvement over the original. N64 owners starved for 3D fighting action should be excited about this one, but for the rest of us who've been spoiled on Soul Calibur or Tekken 3, we can see that there's still a lot of room for improvement in the N64 fighting game genre. ■
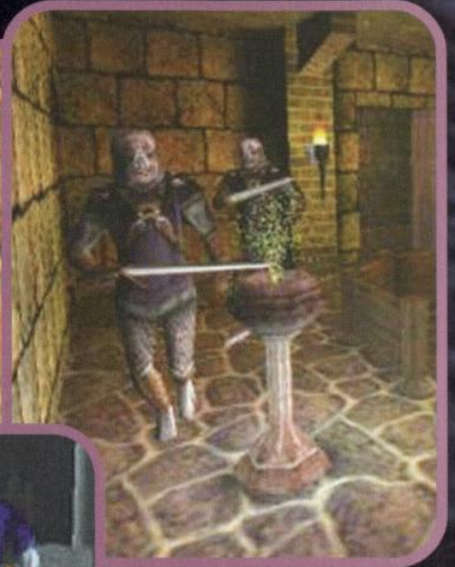
# THIEF 2
## THEMETALAGE

**WOW-O-METER**

From back in the day with classics like Ultima Underworld and System Shock, through to Flight Unlimited, Thief and System Shock 2, Looking Glass Studios have built an almost unparalleled reputation for quality in the industry. Thief: The Dark Project was one of the sleeper hits of last year, and a game that we're still playing. It took the tried and true first person shooter and turned it into the first person sneaker. Thus, rather than the usual "you are a hardcore mutha up against the hoards of evil, with enough firepower to wipe the smug smile off Peter Costello's face", Thief placed you in the role of a lowly crim, who must use his cunning and wits to sneak through the strange medieval cum techno world.

### WHAT WE'D LIKE TO SEE

Maybe they could give Garrett some real character. Some Duke Nukem style wisecracks, seeing as he's the sly loner that he is. How about "I'm gonna get Medieval on yo assssss!" Actually, that would be horrible.

### NEW TOOLS

Thief 2 will expand on this core gameplay, with a greater focus on stealth, and less on combat. Set several years after the original in a mostly urban environment, the player will once again control Garrett, but this time around, Garrett is up against a bad ass sheriff by the name of Gorman Truat. Truat runs the city with an iron fist, eliminating undesirables with extreme prejudice. Worse still, a new religious faction called the Mechanists is developing technology for Truat, so he's armed with enough gadgets to blow Matthew Broderick back to the wooden acting stench hole from which he came.

Garrett too will have some new tools and abilities that are all designed to make him a more efficient thief. In particular, there will be tools to allow Garrett to scout out the mission ahead without being seen, allowing the player to plan their route better, rather than just taking things as they come. As an example, Garrett will be able to use his mechanical eye (from Thief) to zoom in on the environment, and to access any remote cameras that he's planted.

### DROOLING ALREADY

Graphically, Thief: The Dark Project will be a big step up from the original. It will run on the third iteration of the Dark Engine, which supports far more detail in the environments and characters, not to mention 16 bit colour (the original was only 8 bit) and coloured lighting.

So far only one new weapon has been confirmed — the vine arrow. Fire it at a wall, and a climbable vine will grow from the point of contact. This kind of freeform design will make Thief's missions very non linear indeed, and ensure amazing replay value. Indeed, Looking Glass Studios are attempting to do more than just recreate the original game in a more sophisticated and tricky environment. As such, the missions will be more varied, and even more challenging. Thief 2 is shaping up to be the definitive "free-lance thief sim", and should be out midway through this year. ■

# REDSUN

| | |
|---|---|
| **PLATFORM:** | Playstation |
| **AVAILABLE:** | TBC |
| **CATEGORY:** | Space Combat |
| **PLAYERS:** | 1 |
| **PUBLISHER:** | Psygnosis |

**WOW-O-METER**

Remember Colony Wars? It blew us away when we first saw it on the PlayStation, as it provided those incredibly smooth and slick space combat visuals. Then came Colony Wars Vengeance, which was just as successful in terms of stunning visuals and fantastic gameplay. Now we can look forward to Colony Wars Red Sun, which will hopefully be the best in the series yet. Psygnosis have been working hard on this for a while now, and have packed in about 50 missions, 30 weapons, nine ships and a new central character who is aligned with neither the Navy or the League. Valdemar is your name, and as you progress through each mission, you will be presented with choices that will either help or foil the Navy or the League depending upon how the missions pan out. Psygnosis have styled

Valdemar in the mould of Han Solo of Star Wars, so you can expect some pretty cool stuff in the FMVs we're guessing. The music in the game has been recorded using a full-blown orchestra too, so there's definitely some very strong production values going into this one for that full cinematic space combat experience. The visuals have even been tweaked yet again, so Colony Wars Red Sun will be squeezing the PlayStation for all it's worth. Can't wait.

### WHAT WE'D LIKE TO SEE

A strong variety in mission goals, from smuggling to escorts, seek and destroy, scouting, escape – just about anything the imagination can conjure, we hope Psygnosis get in there. Mission objectives changing half-way through a heated battle can also help to keep the gamer on their toes.

should be able to see the stations now
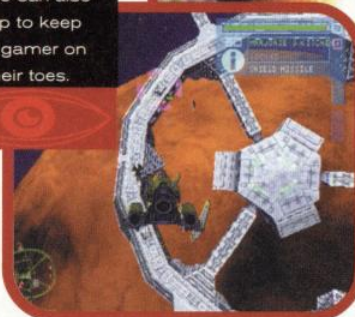
# BATTLECRY

| | |
|---|---|
| **PLATFORM:** | PC |
| **AVAILABLE:** | April |
| **CATEGORY:** | Strategy |
| **PLAYERS:** | 1-4 |
| **PUBLISHER:** | Mindscape |

**WOW-O-METER**

The Warlords series is a classic amongst strategy-loving PC gamers. Whilst we wait hungrily for Warlords 4 to arrive on the horizon, there's a nifty spin-off coming which will transport Warlords into Real-Time for the very first time. A Warlords RTS? Yes. Like a lot of other strategy games coming to the market, Warlords: Battlecry will focus on a central "hero" character of your own creation who will be there with you throughout the campaigns. Choosing a profession for your hero will affect how the game plays — a warrior will prefer out and out combat, whilst a wizard will be keen to keep their distance and pummel the enemy with spells. Gameplay though, will still have that RTS resource management approach, you'll just have to keep an eye on your hero at the same time. A lot of the combat will be based

on your units' stats — the standard stuff like Strength, Dexterity, Charisma, Intelligence — very RPG in style. This, combined with your hero's sphere of influence will determine how successfully combat goes with your enemies. The game will feature approximately 80 different units types, and like classic titles like Starcraft, different races will have a certain set of units which can be upgraded into differing types. There will be a strong plot and campaign structure, and a kick-arse four-player game (we all know how good multiplayer Warlords game have been in the past). Whilst we wait for Warlords 4(which will still be turn-based), Battlecry should keep us more than happy. ■

### WHAT WE'D LIKE TO SEE

Something a bit snazzier with the graphics. Possibly there are some stunning 3D effects tucked away in there, but at the moment, the game looks a bit old-school.

# BERSERK

| | |
|---|---|
| PLATFORM: | Dreamcast |
| AVAILABLE: | TBC |
| CATEGORY: | Action |
| PLAYERS: | 1 |
| PUBLISHER: | ASCII |

WOW-O-METER

Berserk promises to bring some action-packed weapon-based beat 'em up action to the Dreamcast in the style of the old Golden Axe and Fighting Force games. Playing the part of a bulging-with-greasy-pecs hero with a horrendously large sword, this is a third-person action game which pits you against endless waves of foes, ready to be mowed down by your shiny blade. Seriously, no living being could possibly wield a sword that large, but frankly we don't care, as it just makes Berserk a bucket-load of gorey fun. Despite some camera weirdness (yep, it's one of those automatic zooming camera perspective titles), Berserk is a very intuitive display of button bashing that's more fun than glum. With a concept similar to the old PlayStation game One, your character gets more and more infuriated as you fight until you reach the point of being absolutely berserk — hence the game's title. Once in this mode, you can happily lop heads off like the tops of carrots. The sense of style in the character design and overall atmosphere in the game is excellent, and despite the arcade-style gameplay, it all binds together in a very engrossing and enjoyable way. When Berserk gets a little closer to a PAL release, we'll be sharpening up our control-pad skills for some serious bouts of carnage. ■

## WHAT WE'D LIKE TO SEE

How about a branching mission structure? That would certainly increase the shelf-life of a beat 'em up such as Berserk.

# ALUNDRA²

| | |
|---|---|
| PLATFORM: | PlayStation |
| AVAILABLE: | TBC |
| CATEGORY: | RPG |
| PLAYERS: | 1 |
| PUBLISHER: | ACTIVISION |

WOW-O-METER

Alundra was a bit of a hidden gem of an RPG for role-playing PSX owners. Whilst it didn't really break any new ground, it was a solid and even quite difficult RPG which kept many of us happy for ages. Alundra 2 is now being promised to us, and in a very Final Fantasy style manouever, Alundra 2 will not be associated with the first game in terms of plot or characters, instead offering an all new story. The game engine has also gone completely 3D polygon-based, instead of the traditional 2D top-down. The camera is zoomable and you can rotate around the environment to get a good look at anything suspicious. The developers have also spiced things up with a series of sub-games, to break up the relentless puzzle-solving and combat. If any of you remember Landstalker on the Mega Drive, then you'll be pleased to hear that Alundra 2 is being developed by the same team of people. Bosses in the game borrow from the Zelda series, in a sense that there's always a clever trick in beating them, whilst combat and spells echo some of the effects we've seen in the Final Fantasy games. Alundra 2 is looking like a must have RPG for the PlayStation when it gets locally released later in the year.■

## WHAT WE'D LIKE TO SEE

A careful balance of difficulty in regards to the puzzles. There's nothing more frustrating than feeling like abandoning a game altogether when you can't make it past one section, which the original Alundra was victim to at times.

# WWF SMACKDOWN

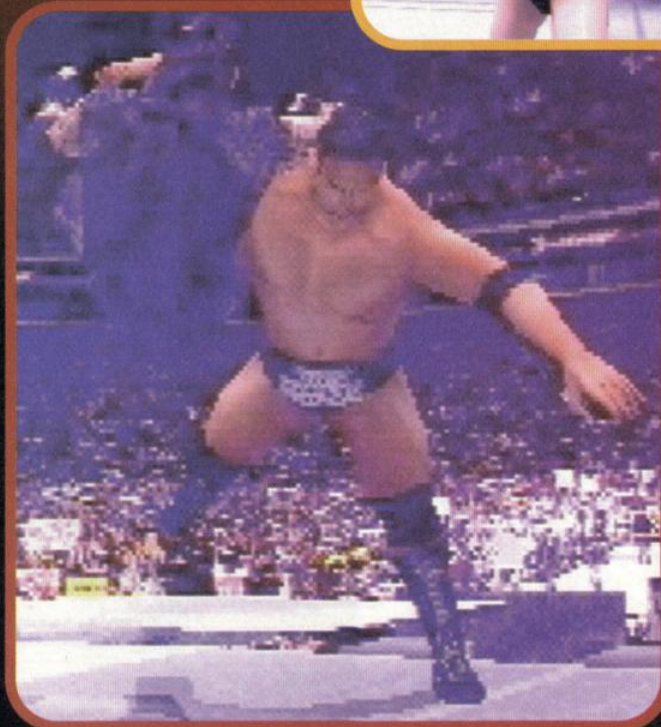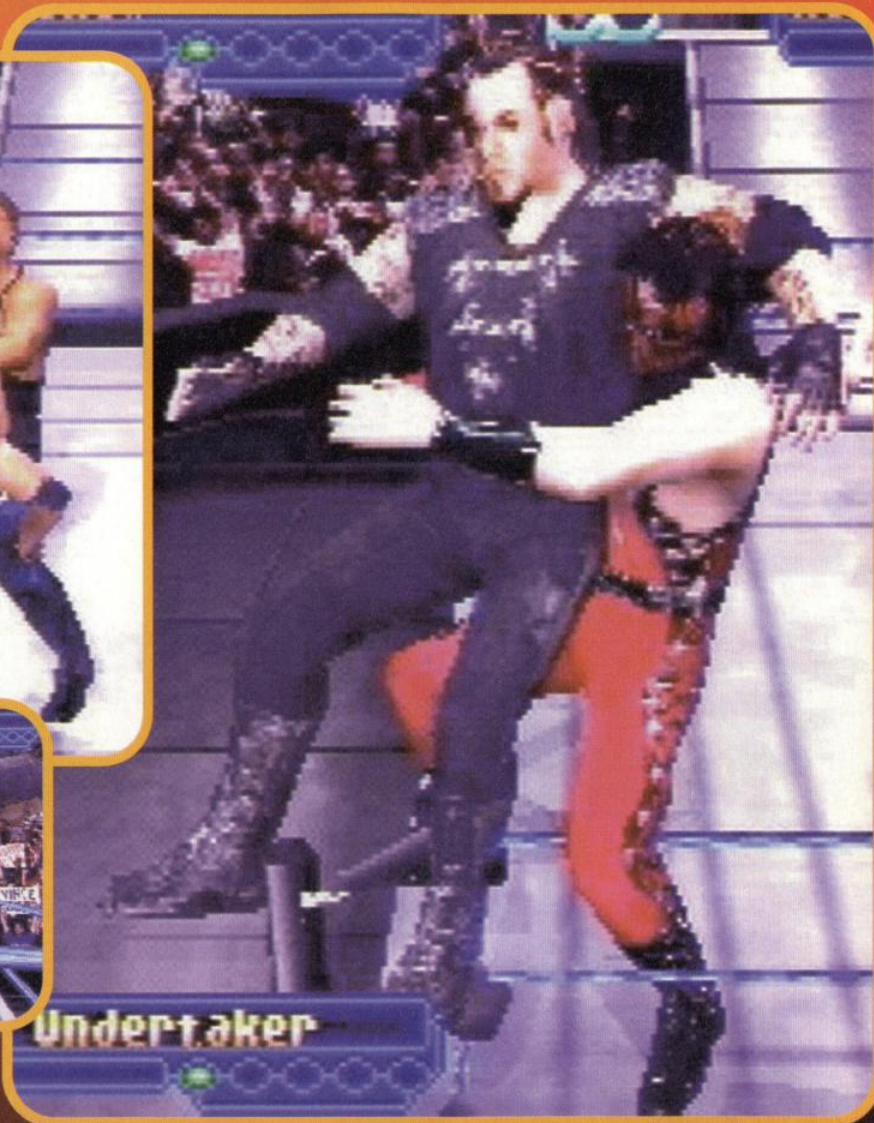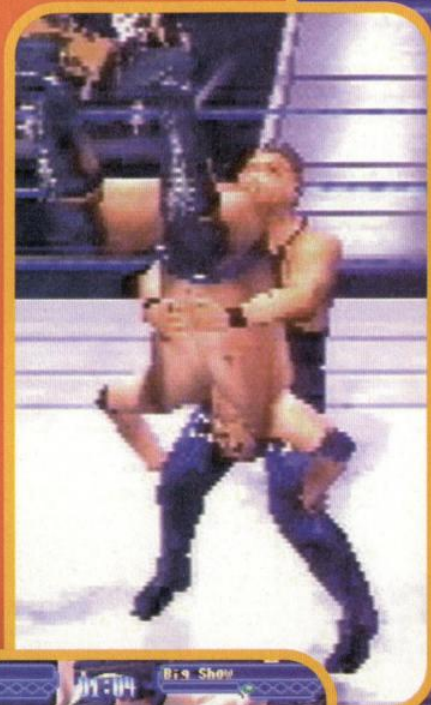| | |
|---|---|
| **PLATFORM:** | Playstation |
| **AVAILABLE:** | TBC |
| **CATEGORY:** | Wrestling |
| **PLAYERS:** | 1-4 |
| **PUBLISHER:** | THQ |

**WOW-O-METER**

Before you throw Hyper down in disgust at the sight of yet another wrestling game, let us inform you that WWF SmackDown from THQ could possibly redeem the genre and actually be a wrestling game you would be proud to own. Impossible? Two big, sweaty men lying on top of each other on your TV can be entertaining? Let us explain...

### KICK YOU TO THE CURB

WWF SmackDown lets you play through a "career" mode of sorts with any existing WWF wrestler or the one you choose to create in the now obligatory mix-and-match creation screen (you can even select specific fighting styles for your wrestler) and fight your way to victory. The difference, is that after every handful of matches, there are scripted events which take place backstage which alter the course of your career. These are random to a degree, selected from over 400 events which the developers have programmed, so the possibilties of

never playing the same game twice are quite huge. You may wander backstage to find yourself greeted by another wrestler keen to "help you out" in an upcoming match, or you could find yourself intimidated and beaten senseless. This adds a whole new angle to the generic wrestling game experience, and is certainly a cool feature for fans of the superstars.

Visually, WWF SmackDown looks incredible. This is probably the most impressive wrestling game we've seen yet. All the wrestlers are hand-animated (not motion-captured) for faster and more precise control in the game, plus they look fabulous. The detail and atmosphere is just like watching the WWF matches on your TV. The game consists of Survival match, Cage match, Single match, Tag match, and there is even a three played mode where a friend can interfere with the match in progress by playing as the actual referee in the bout. Cool. WWF SmackDown is packed with roughly 35 WWF superstars, and considering how good all the other aspects of the game are looking, this could be the ultimate wreslting game on any console. Currently the game is set for a release early this year. ■

### WHAT WE'D LIKE TO SEE

A feature that allows you to customise your wrestler's intro. Y'know, select from some pyrotechnics, choose the music, give them a funky dance or set of taunts... cheesy but hellava lot of good fun!

**THE BIG HYPER LIST OF GAMES TO BE RELEASED WITHIN THE NEXT MONTH!**
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★ Stuff to get sweaty over!

## NINTENDO 64
**FEBRUARY**
40 Winks
All Star Baseball 2001
Asteroids
Castlevania 2 ★
Fighting Force
Gex 3D
Supercross 2000

## GAME BOY
**FEBRUARY**
All Star Tennis 2000
Babe and Friends
Catz
Dogz
Dragon Warrior Monsters
Godzilla
International Track and Field
Knockout Kings
Oddworld Adventures 2 ★
Street Fighter Alpha
Tom and Jerry
Tonic Trouble
Total Soccer 2000
Toy Story 2

## PLAYSTATION
**FEBRUARY**
Armorines
Cool Boarders 4
Dune 2000
Ergheiz ★
Fear Effect
Grandia
Grudge Warriors
ISS Pro Evolution ★
International Track and Field 2
Missile Command
NuWrestling 1
Prince Naseem Boxing
Railroad Tycoon 2
Rally Championship
Resident Evil 3 Nemesis ★
Road Rash Unchained
Shadow Madness
Spec Ops
Superbikes 2000
Theme Park World
Tiger Woods 2000
Tiny Tank
Urban Chaos
Vandal Hearts 2
Vanishing Point

## PC
**FEBRUARY**
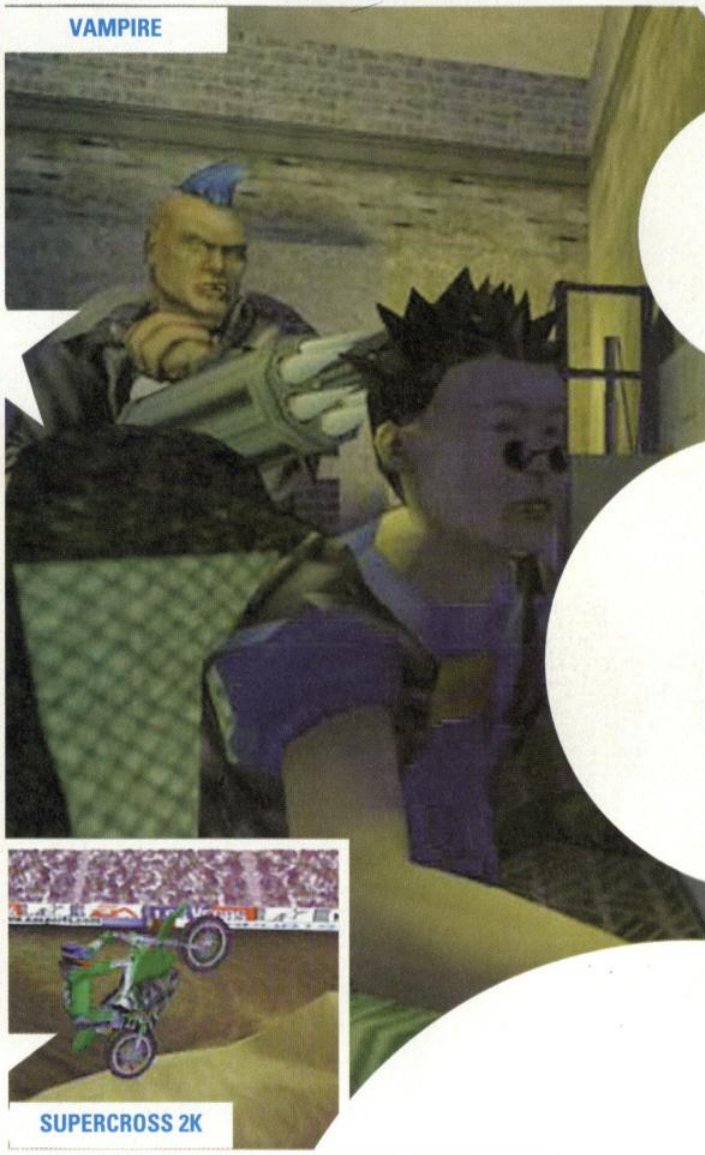12 O'Clock High
Business Tycoon
Dracula
FC: Thunder over Europe
Final Fantasy VIII ★
Harley Road to Sturgis
KA52 Team Alligator
Nerf Arena Blast
Nox
Rising Sun
Shogun
Speed Demons
Soldier of Fortune
Star Trek Armada
Superbikes 2000
The Sims ★
Theocracy
Tiger Woods 2000
Ultima Online Discovery Edition
Unreal Gold
Vampire the Masquerade Redemption ★
Wallstreet Tycoon
World Football Manager 2000

## DREAMCAST
**FEBRUARY**
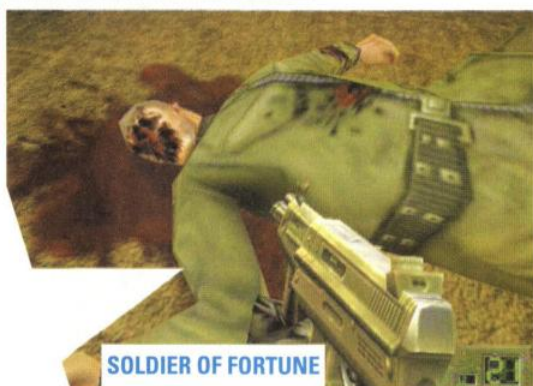All Star Baseball 2001
Bass Fishing
Crazy Taxi ★
Deadly Skies
Evolution
House of the Dead 2 ★
Legacy of Kain: Soul Reaver
NBA 2000
Plasma Sword
Red Dog
Resident Evil 2 ★
Re-Volt
Roadsters

**VAMPIRE**

**FEAREFFECT**
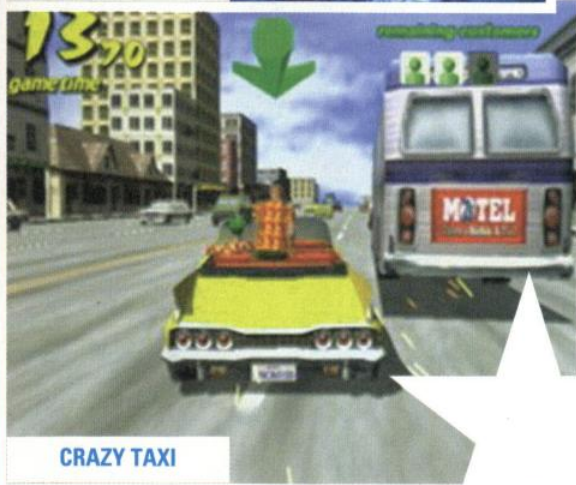
**CRAZY TAXI**

**SUPERCROSS 2K**

**SOLDIER OF FORTUNE**

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ANIMATED VIOLENCE

DEVELOPED BY
Z-AXIS

JACK OF ALL GAMES

PlayStation

R★

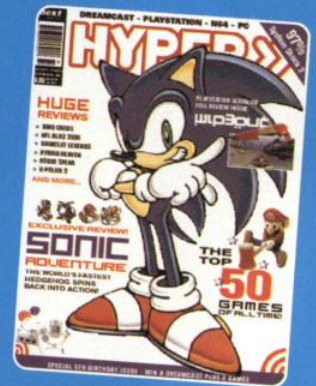# SUBSCRIBE to HYPER & WIN a SONY FLAT DISPLAY TRINITRON TV

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# HYPER>>

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

exec scan procedure.........
security level COV9..............
.........clearance granted.

semi-automatic machine gun, govt. issued

silencer

mobile

handcuffs

classified data

titanium shell

auto-scrambling

PASSPORT

United States
of America

generic cigarettes

identification

# ID SOFTWARE
# SPEAKS

>> >>

The company that made Wolfenstein, the Doom series and Quake 1 & 2 have now released the awesome Quake 3 Arena. Eliot Fish had a chat with TimWillits (lead level designer) and Paul Steed (lead animator) about everything from deathmatch to the deadly Camel Gun...
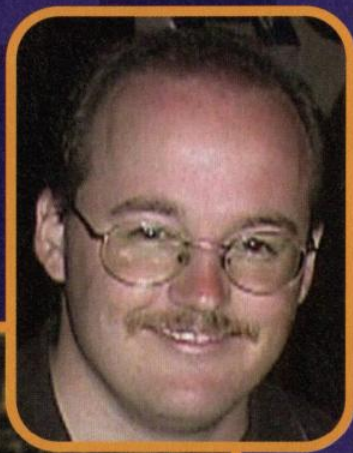
**Hyper: So how did work on Quake 3 Arena begin? What was Trinity?**

**Tim Willits:** We started working on the Quake 2 mission pack, which would be like Quake 2 1/2, continuing the war on Strogos. Then John Carmack started working on new research which you could call Trinity if you want — Trinity was just a code word, it was never referred to as that anywhere at id software, people on the net just love those sorts of words. Anyway we weren't particularly excited about continuing the same thing which we did with Quake 2. So we went to John and said "Y'know, we're not really sure this is going to work" and John said "well, I've got my technology done, so how about THIS." And he came up with the idea for Quake 3 Arena. Even from the beginning it was going to be a single-player game, although people tend to think we planned on it being only a multi-player game, it was always going to have a single-player option.

**Paul Steed:** John wanted to merge the two concepts (single and multi player), he did not want there to be the distinction like there is in traditional story-based single-player game and then the non-story based deathmatch. John's focus was also on making the graphics better, and we did all sorts of things like Bump-Mapping and then got rid of it because it just slowed the game down. We had to pull back on what we wanted to do with it, just so it would fit. We could have made this thing a beast.

**Tim:** We found with Quake 2, that we'd work so hard making this single-player game, with all these cool levels that people would only visit once or twice. And then the maps that we made in our spare time, would be the deathmatch maps, just this handful which would get played over and over. I really believe there will not be one map in Quake 3 which will dominate like Q2DM1 — The Edge in Quake 2. What we've done, is we decided to create an environment — all 30 maps — that you can play over and over again. The same goes for the models. In Quake 2, Paul would make two models and then all these cool monsters that you couldn't play...

**Paul:** There were only 19 characters in Quake 2, but there are 23 characters in Quake 3, and you can play them all. There are three skins for each character, plus all the auxillary skins and you're looking at over 90 different skins for the characters in Quake 3, which is 90 different characters to play and call

your own. They have their own taunts, their own sounds which go with them.

**Hyper: How difficult is it testing the maps so you achieve that perfect multiplayer balance?**

**Tim:** It does take a while. We come up with an idea and build it and then get a couple of people to play it. The maps always suck the first time we play them, you always screw something up. I go around and collect everybody, get the artists in who aren't really hardcore players like us, and get opinions. They have a whole different perspective on it. So we're working on the layout and the look at the same time — the artists go through the maps and make them look prettier too.

13  98  95

**Paul:** The designers make sure the play flow is there and the basic theme of the thing is there and then the artists, Kevin and Kenneth, go in and customise the map to make it even more coherent. More thematic. The designers can focus on making the thing fun to play.

**Tim:** The game, y'know, we know it's not "deep". We know it's not complex, but we know it's more fun than anything else out there. We really nailed the fun factor.

**Paul:** It's a hot blonde with big tits in a red dress. You're not looking at her for stimulating conversation…. That's what this game is.

**Tim:** You'll really learn lots of things with the maps (I think Tim is changing the subject here — Ed), like all the nuances of this and that, trick jumping…

**Paul:** For me, after 11,000 frags, I'm still seeing things in the maps. It's great.

**Paul:** Glad you dig that, because that's one of the things we really worked on. We want you to finish the game and look back and remember those characters that you liked and disliked — these character had to be memorable. Kenneth Scott just did such an amazing job with the skins, that for me I knew the animations had to be as cool. Sometimes I would change the animations after seeing the skins.

**Tim:** Everyone at id Software… you know we don't have to worry about Paul making cool models, they don't have to worry about me making cool maps. We don't have to worry about Kenneth or John — everyone will do their thing the best they possibly can.

**Paul:** You see something cool someone does and it inspires you, it gives you ideas and you run back and do THIS. I did Slash, and I expected her to be shot down, I didn't think they would

let her in the game, but they loved her. Kenneth put this grungy texture on her, and we all really dug it. Kenneth came up with sketches for Xaero (the final boss), we talked about him, that this guy would be the Shaolin priest of deathmatch — his life is deathmatch. Kenneth is really into Anime, and originally that thing hanging out of Xaero's back was this huge organic insect-looking arm, and I was like… "okay, Kenneth, maybe we shouldn't have that arm so big, it looks like he's going to fall over. It's bigger than he is." Out of respect for Kenneth, I kept on there and there he is.

**Hyper: It seems that Quake 3 might finally pull the Quake 1 and Quake 2 fanatics together.**

**Paul:** Well, if everyone out there stops playing these other games and starts playing Quake 3 Arena, it's easier to support that way. It's hard for us to keep supporting Quake 1 and 2. I

want to start doing stuff like releasing a new character model to the internet every couple of months… keep it alive, keep it vibrant.

**Tim:** We're working on some things, new maps, other stuff that you'll see down the track…

**Paul:** We want to do a mission pack.

**Hyper: What about a Doom or Quake movie… is that something you guys want to see?**

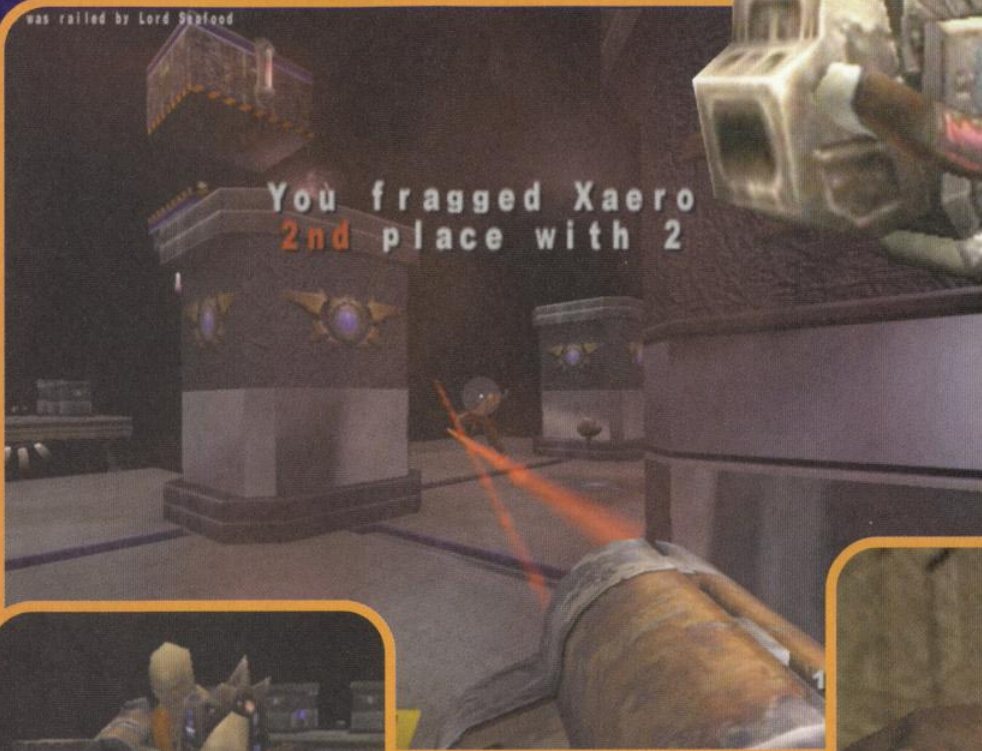**Paul:** OH YES. We'd love to see that.
**Tim:** Paul wants to make movies.
**Paul:** I'm going to launch my film career. As a director.
**Tim:** We're being serious!

**Hyper: Okay then, what about the flamethrower why didn't that make it into the final game?**

**Tim:** How would a flamethrower work? What if you took the plasma gun

was railed by Lord Seafood

You fragged Xaero
2nd place with 2

and gave it a ten-foot range, could you kill anyone with it?

**Paul:** Should the cone have a limit? Or should you be able to shoot that thing all the way down the length of the corridor?

**Tim:** We had the flamethrower in there, but it just didn't work out. It's not that we couldn't do it, but when we really thought about it, we just thought "that won't work" in terms of gameplay balance. There are only so many types of weapons — projectile, instant and area.

**Paul:** And the mad camel gun. That didn't make it. It had two humps.

**Hyper: Ooooookay. Which are your favourite maps and characters?**

**Tim:** My favourite character is Razor. I like "The very end of you" (the final map). Because, I did it to prove a point. It's very simple and yet it's very complex. When you play a human who has the same skills as you, it becomes quite a challenge where one mistake is fatal. There's the armour in the middle, but because the Railgun does a hundred damage... it's one of the most intense maps.

**Paul:** I like Tim's Cathedral map, with the statues in there. Major's standing there with Visor's head in her hand. As far as characters go, I think my best-executed character was Keel, the heavy guy. He really does move around like he's a heavy guy. But Orb's probably my favourite, because when you see him move, it's just so odd. So creepy. It's really exaggerated.

**Tim:** The internet's favourite character is Doom of course. That's proof that Doom 2000 would sell a billion copies.

**Paul:** I know. We would love to do a Doom 2000.

**Hyper: What do you think of the Wolfenstien 2000 project at Xatrix?**

**Tim:** Oh that's going to be cool.

**Paul:** Those guys rock, Xatrix are gorgeous. I don't know about the gameplay, I think it might be more like a special ops kind of thing, it really needs to be like Wolfenstein, just flat-out action.

**Tim:** They're using the Quake 3 engine. We have creative control as much as we can.

**Paul:** It looks sooo good. Wow. People are just going to go "Holy shit."

**HYPER: Are we going to see Quake 3 on consoles?**

**Paul:** Yes, Dreamcast.

**Hyper: PlayStation 2?**

**Tim:** PlayStation 2 won't do, Sony said they won't do conversions for the initial launch, sooo... hopefully, someone will take the Quake 3 engine and do a different game for the PS2...

**Hyper: Nintendo's Dolphin?**

**Paul:** It's possible. But it's too far off to say.

**Hyper: Microsoft's X-Box?**

**Tim:** It exists.

**Paul:** We haven't seen any specs on the X-Box or the Dolphin. I'm sure somebody will make a pitch to us, and we'll do it if we think the potential is there.

**Tim:** We'd do Game Boy if we could.
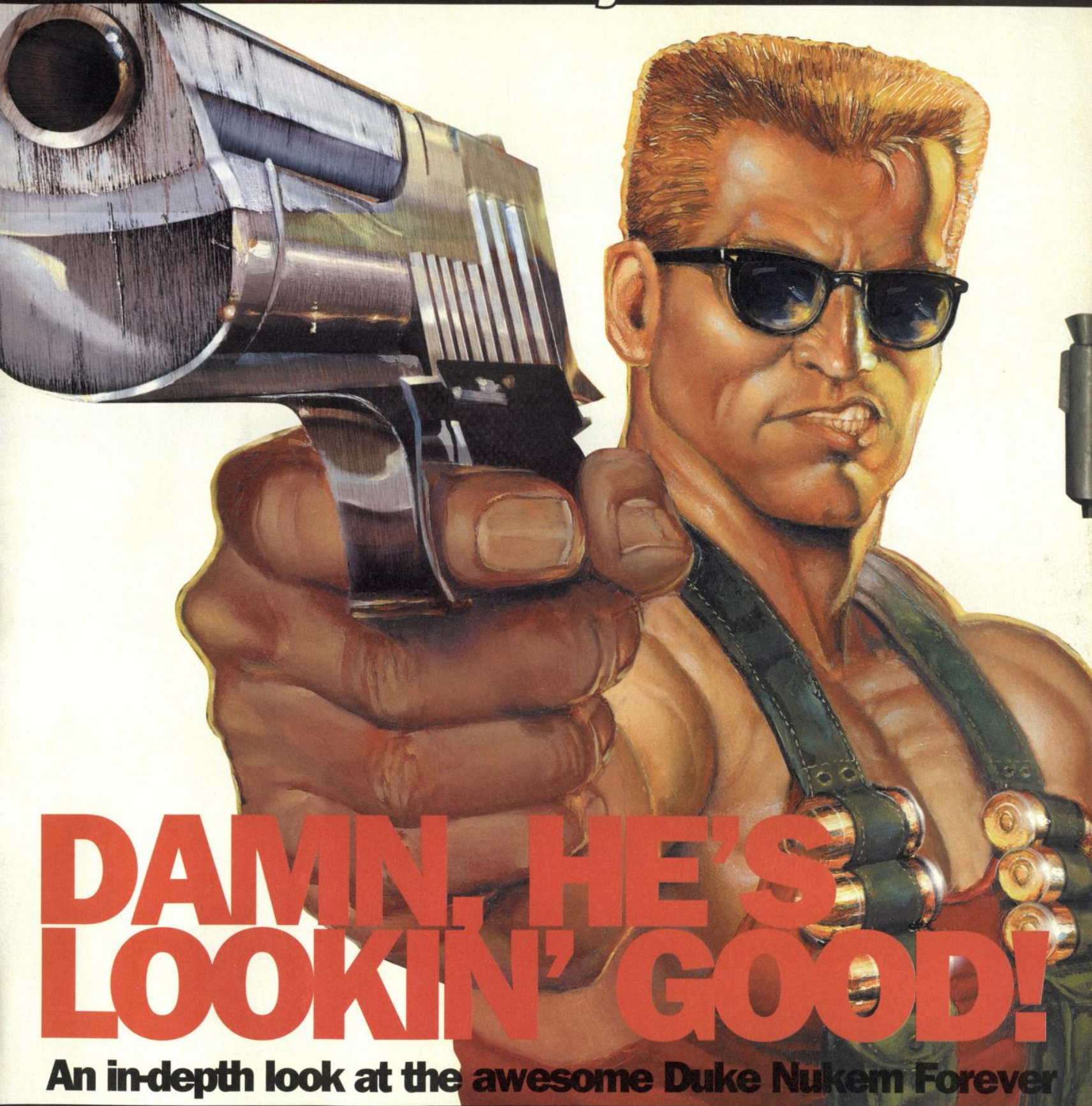
# tHe JOy ofmac

**Quake 3 Arena on an iMac? It's not as silly as it sounds. Apple Computer wants to be a player in the games market again, and this time they've got the hardware to back it up. Now all they need are more games…**

**Andrew Humphreys** exposes the Mac scene.
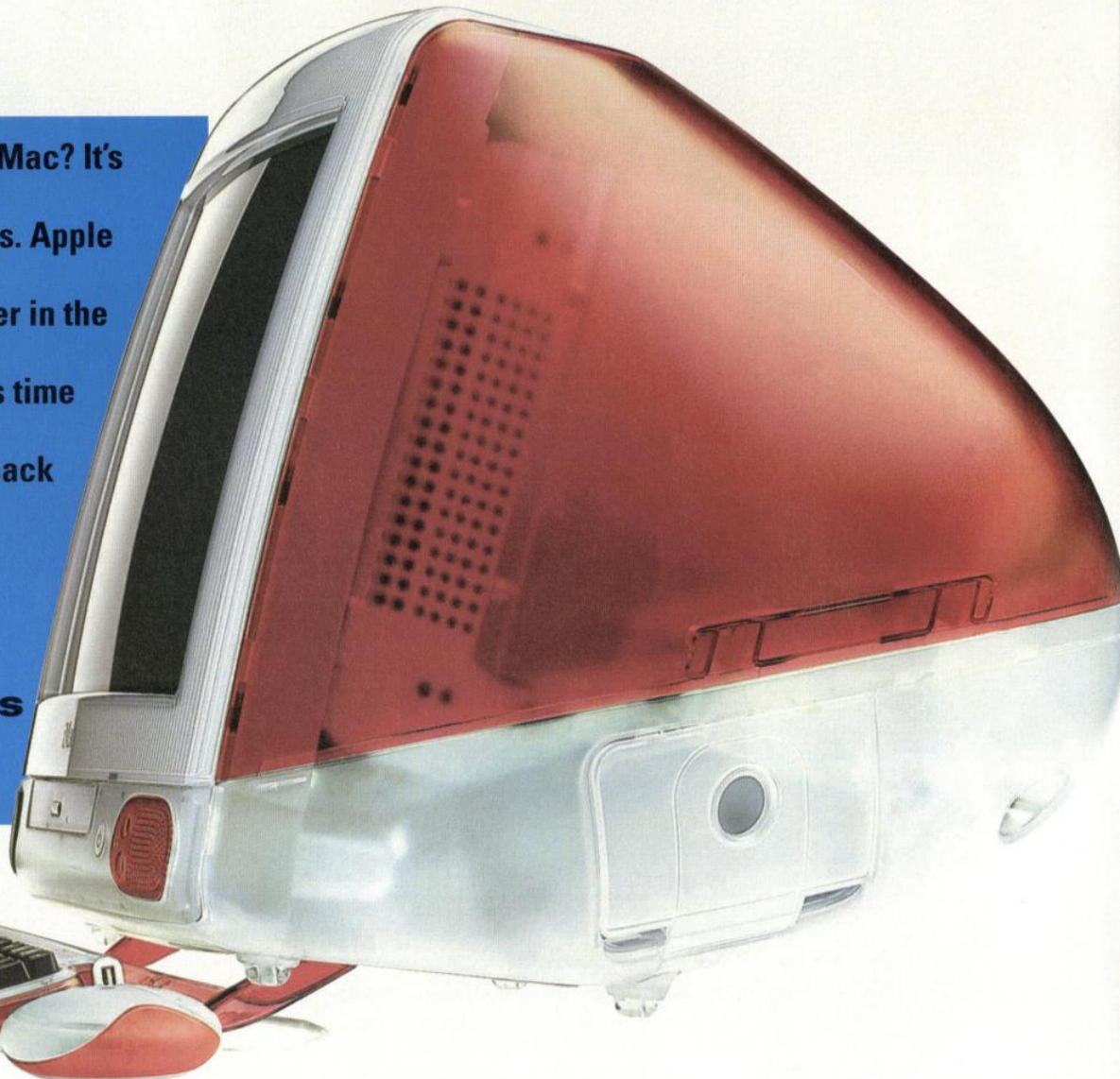
HERE LET ME SLICE THAT APPLE FOR YOU

# MACgaming

## the joy of mac

Using a Macintosh in a Windows-dominated world can be difficult. Your hardware choices are limited to one vendor, Apple Computer, software is (relatively) thin on the ground, and, generally speaking, the rest of the computing world giggles when you walk by. Pre-emptive multitasking, indeed. Except that people tend to love their Macs, often with a passion that borders on the fanatical. Why? Because they smile at you when you boot them up, they're easy and intuitive to use, and for the most part, they just work.

This article isn't about Macs being "better" than PCs, or PCs being "better" than Macs (and don't even mention Unix, Linux, or any other operating system that might tickle your particular fancy). People use different machines for a variety of different reasons. Most of them use PCs, but many of them (and it's a growing number) use Macs.

I use a Mac because I've always used one (from a Mac Classic through to a G3) and I've never seen a reason not to use one. While some people look at the Mac as a religion, I look at it as a tool. Primarily it's a work tool (in the desktop publishing industry, Macs are the standard — every page of Hyper, for instance, is produced on a Mac). But it's no slouch as a games machine. Running Quake 3 or Unreal Tournament, for example, a Mac is functionally identical to a PC, and the two operating systems can co-exist quite happily. In a networked office environment (much like the Hyper office), Macs and PCs can form a pretty nifty Quake LAN. The same goes for Internet servers: playing online, no one knows if you're on a PC or a Mac. In fact, once you're online no one knows if you're butt-naked on a bearskin rug (a fact for which I, for one, am constantly grateful), and no one cares. Which is just the way it ought to be.

## macs as games machines
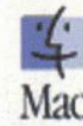
If using a Macintosh over a PC seems like a strange choice, using a Mac as your main gaming system seems wilfully perverse, like a salmon swimming against the tide for no apparent reason other than genetic stubbornness. When it comes to choosing a home computer, if it's just for games, get a PC. Throw the fastest Celeron or AMD processor you can afford onto a good, expandable motherboard, add as much RAM as you can, a decent hard drive and a good 3D card (a Voodoo 3 or TNT2 would be fine), and you've got yourself a games box. You'll get more games to play, more hardware options, and you won't feel like the perpetual underdog. If it's a complete system you want (work and play), a Mac is a good choice. Just remember, Mac gaming is still only a very small chunk of the overall industry and the bottom line is, as long as PCs dominate, PC software will dominate. Learn to live with it and enjoy what you've got.

That's not to say that the outlook for Mac gaming and Mac gamers is bleak — far from it. As Apple itself continues to shine as a reinvigorated and consumer-friendly company, there's a new confidence in Mac users everywhere and a cautious optimism amongst major games publishers looking to make a buck (or two) out of the growing Mac market. Apple's new streamlined product line — its hardware — is good, and, as the old saying goes, "If you build it, they will come." As long as Apple keeps selling computers and building its market share, more publishers will begin to see the Mac games market as a viable business opportunity.

Many publishers and developers have already seized that opportunity. Big name titles such as Quake 3: Arena, Unreal Tournament, Oni, Halo and Tribes 2 have been developed simultaneously for PC and Mac. In fact, the original Quake 3 test (1.05) was released for the Mac OS first, which had Mac owners gloating and PC owners fuming at id Software. Even when games are not simultaneously developed and released for both platforms, the lag between PC and Mac release dates is getting smaller and smaller. Thanks mainly to the efforts of publishers such as MacSoft and porting houses such as Westlake Interactive (Westlake has been responsible for solid Mac conversions of Unreal, Unreal Tournament, the Tomb Raider series and many others), if a game is a big hit on the PC, chances are you'll see it sooner or later for Mac. Increasingly, it's sooner rather than later.

## apple action

As well as building better machines, Apple has shown a new commitment to encouraging games developers to work with the Mac operating system. How serious that commitment is is a matter of some debate. Recent public complaints from members of Raven Software and Ritual Entertainment (through Internet .plan files) about a lack of Mac hardware and support from Apple brought many issues to a head, the end result being new machines from Apple headed the developers' way.

Aside from direct support, Apple has been making sure its Mac OS becomes a better gaming platform by adopting cross-platform gaming standards such as OpenGL (for 3D graphics) and refining its own GameSprockets (a set of shared libraries that gives developers an easy way to provide sound, networking and input support).

Developers and consumer are also eagerly awaiting the release of Apple's next-generation operating system, Mac OS X, which is due by mid-2000. Mac OS X, essentially a form of Unix, will offer protected memory, pre-emptive multitasking, multi-user support and every other OS buzzword you care to name.

Of equal importance, Apple has begun to embrace common PC hardware standards and, in some cases, is leading the way into the future. New Apple hardware comes complete with processor ZIF sockets, AGP graphics slots, PCI slots, USB ports, Firewire ports and high speed Ultra ATA/66 hard drives. What this means is that it's relatively easy to upgrade a Mac and turn it into a more than handy gaming beast. But we'll get to that later. For now, let's look at Apple's off-the-shelf desktop product line.

### entry level! apple's imac

The real beauty of the Mac has always been that it'll do almost everything you want it to do right out of the box: Sound is built in, networking is built in, decent graphics cards are built in. The problem is, not all the stock components are right for serious gamers. Apple's original iMac models, while phenomenally successful around the world, were seriously underpowered games machines, the main problem being the poor performance of the built in ATI Rage (and then Rage Pro) graphics chips. When it came to 3D graphics, the old iMac couldn't match it. The new iMac can.

New iMacs come in three models: the basic iMac model (with a 350MHz G3 processor, 64 MB of RAM, and a 6 GB hard drive), the iMac DV (400/64/10 GB/DVD), and the iMac DV Special Edition (400/128/13 GB/DVD). The big leap, at least for gamers, is that they all come equipped with ATI RAGE 128 VR AGP 2x graphics cards.

The ATI RAGE 128 is a good all around 2D/3D card. The 3D performance isn't great (especially at higher resolutions) but it's good enough to run Quake 3, for example, at a very playable speed. The downside is that the iMac RAGE 128 cards are equipped with only 8 MB of SDRAM graphics memory, which means you'll experience a little texture trashing on games designed to be played on higher end cards.

Also of note for gamers, the new iMacs come with built-in 56kbps modems, 10/100 BASE-T Ethernet, two USB ports, and integrated stereo speakers from Harmon Kardon. One thing you'll want to change right away is the mouse. For some inexplicable reason, Apple's standard USB mouse is still the one-button "hockey puck" mouse beloved by few, but loathed by millions. Thankfully, you can replace it with just about any USB mouse on the market. Logitech's three-button Wingman Gaming Mouse is an excellent choice (Logitech supplies solid Mac drivers for all its USB mice). Other USB peripherals (joysticks, gamepads, wheels and the like) should all work just fine with the latest version of InputSprocket (which is pre-installed with Mac OS 9).

Upgrade options for iMacs are limited (you're stuck with the graphics card, for example), but if you're after a reasonably fast, Internet ready games machine, the iMac does the trick nicely.

### professional muscle! the G4

Apple bills its new G4 Power Macintosh as "the fastest supercomputer in history". That may or may not be true (Apple has the benchmarks to prove it, but all benchmarks are subject to careful scrutiny). One thing is certain: they're damn fast. For graphics professionals (i.e., heavy Photoshop users), the G4 is a dream come true, thanks mainly to the G4 processor's Velocity Engine vector processing unit. The Velocity Engine works in a similar way to Intel's MMX instruction set, and, providing applications are coded to make use of it, can dramatically speed up a variety of processing routines, including the calculation and display of 3D graphics.

Without specific Velocity Engine code, the G4 is not much faster than a G3 processor at the same clock speed, despite the fact that the G4 features better floating point performance (handy for most games) and a 1 MB backside cache (which runs at half the processor speed). The G4 will really start to shine when (and if) applications are programmed to take advantage of the Velocity Engine. Apple has already begun to update the Mac OS and specific components of the OS (such as OpenGL) to do just that.

Like the iMac, the G4 comes with pretty much all you need from a good games machine. The processors (350, 400 or 450MHz) are fast, you get plenty of RAM (64, 128 or 256 MB), a fast hard disk (up to 27 GB), two USB ports, 10/100 BASE-T Ethernet, and the option of an internal 56kbps modem. You also get a decent graphics card, the ATI RAGE 128 (PCI or AGP 2x) with 16 MB of SDRAM. And unlike the iMac, the G4 (like the G3 before it) is easily expandable so you can add a new graphics card for better game performance. For now, your choice is limited to a 3dfx Voodoo 2 or 3 card, but it's a good choice. Despite providing only "unsupported" Glide and now OpenGL drivers, 3dfx has shown a solid commitment to the Mac market, and right now the Voodoo 3 3000 is the best 3D card a Mac gamer can buy. Mac support for the hot new Voodoo 4 and 5 cards is expected to be announced in January.

Throw in a Voodoo 3 (use a PCI model if you want to keep the ATI card in the AGP slot), a good set of speakers, and a new mouse (again, the Logitech USB Wingman Gaming Mouse is recommended) and you've got yourself one serious games machine.

## UPGRADING OLDER MACS! BE A MAC DADDY!

One of the best things about the growing Mac upgrade market is that it allows you to turn almost any Power Mac into a more than handy gaming beast. Before you upgrade, make sure it wouldn't be more cost-effective to simply buy a new machine. You should also keep in mind that Apple will only certify Mac OS X compatibility for first-generation G3 Macs and higher.

**Processor upgrades:** For most games, and especially for modern 3D cards, sheer processing power is the major factor in boosting speed. The faster your processor, the faster your 3D card will run. Even when you're not playing games, faster is always better. If your Mac has a processor daughter card, consider a G3 (or even G4) upgrade. If you've got a G3 with a processor ZIF card (beige and blue and white G3s), why not get a faster G3 or G4? Certain older Macs can be upgraded via a Level 2 cache G3 upgrade card.

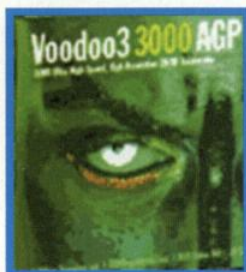www.xlr8yourmac.com is the best source of information on processor upgrades.

**3D cards:** If your Mac has a free PCI slot (most modern Macs have at least three PCI slots), throw in a Voodoo 2 or Voodoo 3 card from 3dfx. Any old PC 3dfx PCI card (the Voodoo 3 2000 or 3000 are the best bets) will do. Visit www.3dfxgamers.com for the latest Mac Glide and OpenGL drivers. You'll also need to flash the card's ROM to replace the PC ROM with a Mac Open Firmware ROM. 3dfx provides the utility to do this with its Mac drivers. Make sure to read the instructions carefully and keep in mind you won't get any official support from 3dfx.

Alternatively, the ATI RAGE ORION is a good all-round 2D/3D solution.

**Change your mouse:** Any serious gamer needs more than a one-button mouse. A good USB mouse (again, the Logitech Wingman Gaming Mouse is great) is best but if you don't have a USB port (or a USB PCI card), the ADB four-button Kensington Thinking Mouse is a great choice.

**Get Conflict Catcher:** Conflict Catcher is the best extensions manager available for the Mac OS. Use it to run specific sets (with only the extensions you need) for your games for maximum performance.

Conflict Catcher is available online from www.casadyg.com

## RESOURCES FOR MAC GAMERS

**www.gameranger.com:** Get it, fire it up, chat to other Mac gamers, find a Quake 3 server with a good ping and frag away. GameRanger does it all.

**comp.sys.mac.games.action/comp.sys.mac.games.strategy:** The best Mac newsgroup action.

**www.xlr8yourmac.com:** Mike Breeden, who runs this sprawling site, is a Mac freak, and I mean that in the nicest possible way. Emphasis is on hardware, performance and, of course, games. If you need answers to upgrade questions, you'll find them here.

**www.macledge.com:** The Mac Gamer's Ledge, run by Mike Dixon, is a great place for Mac game news.

**www.macgamer.com:** Another slick new Macintosh gaming site.

**www.maccentral.com/games/:** Great forums, news and features for Mac gamers.

**www.3dfxgamers.com:** The site for 3dfx's Mac drivers and discussion board. 3dfx's Kenneth C. Dyke is a hero to Mac gamers everywhere.

**www.westlakeinteractive.com:** Mac QuakeWorld, Unreal Tournament, Tomb Raider — Westlake does it all. Coders Mark Adams and Ken Cobb are also vocal on comp.sys.mac.games.action.

## INTERVIEW WITH SCOTT KEVILL

**The man behind Quiver and now GameRanger, speaks to Hyper.**

Scott Kevill may just be one of the key players in Apple's push to become a gaming force. A 24-year-old programmer from Perth, Western Australia, Kevill first came to prominence with QuakeFinder (a Quake and QuakeWorld server browser) and Quiver, a sophisticated, full-featured Quake level editor (many of the Hyper crew can vouch for Quiver's elegance). Kevill is also the brains behind GameRanger, "the first, true Macintosh multiplayer online gaming service".

As well as handling all of the coding (he started hacking on a TRS-80 17 years ago and has since completed a degree in Computing Science), Kevill is responsible for GameRanger's publicity, customer support, developer relations, marketing and distribution. And he still found the time to chat with Hyper...

**Hyper: I guess the most interesting question is, why do you program for the Mac? Would you consider yourself a Mac zealot?**

Kevill: Hmmm. That's a good question. I wouldn't consider myself a fanatic, as I'm certainly realistic

about all the issues that still remain, but I program for Macs because I like using them. Perhaps more importantly, I feel with the Mac side I can make a difference. Rather than being lost in a crowd, so to speak.

**Hyper: Do you feel any pressure on you to make that difference? In a lot of ways, Mac gaming really is in the hands of very few people. I'm thinking of people such as Mark Adams and yourself. And Mac users expect a lot from you. The Mac Quake community was really on your case with Quiver . . .**

Kevill: Definitely. The number of emails I get requesting me to write all kinds of programs - particularly for Quake - as I was one of the few that had written some. While in most cases I'd have loved to write these things and give them out to the community, I

only have so much time and couldn't really justify writing some of these utilities that I couldn't really charge for.

**Hyper: Good point. You obviously do this because you love what you do, but you have to make a living, right? Can you make a living as a Mac programmer? Especially of your own shareware?**

Kevill: All of my software has been a labour of love, but unfortunately, real life at some point forces me to make commercial decisions. I certainly believe you can make a living as a Mac programmer. In fact Peter Lewis, who lives not far from me, does just that with his shareware [Peter Lewis is the author of several outstanding Mac applications, such as the FTP client Anarchie]. With gaming, however, it's a lot tougher as the market is that much smaller on the Mac.

**Hyper: Peter Lewis is a great example. Why is it that Australians produce such good Mac shareware?**

Kevill: I wonder that myself. Perhaps it's the clean air and unrivalled blue skies :)

**Hyper: Let's talk about the Mac gaming market for a second. What are your impressions of it and where do you see it going?**

Kevill: It's definitely better than it has ever been.

Mac gamers are still complaining, but now they are complaining of a delay of a few weeks after the PC retail release of Quake 3: Arena, compared with one to two years for ports previously. The incredible sales of iMacs are great, but that hasn't had an immediate effect on the gaming market. Perhaps because a lot of these are new users, and there may be some time before they are comfortable enough to go out and buy games.

**Hyper: In Australia, Mac gamers must be a tiny minority.**

Kevill: Yes, the Australian presence doesn't seem to have been particularly strong.

**Hyper: Let's talk about GameRanger. What do you hope to achieve with it?**

Kevill: With GameRanger I planned to fill a hole that I could see in Mac gaming. Many games were being released with support for internet play, but these features were seldom used. Those that did want to play across the internet were confronted with prompts to enter an internet address of another player, which is not the easiest thing to do. GameRanger is a central place to find many other potential opponents from around the world, where finding and joining a game is as simple as a few clicks.

**Hyper: What's GameRanger got that GameSpy, for example, doesn't have? How would you sell it to a PC user?**

Kevill: GameSpy always struck me as having no community feeling. People would search for servers and join them - a totally anonymous process. Sure it has an IRC client for registered users, but it's really just tacked on. With GameRanger, I've strived to make the community the important part. Players create persistent accounts, create icons for themselves, chat about gaming or non-gaming issues, voice chat with each other, host & join games within the chat rooms. If their friends aren't there, they can see when they last left, etc.

**Hyper: Let's talk about GameRanger. What do you hope to achieve with it?**

Kevill: GameRanger is currently only in beta stage (1.0 final is due soon), but already has around 13,000 members signed up.

**Hyper: That's very impressive. Mainly from North America?**

Kevill: Probably the majority from North America, but there are a surprising number of members from all other countries around the world, too.

**Hyper: And the GameRanger server is based where?**
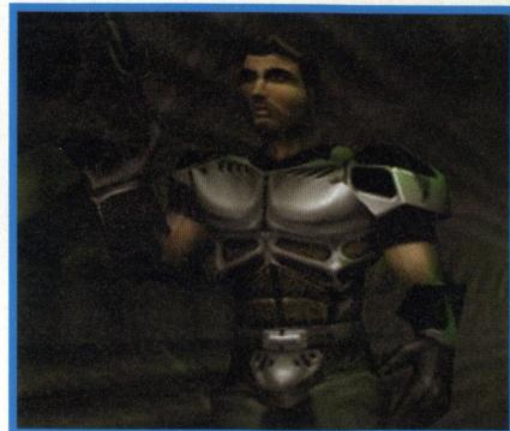
Kevill: The central server is based in New York City.

**Hyper: And what is the commercial arrangement there? I know you've stated you plan to keep GR free, but what's the plan for the future?**

Kevill: My hope is that I can keep GameRanger as a free service to Mac gamers by sustaining it with advertising revenue, however, so far it has proved difficult to get advertisers to realise what a great targeted medium they can take advantage of. In the worst case, it could become shareware in the future - but only a one-time fee and not subscription based.

**Hyper: Are you confident people will pay a shareware fee? Did you have good experiences with Quiver and QuakeFinder?**

Kevill: Quiver and QuakeFinder were okay, but I suspect the market was just too small to do well. With GameRanger, it's opened up to a wider audience as all kinds of games are supported. Many people are actually telling me to hurry up and make it shareware so they can pay me some money! :) Others say it will be the first piece of shareware they've ever registered :)

**Hyper: What's next for you? GameRanger must be a long-term project?**

Kevill: For the moment, all my focus is toward the development of GameRanger. It's only approaching 1.0, but I have big plans for where I want to take it. At the same time, I've been feeling a bit of an itch to write a game of some kind, but I don't know if that will ever surface.

**Hyper: One last thing: has Apple supported you in any way?**

Kevill: Apple Australia has always been very friendly and supportive.

**Hyper: That's good to hear.**

Kevill: I haven't had any support or interest from Apple US up to this point, but that's beginning to change now with their stronger interest in gaming. Seems only natural to me. Apple's making a big push toward gaming, and with the iMacs, a big push with the internet. The next step is to combine the two.

**Hyper: No calls from Steve Jobs?**

Kevill: No, not yet, I'm afraid :)

**GameRanger:**
**www.gameranger.com** ■

PC

# QUAKE III: ARENA

HYPER
GAME
MONTH

Yeah we like it lots. Why is Quake so addictive? We sat down and played it for about 6 weeks
to see if we could figure it out...

# REVIEWS

56


62


81
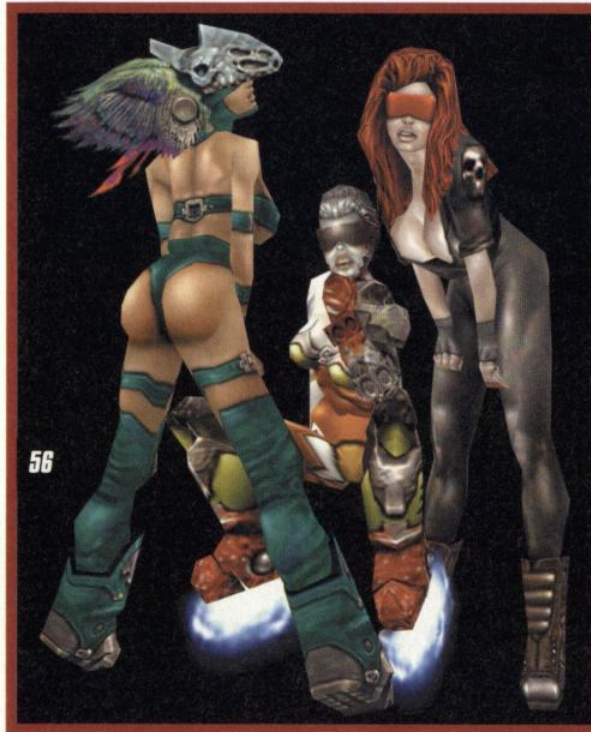
## THE HYPER CREW'S TOP 5

What we play when we get home from playing games.

**Eliot Fish - Editor**

1. Quake 3 Arena – PC/Mac
Finishing this on Nightmare is pretty interesting I can tell you that.

2. X-Wing: Alliance – PC
3. Soul Calibur – Dreamcast
4. Crosswords – the newspaper
5. My food – the dinner table

**Cam Shea - Deputy Editor**

1. Quake 3 Arena – PC/Mac
It's all I play.

2. Quake 3 Arena – PC/Mac
3. Quake 3 Arena – PC/Mac
4. Quake 3 Arena – PC/Mac
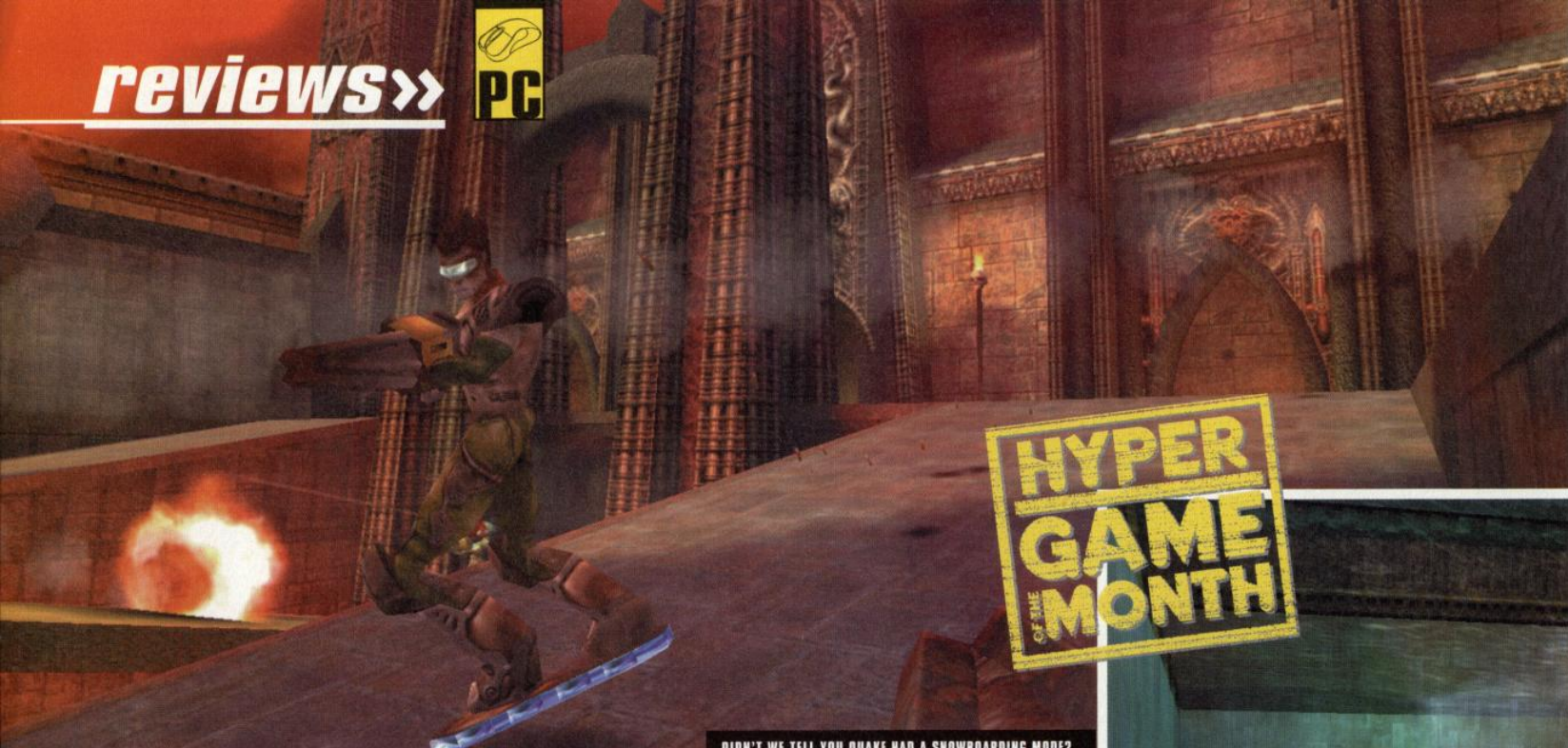5. You get the idea.

**Singe Graham – Reviewer**

1. Unreal Tournament – PC/Mac
It's sleek, it's sexy, it's fast and its bots are awesome. Need I say more?

2. Quake 3: Arena – PC/Mac
3. Pokemon Red – Game Boy
4. Silver – PC
5. Age of Wonder – PC

GREEN FOR DREAMCAST
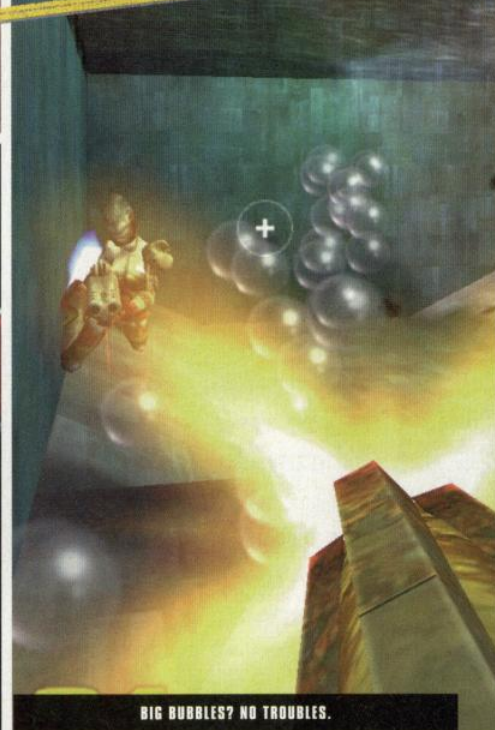YELLOW FOR PC
RED FOR NINTENDO 64
BLUE FOR PLAYSTATION

**DC** **PC** **N64** **PSX**

DIDN'T WE TELL YOU QUAKE HAD A SNOWBOARDING MODE?

HYPER GAME OF THE MONTH

# QUAKE III ARENA

He is the Lord of Seafood.
**Eliot Fish** assumes his old Quake nick and frags away

BIG BUBBLES? NO TROUBLES.

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | First Person Shooter |
| PLAYERS: | 1-Multi |
| PUBLISHER: | Activision |
| PRICE: | $89.95 |
| RATING: | M |
| REQUIRED: | P266, 64MB RAM, 3D Card |
| DESIRED: | PIII 500+, 128MB RAM, 32 MB 3d Card |
| Supports: | OPenGL, A3D Sound |

The Quake phenomenon continues... it's amusing to think back on the reaction to Quake 2 when it was released. The original Quake had been so influential, so hacked to pieces by eager budding programmers, so simply played to death that Quake 2 seemed like it was all wrong when it was released. The game was slower, had an instant kill weapon (the Railgun) and generally seemed like id Software had changed too much to what we were so used to for Quake 2 to be a success. Of course, as people discovered the true depth to the gameplay, Quake 2 went on to become as popular as the first,

and Quake 2 styles of gameplay. This time, it seemed, id Software were going to stick to what they knew was a winning formula. The rockets were faster and the player movement was quick like in Quake 1, but the game still had the Railgun and sense of physics from Quake 2. This wasn't a new and different Quake, but a combination of everything which was familiar, rearranged in a way which felt fresh. Finally, the finished game hit the shops just before Christmas, and since then we've been playing Quake 3 Arena like no other computer or video game existed. The difference this time around, is that there's another buff-looking multiplayer shooter — Unreal Tournament — which is

## MEET THY DOOM

Quake 3 Arena looks gorgeous. It was id Software's mission to make Quake 3 look as goddamn pretty as possibly whilst still retaining a stream-lined engine for an incredibly efficient online game. How they have achieved this is stunning. The architecture in Quake 3 Arena knocks your head around as you progress through the levels, from towering statues and reflective surfaces to gruesome hallways and even clean, bubbly water. This is some of the coolest texturing you've seen in a game, and the much talked-about curved surfaces look amazing. Thankfully, id Software didn't go overboard, and the curves add subtle sophistication to the design of most levels instead of it being in your face all the time. Quake 3 really is a visual feast for anyone who appreciates a solid continuity of design, yet with so

and a different theme to the design of the levels... obviously the difficulty increases dramatically as you continue, until you're facing the final boss on the final level in a deadly duel in space. There is a definite Doom theme, a Quake 1 theme, Quake 2 theme and so on... for anyone who has played previous id Software games, you'll recognise a distinct familiarity to some of the levels.

## "THE ARCHITECTURE IN QUAKE 3 KNOCKS YOUR HEAD AROUND."

and is still being played as we speak. Which brings us to Quake 3. Initial impressions of the demo as it was floating around, were that this was the most user-friendly Quake game we'd seen, feeling like a strange hybrid of Quake 1

offering just as much variety and exciting gameplay. Whilst it may be a little hard to be as completely mind-boggled by Quake 3 Arena as we were with Quake and Quake 2, it's still evident that this is... well, that classic Quake gameplay!

much variety in style. The different themes of the levels is simply so darn cool. You see, Quake 3 Arena — the single player game — is constructed in tiers. You play through a set of tiers which feature a different cast of bots

You'll find yourself thinking "hey, this reminds me of Quake 1" or "hey, this is kinda of like the offspring of Q2DM8 from Quake 2". This really is the ultimate Quake game, in terms of bringing together all the past elements into one

final masterpiece.

It's no wonder then, that Quake 3 Arena is all about Deathmatch — it's always been the reason why the games have continued to be played to death for years after their release. The single player game then, for the dummies, is simply a series of deathmatches and duels against bots (computer controlled players). Whilst there is no story, no mission objectives, no real reason for you to be there other than to kill your opponent, it's actually the true heart of the Quake games. Your skills are put to the test against opponents of equal or greater skill, with the same tools of destruction at their disposal.

The bots in Quake 3 Arena consist of about 23 different types. There are scrawny cyberchicks, big hunking soldiers in armour, bizarre alien creatures like the eye on legs called Orbb, demonic beasts like Uriel and classic characters like the Doom guy. So much personality has been squished into each character through individual animations and excellent sound effects, that you'll certainly have your favourites. The Orbb has slapping, webby feet and pig-like squeals, whilst the demonic Uriel grunts and groans like you'd expect some satanic beast to do. Not only does this make the single-player bouts of deathmatch exciting, but it gives us a hell of a lot more to choose from for the multiplayer experience. Teams of players will now be able to select from a far more vibrant and colourful array of characters than the old Quake 2 grunts or the generic soldiers in Unreal Tournament.

In terms of AI, facing off against the bots is quite a dynamic experience. On certain maps, the bots seem to be scaled with different preferences for weapons and ability for negotiating the level. You'll have some very memorable games, where you'll find yourself always cursing at a particular character on a particular map, giving you that extra incentive to kick their arse! For some reason though, the bots do seem to hang around "hotspots" in the maps, so you generally always know where to find them. This is true even against human players, that a certain area of a map always attracts firefights, but it's also true that the bots in Quake 3 don't really go exploring a level that much. Sometimes, when you know where the BFG is, you'll be amazed that the bots never try to find it. It also seems that there are a few AI quirks which are a little disappointing. Get killed whilst you have Quad, for instance, and you'll generally find that it's still sitting there for you to pick up after you respawn. The same goes for weapons. It's a general rule in deathmatch, that when you kill someone, you go grab whatever they drop behind, otherwise you'll find it used against you. The bots however, sometimes seem happy to leave your stuff behind for you to come back and grab. They do this even on the highest difficulty settings. However, the AI in Quake 3 is still excellent. You'll find yourself constantly challenged by the computer-controlled players, even if they don't necessarily get "smarter" as you up the difficulty. They just get annoyingly more accurate with their weapons, as you'd expect a computer would when firing at a target. It can predict exactly where you are, and ensure that every single bullet that exits a bot's gun hits your body. Is this truly smart AI? It's more like cheating really, but it still makes for a deadly game on the higher settings. Maybe the AI in Quake 3 could have been a bit more revolutionary, but really it's probably pushing what programmers are capable of with "If/Then" commands. Neural networks are still a few years off after all.

### HAND ME MY RAILGUN

The weapons in Quake 3 Arena are no real surprise. There was promise of a few more very different guns than what we've become accustomed to in other Quake games, but it seems id Software decided to stick to what they knew worked best. The machine gun as the default weapon is extremely powerful, and it's not hard at all the finish off a wounded opponent as soon as you respawn in a map. The bots on Hardcore and Nightmare can kill you in seconds with the default gun, because they ensure that every single bullet fired hits you. The favourite Rocketlauncher, is more like it's old Quake I incarnation, with fast deadly rockets and a high reload rate, although the splash damage has been toned down in Quake 3. The Plasma gun is messy, but fantastic if you have a steady hand and devastating with Quad. The good old Railgun seems a lot easier to use in Quake 3, probably simply because the reload is a little quicker so you can get more shots out under pressure. Picking opponents off as they drift through the air off a jump-pad is also a piece of piss. The grenade launcher we never got to see in the Q3Test, but it doesn't disappoint. The sound effect is most satisfying and it's still a helluva lot of fun spamming an open area with nasty pineapples. The shotgun is as crunchy as ever, with a point-blank shot taking down just about any-
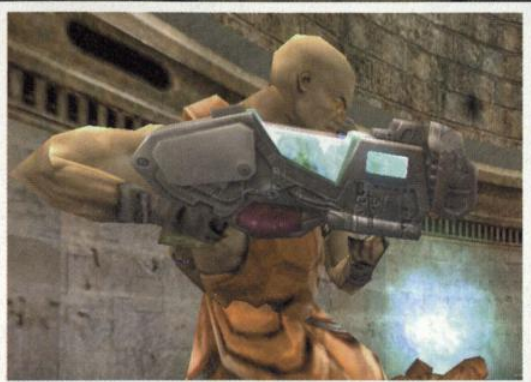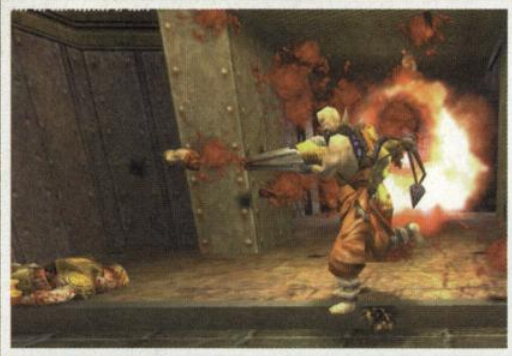
HEY THAT GUY LOOKS FAMILIAR. OH YEAH! IT'S QUI-GON JINN!
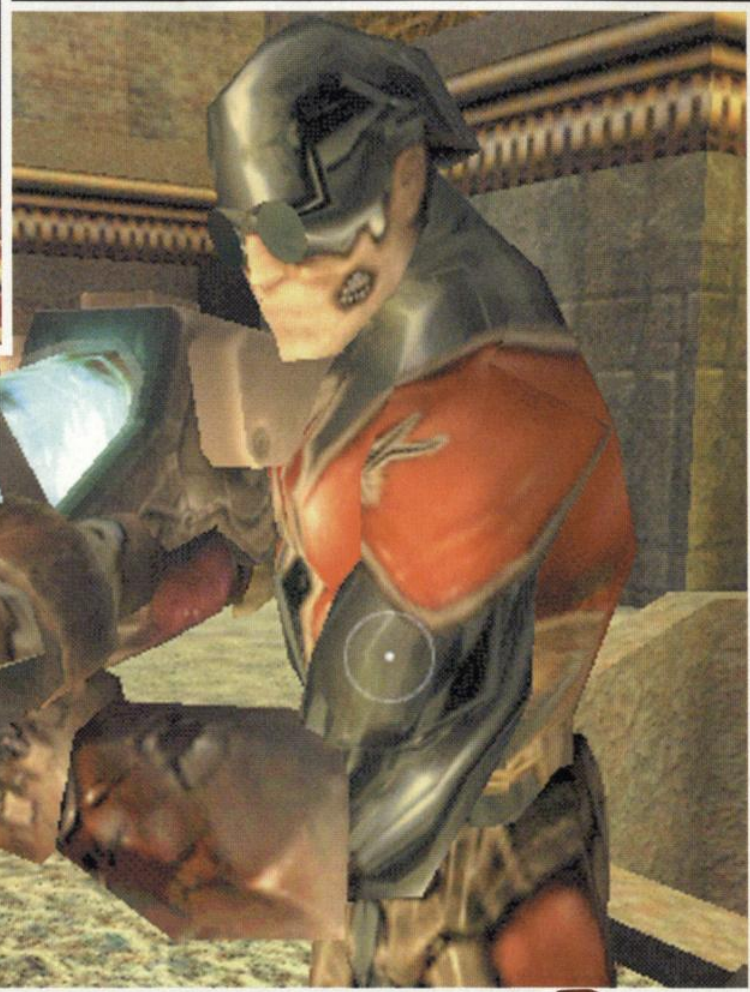
**MAKE SURE YOU LOOK DOWN THE RIGHT END**

thing that moves. The return of the lightning gun from Quake 1 is nice to see, although it's probably the least-used weapon in the game. There simply never seems to be an appropriate moment to whip out the lightning gun unless you're out of ammo with everything else. It certainly chews through an opponent, but it's not very exciting or versatile. The BFG this time around is lovely. Instead of one huge, slow-moving blob that disintergrates everything, the BFG is a high-powered, fast shooting gun that certainly wipes out anything it touches, but is made even the more deadly simply by how fast it reloads. It also uses it's own ammo type now, instead of just plasma, so it's a little harder to keep running around with a BFG going nuts. BFG jumps are also easier to pull off now. Wheeee!

If you find you run out of ammo with everything in your inventory, you can switch to the hand-held melee weapon which is the gauntlet. Totally useless, but hilarious if you can get a kill by pummelling someone's head at point-blank. Maybe we'll see some Quake 3 Arena gauntlet arenas

where players take their frustrations out on each other boxing-ring style. Or maybe not.

There are also some other lovely additions to the classic Quake action we have come to know and love. That is, the jumppads — both vertical and horizontal cushions of air which throw you around the level to out-of-reach areas, or over precarious drops. These replace common ladders and lifts, and make the gameplay a lot faster and — when there's a Railgun around — really, really good fun. Muahaha. The levels set in space, which are chock-a-block full of jumppads, are probably some of the best Quake 3 maps. The Capture the Flag map of this design, is absolutely insane and whilst it's a bit of a sniper-fest with the Railgun, it makes for a blindingly fast CTF game, with troops doing the mad rush all the time to get that flag. All the other subtle tricks in the physics have been carried over from Quake 2 too, so strafe-jumping, double-jumps and other nifty moves are all still achievable. The more you play the levels, the more you'll learn to appreciate the little details which are there.

### THE VERY END OF YOU

Quake 3 Arena is a darn fast game. In a heated deathmatch, things can just get completely crazy — kind of like the controlled chaos which was Quake 1 — and we love it. The maps are designed in such a way, that tactics play a huge role in the outcome of a match. The placement of pickups —

from armour to powerups — is so carefully executed, that you'll find that Quake 3 is a far more enjoyable vehicle for strategic teamplay. Unreal Tournament has the excellent Assault mode, and certainly a greater variety of gameplay modes, but for my money, Quake 3 has better physics and better weapon balance and far superior level design. Maybe it's a personal preference issue, but here at Hyper, we believe that Quake 3 Arena has a slight edge over Unreal Tournament when it comes to the longterm appeal of deathmatching and teamplay.

The final level in Quake 3 Arena is a duel against Xaero, the master of deathmatch. At first, the level seems clumsy, but after replaying the duel until you win, you'll learn

YOU'RE TERRIBLE URIEL

that it's one of the best duel maps in the game. Each player is on an opposing platform, equipped with the deadly Railgun and a set of jumppads, with the BFG hanging tantilisingly in the air up on a platform between you. On the Hardcore setting at least, Xaero proves to be a bastard to beat. He simply doesn't miss with the Railgun, and manages to employ a few different tactics, depending on how you move about the platforms. Xaero is the perfect example of how the AI in Quake 3 suffers at times from inexplicable quirks. In his desperation to kill you, Xaero sometimes simply falls to his death, although it is rare, and he only manages to be a complete pain in the arse because his accuracy is almost at 100%. Rather than cleverly outsmarting you, he just seems to be able to hit you with Railgun shots that would not be seen by the human eye. This is really only an issue on the Hardcore and Nightmare settings, but still, simply an increase in the bots accuracy is a slightly shallow way of increasing the difficulty. They don't really get any tactically smarter, they just react with bullshit thinking time. I guess that still makes for an exciting game, because it's up to you to outsmart the computer, but it also borders on frustration on this map at least. Duelling on this final level against human opponents is by far a more enjoyable experience — but that's a given.

Again, like all the other id Software games, the ending FMV of Quake 3 Arena is a complete let-down. You work so hard to get there, and then you literally get rewarded with a few seconds of FMV and then the credits roll. If the game wasn't so brilliant up until that point, you'd be a little more miffed, however, we can forgive them considering how long this game is going to remain installed on our computers. There will be no Quake 4, id Software have confirmed that, so we look forward to the next game being as innovative and exciting as it was when we were transported from Doom to Quake. They're working on new technology as we speak, so for now, let's all sit back and enjoying gibbing each other with rockets, rails and blobs of plasma. Yay for Quake all over again! ■

## BEATING THE BOSS

Taking out Xaero can be a very difficult experience. The tactics for success really change depending upon the difficulty level you are playing at. On the easier settings, Xaero is nowhere near as efficient with the Railgun as he should be, so it's easier to keep your distance and try your own Rail skills. However, on the harder settings, he simply grabs the Railgun and hits you every time with it, making it very hard to do anything other than hide behind a column and hope that you hit when you dash out for a shot. The way we found you could beat Xaero with as little hassle as possible, on the Hardcore setting at least, was to go and grab the BFG as soon as the match begins, distracting Xaero with a few well placed rockets on your way so he doesn't trigger the switch and crush you. It's not easy, but you can restart until you get a start where you snag the BFG without dying. Once equipped, your job is easy. Stand at the rear of the platform, behind the second last column over near the Railgun and stand so that you can just see the Railgun, but you're protected by the column enough to not be shot at from the other platform. You'll notice that the BFG ammo is also right there behind you. If you listen carefully, you'll hear Xaero come up the jump-pad with a swoosh. When you hear that noise, just hammer the spot where the Railgun is with the BFG, and he'll die pretty quickly. Then wait to see if he respawns right next to you, so you can BFG him before his machine gun chews through you. Just keep repeating this process, grabbing the BFG ammo as it respawns and you can finish Xaero off easily. On Hardcore, I managed this with a Perfect, meaning I didn't die once during the round.
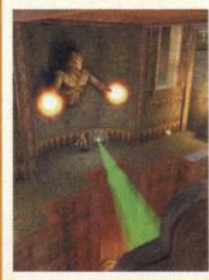
## POWERUPS!

Quake 3 Arena has a variety of powerups, similar to the runes which were featured in Quake I CTF. Here's a rundown of what you can use to enhance your performance...

**Battle-Suit**: This protective suit will make you immune to lava, slime, drowning and splash damage from weapons.

**Flight**: Grab this and float through the air like a butterfly.

**Haste**: This not only speeds you up, but the firing speed of your weapons.

**Invisibilty**: It's fun fragging people when they don't know you're there. Kind of like a sanctioned form of camping.

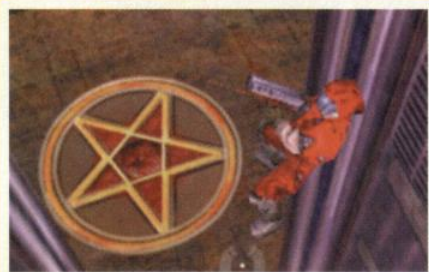**MegaHealth**: A handy boost of 100 health.

**Quad Damage**: Everyone loves a Quad. It's better than bad it's good.

**Regeneration**: This keeps your health ticking up to 200.

**Medikit**: Carry this until you need it, then hit Enter to get boosted back to full health.

**Teleporter**: Another one to keep in your pockets. When activated you teleport to a random spot on the map. Good for getting out of (or into) a hairy situation.

## MULTIPLE MODES

**Capture the Flag** — We all know Capture the Flag. Two teams face off on a map containing a blue base and a red base, go grab the enemy's flag and bring it back to yours for points. Of course, if your flag ain't there when you return you can't claim any points. The Capture the Flag maps in Quake 3 are, of course, great stuff. Throw some bots in there and marvel at how many actual commands you can give to them. There is a text file in the Quake 3 folder which installed on your PC which lists all the bot commands. You can even tell your teammates to patrol between specific points for specific lengths of time, or get them to lead you the way to certain weapons — they'll even come back for you if you get lost. Playing with bots though is only a temporary measure. Log on or go to a LAN and experience CTF like it should be.

**Team Deathmatch** — Red team versus Blue team. A Hyper office favourite, especially against some Nightmare bots. Set a time limit and see which team can get there first. This is where you will learn tactics, such as guarding weapon respawns, which are much faster in Quake 3.

**Tournament** — The Quake 3 duel mode. Some of these maps are simply killer in a duel. Some seriously exciting stuff is to be had in this mode. Expect servers clogged with players waiting in a queue to "have a go".

**Free-for-all** — Nothing but pure Deathmatch baybee - the way we like it!

## GIB-O-METER

⟫ ⟫ ⟫ ⟫ ⟫ ⟫ ⟫ ⟫ ⟫ ⟫

### PLUS
The longterm appeal is mind-boggling. Just wait for those mods!

### MINUS
The AI should have been better, lacking some features.

| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 96 | 92 | 96 |

## OVERALL

# 95

Quake 3 Arena rolls all the elements of the Quake series into one big frag-fest!

WE KNOW THAT DOG FARTS ARE BAD, BUT...

# RESIDENT EVIL 3 NEMESIS

**Cam Shea** bids farewell to his old nemesis Dr Evil, and goes in search of a new one...

| | |
|---|---|
| **AVAILABLE:** | Now |
| **CATEGORY:** | Survival Horror |
| **PLAYERS:** | 1 |
| **PUBLISHER:** | Capcom |
| **PRICE:** | $89.95 |
| **RATING:** | M |
| **SUPPORTS:** | Dual Shock, Mem card Brown undies |

As you'd expect, Capcom haven't exactly reinvented the wheel with Resident Evil 3 — they've just made it a bit rounder. Anyone familiar with the series will instantly sense that familiar Resident Evil gameplay wafting out of their TV as lucidly as the fetid stench rising from a decomposing zombie corpse. This isn't such a bad thing mind you, as this series is built on great gameplay, and we've all been thirsting for the third brain devouring install-

ment. Needless to say, Resident Evil 3 is the series' most polished outing on the PlayStation so far. The more pertinent issue, however, is whether the game is a worthy purchase if you've already played through the first two.

**A JOY TO BEHOLD AND A BUGGER TO BEAT...**

So what changes have Capcom made? Let's start with the most obvious — graphics. Resident Evil 3 is a joy to behold, and much improved over the already excellent Resident Evil 2. No radical changes really — the backgrounds are still incredibly detailed, and now significantly cleaner than before, but it's the characters that will really impress. The main character is Jill Valentine, who you may remember from

Resident Evil 1 (although she seems to have had a quick boob job since then), and she looks stunning. We're talking more polygons in the model and smooth sensuous curves that are helped along by some very clever shading that make her look a lot smoother than she actually is close up.

The enemies too are well endowed (polygonally that is), and impressively varied. Instead of a few generic zombie models, the zombies in Resident Evil 3 come in all shapes

THE CLEAVAGE CAMERA PROVES MOST POPULAR

and sizes. There are the fat cop zombies that lumber slowly towards you with an ominous gait, through to faster, more agile zombies that can be upon you in a flash, going straight for the jugular — presumably these guys were used car salesmen in a previous life. In any case, the zombies are very cool, adding much needed variety to the splatter fest and conveying a real sensation of a normal population turned afoul. If zombies aren't your thing though, there are plenty of other assorted beasties to scare the crap out of you, including giant spider mutants that love nothing more than to grab Jill in a bear hug and do a perverted dance of death. The scariest of all the creatures, however, is none other than the game's namesake — Nemesis.

YOU'D THINK THE UNDEAD COULD THINK OF SOMETHING SCARIER THAN BLOWING A RASPBERRY

EW. AW MAN YOU NEED A BREATH MINT!

## THE UMBRELLA CORPORATION...
## ONLY MARGINALLY LESS
## EVIL THAN MICROSOFT

Nemesis is the ultimate creation of... yep, you guessed it — the Umbrella Corporation, and a beast created for one purpose and one purpose alone — to eliminate all the members of STARS. And that means you. He's bigger, stronger, uglier, faster and better equipped than you can ever be. Plus, to make matters worse, he's got really bad breath. Nemesis will pursue you relentlessly throughout the entire game, popping up when least expected, and scaring the Mr. Hankey out of you. In contrast to the brainless zombies, Nemesis can follow you through different rooms, making it a tricky proposition trying to get away from him. And it is advised that you try and get away from him until you have some serious firepower, as fighting him will most likely result in your head being parted with your neck. The feeling

that Nemesis could strike at any time does wonders for the already nightmarish atmosphere and is the most compelling aspect of the game.

Resident Evil 3 is once again set in Raccoon City, only a matter of hours before the events of RE2, and even shares a few of the same locations to try and give some sense of place and continuity to the storyline. This time around though, you'll see much more of the city itself — from the darkest alleys to what were once bustling main roads. The destruction and disarray unleashed by the Umbrella Corp is everywhere. Massive car crashes, glass strewn streets, rubble from destroyed buildings, fires burning out of control, dead bodies unceremoniously framed in smashed car windshields, boarded up doorways, and hordes upon hordes of zombies — it's all there and makes the opening scene of RE2 look like child's play.
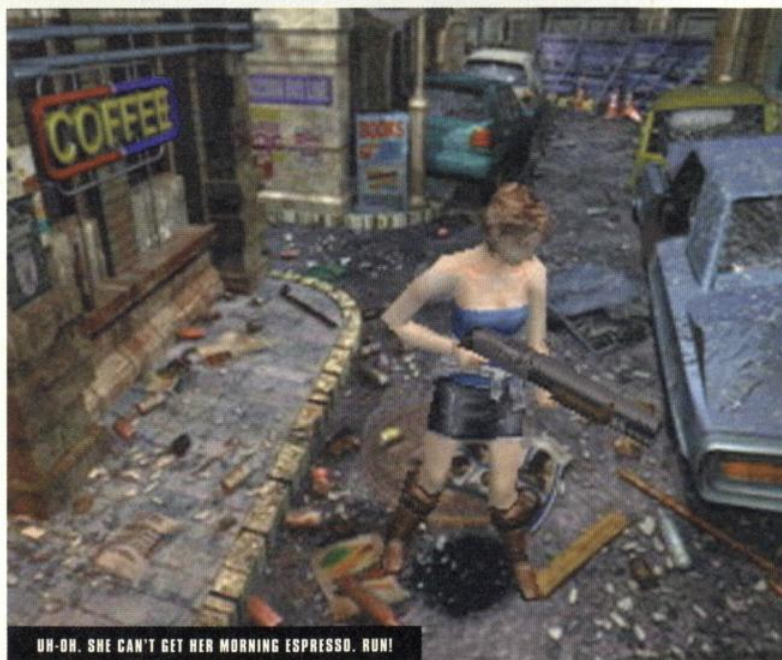
UH-OH. SHE CAN'T GET HER MORNING ESPRESSO. RUN!

## WHAM BAM THANKYOU MAAM

Resident Evil 3 uses the "mix and match" weapon system from Dino Crisis. The basic weapons have been kept relatively simple, with the familiar pistol, shotgun, magnum, assault rifle, grenade launcher and rocket launcher combination, but this time players can create their own ammunition for the weapons. Throughout the game you'll come across two different types of gunpowder – A and B. A can be used to make hand gun bullets, whereas B can be used to make shotgun shells. Mix A and B together to create grenade rounds – C. From there, you can experiment in mixing A, B and C together for all manner of different rounds. For instance, combine B and C together to make grenade acid rounds. There are 13 different mixtures all up in the game, and interestingly enough if you repeatedly create the same kind of ammunition, your skill will be improved, and you will be able to create more powerful ammunition of that type. Although experimenting to see what ammunition can be created is cool at first, with ammo so tight in the game, the trial and error becomes a bit frustrating, and you may start to wish that simply giving players a larger set of defined ammunition and weapons may have been more fun.
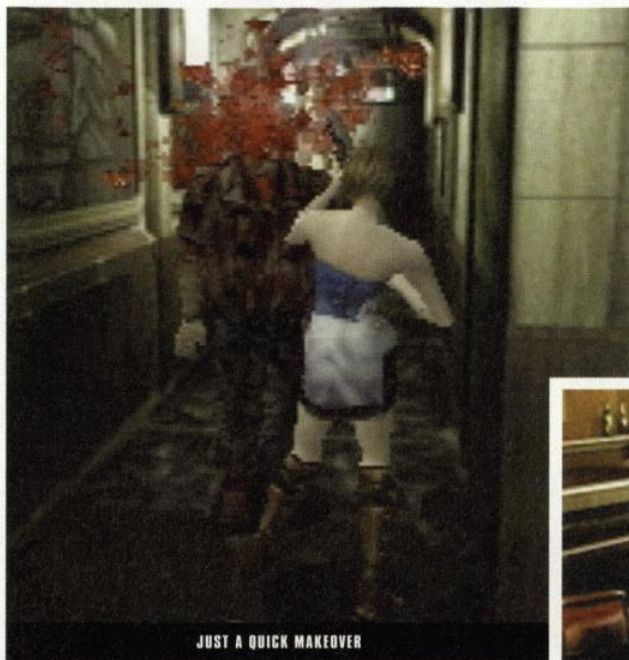
JUST A QUICK MAKEOVER

YOU CAN NEVER BE TOO CAREFUL WITH THESE UNDEAD
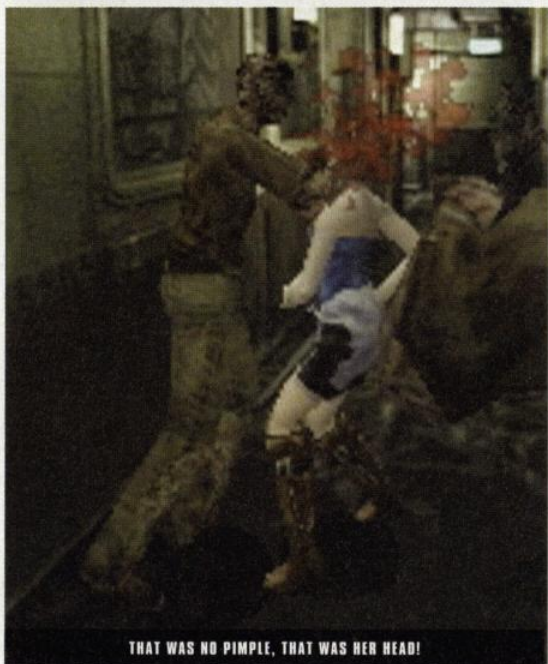
THAT WAS NO PIMPLE, THAT WAS HER HEAD!

## CHOOSE WISELY

Capcom haven't innovated a huge amount with Resident Evil 3, but they have carried over some of the new gameplay elements from Dino Crisis. One such change is the choice of alternate paths 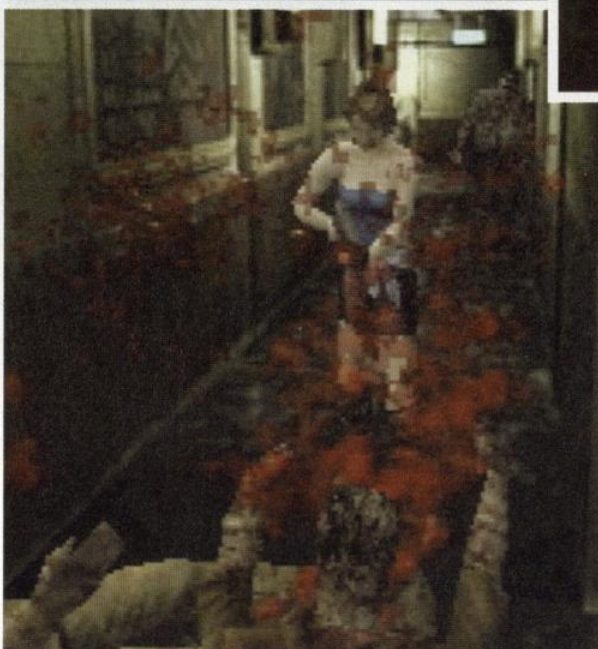that pops up periodically throughout the game. The screen will suddenly flash black and white, with two choices appearing at the bottom. Depending on which choice you make, the outcome of the scene, or indeed the entire game will be affected. This technique certainly adds replay value and spontaneity, but it's at the expense of a Resident Evil tradition — multiple characters. Resident Evil 3 comes on only one disc, and you have a choice of Jill Valentine or... erm, Jill Valentine. Sure, she's a pretty spunky leading lady, but it would certainly be nice to have two different paths available right from the start. RE3 also has only one other playable character later in the game, which is a bit disappointing really. Even so, this is the most gruelling Resident Evil yet, and a polished effort.

**Run into the basement. Hide inside the kitchen.**

Thanks to the sheer volume of zombies and the regular appearance of Nemesis, Resident Evil 3 is a little more action oriented than the previous games. Thus, as per normal, conservation of ammo is paramount to survival.

### SET ME UP SCOTTIE...

The control setup hasn't changed much from Resident Evil 2, save for a couple of important new inclusions. There's now a quick turn button, which is very useful after the painfully slow turning action of previous games. Even more useful is the dodge button and auto aim, so that you can now take less damage and deal out greater damage respectively. The auto aim will also lock on to explodable objects such as barrels, for roasting mutant flesh doubly quick. Our advice? Get these techniques down, because you'll certainly need them when facing Nemesis.

As far as other tweaks go, the opening door animations are still with us, but Jill can now walk up small to medium sized flights of stairs without resorting to a dodgy loading screen animation. As small an improvement as this may sound, the game feels a hell of a lot more continuous because of it.

One major peeve we have with Resident Evil 3 though, is the severely limited number of items Jill can carry at any one time. Your inventory is usually half filled with items that you may or may not need for an as yet unseen puzzle. Leaving the wrong items behind

means a frustrating trek back to a storage box, whereas trying to carry too many "may need this soon" items often means that you can't pick up new items. Either way, you're forced to backtrack. Health packs, weapons and ammunition should be limited — fair enough, but should we really have a finite limit on how many puzzle related items we can carry?

The puzzles themselves are standard Resident Evil fare, ranging from good to stupidly frustrating. Particularly annoying, and mostly unnecessary, are the puzzles that require large amounts of backtracking to complete.

Sound wise, the voice acting is gradually getting better with each installment, but Jill's voice is far from convincing. Capcom really need to make a choice between all out B grade voice acting, or all out quality, not the current weak middle ground. The music is atmospheric, but hardly inspired — it might as well be the same score from the last two games the difference is so minimal. On the other hand, the sound effects are absolutely top notch. The weapon effects are crisp and powerful, with the shotgun blast being my personal favourite — particularly in combination with Jill's disturbingly sexy (for me anyway) "tough bitch" reload animation.

So you've analysed all the evidence presented before you. What's the verdict? Well, it's a tricky one. Having played both the previous Resident Evil

**YOU DON'T NEED A SHOTGUN TO GET ME TO DO YOUR BIDDING, HONEY!**

games through a couple of times, and having been a fan of the series since day one, I have to say that although this is a fantastic game, the same old puzzle mechanics and action are wearing a little thin. There wasn't anything particularly compelling about Nemesis to drive me to finish the game. That said, die hard fans and newbies should definitely check it out. The rest of us, however, may be better off waiting for Code Veronica. ■

### MINISKIRT-O-METER

》》》》》》》》》》

**PLUS**
Satiates destructive urges, and beats the hell out of Pong...

**MINUS**
Raccoon City is becoming too familiar, and it's quite short.

| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 88 | 83 | 86 |

### OVERALL

# 87

A solid and at times freakish third outing from the Resident Evil series. You know what to expect by now...

I'M BURNING UP, BURNING UP FOR YOUR LOVE
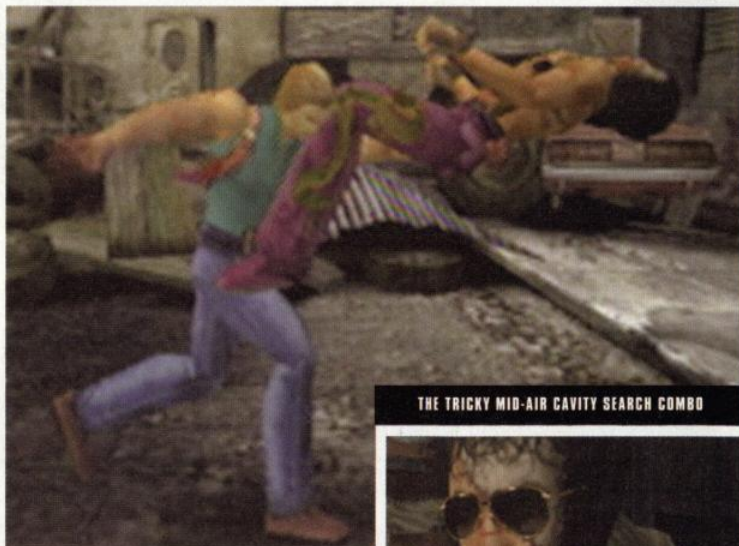
# ZOMBIE REVENGE

Our resident zombie expert for this issue, **Cam Shea**, administers a savage beating to yet another legion of the undead.

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Action |
| PLAYERS: | 1-2 |
| PUBLISHER: | Sega |
| PRICE: | $89.95 |
| RATING: | M |
| SUPPORTS: | VMU |

What a great concept for a game! A beat 'em up set in the House of the Dead universe, in the tradition of Final Fight, but with none of the puzzle solving of the Resident Evil games. Just good, honest, senseless, spine tingling, brain combusting, zombie slaying violence.
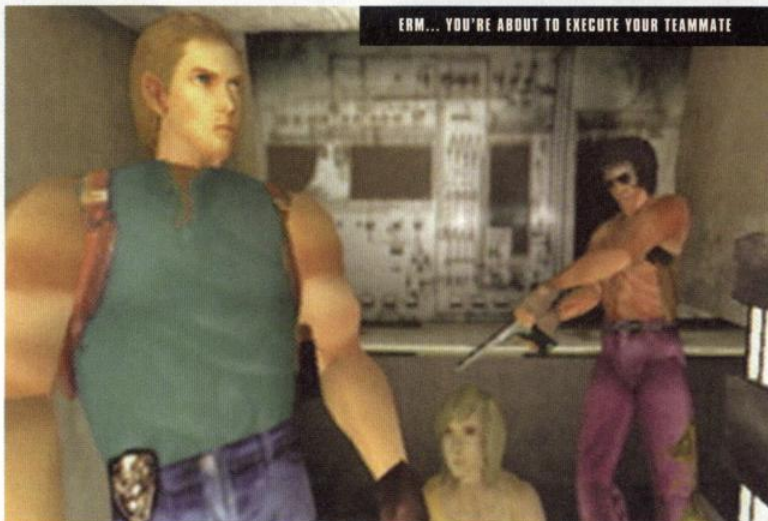
Unfortunately, the reality is somewhat different. Zombie Revenge does indeed manage to combine aspects of Final Fight, House of the Dead and Resident Evil, but it seems that only the

THE TRICKY MID-AIR CAVITY SEARCH COMBO

ERM... YOU'RE ABOUT TO EXECUTE YOUR TEAMMATE

STARSKY AND HUTCH

worst elements of these titles have made it into the game. From Resident Evil comes the awkward control scheme and terrible voice acting, from House of the Dead comes the boring bosses and repetitive action, and from Final Fight comes the simplistic play mechanics. Zombie Revenge was originally an arcade game developed by Sega AM3, and its heritage shows. Despite attempts to give the game greater longevity, this is an arcade game

through and through, and one that you may not bother playing through once, let alone several times.

## KILL 'EM ALL AND LET GOD SORT 'EM OUT...

The premise is simple — kill everything in the area, then move on. Whether you're walking the streets, exploring a factory, or fighting atop a train, the game is entirely linear and is basically a predetermined progression from one scene to the next. There are regular cutscenes showing the heroes entering the next area, getting confronted by a boss, or talking with an NPC... but it's never anything to get excited about.

In your quest to flush the bowels of
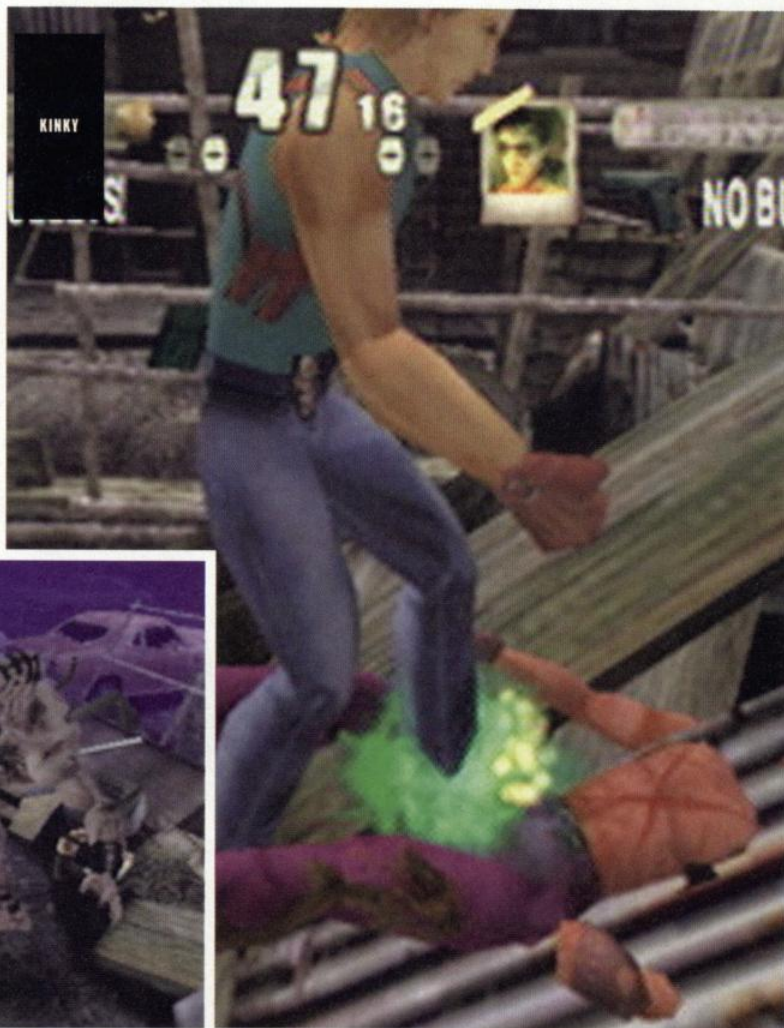
**ELIOT NEVER LOOKS GOOD IN THE MORNING**

**KINKY**

## MO' MODES

There are a few new modes above and beyond the arcade original:

**Gun Mode** — This swings the combat balance towards the firearms. You can still use fisticuffs, but weapons will appear more regularly and do more damage.

**Bare Knuckle Mode** — You'll do more damage with your fists, and there are less weapons lying around.

**Boss Attack** — Oh great. This mode lets you re-live the dullest sections in the game by pitting you against the bosses again. Urggh.

**Fighting Mode** — One on one bouts in an arena. Go up against the computer or a friend, and try to kill each other, 3D fighter style. Very dull indeed.

satan's army of the undead, there are plenty of combat options. Feel like some traditional fisticuffs? Then get in close and let loose with the various combos and grapples that are available for each character. Hand to hand fighting for pussies? Then pick up some of the very heavy arsenal available throughout the game. Whether it's the humble shotgun, the grisly drill, or the spectacular flamethrower, you won't be complaining about a lack of firepower. Well actually, we thought a chainsaw would top the selection off, but you can't have everything right?

As cool as the weapons are, the prob-

lems with Zombie Revenge are numerous. Aside from the lack of replay value, the controls are a complete mess. The layout is completely unintuitive. Why one button doubles as both block and run is beyond me, especially since there's an unused button on the controller. Arcade-port-itis anyone? Moving your character is unresponsive and slow, aiming is too twitchy, and the available moves simply don't give you enough versatility.

### NOTHING LIKE VKD

Once used to the controls, Zombie Revenge still lacks something. Let's call it "vicarious killing delight". In a game like Resident Evil 2, there's no greater pleasure than blowing the head off a zombie at close range. The power in the action and sound effect of the shotgun, the sight of the head exploding, and the zombie body collapsing to the ground... it's just so damn satisfying. Zombie Revenge is too comical in looks to even come close, and the viewpoint is just a bit too far back for any real impact. It just feels like going through the motions.

There are plenty of interesting touches in Zombie Revenge, but they all come across as a bit pointless. For instance, each time you take a hit (or bite) from a zombie, your character becomes "poisoned", and if left alone
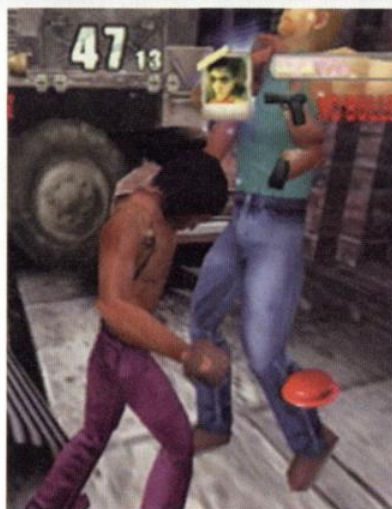
will eventually turn into a zombie. To cure your character, you'll need to regularly pick up the antidotes that litter the path. An interesting touch, sure, but entirely pointless if it in no way affects how you play the game.

Zombie Revenge is a mixed bag graphically. It runs at a constant 60fps, but the character models are quite average, the blood is HOTD green and, as mentioned before, blowing a zombie into pieces simply doesn't look as gruesome as it should. Even so, it's damn close to arcade perfect, and has a few extra modes, so fans of the arcade game might want to check it out. ■

## VOICEACTING-O-METER

»»» »» »» »» »» »» »» »»

### PLUS
You can shoot those zombie SOBs when they're down. Hee hee.

### MINUS
Lacks the "muahaha" factor to make it fun.

| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 70 | 70 | 60 |

## OVERALL

# 65

Zombie Revenge promises much and delivers little... get HOTD2 or wait for Code Veronica instead.

# Australia

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'**s First**

**DVD**

**Magazine**

Replay
R Opel Tigra Ice Race Car

HYPER
BiG
RUBBER
STAMP
OF
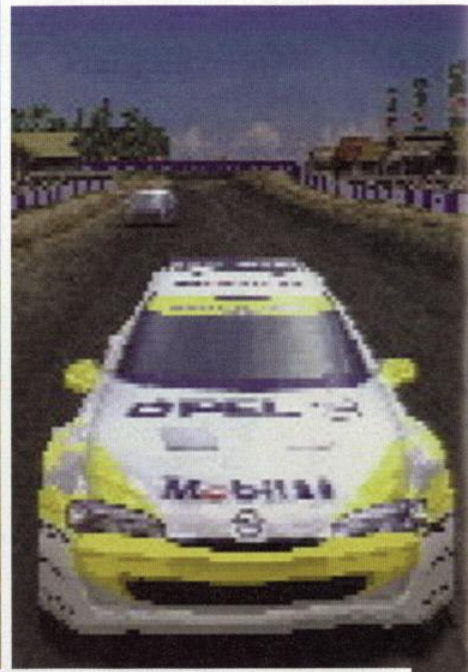APPROVAL
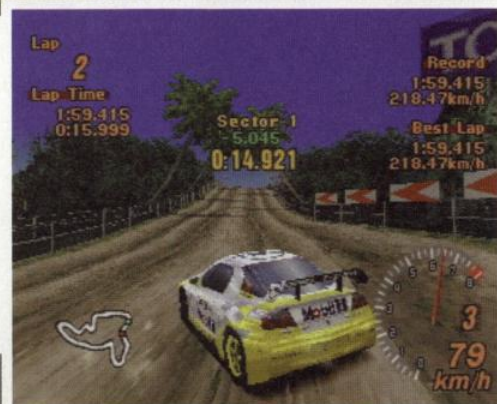
VROOOOOM! NYYYYYOAW! SCREEEEEECH!

# GRAN TURISMO 2

He says he has a "hot rod",
so we let **Kevin Cheung** take control...

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Racer |
| PLAYERS: | 1-2 |
| PUBLISHER: | Sony Computer Entertainment |
| PRICE: | $79.95 |
| RATING: | G |
| Supports: | Dual Shock |

PUTT PUTT PUTT PUTT PUTT PUTT

In early 1998, Gran Turismo was the toast of the industry. Never before had such a standard of excellence been reached in a console racing game. It rivalled the mighty Ridge Racer series in terms of car handling, and it eclipsed every other title for the sheer number of cars and upgrades available. With two years gone by, Polyphony Digital have finally produced its long awaited sequel. To say that a lot of expectation rests in their hands is an understatement.

Lap 2
Lap Time
1:59.415
1:10.829
Record
1:59.415
218.47km/h
Best Lap
1:59.415
218.47km/h
TOYO TIRE TOYO
105 km/h

## THE EMPIRE STRIKES BACK

Bigger, leaner, faster, meaner. That's essentially what Gran Turismo 2 is about. Coming to you on two discs (Arcade Disc and Simulation Disc), Gran Turismo 2 pulls no punches with its opening FMV as it shows off a demo of GT2000, scheduled to be released on the PlayStation 2. Once all the

bumping and grinding of the FMV is done, you'll be presented with two impressive new features: the ability to drive off-road, and the addition of loads of extra cars. The latter should be a given in any sequel. The former is a display of programming genius, as the ability to drive on and off-road is a flexibility that all future driving games should one day implement.

One of the main features being boasted of in Gran Turismo 2, next to the added physics of driving off-road, is the improved geometry and track

designs. The improvement over the original Gran Turismo is obvious, as you can see overpasses, ramps, and buildings winding around the screen as you tear through the tracks. You can even see overhanging street lamps and power cables above you in certain areas. In the overall context of things, it makes you realise how artificial the environments are in other racers, including the original Gran Turismo, as Gran Turismo 2 is the first game to create that wonderful sensation of driving through a city with real architecture.
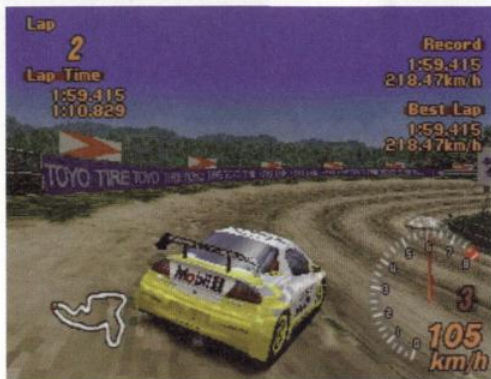
## SEQUEL = IMPROVEMENT, RIGHT?

The improved track designs and architecture comes at a price: texture detail. Most console heads would have noticed by now that most developers are clammering to find new ways of using smoother textures in their games — especially since the Dreamcast is now out. The problem is that the PlayStation has a steep uphill battle. However, it's as though Polyphony Digital didn't even bother trying. In fact, Gran Turismo 2 actually looks more pixellated than the original! (yes, we tried it). The roads look much grainier, the backgrounds look like dodgy cardboard cut-outs on a

Lap 2
Lap Time
1:59.415
0:15.999
Sector 1
-5.045
0:14.921
Record
1:59.415
218.47km/h
Best Lap
1:59.415
218.47km/h
3
79 km/h

could upgrade them just as you would in real life. It wouldn't have mattered if the game played like a dog: mainstreamers couldn't care less if the game played as badly as Sports Car GT, just as long as it looked pretty and had heaps of cars and parts to fiddle around with.

Gran Turismo 2 offers just as many things to fiddle with, but the drop in visual quality was something that every single person in the office commented on, without exception. It lacks the same leap in visual sparkle that was witnessed between, say, Rage Racer and Ridge Racer 4. It's also worth noting that the simulation mode has you earning the same licenses over again and saving up to buy the same new cars. You also

happen to be racing through many of the same tracks as before. In that sense, outside of the odd laugh that's created from beating your friend's Subaru Impreza with a Mini Minor on a dirt track, Gran Turismo's value as a sequel is negligible.
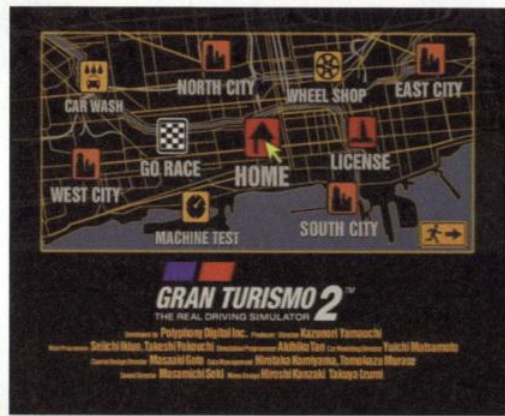
## LET THE STEAMROLLER RIDE!

By itself, Gran Turismo still suffers from many of the same faults as before. The game doesn't produce a great sensation of speed, meaning that you're supposedly travelling at 200km/h even though it looks like you could run faster than that. The physics engine also still suffers from poor momentum and collision. For instance, if you're driving a super-powerful car, it doesn't matter how much the pithy sedan in front is grinding the front of your car into the wall: you'll still power right through him (or her). It's also disappointing that the 2-player mode still doesn't feature any CPU-controlled cars during the race.

Overall, Gran Turismo 2 is a great expansion disc, at best. As a sequel, it barely warrants a purchase, even for the total hardcore fans. And as a game by


I CAN HEAR THE BLARING TECHNO FROM HERE
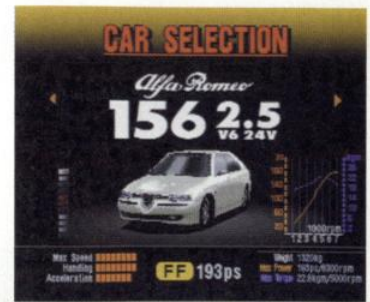
film set, and the cars themselves even look less dazzling. This is all especially apparent in the replay mode, where you can see the drop in detail as the camera roves in up close to the cars.

In the overall scheme of things, this is not good. The reason for Gran Turismo's mass market success was through its mainstream appeal. People who ordinarily wouldn't touch videogames were attracted to Gran Turismo for the fact that there were so many cars we knew about, and you


GRAN TURISMO 2
THE REAL DRIVING SIMULATOR
BRRRRRRROOOOOM!

itself, there are just as many reasons for getting the original game cheaper in Platinum as there are for getting this new game, which just offers extra cars and a little extra geometry. It's a tough call to have to make, but Gran Turismo 2 really missed the mark. ■


CAR SELECTION
Alfa Romeo
156 2.5 V6 24V
FF 193ps


ELAN S4 Sprint

[-1:59.415] 0:30:002

Replay
Opel Tigra Ice Race Car

## TURTLEWAX-O-METER

**PLUS**
Loads of extra cars!

**MINUS**
Drop in visual quality.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 82 | 83 | 89 |

**OVERALL**
# 87
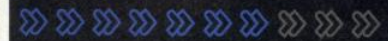Hardly a worthy sequel, but commendable on its own. Bring on the PlayStation 2!

## SO WHO'S THE KING OF THE ROAD?
In terms of overall balance, the original Gran Turismo wins out here. Sure, this sequel's got more cars, but the sheer number of them to unlock is bordering on impossible and ridiculous. If you're simply into the driving "experience", go for Ridge Racer 4.

BACKSTAGE WITH THE VILLAGE PEOPLE

"WE MET ON INTROLINE!"

# RESIDENT EVIL²

**Cam Shea** chops off his arm, straps a shotgun to the stump, and goes in for the tonk… again. Life is beautiful!

| | |
|---|---|
| AVAILABLE: | TBC |
| CATEGORY: | Survival Horror |
| PLAYERS: | 1 |
| PUBLISHER: | Capcom |
| PRICE: | $99.95 |
| RATING: | M |
| SUPPORTS | Expansion Pak, Rumble Pak |

>> No need for introductions here. Y'all know the deal with Resident Evil 2 — one of the scariest, shotgun pumping-est experiences in gaming. A title where you can blow a zombie in half, only to see the legs stagger around and the zombie's torso continue to crawl towards you. We're talking zombies, mutants, B grade voice acting, beautifully rendered backdrops, and generic puzzles galore. Now that the third installment on PlayStation is here and a brand new Dreamcast title is just around the corner, what can an N64 port of an old PlayStation possibly offer? A hell of a lot actually!

**TWICE THE GIRTH OF ZELDA…**
RE2 N64 style is one of the best ports ever, and without a doubt the definitive version of the game. It succeeds despite the problems usually associated with the cartridge format, cramming in all the content from two PlayStation CDs - including all the full motion video. Should I say that again? Resident Evil 2 on the N64 has ALL the FMV from the PlayStation edition. Wow! This is achieved through smart compression techniques and the largest cartridge size yet — a whopping 512MB, and twice the size of Zelda: Ocarina of Time. Not only is the entire pants wetting experience here, but the N64 version of RE2 runs faster, looks better and has a few extras not seen on the PlayStation. The most significant of these is the inclusion of a randomiser. This means that after you've finished the game, the next time you play, all the zombies will be placed randomly, making for a different feel and challenge.

RE2 supports the 4MB expansion pack, and the high res mode is a stunner. The characters are incredibly crisp, with none of the aliasing commonly associated with PlayStation titles. Also in contrast to the PlayStation version, the characters actually look better than the prerendered bitmap backgrounds. Indeed, the only graphical downsides in RE2 are that the FMV tends to be quite pixellated, no doubt due to the heavy compression, and that the opening door animations have survived the tran-
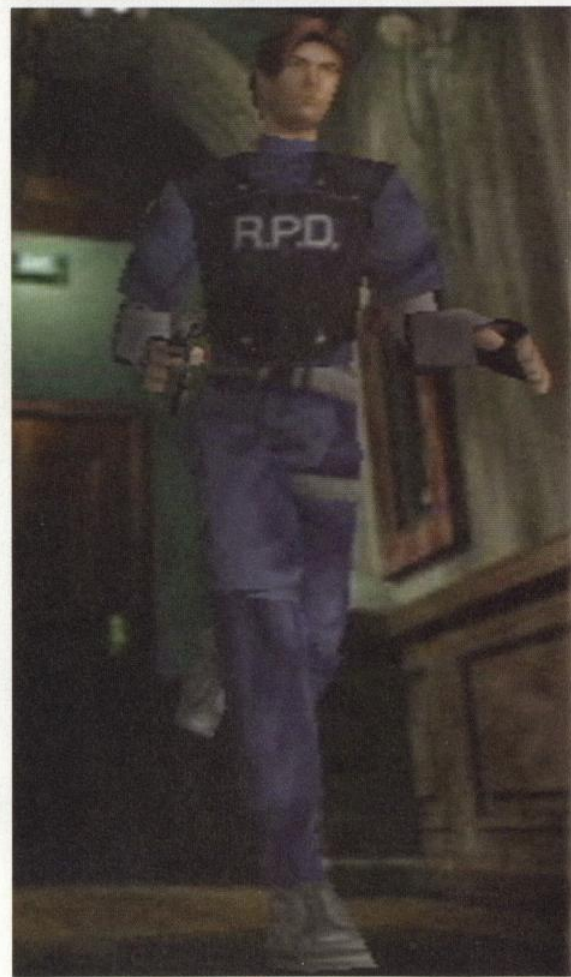
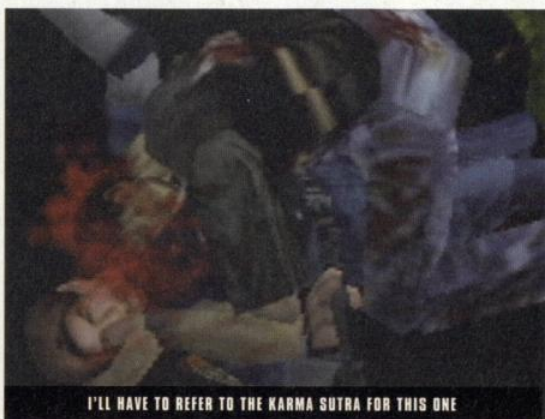# "THE N64 VERSION OF RE2 RUNS FASTER, LOOKS BETTER…"

BEFORE...

AFTER!

I'LL HAVE TO REFER TO THE KARMA SUTRA FOR THIS ONE

THEY'RE COMING RIGHT FOR US!

## MMMM... OFFAL!

Remember the scene in George A. Romero's classic zombie flick Day of the Dead where Rhodes (Joe Pilato) gets ripped in half by ravenous zombies? The offal used for his organs were accidentally left in an unplugged refrigerator and by the time the scene was shot it was getting... shall we say... a little skanky. Eeew! Joe Pilato was hurling, but spare a thought for the zombies chowing down on it!

sition. They're marginally faster than on PlayStation, but do we really need them at all?

### AS WOODEN AS MELANIE GRIFFITH

Character animation is still rather wooden, but this version at least gives players a little more mobility in fighting off the zombie hordes. There's now the option to switch to an alternate control scheme where you push the stick in the direction that you want to move. Suffice it to say that with all the camera swapping in the game, this is hard to get used to, but it's ultimately worthwhile if you want to avoid the frustration of spending half an hour turn-

ing around while the undead lurch closer and closer.

Despite the few downsides, RE2 is an absolutely gripping experience, and a must have for N64 owners who haven't experienced the terror of Raccoon city yet. Oh, and concerned parents need not fear either, because Resident Evil allows you to adjust the level of intensity, as well as change the colour of the blood to a nice wholesome green. Would you like fries with that? ∎

## GORE-O-METER

≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫

### PLUS
An absolute classic,
and the best version yet!

### MINUS
For RE freaks or newbies only.

| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 87 | 72 | 87 |

## OVERALL

# 87

A fantastic port of a gruesome game.
If you've never stood knee-high in zombie entrails,
then this is a great place to start.

MR. WHIPPY'S ILLEGAL FIREWORKS CAPER GOES HORRIBLY WRONG

WE PLAY

# RE-VOLT

He's just a big soft kid inside.
**Arthur Adam** checks out the latest on the DC...

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Racing |
| PLAYERS: | 1-4 |
| PUBLISHER: | Acclaim |
| PRICE: | $89.95 |
| RATING: | G |
| SUPPORTS: | Steering Wheel, VMU |

>> For some obscure reason, humans have always been deeply preoccupied with racing each other. This pointless past time has seen a plethora of contraptions striving to get from point A to point B first. From the space race between nations to the overly stimulating gerbil races held in North Hampshire, there's no denying that moving about quicker than someone else will always remain popular.

Ever since video game consoles knocked on our doors and made themselves comfortable in our homes with the likes of the Intellivision and the funky wood—panelled and gold trimmed Atari 2600, we have been able to bring our racing addictions into the lounge room. Enduro Racer and Grand Prix are just a few that spring to mind. Now with the latest console on the market, and with all that jiggery-pokery packed tightly under the bonnet, the Dreamcast has a wave of racing titles that will nail shut the bragging mouths of any would be PC owner. Speaking of PCs, Re-Volt, Acclaim's remote controlled racing sim, proved to be quite popular on the system. Splendidly, the Dreamcast version isn't far off, with a healthy serving of speedy frame-rates, well-designed tracks and scrumptious detail that trounces the horrible Nintendo and PlayStation versions.

IT'S LIKE THE DUKES OF HAZZARD WITHOUT THE CUTE GIRL IN CUTOFFS

Never before has there been this much fun with a small battery-powered vibrating plastic device (remote controlled cars that is).

**DAMN YOU NEWTON AND YOUR LAME LAWS OF PHYSICS!**
You begin by choosing a remote controlled vehicle. Each, as you would expect, have their own personalities.

Some are quicker with horrid grip, while others slower with a superior cornering ability. Regardless, steering the vehicles can become somewhat frustrating due to an overly realistic attempt at physics. Your car will spin, turn and tumble at the drop of a hat, leaving you in the dust of your pint-sized competitors. Acclaim has tweaked the DC version so that it leans
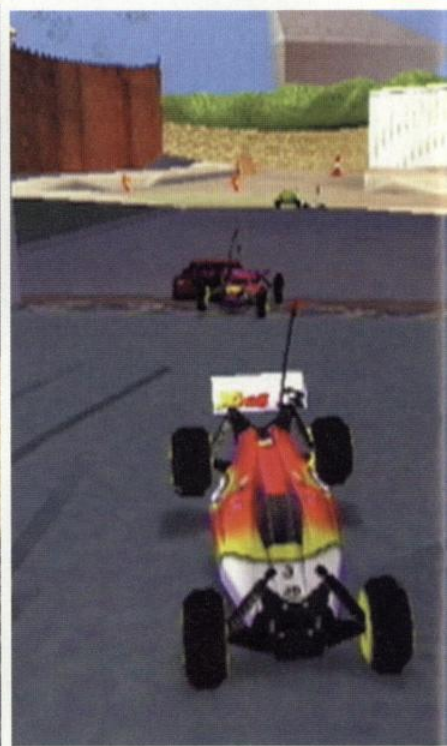
more towards 'arcade' play, but it seems as though not enough. Each surface also plays a part in the vehicle's behaviour, with the polished floorboards of the Toy Store more slippery than the tarmac of the Neighbourhood track. This coupled with the fact that your competitors follow the same set path each time with the precision only a heart surgeon could muster, makes Re-Volt difficult to master. Sega Rally also adopted the 'set path' technique with competitors, which in reality makes racing a time-based affair rather than a true

**DON'T DROP CIGGIES OUT YOUR WINDOW**

**HOUSTON, WE HAVE LIFT OFF**
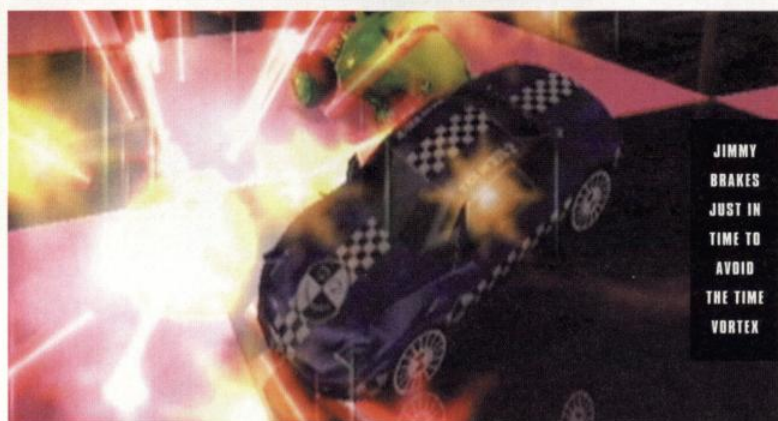
**JIMMY BRAKES JUST IN TIME TO AVOID THE TIME VORTEX**
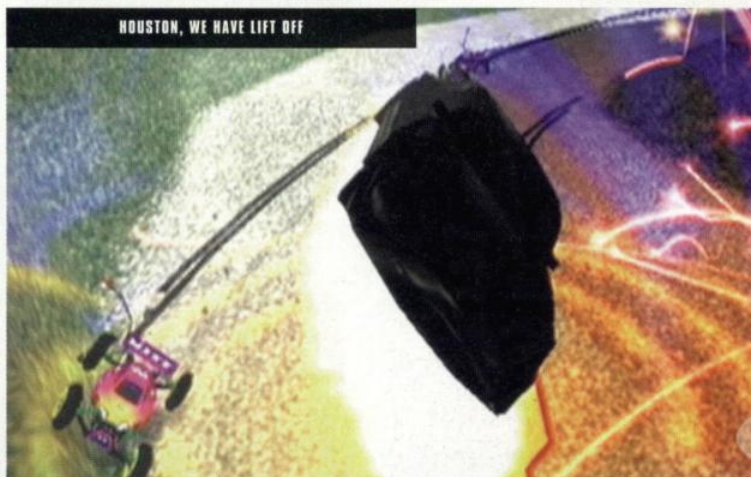
## DO IT YOURSELF

A welcome feature in Re-Volt is that you can build your own tracks, operating a user-friendly interface. You start off with a clear map on a grid. From here you can choose sections of the road, like curves, dips and ramps and then lay them down. This in reality gives the gamer an unlimited amount of tracks to race on!

**OBSERVE THE THRILLING SENSATION OF SPEED**

race where vehicles use their initiative and behave in relation to surrounding vehicles.

You can, however, break up another racer's methodical driving with the use of power-ups. Some power-ups match the diminutive world of Re-Volt, with a missiles being a firecracker that knocks vehicles aside. Other goodies are more traditional, like oil slicks and turbo-boosts. Yet, these power-ups can be more of a pain in the rear end (literally) than useful. If you happen to purge ahead of the pack, expect a nasty attack by a tailing toy car that will always happen to have something stockpiled in their arsenal. Worse still, there's no shield or defensive mechanism to stop this madness.

**LINGERIE-LIKE VISUAL GOODNESS**

The DC manages to juggle about all this detail and movement well. The feeling of velocity in Re-Volt is

impressive, with little slowdown at all. Graphically, the game offers enough eye candy to rot teeth, er, if your eyes had teeth that is. Each vehicle gleams with shiny reflections washing over their plastic hulls. There is considerable attention to detail as you can see suspension springs, antennas and plastic decals precisely on these battery powered toys. Other little touches add immensely to the game. For instance, in the Toy Store track, a train can be seen chugging about. Sprinklers spray water on lawns and tumbleweeds act as giant boulders as they, well, tumble by.

The biggest advantage Re-Volt has, are the tracks. Since you're racing remote controlled cars, everyday

objects can be used as obstacles and shortcuts. You may use a fence paling as a ramp or drive through a sewer. One track even takes place on a ship. It's quite cool tearing along underneath a huge parked car or just burning down supermarket aisles. Lucklessly, there's no looking up skirts or anything like that.

Re-Volt is an alright racer, but there are aspects that stop it from being one of the better ones. A four-way multiplayer option adds some extra value, but, for the money, one might think of actually buying a real remote controlled vehicle. There's still fun to be had in this title. Maybe not as fun as finding Pamela Anderson in your bath tub, but fun nonetheless. ◼

**THRILL-O-METER**

**PLUS**
It's like racing in the the Land of the Giants.

**MINUS**
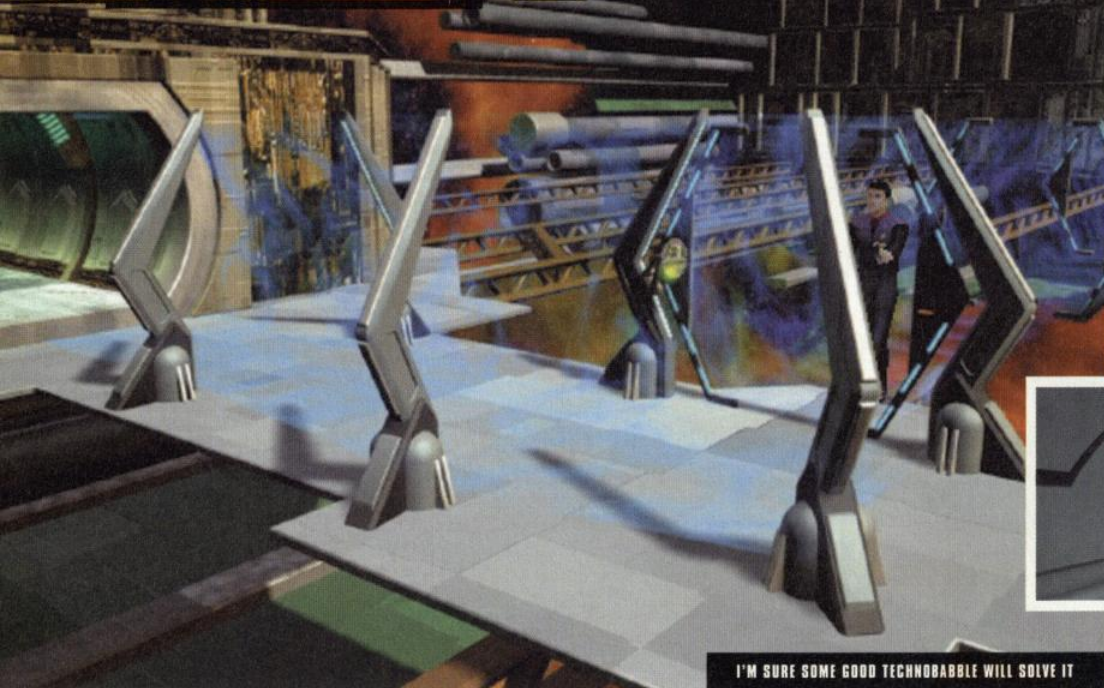Unstable vehicles which keep driving along the same lines...

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 87 | 83 | 83 |

**OVERALL**

# 80

Re-Volt on Dreamcast is solid as heck, but that was to be expected.

CERAMIC POWDER
SILICATE ELEMENTS
CIRCUITRY DESIGN
ORGANIC MATERIAL DETECTED
ANALYSIS: INCONCLUSIVE
FUNCTION: UNKNOWN

I'M SURE SOME GOOD TECHNOBABBLE WILL SOLVE IT

# STAR TREK HIDDEN EVIL

Set your phasers to stun and let **Adam Duncan** lead the away team...

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Action/Adventure |
| PLAYERS: | 1 |
| PUBLISHER: | Activision |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P200, 32MB RAM |
| DESIRED: | PII 266+, 64MB RAM, 3D card |
| SUPPORTS: | Direct 3D |

>> If there's one cool thing about Activision's latest Star Trek title, Hidden Evil, it's the story. You play Sovok, a promising Starfleet ensign who's been assigned for duty at Outpost 40, a new federation space station. Coincidentally, the USS Enterprise has returned to check out an archeological find on a nearby planet that they visited in the last movie, Star Trek: Insurrection. By a stroke of luck Sovok gets to investigate the site with none other than Picard and Data. What the group discovers is the remnants of an ancient underground civilization, where the founders of not only us humans, but also many other races in the galaxy had lived for billions of years. Now only one of these aliens remains, and some sly Romulan powermongers arrive on the scene, capture him and turn him into the very genetic spawn that caused the ancient races demise. Now of course, the safety of the galaxy depends on you stopping the abomination from spreading.

### BLEEM ME UP SCOTTY...

Hidden Evil claims to be an epic adventure similar to that of A Final Unity, with an extra action element of play to spice things up. Well, truth be told, the adventure aspect is interesting enough for the most part. Exploring is made more compelling with the use of your trusty tricorder, which lets you examine your environment with ease. However the puzzles don't seem to get much more cerebral as you progress through the game. Developers, Presto have also tried to add plenty of phaser toting action. Unfortunately the game controls, which are wholly keyboard based (no mouse) simply don't cater for the type of action being thrown your way. Fighting involves slowly spinning your character around in the enemy's general direction and letting auto-aim hit for you. Perhaps if small shootouts were few and far between, gamers might be able to live with it and consider it as a refreshing change to puzzle solving. Unfortunately the game soon primarily becomes an awkward shooter with a few puzzles to solve on the side. Sovoks trigger thumb does thankfully get a bit of a rest at one stage though, where clever use of the Vulcan nerve pinch is required instead, which is rather sweet.

What really put the nail in the coffin for this game though was the fact that it's amazingly short. I finished it in around 5 hours! For an adventure game especially, this really is quite disappointing.
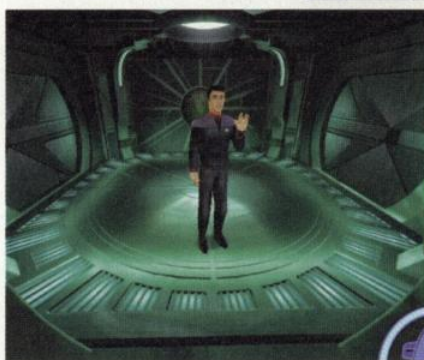
It's a real shame, because the adventure side of things really started to show promise. The game backdrops and character animations are well drawn. The music, sound effects and motion video sequences are quite good. Additionally, Picard and Data really add to that 'I'm in a Next Generation episode' feel.

Presto had something going here with Hidden Evil. If only more time was spent making it, and they toned down the amount of shooting you had do, we would have had a cracker of a game on our hands. As it is though, gamers might be better off just hiring a couple of Star Trek tapes and giving this title a miss. ■

## TRIBBLE-O-METER
>> >> >> >> >> >> >> >> >> >>

### PLUS
Good story!
Picard and Data are in it.

### MINUS
Way too much shooting.
Laughably short.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 83 | 80 | 52 |

## OVERALL

# 59

Could have been so much more than it was!
Disappointing, even for a fan.

PSX

MR. HANKY RECOGNISES BIG GAY AL FROM SOMEWHERE

## HINT

THE FOLLOWING PICKUPS ARE CONTAINED IN THE PURPLE BOX:

LOADING DEMO...

# SOUTH PARK RALLY

**Cam Shea** pines for the days when South Park was fresh and inspired...

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Kart Raving |
| PLAYERS: | 1-2 |
| PUBLISHER: | Accliam |
| PRICE: | $89.95 |
| RATING: | G |
| Supports | Dual Shock |

>> The cartoon with the most swearing ever almost inspired us to publish the game review with the most swearing ever. In fact, it was only after we analysed the original review and discovered that 60% of it was unprintable, that we decided some rewriting was in order. How could a game get us so foul mouthed? Well, we'll try to explain...

## SCREW YOU GUYS...

Unlike Crash Team Racing, South Park Rally is more than just a straight Mario Kart clone. Set across 14 courses in such exotic locations such as South Park town, South Park forest and Big Gay Al's animal sanctuary, you'll be doing more than simply racing to be first across the line.

For instance, in one course, "Cow Days", all the racers have mad cow disease, but only one person has the antidote. You must nab the antidote and hold on to it for long enough to be cured. Then there's the "Valentine's Day" race where you must shoot all the other racers with your "love arrows" (the weapon should really be a spud gun, then you could be shooting people with your love spuds) to win. "Easter", on the other hand, requires you to collect 20 of the easter eggs that are littered around the course faster than the opposition.

The ideas are certainly there, but the execution is well below average. The different race types do more to hinder the game than enhance it, and coupled with poor handling and the need to be constantly squinting at the radar, the fun factor is low. Oh, and as we've said before about South Park games, a small mountain town and its surrounds do not make for a graphically exciting and varied game. If I see those simplistic houses and snow covered streets one more time in a game I'm going to scream.

## ...I'M GOING HOME

South Park Rally just makes too many elementary mistakes. Surely it's pretty obvious that having buses, snowplows and trains traveling in the opposite direction to the racers would be incredibly frustrating? Surely it's common sense that doing so simply introduces randomness to the game, thereby reducing the skill required and the subsequent enjoyment of the game? Apparently not.

Aside from major design flaws, the game doesn't do itself any favours graphically either. South Park Rally honestly looks like a fan has pieced it together using Net Yarouze rather than being the product of a professional development team. The weapon pickup icons are a good example, consisting of nothing more than simplistic, flat shaded 3D polygonal boxes sitting in space. Once you've picked up a weapon things don't get any better. As wacky as throwing Chef's Salty Chocolate Balls at someone may sound, it really isn't very exciting watching a blob of brown fired at a mess of pixels.

If Crash Team Racing is da bomb, then this is the bombed. ■

## CHEESYPOOF-O-METER

>> >> >> >> >> >> >> >> >> >> >>

### PLUS
Some of you may get a kick out of playing as Cartman and his police tricycle.

### MINUS
Low frame rate!

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 47 | 50 | 48 |

## OVERALL

# 49

Three dud games in a row. South Park — you're out.

JETZT KRIEGST DU KEIN SAUERKRAUT MEHR MEINSPEZI

# MEDAL OF
# HONOR

This was a test to see if **Arthur Adam** knew
how to spell 'honour' the right way…

FIND THE DOWNED PLANE (Pg. 1)
12 June 1944

Bonjour. My name is Manon.

Col. Hargrove tells me that
you've decided to join the
OSS. Welcome to the fight!

I'll be your liaison with the
French Resistance— we call ourselves
"the Maquis." Time is of the essence,
so press the ✗ button to turn the page
and start the briefing.

Press ✗ to Continue

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | First Person Shooter |
| PLAYERS: | 1-2 |
| PUBLISHER: | Electronic Arts |
| PRICE: | $79.95 |
| RATING: | M |
| Supports | Dual Shock, Analogue, Memory Pack |

Sure, there have been a lot of nice things that have come out of Germany. You know: pretzels, Smurfs, Father Christmas, beer and Porsches. But, there have also been a few less than agreeable bits and pieces we'd rather forget. Nazis spring to mind. Anyway, less of that and more of this: Medal of Honor is a first-person shooter set in the midst of the second World War and the Nazis' endeavor to take over the world. At this point of time, it would be fair to say that the developers, Dreamworks, have brought to the PlayStation the best title in this genre. Some may say that the core of the game is in bad taste. Would it be the same if the enemy where Indonesian soldiers or English troops? Without getting ourselves tied up in a knot over all things politically correct, on with the show.

### FUHRER IN A FURORE

For console owners around the world, GoldenEye has ruled supreme. Despite not being in the same league as Rare's classic, Medal of Honor has implemented enough innovative ideas, espionage, weaponry and

SMG ROUNDS

THOSE NAZIS PISSING IN DOORWAYS AGAIN?
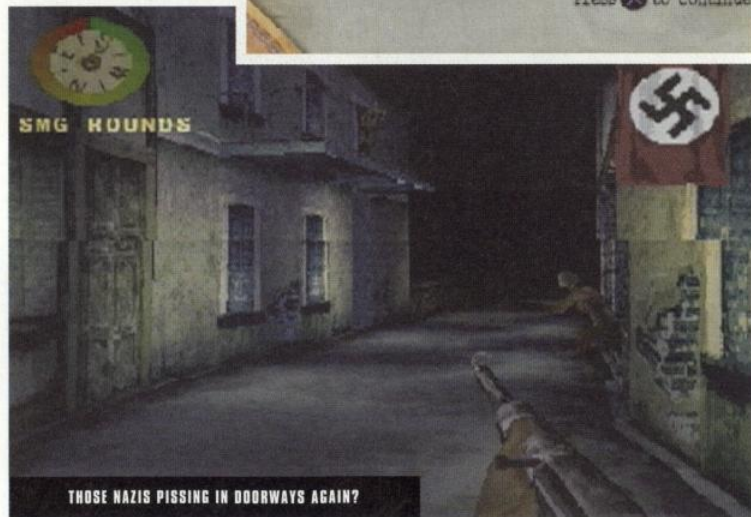
## "NAZIS WILL SOMETIMES RETRIEVE THE GRENADE AND THROW IT BACK."

atmosphere to make it a welcome part of anyone's collection. However, there are areas that could have been tweaked somewhat to have made it a better game. Primarily, the levels are awfully linear. At times you will have to back track, but the sense of freedom isn't inspiring to say the least. The first mission sees you following a path flanked by neatly cut shrubbery, while another has your character (poor sod) following sewers underneath some French town. There's never going to be a time

when you will simply get lost in a level.

Medal of Honor is also an extremely dark game. The main palette of colours seems to be made up of dark browns, greys and greens. This ugliness is more apparent by the obvious pixels that stand out in all backgrounds, which for some strange reason at times seem to warp when moving past them. That said, the levels do ooze an ambience of what it would have been like during the war (from what we've seen from

WORKS BETTER THAN ASPIRIN




OH JA! DAS MAGST DU, DU HAESSLICHE KUH!



movies anyway). The French towns have a 'Saving Private Ryan' aspect, while German tanks, airplanes and other war memorabilia will be found scattered about the levels. Also, for that extra authentic touch, each weapon is modeled from the originals of the time. There's the Stielhandgranate, Mark II Frag Grenade, Thompson SMG, shotgun, bazooka, the MI Garand, the Browning automatic rifle, Colt 45, and more. The effects and sounds from the weapons are satisfying, with blast flares, nice explosions and meaty sounding gunfire. At times though, I found it strange that my machine gun was leveled at an enemy's chest but the bullets always seemed to hit their knees.

### SLY DOGS AND STUPID TROOPS

Medal of Honor offers a nice blend of shoot-'em-up style gameplay along with some sneaky, underhanded espionage. In one level I was kitted up with a German Gestapo uniform and had to infiltrate a secret base (obviously not that secret). My mission was to hoodwink the generals within and destroy Greta, a gigantic cannon on rails. To

do this, I had to flash about my 'papers' and kill higher-ranking generals in order to use their papers. The sneaking around business and completing objectives along the way is great fun and steers away from the traditional Quake-like frag-fest.

There are other unique touches in Medal of Honor that make it all the more appealing. Throwing a hand grenade at a Nazi is not always a sure way to kill them. The Nazi will some-

times retrieve the grenade and throw it back. German Shepherds aren't going to take any rubbish from you either, as they'll pick up the grenade in their mouth and follow you around until you both end up looking like pizza. The death animations are also quite special, with the enemies limping, clutching at their necks or shooting back while injured on the floor. Although enemies die convincingly, they don't always act convincingly. The AI isn't terribly good. Sometimes a soldier will shoot at you when he's behind some wall, continually firing away. Other times will see them lay on the floor to shoot, right in front of you. Sheesh...

The main problem with the game is the lack of control, which basically is too sloppy and at times frustratingly difficult to aim or hit a target. You can never move fast enough or rapidly drop a Nazi without getting a few led pieces wedged in your backside. The button configurations aren't helpful either. They just don't feel comfortable at all.

Strangely, Medal of Honor still remains a good game, despite its shortcomings. For some goose-stepping action, weapons galore and interesting missions, the PlayStation finally has a first-person shooter worth bragging about. ∎

## WOLFENSTEIN-O-METER
≫≫≫≫≫≫≫≫≫≫≫≫≫≫≫≫≫≫

**PLUS**
Plenty of cool missions to keep you going for some time.

**MINUS**
Clumsy controls and linear gameplay.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 78 | 80 | 85 |

### OVERALL
# 81

PSX's GoldenEye? Nah, but it's still damn good..

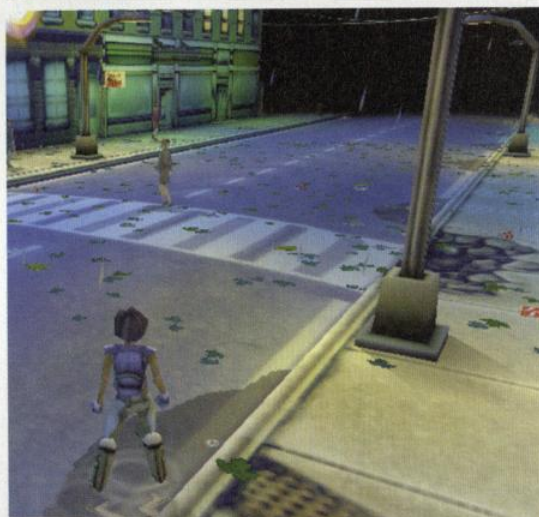SPEAKING OF URBAN, WHERE'S THAT GUY WITH THE MICROPHONE?

*Okay Stern, this is your physical! I want you to negotiate the assault course within the time limit!*

# URBAN CHAOS

Seeing as **Singe Graham** has chained himself to his beloved PC, we just feed him games...

JUST LIKE THE WILD WEST. DRAW!

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Action / Adventure |
| PLAYERS: | 1 |
| PUBLISHER: | Eidos Interactive |
| PRICE: | $89.95 |
| RATING: | M |
| REQUIRED: | P233, 32MB RAM |
| DESIRED: | PII-300+, 64MB RAM, 3D Accelerator |

Enter the life of D'arci Stern, a wannabe cop out to prove her mettle on the streets of a dark and sinister reality. In a world of rampant street crime and chaos, D'arci sets out to set things straight the best way she can... with her fists. She is also joined by a partner in anti-crime (as you will) named Roper. Roper's more of a vigilante than a law-abiding citizen, but he still shares the same goal as D'arci: Clean up the city. The bad guys (a.k.a. The Millennium Cult) are out there, and they need to be stopped.

## THE FUTURE LOOKS BLEAK

Played from a 3rd-person perspective view (similar to Tomb Raider) Urban Chaos, whilst being quite a fast moving game, is somewhat insipid in terms of its graphics, playability and sound. Visually, Urban Chaos seems a little murky. There's a nice ambience, like dark alleyways with empty tin cans blowing across your path as you go, but overall, things are a little cluttered and rough around the edges. The

background music provides a nice score to the game, with its techno feel, however the sound effects themselves are a little on the tinny side. Between calls of D'arci's "You're booked creep" and some fairly standard punching and kicking sounds, the effects are decent but not really that wonderful. The area where Urban Chaos really stumbles quite a bit is with its gameplay. Relatively few objects in the game world can be used or interacted with in some way with the exception of people and vehicles. Backgrounds are very static, and objects such as cars cannot be stood on top of to gain access to higher areas when it seems like it would be obvious. When running at top speed, D'arci actually runs faster than a lot of cars on the road and handles half as well. Players will find themselves oft times running headlong into a brick wall due to an error of judgement when steering the character. Later in the game, you can actually jump into the cars at least and have a drive around, but it doesn't really add much to the experience. Most of the game is on foot, and the gameplay just becomes a little samey. At times you'll probably find yourself becoming somewhat irritated with the game design. What would seem logical (enter a building to get to its roof through the front door) is not possible, and it becomes a silly wrestle with the game design to find

THE RED INDIAN WAY OF TELLING IF A CAR IS NEAR

the more illogical approach to getting to where you want to go.

Overall, Urban Chaos almost makes the grade. For a PC title it feels suspiciously consolish. In terms of the controls and gameplay, you can see that this was designed to work successfully on the PlayStation. What that means for PC gamers is a bit of a watered down experience. As it stands though, Urban Chaos is a fast-paced action game with potential, but not a whole lot of substance. ■

## HEROINE-O-METER

>> >> >> >> >> >> >> >> >> >> >> >>

### PLUS
Fast paced. Nice ambience.

### MINUS
Average Controls. Very consolish.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 72 | 69 | 66 |

## OVERALL

# 69

A fun romp through Union City thwarting bad guys. Nothing mindblowing.

JUST PULL OUT HIS DURACELL!

GENSHIN   80   REGINA
5 HITS

# PSYCHIC FORCE 2012

Wow, 2012 doesn't seem so far away anymore. **Arthur Adam** is still recovering from his Y2K hangover...

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Fighting |
| PLAYERS: | 1-2 |
| PUBLISHER: | Acclaim |
| PRICE: | $89.95 |
| RATING: | G |
| SUPPORTS: | VMU, Vibration Pack |

Every gaming system eventually finds a genre that in some way becomes its speciality. The N64 flaunts some of the best 3D platformers, PCs have the strength in first-person shooters, and presently, the Dreamcast appears to be stealing the PlayStation's crown for having the finest fighting titles. With Soul Calibur, VF3 and Powerstone, to name a few, there's no doubt that this is the machine for one-on-one tonking.

## LOST IN SPACE

From the weirdness that is the Japanese gaming market, comes Psychic Force 2012. All elements of conventional fighting titles can be found here. The characters constantly face each other, you can pull off an assortment of combos, guard moves, use weak and strong attacks and there are the typical long distant fireball-like manoeuvres. The thing that sets this baby apart is that there is a whole new dimension of movement. Fighting takes place in a large cube, where you float about, propelling yourself towards a foe or rocketing away for a long distant attack. Just imagine two astronauts floating in space belting each other about (only a little quicker)

and you'll understand what I mean. Unlike the ease of playing games like the Street Fighter series, Psychic Force 2012 is rather perplexing. Your fighter can oscillate about the cube at all angles, never standing on solid ground, leaving the gamer at times disorientated. Combination moves are also confusing due to the nature of the game. Because you're constantly facing in a variety of directions, using

IS THIS A FAIR FIGHT EXACTLY?

a combo system doesn't seem to work quite right. For starters, a combination of button presses may not work the same way if you are at the bottom of the screen facing up compared to if you were hovering above looking down. You may find it easier landing a space shuttle on an aircraft carrier than working out what combinations work where within the cube.

## BAR UP

Your character's energy and power bars also work somewhat differently to conventional fighters. By attacking with a special move, you will drain your rival's power bar. When empty, you will disable their special attacks. To refill your power bar, you have to press down your guard, weak and strong attack buttons. Needless to say that you'll receive a right flogging as you do this. Also, when your energy bar diminishes, your power bar rises, leaving you with a fairer chance of survival.

Each of the thirteen anime-style characters are assembled well, with minor clipping problems only seen occasionally. The characters lack the charm as seen in Powerstone and are nothing exceptional to look at. Moreover, with all that drumming power packed neatly into the Dreamcast, you would expect at least some nifty backgrounds to drool over. Not in Psychic Force 2012. Most are blurred, boring and barren. Even a South Park backdrop would have been nice.

For those of you who desire a fighting game for your new Dreamcast system, this isn't the one. There are better games available. ■

## HADOKEN-O-METER

» » » » »  » » » » »

### PLUS
A new style of movement and innovative energy/power bar.

### MINUS
Confusing button combos and mediocre graphical appeal.
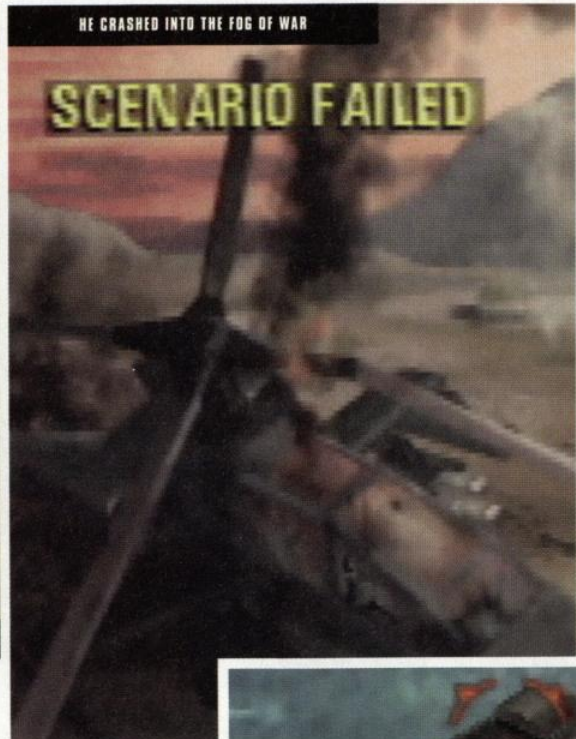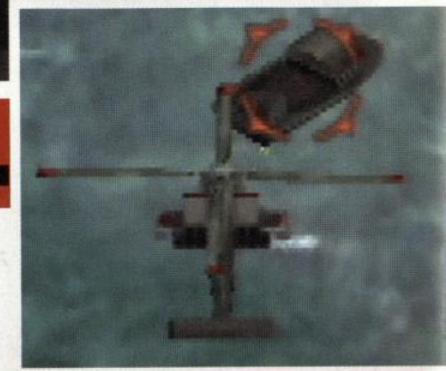
| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 73 | 76 | 75 |

## OVERALL
# 75

A decent fighting game, but certainly nothing compared to others available on the Dreamcast.

HE CRASHED INTO THE FOG OF WAR

**SCENARIO FAILED**

THERE GOES AUSTRALIA'S RICE SUPPLY FOR 2000

# NUCLEAR STRIKE 64

SCENARIO COMPLETED

We often hear **Arthur Adam** yelling, 'Nuclear Strike' from the confines of the men's toilets…

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | Action/Strategy |
| PLAYERS: | 1 |
| PUBLISHER: | THQ |
| PRICE: | $89.95 |
| RATING: | G |

As if the US government didn't have enough trouble with the cigar-related antics of their president, terrorists have nicked off with a few ingredients to make a nuclear-powered molotoff cocktail. Feeling that they should be the only ones allowed to destroy major cities, the US government has sent out an anti-nuclear terrorist squad, consisting primarily of an Apache helicopter, to stop these radicals.

**GO ON STRIKE**

You take charge of up to fifteen vehicles throughout your missions, although the helicopter is your main steed. At times you'll find yourself in

from a heli-pad, then fly to certain destinations using your radar and execute your objective. This may be to rescue a spy, take out an advancing plethora of tanks or escort ships through canals. Although this all sounds spiffy, in reality it becomes repetitive and tiresome.

Fuel and ammunition govern your war-bird. Along the way, you'll find caches of supplies to keep you going. It becomes annoying though during missions to have to stop what you're doing just to go and search out some more fuel, which many a time results in running out of gas and falling faster than C3-PO on a pair of roller skates. Your helicopter is also capable of firing bullets and rockets.

I LOVE THE SMELL OF NAPALM IN THE MORNING

winch can be automatically lowered for rescue. There are a few missions per level and when one is completed, the next is given to you.

Your craft are viewed from a three-quarter perspective and are adequately detailed. The backgrounds look quite nice, although somewhat blurred out. The lakes are made up of rich blues and palm trees and villages are strewn throughout the maps. The graphics

**MARTINSHEEN-O-METER**
>> >> >> >> >> >> >> >> >> >> >>

**PLUS**
Huge maps and the best looking title in the 'Strike' series yet.

**MINUS**
A little tiresome to play through.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 76 | 62 | 72 |

**OVERALL**
# 75
Nuclear Strike 64 is good, but it should have been a whole new experience on the N64.

"…FALLING FASTER THAN **C3-PO** ON A PAIR OF ROLLER SKATES."

boats, A10 jet planes, Harrier jets, hovercraft and army tanks, depending on your mission. Basically, Nuclear Strike 64 isn't too much different from its aging predecessors, using the same old formulae of hovering about and shooting stuff. For those who have never played the game, you begin

Needless to say that bullets take longer to destroy anything. Your enemies fundamentally have the intelligence of a cheese stick, but due to their numbers can at times pose a tedious threat. You have to make sure not to kill any prisoners and then hover above them so that a

are nothing that leap out at you, even with the higher resolution using the 4MB Ram Pak, but neat and functional nonetheless.

Nuclear/Jungle/Desert Strike is an old game. It was cool in its day, but it doesn't shine quite so brightly this far down the track. ∎

AHHH THE MAGIC MUSHROOMS

HMMM... SUSPICIOUS WHITE BLOBS

MALK S
84/100
Capture Level 8
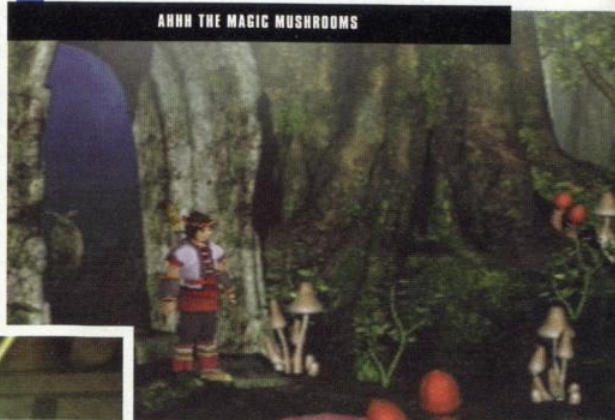
# Jade COCOON

Just when he thought he was going to get a holiday, we made **Malcolm Campbell** get out the PlayStation…

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Monster Catching |
| PLAYERS: | 1-2 |
| PUBLISHER: | Crave |
| PRICE: | $79.95 |
| RATING: | G |
| Supports | Dual Shock |

>> Jade Cocoon is, at its heart, a monster-catching game. Before you turn the page screaming "Nooo! Evil kiddie-crack Pokemon has invaded my beloved PlayStation!", let me assure you that Jade Cocoon is also a rather good adventure game, has production standards to rival the best, and will still entertain those over ten years old. There's just a lot of time spent catching kinda-cute little monsters and fighting them against other kinda-cute little monsters.

### LEGENDARY HERB? COOL!
The story revolves around a lad named Levant and his village, located at the edge of a huge forest. Once protected by Levant's dad, a Cocoon Master (a kind of hunter/animal-trainer), the village has been attacked by a swarm of sleep-inducing locusts. Levant must follow in father's footsteps and venture into the forest, where he will hopefully find the legendary herb that will wake his people from their coma. It's a pretty standard story, but develops into an intriguing tale with the inclusion of village myths and changing relation-

ships between the various inhabitants. Mature concepts like tradition versus change and marriage difficulties are also touched on, making a nice change from the usual low-IQ game plotlines. Jade Cocoon's visuals are hugely impressive. The art direction is flawless and owes a lot to one of Japan's most respected animation companies, Studio Ghibli, who helped out with design and animation sequences. Famous for classics such as My Neighbour Totoro and Nausicaa, Ghibli staff worked on Jade Cocoon to gain experience with computer graphic imaging needed for their own project, the blockbuster animated film Princess Mononoke. In fact, similarities between Jade Cocoon and Mononoke are striking. Both centre on beautiful yet potentially deadly forests and seem to be set in the same period of history, while costuming and character design have Ghibli's distinctive style.

### WHIP OUT YOUR FLUTE
When it comes down to actually pressing some buttons and waggling the analogue stick, however, there isn't too much to it. The player guides Levant through a series of forests, encountering various little beasties. Being an environment-friendly kinda guy he doesn't want to kill them himself, but capture these monsters and use them to do the dirty work. After beating them down a bit, Levant pulls out his magic

flute to soothe the savage beast and 'cocoon' them. Taking the cocoons back to the village lets his young Magi wife purify them to be used as pets in battle. She can also merge two or more creatures to make more powerful hybrids of endless variety. This is perhaps the game's best feature, as the results of experimenting can be quite dramatic. Mix an armoured dog-lizard with a blue turtle and a bee-man and you'll get a weird flying-dog-with-flippers. Take it out to fight in the forest to level up, and the whole process starts again. Repeat this continually and 17 hours plus a few puzzles later you'll have finished the main game. The ability for two players to pit their minions against each other on the one console is a definite drawcard, but there's a nagging feeling that with a little more variety to the gameplay Jade Cocoon could have been a lot more than it is. As it stands, Levant's quest to catch 'em all still makes a fine game, and Fans of Studio Ghibli's anime will be particularly interested. ■

## VIRTUALPET-O-METER
>> >> >> >> >> >> >> >> >> >> >> >>

**PLUS**
Gorgeous visuals and design.
Minion mixing.

**MINUS**
Gameplay lacks variety and gets repetitive.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 90 | 88 | 76 |

## OVERALL
# 80

Jade Cocoon will keep you busy, but it could have been better than it is…

# AGE OF WONDERS

**PC**

Offering a game in the vein of something along the lines of Warlords meets Civilization and Master of Magic, Age of Wonders is a rich fantasy game that puts players in control of either the Keepers or the Cult Of Storms in an effort to destroy one another.

Played from a 3/4 overhead view, AOW has lots of little animated treats on the overhead map ala Heroes 3. Whilst nothing overly flashy, AoW has many animated units which, when viewed together in battle, look a charm for fitting in with the style of the game. AoW is not very resource intensive either which is great news for people with lower end systems.

In terms of raw gameplay, AoW isn't anything to write home about. The interface is a relatively simple point and click type affair, but there are many different options and screens to choose and select from which could make it confusing for anyone not familiar with a Civilisation style interface. Battles can be fought either in a turn based or real-time style as well, making it a good mixture for those who take their time to think about their actions as opposed to those who just want to get in there and mix it up with the enemy.

Age of Wonders is a good, solid title for anyone that found Warlords or Master of Magic enjoyable. It's been a while since a familiar looking title has been on the shelves, and this one might just prove to be what the doctor ordered to fill the hole that's been growing for some time now.

**SINGE GRAHAM**

| AVAILABLE: | Now |
| CATEGORY: | Strategy |
| PLAYERS: | 1-12 |
| PUBLISHER: | Gathering of Developers |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P166, 32MB RAM |
| DESIRED: | PII-266, 64MB RAM |

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 77 | 74 | 75 | 77 |

# WORMS ARMAGEDDON

We all know that the Worms series has been around for years. We also all know that lurking behind its cutesy exterior lies some of the most fiendishly fun and original gameplay this side of Lemmings. What we can't understand though is why Worms has been primarily a PC phenomenon. You see, Worms is the perfect console game. It really is one of those titles thats full potential is only realised whilst playing with friends in front of a massive TV, on a comfy couch, with beers or scoobs (or both) in plenteous supply — not hunched over a keyboard.

Simply put, Worms is an awesome multiplayer game. Aside from a brilliant range of weapons, maps, animations and voices, much of the attraction comes from trash talking your friends, devising inspired ways to take out as many worms as possible in one hit (only to see it backfire in your face), and forming allegiances only to see them ignored when convenient.

Worms Armageddon on Dreamcast is basically the same beast as is doing the rounds on PlayStation, N64 and PC. It has a few extras above and beyond the other console editions, such as the ability to make your own maps, and high-resolution graphics. Unfortunately though, Worms DC is inferior to Worms N64. For starters, it forces players to share the one controller — despite the Dreamcast having four controller ports. It also has letterboxing — even though the N64 version doesn't. Indeed, if this is the kind of no frills PC port we can expect for the Dreamcast, then don't toss out your N64 just yet. You may just need it if you want to play the best version of Worms Armageddon on the block.

**CAM SHEA**

| AVAILABLE: | Now |
| CATEGORY: | Worm Warfare |
| PLAYERS: | 1-4 |
| PUBLISHER: | Infogames |
| PRICE: | $94.95 |
| RATING: | G |
| SUPPORTS: | VMU |

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 77 | 82 | 88 | 79 |

# HSV ADVENTURE RACING

**NINTENDO 64**

HSV Adventure Racing is nothing more than Beetle Adventure Racing repackaged with new "Aussie" car models. Quite why EA thought it prudent to release both versions in Australia is a mystery to us — the courses are the same, the handling is the same, and the graphics are the same. It only serves to confuse gamers, and piss off Holden fans who've already bought BAR.

Worse than this though is that the hideous letterboxing from the PAL version of Beetle Adventure Racing remains unchanged in HSV. Letterboxing occurs when developers don't take the time to properly port from NTSC to PAL. Because the NTSC standard has less horizontal lines of resolution than the PAL standard, a straight port leaves PAL games looking squashed, with black areas at the top and bottom of the screen. The really bizarre part though, is that BAR was letterboxed on the SIDES as well as the top and bottom, making it look like the whole image had been shrunk. It was bad enough in BAR, but we're appalled that EA didn't try to rectify it for this release. Check out the screenshot, that's what the game looks like. The only other difference is the inclusion of "local speech" as it's called on the back of the box. Quite why they'd think that slapping some speech samples of a broad and entirely unconvincing Australian accent into the game would appeal to the Australian market is beyond us.
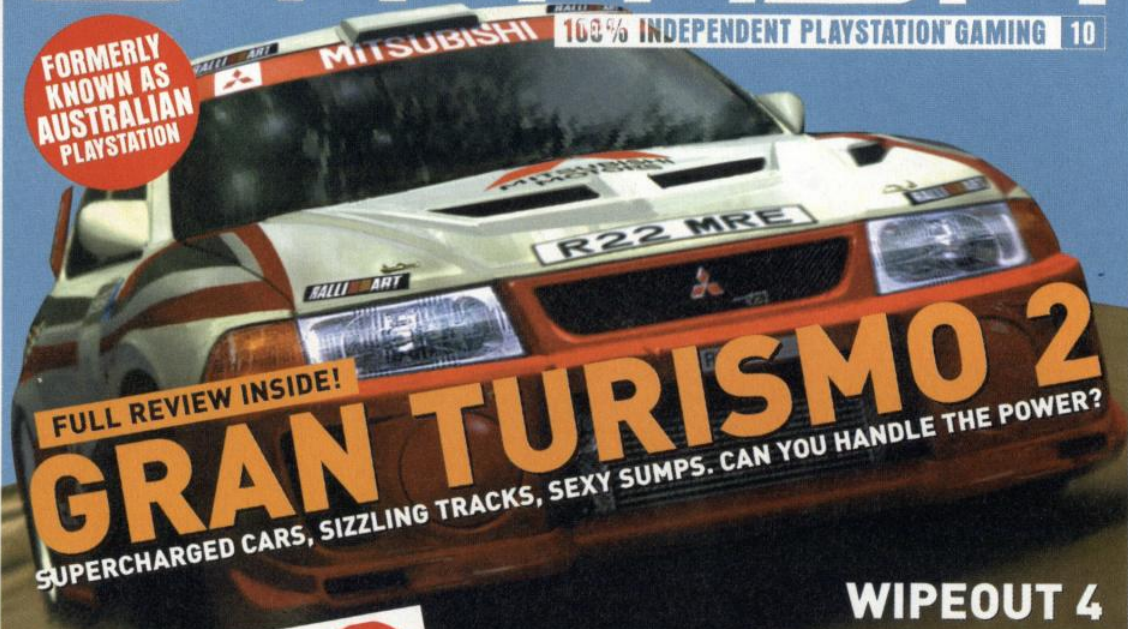
**JEFF MILLS**

| AVAILABLE: | Now |
| CATEGORY: | Beetle... err, HSV racing |
| PLAYERS: | 1-4 |
| PUBLISHER: | EA |
| PRICE: | $99.95 |
| RATING: | G |
| SUPPORTS: | Rumble pak, Mem pak |

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 75 | 75 | 89 | 79 |

The Largest Source of Info on the World's Smallest Console!

ON SALE NOW

## ANTZ

**AVAILABLE:** Now
**CATEGORY:** Platformer
**PRICE:** $49.95
**PUBLISHER:** Infogames
**FORMAT:** Game Boy / Game Boy Color

>> It makes so much sense to make an Antz game for the Game Boy. After all, no current system (PlayStation 2 excluded) can graphically approach the lush environments from the film, so why not just go for the opposite approach and make a game for the system where the audience knows that it won't look one iota like the film? Not only that, but it's undeniable that the Game Boy would be the best system to showcase Woody Allen's neurotic style of humour... right?? Unsurprisingly, Antz plays like most other generic platformers. You navigate your way through an essentially linear maze, throwing stuff at blobs (or should that be blobs at stuff?), climbing vines and swinging from protruding roots. The most interesting part of Antz are the boss battles. Ever wanted to battle a giant shoe or a magnifying glass? Thought not, but hey, it's a nice change anyway. Antz is a decent enough romp, but it has nothing in common with the film. You'd be better off buying a platform game with some character.

**CAM SHEA**

# 4/10

## CATWOMAN

**AVAILABLE:** Now
**CATEGORY:** 2D Platformer
**PRICE:** $49.95
**PUBLISHER:** Kemco
**FORMAT:** Game Boy / Game Boy Color

>> Raowrrrrr! Batman's feline foe and Gotham City's most seductive anti-hero is now on the prowl on Game Boy Color in this officially licensed DC Comics title from Kemco. Jump, swing, scratch, crouch, crawl and climb your way through a series of skin-tight levels, armed only with an extendable bullwhip and an array of acrobatic fighting moves, in your quest to seize the city's most precious artifacts. But it's not all just action for this kitty. Covert strategy and cat-like stealth also play a major role for Gotham City's most accomplished thief.
Get set for one hell of an easy game to get into. The controls are intuitive, and the levels well-designed, mixing up the types of required movement just enough to hold your attention span just that little bit longer than the average Game Boy game. The comic medium translates rather well to the Game Boy Color, with its bright colours (especially Catwoman's radiant violet catsuit) simple linework and the cinematic cut-scenes between stages telling a frame by frame storyline. The slinky in-game music is also quite fitting.
The only negative aspect about the game is that many of the scenes look very similar, so it's easy to lose track of exactly where you are in each level and subsequently how far you've progressed. But aside from that, this game is one purrfect way to kill some time. Meow.

**SOUMALI**

# 8/10

## DRAGON WARRIOR MONSTERS

**AVAILABLE:** Now
**CATEGORY:** RPG
**PRICE:** $49.95
**PUBLISHER:** Edios
**FORMAT:** Game Boy / Game Boy Color

>> It looks like Zelda and it plays like Pokemon, so does that make it the greatest game ever made? Well, not quite. For starters, if you don't like games that ensure that you are "reading the story", then you'll get annoyed with DWM pretty quickly. This is one of those "talk to everyone" games, where you have to wade through lots of text just to progress. Other than the general RPG vibe, Dragon Warrior Monsters is more like Pokemon, in the sense that you pick up a variety of monsters and train and fight them — pretty familiar stuff really. The irony is that Dragon Warrior appeared on the NES back in 1989, although the shift to offer more Pokemon-styled gameplay is only a recent move. Thankfully, it all works well, and there's plenty here to keep you obsessed for ages. Adventuring through a magical land, you'll progress through a series of tournaments and capture stronger and stronger monsters. You can cross-breed your monsters to produce a pretty mind-boggling amount of new variations which can then be used in the game, plus you can challenge a friend if you have a link-cable.

**ANNA KYN**

# 7/10

## PAPERBOY

**AVAILABLE:** Now
**CATEGORY:** Action
**PRICE:** $49.95
**PUBLISHER:** Midway
**FORMAT:** Game Boy Color only

>> Paperboy on Game Boy is probably as far as this game should ever have gone (read: the N64 version was abominable), and even this is a very poor excuse for a Game Boy title. You can see that the game is copyright 1985, and nothing has been done to the original code to make it even vaguely more appealing in the year 2000. This is the original game with an Easy, Medium and Hard mode, with no other options to prolong the longterm value of the game. The simplistic gameplay consists of moving your bike left and right whilst accelerating and throwing newspapers at houses as you ride your bike by. Obstacles like kids, cars and increasingly more bizarre moving objects get in your way and you crash — sometimes it seems completely unavoidable. You only have a limited number of lives and there's also no continue option, so really this is an exercise in frustration. Midway can do much better than this! Lazy.

**FRANK DRY**
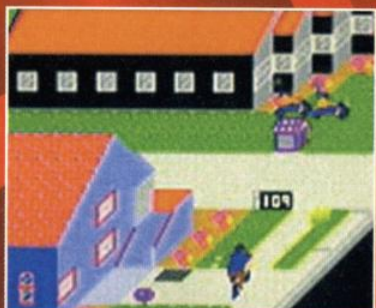
# 3/10

# ELITE

## In the 1980s, space cadet James Cottee joined the ranks of the Elite.

Written by David Braben and Ian Bell, and first published in 1984, Elite is one of the most influential programs in the history of video gaming. It has blazed a trail for all subsequent space combat games to follow, and inspired an impossible ideal that one day its flawless combination of combat, trading and intrigue could live again.

### IN SPACE, NO ONE CAN HEAR YOU. REALLY.

Set in the distant future, the player took the role of an intergalactic space trader, with a fast and menacing combat craft at his disposal and a universe of limitless possibility at his feet. For a while other games had railroaded the player into a set and linear course of action in a campaign that no matter how well designed was ultimately predictable, Elite gave the gamer complete freedom to choose his own destiny. And because the game universe was so well designed, the player truly felt like he was carving his own space
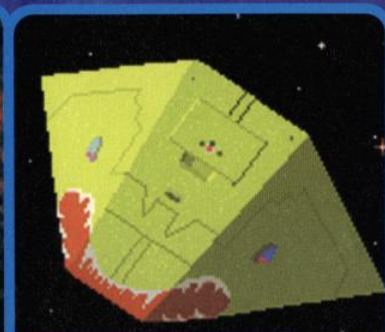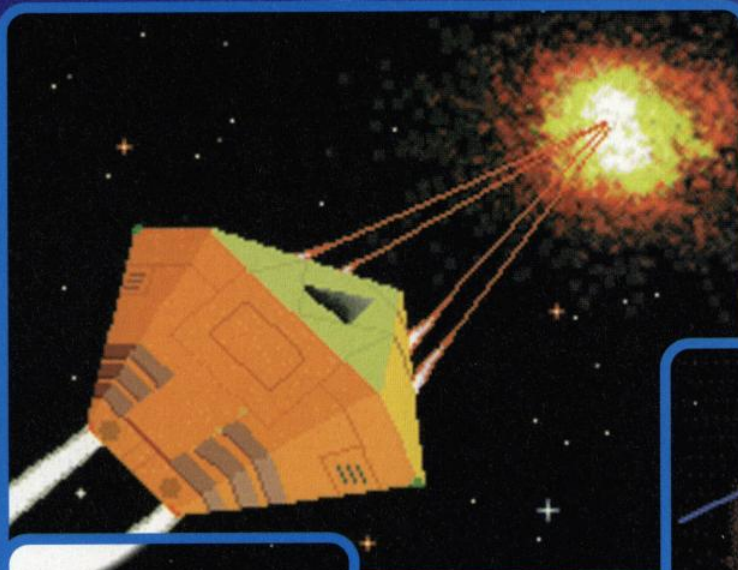
epic out of a cosmos of infinite potential.

You commanded a versatile ship, the Cobra Mk III. This sleek, wireframe sloop could be modified to specialise in trading, combat, or even mining asteroids. The choice of career was entirely up to the player, whether to be a pirate or a bounty hunter, whether to be a trader or a miner, or all of the above. Across eight galaxies and 2040 worlds there was sufficient scope for any spacefaring lifestyle, but the main objective of the game was to improve your combat rating. Based on the number of enemy ships destroyed, your rating with the Elite Federation of Pilots was the one true measure of your worth as a space adventurer. Only the most dedicated could reach the rank of Elite, and you started out with a classification of "harmless." Survive your first few skirmishes, and you might earn the dubious honour of being "mostly harmless."

The references to existing sci-fi

weren't always subtle, but they all meshed together perfectly. For instance, when pulling in to dock at a space station, your ship had to rotate to keep up with your targets centrifugal velocity. This was exactly like the docking sequence in 2001: A Space Odyssey, and the game even played a rendition of the Blue Danube as you cruised into port! It was the only music in the game, but was such an appropriate touch that the docking sequence took on a life of its own, and was part of the magic that made Elite linger in the mind long after one had played it.

Still, there was much in Elite that you could not do. You could not trade in your ship for a different

ELITE

CLICK MOUS TO CONTINUE
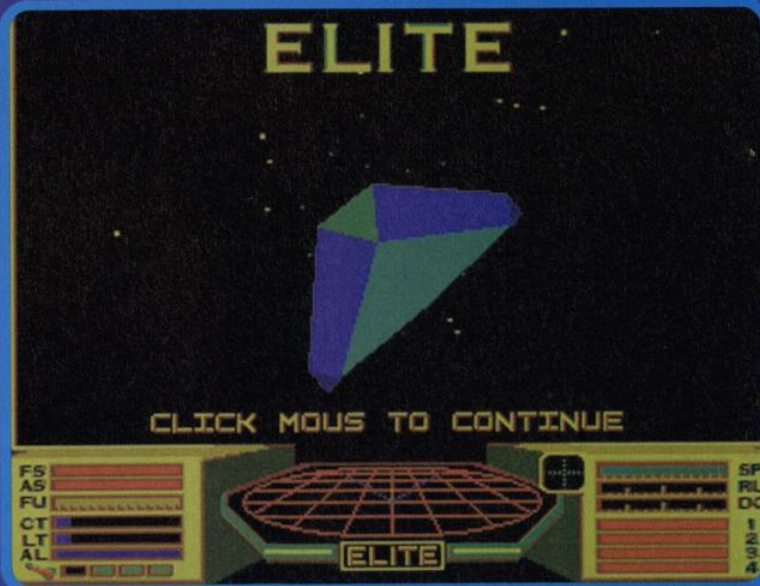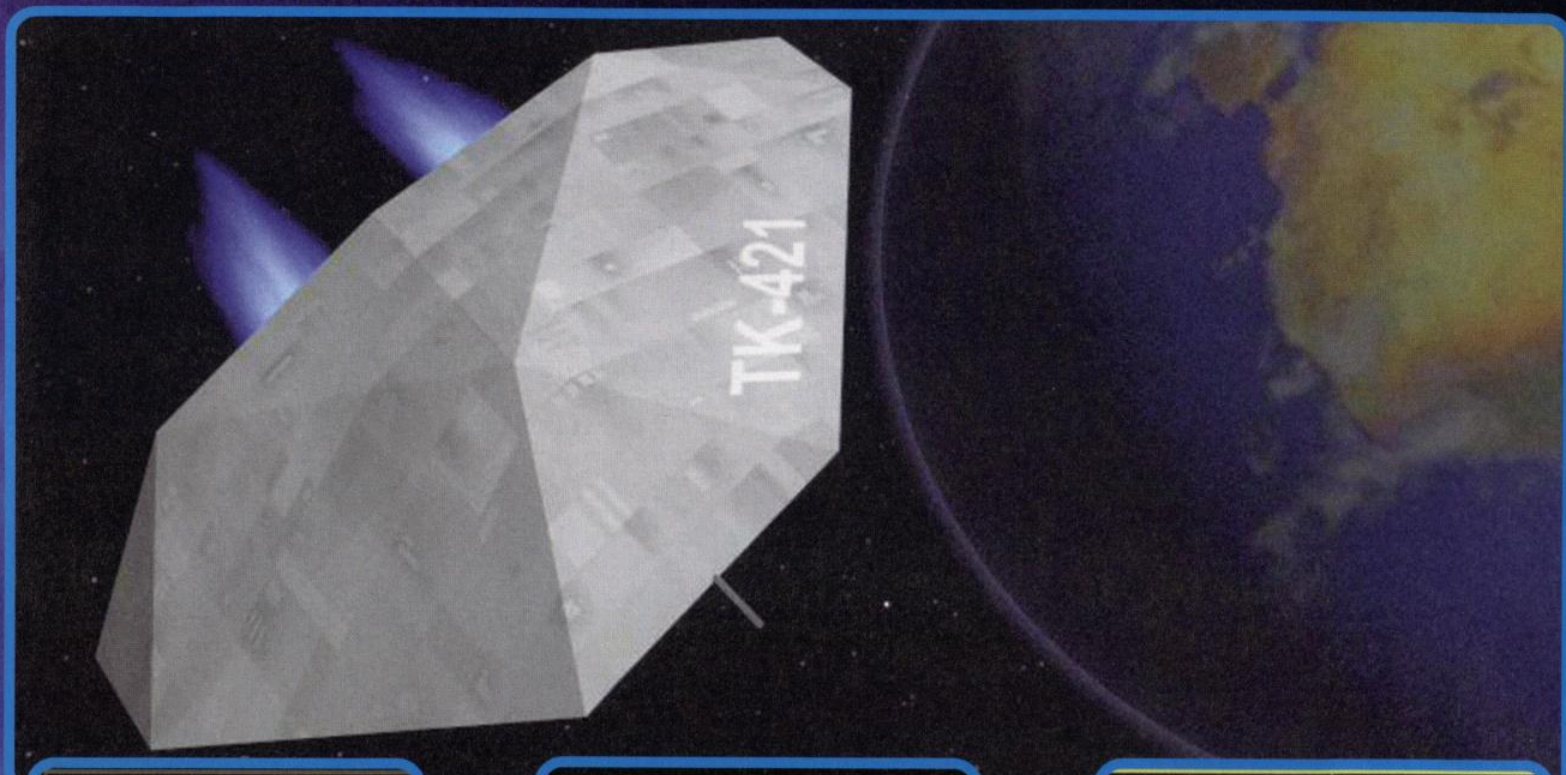
model. You could not directly interact with the exotic alien life forms described in the manual. The missions you ultimately earned the right to take on were limited in scope, and what variety the game provided from day to day was deduced by clever algorithms, and not the actions of the player.

## THE SEQUELS COMETH

So in the early 90s David Braben wrote a sequel, called Frontier: Elite 2. The improvements were massive, for it attempted to accurately model the entire Milky Way Galaxy. Each star system no longer consisted of a single star, a single planet and a single space station, all alike. No, elaborate binary star systems could now be explored, each with multiple planets, and every planet could have moons. Scattered throughout the inhabited systems in turn were a wide variety of land-based and orbital cities with which to dock. Each space base now had an automated bulletin board system, sort of like an online trading post where you could buy and sell rare or illegal goods, agree to carry

parcels and passengers, or even offer your services as a hitman.

Also available were missions from the military arms of the two human superpowers. They would start you off shuffling paperwork, but as your rank increased you found yourself performing dangerous missions, firing off nuclear missiles at targets deep within enemy territory.

While innovative in many ways, Frontier was plagued with problems. The space combat was treated "realistically," and as such was incredibly boring, and the spaceship texture maps were mostly gaudy pink and leopard skin designs, more befitting a brothel than a space opera. Worst of all, the game code was riddled with bugs and Frontier even lost money for its publisher, Gametek. As a punitive move against Braben, he was obliged to prepare a sequel to recoup Gametek's perceived loss. The result was Frontier: First Encounters. Despite one or two nice touches, like texture mapped planets, or a vast battery of unique hand-written missions, FFE is most remembered for being one of the buggiest games ever sold. I

sensed something was wrong when the guy who sold it to me included a patch disk in the box. Game retailers in England put up notices in their windows apologising to their customers. Braben even tried to sue Ian Bell when he went online and wrote how far removed the game was from the original ideal they worked on together. Dave tried to recreate the magic on his own, and couldn't pull it off. It was Elite's darkest hour.

But there is still hope for the future. David Braben has now settled his differences with Gametek and secured the rights to produce Elite IV, which is being worked on right now. Other developers too are keeping the dream alive, working on their own space adventure games, like the lavish looking Freelancer. If you'd like to play it for yourself, you can find the PC versions of Elite, Frontier and First Encounters on many abondonware sites, and the game ROMs are freely available for most emulated machines. If you fancy yourself Dangerous, Deadly, or Elite, it's the only way to find out. ■

### THE TRUTH IS OUT THERE...

Ian Bell has his very own Elite page!
http://www.iancgbell.clara.net/clara.net/i/a/n/iancgbell/webspace/elite/
Acorn Elite (regarded by many as the best version EVER) Source Material
http://www.cranfield.ac.uk/public/gfr/fr950671/elite.htm
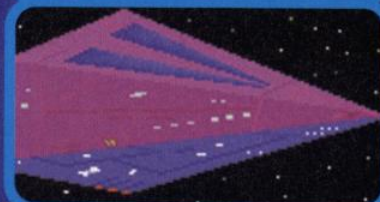
### CHOOSE YOUR FLAVOUR

Systems that versions of Elite have been written for...

| | |
|---|---|
| BBC Micro | Apple II |
| Spectrum | Amiga |
| Atari 8-Bit | Atari ST |
| Commodore 64 | Acorn Archimedes |
| Commodore Plus 4 | PC |
| CPC | NES |
| MSX | Game Boy |

# cheat mode

## TOMORROW NEVER DIES
### PLAYSTATION

Many of these codes will also make you invulnerable for awhile, but eventually the effects wear off. Just re-enter the code when that happens.

**50 medical kits**
Pause the game. Then press Select (x2), Circle (x2), Triangle, Select.

**All weapons**
Pause the game. Then press Select (x2), Circle (x2), L1 (x2), R1 (x2) for weapons in the current mission.

**Debug mode**
Pause the game. Then press Select (x2), Circle (x2), L2, R2, L2.
(Note: To disable press Select (x2), Circle (x2), R2, L2, R2 at the pause screen.)

**HUD Toggle**
While playing a mission, press "Start" to access pause menu then press the following buttons in this order: Select, Select, Circle, Circle, Left, Right, Select.

**Level Select**
At the main menu press Select (x2), Circle (x2), L1 (x2), Circle, L1 (x2).

**No Clipping**
Pause the game. Then press Select (x2), Circle (x2), Triangle (x4) to make the character able to walk through objects.

**Re-fill health**
Pause the game. Then press Select (x2), Circle (x2), Up (x2), Select.

**Toggle light source**
Pause the game. Then press Select (x2), Circle (x2), Select (x2), Circle (x2). Re-enter to de-activate. This code makes it so that there is no ground below you and you can see through some walls.

**Toggle spy camera**
Pause the game. Then press Select (x2), Circle (x2), R2 (x2). To deactivate re-enter code.
(Note: Bond will not be able to move while the camera is on.)

**View all FMV sequences**
Complete the game in Agent mode to unlock Movie mode. To view a FMV, select "Mov" at the Options menu. Alternately, press Select (x2), Circle (x2), L1 (x7) at the main menu. (A tone confirms correct entry.)

**Win mission**
Pause the game. Then press Select (x2), Circle (x2), Select, Circle.

## HOT WHEELS TURBO RACING
### PLAYSTATION

**Cheat Codes**
Enter these codes at the main menu, an engine revving will confirm correct code entry. You can only enter one code at a time and you will have to re-enter codes for each race:

Always have turbo — R2, L1, Square, Triangle, R1, L2, L1, R2
No textures on cars — L1, R1, L2, R2, L1, R1, L2, R2
Tiny Cars — Square, R2, L2, Triangle, Triangle, L2, R2, Square
Big Tires — Square, Triangle, Square, Triangle, R1, R1 L2, L2
"dude" Sounds — R2, R1, L2, R2, Square, Triangle, L1, R1

## TEST DRIVE 6
### PLAYSTATION

**"Stop The Bomber" Mode**
In cop chase mode, if you catch all the speeders on all five tracks - Paris, Rome, New York, Hong Kong and London - then it will open "Stop The Bomber" game mode.
Disables unlock all quick race tracks code
At the name entry screen enter your name as: OCVCVBM
Disables unlock all challenges
At the name entry screen enter your name as: OPOIOP
**Lots of cash**
At the name entry screen enter your name as: AKJGQ
**Time off**
At the name entry screen enter your name as: FFOEMIT
**Time on**
At the name entry screen enter your name as: NOEMIT
**Unlock all cars**
At the name entry screen enter your name as: DFGY
Unlock all challenges
At the name entry screen enter your name as: OPIOP
Unlock all quick race tracks
At the name entry screen enter your name as: CVCVBM
Unlock all tracks
At the name entry screen enter your name as: ERERTH

## NBA LIVE 2000
### PLAYSTATION

Unlock Richard Guerin from the 50's All-Stars.
Defeat the 3 point shootout in rookie mode.

## CYBERTIGER
### PLAYSTATION

**Cyber Badlands Course**
To unlock this course, press CIRCLE on the course selection screen, then enter the password HARESO.
**Cyber Sawgrass Course**
To unlock this course, press CIRCLE on the course selection screen, then enter

the password SECARE.
**New Clubs**
To get forged irons, make an eagle on any hole.
To get the rubber inserted putter, make three birdies in a row

## DONKEY KONG 64
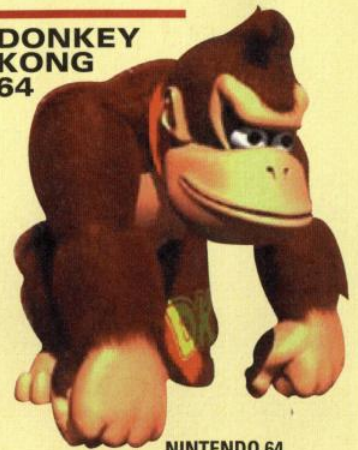
NINTENDO 64

**Banana Fairy Bonuses**
Do you believe in Banana Fairies? Well, you better start believing in them because they can help you open up some magical Mystery Modes. All you have to do is start collecting photos of Banana Fairies and you will get access to some cool bonus features:

- Find two Banana Fairies to open the DK THEATER. You can listen to the rap or go to the DK cinema.
- Find six Banana Fairies to open the DK BONUS. You can play some bonus minigames in the Rambi Arena and the Enguarde Arena.
- Find ten Banana Fairies to open BOSSES. You can battle the huge bosses K. Rool sends after you over and over again.
- Find fifteen Banana Fairies to open KRUSHA BATTLE. You can control the ill-tempered Krusha in Battle Mode.
- Find twenty Banana Fairies to open CHEATS. You can access the DK cheat menu and then really have some fun.

**Banjo and Kazooie Cameo**
In the beginning of the game, just outside of DK's shower you will find a picture of Banjo and Kazooie.
**Donkey Kong's Special Moves**
Receive the following numbers of coins to receive these moves:
- 3 coins - Simian Slam
- 3 coins - Baboon Blast (Press Z to use the Donkey Kong Launch Pad)
- 7 coins - Gorilla Grab (press B to activate levers)
- 5 coins - Strong Kong (press Z+left C to deactivate)
- 7 coins - Super Duper Simian Slam (Super strong version of the Simian Slam. Allows greater shockwave distance and power).

**Final K. Lumsy Key**
To get the last K. Lumsy key, you need the Nintendo coin and the Rareware coin. When you have both, there is a door in Hideout Helm you can open

with the two coins. After you open it there will be a banana fairy and the last key.

**Get the Camera**
First you need to have Tiny and need to have her abillity to shrink in size. When you have all of that, get Tiny and swim to the island that looks like a big fairy. Look to the side of that island and there should be a Tiny barrel. Jump inside and you will shrink. Run to the front of the fairy and there is a hole. Go inside and there will be a big banana fairy. Talk to her to get the camera.

**Get the Nintendo Coin**
To get the Nintendo Coin you need to go to the original Donkey Kong mini-game. If you beat 4 levels with one life you will get a golden banana. If you beat it again you will get the Nintendo coin.

**Get the Rareware Coin**
To get this coin, you need to get 5000 points in the arcade game Jetpack.
Instant stop when swimming
To instantly stop while swimming press C-up.

**Original Donkey Kong Game**
In the level in K.Rool's ship, Have D.K. learn the move of pulling a lever (from Cranky). Then go down the crates, left, up a rope (that's wooden), then follow the pipes to a room with a lever. You will see an arcade machine next to the lever. Pull the lever then the arcade machine will turn on. You are now playing the original Donkey Kong.
Refill Health
To refill your health, jump in a Tag Barrel to change your character. When you come out, your health will be full.
Replay mini-games
After you return all 40 of Snide's blueprints he will open a bonus menu. Here you can play the mini-games that you played before to collect golden bananas.
Unlock all multi-player characters and levels

Once you have beaten the game, all the characters and levels will be unlocked. Where to Find All Characters

**Where to find all the characters:**
- **Diddy:**
  In Jungle Japes, with DK, go to the mountain and shoot the three switches.
  Diddy's cage will open.
- **Lanky:**
  In Angry Aztec, with DK, first free the Llama from it's cage by completing DK's Barrel Blast. In the temple you'll see the Llama again. Play DK's drums to turn the lava into water. Swim across to reach Lanky.
- **Tiny:**
  In Angry Aztec, with Diddy, go into the temple and jump from one platform to another. Shoot the target across the room, then go to the bridge and play Diddy's Guitar to melt the ice pond. Swim to Tiny's chamber and use Chimpy Charge to activate the letters and spell out KONG.
- **Chunky:**
  In Funky's Factory, with Lanky, look for a pipe coming out of the wall and into the ground. On top of it will be a switch. Stomp it and Chunky's cage will appear.

## JET FORCE GEMINI
### NINTENDO 64

**"Ants into Pants" Mode**
This cheat turns all the enemy drones into stick figures with big pants. "Ants into Pants" becomes available in the Cheats menu (located under Options) as soon as you have collected 300 enemy heads.

**Break Fall**
Any veteran Mario or Banjo-Kazooie player will have already figured this one out. Falling from high places

causes your character to take damage, but you can break your fall with the help of Lupus' rocket paws or Vela and Juno's jetpacks (only if you have fuel, in the case of Vela and Juno).

**Debug Mode**
To activate debug mode, first you must start a game normally. At the character select, hit right on the joystick 3 times, then left all the way to Lupus (select Lupus). When you start, hit C-right, C-right, C-right, C-left, C-right, C-right, C-up, C-up, C-up. If you do it correctly you will hear a noise that sounds like Lupus barking but he won't be moving. To use this cheat, after the bark, just go through the items and weapons you want to change into by tapping A. Hit A once, it changes, hit A again, it changes. Just cycle through till you have found what you want. Then hit B to place that object/item where Lupus is standing.

**Hear Lupus Howl**
To hear Lupus howl press c-down while playing as him on the ground.
Jet Force Kids mode
Collect 200 ant heads to unlock the Jet Force Kids cheat, which can be activated from the Cheats/Options menu. This cheat will turn the game's main characters into kids.

**Jetpack Tip**
Another little feature not mentioned in the manual: use the C Down button to hover in place when using the jetpacks. It only uses half the fuel.

**Key Locations**
**Juno**
- Yellow Key: Goldwood, Outset (hidden in a box in the caves)
- Red Key: Goldwood, Outset (receive from Magnus)
- Blue Key: Sekhmet, Battle Cruiser (lava pit, through pipe)
- Green Key: Sekhmet, Battle Cruiser (jetpack room)
- Magenta Key: Eschebone, Thorax (left intestine)

**Vela**
- Yellow Key: Cerulean, Dune (holding room)
- Red Key: Sekhmet, Battle Cruiser (receive from mole)
- Blue Key: Eschebone, Thorax (underwater)
- Green Key: Sekhmet, Battle Cruiser (jetpack room)
- Magenta Key: Eschebone, Thorax (left intestine)

**Lupus**
- Yellow Key: Spawn Ship, Troop Carrier (sewer pipe)
- Red Key: Spawn Ship, Troop Carrier (cargo sewer)
- Green Key: Sekhmet, Battle Cruiser (jetpack room)
- Magenta Key: Eschebone, Thorax (left intestine)

**Note:** Lupus cannot acquire the Blue Key.

**Kill The Fish in Goldwood**
Sick of just feeding the fish? Feed em'

explosives! Go to the place were you find the Shurikens, but don't go inside. Around the door there is a pond with fish in it. It is deep enough for them to swim in and shallow enough for your bombs to go into. Try remote mines. Also, make sure to get close enough so that you blow them up.

**Let Floyd Help**
If you want to save on ammo, use Floyd – even if a second player is not available. Find a hiding place, like a crate or a rock, stand behind it and press START on the second controller to activate Floyd (once you have put him together on Tawfret). Now shoot down your enemies from a safe distance, without wasting any ammo. Do the same if you want to take out crates. You can also use Floyd to snipe - even when you don't have sniper rifle ammo. When playing with two players, player one can hide behind a box and zoom in on far away enemies with the sniper rifle. Whether player one has a clear line of fire or not, Floyd's higher up position ensures that player two can do the work - without wasting ammo.

**Rainbow Blood mode**
Collect 100 ant heads of any colour to unlock the rainbow blood cheat. You can activate this cheat by going to the Cheat Menu, which is located in the Options.

**Secret Flame Thrower Ammo**
If you're low on Flame Thrower ammo, look for Tribals that carry lanterns. Shoot these Tribals once to make them drop their lanterns (be careful not to kill them), then pick them up to use the fire as Flame Thrower ammo shots won't go down.

## UNREAL TOURNAMENT
### PC

**Cheat mode**
Press the tilde key [] during a game and enter "IAMTHEONE" to enable cheat mode.

**All weapons**
Enable Cheat mode. Then enter "LOADED" at the console window.

**Ammunition**
Enable Cheat mode. Then enter "ALLAMMO" at the console window for 999 units of ammo for all weapons.

**Flight mode**
Enable Cheat mode. Then enter "FLY" at the console window.
(Note: To disable Flight mode, enter "WALK".)

**Freeze players**
Enable Cheat mode. Then enter "PLAYERSONLY" at the console window. This cheat is useful for taking screen shots and debugging scripts.

**God mode**
Enable Cheat mode. Then enter "GOD" at the console window.

# cheat mode

**No clipping**
Enable Cheat mode. Then enter "GHOST" at the console window. (Note: To enable clipping, enter "WALK".)

**Set game speed**
Press [Tab] during game. Then enter "SLOMO speed" at the console window, where speed is a number between 1 and 10.
Examples: SLOMO 5.0, SLOMO 2.0 (Note: The default is SLOMO 1.0)

**Slay all enemies**
Enable Cheat mode. Then enter "KILLPAWNS" at the console window.

## AGE OF EMPIRES II: THE AGE OF KINGS

**PC**

**Cheat Codes**
Press [Enter] during the game and type a cheat.
1000 food - CHEESE STEAK JIMMY'S
1000 gold - ROBIN HOOD
1000 stone - ROCK ON
1000 wood - LUMBERJACK
Cobra car - HOW DO YOU TURN THIS ON
Control animals - NATURAL WONDERS
Instant building - AEGIS
Full map - MARCO
Lose campaign - RESIGN
No Fog of War - POLO
Saboteur - TO SMITHEREENS
Slay all opponents - BLACK DEATH
Slay select opponent - TORPEDO "1 - 8"
Suicide - WIMPYWIMPYWIMPY
VDML - I LOVE THE MONKEY HEAD
Win campaign - I R WINNER

## SEGA RALLY 2

**DREAMCAST**

**Alternate Car Colours**
Hold down the left shoulder button when selecting the Lancia Stratos, Corolla WRC, or Lancer Evolution to access an alternate set of colours for that car.

**Alternate Replay Camera Views**
During a replay, simply press:
X - side mounted "car-cam"
Y - inside the cockpit view
A - Behind the car view
B - default "TV cam"

**Bonus Cars**
To unlock these cars you must meet the criteria shown below.
Mitsubishi Lancer EVO 4 - Finish 1st in the 2nd Year Regular Mode.
Toyota Celica GT-Four ST-185 - Finish 1st in the 3rd Year Regular Mode.
Mitsubishi Lancer EVO 3 - Finish 1st in the 4th Year Regular Mode.
Peugeot 106 Maxi - Finish 1st in the 5th Year Regular Mode.
Lancia Delta Integrale - Finish 1st in the 6th Year Regular Mode.
Fiat 131 Abarth - Finish 1st in the 7th Year Regular Mode.
Peugeot 205 Turbo - Finish 1st in the 8th Year Regular Mode.
Renault Alpine A110 - Finish 1st in the 9th Year Regular Mode.
LANCIA 037 Rally - Finish 1st in the 10th Year Regular Mode.

**Bonus Section in Riveria**
In arcade mode you can access a special section of the track in the Riveria stage. First, select Arcade Mode and choose either practice or championship.
When you reach the Riveria stage, take note of the final 90 degree turn in the track (just before the final straight). There would be 2 red cones. Knock both of them down. After you have knock them down, you will hear two distinct tones, saying that the hidden section of the track have been opened. Turn the car around, then look carefully on the car's right. An entrance would've been open. Drive right through, and you will enter a special point stage, where you will need to drive your car around and knock cones down to gain points. Points gathered will not have any effect on the gameplay, therefore it is just a fun little bonus.

**Drive the Subaru Impressa 555**
To gain access to the Subaru Impressa 555 finish in 1st place on year 1 of the 10 year championship.

**Less detailed tracks with a faster display rate**
Press Y or R when making a choice on the track or mode selection screen. The track will be less detailed and the race timer will appear on the right side of the screen while the game's display rate is increased.

**Secret Rally Track**
Finish in first place in every year under "10 Year Championship" mode.

## TOY COMMANDER

**DREAMCAST**

**Artwork**
If you have a PC or Mac, you can put the Toy Commander disk in your CD-ROM drive and open it up. There will be icons, screen shots, logos, and artwork.

**Fix Toy**
Pause the game, then hold L and press A, X, B, Y, A, Y. If you entered the code correctly, you will hear a tone.

**Health recharge**
If you turn on the sink, go down to the drain and let the water fall on you, your health will recharge. NOTE: this has only been tested in the Demo

**Lights Out**
To turn the lights out in a level, find the light switch on the wall and touch it with an airborne vehicle (plane or helicopter).

**Upgrade Machine Guns**
Pause the game, then hold L and press B, A, Y, X, A, B. If you entered the code correctly, you will hear a tone.

**Upgrade Weapons**
Pause the game, then hold L and press X, A, Y, B, A, X. If you entered the code correctly, you will hear a tone.

## SPEED DEVILS

**DREAMCAST**

**All Cars and Tracks**
While playing a game, press B, Right, B, Right, Up, B, Up.

**Clean Pause**
Press the start button to pause the game, then press and hold down the Y button and press the X button.

**Extra money**
While playing a game, press A, Right, A, Right, Up, B, A.

**Infinite nitros**
While playing a game, press Down, Up, Down, Up, A, X, A.

## SOUL CALIBUR

**DREAMCAST**

**Character Profiles**
Obtain all pictures in the first collection in the Museum to unlock this mode which allows you to see each characters' profile.

**Clear Profile Screen**
To remove the window in character profiles select profiles then press L+R to remove the window.

**Extra Stuff**
For extra stuff (like exhibition theater, Intro Edit Mode, more backrounds, third costumes, etc) you must play through Edge Master mode and unlock almost all of the art in the galleries. The last gallery has pictures that take 2000+ points each, but there doesn't seem to be any reward for doing so. As you unlock more art, more missions will be available. Completing new missions gives you more points, while completing an old mission gives you fewer and fewer points every time.

**Extra Survival Mode**
Obtain all pictures in the second collection in the Museum to unlock this mode which allows you to play an alternative type of survival mode.

**Gold Title Screen**
After obtaining all 338 pictures from the Art Gallery, a new Black and White title screen appears, Beat every mission in, Mission Battle, and it will have a gold tint.

**Metal Mode**
To activate the METAL MODE, first earn the option via Mission Battle, then while selecting any of the characters simply hold R. You should now be covered in a shiny metal coating while fighting.

**Move Camera**
When viewing the replay after a fight, press the (B) button to switch which character the game camera is focusing on. You can then pan around and zoom in or out on the character that just lost.

**New Title Screen**
Beat the game with Inferno to get a new title screen.

**Opening Direction Mode**
Obtain all pictures in the third collection in the Museum to unlock this mode which allows you to edit the introduction sequence.

**Play as Edge Master**
To open up the character Edge Master, you must beat the arcade mode with all other character first. This includes everyone except Inferno.

**Play as Inferno**
1. Beat Arcade mode with all the main characters. Then beat Arcade mode with all the new characters (use Cervantes last).
2. After that is completed you should get Edge Master, beat Arcade mode with Edge Master.

3. Go to Mission mode and buy Xianghua's 3p costume. When you are playing make sure to beat the two different Chaos missions that show up on your screen.

4. The last thing you have to do is beat Arcade mode with Xianghua's 3p costume then you should get Inferno.

## Secret Dojo Mission

First finish all the missions, including all the Extra Missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the eastern most map. Move your pointer over the Korea area. When you pass over the secret mission, you will hear the "zip" noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are 5 missions in this location. Each stage has a random combination of conditions from the previous missions.

## Secret Levels and Characters

It doesn't matter who you use to beat the game, but for each different character you beat the game with, it will unlock a different character or stage. Hwang is unlocked first, then Yoshimitsu, then the raft stage (Yoshimitsu's), then Lizardman, then Siegfried, then Venice (Siegfried's stage), then Rock. I'm not sure of the order of characters beyond that, although if it follows the arcade sequence, it should be Seung Mina, a different stage, then Edge Master.

## Secret Missions

On the left map in the upper right corner there is a mission and on the right map in the middle there is a mission. After finishing the game with the secret missions there will be another start picture.

## Secret Swamp Mission

First finish all the missions, including all the Extra Missions (they appear after you finish the two Chaos stages). On the mission select screen, go to the western most map. Move your pointer over the middle of the upper right area of the screen (somewhere around Poland). When you pass over the secret mission, you will hear the "zip" noise you hear when you pass over any other mission; you will not be able to see it when you land on the location. There are 2 missions in this location. Each stage has a random combination of conditions from the previous missions.

## Select Weapons Mode

Obtain all pictures in the fourth collection in the Museum to unlock this mode which allows you to choose a different graphic for your character's weapon.

## Victory Poses

Each character has three different victory poses. To see each one, after winning a battle, press X, Y, or B during the replay to select one of the three poses.

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# incoming mail

## GAMING AGE

Dudes,

I'm an adolescent gamer who has been gaming ever since I could punch at the keys of the first Commander Keen, or pick up the NES pad for Mike Tyson's Punchout (ahh the memories). Recently (3 days ago) it was my birthday, and my parents presented me with a large gift. I tore away the wrapping paper and marvelled at the beauty that is the Dreamcast box. Immediately I tore open the box and got the bastard plugged in for a serious round of Soul Calibur and Sonic. After a couple of hours, I turned off my new toy and thought "shit, am I too old for this gaming stuff?" As long as I can remember I've been gaming, but with school and exams and all I really had to question whether it was time to give it all up. It was with this that I picked up my latest issue of Hyper, tore off the plastic cover thingy

that the subscribed magazines are covered with and begun to browse. Within a minute I knew I should never give up gaming. I opened to the first page and looked at the photo of Eliot and thought "Hey! He's old...er than me! And damned if he can't take time out to stop and drool over some PlayStation 2 screenshots or kick some Soul Calibur ass!" If this is printed I just want to say: "Listen up! If gaming is what you do, never stop! If the dudes at Hyper can live off gaming then it's just as respectable as any other talent!"

So thanks to all you dudes at Hyper... My hats off to you for keeping my gaming life alive.

**BAR ELBAUM**
**MELBOURNE, VICTORIA**

P.S. Off the topic, do you dudes know where I can involve myself in some sort of Street Fighter competition? I always hear about Quake comps but quite frankly I suck at Quake. What I'm best at is 2D fighting (preferably Street Fighter) And I figure if I'm gonna keep gaming I might as well do something useful with it. Thanks.

*Hello Mr. Elbaum Esq,*
*It is with great relief that I read about your renewed faith in gaming. We here at Hyper believe you should sacrifice most simple acts of hygiene to ensure your next gaming session. Investing in a solarium can also be quite helpful in sustaining the illusion that you actually have a life. Yes, I am an older gamer, which is why I kick everyone's arse at Quake 3. As for a Street Fighter comp... well aside from going to the arcade and challenging someone for their lunch money, there is the odd competition every now and then when a new game is released. Sony had Tekken comps ages ago, so keep your eye out for something in the future.*

## BOY OH BOY

Dear Hyper,
Your mag rules but STOP writing about the pathetic "Game Boy". I mean, it has a small screen, hopeless graphics and who would buy a mag just for a pocket sized abomination?

From your most loyal subscriber,
**DAVID**

*David,*
*For a pocket-sized abomination, it happens to have outsold most of the consoles.*

## NON-TENDO

HyPeR,
The main thing on a gamer's mind is the battle of Sony and Sega but there is one problem, Nintendo the makers of many super consoles aren't exactly in the scene. They are trying with the Dolphin Project but no one is giving them any attention at all and I'm sure it will be a super console (but maybe not as good as the PS2)!

So what if they aren't in the market as early as Sony or Sega, they still should get a bit of money for their hard work on their console.

I would rather a PS2 more than a Dolphin but who were the people who made the original Nintendo and who made the Super Nintendo which we dearly loved and who brought us Bond, James Bond on to our loved N64!?

And finally, do you remember the one and only Game Boy with the game that sent your mind to the moon? Tetris! So remember Nintendo even if their gaming days are over.
**MICK!!!**

*Mick!!!*
*Nintendo's gaming days are far from over. You may have noticed we have had news on the Nintendo Dolphin every issue, which is because the vibe on their next console is huge. Some*

*people believe it will be better than the PS2, so don't rule them out yet. So you're right in saying that we should all give Nintendo a bit more respect – they might soon be ruling the roost again!*

## RPG AWOL

Hey Homies,
I've never written to your mag before, but something's been troubling me. It's to do with RPGs and the fact that game companies are too arrogant to release them. Tell me what is so different about the American market and the Australian market? They're exactly the same and still we haven't got Xenogears, Brave Fencer Musashi, Parasite Eve, FF Tactics, Lunar: the Silver Star Story, Thousand Arms, Shadow Madness, I could go on all day.

The point is that it's disappointing to hear about all these titles and not have the chance to play them except on import. Oh ya, and with the news of a Square of Europe — great timing guys. PlayStation is losing its peak and they make a Square of Europe now! I mean, we missed out on over eight great titles.
**JASON**

*Hi Jason,*
*The difference between the US market and ours, is the fact that there are millions upon millions more Americans who will buy those RPGs. Still, that's no reason to not release those games here considering the load of crap games that do get released here. It's not too late for a Square Europe though, because PlayStation 2 is going to be here and we'll need Square Europe more than ever! Let's hope we get everything cool that's released overseas from Square from now on. They have very little excuse not to.*

## NIGHTMARECAST

Dear Hyper,
"I am Jack's smirking revenge".

Great mag, all that follows. But... Sega Dreamcast. I've been dying for the console for months. Buying almost any mag with anything on the topic. Then after a couple of delays the release date is set in stone. November 30th. So I paid off the system, Sonic Adventure and a VMU before that date. One word to describe the launch? Disappointing. More detailed? One of if not the most unorganised and consequently disappointing console launches I have ever seen in my twelve years of gaming.

I arrive at the midnight opening to pick up the most powerful console ever, the one that will make me forget I own a PSX and N64. What happens? No Sonic. No VMU. No Sega or Namco developed games. "They're stuck in Queensland

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Dear Hyper,
I have noticed quite a few letters about how people don't like Pokemon, how they think that it is childish and stupid. Well I think they are missing the point of Pokemon all together. Pokemon is for kids. It's aimed at kids, and made to suit little kids' tastes. They seem to forget these things, that they are too old. I am 16. I dislike Pokemon with a passion as well as so many other 16-year-olds. But, my little bro, who is 9, is absolutely addicted to the show and games. Why does he love it so much, as do nearly all other kids in his age group? Well, he loves them because they are very cute little creatures, but can pack quite a mighty whollop! The fact that you can catch these little cute puff balls inside Pokeballs and bring them out when they feel like it, and battle them, is an amazing fantasy that any normal kid with an imagination would love to live out in the real world. That's all it is, a fantasy. These kids have incredible imaginations, don't spoil it for them by bagging the thing they can believe in. Give them a break, I think it's great what Game Freak have invented to broaden our little kids minds. After all, where would we be without imagination and fantasy to take our minds away from the pains and hassles of real life? If you are one of those people who are 19, and love Pokemon, then good for you! It's great that some people can still love something obviously aimed at a younger audience. After all, there is a little bit of kid in all of us!
**DARK GAIA**

*Dark Gaia,*
*That was beautiful. Really.*

## THOSE DREADED BORDERS

Hey Hyper-avich-chemovskis,
I have recently bought a Dreamcast (well actually I got it early for Christmas) and thought, looking at the games in your mag that are coming out for it that it would be worth the rather large amount of money it cost. But while looking at the "SegaWeb" web page, PAL Conversions section I noticed they were talking about how dodgy the frame rates are and how the games are all bordered (whatever that means in gaming) on the PAL versions and also in some games you can change the frame rate depending on your TV. Does this mean that Australia is gonna get Dreamcast games that aren't as good as their NTSC counterparts? If that is so my newly bought Dreamcast may quickly become a $500 coaster. Just another few quick questions:
1. Is Half-Life coming out on the DC?
2. Is there going to be a twin stick controller released in Aus for

customs". Okay, I guess I'll play the demo disk for a bit and wait for the good games (mostly Sega ones). Luckily I didn't, because I would have been twiddling my thumbs wanting to play ANY games. The demo disks are also stuck in Queensland with the games and the Internet access won't be available until early 2000! INCREDIBLE.

Also have you seen the ridiculous marketing campaign? Nothing before the launch to get the hype happening and the TV commercials don't even show the console — just a bunch of idiots jumping around so the casual gaming public can wonder what the hell a Dreamcast is.

I mean the rest of the world has the console at least two months before we do, all the games are there at launch and the net is ready to use at 56k. But we have to wait for; the system, all the good launch games, the Internet at a lowly 33k and VMUs so we can even save our game. Great way to erase the past and make a comeback Sega! I'm sure this will get a large Australian user base established before Sony rewrite the "how to do a big console launch" book with PlayStation 2.

Good points of the launch? Well, I have a Dreamcast. But what's a console without many good games available to play? Answer: The Saturn.

Sega, get your shit together and start to please your customers!
**SINCERELY, TYLER DURDEN**
P.S. "The things you own, end up owning you".

*Hi Tyler,*
*Try not to punch yourself in the head while you read this. Ozisoft sure have*

*struggled to get the Dreamcast into Aussie homes, and this letter is one of hundreds Hyper received from disgruntled gamers. The launch was a while ago now, so we won't go into it all over again, although we must say that it was surprisingly sloppy considering how long they had to plan it. The Dreamcast is a pretty darn funky piece of technology, and there are going to be some lovely games on it, so hopefully not too many people have been turned off. PS2 is out in Japan any minute now so Sega really need to keep proving that the Dreamcast is worth buying.*

## GAME IDEAS PART XVII

I was pondering one day, about games and such, when an idea struck me like a bolt of lightning — and a good idea it was. Think, all the fun, the excitement of Grand Theft Auto — following cars around the city, getting leads on a pager. Combine this with the sheer thrill of Pokemon Snap. That's right, you guessed it — Paparazzi... erm... Guy. (Sorry, I haven't fully thought about a title...) Imagine the fun of cruising round town, chasing limos that hold your favourite movie stars, and getting photos of them. Is that a brilliant idea or what? Don't say "what". I'm telling you, I can see this turning into something BIG.
Just a look into the insights of my brain...
Keep up the class effort.
**JEZZMAN**

*Jezzman,*
*That idea is so crap it's bound to happen.*

## DEATHMATCH OLYMPICS

To all you hoopy froods at Hyper,
This idea is probably brought on by too many carbonated, caffeine filled drinks and games of Quake and it'll probably by shot down in flames but right now it makes sense to me! When will people wake up and see the frag stain? The Olympics need something new, something to get the younger generation interested. Something that'd appeal to all the slobs out there. That something should definitely be one huge Quake, Halflife or Unreal LAN Gangbang (excuse the sexual connotation)! It'd be perfect! Think about it, no gender or age barriers, and no chance of a career threatening injury (unless someone throws a monitor at you in a fit of disgust) you wouldn't even have to be fit! It could be like the swimming and have all kinds of different events: Team Fortress, Action Quake 2, Unreal Tournament, Capture the Flag, Frag Tag, etc. It's about time they get rid of boring old trap shooting and start some wholesome grunt shooting! Multiplayer games should get the respect they deserve and this is the way to do it!
That's what I think anyway...
**FROM BOB THE RABID**

*Hi there Mr. Rabid,*
*We think this idea rocks. Lord Seafood will represent Australia in the Free-For-All deathmatch to be fought in the Olympic stadium on giant screens hanging down over the arena. I'd better go start sharpening my skills. I want that medal baby!*

# incoming mail

Virtual On 2?
Thanks for yer time.
**BEEF KOIJO**

*Dear Beef,*
*Most PAL DC games will have a 60Hz option for those of you with TVs which can display it. This means full screen and faster gaming as good as the NTSC versions. Not all games will have this of course.*
*1. Yes, according to the release schedule.*
*2. There is a twin stick controller available, but we're not sure yet of an official local release for it. That game rocks.*

## QUESTION TIME

To Hyper,
The mag looks awesome, the new look really does rule.
Your review on FF8 seemed a bit harsh. Wouldn't it be better to have it easier than harder? I don't play fantasy, but if I did I would want it to be easy. Seeing that this is only the second FF for PlayStation it would seem wise for the developers to make it an enjoyable experience, if dooshbags like me pick it up and give it a go.
Anyway... I have a few questions.
1. Is Hyper going to get bigger for the year 2000? Now that the Dreamcast has come into the mag the other systems aren't getting as much attention.
2. Wouldn't u think that the Blair Witch "game" would be crappy? I mean the reason the movie is so terrifying is the camera angles and darkness that surrounded the woods and the excitement of not seeing what is there. It's going to be very hard to turn that into a movie.
3. Is there going to be a Dark Forces 3 LucasArts title? Or are they just putting all their energy into the new Star Wars games?
4. And lastly, what the hell is so good about Quake II? I bought it and played it multiplayer and to my disappointment just went back to Jedi Knight after a few hours.
That's all from me. Keep up the awesome work.
**JUSTSK8ER**

*Hello Justsk8er,*
*For the record, we think games should always be on the "hard" side than "easy" side – it pushes the gamer to work that little harder which is ultimately more satisfying.*
*1. Hyper is going to be bigger next issue. We have a pretty equal balance of reviews we think....*
*2. Oh it doesn't matter how crappy it'll be, there's always someone who'll buy it.*
*3. Yes, it seems to be called Obi-Wan and is set in the Episode One timeframe. Look for it by mid-year.*
*4. Playing it for only a few hours isn't going to be much indication my friend....*

## VIRTUA FIGHTER: THE MOVIE?

Dear Hyper,
What a good magazine you have there. I am going to talk to you about Virtua Fighter the movie. I'd like Virtua Fighter to be made on the Gold Coast, Queensland, Australia. I want Jackie Chan to make the Virtua Fighter movie, plus I'd like Isla Fisher and Sigourney Weaver, David Beckham, Oliver Whitcomb and the rest of the coolest Australians and US actors to star in the film. I'd like you and your Hyper crew to talk to Sega about the Virtua Fighter movie and talk to the people at the studios of 20th Century Fox. Don't forget to talk to the creator of the Virtua Fighter series to direct the VF movie. Can you guys make the Virtua Figther movie in Australia next year?
Thank you,
**BRUCE ACOSTA**

*They call you Bruce,*
*Sure, we'd be happy to do it. Let's see, the budget would be... oh... say 50 million dollars? Plus my directors fee of course... and Cam would need his own trailer. Shall I give you our bank account details?*

## CHEAT SHMEAT

To those hyperactive people who make the monthly magazine Hyper,

Straight to the point: Cheats are NOT helpful. Let me explain. A year ago I got Half-life and I thought it was the best game ever until I got stuck. Then I went straight to the Internet for help and I ruined the game with cheats since I used the "all weapons" and "invisibility" cheat. Then there was no real aim for the game except for killing all soldiers and aliens (but I have nothing against that). Then this Christmas I got Tomb Raider the Last Revelation and I loved it until I got stuck. I thought of using the Internet to supposedly HELP me but I thought that why should I ruin another incredibly AMAZING game? So I didn't do that. I sooner or later passed that bit! So I'm never cheating again (I hope). So any gamer reading my letter please don't use cheats because it is a waste of money. Thanks for your time because you guys better get busy with the magazine so us readers don't get disappointed!

**MICK OTHERWISE KNOW AS MARS_MANIAC**

*Dear Mars_Maniac,*
*Regarding cheats – of course they ruin a game for you! However a lot of people don't have the persistence to get through games when they get stuck, so that's what they were originally intended for – just to help the gamers with average gaming skills. Of course, these days cheats can unlock new stuff and help to prolong a game's life after you've finished it, so there's a positive side.*

## ask strober

Send your questions to strober@fl.net.au
or Ask Strober, Hyper, 78 Renwick St, Redfern, NSW 2016

**Don't be shy now!**

**DEAR STROBER,**

2 years ago when I was still at university I would hang around the boarding computer rooms and play Quake. This helped me get my first girlfriend and I'm glad to say that we're still going out, but I'm afraid to say that she is now telling me to get a life and to stop playing Quake. It's a moral dilemma, should I stop or should I keep playing and ditch her?
**BAD PING,**

*Dear Bad Ping,*
*Quake helped you get a girlfriend? Wow. My advice is to try Unreal Tournament and see if she sticks around.*

**DEAR STROBER,**

I was wondering about the pronunciation of the name of Nintendo's famous female hero Samus. I played Super Smash Bros. in which a deep American voice booms "SARMUS!" However, I was always under the impression it was pronounced "saymus". It would be great if you could enlighten me on this query before I lose any more sleep,
**CHEERS, SPOOK**

*Dear sPook,*
*I would hate to think that there are gamers out there sleep deprived from anything other than gaming! So I feel it is my duty to help you get through this turbulent time. After polling the office we have come up with a consensus to determine that it is in fact pronounced "Saymus".*

**DEAR STROBER,**

Why did the chicken cross the road?
(—QTIP—)

*Dear (—QTIP—),*
*He was heading to the re-spawn point for the rocket launcher.*

**YO STROBE-AVICH-CHEMOVSKI,**

If you were a tree, what kind of tree would you be?
**BEEF KOIJO.**

*Dear Beef Koijo,*
*I don't care which tree as long as it was planted in Hugh Hefner's back yard.*

**DEAR STROBER,**

What are these spots on my thighs?
**AD ROCKET**

*Dear Ad Rocket,*
*There are two possible explanations for your spots.*
*1. You have some horrid sexually transmitted disease and will soon die.*
*2. Er... see 1.*
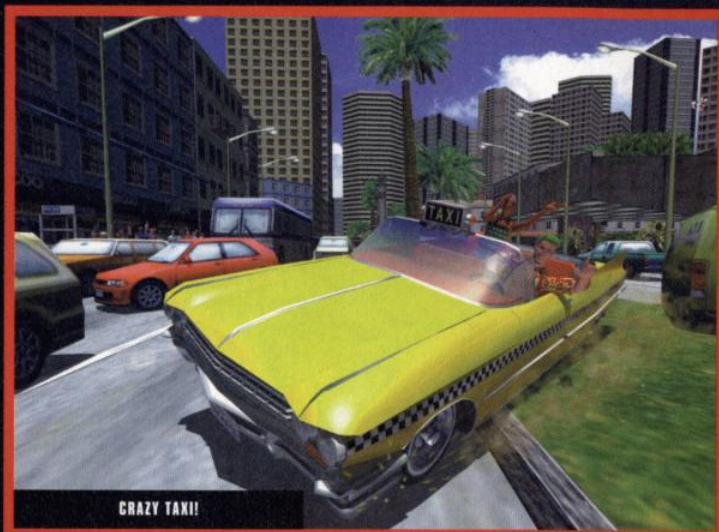
CRAZY TAXI!

# HYPER

NEXT ISSUE WE'LL BE GEARING UP FOR THE PLAYSTATION 2 LAUNCH IN JAPAN AND TAKING A CLOSER LOOK AT SOME OF THE BIG GAMES! PLUS SOME HUGE DREAMCAST REVIEWS. HAVE YOU BEEN LOOKING FORWARD TO CRAZY TAXI? WE'VE GOT IT AND THE FULL REVIEW IS IN THESE PAGES NEXT ISSUE! UNTIL THEN...

## FOR SALE

**Dream Dreamcast.** An unwanted gift. All in mint condition. A Japanese Dreamcast which hasn't been played with, but imported without a box. Console, step-down adapter, controller and three-way cable, all for $450 or best offer. **Please contact Kevin on (02) 9340 4019** or e-mail me at xavier_333@hotmail.com

**PlayStation Games:** Resident Evil 2, Apocalypse, NBA Jam Extreme, Hardcore 4x4, Ridge Racer and Twisted Metal; all in good condition - $20 each. 32 demo CDs - $30, or the lot for $100. **Call Murray after school hours on (02) 4861 4908 (NSW Only).**

**Sega Megadrive** with 2 controllers and 24 games. Only $150 – **e-mail me at** stuntdemon@hotmail.com or give me a ring on **(03) 9888 1834 and ask for Stunt.** Chadstone area.

**Sega Mega Drive Games:** Only $5 each! Road Rash 2, Ranger X, Mortal Kombat 2 & 3, Desert Strike, Sonic 2, Probotector, Zombies and NBA Jam. **Call Ed on (02) 6676 2607 weekends or** e-mail tonkr@start.com.au

**N64 Unit** - $100, Games: (Turok 2, Rush 2, Foresaken, Super Mario 64, Lylatwars) $20 each. 2x Controllers - $10 each. Or the whole lot for $230. **Phone (02) 9427 5797 and ask for Paul.**

**Nintendo 64** – Good condition with Turok 2 stickers and 5 games including Zelda, Mario, Banjo Kazooie, 1080 and Goldeneye. $300 ono. **Call Matt on (02) 4272 4214. Wollongong NSW.**

**Nintendo 64,** Zelda, Waverace, Goldeneye, ISS 98, 2 controllers, expansion and rumble pak, memory card. All boxes and in perfect condition, with issues 4 – 19 of N64 Gamer. **Make an offer! Phone Paul: (02) 4396 6476.** NSW pref. Best offer accepted.

Hi, I am selling my **N64 twin controller pak,** with two controllers — one grey and one purple. In perfect condition, originally worth $189, I will sell it for $120. **Please call Shane on (03) 5562 9056. Thanks.**

**Sega 32X console** with 'Cosmic Carnage' (all unopened) - $25. Sega 32XCD game — 'Night Trap' as new - $20. Colecovision console with expansion modules 1 and 2 (No. 2 non-working), 9 Coleco games (including Zaxxon, Turbo, Q*Bert, Donkey Kong, and DK Jnr). Plus 5 Atari 2600 games. All original boxes/instructions for games and system included. **Best offer. Phone (07) 4635 7546.**

Want to sell **Sony MZ-R55** Recording Mini Disc Player with manuals, in box etc. Near mint condition. $600 — **Ring Phil after 6pm on (02) 9708 4117.**

One black **Game Boy Pocket** - $70, Pokémon Blue, and Super Mario Land for Game Boy - $40 each. Tiberian Sun - $70 for PC. All of them boxed with manuals and in good condition. This offer is only for people who live in or near Springvale. **Call John (03) 9574 0312.**

## WANTED

**Needed urgently:** Game Boy Games: Tamagotchi, Harvest Moon, Pocahontas, Castle Quest, Holy Magic Century and any RPG games plus Gameshark for Game Boy and any unwanted colour games. Also looking for used Nintendo games: Mario Party, Southpark and Rugrats Treasure Hunt. Playing Nintendo helps me forget my health problems, so please, please, **phone Natasha (afternoons) on (03) 9772 7808 or write to 1/17 Embankment Grove, Chelsea VIC 3196.**

**For IBM:** Lords of the Realm 1. For Mac: Starcraft, SC: Brood War and Deadlock Planetary Conquest. NT/Alice Springs area preferred. **Call Morgan (from 4-6pm) on (08) 8952 8190.**

I am looking for **Leisure Suit Larry 7:** Love for Sail (for PC). No decent offers refused. **Contact Adam on (07) 4091 2842.**

**Old Sega Megadrive games.** UK, AUS, JAP, US. In good condition, boxed, with instructions preferred, but all offers considered. Top prices paid. Also, PlayStation light gun games 'Area 51' and 'Crypt Killer'. **Phone (02) 9523 5627 or write to Pete, 15/16 Waratah St. Cronulla NSW 2230.**

I would like to buy your unwanted **Sega Megadrive games,** especially Teenage Mutant Ninja Turtles and controls. **Call Brett, 4.30 – 8.30pm on (07) 3209 5754.**

**Sega Saturn games** and 3D controller pad: Fighters Megamix, Last Bronx, Mr. Bones, Panzer Dragoon Saga and Dragon Force. Must be boxed with manual and in good condition. Also looking for a copy of King of Fighters 95 for Sony PlayStation. **Contact Carlo (07) 3899 9857 or e-mail** yoshimyu@ozemail.com.au

**Wanted —** Parasite Eve NTSC or PAL $30, Multitap - $40, PDA - $40 (Pocket Station). Sega Saturn with two controllers and games — Vandle Hearts, Panzer Dragoon Saga, any Shining Force game, SF Alpha, Daytona USA. Willing to pay $120 or $50 for SS and $10 a game. Must have minimum of one game with SS. **Phone Denis on (02) 6241 1555 after school hours. Canberra ACT.**

## SWAP

I will swap **Rival Schools** (PAL) for any fighting game or Final Fantasy 7 for any other adventure/RPG. Will swap either game for Gameshark or chip. **Phone (07) 5437 0591.**

## PENPALS

**Hi, my name is Joel.** I'm looking for a m/f penpal aged 10-12 years old (I'm 11). I have an N64 with heaps of games; Mario Party, FIFA 64, WWF Attitude, WCW/NCO World Tour, WCW/NOW Revenge and lots more. I'm a wrestling freak! I also enjoy The Offspring, Beastie Boys, Venga Boys and Creedence Clear Water Revival. I like BMX and Karate. If you are interested in a penpal like me, **please write to: Joel Clark, 11 Canberra St. Wentworth Falls, NSW 2782. PS Please send photo if possible.**

**Attention all readers,** I am looking for a penpal m/f aged 10-12 to chat with about anything from games to school stuff, or any damn thing you want. If you love horror, hard rock (The Offspring rocks), blood and guts or any of that stuff, write to **Thomas Russell — 15 Landau Drive, Warranwood VIC 3134. PS I will reply.**

**You, yeah, you.** Get off your rear and write. I don't care if you're male, female, dog, cat, bird, fish… Just so long as you like Pokémon, Anime, Discworld and 4 player Goldeneye. Write to me, **Ty Dobson, 17 Holmfield Ave. Clarendon Vale, Hobart TAS 7019.** Good letters receive replies.

**Hi, my name is *****,** and I'm a huge Sega fan. I like Sega so much I would pay $1000 for a Dreamcast. I would also kill for one! I'm looking for a male/female pen-pal, aged 10 — 25 who is crazy over Sega. **Write to me at 19 Culshaw Ave. Melbourne VIC 3169.**

**Hi,** I'm seeking a **male pen-pal** aged between 10 and 18 years of age. You must love PC strategy games like Warcraft, Starcraft Commando, Red Alert, Command and Conquer, plus you must be good at games. Don't write to me, **e-mail to** shanealtmann@hotmail.com

**Howdy!** My name is Jade and I'm a 13 year old girl looking for a guy or girl pen-pal. I'm into PlayStation, sport, watching TV, listening to music and watching horror movies. So, if you're aged between 13 and 16, **write to me at PO Box 1592, Renmark SA 5341.**

**Hi, I'm ?h!l** and I'm looking for a pen-pal from 15+. I like technology, extreme sports, Martina Hingis and music (like Korn, Limp Bizkit, Reel Big Fish, Frenzal Rhomb and Blink 182 etc) and also manga movies. Write to **Phil, 17 Highland Ave. Bankstown, Sydney NSW 2200. Send a photo if you can!**

**Hi,** they call me Kent, I'm 16 and enjoy playing video games, listening to music, reading books and comics and collecting and trading cards (Marvel). So if you are down with any of these, then write to me: **Kent Lee, 1/6 Andrew Ave, Pottsville Waters NSW 2489.**

**Yo, all you people out there,** my name is Steven and I'm looking for a pen-pal aged 12–13 m/f. I'm into Nintendo, PSX, PC, TV, music, and having fun. If I sound perfect to you, then please reply to **Lot 10 Dan Rd. Hattonvale QLD 4341,** e-mail freekshow80@hotmail.com or phone (07) 5426 8018 (8am — 6pm).

**Hi,** my name is Shane. I'm 18 and looking for people (mainly female 16-20) to write to. It doesn't matter what about, so if this is you, reply to me at: **169 Tooley St. Maryborough QLD 4650.**

**My name is Ashley,** and I'm a male looking forward to replying to a m/f pen-pal around the age of 14, who is also interested in art, PSX, anime (or anything manga) and gaming. I really love art! I will reply to every letter, so send it to **36 Falconglen Pl. Ferny Grove, Brisbane 4053**

# You just can't leave them alone.
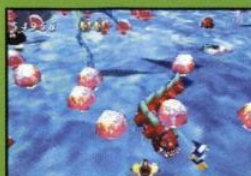
ATARI

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