

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

pages of reviews!!
39

HYPER

PLAYSTATION 2

SONY'S SUPER CONSOLE
LAUNCHES IN JAPAN...

IS HERE!



THE SIMS

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WORLD EXCLUSIVE PREVIEW STAR WARS: JEDI POWER BATTLES!

CRAZY TAXI

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next gaming

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Wes Watanabe. Skateboarder. Nike Sueded Retro Jacket.
NIKE0131

editorial

Wow, the PlayStation 2 is actually in stores over in Japan! Doesn't that make you sick? We have to wait in agony until the end of the year until we even get to smell the plastic. Well, at least Hyper will be here to give you the latest news on all the PS2 games that start hitting the shops over in Japan, plus all the news on what Nintendo, Sega and even Microsoft have to offer in this new console war. Gee, we might even have a Japanese PS2 to take apart and examine for you! With Sony's killer console killer console (yeah you read that right) unleashed, the Dreamcast is surprisingly far from forgotten... For starters, Sega have the awesome Crazy Taxi which is our Hyper Game of the Month! Everyone here at the office simply loves this game, so read our review to see why you should be so excited. We also have an exclusive hands-on preview of Jedi Power Battles from LucasArts! And let me take this opportunity to welcome our new Art Director, David, to the humble Hyper gaming pit. The Hyper crew is now complete once again...
m u a h a h a h a a !



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WE GET A SNEAK PLAY OF JEDI POWER BATTLES ON THE PLAYSTATION AND DREAMCAST. BE YOUR FAVOURITE JEDI IN THIS NEW HACK N' SLASH ACTION TITLE FROM LUCASARTS...



40..... SUBSCRIBE AND WIN A PLAYSTATION WITH GAMES!

WE'RE GIVING AWAY A BRAND NEW PLAYSTATION WITH EHRGEIZ, GRAN TURISMO 2 AND COOLBOARDERS 4 TO A LUCKY SUBSCRIBER THIS MONTH. GET IN QUICK!



46..... FEATURE – THE PLAYSTATION 2 IS HERE!

FINALLY THE PS2 IS RELEASED IN JAPAN, AND WE TAKE A LOOK AT THE CURRENT LINE UP OF SEXY NEW GAMES FOR THIS THUMPING NEW SONY CONSOLE.



64..... GAME OF THE MONTH! CRAZY TAXI – DREAMCAST

SEGA DELIVER US ANOTHER ARCADE-PERFECT DREAMCAST TITLE TO KEEP OUR MIND OFF THE PLAYSTATION 2 FOR A WHILE! KICK BACK AND WE'LL GIVE YOU A CRAZY TAXI TOUR.



issue 78 APRIL 2000

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Final Fantasy

FINAL FANTASY X

IX, X and... XI?!



Square recently held a "Millennium" show in Japan where they formally announced Final Fantasy IX for PlayStation and Final Fantasy X and XI for PlayStation 2!! That's three – count 'em – three new Final Fantasy games!

For starters, FFX on the PSX is a return to the big-headed characters of the early SNES Final Fantasy titles, with a bit of FFVII thrown in for good measure. When we say big-headed, we don't mean they're a pack of adventuring egos, but that it's a return to the smaller anime style characters which we grew accustomed to on the earlier gaming systems. Gameplay seems to stick to the traditional Final Fantasy style, although this time around your party will be able to grow to a total of four characters instead of the current limit at three. The gameworld is more fantasy-based (you know, magical forests, dragons and all that jazz) rather than the futuristic tone of the last few games. Characters we so far know about are named Garnet, Steiner, Pipi and Zotan. It won't be long now before this one is released in Japan, so if we're lucky we'll be playing it before the end of the year!



Incredibly, Square blew the audience away with actual footage of Final Fantasy X and XI for the PS2. FFX is a more obvious continuation of what we've seen in FFVIII – the character design has become even more realistic and now the environments have gone from pre-rendered images to lovely textured 3D environments so that the camera can pan cinematically around the characters. It looks... amazing. Kind of like Shenmue on the Dreamcast, only it's Final Fantasy! What's even cooler, is that by the time the game is released (mid-2001 in Japan), it will support some of the PS2's online features so that you can download extra stuff into the game – even walk-throughs! Currently, only two character names are know – Tida and Yuna.



Now onto the most exciting news of all – Final Fantasy XI. Who would have thought we'd see glimpses of the sequel to FFX already? This is because Final Fantasy XI is focused more directly on actual online multiplayer RPGing! The game is subtitled "Online Another World" and should be released only shortly after FFX, so there seems to be quite a connection between the two, possibly even with the same characters.

Final Fantasy the Movie is also on track for a release in 2001, and Square showed off some fantastic action footage from the film at the conference. There should be an official website for the film up soon, but it seems we won't get to download the footage which has been shown so far due to the deal that Square have with Universal Pictures.



FINAL FANTASY XI



CAPTION THIS PART 5

Yes, it's that time of the month again. Caption this screenshot in the hope of getting us to snort milk out of our collective Hyper nose in a bright guffaw of laughter, and you could win yourself a prize or maybe two if we're feeling generous. Best of all though, is that we'll reprint the pic with your caption in our Incoming Mail section where you can go to see last month's winner. Write your caption(s) on the back of an envelope and post it to: Caption This Part 5, Hyper, 78 Renwick St, Redfern, NSW 2016.

You can also email your entries to freakscene@next.com.au with Caption This in the subject line. All the best!



HEADER IN TEXT

TUROK 3 COMING TO N64

The Nintendo 64 may have more than Rare's Perfect Dark to keep loyal fans happy this year. Acclaim have announced the coming of Turok 3 which will be titled Shadow of Oblivion. The game will feature 20 levels of action, taking you from an underwater military base to the ruins of a futuristic city. A new save game feature will allow you to save at any time and a completely new multi-player option (thank heavens for that) featuring 48 maps, will mean that we could have some GoldenEye-topping deathmatch. Look forward to coming to grips with 24 new weapons and even the chance to play through the game as a second main character. The 4MB expansion pak will be supported, but thankfully the game will still be playable without. The game engine has been tweaked to the point where frame-rates are smooth-as, so this should be the best Turok ever.



DREAMCAST GETS CABLE MODEM

Over in Japan, they're not only lucky enough to have PlayStation 2 consoles coming out of their butts, but we've been informed that a Dreamcast cable modem will be available this year. Sega have teamed up with 30 cable channels to offer cable-access through the Dreamcast. The service will operate with a monthly rate, rather than a data charge, and will undoubtedly expand into more online gaming, with obviously superior performance to the current internal modem. Will we see a similar service here? Maybe if we did, it would help to heal the wounds gamers are currently suffering from the recent launch and confusion over the local network access and poor 33k modem.

OVERFLOW

Marvel Versus Capcom 2 on the Dreamcast will feature none other than Jill Valentine from Resident Evil. Yes, she'll actually be a character you can fight with! Other characters will include Psycho, Wolverine, Rogue, Tron and Sakura. More info soon.

Quake 3 is coming to the Dreamcast, it's now official. What's even better is that it's not just about fighting bots. Quake 3 on the Dreamcast will feature netplay so you can frag other Quakers online!

Sony have announced the MultiTap 2 which will provide PS2 owners with the ability to plug four controllers into their console in exactly the same fashion as the good old MultiTap on the PSX. The MultiTap will also support the new 8MB memory chip. The first game to utilise the MultiTap 2 will be Golf Paradise.

EA have begun work on the World is Not Enough James Bond game which will use the Quake 3 engine. Most probably, the title will appear on the PlayStation 2 initially, with (hopefully) a Dreamcast port to follow.

Ultra-Orthodox rabbis have banned the internet in Israel's ultra-Orthodox community. According to the Jewish community, it's no great surprise as TV was banned there decades ago. The ruling states that "the computer should not be used for entertainment at all" in a bid to protect children from harmful websites and time-wasting games.

By mid-year, the Dreamcast will have a digital camera add-on which will allow users to transfer digital images to their consoles via the VMU slot in the controller. The camera is roughly the size of a cigarette case, not that innocent Hyper readers should know how large a cigarette case is.

If you've bought a Sega Dreamcast, then you can relax knowing that Tomb Raider IV: The Last Revelation will be available on your new console by the end of the year. The game should look as good, if not better, than the 3D accelerated PC version which is pretty damn sexy.

ON THE ROAD AGAIN – DRIVER 2!

Driver was a big hit here in the office on the PlayStation, so we've already started booking the games room in advance for when Driver 2 hits shops. Yep, Reflections have started working on the sequel to the undercover-cop-goes-nuts-in-hot-rod smash 'em up. It sounds like the sequel will be taking a few ideas from Grand Theft Auto, as your character will be able to leave his car at any time and wander about on foot through the city until you find another vehicle to your liking. Gee, maybe that school bus is just what you need...

Driver 2 will feature 40 missions, threaded together with better FMV and story continuity than the first game, but frankly all we care about is trashing the city with our muscle car. There may be a multiplayer component to the game, but Reflections are staying pretty hush about the other gameplay options.



DEAD OR ALIVE 2



NEED FOR SPEED: PORSCHE UNLEASHED



RUNE

COMING SOON...

There's been a whole bunch of cool announcements lately. Take a look at a few of these titles coming our way this year...

- RUNE – PC
- V-Rally 2 – Dreamcast
- Need For Speed: Porsche Unleashed – PlayStation/PC
- Street Sk8er 2 – PlayStation
- Dead or Alive 2 – Dreamcast/PlayStation 2
- Pokemon Stadium – Nintendo 64



POKEMON STADIUM



STREET SKATER 2



V-RALLY 2 ON DREAMCAST!



GAME BOY GOES RTS

The Nintendo Game Boy Color will finally be getting its first Real Time Strategy game! Developed by the UK team Bits, Warlocked should wing its way to the handheld by Christmas time. This looks like classic RTS gameplay, with resource management, unit building with a single player campaign and a multiplayer mode via the Game Boy Link Cable. The setting is pure fantasy with an anime styling, packed with colourful spell effects, different race types, forests, lava-filled caves and even hidden features which you can only unlock after trading with friends via the Game Boy Color infra red port.

WINNERS!

You're all a bunch of winners!

Microsoft Wheel
P. Farrar, Vic

Thrasher: Skate & Destroy
Grand Prize: S. Kourt, Vic

Runners-up:
P. Mares, NSW
D. Ngo, NSW
R. Tate, Vic
M. Bui, WA



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- YOUNG

ACT

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BRISBANE METRO

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- GOLD COAST OPEN 7 DAYS
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MELBOURNE SUPERSTORES - OPEN 7 DAYS

- DANDENONG
- GREENSBOROUGH PLAZA
- MARIBYRNONG
- MOORABBIN
- NUNAWADING
- PRESTON

VICTORIA COUNTRY - OPEN 7 DAYS

- ALBURY
- BALLARAT
- BENDIGO
- GEELONG
- MILDURA
- SHEPPARTON
- TRARALGON
- WARRNAMBOOL

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- ENFIELD OPENS MARCH
- MARION OPEN MON-SAT

PERTH METRO

- CANNINGTON
- JOONDALUP
- O'CONNOR NOW OPEN
- OSBORNE PARK
- PORT KENNEDY

WESTERN AUSTRALIA COUNTRY

- ALBANY
- BUNBURY
- BUSSELTON
- GERALDTON
- KALGOORLIE
- KARRATHA
- PORT HEDLAND

NORTHERN TERRITORY

- DARWIN OPEN 7 DAYS

HOBART METRO - OPEN 7 DAYS

- HOBART CITY
- GLENORCHY
- ROSNY

TASMANIA COUNTRY - OPEN 7 DAYS

- LAUNCESTON
- BURDIE
- DEVONPORT
- ULVERSTONE

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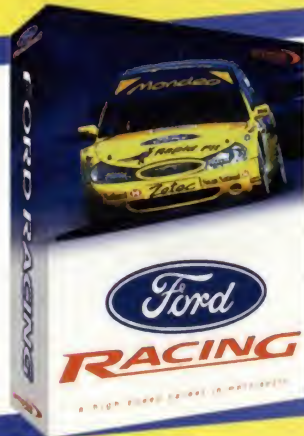
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WHAT'S NEXT – "HANNIBAL LECTER TAILORING"?

Generally speaking, when developers sign contracts with sportsmen or celebrities to license their identity for a game, they want someone at the peak of their career, and preferably not a convicted criminal. Sportsmen like Tony Hawk and Michael Jordan are good examples. Bucking the trend, however, come Codemasters, who have signed a deal with former World Heavyweight Champion – Mike Tyson. Yes, the very same Mike "I have an even girlier voice than Michael Jackson" Tyson, Mike "Wanna be like Van Gogh?" Tyson, Mike "wife beater, date raper" Tyson.

We're a bit pessimistic about a boxing "sim" starring a man who seems to prefer a more gladiatorial style of bout, but hey, the Codies haven't let us down in the past. They actually hold the license for all platforms, but are currently only developing for the PlayStation and PC, and hope to have the game out by May, so we'll have to wait until then to see if the license pays off.

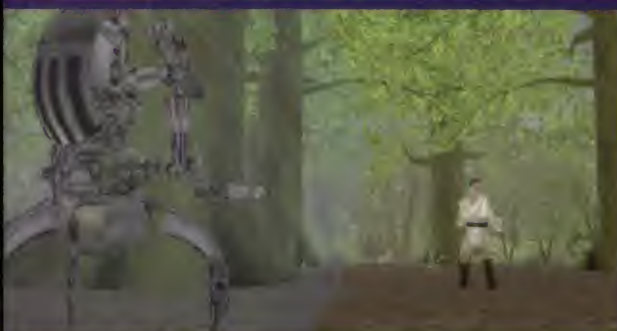
Of course, the upside to all this is that there's still time for "Jeff Fenech's Knockout", or perhaps more appropriately "Jeff Fenech Hits the Canvas".



MAIN CAST
NEWS
EXTRAS
GALLERY
BEHIND THE SCENES

SIN: THE MOVIE

Activision's first-person PC shooter, Sin, is currently being made into an animated film for DVD release. If you take a look at www.sinthemovie.com you can find all about this film which should be finished later this year. The film has a definite anime style, yet features all the familiar faces from the PC game. The movie is described to be a combination of RoboCop and Resident Evil!



RETURN OF THE JEDI

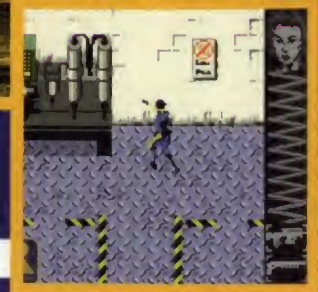
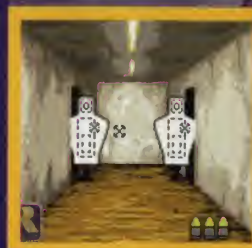
Before you turn to In Sight this month for our Jedi Power Battles preview, take a quick look at these pics of LucasArts' Obi-Wan which is effectively Dark Forces 3. The game can be played in both the first and third person perspectives and puts you in the boots of Obi-Wan Kenobi in a series of adventures revolving around the plot of the Phantom Menace. We can't wait to see how they've improved the first-person lightsaber duelling since Jedi Knight.



PERFECT DARK

PERFECT DARK – ON GAME BOY!?

We're not kidding. Coming soon to the Game Boy Color is Rare's Perfect Dark, to gracefully tie-in with the Nintendo 64 release of the long-awaited title. On Game Boy Color at least, Perfect Dark looks fantastic. Featuring Link Cable support for two-player play, infra-red support for transferring game data, a rumble device in the cart and Transfer Pak support, this will rock! The Transfer Pak will allow you to transfer data between the Game Boy Color and the Nintendo 64. Yet another reason to get yourself a handheld!





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PROJECT: REAL WORLD

Square may have been working on three Final Fantasy titles, a driving game, a baseball sim and other exciting PlayStation 2 games, but somehow they have managed to squeeze into their work schedule the development of a remarkable PS2 title. That title is called Project: Real World and it promises to be quite revolutionary indeed. We all spend time on the internet, or have at least experienced what it's like. Chances are, we've also used ICQ or similar messaging programs where you can type into a box and chat with friends in other countries in real time. Of course, there's always been the stumbling block of language, so that if you can only read and write English, then you're only going to make friends with English-speaking users. Project: Real World will change all that, and goddamn - it's on a console! Using the PS2 broadband network access which should be up and running sometime in 2001, Project: Real World will allow users from any country to meet and chat online with anyone else using the same service, regardless of language barriers. Thanks to a universal translation program in the code, Project: Real World will conveniently translate at both ends into the users' respective languages - in real time. Suddenly, all language barriers are demolished, and you're communicating with someone in Alaska, Nigeria or Japan in your own language.

The variety of uses however, are so much more impressive... as this is broadband, you could watch live web TV and have any text on the screen automatically translated for you. Amazing. Square have set up their Play Online service which will host a number of games for PS2 users (Final Fantasy XI for instance) and also be the server for Project: Real World if the development pans out to be successful.

Whilst the title is not 100% confirmed (as the testing process may uncover some fatal flaws in the design), Square are doing their best make sure that this becomes a reality... and we can't wait.

SQUARE



PlayOnline™

PlayOnline

DICK SMITH ENTERS CONSOLE WAR

Australia's beloved entrepreneur, Dick Smith, has boldly decided to make in-roads into the games industry with his own home videogame console. After successfully marketing a Dick Smith personal computer range in the Eighties, it seems the move is now on to challenge the PlayStation 2, Dreamcast, Dolphin and X-Box with the Dick Smith "Millennium Mate". The Millennium Mate will be stocked in most supermarkets alongside Dick's new food range, and features a powerful 128-bit processor and 3D graphics chip developed by Dick Smith himself. Design of the console reportedly has a small embossed Dick Smith head on the top of the CD lid, much in the same place as the Dreamcast has its logo. Australia finally has it's own gaming console... well we may have to wait until it's available for release in the year 2004, but hey, it's from the electronic Dick!



MICROSOFT GAMESTOCK

By the time you read this, Microsoft will be wrapping up their yearly Gamestock where they show off all their new games, peripherals and other software. Hyper will be heading over to Seattle to be there, where we will be rounding up all the info and bringing you back a full report on upcoming titles from Digital Anvil like Starlancer and Freelancer, plus the latest info on Microsoft's Windows Millennium Edition and their in-house games titles. If we're lucky there may even be an announcement on the ultra-secret X-Box console! At this stage Mr. Gates is being pretty tight-lipped, but we should be able to bring you the full story next issue...



Yes, the Dick Smith console is our little joke, but it's true that he's started his new food range, much like Paul Newman. There are even Dick Smith matches called Dickheads. We're not kidding! Keep an eye out for these products because the money you spend on them goes to charity. (Dya Dick!)



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WINDOWS 2000 – PROFESSIONAL EDITION

PLATFORM: PC

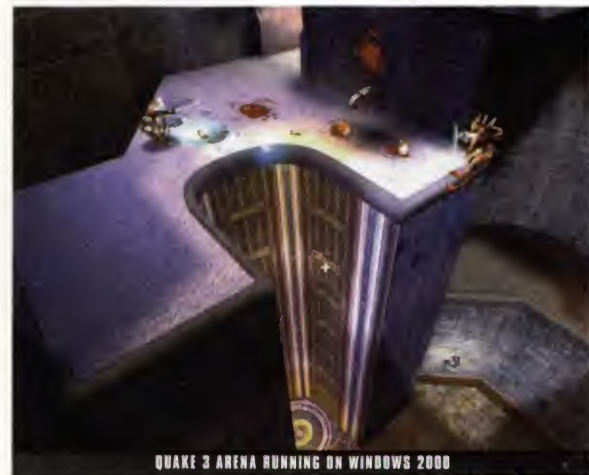
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Despite its name, Windows 2000 is more of an upgrade from the Windows NT operating system than the next step for Windows 98. The average gamer running Windows 98, probably has no real need to upgrade to Windows 2000, as it is primarily aimed at businesses, SOHO users, those running servers and other high-end systems. The main improvements in Windows 2000 are to security, networking, troubleshooting, reliability and

internet functions which aren't paramount to gamers just looking for a stable and efficient OS upgrade. Whilst it's obvious that upgrading to Windows 2000 would be an improvement regardless of whether you are running Windows NT or 98 at the moment, the benefits for gamers are small and in some cases upgrading to Windows 2000 can even have adverse effects on your games performance. Gamers are advised to wait until the Microsoft Windows Millennium edition is released mid-way through this year. However, anyone with a fairly recent PC (read high-end) should find that Windows 2000 is a faster and more reliable operating system. True, it's a resource hog, so you will need 128MB RAM to run it comfortably, and if you're using anything less than a P200,



QUAKE 3 ARENA RUNNING ON WINDOWS 2000



Microsoft

Windows 2000 Professional

Microsoft

you may find that it's just not as efficient as sticking to Win 98.

On installation, Windows 2000 will run a compatibility check with your hardware and in most cases you'll find that something in your PC will need an upgrade of some kind before it will function correctly with Windows 2000. Annoying, but you'll have to download a variety of patches to ensure that



everything will "know" how to run under Windows 2000. Once you're up and running, you'll notice that the GUI is a little slicker and more compact than before, with a lot of functions being tidied up neatly into the control panel. DirectX 7 is embedded in Windows 2000, and anyone with a decent PC should notice that games which ran well under Win 98, run just as well under Win 2000 as you would expect. However, some older games may not work at all, as they won't recognise the OS, but hopefully this

should be a rare occurrence. Another problem could be with drivers, as not everything in your PC may run with Windows 2000 as it is. Also the Windows 2000 drivers (especially the video drivers) are currently fairly poor and in most cases will create a drop in performance with some 3D intensive games. But if you're a gamer, you don't want to upgrade to Windows 2000, it is that simple. Stick to Windows 98 until the Windows Millennium edition is available, and you'll be upgrading to an OS which is designed to boost gaming performance and compatibility. Millennium will have DirectX 8 at its core, plus a few aesthetic changes and is the only upgrade you need to worry yourself about. Leave Windows 2000 to the corporate users.

XTERMINATOR DUAL CONTROL

PLATFORM: PC/MAC
 DISTRIBUTOR: GRAVIS
 R.R.P.: \$99.95



Gravis are back with a host of new peripherals for your PC and Mac, and the Xterminator is leading the pack with its unique features. Designed for two-handed control, the Xterminator is aimed at providing gamers with an accurate controller for 360 degree gaming in 3D as it provides both joystick and simultaneous D-pad function. The Xterminator is fully programmable, supports USB input and is pretty darn comfortable to hold for those lengthy gaming sessions. Your left hand simply rests on the wide base, with your thumb controlling the d-pad and your fingers resting neatly on the buttons and throttle. It always takes a while to settle into one of these "3D" controllers, but with some games you'll never turn back and use the standard mouse and keyboard set-up. It really does depend on the game to know whether the Xterminator is right for you. For instance, the control stick comes packed with the first person shooter Tribes, which we actually don't think is terribly suitable for the controller. However, it's a great game, so considering it's packed in with the Xterminator for \$99.95, that's excellent value and you'll probably find that the controller is perfect for mech sims, space-combat games and other shooters. Check it out.

TOP DRIVE REACTOR

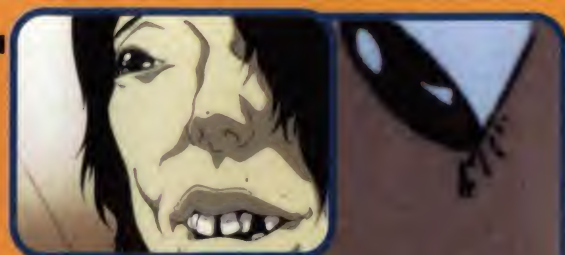
PLATFORM: PLAYSTATION
 DISTRIBUTOR: LOGIC 3
 R.R.P.: TBA

The Top Drive Reactor may look like a blender, but it's actually a bizarre racing controller, which despite its unique look, is compatible with all the current games out there. The controller features an "Electronic Dynamic Centering" device which is basically like a form of force feedback where the wheel fights against you as you try to steer around corners for a more realistic experience. It has analogue controls for steering and braking, and a total of ten buttons overall – including the start and select buttons. You can adjust the sensitivity of all the features in case you prefer the controller to react a little differently to your playing style too. Our advice is to hunt one down and try it out in the shop to see if it's something which will improve or hinder your gameplaying. It's unique, that's for sure.





PERFECT BLUE



CATEGORY: Suspense/Thriller

PRODUCTION COMPANY: Rex Entertainment

ANIMATION: 8

PLOT: 10

JAPAN-NESS: Low

OVERALL: 9

course of her career change, she discovers a fansite called

clever literary device, Perfect Blue is memorable for being both intelligent and not being afraid to push the limits of conservative values.

It's been quite a while since we've been able to sit down to a good 'mainstream' anime feature film. Perfect Blue is, for the time being, the perfect film to fill this void.

Mima's Room, which tells the details of her everyday life to disturbingly accurate detail. She's being stalked. And her efforts to avoid her stalker take a serious toll on her life.

Perfect Blue tells the story of Kirigoe Mima, a singer in a B-grade J-pop group called CHAM who decides to become an actress. She earns a small part in a mini-series called Double Bind, a psychological thriller/murder mystery that's similar to Silence of the Lambs. During the

A word of forewarning: Perfect Blue is not for the weak-minded. It's the kind of psychological thriller that leaves a mark on your mind, similar to a Hitchcock film. Whether it's the use of a shockingly realistic rape scene, or the use of said scene elsewhere as a

With an all-star production crew that features names like Katsuhiro Otomo (Akira, Memories), Hiroaki Inoue (Tenchi Muyo) and Satoshi Kon (X), Perfect Blue benefits not only from a great story, but also incredible cinematic direction and execution. Perfect Blue is, with perhaps the exception of the more child-oriented Princess Mononoke, the best anime film for the year. ■



ANIME AND THE DVD REVOLUTION

No doubt everyone would have noticed that DVD is slowly taking up a larger space on the retail shelves, and make no mistake — it's happening to the anime industry as well.

English, it means you can watch your anime dubbed, subbed, or even in raw Japanese! The special features options also opens up the possibility of including production notes, behind the scenes, trailers, and so on.

yet to catch on to the DVD format in any serious way as yet, with only titles like Sonic the Hedgehog available. Overseas, however, classic titles like Ghost In The Shell, Ninja Scroll, Macross Plus, LA Blue Girl, and Revolutionary Girl Utena are already available. Current favourites like Escaflowne and Cowboy Bebop are already on the way. With any luck, the industry will pick up locally, and it'll be a viable format for every anime fan (and not just the hard core) to get into. ■

WHAT ARE THE ADVANTAGES?

The practical advantage of the DVD format is the large of information it can store — and from that there are numerous flow-on benefits. Large OVAs like the Record of Lodoss Wars, for instance, can be fit on to two DVD discs, with enough space for alternative audio tracks and special feature options. In

The other main drawback is the fact that unlike VHS, this format will never degrade with each screening.

WHAT ARE THE DRAWBACKS?

Aside from having to purchase a DVD player for your PC or a stand-alone unit, there's nothing much going against it.

The local market has

TOP 5 ANIME DVDS

AVAILABLE ON IMPORT

1. Record of Lodoss Wars
2. Serial Experiments Lain
3. Ghost in the Shell
4. Tenchi Muyo
5. Ruroni Kenshin



All import videos supplied by The Cartoon Gallery, QVB, Sydney. Their website lists over 2,300 anime items. Phone: (02)9267-3022 <http://www.cartoongallery.com.au>

SEGA

TIM LEVY

JUNGLE

safari



After working as an animal poacher for a decade, shooting elephants to make umbrella holders from their feet and keyboards from their tusks, killing lions to make floor coverings for your den and blasting a zoo full of other creatures to create charisma-enhancing fashion items, you accidentally became a Buddhist and realised that you had accumulated thousands of bad karma points. Unable to deal with a guilt-laden existence, you decided to use your animal tracking skills for good instead of evil in the hope that one day you would be re-born as a kind-hearted supermodel instead of a shit rolling dung beetle.

After the unexpected success of Crazy Taxi in the arcades over the past few months, Sega decided to continue the "drive anywhere" racing theme by trading in the streets of San Francisco for the plains of Timbaviti. You now take on the role of a park ranger whose job it is to catch (a.k.a. save) animals in your jeep with a rope and net gun so that you can relocate the animals to happier hunting grounds.

The game begins. In the distance are some little animals. They are little because they are far away. So you break out the binoculars and realise that they are gazelles. Gunning your jeep towards the gazelles at top speed (you can track their movements and range in the radar), you finally reach rope-shooting distance (the animals flashes). Taking careful aim, you fire your rope gun, and if you successfully lasso the target, you

begin to wind the animal in with the power winch. After successfully winding and not snapping the rope (see the rope snap-o-meter), you finally use your net gun to ground the panic stricken creature. After capturing your first creature, you repeat the cycle till you have the prerequisite number or type of animals (lions, tigers, hyenas, ostrich, giraffes, elephants or zebras) for that stage or till you run out of time. Sounds kind of easy right? But no, as the game progresses, the animals become more wily and obstacles start to get in the way, including animal types that you have already caught. So will this game take off like Crazy Taxi? Probably not. The environment you drive in is not half as exciting. But the fact is that it is very challenging in the higher stages and quite rewarding to down your first elephant or lion. Yes, Jumbo Safari is a strange concept for a game but also strangely addictive – so check it out. ■



8/10

KONAMI PERCUSSION freaks (a.k.a Drum Mania)



After reviewing Guitar Freaks a few months ago and making some lame jokes about bringing out other "freak" games such as "triangle freaks" and the multi-player "symphony orchestra freaks", some of the creative types at the Konami Research and

Design Centre have decided to build on the joke and release a drumming simulation.

The game plays exactly like Guitar Freaks (i.e. activate the correct keys/drums in time when the colour coded vertically progressing bars reach the bottom of the screen). If you play on time you will be rewarded with "cool" to "bad" ratings. If you play well enough, you are able to choose another track to drum along with.

All the six drums you would find in any pro level drum kit are here. There is the hi-hat, snare, high and low toms, cymbal and of course the kick drum. Fortunately, there are 3 modes of play with practice, normal and the excruciatingly hard "real". If you haven't played drums before, then definitely choose practice. If you are able to conquer the "real" mode then you probably would do a good job at the drums in the "real" world.

So not only is this a good game, but better still, it is a learning experience which will make you realise that it will take ages to learn the drums properly. So if you ain't got the time, co-ordination or garage space - try a drum machine and sequencer. ■

N.B. Stay tuned for the release of Keyboard Freaks! (No we're not joking).

8/10



WIN PLANESCAPE TORMENT for PC!

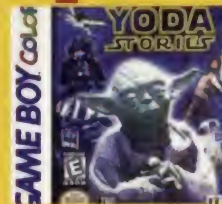
Interplay and Black Isle have done it again with Planescape Torment — another cracker of an RPG that has had half the Hyper crew sitting up until dawn, heads glued to the PC monitor with dumbstruck grins on their faces. It's just cool. Set in the official AD&D Planescape world, there is so much depth to the characters and story that you won't need another RPG for weeks and weeks. Interplay have been kind enough to deliver five fresh copies to our office to give away to the PC users amongst you. To be in with a chance to win, answer the following question...

What is the name of the floating skull who follows the main character around in Planescape Torment?

Whack your answer, along with your name and address, on the back of an envelope and send it to — GIMMIE FREE RPG, HYPER, 78 Renwick St, Redfern, NSW 2016.



WIN huge game boy packs!!



Wow, there seems to be a never-ending stream of cool Game Boy and Game Boy Color games coming out all year round. Thanks to GT Interactive, we have put together five awesome Game Boy packs featuring four of the latest THQ titles to hit the shelves. Check out this bundle of gaming goodness from games publisher THQ — FIFA 2000, Micromachines, Yoda Stories and NHL 2000! These are four great Game Boy titles that you must have! We have five packs containing all four Game Boy carts to give away to you, our loyal readers!

To be in with a chance to win a pack, answer us the following question...

Is Nintendo's next handheld most likely going to be called the... A)

Game Boy Advance; B) Game Boy Kitten Alpha EX Turbo; C) Game Man; D) Game Girl?

Put your answer on the back of an envelope with your name and address and send it off to — GAME BOY OH BOY, HYPER, 78 Renwick St, Redfern, NSW 2016.

Entries close March 27th.

Try diplomacy first.

AVALON HILL'S Diplomacy

You can always invade them later.

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



CD-ROM

MICRO PROSE



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THE SIMS

It's one of those rare games. One of those rare games that results in Hyper going late to the printers, in Cam losing track of the last time he had a shower, in Eliot wasting away whilst trying to live on eating the fluff out of his belly button. Yes... well. The Sims has an official website that is a must-see. Here you'll be able to download stuff for the game and find out about all sorts of features and aspects to the gameplay you haven't yet discovered. Enjoy!
<http://www.thesims.com/>

TEAM 17

Probably the most common sight here in the office, is the scrambling pack of Worms Armageddon freaks racing to the games room every day. Yes, those N64 Gamer boys don't seem to do anything else. Actually, they make my life hell, but that's another story. In the meantime, travelling over to the Team 17 website is a cool idea. There are worms there and other things...
<http://www.team17.com/>

BLACK ISLE

The team at Black Isle have proved themselves to be masters at making fantastic RPGs — Fallout 2, Baldur's Gate and now Planescape Torment! Their website will keep you up to date with patches for their latest games, as well as provide you with a good forum for discussing the puzzles and aspects of the storylines...
<http://www.blackisle.com/>

PLANET BATTLEZONE

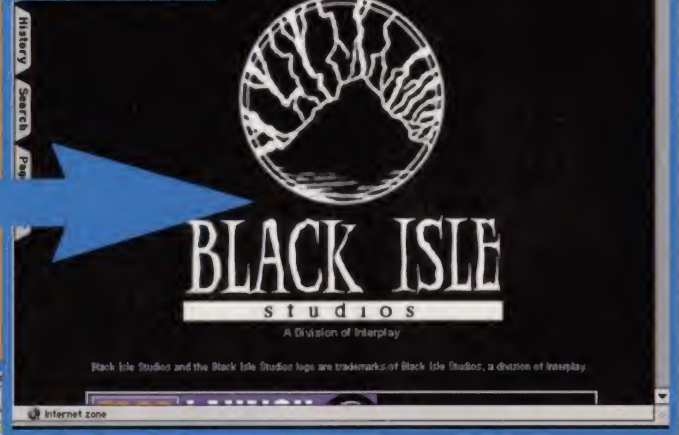
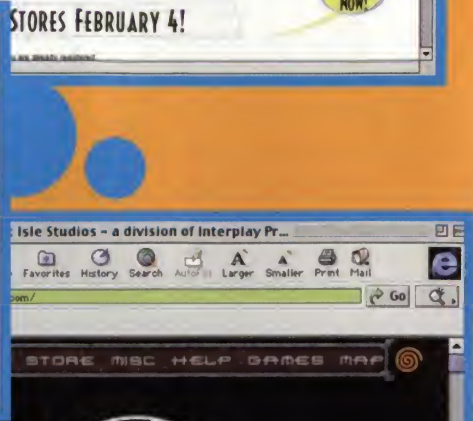
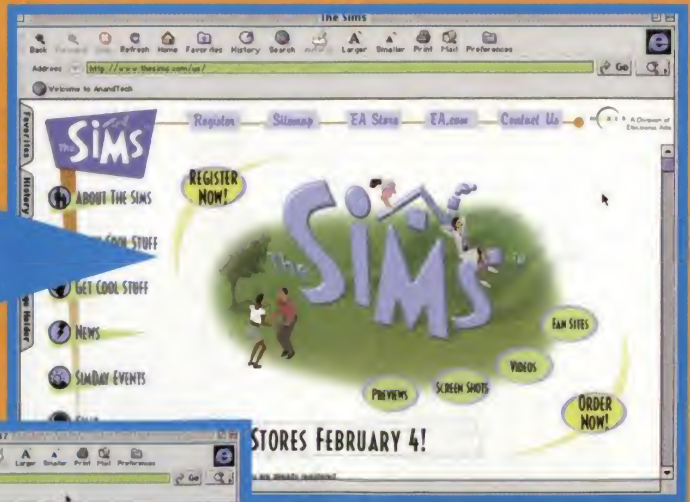
For strategy tips, patches, cool stuff like wallpaper, help with editing, forums and all sorts of other stuff related to the Battlezone universe, take a look at this very slick site. Damn, this is one pretty-looking game!
<http://www.battlezone2.com/>

FILE PLANET

After stumbling through Planet Battlezone, we discovered File Planet. If you want to download the latest game demos but don't know where to start, start here. If you want the latest patches for your games, but don't know where to look, look here. It's all designed in a really nice clean fashion so you can find what you want... fast.
<http://www.fileplanet.com/>

POLYPHONY

It'll probably help if you can read Japanese, but here's the website of Polyphony, the creators of the Gran Turismo series. Still, there's a small bit of nice Flash to look at, and if you're a fan of the series it's certainly worth poking around here.
<http://www.polyphony.co.jp/>



QUAKE ARENA 3 VS UNREAL TOURNAMENT

© Elliot Fish

THE DEBATE RAGES AS TO WHICH GAME IS BETTER. HYPER DECIDED THAT THE ONLY WAY TO DECIDE, WAS TO ANALYSE THE MOST IMPORTANT ISSUE: THE GIBS!



Well, we all know that Quake began the gib phenomenon. It was the transition from the flat 2D graphics of Doom 2 to the chunky 3D polygonal monsters which could explode in a shower of red blocks. You could even see the head of your opponent flying through the air, spraying an arc of brilliant red. When Quake 2 hit the scene, the gibs were refined. These broken chunks of virtual flesh were smoother, fleshier and could be shot at until they burst into smaller pieces! If a body flopped to the ground dead, you could run up to it with your shotgun and turn it into pizza topping. Mmm. Now we have the glorious gib-fest which is Quake 3 Arena. This, my friends, is gib city. Players now literally explode in a mass of lumpy, bezier-curved gibs (okay maybe they're not bezier curved) and a fine, slow floating shower of blood. The variety of different player models result in a more entertaining gib. Railing an Orb through the head as it floats through the air off a jump pad, and bathing in a shower of its red pixels is a pure joy. The gibs in Quake have always been spectacular. They've never tried to be realistic, instead going for dynamic combusting gibs to reward you for your accurate shooting. Grab the Quad and delight in the messy spectacle that you're able to create! Quake gibs win points for being colourful, showy and of course the original gibs.



When Unreal hit the market, we wowed at its lovely visuals. Epic had created some gorgeous creatures, but unfortunately they didn't gib very well. Sure they spurted blood here and there, but there was none of the firework-style gibbing as we'd seen in Quake. With Unreal Tournament, Epic have ensured that their gibs are up to scratch. We have spinning limbs and flying heads, splatter and goo and some very satisfying kill animations. One thing Unreal Tournament has going for it, is the zero-gravity levels in which you can appreciate your gibs for longer than is usually allowed. Body parts happily float past your head so you can fully appreciate your handiwork. The gibs are top notch, though not quite as blood-gushing as they are in Quake 3 Arena. Still, we're pretty happy with the result of half-a-dozen rockets splattering into a small group of unknowing players. At this point, we are thinking that Quake 3 Arena and Unreal Tournament both have some pretty healthy claims to "best gibs". Of course, then we took a look at Activision's upcoming shooter, Soldier of Fortune...

THE FUTURE OF GIBS

Soldier of Fortune, the next shooter from Activision, has some of the most realistic and gory gibs we have ever seen. They're not cartoon-style explosions of meat like in Quake, and they're not full of scattering limbs like in UT. Soldier of Fortune depicts guts hanging out of stomachs, it allows you to get up close and systematically blow various body parts off your already dead opponent. It's clear that when we finally review Soldier of Fortune, we'll have to make sure we don't eat beforehand...



multiplayer mode

»» MATT WHEELER

the changing face OF MULTIPLAYER

It looks like some developers have noticed the multiplayer component of titles like Rainbow Six: Rogue Spear and Starsiege: TRIBES becoming run-away successes. It also looks like someone noticed game modifications like Counter-Strike for Half-Life, Team Fortress for Quake and Action Quakez becoming more popular online than the deathmatch mode of the game they are made for. What led me to this observation? Simply, because of the stunning variety of quality multiplayer games coming out this year.

Starting with Team Fortress 2, which should stun the fans of present classics Team Fortress and Counter-Strike. With an array of practical, fun, logical and new features, TF2 will reinvent the way gamers think about online First Person Shooters. Without going into too much detail, this class based, team orientated war simulation seems to have the legs to grab a massive share of the online gaming market. What new things does TF2 bring to the table? Try bots that learn, built in ICQ-style friend browser and radically different player classes. Classes such as a team leader, called a Commander, who views

the battlefield from above, as common to Real-Time-Strategy games, this person is able to plan battles and give orders. Get set for this one to shock a lot of people with its quality.

It's hard for a developer not to fall into the trap of making a game in a genre, and duplicating all the common traits of that genre. Planet Moon Studios have never made that mistake. This is the team responsible for MDK (Murder, Death, Kill), they are currently putting together a 3D-real-time-action-strategy game called Giants: Citizen Kabuto. This phenomenally beautiful game is original in so many aspects, its storyline is — to say the least — original and the gameplay is startling. It all revolves around an exotic world deep in the centre of a gigantic nebula, the combatants are three races, the Sea Reapers, magical and ethereal women. The Giant, Kabuto is the planet's second member, who was created by the Sea Reapers, but now has his own agenda. The third race, the Meccaryns, a space-bound species looking for a place to repair their ship. When it comes down to gameplay, these races are vastly differ-

ent from each other, Kabuto being 30 times larger than a Meccaryn, but probably 30 times slower. This will provide extremely original gameplay when put to the multiplayer test. This is one that's, well, sure to make some people take a second look.

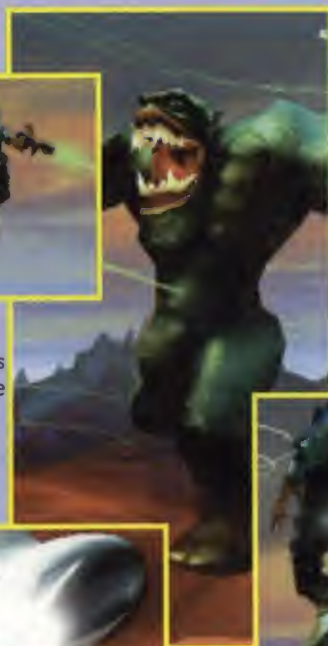
These twists, enhancements and sometimes radical departures from the norm are sparking an incredible buzz in the industry about a year filled with games that are bringing something new to the arena, rather than trying to perfect an existing feature set. Sure, some may not work out, but when they do, it makes it possible for game companies to create entirely new markets where none existed, and that's a big payoff for the risk. TF2 and Giants are a mere tiny sample of what's

in store, there are numerous others that are doing the same thing, Warcraft III from Blizzard and Halo from Bungie are another two games that will wreak havoc on what gamers will expect in the future. It's definitely something to look forward to. Trust me.

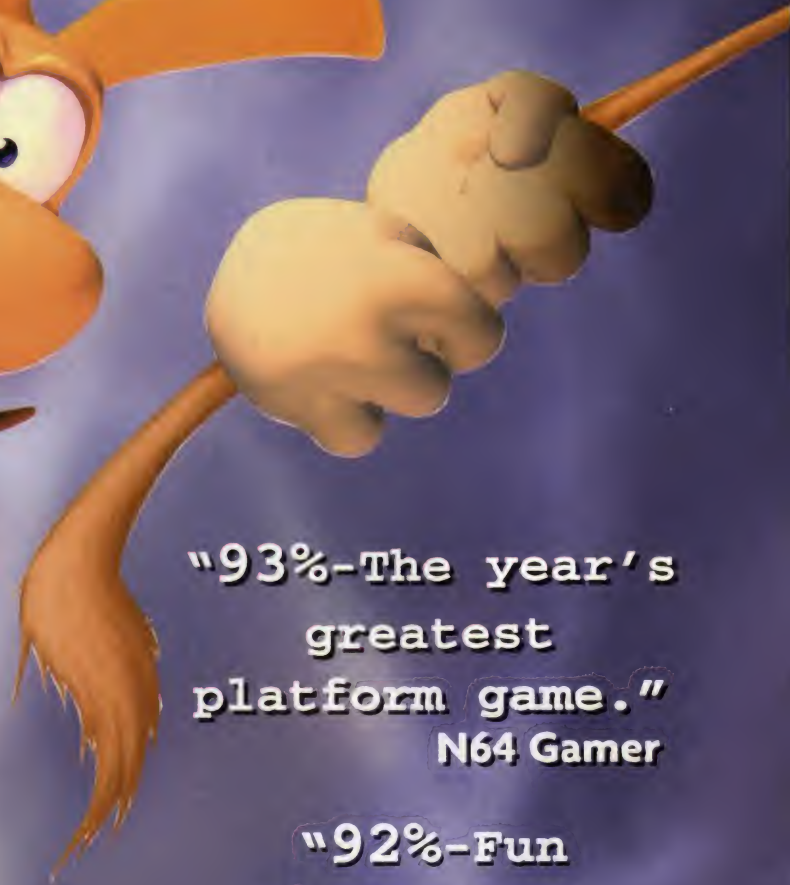
www.sierra.com
www.planetmoon.com

Local Ultima Online server!

Oceania joins the other Asia Pacific shards Formosa (Taiwan), and Balhae and Arirang (Korea). This brings the total number of UO shards in our region to 4. This is twice the number of shards that Europe has! You can also pick up the Ultima Online Discovery Edition if you want to experience this awesome online RPG for the first time — locally!



GET READY
TO BE
BLOWN
AWAY



"93%-The year's
greatest
platform game."
N64 Gamer

"92%-Fun
characters,
great graphics,
excellent
gameplay."
NMS

OUT
NOW



RAYMAN 2

THE GREAT ESCAPE™

REALITY SUCKS - RAYMAN ROCKS

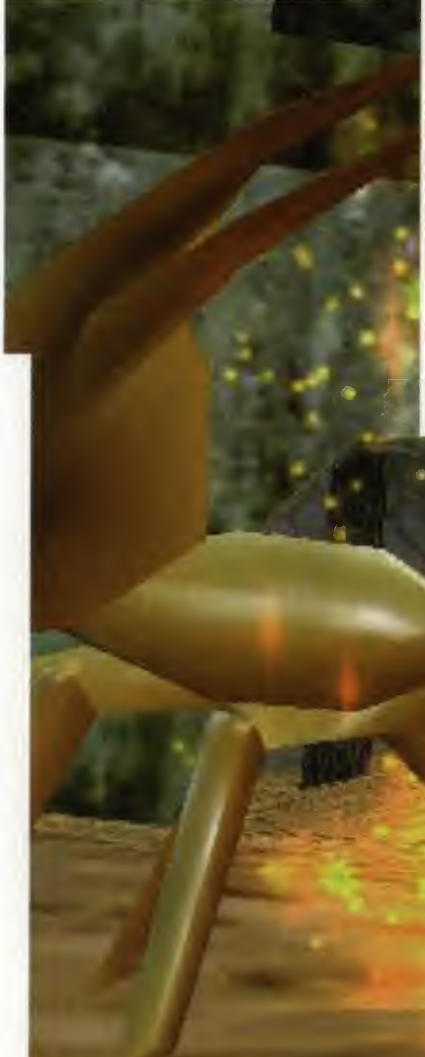
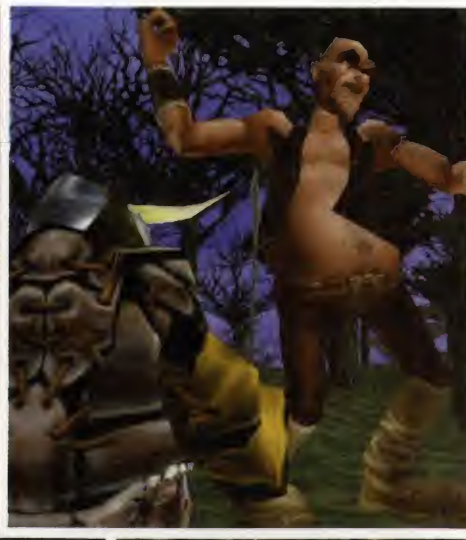


tel: 02 9362 1414

www.rayman2.com

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eye candy



EQ3

Everquest: Ruins of Kunark

PC
VERANT INTERACTIVE

Everquest was responsible for Hyper contributor Adam Duncan growing a beard at one stage, due to the fact that he didn't leave his PC for about 3 months. The Everquest expansion, Ruins of Kunark is on its way, so we're putting some money aside to buy Adam an electric shaver. Just take a look at how gorgeous this game is looking! The game features an all-new continent, an enhanced 3D engine and 20 new adventure zones. Sweet.



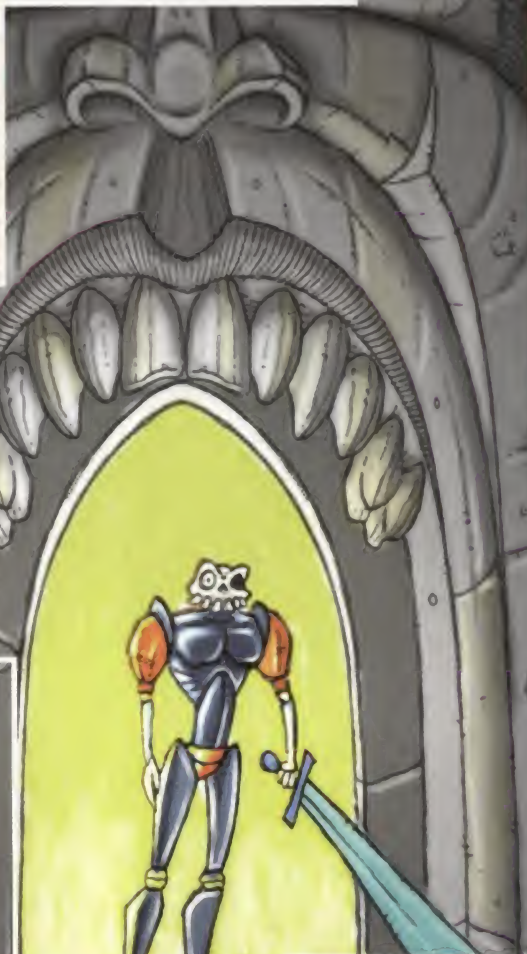


MediEvil 2

PLAYSTATION

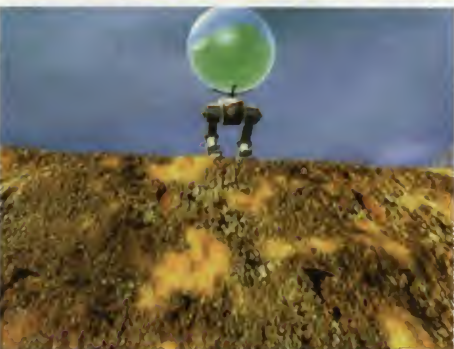
SONY

Dan is back! No, we don't mean our old beloved Editor, Dan Toose, we mean Dan Fortesque from MediEvil. He's back because there's a new adventure at hand! MediEvil 2 looks even better than the first, so if you enjoyed the ghoul-tonking action, then limber up for more. Check out the pretty colours! Wheeee!



mediEvil 2





Substance

PLAYSTATION 2

TREMOR

Looking almost like footage from *Starship Troopers*, *Substance* from developer Tremor has the sort of graphical "wow" that we kind of expect from a next-gen machine like the PS2. This is a sci-fi shoot 'em up where you have to annihilate your enemy and collect as much "substance" (a green powerful goo) as possible. We look forward to getting this "substance" all over our PlayStation 2 consoles!



HYDRO THUNDER

burn water.



DANGEROUS WHEN WET!



Dreamcast



Dreamcast

MIDWAY
www.midway.com



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JEDI POWER *battles*



i PLATFORM: Playstation/Dreamcast
AVAILABLE: April
CATEGORY: Fighting
PLAYERS: 1-2
PUBLISHER: LucasArts

WOW-O-METER



May the Force be with them. After *Masters of Teras Kasi*, the disappointing PlayStation Star Wars fighting game, LucasArts have got a lot to prove. *Star Wars: Episode One – Jedi Power Battles* not only has one of the longest titles known to the PlayStation library, but it's LucasArts' chance to show the world that they can make great PlayStation games if they really try. Even better news is that *Jedi Power Battles* will be released on Dreamcast also – with the graphical improvements we would all expect. As it stands on PlayStation, *Jedi Power Battles* is

definitely a game anyone who has seen the *Phantom Menace* would be looking forward to immensely. As soon as we found out that two players can team up and fight Darth Maul, we were itching to get our hands on a copy... luckily, LucasArts were kind enough to send us an unfinished version of the game to preview.

BE MINDFUL OF THE LIVING GAMEPLAY

Surprisingly, *Jedi Power Battles* isn't the "fighting game" that many sneak previews have led us to believe. It is in fact, more of a classic side-scrolling beat 'em up platformer like the good

WHAT WE'D LIKE TO SEE

There's a huge Jedi Council, but only a handful are playable in the game. It would be nice to have the opportunity of choosing from all of the Jedi.

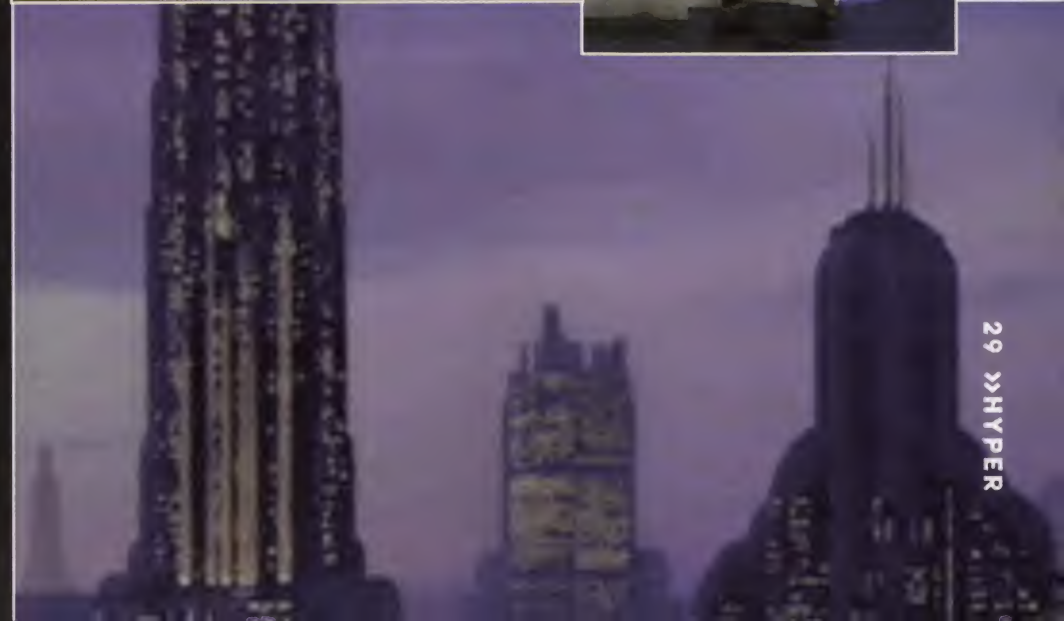
Imagine playing through as Yoda!

old days of Super Star Wars on the SNES. Choose your Jedi (in the version we played you could be Obi-Wan, Qui-Gon, Mace Windu, Adi Gallia and Plo Koon) and then travel across all the familiar landscapes from the Phantom Menace, striking down your foes with your trusty lightsaber. The levels pretty

much follow the course of the film, and you'll find yourself leading Anakin back to the Queen's ship or fighting Darth Maul in the Theed Palace Core. The game initially looked kind of like the Phantom Menace adventure which was released a few months back, but from a closer camera perspective. However, you soon realise that the gameplay is quite different. At first you may only know how to hack at a droid with your saber, but you'll soon be learning combos and mastering Force moves. Just like in the film, the combos you perform are like the complex lightsaber tricks the Jedi pull off to both look cool and shred their enemy. With a simple double-tap button combo, Obi-Wan does his flashy striking move with the blind behind-the-back reverse thrust which had us cheering in the theatres. The jumping animations are also cleverly very similar to how the actors looked when performing their super-jumps in the movie.

FEEL THE GAMEPLAY FLOW THROUGH YOU

Speaking of Super Jumps, there is quite a bit of gameplay in Jedi Power Battles which reminded us a lot of Super Star Wars, and it seems that LucasArts have decided to try and make a kind of 3D version of these classic old games. We're not sure yet how well it really translates into 3D, but it's nice to see a return back to some good old mindless fun gameplay. It must also be said, that the levels in Jedi Power Battles are incredibly huge, and you'll find yourself progressing through the streets of Theed amazed that it just keeps on going and going, with the camera sometimes panning around to a new perspective. Bosses are scattered throughout the game also, so you're not just wading through a sea of battledroids the entire game. Two players can jump in and play a co-operative game, which is always lovely, as you can perform your Jedi double-teams on Maul across the thin walkways in the palace core straight from the climax of the Phantom Menace. Jedi Power Battles should be finished really soon, so a big review soon!





SHENMUE

chapter one

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PLATFORM: Dreamcast
AVAILABLE: October
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Sega

WOW-O-METER

The hype for Yu Suzuki's post-Virtua Fighter masterpiece has been huge. Once known as Project Berkley, it has been in development for almost five years now, with around 200 people working frantically on it in its final stages. Indeed, even with the resources that Suzuki was able to muster for the project, the game and its storyline are so ambitious that Sega have been forced to split the game into two parts. Now that Chapter One is out in Japan, we locked Kevin Cheung in a room until he'd finished the game, so that we could get some accurate first impressions.

Shenmue is set in the late '80s (could they pick a worse time to set the game? Stone wash jeans and mullets are behind us — let's leave it that way dammit!), with the central character being a teenager named Ryo Hatzuki. After his father is killed by gangsters, and a jade medallion is stolen from his family home, Ryo decides to search for the gang leader — Souryuu, and to uncover the truth behind his father's death. Just in case you don't know who Souryuu is, he's the evil looking dude on the opposite page, who also happens to have the most awesome outfit ever seen in a game. Anyhow, revenge on his mind, Ryo discovers that his father's death is only the tip of the proverbial iceberg. Similarly, Chapter One is only a small slice of the epic adventure that is sure to unfold.

DO Y'ALL KNOW WHAT TIME IT IS?

Yu Suzuki has described the gameplay in Shenmue as FREE (Full Reactive Eyes Entertainment), and in this sense the game doesn't disappoint. The interactivity of the environments is stunning, and the world really does feel alive and bustling. The amount of detail on every level in the game is quite an achievement. Shenmue's world imitates real life cycles, such as day and night, the need to eat, drink and sleep, and hopefully in the next chapter, the need to get busy! From what we've seen, these realistic touches have been executed flawlessly. Not

only does the gameworld gradually move through the stages of each day (with spectacular effectiveness — just watch the shadows morph), but all the game's characters go through their own individual daily routines as you would expect. Follow one around, and you may see him get up, go to work, have lunch at a local eatery, then pack up and go home at the end of the day. Thus, time of day plays an important role in the game. Depending on what a character is up to, you'll get a different response. For instance, trying to extract information from someone who's stressed and late for work is a lot harder than talking to them later in the day when they're relaxed.

The attention to detail doesn't stop there either. Suzuki's development team thoroughly researched the world of 1986/87, to ensure that everything looked, felt and tasted just as it should. They also modeled 1200 locations for the game, right down to the tiniest details.

FORKLIFT RACING... DOES IT GET ANY BETTER?

As far as gameplay goes, Shenmue incorporates action sequences and mini games into what is still essentially an RPG. The variety is quite impressive — you'll be forklift racing, beating up opponents in real time fight sequences, racing motorcycles, playing classic arcade games, and even playing darts in the pub.

The biggest question regarding Shenmue's gameplay, however, involves the action sequences that are essentially on rails. The player is merely prompted to press buttons at the correct time to pass. These are quite prominent in the game, but not necessarily such a bad thing. First of all, there are still real time fight sequences that require skill and special moves to win. Second of all, these sequences are incredibly fluid — something that simply could not have been achieved with greater player control. As it stands, these sequences are basically cut

scenes with limited interactivity. For my money, I'd prefer to have some control over none, and the stylishness with which these sequences are executed is admirable.

So, is Shenmue the innovative and genre breaking game it has been hyped to be? Or is it nothing more than an interactive "avenger father's death" '80s kung fu film? Either way, the production values set new standards for the industry, and we can't wait for the Western release.

WHAT WE'D LIKE TO SEE

Umm... we actually want to play as the bad guy, Souryuu. He's got more style in his little finger than the entire cast of Bust A Groove, has the power to make things happen, and sure beats playing as some kid in tight jeans and a dodgy leather jacket.





IN COLD BLOOD

PLATFORM: PlayStation
AVAILABLE: TBA
CATEGORY: Action/Adventure
PLAYERS: 1
PUBLISHER: Sony

WOW-O-METER
 Gee, the launch of the PS2 sure isn't slowing down production of slick new PlayStation games... In Cold Blood is an action/adventure on the PlayStation with a story written by professional scriptwriters for that true Film Noir atmosphere!

This is a tale of espionage set in the near future, with the gamer taking the role of John Cord, and M6 special agent on a mission in Volgia — a small former republic of the USSR. Of course, his routine mission takes a turn for the worse...

A WEALTH OF STEALTH

In Cold Blood, besides having a very cool title, also shares gameplay similarities with a variety of great games of the past. We can see Metal Gear Solid, Flashback, Alone in the Dark and Broken Sword all being influences on this more action-based adventure.

It's nice to see a PlayStation game with the maturity of a Hollywood thriller again, and it's the atmosphere in In Cold Blood which will really suck you in.

The game features roughly 9 different missions, although it may take longer to get through than you think, because there

are adventure and puzzle elements to be tackled after all. That's 9 missions over 2 discs! The pre-rendered backgrounds look truly stunning, and the polygonal character models are smooth and nicely styled. The calibre of artwork in the game is of a very high standard, and if you could have seen all the concept art we got a look at you'd be very impressed. All you need to know though, is that there's some real style going on here — just take a look at the super detailed screenshots! The graphics feature real-time lighting which casts shadows across the folds of your characters clothing as they pass through the environment. Mmmm.

Your character, John Cord, will have access to all sorts of high-tech weaponry and gadgets too — like pulse mines, hacking units and lots of high-powered guns. There are also plenty of highly intelligent opponents to face off with, so start sharpening your skills for In Cold Blood — coming soon to the PlayStation. Big Hyper review very soon!



WHAT WE'D LIKE TO SEE

Let's hope that all these wondrous visuals don't mean loading times which would test the patience of a Saint. If the game has been put together with real smarts, we won't be sitting around for hours waiting for the next level to load...



MDK2



i	PLATFORM: PC/Dreamcast
	AVAILABLE: TBA
	CATEGORY: Action/Shooter
	PLAYERS: 1
	PUBLISHER: Interplay

WOW-O-METER

You may not know Shiny by name, but you'd definitely know them by reputation. Does a side scrolling Mega Drive game with refridgerators, flying cows, bungy jumping with snot and starring an Earthworm in a spacesuit ring a bell? Thought so! That was one of Shiny's first offerings to the gaming world, and a refreshing offering it was too. Since then, Shiny have been responsible for other offbeat titles like R/C Stunt Copter, MDK, and hopefully, in the not too distant future — the long awaited Messiah.

TRIPPY EXCURSIONS?!

Regardless of the genre or platform Shiny are working on, the result is always an interesting break from the norm — whether successful or not. MDK happened to be one of the successes. A third person perspective shooter, it featured a main character named Kurt Hectic, who tonked his way through surreal wide open levels against a freakish collection of opponents. The visual aesthetic was very abstract indeed, and the game had a wicked sense of humour. It was also one of the first 3D shooters to utilise a sniper mode.

MDK was one of those distinctive games that had Shiny stamped all over it... which is why it's a little worrying that they aren't developing the sequel.

Instead, BioWare — a company better known for Baldur's Gate than trippy excursions into acid soaked parallel worlds, are handling the title.

From what we've seen and heard, however, BioWare look like they're getting it right. MDK2 will not be a soulless enhancement, riding on the original's humour and design. Instead, BioWare are using the design and vibe of the original as jump point, and taking whatever liberties they feel necessary to craft a game that feels fresh.

HUGE AND RUDE

As you'd expect, Kurt Hectic is back, but this time you can also play as the characters that only had bit roles in MDK — Max the Cyberdog and Dr Fluke Hawkins. The missions in MDK2 are shared evenly between the three main characters, and surprise surprise... they each have different abilities! For instance, Kurt's missions will require extensive sniping and stealth, Dr Fluke's will be more puzzle orientated, and Max believes in the god of firepower and more firepower.

BioWare have also stated that MDK2 will not be a pointless blast-fest, but will have a compelling storyline that actually has relevance to the game. We've heard that one before, but we'll give them the benefit of the doubt for now. All we really know at this stage is that the Stream Riders are back and there will be four distinct environments, including a space station and a parallel alien world.

MDK2 runs on the brand new Omen graphics engine developed in house by BioWare. It builds environments using arbitrary polygons that can be animat-

ed during gameplay, as well as supporting state of the art character animation and lighting effects. As you can see from the screenshots, it's looking great, and certainly seems to retain a similar feel to the original.

Strangely enough, both the PC and Dreamcast versions of MDK2 will have identical content... including the absence of a multiplayer mode. Hmm... oh well, at least this way BioWare will be able to put all their energy into making sure the single player mode rocks. Indeed, despite the change in developer, you can expect MDK2 to be just as surreal an experience as the original, with bizarre environments, offbeat humour, huge and rude enemies, and crazy weaponry. Full review soon.

WHAT WE'D LIKE TO SEE

Well, as much as we'd love a hardcore single-player game, the lack of a multiplayer option of some kind is going to limit the long-term value of this one. Can't they think of something?



PLATFORM: Nintendo 64
 AVAILABLE: TBA
 CATEGORY: Action/Strategy
 PLAYERS: 1-4
 PUBLISHER: Activision

WOW-O-METER

Some of our more senior readers may remember the original Battlezone from the arcades in the early '80s. It was one of the first games to implement 3D vector graphics, and has rightfully become a classic. Activision reinvented Battlezone a couple of years ago as a similarly groundbreaking real time strategy/action hybrid. The N64 port of the game is nearing completion, and despite the fact that



Battlezone 2 is already out for PC, it's looking to be a very solid play.

The basic scenario of the game is very much in keeping with the PC version. You are a tank commando sent to the moon to recover and exploit a secret alien technology. In a giant global coverup, the space race was actually about getting to this technology first — not national pride. The technology is a new metal that is littered across many of the planets in the solar system — remnants from an ancient alien war that possesses amazing properties. Find a piece that was once part of a fighter plane, and you'll be able to build that fighter plane. Cool eh? In the quest to gather and control this metal, you'll travel to six different planets, gaining more and more advanced alien weaponry with which to do battle.

Battlezone: Rise of the Black Dogs is more than just a straight port of the PC title. From what we've seen, developers Climax are making all the right decisions in crafting a great play experience without losing the flavour of the



original. The gameplay has been significantly reworked, with the strategic elements dulled down a little, making the game more action intensive, and more appropriate for console release.

WHAT WE'D LIKE TO SEE:

We're hoping that the game won't lose too much of its strategic heritage, otherwise it's in danger of becoming just another mech fighting game.

DUKES OF HAZZARD

PLATFORM: PlayStation/PC
 AVAILABLE: April
 CATEGORY: Racing/Action
 PLAYERS: 1
 PUBLISHER: Southpeak/Ubi Soft

WOW-O-METER

Yeeeeehaw! Bo and Luke Duke have finally been immortalised in a videogame of their very own. Starring their muscle car, the General Lee, and all the other favourites of the Dukes of Hazzard TV show (well, Daisy in her cut-offs at the very least), the Duke boys are out to solve a nagging mystery in Hazzard County and hopefully pay off the mortgage on the farm while they're at it. The Dukes of Hazzard plays like a cross between Driver and Interstate 76 without the weapons... lots of cheesy FMV in the style of the TV show strings together a series of action sequences where you

need to drive like a complete and utter maniac. Supposedly, there are 40 different stunts you can perform with your car as you go flying off ramps, ledges, embankments and whatever else you can get a little air off with the General Lee.

Certainly, Dukes of Hazzard was fast. Burning around in the General Lee proved to be fairly hair-raising, and the relentless cop car (driven by the one and only Rosco P. Coltrane) caused some pretty spectacular collisions. Some interesting touches, like having

one of the Duke boys lean out of the window so you could shoot arrows at your opponent's tyres made for a little more variety to the pure racing action too. Gameplay seems pretty straightforward but lots of fun. Hopefully we'll relive those cheesy TV memories next issue.

WHAT WE'D LIKE TO SEE:

Lots of FMV of Daisy. Lots. Lots and lots.



PICASSIO

i PLATFORM: Dreamcast/Dolphin/PC/PlayStation 2
 AVAILABLE: TBA
 CATEGORY: Action
 PLAYERS: 1
 PUBLISHER: TBA

WOW-O-METER Picasso, despite having an odd title, is the first game we've come across which is actually being developed for all the next-generation consoles at once. Most likely making it to the PC first, Picasso puts you in the shoes of a cat burglar who's job it is to empty out museums of valuable artifacts and artworks. The developers, Prometheus Designs, haven't yet signed a publishing deal for the game, but by jove it looks remarkable. The emphasis is on stealth, much like Metal Gear Solid, and Prometheus Designs

hope that they can actually avoid including any violence in the game whatsoever. It'll all be about how well you can get in and out of the museum without attracting the attention of guards, tripping alarm systems or getting yourself killed by simply falling off the roof whilst trying to sneak around like a creature of the night. Your character will have all the tools of a modern day art thief, so you'll be packing everything from lock-picks to glass-cutters and mini-cameras. There seems to be quite a strategic element to the gameplay, with your thief having to lay traps for guards and perform actions at the right times in order to successfully complete your mission objectives. If done well, Picasso could blow away both Thief 2 and Metal Gear Solid 2 at their own game.



WHAT WE'D LIKE TO SEE:

Actually we think we'd like to see the game have a name change. We just keep thinking of some guy fiddling with his tight underpants.



spider MAN



i PLATFORM: PlayStation
 AVAILABLE: TBA
 CATEGORY: 3D
 PLAYERS: Action/Adventure
 PUBLISHER: Activision

WOW-O-METER Unbeknownst to his family and friends, our very own Eliot Fish hides a secret. A secret so deep, so dark, and so fishy that it took 13 Long Island iced teas before he confessed it to me.

It all began six years ago. Whilst attending a local seminar on the impacts of toxic waste on fish, a feisty irradiated mullet leapt from the water, biting Eliot on the nose. Feeling a bit queasy, Eliot decided to get some fresh air. As he strolled, pondering the amazing advances in the "fishy sciences", he was confronted by a gang of hoodlums. Without thinking of the consequences, and almost instinctively, Eliot dropped to the ground, clutching his neck and gasping for air. Mystified, the hoodlums simply turned

and walked away. This was the first victory for the man with super-fishy powers.

From that day on, Eliot has had an almost mystical understanding of "the denizens of the deep". Indeed, just as Peter Parker has spider-like reflexes, strength and equilibrium, spider sense and the ability to stick to most surfaces, Eliot has fish-like super memory, fish-like temerity and tenacity, and the ability to swim without coming up for air. Taking on the moniker of Lord Seafood, Eliot chooses not to fight crime, but to fight a war on crappy videogames. He simply casts his fishy gaze over the game and instantly knows whether it will "sink or swim".

Although we're disappointed that Neversoft didn't go with our idea for a Lord Seafood game, Eliot has decreed that at this early stage the Spider-Man game is shaping up well. Spider-Man

himself has enough cool abilities to translate well into a videogame, and with the team who made Apocalypse on the case, it looks like he may do just that.

Played from a third person perspective, you'll be climbing up the sides of buildings, swinging across the rooftops of New York, using your wrists to shoot goo all over the bad guys and engaging in some tasty hand to hand combat. So what's the prognosis? Well, put it this way... our spider sense is tingling!

WHAT WE'D LIKE TO SEE:

Hopefully the game won't be delayed to coincide with the Spiderman film, which is due late in 2001.

LEGEND OF

DRAGON



PLATFORM: PlayStation

AVAILABLE: TBA

CATEGORY: RPG

PLAYERS: 1

PUBLISHER: Sony

WOW-O-METER

Not content with the PlayStation having some of the biggest console RPGs of all time (namely the Final Fantasy games), Sony have been working on their own epic RPG to try and end the

PlayStation with a bang. Legend of Dragoon recently came out in Japan, just before the PlayStation 2 launched, and it seems to have stunned everybody with just how well it manages to equal the efforts of the RPG masters, Square.

SEEMS A TAD FAMILIAR...

Sure, Legend of Dragoon may steal many of the same ideas from the Final Fantasy games and re-model them as new features and gameplay elements, but it's been done so well that this really does feel like something new. One thing is for sure — Legend of Dragoon is a return to the "classic" form of RPG with magic, dragons and big shiny swords which makes a nice change from the current plethora of futuristic titles. A Dragoon is a person who had the ability to control dragons, and in Legend of Dragoon, your character can transform into a dragon with the use of Dragoon magic. This builds up as you battle, much like the Limit Break in the Final Fantasy games, and is just one aspect of the comprehensive magic system in the game. Normal physical attacks use a unique new timing system, where the press of a button can determine what sort of attack your character performs. There is a small moving icon which executes your attack almost like timing the striking of a golf ball in a golf sim. If you get it right, your character can perform extra



moves, essentially stringing together combos of attacks. There is also a counterattack system if your enemies are clever enough, but again, if you time a button press properly you can evade the counterattack and fight back with a counter of your own.

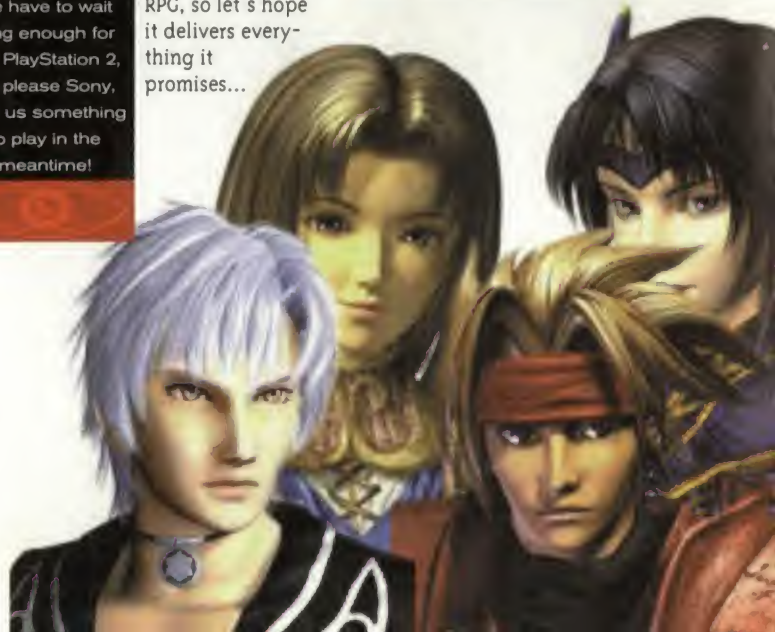
The story in Legend of Dragoon revolves around the lead character, Dart, who sets out to find the demon responsible for killing his parents. That's where you step in... whilst you control Dart on the main map much like controlling Cloud in Final Fantasy VII, there is room for you to travel with

a party so that battles can involve up to three characters against whatever hordes of evil stand in your way.

Legend of Dragoon looks like a very polished RPG, so let's hope it delivers everything it promises...

WHAT WE'D LIKE TO SEE:

We'd like to see a local release of Legend of Dragoon BEFORE Christmas this year. God knows we have to wait long enough for the PlayStation 2, so please Sony, give us something to play in the meantime!



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MARCH

- F1 World Grand Prix
- International Superstar Soccer 2000
- Mario Party 2
- Resident Evil 2
- Tony Hawk Skateboarding

GAME BOY

MARCH

- Allstar Tennis 2000
- Animorph
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- Dragon Warrior Monsters
- F-18 Thunderstrike
- F1 World Grand Prix
- Knockout Kings
- Lemmings
- Rainbow Six
- Rayman
- Tomb Raider
- Tonic Trouble
- Tonka Raceway
- Top Gear Rally 2

PLAYSTATION

MARCH

- Alundra 2
- Beatmania
- Colin McRae Rally 2
- Colony Wars: Red Sun
- Cricket 2000
- Duke Nukem Time to Kill 2
- Dukes of Hazzard
- Fear Effect
- Flinstones Bedrock Bowling
- Formula One 2000
- Formula 1 Racing Championship
- Gauntlet Legends
- Micro Maniacs
- NBA Showtime on NBC
- NHL Face Off
- Need For Speed: Porsche Unleashed
- Premier Manager 2000
- Rally
- Rayman 2
- Road Rash
- Jailbreak
- Rollcage Stage 2
- Saga Frontier 2
- Star Ixiom
- Street Skater 2
- Theme Park World
- Tiger Woods 2000
- UEFA Championship League 2k
- Urban Chaos
- World Championship Snooker

PC

MARCH

- Air War Europe
- Amen
- Business Tycoon
- C&C Tiberian Sun: Firestorm
- Championship Bass
- Cricket 2000
- Croc 2
- Dark Reign 2
- Demolition Racer
- Diablo 2
- Formula One 2000
- F1 World Grand Prix
- Lucky Luke of the Dalton Trail
- Messiah
- Metal Fatigue
- Nascar 2000
- Need For Speed: Porsche Unleashed
- Reach for the Stars
- Seeker
- Slave Zero
- Star Trek Voyager: Elite Force
- Star Wars: Force Commander
- Thief 2
- Tiger Woods 2000
- Triple Play 2001
- UEFA Championship League 2000
- Ultimate Hunt Challenge
- Wall Street Tycoon
- Wartorn
- World Championship Snooker

DREAMCAST

MARCH

- Evolution: TWOSD
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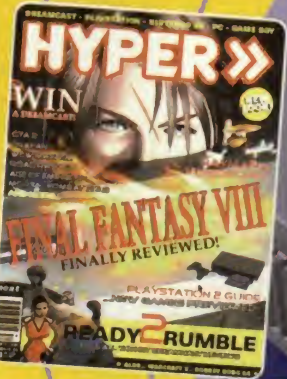


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all hail
Lord



British

*The Ultima series always manages to find a place in our top games of all time list, and Richard Garriott, AKA Lord British, is the man responsible. The Ultima games were once regarded as the ultimate RPGs, and Ultima Online has also commanded an ever-growing online populace of addicted adventurers. In celebration of Oceania, our own local Ultima Online shard which went live in February, EA have released Ultima Online: Discovery Edition. We've also just been granted Ultima IX: Ascension Dragon Edition which addresses most of the games quirks and bugs and lastly, the future promises the shimmering beauty of Ultima Online 2. **Hyper took Lord British aside for a cold ale...***





“ people have tried to kill Lord British in every Ultima. It's only fitting that I had a very public death in Ultima Online. ”

HYPHER: The Ultima series consistently makes our Top 50 games of all time list. Did you ever imagine the game would be so influential?

Richard Garriott: By no means! I was just making games that I wanted to play. It wasn't until after Ultima IV that I began to realise this might go on for a while, and that the series had... industry merit.

HYPHER: Well, the latest in the series, Ultima IX Ascension, has been criticised for appearing "rushed" even though it was in development for ages, what do you say to the critics?

Richard Garriott: Certainly when we "finaled" the game, Origin felt it was ready to ship. After the feedback we received from our fans post-ship and the issues that were brought to our attention with Direct3D and other compatibility issues, we immediately went to work to address these concerns. With the three patches released in the last two months, we feel we have a wonderful game. The game never launched in Europe and Asia last year, but is now

scheduled to ship in the next few weeks. And all newly manufactured products in North America will have the updated code.

HYPHER: Cool. Have you started to think about Ultima X?

Richard Garriott: Sort of... We are still thinking about what to do next. The next big virtual world game we have in mind is called "X" as in Roman numeral ten, but the team currently has several projects it's looking at doing, so nothing is definite just yet.

HYPHER: Will we see any Ultima games on a console? PS2? Dreamcast? X-Box? Dolphin?

Richard Garriott: No plans at this time.

HYPHER: Heheheh, fair enough. As far as Ultima Online goes, Australia has finally got it's own local server and shard... why did it take so long?

Richard Garriott: We built servers as fast as we could in order of subscriber density in the territory. We still have

many more to build, but each takes a fair amount of infrastructure etc.

HYPHER: There was controversy a while back when you got "killed" in Ultima Online by a cheating player... have the wounds healed?

Richard Garriott: Mostly... Actually, I think it is a great story. People have tried to kill Lord British in every Ultima. It's only fitting that I had a very public death in Ultima Online.

HYPHER: What does Ultima Online offer to make it a better choice over other 3D RPGs that are online like EverQuest and Asheron's Call?

Richard Garriott: My favourite Ultima Online specific feature is the persistent virtual world and all that comes with it. Only in Ultima Online will an item you move or drop in the world stay where you leave it. Thus things like houses, shops, pets, and a huge array of other features are possible only in Ultima Online. EverQuest and Asheron's Call are great MMP fantasy "Quakes", but they are not "Ultimas." I feel we



You can find out more about the future of Ultima Online at www.uo2.com!



can learn a lot from their successes, but I am still in favour of building real "persistent" virtual worlds.

HYPER: Indeed. What can we expect from Ultima Online 2?

Richard Garriott: Wow, Ultima Online 2 is a major advancement from Ultima Online 1. Not just in technology, but even in its RPG mechanics, storyline and setting.

HYPER: Ultima Online: Discovery Edition and Ultima Ascension IX: Dragon Edition have just been released here. Are these just the games patched or do they offer something more?

Richard Garriott: The Ultima Online: Discovery Edition is a repackaged, limited edition version of Ultima Online being released by Electronic Arts Australia in conjunction with the opening of the Oceania shard. Ultima Online: Discovery Edition is the first ever "official" release of Ultima Online in Australasia (previous copies had to be imported from the US, Europe, or Asia) and is packaged and priced as a special collector's edition. As for Ultima IX Ascension: Dragon Edition, it comes with all Ultima games 1 through 8, a music CD, a set of Tarot cards, a leather spell book and journal and a bunch of other stuff. It basically offers some extra items that the regular edition doesn't have. The main difference for your local version, is that the Australian version of Ultima IX Ascension: Dragon Edition will ship with the freshly manufactured and patched install CD with the updated code.



HYPER: Thanks for your time, we love your games!!

Richard Garriott: You're very welcome, thanks for having me!



HYPER: What games does Lord British play in his spare time?

Richard Garriott: Lets see... I go through phases of playing too much and then playing hardly at all. Right now, it's hardly at all. In recent years, I played tons of Command & Conquer, Warcraft, and Heroes II. I played Heroes III for a time, but honestly nothing since has grabbed my attention enough to distract me from playing Ultima IX over and over and over again as it drove towards completion last fall. This spring we've been playing a lot of board games while debating our new path.

HYPER: What inspires you as a game designer?

Richard Garriott: Old Sci-Fi and Fantasy movies! Fritz Lang's Metropolis, The Wizard of Oz, The Lord of the Rings, Buster Keaton's work, to name a few.

HYPER: What other kinds of games do you aspire to make?

Richard Garriott: I believe virtual world adventures are my calling. The setting could be in any genre, but creating a reality where people can drop into a realistic environment, with compelling purpose is my desire.

HYPER: What about an Ultima movie? Would that be cool? Who would play the Avatar?

Richard Garriott: We have discussed this many times. You never know... we just might pursue it. Gee... casting the Avatar would be hard!

HYPER: Some people have an unhealthy addiction to Ultima Online, not seeing sunlight in days! Do you feel guilty or proud?

Richard Garriott: Both! Interesting issue. When computer games do not teach the lessons of real life, spending too much time in them is a bad thing. If they did, it could be as valuable as real life lessons. Living in a Quake world for example would be very unhealthy, in my opinion. UO is somewhat better. Virtual worlds of the future will be very valuable places to live indeed.

HYPER: What do you see in the future of gaming?

Richard Garriott: I believe online virtual worlds will come of age in about 5 years. They will not supplant sports or action games by any means, but they will finally get the recognition they deserve as a powerful force in society.





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PlayStation is here!

March 4, 2000. It's a date that will go down in the video game history books. It's the birth of Sony's PlayStation 2 in Japan. As you read this, lucky Japanese gamers are lining up in retail stores and shoving a big shiny PS2 under their arms! The rest of the world will have to wait until this Christmas, but for now, we're going to get all excited about the games those lucky Japanese gamers are currently playing on their lovely new PlayStation 2 consoles. We'll also take a look at some new titles that have been announced... so hop on board the PS2 express!

MORE GAMES THAN YOU CAN POKE A POCKETSTATION AT...

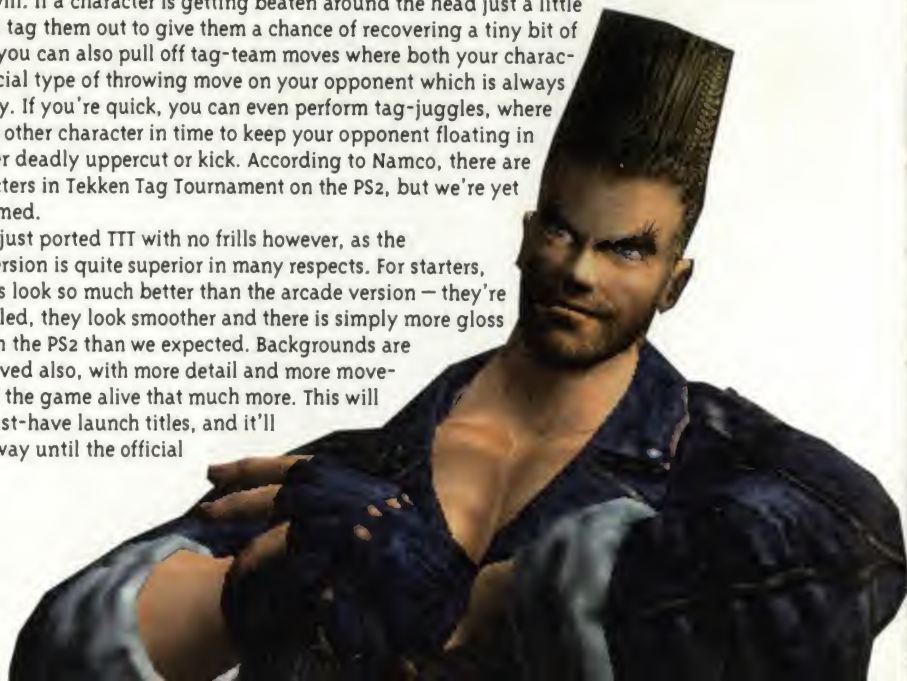
TEKKEN TAG TOURNAMENT

NAMCO

We all assumed that Tekken Tag Tournament would be available for the PlayStation 2 launch, but much to everyone's dismay, Namco had to delay the title to ensure it would be finished just the way they want it. The delay isn't too extreme though, as Japanese gamers will still be able to get their hands on Tekken Tag Tournament as of the 30th of March.

This is an arcade perfect port of the Namco fighter, which only goes to show how comfortably the PS2 can handle these sorts of graphics. In terms of gameplay mechanics, this is nothing remarkably new, but the good-old Tekken meat and potatoes that most of us still have a taste for. Besides the funky new graphics, Tekken Tag Tournament introduces the "tag" element to Tekken, much like the tag team gameplay of Marvel Vs Capcom. You choose two players at the beginning of the game and then happily switch between them during a fight at will. If a character is getting beaten around the head just a little too much, you can tag them out to give them a chance of recovering a tiny bit of health. Of course, you can also pull off tag-team moves where both your characters perform a special type of throwing move on your opponent which is always a satisfying display. If you're quick, you can even perform tag-juggles, where you switch to your other character in time to keep your opponent floating in the air with another deadly uppercut or kick. According to Namco, there are 34 playable characters in Tekken Tag Tournament on the PS2, but we're yet to have this confirmed.

Namco haven't just ported TTT with no frills however, as the PlayStation 2 version is quite superior in many respects. For starters, the characters look so much better than the arcade version — they're more detailed, they look smoother and there is simply more gloss to TTT on the PS2 than we expected. Backgrounds are improved also, with more detail and more movement which brings the game alive that much more. This will be one of those must-have launch titles, and it'll keep us bashing away until the official Tekken 4.





TEKKEN TAG TOURNAMENT ON PS2 TOTALLY CREAMS THE ARCADE VERSION!



RIDGE RACER V

NAMCO

Wow, wow, wow. This is definitely our most anticipated launch title for the PlayStation 2. Here at Hyper we've been lucky enough to see a whole host of movies of this game in action, and quite frankly, we still can't get our jaws off the ground.

Ridge Racer V continues the trend in the series towards more realistic looking environments, and then some (and by some, we mean about 10 million polygons). The gameplay is classic ye olde arcade powersliding goodness, but wrapped up in the most convincing racing environment we've ever seen. In fact, based purely on the demos, Ridge Racer V is far more graphically impressive than Gran Turismo 2000.

On every scale, the visuals in Ridge Racer V will blow your mind. There seems to be no limit to the viewing distance. Jetting along a long straight, not only can you look all the way down to the buildings and through the tunnel at the end, but you can also look to the side, and see every single detail all

the way down the cross streets. The depth to the environments give the courses a more holistic feel (ie. that you're actually racing in a city, not a group of polygons).

Ridge Racer V's courses also have a real world sense of space and depth. The level of detail is such that things no longer look like scale models, but the real deal. From the skyscrapers, to the tunnels and even the trees on the side of the road, everything looks so damn solid.

The cars are incredibly detailed, with some awesome textures and reflections. Fortunately, they don't look artificially shiny like the cars in Gran Turismo 2000. We were also impressed by the attention to detail. Driving through a tunnel, your car's headlights will automatically pop up and turn on. Landing a jump sees sparks fly from the underside of the car, and so on.

The most truly mindblowing thing about Ridge Racer V though, is that not only can the PlayStation 2 render all this, but that this is going to be the fastest Ridge Racer ever! Simply put, this will be the ultimate arcade racer, and the ultimate way to powerslide.

The only questions left unanswered for Ridge Racer V are whether Namco will be using Michael Buffer as their announcer (hey, their announcers are almost always irritating, why not give us a face to hate along with the voice?), and how long it will be before they realise that the new Ridge Racer girl sucks, and bring back Reiko. "Attention Namco: BRING BACK REIKO!!!"

GRAN TURISMO 2000

SONY

Whilst you may expect that Gran Turismo 2000 would be an all-new Gran Turismo for the PS2, it is in fact more of an "upgrade" of Gran Turismo 2 which utilises the PS2's graphical abilities. The reason behind this, is simply that GT2 has not been out on PlayStation for very long, and to offer a GT3 on the PS2 is only going to prevent people from buying GT2... get our drift? Thus Gran Turismo 2000 is essentially GT2 with better visuals for the gamers who have the Yen to snap up a PS2 at launch. Cynicism aside, GT 2 is pretty darn comprehensive in terms of available cars and gameplay options, so offering something different would have been a pretty impossible task. Gran Turismo 2000, besides having brilliant new graphics, will also play differently because of the simple fact that it will utilise the new Dual Shock controller. The new controllers have analogue buttons, meaning that acceleration, braking and steering will all be pressure-sensitive to your eager little hands. We look forward to seeing how well the new Dual Shock functions with such a "realistic" driving simulation.



RIDGE RACER V



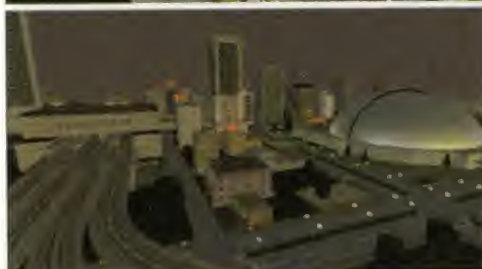


GRAN TORISMO 2000

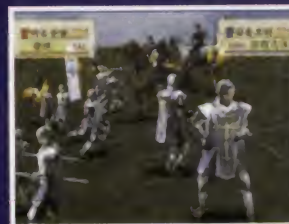
A-TRAIN 6

ARTDINK

Having a full-on simulation title at launch is pretty cool, as it offers gamers a bit more variety and long-term gameplay to last them until most of the newer PS2 software starts to trickle into the shops. A-Train 6 is a railroad simulation which (like Sim City) allows you to construct complex rail lines, have a hand in urban development and manage what you believe to be the perfect transportation system on Earth. Thanks to the resolution of the PS2 on a standard TV, this looks as good as a high-end PC sim, and hopefully it has the depth of gameplay to match. The visuals are complex enough to allow the user to view the interior of buildings and construct overlapping paths of transportation which can all be viewed in real time — you can even explore the city on foot! It's not known yet whether A-Train 6 (tagged with the 6 as it is the sixth game in the A-Train series) will be released locally, but it would still be available on import for the Japanese speaking gamers amongst you.



A-TRAIN 6

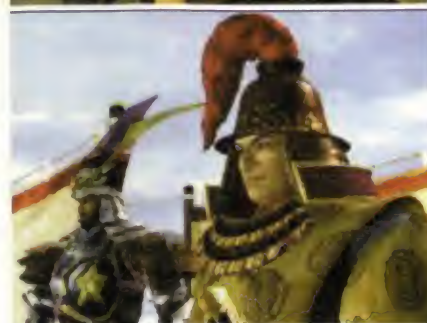


KESSEN

KESSEN

KOEI

Kessen was the first PlayStation 2 title that we saw screenshots from. We thought it looked pretty darn hot at the time, but since then, we've been wowed by so many more titles, that Kessen has kind of stumbled somewhere off into the back of the mental cupboard. Taking a fresh look at it, this is one very exciting title that we hope gets a local release. The gameplay seems to be real-time strategy, but with some seriously thrilling and dynamic 3D visuals of cinematic quality. The game is based on Japanese Feudal warfare or "Sengoku-Kessen", and the warfare will be roughly based on actual events in history. There is the potential here to be controlling huge armies consisting of hundreds of units — all in real-time. To cope with such a large amount of troops, there will be





ETERNAL RING



EVERGRACE



some fairly cutting edge artificial intelligence so that your troops will make decisions on the fly if a dangerous situation arises. You may order them to patrol a certain area, but they won't continue to do so blindly if their lives are threatened. This will hopefully make for a far more realistic strategy title.

ETERNAL RING

FROM SOFTWARE

Eternal Ring will be the PlayStation 2's first real-time 3D RPG, so it will obviously undergo quite a bit of scrutiny. The gameworld consists of eight islands, each controlled by its own dragon which you will have to conquer in turn to successfully complete your quest. The game is played from a first-person perspective, much like the online RPGs Everquest and Asheron's Call, and you will have to travel through day and night and all sorts of weather in real-time on your adventure. The game focuses quite heavily on magic, with your character having access to a series of different elemental rings which each contain a variety of different spells — potentially about 100 spells in all. Combat will play out more like a first-person shooter than anything, so it could be that Eternal Ring turns out a bit like Hexen 2 in first person with puzzle elements. Funnily enough, From Software will be responsible for another PS2 RPG — Evergrace.

EVERGRACE

FROM SOFTWARE

With their first-person style RPG out of the way in the form of Eternal Ring, From Software have also been working on Evergrace — an RPG more in the vein of Zelda 64 (meaning it's set in the third person and is action oriented). Visually, Evergrace is a gorgeous colourful feast, and certainly a tad more anime inspired than its more seriously toned cousin, Eternal Ring. You play a sword-master who is out to find the assassins who killed your parents when you were younger. During your journey, you find yourself transported to another land where you eventually meet up with a female warrior, and it is rumoured that at this point the gameplay switches to the female character. Eventually you will be adventuring with both characters at your disposal, after first experiencing some of the story from both individual perspectives. Like Materia in FFXVII, Evergrace has a magic system that allows you to strengthen your weapons and armour with special elemental properties. There will also be a huge variety of magical items which you can discover throughout the game by slaying random monsters. Sounds engrossing, although the release has been delayed!

DARK CLOUD

SONY

Dark Cloud is the PlayStation 2's first in-house role playing game. The story-line behind the game is a classic tale, and one that you've no doubt heard before. Boy meets girl. Girl turns out to be huge floating plot of land. Boy must return girl to rightful resting place on Earth. Rightful resting place is overrun by evil critters. Boy must get rid of evil critters, use his amazing god-like powers to create flourishing village on floating plot of land, then return it home. Simple eh?

As you can tell, Dark Cloud takes its name very literally. Your character actually does live on a floating land-mass, and must travel between it and the nearby villages on the ground to find out how to return it home, and to rid the ground dwellers of a terrible scourge. Somehow wrapped up in all this is a healthy dose of world building. Your character has the ability to transform his plot of land, and to build and place objects as he sees fit. This is all done from a 3/4 perspective, but once you're satisfied, you can wander through your creation in glorious real time 3D. This all sounds very cool, but we're not sure how it all pieces together just yet.

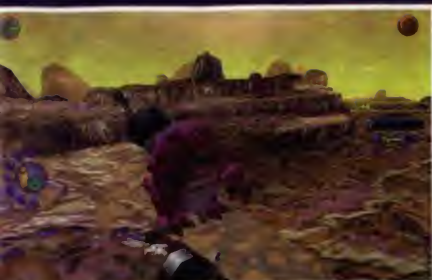
Needless to say, if Dark Cloud turns out to be as innovative as it sounds, it will be an important factor in the system's initial sales in the RPG crazy home territory — Japan.

DRIVING EMOTION TYPE-S

SQUARE

Square seem to be quite happy to go up against GT 2000 and Ridge Racer V with another PS2 driving game. Type-S has secretly been in development for over a year now, and in that time, Square have snagged the official licences from a huge line-up of manufacturers like Toyota, Nissan, Mazda, Subaru, Honda and Mitsubishi. From what we can see from the screenshots which have surfaced, there seem to be a nice variety of camera angles, including a detailed internal perspective for that feeling of true driving realism. Type-S certainly seems to be aimed at the car freak — a little like the Gran Turismo series — with the emphasis on simulation over arcade action. How will Square manage to offer something unique to set Type-S apart from the other PS2 driving games? Only time will tell, but we do know that they're serious about making an effort to get away from being pigeonholed as an RPG-only development house. Type-S will be highly anticipated, and Square are very aware how good this game will have to be to keep gamers happy.





NOOKS AND CRANNIES



STREET FIGHTER EX3



NOOKS AND CRANNIES ANDNOW

Nooks and Crannies is an unusual title coming from a relatively new developer, AndNow. Nooks are a slimy alien creature and Crannies are an ugly rubbery alien creature which both reside on a planet in the year 2509, both eager to evolve with you at the controls. Obviously, both the Nooks and Crannies are out to get each other, so you'll have to be pretty careful how you play God. It seems that along with Evolve, Nooks and Crannies is another game in what seems to be a trend towards evolution sims. Available in time for Launch, this is the first game from AndNow for the PS2, but they also have a title called Virtual Ocean in the works.

STREET FIGHTER EX3 CAPCOM

Not to be confused with Street Fighter AS3 (Alpha Sprouts 3), or Street Fighter Rod Muncher 2nd Impact, Street Fighter EX3 will be the first Street Fighter game to appear on the PlayStation 2, and a continuation of the Arika developed EX series that took Capcom's most successful series into the realm of 3D graphics.

Opinion is still divided here at Hyper regarding Street Fighter EX Plus Alpha for the PlayStation. It was a pretty decent effort, all things considered, but for Street Fighter purists such as ourselves, it didn't have any lasting appeal. Fighting was still essentially on a 2D plane, but without the lush animation, anime styling and speed.

Simply put, it didn't take Street Fighter anywhere new, and seeing Ken and Ryu in 3D was... well, weird. Plus, there were already several excellent 3D fighters on the PlayStation.

The same still very much applies for this new EX title. Arika will have to offer some inventive new options and gameplay, as well as detailed, fast-ass graphics to even have a chance against Tekken Tag Tournament (or Dead Or Alive 2 on Dreamcast).

Indeed, it's odd that Capcom haven't taken over development of this title themselves. They've shown great expertise with 3D fighters in recent times, with Rival Schools, Tech Romancer and Power Stone all being A grade releases. Not only that, but EX3 is one of their first titles to appear on the PlayStation 2, and it IS Street Fighter — their most hallowed franchise.

Thus far, we don't know many details of the game, save for the fact that the tag team option that Capcom pioneered in the "versus" games, and that is now rapidly becoming the standard in all 3D fighters, will be included. Other than that, it seems as if Street Fighter EX3 will be yet another lukewarm fighter. Street Fighter heads will simply pick up one of the excellent Dreamcast 2D conversions, whereas serious 3D fighting freaks may not even consider it. Coming to PlayStation 2 around a month after launch, we're hoping that Arika will prove us wrong.

DRUM MANIA KONAMI

This is getting ridiculous. Drum Mania is the latest in Konami's series of music games. What has there been so far? Let's see — Beat Mania (which is up to its fifth "mix" now), Guitar Freaks, Dance Dance Revolution, Ace Space Bass (one through ten), and "Pogo Jump to the Music". We all loved Beat Mania when it first came out, but these titles are wearing a little thin now. If current release schedules are any indication, the music game craze hasn't died down in Japan, which makes Drum Mania an important title for PlayStation 2. Konami are releasing it exclusively for PlayStation 2, despite the fact that its simplistic graphics could be done with ease on the current PlayStation.

The coolest thing about this title is the controller, which consists of three drum pads, two cymbal pads and a foot pedal. With a wide variety of musical styles, it's up to you to beat out the rhythms by following the on screen cues. All cynicism aside, Drum Mania is actually looking pretty funky, and is probably the most difficult game in the series yet, which is kinda intimidating thinking back to how uncoordinated we felt trying to beat the harder difficulty levels in Beat Mania.



JIKKYOU WORLD SOCCER 2000

IQ REMIX SONY

This cool puzzle game which kept us frustrated for hours on the PlayStation, is getting the next-gen treatment for release on the PS2. We are assuming the only tweaks will be to the graphics. There's a pretty good chance this will get released locally, as we all thought the original was pretty neat.

JIKKYOU WORLD SOCCER 2000 KONAMI

Konami's Jikkyou Soccer looks like a pretty comprehensive sports title that could challenge EA for the soccer game crown. Featuring eight different game-play modes and teams featuring real player names, this is sounding like a cracker. Some of the interesting game-play modes are Olympic mode, Scenario mode, International Cup and PK Battle.

GOLF PARADISE T&E SOFT

Those crazy Japanese! Give them the most powerful gaming platform ever, with the potential for truly groundbreaking software, and what do they do? Go and make a bloody golf game, of course. Or at least that's what T&E Soft are doing.

The most interesting aspect of this title is the ability to create your own courses. With six different geography types, a huge number of customisation options, and a powerful engine, this feature looks quite cool — and possibly enough to warrant an import purchase for hardcore fans of the sport.



GOLF PARADISE



ARMORED CORE 2



THE BOUNCER



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ARMORED CORE 2

FROM SOFTWARE

The hallmark of From Software's Armoured Core series has always been the extensive customisation options that players are given with their mechs. In the PlayStation era, graphics came a distant second... but that is about to change. Enter Armoured Core 2 for PlayStation 2. This game is looking absolutely gorgeous. As you can see, the detail on the mechs is insane, but the best part is that the Armoured Core 2 engine has been built for maximum eye candy. Whereas the first game allowed up to eight missiles to be fired at once, this title allows over thirty. You can even shoot another mech's missiles out of the sky with your own. Come to papa! The level of mech customisation has been boosted too, with a wider variety of models to choose from, unique special abilities, and hardcore customisation. Forget From Software's entry in the mech genre on Dreamcast — Frame Gride, cos this one is looking much nicer. A two-player mode has been confirmed, with the possibility of four players. We've definitely got an A-grade title on our hands here people.

THE BOUNCER

SQUARESOFT

The Bouncer was almost unanimously declared the game of the Tokyo Game Show last year. Square sprang it on an unsuspecting public, and even though it was an unplayable demo, eye sockets were blown (and don't forget, Metal Gear Solid was awarded similar accolades based purely on the strength of an unplayable demo). The sheer class immediately evident in the taster

we got at TGS left everyone wanting more. In contrast to many of the other "tried and true" titles to debut at the PlayStation 2's launch, The Bouncer is an innovator. Best described as a cinematic action/fighting game hybrid, it showcases top-notch graphical effects, in combination with fluid action, great design and fantastic set pieces. The Square design aesthetic is here in abundance, from the funky cast of heroes, to their flair for the dramatic. In fact, The Bouncer's characters have been designed by none other than Tetsuya Nomura, the man responsible for the memorable characters of Final Fantasy 7 and 8, as well as Parasite Eve and Brave Fencer Musashi.

At this stage, we're unsure as to how The Bouncer will play, as we haven't had a hands on grope yet. The demo video was very dynamic, looking more like a prerendered FMV sequence than in game graphics, and showed off a variety of environments, from a fight scene at a multi-tiered Chinese Restaurant, to an out of control train causing a massive explosion in an underground station. This latter demo really showed off the true power of the machine. Huge, block rocking explosions, amazing water effects as the area is flooded — you can see it steadily getting higher on each character's body, phenomenal coloured lighting effects when alarms start going off, mad smoke effects from the train, and all at a solid 60fps. The fighting itself looks incredibly fluid and dynamic, with an even greater level of environmental interaction than Power Stone.

Whether the Bouncer will be an all out fighting game, or have more of an adventure element is anyone's guess until we have it in our hands. It won't make the launch, but it will be available in Japan by late March.



HALO — Bungie

We previewed Halo in our Eye Candy section a few issues ago, and it looks stunning. Gameplay seems to be a bit like Tribes on the PC — squad-based combat. Cool!

ODDWORLD: MUNCH'S ODDYSSEY — GT Interactive

We had a huge Munch's Oddysee preview in Hyper a few issues ago, so all we need to really tell you is that it's still looking awesome! Can't wait for this one...

stop the

We're hearing about new PlayStation 2 titles in development on a daily basis, so here is a run down on newly announced games that are currently in the works for the PS2.

RESIDENT EVIL — Capcom

Yep, there will be a new Resident Evil game on the PS2.

METAL GEAR SOLID 2 — Konami

Whilst we will see MGS2 on the PlayStation, there is a PS2 version in the works also.

EHRGEIZ 2 — Square

The fighting game featuring Square superstars is getting a next-gen sequel!

SPAWN — Capcom

Capcom are bringing out an arcade game based on the Spawn character which will see both a Dreamcast and PlayStation 2 port.

BLOODY ROAR 3 — Hudson

Turn into a hopping mad rabbit and kick some shaggy butt. We can't wait to see how good this looks considering how pretty the previous two were on the PSX.

TENCHU 2 — Activision

Yep, Tenchu will be back on the PlayStation 2, deadlier than ever. Of course, we'll be seeing the game on the PSX first.

NEW COOLBOARDERS — UEP

It may not be called New Coolboarders when it gets released, but we're certainly hoping that this title on the PS2 is far superior to all the versions that have gone before.

UNREAL TOURNAMENT — Epic

Epic recently showed Unreal Tournament running on a PlayStation 2 which is pretty darn exciting news! We're not sure how multiplayer will be handled though....

READY 2 RUMBLE 2 — Midway

This sequel is in development for a release around the time of the US PS2 launch. Dreamcast owners can probably expect the sequel also.

BAKI THE GRAPPLER — Tomy

It looks like the PS2 isn't safe from the wrestling game disease. Based on a Manga character, Baki may not see a local release.

SUPER SNOW BOARDER X — Square/EA

It's interesting to see a snowboarding game coming from the Square/EA studios.

PRESS

THE CALL OF CTHULHU — Headfirst Games

Based on H.P. Lovecraft's books, the Call of Cthulhu is a Role Playing First Person Shooter Game for the PS2 and PC. Gameplay has been inspired by Resident Evil and Soldier of Fortune.

GRADIUS III & IV RESURRECTION — Konami

The footage we saw of Gradius on the PS2 looked just like the infamous trench run out of Star Wars — and we literally mean it looked as good as the movie!!

NFL GAMEDAY — 989 Studios

The word on Gameday by 989 is that it's probably the best NFL videogame ever made.

FIFA 2000 — Electronic Arts

EA have stated that they hope to be the PS2's leading third party developer. What this means is simply that there will be shit-loads of EA titles on the PS2! For starters, they have FIFA 2000, which is news that rocks our world.

GP 500 — Namco

GP 500 should give the PS2 a bit of a kick start for motorbike fans. This should be as good as arcade quality.



what A tool

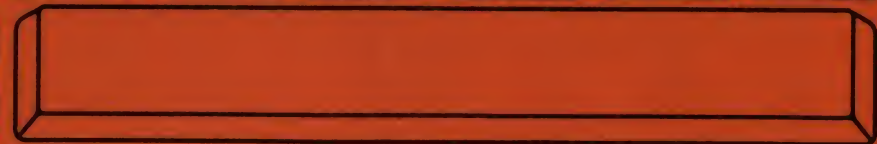
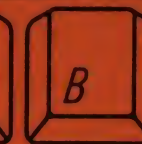
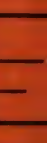
If you're wondering exactly what a development kit looks like, then take a squizz at the PS2 TOOL which is what the games developers would have received a year ago or more to make their PS2 games with. Sleek huh?



SS »HYPER

PRO BASEBALL: THE END OF THE CENTURY 1999 — Square

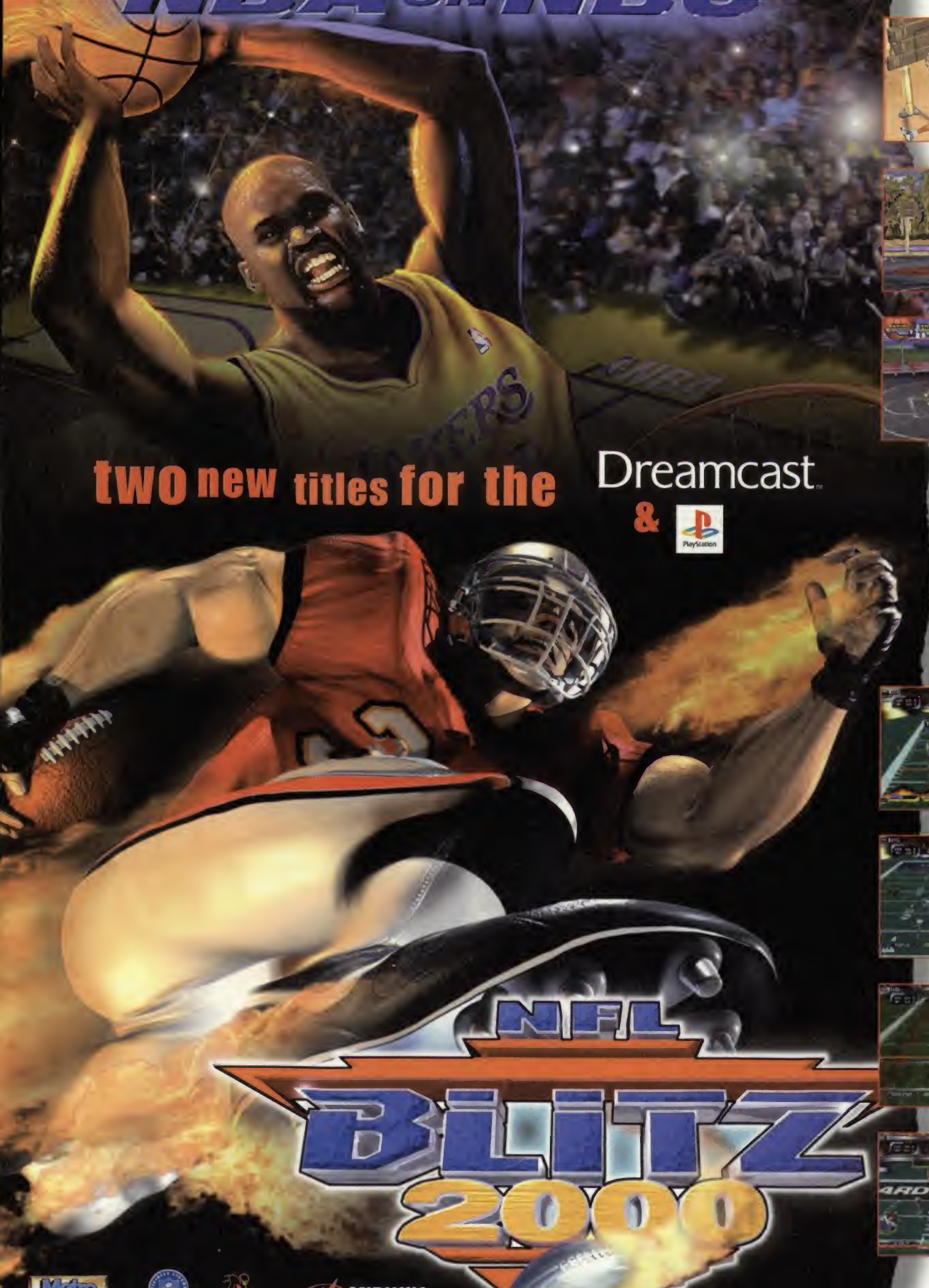
Square certainly haven't been taking it easy with PS2 development, as Pro Baseball looks almost complete at this stage. The gameplay looks incredibly lifelike!





NBA SHOWTIME

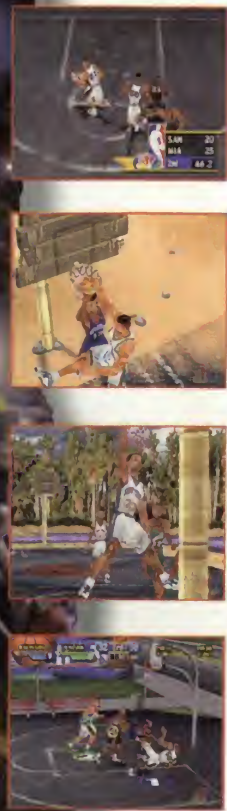
NBA on NBC



two new titles for the

Dreamcast

&



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



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HYPER »

Colony Wars: Red Sun

HYPER >>

The Sims





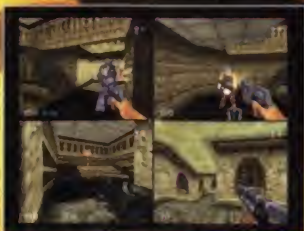


TUROK

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

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DREAMCAST

CRAZY TAXI



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Arcade gaming on a home console has truly arrived with the brilliant Crazy Taxi on the Dreamcast! Let's go for a ride...



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78.....	EHRGEIZ
86.....	ACE COMBAT 3
92.....	THRASHER: SKATE & DESTROY
98.....	COOL BOARDERS 4
99.....	GUILTY GEAR
100.....	CYBER TIGER
.....NINTENDO 64.....	
76.....	MARIO PARTY 2
90.....	ARMORINES
94.....	HARVEST MOON
100.....	ASTEROIDS HYPER 64
.....GAMEBOY.....	
102.....	CARMAGEDDON
102.....	READY 2 RUMBLE BOXING
102.....	KONAMI COLLECTION
102.....	MADDEN 2000
102.....	CHESSMASTER
102.....	DAFFY DUCK FOWL PLAY



84



68



86



90



102



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

THE HYPER CREW'S TOP 5

Eliot Fish – Editor

1. Planescape Torment – PC
- I've been sucked in and here I'll stay until I'm spat out the other end.
2. SWAT 3 – PC
3. Crazy Taxi – Dreamcast
4. Imperium Galactica 2 – PC
5. Jedi Power Battles – PlayStation

Cam Shea – Deputy Editor

1. The Sims – PC
- I've created an army of Mini-Mes and soon Sim City will be all mine. Muaha!
2. Crazy Taxi – Dreamcast
3. Quake 3 Arena – PC/Mac
4. Vib Ribbon – PlayStation
5. Worms Armaggedon – N64

Arthur Adam – Reviewer

1. Super Ghouls 'N Ghosts – Super Nintendo
- The double jump, green and gold armour and massive bosses... Nuff said.
2. Lock 'N Chase – Intellivision
3. GoldenEye – Nintendo 64
4. Golden Axe – Sega Mega Drive
5. Fire – Game & Watch

DMC – Reviewer

1. Quake 3 Arena – PC
- The new PC is cranking out Quake 3 like butter through a meat grinder.
2. Age of Empires 2 – PC
3. Tony Hawk Skateboarding – PlayStation
4. Wave Race 64 – Nintendo 64
5. Die Hard 2 – PlayStation



**HYPER
GAME
MONTH**

CRAZY taxi

Cam Shea pays respect to the God of AM3...



i	AVAILABLE: Now
	CATEGORY: Arcade Racing
	PLAYERS: 1
	PUBLISHER: Sega
	PRICE: \$89.95
	RATING: G
	SUPPORTS: VMU, DC wheel

» Soul Calibur demonstrated like no other game the power that the Dreamcast can unleash in the right hands. Well guess what? Soul Calibur has company. Crazy Taxi is just as mindblowing, but for different reasons. Soul Calibur excelled with incredibly detailed and well-animated models, showing off an insane frame rate and some fantastic lighting effects, whereas Crazy Taxi is impressive for its scope and the sheer number of polygons that are thrown at the screen. Forget Midtown Madness and Driver, Crazy Taxi makes the cities in these games seem insignificant and barren.

For those of you who missed out on Crazy Taxi in the arcades, the name says it all. You're a taxi driver in a massive city trying to pick up as many fares as possible in as little time as possible. On almost every street corner there's someone waiting for a ride. There are a number of different colours associated with the passengers, corresponding to the length of the trip. Green passengers go the furthest,



"YOU WANT A LOLLY LITTLE GIRL?"



whilst red are the shortest. Pull up beside them and they'll hop in and tell you where they want to go. Now it's up to you to follow the on screen cues and get to the drop off point as quickly as possible. The faster you are the more cash you earn and the more bonus time you gain.

THE PLEASURES OF THE FLESH...

Sega seem to have learned from past mistakes, as they've made a concerted effort to ensure that this game is more than just a bare bones port. For starters, there's a new mode called Crazy Box that is comprised of a series of mini games to play through. These range from taking six grannies to tiny parking spots on a precarious cement highway over the ocean to the "crazy" bowling alley that you drive down and perform powerslides through the formations of ten pins to get strikes. A token addition perhaps, but a hell of a lot of fun, and the best way to learn all the special moves in the game. More importantly, the Dreamcast port comes packing an extra city that's just as large and just as much fun to gun through as the arcade map. In addition to the standard arcade mode where you must successfully drop passengers off to gain more time, there are now three, five and ten minute modes where the aim is to rack up as much cash as possible in the allotted time. You'll find yourself going straight to the ten minute mode and just driving around, admiring the effort put into this stellar title.

At first glance, Crazy Taxi seems to be quite a shallow arcade racer, but behind its arcade façade lies surprising depth and decent replay value. The sheer size and complexity of the cities, the number of possible destinations, and a huge number of tricks

to be mastered combine to make this a game that will be in high rotation for some time.

INTIMIDATING SIZE... WE'VE HEARD THAT BEFORE! ...HEH HEH

Crazy Taxi's two cities are incredibly well realised. Their size is absolutely intimidating at first, and chances are you won't even see all of the first city until you reach the last bonus game that requires you to drive someone all the way from one end of the city to the other. There's plenty of variety too, with countless subsections that help make it easier to memorise the layout. Whether it's competing with huge petrol tankers, buses and semi trailers along long looping freeway runs, taking shortcuts through packed car parks, getting "crazy air" on mad-capped downhill San Francisco-esque runs, doing the classic "ride up side of open bridge to launch across to other side" caper, or destructive window shopping in drive thru malls, Crazy Taxi represents the cutting edge of pure, unrelenting action.

As well as barging through traffic, there are plenty of other interactive elements. Everywhere you look there's something to knock aside, smash or scatter. Particularly cool is the way that running into a phone box sees its puny metal frame crumple before it flies away. Crazy Taxi even features that classic car chase logic where there are piles of cardboard boxes scattered around for no apparent reason, just waiting to be run down. Indeed, the only thing missing is a couple of guys walking back and forth across the road with a huge sheet of glass. Or perhaps a watermelon truck.

The amount of detail in the cities is quite astounding. Not only are they huge, with all manner of vehicles and



SORRY, MY FOOT SLIPPED, HONEST.



IS IT A TAXI, OR A BARGE?

How often in a racing game do you become incredibly frustrated when your car gets stuck on a telegraph pole, or stops dead when it clips something jutting out by the side of the road? All the time, right? Well imagine how bad this could be in Crazy Taxi, a game teaming with vehicles, chaotic constructions, water fountains, trees etc. Fortunately, Sega have made your car an almost unstoppable force, bouncing off all manner of obstacles and vehicles, with only a small loss of speed. The dynamic between the car and the environment is brilliant, and could not have been implemented any more successfully. The action never slows down, and that's a damn good thing.

pedestrians everywhere you look, but the viewing distance is phenomenal, and the sensation of speed insane. There's the odd instance of slowdown, and quite a bit of pop up on the original map, but nothing to diminish the game in any way. Indeed, Crazy Taxi is up there with Soul Calibur as the prettiest Dreamcast game. You'll definitely be showing this one off to friends.

IT'S NOT ALL ROSES

Crazy Taxi has personality in bucketloads too. There's a wide variety of passengers to pick up, each with their own speech samples, from the stereotypical date carrying a bunch of roses to a mohawked punk, and even the clergy. When you stop the cab to pick up or drop off, the camera pans in to a close up view which shows off the detail and personality in the characters nicely.

The letdowns in Crazy Taxi are few

and far between. Some of the voices (the drivers and announcer in particular) get annoying after extended play, which is kind of a given. There's no two-player mode, which is probably fair enough really, given the complexity of the graphics. What would have been cool though, is another play mode or two, like tag team, where you have to chase a series of cars through the city, or net support. Imagine how cool it would be to be racing with ten other cabbies in the same city, everyone scrambling for a limited number of passengers. An alternate camera view would also have been nice.

All up though, Crazy Taxi is great breakneck fun, and an essential purchase. Hop in a cab, and get on down to your local game store now! ■



BASTARD LOVE CHILD AND OUDOATED DOGMA

Crazy Taxi features several tracks by Offspring and Bad Religion to set the road rage mood. It goes without saying that personal taste will dictate whether you'll like the soundtrack or not. Regardless, a few more tracks would have been nice considering how many hours you'll spend with this game.



I feel like CHICKEN tonight

One aspect of Crazy Taxi that's a bit disheartening is the amount of corporate sponsorship in the game. Pizza Hut, Fila, Levi Strauss, KFC and Tower Records are all represented with their own stores, which can't be missed because you're constantly dropping people off at them. It's an advertiser's dream because these stores are exactly what you'd expect to see driving around a city. Indeed, Crazy Taxi portrays the hustle and bustle of modern civilization (and its trappings) so convincingly that the advertising becomes almost subliminal.

The game would get a lot more cool points if Sega had tried something clever, like parodying these "great" American institutions, as opposed to just blatant advertising. Oh well, I guess we should be thankful that when a passenger says "Take me to the bank", your cabbie won't reply "Which Bank?"...



! A Crazy Second opinion by Narayan Pattison. Sega deserve a lot of credit for this conversion. Not only have they perfectly converted the intensely addictive arcade game but they've added a second city and a wealth of mini games to keep you satisfied. Considering that many previous Sega arcade conversions have been sorely lacking in new options (hello VF3) this is a trend that I hope continues. Crazy Taxi is as good a reason as any to buy a Dreamcast!

necessary skills

Crazy Taxi's handling is responsive and absolutely spot on, but you'll need to complement it with tricks like Crazy Drift and Crazy Dash to get the most out of the game.

Crazy Dash — A speed boost from a stationary position to get you up to top speed. Use it whenever you've collided with another vehicle, or just picked someone up. Shift to reverse, then back into drive and hit accelerate at the same time. It can also be done the other way around (shift to drive, then reverse and accelerate) for a Crazy Backdash, or used in motion for a Limit Cut.

Crazy Through — Successfully weave through traffic. Earns you tips.

Crazy Drift — Mad powersliding action. Similar technique to the Crazy Dash, but swing the wheel before hitting drive/accelerate.

Crazy Jump — The more air, the bigger the tip.

Crazy Stop — A quick stop technique. Shift into reverse and hit the brake.



AT THIS POINT, THE DRIVING INSTRUCTOR WAS ACTUALLY PRETTY IMPRESSED!



GOT A HANDLE ON IT YET?

Each of the four base cars and drivers handle a little differently.

AXEL is the best choice for the beginner. His car has the most balanced set of abilities — it's forgiving, but has a decent top speed.

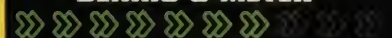
BD JOE is the token black character who drives a dope low rider. It's damn fast too, but watch out for the slippery handling.

GENA is the token female driver. Her ride is quite light, so beware of heavy traffic conditions. However, she also has the tightest handling, as well as excellent acceleration and braking. Pity about the low top speed though.

GUS drives an old school Caddie. The weight of the car means that it has the slowest acceleration and braking, but on the flipside it has excellent grip and can mow through traffic with ease.



DENIRO-O-METER



PLUS

A great second map and A-grade graphics at 60fps.

MINUS

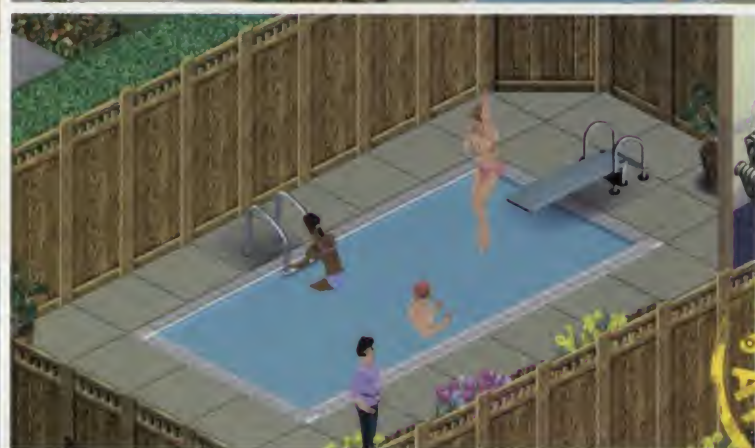
Corporate advertising sucks arse dude.

VISUALS	SOUND	GAMEPLAY
94	86	91

OVERALL

92

Crazy Taxi is a fantastically playable game that you won't be able to put down for a long time. Guaranteed. Go get it.



the SIMS

Cam Shea puts his telescope away and leers at the monitor instead...

We've spent a good decade building cities in the Sim world, and now we finally have the chance to get inside all those little houses, and see what makes Sim-citizens tick.



AVAILABLE: Now
CATEGORY: Life Simulation
PLAYERS: 1
PUBLISHER: EA
PRICE: \$89.95
RATING: G
REQUIRED: P233, 32MB RAM, Win 95/98
DESIRED: P11 400, 64MB RAM, good video card

Presented from an isometric viewpoint, *The Sims* gives you the chance to look after every aspect in a Sim's life. You create each Sim by choosing a character model and skin and then you determine the personality by allocating points across five traits — neat, outgoing, active, playful, and nice. You design the layout of the house, and place necessary objects

throughout it. You must balance your Sim's time between work, friends, fun and necessities like eating and sleeping. Y'know... the player almost literally gets to BE a Sim.

I'LL CALL HIM... MINI ME!

Indeed, most people do try to create themselves and their family in the game — to create a "mini-me" if you will. Even if you don't consciously set out to do it, your own preferences and ways of doing things filter into the game. For instance, my first serious attempt (after spending plenty of time torturing poor defenceless Sims) saw me creating a bachelor called Rick Diznik. The first things I did upon moving him into his house were to buy the biggest sound system and TV available, and the most expensive computer money could buy. Hmm... doesn't sound like me at all (no turntables!).

The rest of the house was very bare bones containing only things that were vital to staying alive. Rather

than bothering with such

unnecessary timewasters as socialising, I had him staying indoors, playing the PC, watching TV, and ordering pizza. Much to my dismay, when it came time to find a job, there was no "professional Quaker" career path, so Rick went into science. Of course, he was often very late for work, and rarely bothered with sleep.

Needless to say, my hermit-like technological junkie didn't do too well. After skipping a couple of days of work he was fired, and since he didn't have any Sim friends he became deeply depressed. Oh well. My next experiment was more successful, as he had an outgoing room-mate to keep him company, with plenty of time still left over for the important things in life.

However you decide to play (and the possibilities are almost limitless), your basic goal in the game is to keep your Sims happy, and to do this, you'll have to successfully juggle a whole host of different commitments. Biological needs require eating, going to the bathroom and washing regularly. Social needs are absolutely paramount for a happy Sim, so you'll have to make and maintain friendships. Material needs can help make a Sim smarter, more efficient and more relaxed, so in addition to basic appliances and items, it's a good idea to get your Sim things like books, TVs, lava lamps, flowers and swimming pools to keep him occupied and make the house an inviting place. He also needs a job in one of the ten career paths to bring in the money.

All areas of a Sim's life tie in together, so your approach has to be balanced. For instance, you can't just focus on advancement in your job to the exclusion of friends — having several close friends is important not only to your Sim's wellbeing, but also to promotions at work. Balancing all the facets of a Sim's life isn't easy, and it often feels like there simply aren't enough hours in the day. Fortunately, the more you play, the more you'll discover ways to shave precious time off menial tasks. For instance, you can make your Sim study cooking, which will make him more efficient in the kitchen. Better yet, you can buy him better, more expensive equipment for the kitchen, which will have a similar effect.

Whichever way you look at it, *The Sims* is very much a resource management game. You need to consciously work out how to best meet your Sim's needs. If you can't manage your Sim's time well, you won't get anywhere.

LET'S CREATE CHANDLER, JOEY, PHOEBE, MONICA, RACHEL AND ROSS... NOT!

Sims are very social beings and it's important to make and keep friends. This isn't as easy as it sounds because if you don't see your friends regularly, you'll lose them. Making friends is easy, since as soon as you move in, the neighbours will begin to drop by and say hello. Once you've met a neighbour, you'll be able to use the phone to call them from that point on.





A good technique to stay efficient is to try and socialise and fulfil other needs at the same time. For instance, invite a neighbour over before you start to cook dinner, then sit down for dinner together. After that you could both go and sit on the couch and watch television, thus increasing the fun, comfort and social bars simultaneously.

Alternatively, if you feel that you don't have enough time to see your friends properly, a good strategy is to take a day off work (you won't get fired unless you take off two consecutive days) and organise a massive party for the evening. Spend any time before the party making sure your Sim is satisfied in all categories (hunger, comfort, hygiene, bladder, energy, fun, social, room) and in good spirits. The practical way to know whether your party has been a success is by checking out your relationship ratings at the end of the night. The hip way,

however, is if the party gets so raucous that the cops come along to bust it up.

As systematic as all this is sounding, The Sims is anything but. As in real life, making friends and finding love isn't simple or predictable. Some Sims take an instant shine to each other, whereas others may keep their distance (possibly because they both have a crush on the same girl). Every Sim is different and will respond according to a number of factors. When trying to make friends, common interests and compatible traits help, but the most important thing is to see them often, and not to rush things too much. One of my first encounters with the opposite sex in the game saw my character make unwanted advances (with her husband only a couple of meters

away) only to be slapped repeatedly across the face. Other

random elements like appliances

PRECIOUS MOMENTS

For those so inclined, there's an auto snapshot function that will take a happy snap of all the important moments in the lives of your Sims. You can also use the camera to take a picture of anything you like. You can select from three picture sizes, and three resolutions. This function is all based around low res internet friendliness (we've got cable now dammit), so don't expect to be using the pics for your desktop wallpaper anytime soon.

braking, fires, floods and burglaries will also keep you on your toes.

Fortunately, The Sims has the sweetest interface ever, so you can stay on top of your household. From the bubble in the lower left hand corner, you can monitor your Sim's moods and relationships, find out what skills need to be improved for a raise at work, add an extra appliance, or renovate the house. Leaving the mouse on any item will reveal info about it. Put it on a friend, and a pop-up box will tell you how chummy you are with that person. If you leave it on a bizarre piece of fur-



SUCCESS

If you've equipped a house well before your Sims move in, they'll actually wander through the house inspecting what's available, and clapping whenever you've done something right. A nice touch, and a sure way to form a lasting bond.



niture, comprehensive information about it will pop up. The onscreen menu also allows you to change the speed that time passes, allowing you to fast forward through boring events like taking a crap or playing chess, or to pause and gather your thoughts or cue up a series of actions.

Onscreen, things are just as straight forward. Move the mouse onto any object and left click to bring up a range of possible actions. For instance,

clicking on the phone lets you to call any of the other Sims that you've met, as well as giving you access to a range of services such as calling a repairman to fix a broken appliance or a pizza delivery boy if you can't be arsed cooking. The same applies for humans, and the friendlier you are to another Sim, the more actions become available with a left click, including backrubs, flirting, hugging, kissing, and proposing. Sweeeet!

Maxis promised us that The Sims would be net friendly and they weren't kidding. With the aid of an upgrade package that should be out by the time you read this, you'll be able to export save games as web pages with the click of the "publish" button, allowing other people to check out your hood, and allowing you to download other people's houses. Maxis will have a database of all the Sims web pages, and possibly a ranking system, so that you can download the top house or character.

Maxis have already come out with several programs for The Sims (see boxout), and have also posted new items that you can download, then inject into the game. Not only will they continue to release all sorts of goodies for the game, but fans sites are a creative breeding ground for skins, textures and more, and there's already stacks of 'em.

THERE'S NOTHING LIKE A FEW NIGGLES...

The Sims is not 3D accelerated, and relatively old school in looks. I say "relatively" because it still looks great,



LOOKS LIKE THE ROMANTIC CANDLE LIT DINNER IS HEADING TO MCDONALDS



HONEY, PLEASE TAKE OFF THAT HOMER MASK



GET DOWN! THIS PARTY'S ON FIRE!



WANG DANG SWEET POONTANG...

An interface can so easily make or break a game — particularly so for a game concept as adventurous as The Sims. The sheer depth of actions available to the player make creating a user friendly interface a logistical nightmare. Fortunately, Maxis worked long and hard to get it right, and they've exceeded all expectations. Unobtrusive, simple and powerful. Kudos to you Maxis.

MR KELLY AND BETTY HAVE NOTHING ON THIS...

The Sims has a very strong architectural component (it started out seven years ago as an architectural program until the focus was shifted to the inhabitants), and the tools you're given in the game are comprehensive and easy to use. Building a house takes some planning, but is easy enough to do, as is renovating an existing house. Add a pool or basketball court in the backyard, build a room for the billiard table, or even whack another story on the house if you have the cash — your Sims will love it.



just not in the same league as the best PCs have to offer. It certainly is of a very high standard taking into account the "open source" nature of the game that makes building and renovating houses, editing skins, models, faces and textures a piece of cake. The textures are crisp and the characters sharp, but it's the animations and the personality they bring that are really stunning. Their huge range of actions and reactions, whether it be diving into the pool, relaxing in a bath, or dancing a jig are engaging and highly realistic. Indeed, just watching a Sim's body language during a conversation will tell you an enormous amount.

The biggest downside graphically is that it's very processor intensive. Running on my P3 500 with a 32MB TNT2 Ultra card and 256 MB RAM, the game simply didn't scroll as smoothly as you'd expect... mind you, that's running the game with every option turned to full. Don't let that put you off though, because the Sims is definitely worth it, and for those of you with slower machines, there are a number of graphical options to play with, as well as a choice between 1024 by 768 or 800



DO DO DO THE FUNKY GIBBON...

In keeping with the open nature of the game environment, you can even listen to your own music through the sound systems in the game... which is a good thing, because the default tunes aren't the sort of style you want to see your Sims dancing to. Just whack your favourite mp3 files into one of the four "music style" folders in C:/Program Files/Maxis/The Sims/Music/Stations/... directory. Then when your Sim turns on music in the game, you'll be listening to your own rockin' beats. If you put tunes into each folder you'll be able to get your Sim to change the station to listen to a different selection. I particularly enjoyed the irony of listening to a Ben Sims set in The Sims!



by 600 resolutions.

Sound-wise, full marks, props and kudos go to Maxis for getting it all right. Complimenting the great animations are an amazingly comprehensive set of A-grade effects. The "Sim talk" has also been realised well. You see, the Sims don't actually speak, they just spurt gobbly gook illustrating their mood. By watching the body language, listening to the tone and intonations of the speech and seeing the icons that pop up above their heads, the message couldn't possibly be clearer.

There are a few nitpicky things that you may want to take into account

before rushing to the store to purchase The Sims. Firstly, some people may find the constant monitoring of things like your Sim's bowel movements too anal (pun intended). Secondly, although the interface is verging on perfect, the normal speed, pause, double and triple speed buttons are a little too small. Thirdly, the pathfinding needs some fine tuning. Your sims sometimes have difficulty making their way from point to point, particularly if someone is in the way. It's really annoying waiting for a conversation to finish just so you can get through a doorway — and particularly vexing if time is a factor. Given the difficulties associated with

this style of game, however, Maxis have done a standup job, and the few niggles will hopefully be addressed in a patch at some stage in the not too distant future.

The Sims has turned out to be all that Will Wright promised and more. It redefines the word addictive, with an incredibly human, deep and entertaining game. Even after two weeks non-stop play, I still find myself sitting down at the PC, only to look up and realise I've been in a complete trance for five hours. This is another groundbreaking title from Maxis, and is recommended for just about everyone.

Even though we've referred to our Sim in this review as a singular male, you can in fact begin the game with a female Sim or a whole family of Sims!

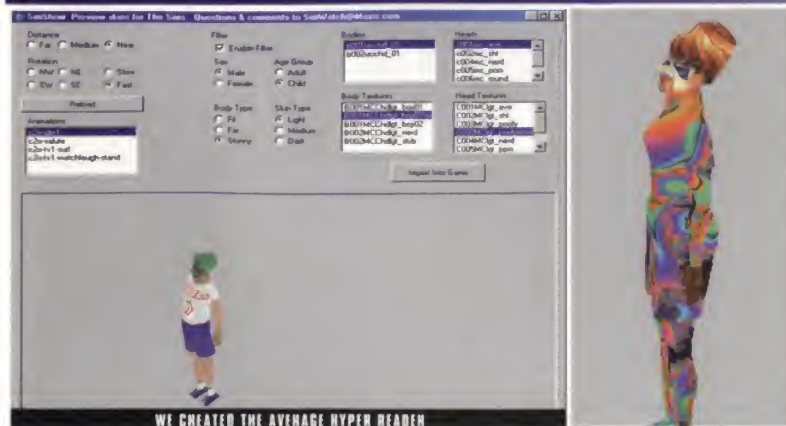


INTENSIVE GRAPHICAL SURGERY...

Maxis have already released three programs to help you get the most out of The Sims: HomeCrafter — In combination with a graphics program like Photoshop, HomeCrafter lets you preview wallpaper and floor textures, name and write a note about them, and then use them in the game.

FaceLift — A cool program that randomly generates faces for you to import into the game. There are a number of parameters to play with, so that if you like a face shape, but not the hair, you can change it. You can also fine-tune each face, adjusting everything from the chubbiness of the cheeks to the size and placement of the eyes.

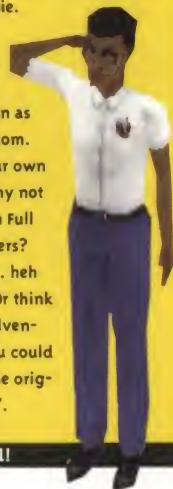
SimShow — Use this to create new character models/textures. Use Photoshop or a similar program to edit or create new skin/body/hand textures, and then preview it in SimShow. Once you're happy with the skin, you can go ahead and import it into the game.



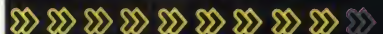
YOUR OWN MEN BEHAVING BADLY...

Perhaps the best way to describe The Sims is as your own private soap opera. You're the director, and you create the sets and hire the actors. Anything can be changed at a whim if you're not happy (and have the money to change it). Although you can pretty much tell the actors what to do, you must cater to their needs and whims, and even then things won't necessarily go as planned — damn primadonnas! At least it's more believable than a traditional soapie.

Following this logic, and given some of the more comical elements, The Sims could be seen as your own private sitcom. Instead of creating your own family in the game, why not try to create your own Full House or Family Matters? Mmm... virtual Urkel... heh heh, that'd be the life! Or think of all the wacky misadventures and hijinx that you could get up to by creating the original "Odd Couple".



VOYEUR-O-METER



PLUS

A complicated game design with one of the best interfaces ever.

MINUS

High hardware requirements, and average pathfinding.

VISUALS 90 SOUND 90 GAMEPLAY 94

OVERALL

94

An instant classic, and SIMply wonderful stuff!



VIGILANTE 8 second offense

Elton Cane gleefully blows stuff up again...

AVAILABLE: Now
CATEGORY: Car Combat
PLAYERS: 1-2
PUBLISHER: Activision
PRICE: \$69.95
RATING: M
SUPPORTS: Dual Shock

OK. Another sequel review. So, I guess I'll deal with the standard questions first — is it better than the original? Yes. If you already own the original, is it worth getting the sequel? It depends.

When Vigilante 8 first roared onto the scene it set a new benchmark for quality in the niche genre of car combat. Where Twisted Metal was the Model T of the car combat games, being pretty much the first one on the block, Vigilante 8 was a hotbed of Corvette with an onboard 8-track pumping out some funky 70s tunes. The quality of both the single player quest game and the two-player deathmatch, combined with cool car models, cheesy 70s cliched characters, and a fantastic graphics engine, made Vigilante 8 a huge success.

In the time between Vigilante installments we've seen two new Twisted Metal games that have failed to implement any innovations or improvements in the car combat formula, which kind of defeats the whole purpose of having a sequel, right? Thus, when news of Vigilante 8 2nd Offense began to circulate, my immediate cynical reaction was why bother? Fortunately, developers Luxoflux have at least tried to offer us something a bit different, and that alone is worthy of some respect.

BACK TO THE FUTURE

The major updates in 2nd Offense are tied in to the storyline laid down in the first game (oil company nazi terrorists try to take over weird alternate world, in case you don't remember). You see, one of the guys from the Coyote terrorist gang survives the first game and goes on to become ruler of OMAR, the oil company that eventually dominates oil markets all over the world, except the United States, which the Vigilantes saved in the first game. Anyway, this guy rules OMAR for a while and when a

time machine is invented in 2015 he steals it and takes some of his badass buddies back to the 70s to finish the job they started and failed.

As a result 2nd offense has a 70s/futuristic hybrid thing happening with new powerups that allow even old-style vehicles like Nina's ute to become a hover machine or gain nautical or skiing abilities. Of course the future baddies have some mean futuristic cars and weapons, too, but overall the general 70s motif of the first game remains unchanged.

Besides the weapon pickups, which alter how your car looks, it's now also possible to upgrade your car's performance and appearance ingame by collecting salvage points from wrecked enemies. But you'll have to be close when you deliver the final blow, because these points disappear pretty quickly.

BLOWING \$#!% UP!

Everything in the eight large environments is destructible, and a lot of the missions that are part of the Quest mode involve destroying buildings.



! Wanna see real pics of these sexy gas-guzzling beasts? <http://www.musclecars.net>



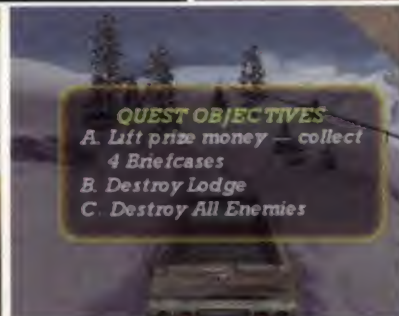
BLOWING STUFF UP JUST MIGHT LOSE YOU A FEW POINTS ON YOUR LICENCE



NOW YOU INSTALLED THE PARACHUTE, RIGHT? RIGHT?!



WE MUST BE A COP



QUEST OBJECTIVES
 A. Lift prize money — collect 4 Briefcases
 B. Destroy Lodge
 C. Destroy All Enemies



Dallas 13



AFROTASTIC-O-METER



PLUS

Cool new gameplay elements that let your car hover, ski and float.

MINUS

Still the same core gameplay.

VISUALS **85** SOUND **87** GAMEPLAY **75**

OVERALL

84

Second Offense hits hard with some decent gameplay tweaks and funky design.

7.5 HYPER

Exploring the different terrain with the hover/boat/ski powerups is important, and there are lots of nice interactive elements introduced into the environments, such as sharks and alligators, working cable cars to ride on, ski jumps etc.

The exact missions depend on which character you're playing, but usually involve a bit of demolition, as well as some pick up and delivery work before obliterating your opponents. It's also possible to play Quest as a 2 player co-operative game, but in this genre two player is really all about blowing the afros off each other.

In a visual sense the game is about as good as you could expect

PLAY THAT FUNKY MUSIC

Unlike many videogame soundtracks with their crappy MIDI tunes, the soundtrack on 2nd Offense doesn't make you want to search for the "music off" option ... well, not right away at least. The soundtrack touches on all of the major 70s genres with some very infectious and listenable tunes. The only problem is that because the levels can take a bit of time, either in single player or two player mode, you'll find yourself listening to the tracks over and over. It's not that bad except days after last playing it I still have the game's theme song running through my head.

on the PlayStation. (Expect the upcoming Dreamcast version to be a hell of a lot prettier). The textures and car models have undergone small improvements from the first game, but there are still some instances of clipping and bad collision detection that can lead to your car getting stuck upside down in all sorts of weird places.

Getting back to our original question: If you already own Vigilante 8 it's probably only worth getting the sequel if your copy of the original is still in heavy rotation. On the other hand, if you don't have a car combat game for your PlayStation then 2nd Offense is for you — it's as good as it gets. ■



mario PARTY 2

Arthur Adam threw a party but no one turned up...

AVAILABLE:	TBA
CATEGORY:	Board Game Sim
PLAYERS:	1-4
PUBLISHER:	Nintendo
PRICE:	\$89.95
RATING:	G
SUPPORT:	Rumble Pack

Parties are usually cool, unless of course it's a Communist Party or the type that sees you waking up next to someone called Gertrude, who's wearing an exceptionally large rubber glove. Mario himself even knows how to party, and rightly so, as this porky pipe cleaner has been busy lately in a bounty of Nintendo in house titles. Mario Party rolled onto the N64 with relative success, showing us that even a board game can work as a video game. It seems that Nintendo themselves can't get anything wrong, especially when one of their many mascots are stamped across a cartridge... or can they?

NINTENDO TEACHES CHILDREN IT'S OKAY TO STEAL...

Just like its predecessor, Mario Party 2 revolves around board game-like tomfoolery with mini-games sprinkled throughout. You begin by choosing a character, all of which are Nintendo owned property. Donkey Kong, Wario, Luigi, Princess Peach, Yoshi, Mario and even Bowser (when unlocked) can be used. It doesn't really matter who you choose as they only indicate where you are on the board. After rolling dice to see who goes first, you choose a board with a theme that you play on. Boards range from a Wild West, haunted

house, outer space, pirate ship and more. A difference here from the previous game is that the characters now dress up correlating with the theme of the board selected. So you'll see Yoshi in a cowboy hat and spurs or maybe even DK donning a space mask. Quite cute, but pointless at the same time, considering this is one of the only minor changes made in the game to the first. But more of that later.

Mario Party 2 requires little skill to play. Your fate lies in the roll of dice and mini-games are more or less just evenly timed button presses. Basically, whoever gains the most stars, wins. This is done by reaching a star square before anyone else, which randomly repositions itself after being collected. Not as easy as it sounds. You can be robbed, have players take short cuts by paying a fee or just be battered savagely by shithouse dice rolls. Other squares may cause old wooden ships to fire cannons at you, forcing your character to run to the beginning of the board. Bowser is the worst of all squares to land on, as he'll fundamentally kick you in the gonads one way or another.

Whilst playing Mario Party 2 by myself, I realised that the cute and cuddly characters we adore in other Nintendo games, are actually cheating, double-dealing, deceitful little tits. At times, it almost felt as though the computer controlled characters were conspiring to slap me about. Princess Peach constantly stole coins from me, regardless of whether I had the least money or not and DK loved nothing better than to pilfer every star I owned.





Curiously, Mario Party 2 comes with this caution – "To avoid irritation to your skin and/or damage to the Control Stick, do not rotate it with the palm of your hand. Rotate the Control Stick with your thumb or by holding it between your thumb and your forefinger."

The end result being profanities emitting from the games room that would make a truck driver blush. In the end, the multi-player option is what makes Mario Party 2 tick. Playing against three other friends is quite compelling as you can laugh in their face and take satisfaction as you rob them for everything they have.

YOU'VE SEEN ONE MARIO PARTY, YOU'VE SEEN THEM ALL

To spice things up a little, you are flung into a mini-game every now and again, either pitting one character against everyone else, two against two or everybody for themselves. Mario Party 2 boasts about ten more mini-games over its prequel, but sadly, they have just been rehashed all over again, looking slightly altered due to a makeover. Mini-games even manage to repeat themselves within the game, only having the slightest of changes. Sheesh, what's going on readers? Although rehashed, the mini-games

can be a lot of fun with friends. Thankfully, someone's been listening to gamers' complaints and have taken the focus of the mini-games from the analogue stick to the 'A' and 'B' buttons. Just like 1080 Snowboarding, Mario Party had the uncanny knack of ruining your control pad with hours of hardcore analogue stick twiddling.

Visually, the game boards in Mario Party are made of beautifully 2D pre-rendered backgrounds and all characters and mini games are made up of 3D polygons, which blend together nicely. The colours used, as you would expect, are straight from Nintendo's bright, in-your-face and cheerful palette.

Mario Party 2 is a worthy purchase if you have enough friends to play it with. If you're looking for a single player game, this isn't it. Anyone who owns the original Mario Party should take note that both games are just about identical, so it's best to just buy one or the other. Anyway, gotta go. We're playing spin the bottle and Peach is losing... ■



UH-OH, BOWSER IS A BLACK HOLE PLUNDERER. EWWW.



SPONTANEOUS COMBUSTION ALWAYS SPOILS THE MOOD



mini games ahoy!

SIMON SAYS

Everybody is suspended in the air by a balloon. If you don't copy the guy with the coloured flags correctly, he'll fire an arrow into your balloon.

WHERE'S THE TREASURE?

You watch as a bonus is placed into a barrel. After being shuffled about quickly, you take a guess at where the groovy stuff is.

BUMPING BALLS

Everybody is balanced on a beach ball. Simply roll it about and knock whoever you can off the edge of the platform.

WIND UP TOYS

Wind up a floating toy by pressing 'A' and 'B' in sync. Whoever's toy hovers the furthest wins.

TUG O' WAR

Yank, tug and pull your rope as hard as you can by pressing the 'A' and 'B' buttons.

MARIO KART

Race about a track with toy racing slot cars. Be careful not to corner too fast or you'll spin uncontrollably.

CUPCAKE-O-METER



PLUS

Great multi-player title and now less stress on your stick.

MINUS

Too similar to the original.

VISUALS	SOUND	GAMEPLAY
82	74	70

OVERALL

80

Good, clean fun. You'll spend hours on this if you have friends.



MASTER SHREDDER!



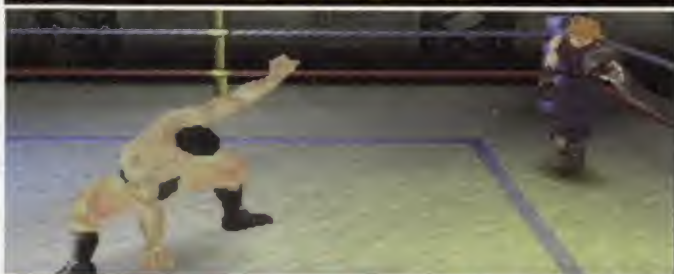
WHO WOULD HAVE THOUGHT A YO-YO COULD BE SO VICIOUS?!

EHRGEIZ

His equipment is as big as Cloud's. **DMC** gets it out for a tonk...



YOU NEED A CHEAT TO UNLOCK THIS MODE



AVAILABLE: Now
 CATEGORY: 3D Fighting
 PLAYERS: 1-2
 PUBLISHER: Square
 PRICE: \$79.95
 RATING: M
 SUPPORTS: Dual Shock

Following in the footsteps of *Tobal 1 & 2*, *Ehrgeiz* sees Square expanding their library from their traditional RPG fare into the world of fighters. Receiving an Australian release years after Japan, the question is, was it worth the wait?

Ehrgeiz finds you taking on the mantle of your favourite Square characters, including Cloud Strife, Tifa Lockhart, and Sephiroth from *Final Fantasy VII*. While the heritage is fantastic, and any excuse to immerse yourself in the world of *Final Fantasy* is welcome, a fighter is always going to live or die by its game mechanics

A PRIME BUTT KICKING

Thankfully, the developers, Dream Factory, have taken an interesting approach to the 3D fighter. Similar in concept to *Bushido Blade* or Square's own *Tobal* games, players slug it out in genuine 3D environments. Bouts take place in rings that feature multiple levels, adding some strategy and variety to

the game. Gaining the higher ground can often be important to get the drop on your opponent. With such freedom of movement, fights become fast moving, free roaming affairs. While the rings are quite small, this can actually be an advantage. It prevents players from too easily avoiding projectile moves by side stepping or running away, keeping your opponent in your face, and matches tight and tense.

Controls are quite simple, pared down to high, mid, and low hits. Each character also has a special move, measured by a gauge. Cloud wields his huge sword, Jo becomes a cat, and Godhand fires off missiles from his hands. Shoulder buttons add jumping, running, and a 'face' button so you don't end up constantly facing the wrong way with your rear exposed for a prime butt kicking. They can also be combined with other buttons to pull off combos. Blocking is carried out through a somewhat bizarre system. When the controller is in neutral position, the character is in high block mode, whereas pressing guard makes you block low. This is kinda odd and unintuitive, and takes some time to get used to.

Pared down to the basics, *Ehrgeiz* is easy to pick up and play. However this also renders it shallow, and limits its long term appeal. Bouts often boil down to good ol' fashion button bashing. With such simple controls, the characters lack differentiation and depth. This is a sorely missed opportunity, considering the strength and complexity of the character's backgrounds in the *Final Fantasy* Series. Single player is quite easy, although there is much entertainment in chasing a friend around the ring in two player mode. Unfortunately though, the game is not particularly well balanced. Some

character's special moves, such as Cloud's mighty sword, allows you to vanquish any foe with ease, while others can be ineffective.

LIFE'S A BEACH AND THEN YOU DIE...

Graphically, the game is quite stunning. The rings are rendered beautifully, with liberal dashings of gourard shading (and the quest mode is drop

dead gorgeous). The characters are well animated, and move at a fluid 60 fps. However, Ehrgeiz is also limited in its execution of the 3D design concept. Originally the environments were conceived as partially interactive, so you could pick up boxes and throw them at your opponents. Lamentably dropped from the game, this concept may have added some much-needed complexity to a rather simplified fighter.

Thankfully, the game features more than just a shallow fighting engine. Ehrgeiz features a quest mode, like Tobal 1, and a series of minigames. The minigames include Infinity Battle, Battle Runner, Battle Beach, and Panel Battle. Infinity Battle is simply survival mode tarted up with a fancy name, where you fight through your opponents but your damage carries over from game to game. The rest are a rather odd collection of track events

(Held on a beach? Huh? What you talkin' 'bout Willis?) and an Othello style puzzle game. They don't add much to the game, but are an entertaining diversion. The quest mode, in which you explore a series of dungeons collecting items along the way, is linked to the central plot. This adds further depth to both gameplay and context. Inexplicably though, the combat system has been reduced to two buttons, attack and defense, severely limiting its appeal.

Ehrgeiz was an interesting game when first released. Two years down the track, and the 'genuine 3D' fighter has been done better (including by Square's own Tobal 2). This being said, Ehrgeiz is a solid fighter, and there are enough bells and whistles and added extras to keep the fighting novice happy. ■

If you also own a Dreamcast, then run out and buy Powerstone by Capcom instead. Powerstone is the same style of fighting game as Ehrgeiz and does it so much better.



THE SUN SHINES OUT OF HER ANSE



LIMITBREAK-O-METER



PLUS

Beautiful graphics, genuine 3D, variety of gameplay.

MINUS

Shallow as a kiddy wading pool.

VISUALS **84** SOUND **75** GAMEPLAY **76**

OVERALL

80

By no means a hardcore fighter, Ehrgeiz manages to be an entertaining jack-of-all-trades.

DEADLY skies

DMC leaps at the chance to play with his joystick...



AVAILABLE: Now
CATEGORY: Action Flight Sim
PLAYERS: 1
PUBLISHER: Konami
PRICE: \$89.95
RATING: G
SUPPORTS: VMU

Ever since that oh-so-Eighties classic *Top Gun*, I've always dreamed of emulating the feats of Tom Cruise by sporting really bad hair and blowing a few Migs out of the sky. So I keenly sat down in my leather jacket and aviator sunglasses at the controls of *Deadly Skies*, to test out this air combat outing for Dreamcast.

The game puts you in the cockpit of a member of the crack Delta Corps fighter squadron, out to protect the splinter republic of Laconia from its neighboring enemies. Gameplay is structured around a campaign against invading forces, and proceeds through a variety of missions. You begin by hunting down and dog-fighting enemy planes intruding upon your airspace, and move through to shooting down bombers and stealth planes, and low level missions like destroying fleets or supply bases.

Aerial combat generally involves pursuing enemies that are tiny little dots in the distance, until they are within range of your homing missiles (ie not quite so tiny little dots) so you can blow the crud out of them. As the difficulty ramps up, some fancy flying is necessary to get the jump on the enemy, who stick tightly to your tail. Unfortunately the flight controls are

simplified and arcadey, so this boils down to tediously flying around and around in circles until you can jump on them from behind. The low-level combat missions, however, are often the more stimulating in *Deadly Skies*, with a greater number and variety of targets to pursue. At the end of each mission, you are rewarded for the speed with which you finish, and the number of bad guys sent home in body bags. You can then upgrade to more powerful and agile planes with which to nail the enemy.

HAVEN'T I SEEN YOU SOMEWHERE BEFORE?

For those of you who've played any of the *Ace Combat* series for PlayStation, *Deadly Skies* will leave you with a disturbing sense of déjà vu. Almost everything in this game is unashamedly similar to *Ace Combat*, particularly the visual presentation. Everything from the style of the briefings, to the HUD, plane purchase screens, and in game graphics are directly 'borrowed' from *Ace Combat*.

Unfortunately, the quality of the graphics also seem to have been borrowed. The Dreamcast should flog the pants off the ailing PSX in its ability to pump out the eye candy. Instead, *Deadly Skies'* graphics are almost on par with *Ace Combat 3*. True, it's less pixelated, and the detail on the ground extends further into the distance, but the improvement is



! Deadly Skies is a Konami outing, but we also have Castlevania Resurrection to look forward to from the same publishing house. So keep those Dreamcasts warm!

negligible for the difference in the size of the donk under the bonnet between the two machines. While the air combat genre is fairly limiting in terms of graphical thrills and spills, the visual excitement factor could have been amped up through window dressing such as spectacular explosions or cinematic cut scenes. This is not the case - Deadly Skies presents a bare bones package.

STAY ON TARGET. STAY ON TARGET...

Let's face it. Chasing little dots that are miles off in the distance could be a tad boring. In fact, it could be about as much fun as beating yourself about the head with a brick. Somehow the Ace Combat series, particularly the last two, avoided this pitfall with a carefully crafted balance of mission variety and difficulty. Deadly Skies seems to lack the certain something that made the Ace Combat games compelling. While there is a good variety of missions, the difficulty level ramps up

very quickly and frustratingly, sapping the will to persevere. Dogfights can become long and tedious as your opponents sometimes stick to your arse like the Klingons near Uranus.

Most detrimental to the gameplay though is the unforgiving system of purchasing more advanced planes. You begin with a bog standard F-5E, and can progress through a variety of Russian and NATO aircraft. However, if one of your incredibly expensive super advanced jets bites the dust, it's back to "Fighter Jets R Us" to buy another one. This becomes very frustrating in the later more challenging missions, as you quickly run out of both money and planes. Constantly saving and rebooting your game becomes a must.

There's no doubt that Deadly Skies is a solid game, but its totally derivative nature and poor game structure didn't exactly have us fighting for the controller. You could do worse, but be warned, the 'been there, done that' factor is high. ■

BORING INTRO ALERT!!

Deadly Skies has perhaps the most bizarrely dull game intro we've ever seen. It opens with a long and convoluted 10 year political history of the state of Laconia and their infighting with their neighbours... all in an incredibly small font! Why Konami thought complex Baltic-style politics would make a good premise for a game, we'll never know.

History of the Laconian Air Force

Year xx90 The Laconia Province of the Federated Republic of Ozavallia secedes from the Federation by popular referendum. The Republic of Laconia is created.

Year xx93 The Provincial Air Force Base Delta, along with its Foreign Air Corps, transfers itself into Republican jurisdiction.

Year xx99 The Ethnic Unification Front stages an armed revolt in the Federation. With the military's defection, the Federated Republic of Ozavallia collapses and is replaced by the Republic of Ozavallia.

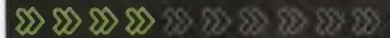
IF ONLY THE GAME ACTUALLY LOOKED LIKE THIS!



HEY, YOU COULD TAKE SOMEONE'S EYE OUT WITH THAT.



ICEMAN-O-METER



PLUS

Good variety of missions.

MINUS

Incredibly derivative. Air combat can get dull.

VISUALS
70

SOUND
73

GAMEPLAY
69

OVERALL

70

A decent air combat game that should have been more compelling, and a lot more original.



FLYING HIGH IN THE SKIEEEES...





planescape: TORMENT

Eliot Fish likes a bit of role-playing. You should see him on Friday nights in his bedroom...



AVAILABLE:	Now
CATEGORY:	RPG
PLAYERS:	1
PUBLISHER:	Black Isle
PRICE:	\$89.95
RATING:	M
REQUIRED:	P200, 64MB RAM
DESIRED:	P11 266+, 128MB RAM
SUPPORTS:	EAX

Planescape: Torment was released over a month ago, so you may be wondering why we're only just getting around to printing a review now. Well, you see, Black Isle, the developers of Planescape: Torment, were the team behind the wonderful Fallout 2 and the staggering Baldur's Gate. As soon as a copy of their new RPG made it's way to the Hyper office, we knew that it needed to be savoured like a fine wine. We weren't going to review a potential masterpiece RPG in only a week of playtesting — we wanted to enjoy this one to the full and then reflect on it for you. Well, the wait was worth it, because as you may have already heard, Planescape: Torment is a beautiful piece of work, and one of those super-addictive RPG experiences. Take a look inside...

IT'S DARK IN HERE
Planescape: Torment is based on the TSR Planescape ruleset, so it's an offi-

cial Advanced Dungeons and Dragons game. However, unlike Baldur's Gate, the Planescape realm doesn't consist of warty dwarves and snooty elves. This is a far darker place, brimming with bizarre undead creatures and beasts entirely unfamiliar. You yourself are, well, actually you have absolutely no idea who or what you are and that's where the game kicks off! You awake on the slab, seemingly mistaken for dead. Before you know it, you've picked up a floating skull sidekick named Morte and you're running for dear life. Of course, you've already died three times, so one more time probably won't matter too much. How can someone die three times over? Well, let's just say that half the fun in Planescape: Torment is discovering the story behind your character, the nameless one. I'm not going to reveal too much here, except to say that memories slowly come back to you over the course of the game, and boy is this a fascinating storyline. Aside from the brilliant gameplay which we'll get to in a second, Torment will have you glued to your PC monitor purely due to it's immensely entertaining dialogue — anyone who played Fallout and Fallout 2 will attest to the fact that Black Isle are a wonderfully twisted bunch!

Your character evolves during the game according to the decisions you make, the battles you win and the bat-



! In one grueling scene, you can have a witch open up your intestines to look for a lost artifact! Ewl Torment is full of gruesome and yet hilarious dialogue. Just how we like it!



bles you manage to talk yourself out of. Through raising your stats during Level Ups, and choosing particular dialogue choices, you'll find yourself naturally leaning towards the warrior type, the mage or the thief. This kind of non-linear, natural process of character creation is so seamless and so cleverly adapts itself to the gamer's playing style that Torment will hook you like so few RPGs manage to. From the inventory screen you can examine objects, equip your character with the classic paperdoll system, and even trade between party members. There is so much detail in the game that you can spend hours reading the descriptions of items, characters you have met, and logs in your journal which updates automatically whenever anything important happens during your questing. It may seem daunting at first, but after a few hours play, you'll appreciate how well designed all the menus and sub-screens are.

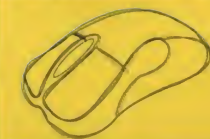
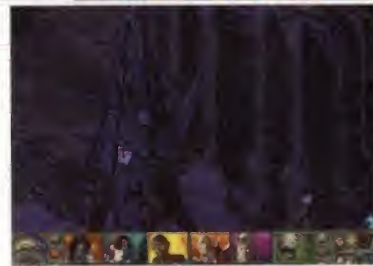
SWEET SIGHTS

The gameworld looks great, and even though Torment uses the Infinity Engine from Baldur's Gate, there's still that Fallout atmosphere which some of us grew to love so dearly. The world is very detailed, and you can click on just about anything for a detailed descrip-

tion. If something can be searched or used, an icon will appear, so you won't have to drag the mouse around for hours to figure what you should be doing. Combat is initiated simply when you attack or get attacked, which can happen at any time. As it happens in real time, your attacker is circled in red so you know when you're in danger, and you even have the opportunity of pausing the game and accessing your inventory, weapons and spells to ready an item or prepare a spell, without any penalty in combat. I would tend to say the game balance tends to favour magic users, but regardless of your RPG character class preference, Torment is one engrossing and satisfying romp.

Visually, the game is no huge leap from Baldur's Gate or Fallout 2, apart from the characters appearing larger on the screen and the pathing being a little better. Character rarely get stuck on objects, although sometimes it seems to take a bit too long to open up crates and chests. It's a scrumptious looking game, even if the animation is a bit old-school. What will keep you playing Torment is the brilliant sense of being lost amongst endless sub-quests and a confusing and mysterious storyline. We can't recommend it enough.

Get it now! ■



UNDEAD-O-METER



PLUS

Layers of detail in visuals and plot.

MINUS

A few bugs, but there's a patch out there.

VISUALS **84** SOUND **89** GAMEPLAY **92**

OVERALL
90

Planescape: Torment is as good as anything Black Isle have ever done. Rock on!

STREET FIGHTER 3

Kevin Cheung is the office Street Fighter champ. But that's because no-one else will play him...



AVAILABLE: On Import
CATEGORY: 2D Fighting
PLAYERS: 1-2
PUBLISHER: Capcom
PRICE: TBA
RATING: M
SUPPORTS: Arcade Stick, VMU, Modem, VGA Box, Vibration Pack

» If you're a newcomer to videogames, you mightn't understand just how tightly-wound the anticipation was for Street Fighter 3. Street Fighter 2 was one of the defining games of the industry in the 1990s, revitalising a flagging genre and revolutionising the way the industry perceives competitive interactive entertainment. In the years subsequent to Street Fighter 2, fans of the head-to-head fighting genre have been served with every conceivable "not really a sequel, but an improvement on the original" new version of the game, without ever actually progressing to the magic number "3". Now that it's here, everyone can breath a sigh of relief.

A LONG WAIT FOR FEW CHANGES

And was it worth the wait? Surprisingly, the game only received a lukewarm reception. Part of it had to do with the fact that it played no differently from the previous Street Fighter games. With the benefit of hindsight, however, Street Fighter 3's later 'Second Impact' and 'Third Impact' are revered by the 'true' Street Fighter fans as being some of the greatest incarnations of the game, in the same league as Street Fighter 2 Turbo and Street Fighter Alpha 3.



THANK GOD SHE THOUGHT TO WEAR CLEAN ONNIES

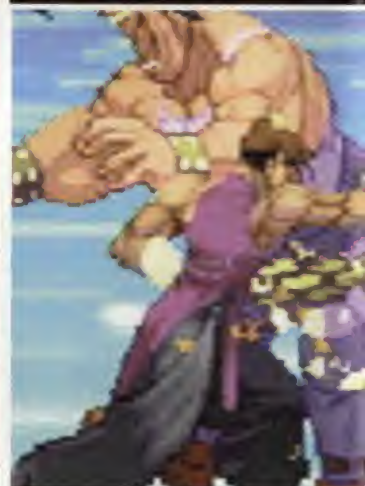
Street Fighter 3 takes place many years after Street Fighter 2. Ken and Ryu are noticeably older, and pretty much everyone else we were familiar with has disappeared. That's right: no more Chun Li, say goodbye to cute little Sakura, and forget all those cheap medium attacks you used to do with Guile — Street Fighter 3 presents a completely new crew of hardened fighters. Some characters like Hugo are immediately recognisable from Final Fight, while others like Yin and Yang are obviously related to characters from

Street Fighter Alpha.

Based on Capcom's new arcade hardware, Street Fighter 3 looks completely revitalised, with fresh new animations and incredible special effects. Resembling the hardened edge of the original Street Fighter 2 more than the anime-oriented Alpha series, Street Fighter 3 pushes the visual splendour of 2D fighting to new limits by packing in a frame of animation to fill all 60 frames per second that the game runs at. The result is a game that looks amazingly detailed and fluid. For



SAY HELLO TO MISTER KNEE



THE POWER OF DO DEOHONANT



instance, when you perform a fireball with Ken or Ryu, you can see the gush of air created by the recoil force its way through the back of their costumes. This kind of periphery detail brings a dynamic new life to the flow of the game. Capcom have also gone to the effort of adding eye-catching spot effects, such as stop-motion effects and zoom-ins, especially when you perform one of your many Super Arts special attacks.

This is, unfortunately, where the game's flaws show up. The game runs at Capcom's near-native resolution of 320x240, which looks quite blocky compared to your average 640x480 Dreamcast game (and even blockier when the game zooms in). On a large screen TV, it actually looks appalling and close to unplayable.

THE OLD DOG'S STILL TRYING TO IMPRESS BUT...

The other problem is that the game's new features aren't all that different

from the more recent installments of Street Fighter games, such as Alpha 3 or Marvel Vs Capcom. The only new mechanic at play that's worthy of mention is the parry, where pressing forwards whilst being attacked (or down for a low attack) will absorb the attack and give you a fraction of a second to execute a counter-attack.

Realistically, this serves no more function than to remove the automatic attack you'd usually perform whilst countering in Alpha 2. Counter-attacking thus becomes a manually executed move, and the parry becomes nothing more than a means of showing off how well you can time your little forward taps.

Perhaps the biggest kick in the teeth, however, is the fact that the Japanese release of Street Fighter 3 contains the original Street Fighter 3 and the Second Impact update. Third Impact is nowhere to be seen. Third Impact is easily the fan-favourite, as it contains even more super variable

attacks and more of the classic 'older' characters. Why Capcom chose to omit this version in favour of the original is a complete mystery.

The bottom line is that Capcom couldn't possibly hope to have satisfied everyone with this package. Sure, it's arcade perfect, but it's running at such a low resolution that it's not going to win itself any new fans. Furthermore, the evolution of its gameplay seems to have been overrun by other series like Marvel Vs Capcom and King of Fighters. Newcomers should bear this in mind if considering Street Fighter 3 for a purchase. Dedicated Street Fighter fans, no doubt, will snap this up in a second. ■



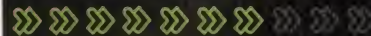
HADOKEN!



OO I'M SO SORRY, DID I HOMP YOU?



HADOKEN-O-METER



PLUS

Arcade perfect with virtually no load times, and the animations are very pretty.

MINUS

Dated gameplay, low-res graphics, and Third Impact hasn't been included.

VISUALS	SOUND	GAMEPLAY
82	80	83

OVERALL

82

Not a particularly fancy release. One for the fans.

CAPCOM CAN DO BETTER!

If you're looking for truly original gameplay, check out their 3D action title, Powerstone. It'll change the way you think of fighting games completely. Alternatively, you can also look out for Tech Romancer (Kikaioh in Japan), which was the precursor to Powerstone and is almost as fun to play.





ace combat 3

Hyper's very own Maverick, **Arthur Adam** takes to the skies again...



AVAILABLE:	Now
CATEGORY:	Arcade flight sim
PLAYERS:	1-2
PUBLISHER:	Namco
PRICE:	\$69.95
RATING:	M
SUPPORTS:	Dual Shock

Ever wanted control of a vehicle so fast that the skin on your face spreads about like pizza cheese and your love spuds end up in the back of your throat? Well, Namco's popular Ace Combat series now has a third installment letting you rocket through the skies raining death on enemies in a myriad of varied missions.

WRIGHT BROTHERS ON 'ROID.

You play the role of a fighter pilot so tough he opens beer bottles using his

eye socket (that's not so tough - Ed.). Strapping yourself into the seat of a number of spiffy looking fighter jets there are various

tasks to complete and enemies to dispense. Ace Combat 3 (AC3) is mission based, so that once one objective is completed successfully, you can move on to the next. The game is constructed so that you can digress at points taking up different missions, adding to the title's longevity. Missions include intercepting bombers, destroying satellite dishes and artillery points, taking out sea vessels, dog fighting and more. The numerous jets you fly each possess their own attributes and enough firepower to knock Godzilla on his ass. Some jets may be able to withstand more damage whilst others are faster and more maneuverable, so choose carefully. Unlike the previous titles, AC3 is set in the future and the aircraft appear more advanced and unorthodox.

In keeping with the previous installments, AC3 has elements of a simulation but focuses primarily on arcade-like play so that you are flung into action from the word 'go'. The gameplay is somewhat forgiving, sometimes allowing the belly of your jet to bounce off solid objects without exploding into a fiery mess.

LOOKS BETTER THAN HEATHER GRAHAM AFTER A FEW BEERS

The missions begin with relative ease, permitting you to send a few rockets up the tailpipes of enemies

without too much trouble. It's not too long, however, before the enemies are ruthlessly unleashing bullets, heat-seeking missiles and whatever else they can get their greasy, chubby little hands on in your direction. The learning curve of AC3 is balanced perfectly and you don't have to be a brain surgeon to get into the game. Controlling your beast is also quite smooth and easy, never leaving the pilot baffled by a plethora of buttons and cluttered HUD displays. This is not to say that Ace Combat 3 is a piece of cake, as flying through mountain ranges with boogies on your tail can be tough, but the difficulty ramps up nicely.

Graphically, AC3 is impressive to say the least. The jet fighters look stunning, are detailed generously and made up of tidy, well-constructed polygons. Flying through the sky, it is amazing how large the cities are, coupled with the fact that they are quite elaborate. You can soar between city buildings or skim over water under a bridge. Quite classy indeed readers.

AC3 has come out with all guns blazing. This game is a well-rounded package, offering loads of gameplay through various missions combined with polished graphics and a user friendly control system. Fans of the series will be happy, and so will newbies looking to test their metal Top Gun style. A big thumbs up. ■



AFTERBURN-D-METER



PLUS

Enough jets, missions and enemies to keep you interested for some time.

MINUS

The jet fighters aren't instantly recognisable due to the futuristic setting.

VISUALS	SOUND	GAMEPLAY
88	80	85

OVERALL

86

Tom Cruise, eat your heart out.



YES! WE WEAR LIME GREEN AND WE'RE PROUD OF IT!



THAT GUY'S HAVING A BALL



COMMENTARY-D-METER



PLUS

Never has kicking a pigskin with a bunch of sweaty men looked so real!

MINUS

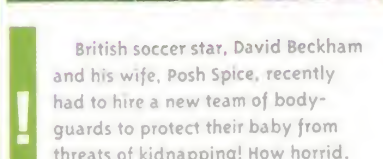
Never has it felt so unrealistic.

VISUALS **83** SOUND **68** GAMEPLAY **55**

OVERALL

62

Only for the hardcore soccer masochist.



British soccer star, David Beckham and his wife, Posh Spice, recently had to hire a new team of bodyguards to protect their baby from threats of kidnapping! How horrid.



VIRTUA Striker 2000

Fancying himself as a latterday Maradona, DMC passes on the urine test...

AVAILABLE:	Now
CATEGORY:	Arcade Soccer
PLAYERS:	1-2
PUBLISHER:	Sega
PRICE:	\$89.95
RATING:	G
SUPPORTS:	VMU

❧ Virtua Striker 2 Ver 2000.1 is one of the most complex and convoluted game names I've come across (try saying it out loud: it sounds worse than it looks). Unfortunately this complexity is not mirrored in the game itself. This definitely ain't a FIFA-style soccer sim. In fact, it's pretty much the exact opposite.

Virtua Striker 2 is an arcade port, and its heritage shows. The complexities of soccer have been streamlined (or is that dumbed down?) for a quick arcade fix. While this strategy has been successful with games such as NFL Blitz and NBA Jam, making them dramatic and exciting, Virtua Striker 2k fails to deliver the goods. In attempting to simplify, Sega have actually created one big mess.

GOAAAAAL!

Controls have been pared down to tackle, long pass, short pass, formation change (there are only two to choose from) and strike. However scoring goals has been made a hell of a lot more difficult than necessary by the "innovation" of the power meter. One touch shooting goes out the window, as whenever you attempt to strike the ball the meter charges up, making play stilted and unrealistic. Judging this is downright difficult, and the ball invariably goes sailing way over the goal.

Bizarrely, the analog controller is not supported, making control clunky. (For gods-sake, even Pong used an analog paddle!) By contrast, your computer opponent is very agile and adept at stealing the ball from you at every opportunity. Perhaps most annoyingly, the computer automatically selects which player you are control-

ling. This is often done with little rhyme or reason, and there is no ability to control this yourself.

Yes, that's right, everyone's favourite soccer scream makes itself heard plentifully in this game. Inexplicably it's the only thing that makes itself heard, as there is no other commentary to be found! Plus, there's only one camera angle with which to play, and the game only supports two players, despite there being four ports on the machine. Surely the little fun that this game provides could have been multiplied by adding a couple of extra people. A myriad of design omissions like these combined with flawed game mechanics really let Virtua Striker 2k down.

Thankfully, Virtua Striker is saved from the depths of the gaming doldrums by making good use of the Dreamcast's power to plant you right in the middle of a soccer stadium. The stands tower over you, and the sense of scale and depth is quite impressive. Despite the beauty of the graphics, eye candy alone doth not a game maketh.

There are rumours of both Sega's World Wide Soccer, and Konami's excellent International Superstar Soccer coming to Dreamcast. Unless you are absolutely desperate to strap on the virtual boots, give this one a miss. ■





NBA 2K



He's always hanging on the net. **Ewan Corness** slams...



AVAILABLE: Now
 CATEGORY: Sport
 PLAYERS: 1-4
 PUBLISHER: Sega
 PRICE: \$89.95
 RATING: G
 SUPPORTS: VMU

The first few titles on any next-gen system will always make you stand back and think "Wow, look at what this new technology can do". Remember seeing Ridge Racer on PlayStation for the first time? Or Sega Rally on the Saturn? Thing is, the reaction to those games was nothing compared to how far jaws dropped when people started seeing what the Dreamcast could do, showcasing eye-bleeding visuals in games like Sonic Adventure, Soul Calibur and NFL2K.

HOLY... COW

You can now add NBA2K to the list of games that will get the a reaction of "holy f*#k!" from your friends when you show them "this new games machine thing" I just got. The term "photo-realistic" is thrown about far too often these days, but NBA2K is one game that comes closer than any sporting title, maybe even NFL2K, to living up to this claim.

How NBA2K's visual impact could be considered greater than NFL2K's is in the difference between American football and basketball. When you watch an NFL game you don't see faces. You see bodies and helmets. In the NBA, you see everything. Guys are wearing singlets and shorts and you can see



SINCE WHEN DID WILL SMITH PLAY FOR THE SIXERS?

their faces quite clearly (this is also the reason women prefer basketball to NFL, the fact that basketballers are all such handsome devils is just too obvious to ignore). Each player's face in NBA2K looks nothing short of amazing.

With the exception of the introductions, where some of the players look a little err, "strange", when they're announced, the developers of NBA2K, Visual Concepts, have done a great job in reproducing the intensity (or lack of) on each players face. When Shaq goes up to dunk on Luc Longley, you

can see him open his mouth as if to say "Yeah Aussie! Get that inntaya!". Also, when something out of the ordinary happens, such as an injury, then you'll see the player on the ground, almost weeping with pain.

Being a Dreamcast title, of course NBA2K runs at a constant 60fps, and there's not a hint of slowdown. For a fast-paced sport like basketball this is a must. Which brings me to another positive feature of NBA2K - the speed of the game. Yes, it's 60fps, but it's a lightning quick 60. Unlike some



ARR SOMEONE GLED MY HAND TO THE BALL!



It probably goes without saying, but NBA 2K has an awesome create-a-player mode. Get in there and make the ugliest basketball players known to the sport.

games, where the animations are smooth but the game isn't, NBA2K will keep you on your toes. If you dunk on someone, great, but thinking you're the man and gloating will see you get dunked on yourself. It's just like that in the NBA - relax and you'll get burned.

One area where NBA2K could do with an improvement is in how Visual Concepts have applied the motion captured moves into the game. Don't get me wrong, the players move and look just like they would in real life, the one main problem is that the players don't seem to jump high enough. In NBA Live, the problem is the opposite - they jump stupidly high. If we could get a nice balance here guys, that would be great.

GOOD GAMEPLAYA

Most sporting games take a few goes to get the gameplay bugs ironed out, and while NBA2K is no different, as a first effort this comes so close to knocking NBA Live out of #1 place it's not funny. Of course, it's an NBA game so every team, player and arena are here, and for the first time there are

coaches who are actually introduced and stand at the sidelines during the game. There's also the standard game modes, season play, etc. Nothing new here, but nothing's left out either.

Once you start playing the game you'll realise how different it is to NBA Live. Visual Concepts haven't really taken anything from EA Sports' basketball franchise - which is a good thing, because thankfully they've come up with a solid alternative, not just a watered down Live clone.

Ball control (this is where Cam inserts a smutty joke) is one area that NBA2K excels in. Seeing as they've got Allen Iverson as a spokesman, this makes a lot of sense as Iverson probably has the best handles in the NBA. After playing the game for a while and getting used to the controls you'll find yourself pulling off unstoppable crossover dribbles and spin moves, leading to easy dunks and layups. Unless of course the CPU decides to be a bastard. Which it is occasionally.

Where the CPU slightly "bastardises" the game is in the refereeing. You can take the ball to the basket, go up

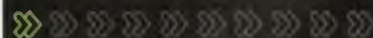
strong for a dunk, get smashed and no whistle. This happens a little too often for it to be considered "tough gameplay". Thankfully, the AI of the opponents is more "tough" than "cheap", but it's not as polished and realistic as Live.

Along with the top-notch graphics and solid gameplay, the game is dripping with atmosphere. This is mainly due to the commentary, which is quite simply the most realistic commentary I've ever heard in a videogame. The visuals aren't quite at the level where you'll fool people into thinking it's television, but the commentary might fool a few people. Of course it gets a little repetitive after you've played the game for a while, but that's to be expected.

NBA2K is unbelievable as a first-generation sporting title. Comparing it to NBA Live '96 on PlayStation, which looked like a port of Live '95 from the MegaDrive, emphasises this point. If Visual Concepts can keep tweaking and improving that gameplay year after year then the sky is the limit. ■



KINGS-D-METER



PLUS

Awesome visuals and NBA atmosphere.

MINUS

The gameplay and AI need a little work...

VISUALS	SOUND	GAMEPLAY
94	89	89

OVERALL

90

Within two years this franchise could be the "NBA Live killer".

We were wondering whatever happened to the Starship Troopers game which was in development... it used to be on our release schedule, and we even saw the screenshots but the darn thing never surfaced!



EYEBROW PIERCING THE HARD WAY



armorines: PROJECT S.W.A.R.M

With a large fly swatter in hand and a can of bug repellant, **Arthur Adam** goes to war...



AVAILABLE: **Now**
 CATEGORY: **1st Person Shooter**
 PLAYERS: **1-4**
 PUBLISHER: **Acclaim**
 PRICE: **\$99.95**
 RATING: **G**
 SUPPORTS: **Mem Pak/Rumble Pak**

For something completely different, the developers of *Armorines* have chosen a somewhat clever story line in their latest first person shooter. It's utterly amazing and it goes something a little like this; Earth is under an imminent danger due to a swarm of alien insect-like creatures who wish to dine on the inhabitants. Okay, so it isn't that original, but insects, aliens and guns make a good combination. Just look at *Starship Troopers*. Even those ancient dudes who wrote the Bible had some type of story about locusts attacking cities. People hate bugs and love to swat them, so you'll be happy to hear there's plenty of that in *Armorines*.

THIS IS ONE BUGGY GAME

In the future, humans will invent some type of fancy, whiz-bang mechanical armour to fit their soldiers. Not only is this protective covering made of Teflon, it packs an assortment of weaponry, which sprout out for quick attacks. On the down side though, it seems as though the technicians spent too much time building the armour and not enough on developing

the weapons. This is because the weaponry feels, candidly, somewhat lacking. Part of the appeal of *GoldenEye* and the *Turoks* was that you got to mince your enemies into a fine red mist using bazookas, chunky machineguns and shotguns. *Armorines'* weapons though exhibit hippie-like aggression, with 'twangs' and 'pops' rather than 'bangs' and 'booms'. Handing the aliens a box of chocolates and a fruit hamper would have had more 'oomph' than the sad state of affairs that make up the weapons.

The enemies themselves are constructed nicely, with ample detail and fluid animation. On the other hand, you can't do much with insects. Most look similar and after a while you won't be surprised by any new ones you come across. In *Turok*, there were dinosaurs, which could vary immensely and offer much more variety. As stated earlier, the animations of the insects are well executed. You may be in a valley and suddenly be ambushed by hordes of creatures running down slopes, or have a huge alien burst from a cavern ceiling. Although the enemies are well contrived, they don't complement the backgrounds, which are deficient in any detail and are always presented in dull and lackluster tones. That's if you can see them through the fog. Another nail in the coffin is the fact that the frame rate is choppy than a chef wielding a meat cleaver. This coupled with the fact that there's fogging throughout the levels, within

touching distance, inhibits the game-play greatly.

Armorines, for the best part, just can't seem to get it right. The controls are sloppy to say the least. *GoldenEye* flaunted the most responsive controls on the N64, then *Turok's* were slightly less, but *Armorines* is beyond anything relating to user friendly. The developers must have known this, as you can see that the 'auto aim' moves about the screen further than any other game of the genre. Without it you'd have more luck knocking a Boeing 747 out of the sky using a rubber band.

"EXCUSE ME ACCLAIM, THERE'S A FLY IN MY SOUP."

One feature implemented in *Armorines* that is a welcome change to



MOUUM, THERE'S SOMETHING ON MY BEDROOM CEILING!





THE +5 STAFF OF MORTEIN SHOULD DO THE TRICK



MONITORIAL POWER ACTIVAT



LIKE THE THREADS? I BORROWED THEM FROM MICHAEL JACKSON



THE CAMEL YOGO GUN IS DEARLY



first person shooters is that you can play through every level cooperatively with a friend. In order to achieve this, most of the levels have to be constructed in a way that is more linear than explorative. This is because having two players wander off in their own direction would have been too difficult to accomplish. On the flip side of the coin, the linear levels reduce the freedom of exploration when playing alone.

The death-match experience can be exclusively dismissed. The slowdown and lack of detail make playing it more of a chore than fun. For instance, taking aim is of utmost importance, but due to the lag, it takes too much time to be effective.

The Turok series have offered us with top quality shooters. It is a shame then that *Armorines*, coming from the same development house, has managed to balls up a great concept. *Armorines*, in essence, is *Turok 2* in a different set of clothes. Replace dinosaurs with insect aliens; replace a dinosaur hunter with a bug catcher and presto, you have a new game to sell. Strangely, *Armorines* doesn't seem to improve on *Turok 2* at all. Depressing really. ■

FOG-O-METER



PLUS

There's a co-operative mode.

MINUS

Poor frame rates coupled with dull graphics and thick fog.

VISUALS

67

SOUND

60

GAMEPLAY

59

OVERALL

67

Armorines had potential, but somehow it's been spoiled.



THRASHER skate & destroy

After suffering one faceplant too many, **DMC** ditches his board in favour of a control pad...



AVAILABLE: Now
 CATEGORY: Skateboarding Sim
 PLAYERS: 1-2
 PUBLISHER: Jack of All Games
 PRICE: \$79.95
 RATING: G
 SUPPORTS: Duel Shock

» The skateboarding genre is really starting to pick up steam now, and it's about time. From Z-Axis comes Thrasher: Skate and Destroy, hot on the heels of the glorious Tony Hawk, and claiming to be a more technically accurate representation of the sport. We've all heard the hype, but now it's time to put it to the shred test.

Starting out as an average skater tearing up the hood, Thrasher's goal is to appear on the cover of the legendary Thrasher magazine as their skater of the year. There are 12 levels to progress through, each beginning with a free skate so you can learn the area, then moving on to a two minute run, in which you must achieve a certain number of points by poppin' mad tricks.

The comparisons with Tony Hawk Skateboarding are obvious and

inevitable, it being the only decent skating game in the market. While they are radically different games in concept and execution, Thrasher doesn't do too well in the comparison test.

OLLIE OOPS

Tony Hawk Skateboarding has an instant arcadey appeal. The control is simple and intuitive, and allows you to pick up a controller and start carving straight away. In contrast, Thrasher: Skate and Destroy sets out with the admirable aim of making a skate 'sim'. While there is air to be had, the focus is on technical street skating, and the controls are tailored to this end. Each button corresponds to a style of move: kickflip, ollie, or 180. To bust more complex moves, you need to tap a direction at the moment you let go of the button, just as a skater would nudge the board with their foot as they launch into a trick.

While realism is admirable in principle, it leads to a lack of playability in practice. This system is just too complex for a game, and takes hours to master the simplest of moves. Busting

a move of any complexity is nigh on impossible without frustrating hours of dedication and practice.

Even more annoying is the inclusion of the 'pushing' to gain speed. Anyone who has ever skated knows that this is the most annoying bit of the whole deal (apart from the hideous flesh wounds as a result of bailing on concrete). What's next: the inclusion of tic-tacking?

The problem with the whole sim approach is that it focuses too narrowly on the technical aspect of skating. This simply gets in the way of the fun bit: busting seriously dope moves, and carving phat lines. Tearing up the terrain is where it's at in a skating game. In Tony Hawk, the intuitive simplicity of the control allows you to focus on getting to know the environments like a lover, memorising every curve and corner, and teasing ever last ounce of skating pleasure out of them.

Tony mixes up street styling and huge air in equal portions into a big cocktail of fun, and serves it up to you up in style with a pimento olive on a toothpick. The street skating orienta-



Ex-Hyper Art Director, Mark Gowing, went and started his own skateboard design company called Empire Design Industries. Keep an eye out for his awesome decks.

tion and technical difficulty of the moves in Thrasher mean that the urge to throw the PlayStation through the television with frustration discourages you long before you are able to master the terrain. There is entertainment here, if you're willing to persevere, and it can be a lot of fun threading together a whole sequence of complex moves. But the downside is that you will get frustrated.

PHAT TRACKS

There are further technical problems with the game. The handling is often too sensitive, leading to chronic oversteer. The graphics are incongruous relative to the game's sim pretensions. Rather than conveying the gritty urban reality of a skater's life, they're overly cartoony, and look nowhere near as good as Tony Hawk. The worst aspect graphically though, are the poor stack animations. You bail, and suddenly the camera cuts to an overhead view of your character doing a slow-mo anti-

grav float and hitting the ground like a rag doll. It just looks so mung.

There are upsides though. The range of environments is excellent, including subways, industrial areas, parking lots, and malls in places including Venice Beach and Brooklyn Banks. The range of tricks is large (once you get to know them), and you can also customise what your skater is wearing by getting sponsorship from companies like DC and Converse. The biggest drawback though is the soundtrack. Thrasher has gone for some serious old school hip-hop cred. Among others, the game features those masters of funky urban beats, Sugar Hill Gang, A Tribe Called Quest, Public Enemy, Grandmaster Flash, Afrika Bambaataa, and most importantly, Run DMC.

If you want an overpriced Hip-Hop CD, or just can't get enough PlayStation skating action, then buy Thrasher. Otherwise, stick to shredding it up with Tony Hawk. ■



TONY HAWK COULD BEAT THIS GUY AT TIDDLYWINKS



MUSIC-O-METER



PLUS

The soundtrack drops tha' bomb, and we love the phat pants.

MINUS

Controls are too technical and complex, can get very frustrating.

VISUALS	SOUND	GAMEPLAY
76	93	75

OVERALL

79

Whilst a decent skate game, Thrasher doesn't quite live up to the hype.



HARVEST MOON 64



Having dabbled in his own clandestine hydroponics experiments, **Arthur Adam** begged for this title.

AVAILABLE:	Now
CATEGORY:	RPG
PLAYERS:	1
PUBLISHER:	Natsume
PRICE:	\$99.95
RATING:	G

Sure, Harvest Moon 64 sounds like some type of spiffy title, inducing imagery of alien life forms growing illicit drugs in the shadowy depths of the moon's craters, but the game isn't quite as exciting as that. Simply put, you are a boy who inherits a farm. Huh?

If the Japanese are good at anything, it's being remarkably weird. They could invent a lavatory on wheels that spouted firecrackers every time you flushed, which was capable of roasting a leg of ham as you did your business, and no one would bat an eyelid. For

this is expected from the Japanese. It isn't so weird then that Harvest Moon, an RPG revolving around the life of a farm boy, found extraordinary success on the Super Nintendo Entertainment System. Lucky for fans and anyone who enjoys a good serving of addictive gameplay, Harvest Moon 64 is galloping our way.

BEER SWILLING FARM ANIMALS

Harvest Moon 64 goes a little like this; after a terrible accident involving a garden tool and farm animal, your grandfather hands down his plot of land in your name. The premise is simple, run the farm successfully. Although basic in theory, there's a lot more to this RPG than you can poke a plucked chicken at. Budgeting your money is of utmost importance. The first thing I did was spend all my coins

on beer at the local pub. It was quite funny watching the animations as my character became drunk, but this led to resetting the game as I had no money to buy crops with. There are a variety of crops (all legal mind you), that can be grown. Once you have cleared some land with your trusty hammer and hoe, toiled the land, planted seeds, watered them and then gathered the end product, you can sell it for a profit. Now off to buy some farm animals. Chickens, sheep and cows will all make you money one way or another. You can sell laid eggs, sheared wool or milk. While you're off at the pub, the farm animals will have their own party and indulge in some hanky-panky, so expect them to give birth occasionally.

If you're starting to fall asleep at the prospect of growing vegetables and tending to pigs, fear not, for there is

much, much more. There are festivals to attend, mysterious caverns to explore and girls to woo. If anything, it feels as though you're taking part in some country redneck soap opera. Conversations and interaction with townsfolk is imperative. If you aren't being overly friendly, you may miss out on receiving a young horse, cat or fishing rod. It might not sound so bad, but consider that the horse will grow allowing you to participate in horse racers and that the fishing rod lets you unwind and make some money by selling trout. Likewise, some actions you take may not be so wise. In a mysterious cavern under a mountain, I spotted a gnome. Naturally, I used my mallet in giving him an unprovoked, right bludgeoning. Unfortunately,



SPARKY'S GAY ANIMAL FARM

Harvest Moon is on the Game Boy! Whilst not made for Game Boy Color, you can probably track down a copy if you'd prefer to RPG on your handheld. It does feature a link cable feature for trading livestock with friends too!

I think he was the key to moving through the caverns further, which obviously didn't happen after my assault and battery.

MONEY HUNGRY HIPPIES

If you're lucky enough to make some serious money, you can update your hippie-like hovel into a glimmering mansion with a swimming pool. Then you can invite some of the girl folk over for dinner and show them your mighty, er, record collection. Just like real life, the more money you have the more appealing you are to the silicon-injected ladies in town. Although impressing girls in the attempt to marry them isn't imperative, it's a nice touch nonetheless. It's the little things in Harvest Moon that make it fun. You can change through four television channels in your house, steal kittens, watch your dog urinate on your crops (as fun as that can be), celebrate your birthday, flirt with girls, watch days turn to night, mark your calendar, name your animals and soooooo much more.

Graphically, Harvest Moon 64 could have been enhanced considerably. More detail and more animation could have added immensely to the game. That said, the visuals do have a certain appeal. They're simple yet horrifyingly cute and toy-like. The buildings, fauna, characters and animals all look like some type of wonderful box set

you could buy from your nearest Toys 'R' Us store. But the visuals aren't the main concern here; it's all about gameplay, which is what this huge game is all about.

Yes, in some strange unfathomable way, Harvest Moon 64 is very addictive indeed. Even though you hand in your sword and shield for a scythe and watering can, the blend of interaction, explorations, moneymaking and mini-games makes this a title unique to say the least. Kudos for the developers straying of the beaten track of tried and tired formulas of video games and breathing fresh air into the industry. ■



LOOKS LIKE HE FOUND DAD'S PORNOS



UDDER-O-METER



PLUS

Huge game boasting tons of gameplay and the occasional farm animal lovin'.

MINUS

May not appeal to all gamers.

VISUALS **80** SOUND **75** GAMEPLAY **88**

OVERALL

83

Simply addictive and clever in design.



SLAVE zero

From Zero to Hero. **DMC** mechs out with a giant robot and lives to tell the tale...

AVAILABLE:	Now
CATEGORY:	Action
PLAYERS:	1
PUBLISHER:	Infogrames
PRICE:	\$79.95
RATING:	M
REQUIRED:	P233, 32MB RAM, 3D Card
DESIRED:	PII 266+, 64MB RAM, 3D Card

In the great anime tradition of giant robots going the tonk, Infogrames bring us *Slave Zero*, a straight up and down console style 3rd person shooter. *Slave Zero* goes to prove that a simple console style game can work on the PC.

Slave Zero welds you to a 60 foot cybernetic robot (and who said size doesn't matter?). You are Chan, a *Slave* pilot (*Slave Zero* speak for a biologically engineered mech), and the only hope for a bunch of rebels attempting to overthrow the Sovkhan and his legion of biologically engineered robot monstrosities.

The game mechanics are straight forward and simple. You march through a *Blade Runner*-esque city (minus the driving rain) and blow a whole heap of crud up, move to the next area, repeat process. While simple, this is executed in a polished and entertaining fashion that keeps you wanting to play on. Control is smooth and intuitive, much like that of many first person shooters, and despite looking like a lumbering galoot, your *Slave* is quite a nimble mover.

BE MY SLAVE

As you stomp through the city, the Sovkhan throws a good range of enemies at you, including conventional

forces like tanks and jets (one swipe of your claw should take care of them), and a good variety of *Slaves*, including fliers, siege slaves, and wall climbing spiders. The enemy AI is not fantastic, with each enemy being limited to a few pre-programmed moves which they periodically execute. However the variety of opponents compensates for this when a bunch of different enemies gang up on you. Stoushes with end-bosses are usually pretty boring fair in shoot 'em ups. Suprisingly, here they are a highlight, and often the most challenging and inventive parts of the game.

Essential to any shoot 'em up is a range of weapons that will spread your enemies about the area in an entertaining and satisfying way. Your slave is armed with missiles, an energy weapon, and a machine gun. While the range isn't massive, there are plenty of upgrades that will add some zest to the destruction.

All this is packaged with well-executed cut scenes that keep the story moving, and the game pumping. The narrative is not the most original, but let's face it, literary merit and gameplay don't necessarily mix (*Pride and Prejudice* the beat 'em up - I don't think so). However it does add a much-needed context to the violence that



THAT'S ONE MIGHTY BIG HADDEN



There are a bunch of MP3s available at the official site, for those of you who like listening to game music in your spare time. Strangely, there are a lot of you who do!
<http://www.slavezero.com/downloads.shtml>

munchkins. While the sense of scale isn't that impressive, thankfully the model village is quite stylishly designed. The cityscape in which the game's opening missions take place rises up around you on all sides, with a complexity you'd expect of a cyberpunk style megalopolis.

The game is undermined by other problems though. Somewhat annoyingly, when you die in battle, often you will be regenerated slightly earlier in the game than the point at which you died. While bashing the environment can be fun (especially stomping on little people, screaming for your mercy) the animation of their destruction is quite lame. Any structure you attack emits an explosion like it was an afterthought, and then crumples up like a cardboard box. However the biggest problem with the game it's very source of appeal: simple blasting action also equals short-term appeal.

Overall, *Slave Zero* is an entertaining title that, while lacking in long term appeal, will have you happily blasting away for a while. ■

makes it compelling. Between the cut-scenes, and the urgings of your rebel buddies back at base during the game, your missions are given a real sense of urgency, despite the lack of a time limit. There are other nice touches, like the ability to roar and stomp your feet (completely superfluous of course, but entertaining nonetheless).

MECH ME HAPPY

There are, however, downsides to the game. While you are supposed to be striding through downtown in a massive robot that dwarfs its surroundings, it looks more like a normal sized guy taking a stroll through a model village populated by toy tanks and

MULTIPLAYER PATCH

One of the games biggest failings is the lack of multiplayer implementation, which was featured in the Dreamcast version. Surely any giant robot game is crying out for the ability to smash in the head of a friend, while gleefully tearing apart your surroundings in an orgy of destruction. There is a patch available at the official website that allows LAN play between four players, but this is fairly limiting — online play would have been nice.



LOOKS LIKE THEY FINALLY DEVELOPED THE GALIPPO GUN



GULLIVER-O-METER



PLUS

Fast paced action with lots of pretty graphical effects!

MINUS

It won't really have you engrossed.

VISUALS

86

SOUND

82

GAMEPLAY

80

OVERALL

82

Quite a bit of fun, but you'll probably play it through only once...



COOL boarders 4

DMC goes looking for aspirin in Aspen...

! We have heard a rumour that UEP Systems (Coolboarders 1 & 2) are developing Coolboarders for the Playstation 2. Promising!

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1-2
PUBLISHER: Sony
PRICE: \$79.95
RATING: G
SUPPORTS: Dual Shock

⋈ The Cool Boarders games, particularly the second and third instalments, have been highly entertaining affairs. But when you see the number 4 in a title, warning bells should start to ring. The question is,

how much can a new instalment bring to a game in its fourth incarnation. And the answer? Well, not much.

The fourth title in as many years, Cool Boarders 4 is developed by 989 studios, the

people responsible for the third instalment of the series. Number 3 dropped the 'maxin' to the XTREME!!!' feel and arcadey play of number two in favour of a 'slicker' presentation and more complex game structure. Number 4 continues this trend. There are 5 countries to play through, and 5 events in each country: Downhill, half pipe, cbx (slalom), big air, and slope style. To open up a new country, you must win a tournament of all 5 races.

Now surely one might think that a sequel, with the benefit of hindsight and experience, would mean an improvement upon the mistakes of the past. Uh-uh. Instead 989 studios seem to believe that 'sequel' simply means 'rehash'. Cool Boarders 4 follows the last title in every way, but is executed exceedingly poorly.

Cool Boarders 3 dropped the huge airs, dope moves, and crazy track design of its predecessor in favour of a more technical approach to snowboarding. Unfortunately this game lacks the precision of execution that made this entertaining.

CARVING UP THE WHITE STUFF

The track design is dull, dull and more dull. 989 have attempted to give

the impression of boarding down a real mountain, with wide-open courses. The aging PSX simply isn't up to the task of realism, and the courses are characterless and messy. The framerate is low, and consequently the backgrounds are incredibly jittery, like snowboarding under strobe.

Particularly annoying is the painfully slow response of your boarder when bustin' tricks, which saps the fun from this crucial element of the game. What is more, 989 have seen fit to keep the completely superfluous and highly annoying 'fight' function. Goddammit, I snowboard to race, not to try and punch their lights out! The addition of fight buttons renders the controls clumsy and unintuitive, making tricks even tougher.

This title is supremely average in every way. From the jittery graphics to the uninspired track design, there is little (if anything) of quality to make you sit up and take note. Lacking the charm of its predecessors, Cool Boarders 4 is a passionless title. If you want to snowboard on your PSX, take it back to the old school and pick up number two. ■



SNOWBUNNY-O-METER

PLUS
Plenty of courses and more tricks than Coolboarders 3.

MINUS
It just ain't much fun.

VISUALS	SOUND	GAMEPLAY
68	72	59

OVERALL
65

Coolboarders 4 does nothing to strengthen the series.



TRAVEL BACK THROUGH THE VORTEX TO 1993 WHEN 2D FIGHTING WAS COOL



ANIME-O-METER



PLUS

Mouthwatering anime-style graphics, awesome fighting engine.

MINUS

That bloody fatality move, and just a touch of pixellation.

VISUALS	SOUND	GAMEPLAY
85	80	89

OVERALL

86

There aren't many 2D fighting fans left, but the few of us who remain will love this game.

The awesome-looking sequel, *Guilty Gear 2*, is being produced on Sega's Naomi hardware, meaning it's virtually a shoe-in for a Dreamcast release.

GUILTY gear

AVAILABLE: Now
 CATEGORY: 2D Fighting
 PLAYERS: 1-2
 PUBLISHER: GT Interactive
 PRICE: TBA
 RATING: M

Only **Kevin Cheung** would be hardcore enough to dig this game...

It's funny when you think about the different stories they think up to justify a fighting game. Secret underground crime syndicate run by a guy in a puffy red suit... competition run by an egotistical corporate bastard with lots of enemies... but wait: it gets better. *Guilty Gear* is set in the 22nd century.

Guilty Gear is about a last ditch quest to eradicate an evil and massively powerful 'Gear' that nearly destroyed the world, but was banished to another dimension before it could do so. You play one of several fighters charged with this quest.

MAD GEAR

Not being based on an arcade game has its definite advantages, because *Guilty Gear* was designed specifically for the PlayStation from the ground up. That is, Arc System Works had already accounted for the performance constraints of the PlayStation, allowing them to optimise all of the sounds, load-times, and animations perfectly. This is unlike the *Street Fighter* games, which had to be down-sized from the arcade original and still gave the PlayStation problems anyway.

The end result is one of the most brilliant-looking 2D fighting games on the PlayStation, surpassing every expectation (or lack thereof) for the genre on PlayStation; as well as finally quenching the thirst of those who've been long lamenting over the absence of a decent *Samurai Showdown* game. *Guilty Gear* is beautiful. It has amazing special effects, as well as large, gorgeously animated sprites with an excellent mix of fantasy/goth/post-industrial styles to the background and character designs. The music is also

pretty good - mostly metal with a touch of goth. It's great that it's 'real music' as opposed to midi, but you could still end up hating it if your musical tastes are anything like Cam's. (What, funky? - Cam)

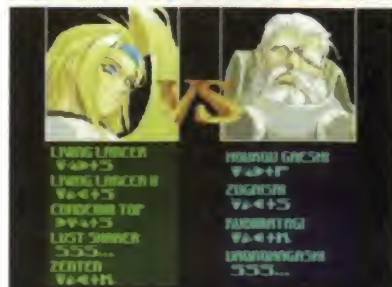
However, the best part about *Guilty Gear* is its fighting engine. Basically, it's two shades short of being perfect. You can perform super-jumps, mid-air dashes, power-ups similar to *KOF*, super juggles, counters, reversals... the scope for stringing combos together is so incredibly flexible and simple to perform that the game can produce the most intense 2-player battles ever seen.

The only serious complaint to be made of *Guilty Gear* is the fatality moves, which can be executed at any point during a fight. For instance, you could execute a fatality in the fourth second of the first round, and not have to worry about the next round. Notwithstanding that an experienced player would be able to counter the move quite easily, it's still a very cheap move that creates a massive imbalance in the gameplay. In the bigger picture, though, considering how superior the rest of this game is to *Street Fighter 3* or *KOF*, we're willing to live with saying "just make it a rule that you can't do fatalities".

It's a pity we had to wait 2 years for the game to make its way from Japan to our local shores, because all of this splendour is spoiled a bit by the fact that it looks just a touch dated. But if you're a serious fighting fan, *Guilty Gear* is a game you **MUST** get. ■



TA-DA!



FINAL FANTASY VIII

PC

In case you missed our PlayStation review of Final Fantasy 8 a couple of issues ago, here's how the game breaks down: you're Squall Leonheart, a student at a mercenary college who is thrown into the middle of a possible global war. The side-story is a touching romantic tale between two unlikely lovers.

i AVAILABLE: Now
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Eidos Interactive
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM
DESIRED: P200, 64MB RAM

To put it briefly, only a handful of the promised improvements have been perceptibly delivered in this port of the blockbuster PlayStation game to PC. The high-res FMV sequences look very nice and are truly breath-taking. The rest of the game, however, is sub-par. With a maximum resolution of only 640x480, the pre-rendered backgrounds are fuzzy and unclear, the controls are jerky, the 3D world map is an appallingly chuggy mess of poorly 3D accelerated tiles; and the music, which was 'improved' for the PC release, couldn't sound any more like Midi-mash if it tried. The lat-



ter flaw is inexcusable considering Nobuo Uematsu, the original composer, has released a fully orchestrated version of the complete soundtrack, which could have easily been used in the game.

As a person who generally worships anything that's linked to the

House of Square, it actually hurt this reviewer to play the PC version of Final Fantasy 8. Compared to the usually 'higher-than-consoles' standard of PC gaming, FF8's lack of better graphics, music, or even some voice acting (it's all in text) leaves you with nothing more than a story to enjoy. On that count, FF8 is a half-decent PC RPG. But if you're a major fanatic of the PlayStation original, this PC version could suck a monkey through 3 metres of garden hose.

KEVIN CHEUNG

VISUALS	SOUND	GAMEPLAY	OVERALL
78	70	82	79

CYBER TIGER

PLAYSTATION

Arcade golf. Seems like a contradiction in terms right? Like arcade chess or arcade lawn bowls. Perhaps a better way to describe CyberTiger would be as a "cutesy" golf game. You've probably played a sports game in this style before. Anime characters, simplistic graphics, and quite often, personality and gameplay by the bucketload. Everybody's Golf is the current benchmark on the PlayStation, and a game

i AVAILABLE: Now
CATEGORY: GOLF
PLAYERS: 1-4
PUBLISHER: EA
PRICE: \$79.95
RATING: G



that we'd far prefer to play over a more conventional, realistic looking game.

Enter CyberTiger. EA have clearly taken inspiration from Everybody's Golf, so Tiger Woods and all the other characters are in super cute mode, and the gameplay is very much pick up and play. It has all the options that you expect to find in an EA sports title, including an excellent career mode (where your player actually ages as you progress). Before heading into

career mode though, it's best to brush up on your techniques at the driving range. Here you can improve your golfer's abilities, as well as unlock all sorts of extra goodies such as a variety of powerup balls, equipment upgrades and courses.

Graphically, the frame rate is highly chug-worthy, and there are a few too many sprites on screen, but these failings are almost made up for by the intelligent camera system, and

the user-friendly gameplay. It's just so easy to hop into and play this title. Some of you may be put off by the overly cute character design which, for my money, tries a bit too hard and ends up coming across as sickeningly artificial, but it's worth persevering. Everybody's Golf still has the edge though.

FRANK DRY

VISUALS	SOUND	GAMEPLAY	OVERALL
69	77	79	77

ASTEROIDS HYPER 64

NINTENDO 64

When I was about eight years old, I remember playing Asteroids at the local arcade. Eagerly, I pumped in my 20 cent pieces until my pockets were empty and grappled with the concept of the hyperspace button as my small triangular craft skated through space on the lookout for big rocks. Well, it

i AVAILABLE: Now
CATEGORY: Shoot 'em up
PLAYERS: 1-4
PUBLISHER: Activision
PRICE: \$79.95
RATING: G
SUPPORTS: Rumble Pak, Mem Pak



was great then, but playing Asteroids on the Nintendo 64 feels a little pointless. As far as a piece of retro gaming goes, Asteroids Hyper 64 only barely manages to maintain your interest. The visuals have been given a completely new, colourful and 3D look and yet the game feels no different to the old arcade classic. Some purists would think that it was good that the gameplay was barely touched (they have included new powerups and different stuff to shoot, but the core of the game remains the same), but in fact it just

leaves Asteroids Hyper 64 as a game which gets pretty tiresome after a few lengthy gaming sessions. It's not a completely tragic loss, however, as you'll enjoy it for as long as you stay awake and some of you may have a longer attention span than my good self. However, it's pretty hard to recommend Asteroids on the Nintendo 64 when you could buy a brand new gaming experience like Jet Force Gemini which can offer you so much more longevity and satisfaction.

FRANK DRY

VISUALS	SOUND	GAMEPLAY	OVERALL
57	52	60	60

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CARMAGEDDON

i AVAILABLE: Now
CATEGORY: Racing
PRICE: \$49.95
PUBLISHER: Sci
FORMAT: Game Boy Color

Well, another unlikely Game Boy port is upon us. The very idea of Carmageddon on Game Boy seems a little pointless, because as much as we hate to admit it, most of the fun from the PC games came from the violence factor. Driving onto a football pitch and mowing down the players as they scattered, or flipping your car onto a granny and being awarded the cunning stunt bonus were the reasons we played the game.

The Game Boy version is a very different beast altogether, but still a bit of fun. As in the N64 version, you're running over zombies instead of humans. Whatever. They all look like stick figures anyway. The courses are quite free form, and there are several ways to beat each level — follow the on-screen cues and complete three laps, kill the other drivers, or kill all the zombies. Not a bad range of choices eh?

Carmageddon is hardly ground-breaking Game Boy software, but with 20 cars, 40 tracks and link cable support, it's an entertaining enough diversion.

CAM SHEA



MADDEN 2000

i AVAILABLE: Now
CATEGORY: Sport
PRICE: \$49.95
PUBLISHER: THQ
FORMAT: Game Boy/Game Boy Color

If you've played Madden 2000 on the PlayStation or PC, you might just chortle at the thought of it being available on Game Boy. At least that's what this reviewer did. Surprisingly enough, the GB version of Madden 2000 isn't bad at all, providing an unexpectedly large number of offensive/defensive formations and play selections. The game understandably has watered down the controls and in-game features, but the rest of it is still done extremely well.

The only downside that's worth mentioning is the utterly revolting music you hear during the menu screens and play selections. The rest of the sound effects are composed of extremely basic blips and blops when you get tackled, so it's probably best to turn down the volume entirely. It's also a shame this game doesn't support 2-player link-up mode.

With all the teams and a plethora of different game modes, it's the best pocket-sized NFL game you can get.

KEVIN CHEUNG



READY 2 RUMBLE

i AVAILABLE: Now
CATEGORY: Boxing
PRICE: \$49.95
PUBLISHER: Midway
FORMAT: Game Boy Color



Ready 2 Rumble on Game Boy Color is cool for a number of reasons. First of all, it's a "rumble" cart, which means that with the aid of the battery at the back, your Game Boy will rumble away whenever blows are thrown or "Let's get ready to rumble" is declared. It also features some nifty video footage (ported from Dreamcast) of the boxers strutting their stuff before each bout.

As you'd expect, the whole game has been simplified for Game Boy Color. The sprite based fighters are seen from side on, with the A and B buttons representing left and right hand punches respectively. Press the D-pad up or down when hitting either button for a different attack.

Unfortunately, without all the training options of the Dreamcast version, or even the ability to link Game Boys for two player bouts, Ready 2 Rumble has no lability at all. It certainly turned out better than we expected, but with such limited gameplay, doesn't come recommended. Stay tuned for the Atari Jaguar and Commodore 64 Ready 2 Rumble reviews next issue.

CAM SHEA



KONAMI GB COLLECTION VOL. 1

i AVAILABLE: Now
CATEGORY: Arcade Classics
PRICE: \$49.95
PUBLISHER: Konami
FORMAT: Game Boy/Game Boy Color

Here we have a collection of classic ye olde Konami titles - Gradius, Castlevania, Probotector and Konami Racing.

Gradius is the definitive side scrolling shoot 'em up. This version allows you to select your starting stage and number of lives. You know the rest.

Castlevania is a similarly influential game. Castlevania: Legacy Of Darkness on PlayStation may be the best in the series, but this is a great way to see where it all started. Whip in hand, you must battle your way through Dracula's Castle, picking up powerups and items until a final face off against Dracula himself. Frustrating, but another classic play.

Konami Racing is a top down perspective racer that takes you through 16 courses for the F1 Championship. Oddly enough, you can pass right through the other cars on the track, but at the same time there are options such as the ability to adjust your car's settings before each race, and the ability to stop in the pits if your car takes damage. Probotector is basically Commando on steroids. Alternating between a side on view and a top down view, you must lay waste to five evil infested areas with heavy firepower. You can select your starting area, but it's still pretty damn tough going, as you only have three easily lost lives.

If it's value for money you're after, then look no further.

PAUL JOHNSON



6/10 7/10 5/10 7/10

CHESSMASTER

i AVAILABLE: Now
CATEGORY: Strategy
PRICE: \$49.95
PUBLISHER: Mindscape
FORMAT: Game Boy/Game Boy Color

» This is essentially a Game Boy Color release of Chessmaster, the well-known chess game which has been available on a variety of systems for years now. Featuring Link Cable support, this is excellent stuff for two friends who want the portability of a cool game of chess. Otherwise, this is a solid game for whenever you're bored and have no-one else to play against. A small gripe would be that when you drag a piece across the board, you're only allowed to drag within the squares that your piece would legally move, meaning that you get an error message when you're moving a piece and you stray outside the exact line of



legal movement. Silly!! Fair enough that it would reset your piece if you put it down in an illegal spot, but you should be able to drag a piece all over the screen if you feel like it without being punished prematurely. Other than that, this is a great game of chess.

FRANK DRY



DAFFY DUCK FOWL PLAY

i AVAILABLE: Now
CATEGORY: Platformer
PRICE: \$49.95
PUBLISHER: Sunsoft
FORMAT: Game Boy/Game Boy Color

» It appears that the game developers and licensees have become carried away with that little black duck once again and spawned yet another game in his honour. Enter Daffy Duck "Fowl Play". Ahah.

The fowlness in question relates to a dastardly get rich quick scheme Daffy has been cajoled into by that wascally-wabbit Bugs Bunny. Not a great deal of thought has gone into the storyline, but the general gist is that the two set out on a wild goose (er... duck) chase in search of gold and in the process encounter six levels: country, desert, snowy mountain, forest, lakeside, and plateau.

The majority of the game essentially revolves around the usual staple of running from side to side, pushing crates, jumping over obstacles and dropping the odd explosive. However some imaginative level design, stubborn enemies and the inclusion of a variety of quick-thinking mini games rescue this game where other Game Boy Color side-scrolling platformers have failed dismally.

If you're looking for a platformer to keep you occupied, Daffy Duck "Fowl Play" doesn't quite fit the bill, but it does try admirably and it's fun while it lasts nonetheless.

SOU MALI



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8/10 7/10

The games that made it...

- 3-D Tetris
- Galactic Pinball
- Golf
- Insmouse No Yakata (J)
- Jack Bros
- Mario Clash
- Mario's Tennis
- Nester's Funky Bowling
- Panic Bomber
- Red Alarm
- SD Gundam Dimension War (J)
- Space Invaders Virtual Collection (J)
- Space Squash (J)
- T&E Virtual Golf
- Teleroboxer

- V-Tetris (J)
- Vertical Force
- Wario Land
- Virtual Fishing (J)
- Virtual LAB (J)
- Virtual League Baseball
- Virtual Pro Baseball '95
- Waterworld (US)

(J) = Japan only
(US) = USA only

The ones that didn't...

- Bound High
- Dragon Hopper
- Faceball
- Goldeneye 007
- Mighty Morphin Power Rangers
- PolygoBlock
- Super Mario VB (not actual name)
- Virtual Bomberman
- Virtual Bowling
- Virtual Mahjong

Zero Racers (the most exciting title that was in development. This was an in house Nintendo game that appeared to be a F Zero spinoff using planes instead of anti grav cars. It was to use vector graphics... and we want it!)



you'd expect, but without decent games who would bother to struggle with such a quirky system?

Who indeed. Despite the weird design, the Virtual Boy was let down in the end by a lack of software support. With Shigeru Miyamoto working around the clock on N64 software, and none of the big players in the software industry showing much interest, the Virtual Boy was doomed from day one. The flood of great games that everyone hoped would materialise never did. The Game Boy had Tetris, the NES had Mario Bros, but the Virtual Boy had no killer titles.

R.I.P.

The Virtual Boy was released in Japan and America in July and August 1995 respectively, but due to very low

sales of the system, the Virtual Boy never found its way to Europe or Australia. Indeed, although the Virtual

Boy was officially onsale until 1997, it was clear within only a few months of its launch that it wasn't going to succeed. The design was too weird, the software lacking and the price too steep. The Virtual Boy launched for \$180 in the states, but it wasn't long until stores were selling the console for one tenth that price. Not only that, but the hype for Sega and

Sony's 32 bit systems were simply leaving this kooky offering from Nintendo in the dust.

In the end, the Virtual Boy was simply too niche, and will go down in the footnotes of gaming as an adventurous attempt to excite gamers with a new approach ... that simply didn't work.



So who designed the Virtual Boy anyway?

Gunpei Yokoi - one of the true legends of the games industry and one of the great inventors of our time. Yokoi joined Nintendo in 1965, and was responsible for many of the company's early commercial successes, such as their "Ultra" range of products, the first light gun devices and even the "Love Tester" (how surreal - Nintendo created the real - lovester!). Later on, he created ROB (Robotic Operating Buddy), the robotic companion to the NES, and had a hand in the Metroid and Kid Icarus characters. His two greatest creations, however, were not only crucial to Nintendo's



fortunes, but to the evolution of the games industry as a whole. You see, Gunpei Yokoi designed both Nintendo's Game and Watch, for which 59 games were made between 1980 and 1986, and sold, and the Game Boy - the most successful and enduring games machine ever. Wow!

Unfortunately, the Gunpei Yokoi story ends in tragedy. After the failure of the Virtual Boy, he left Nintendo to start his own toy company - Koto, but was killed in a car crash only a year later.



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NFL2K

DREAMCAST

Boisterous crowd

Select an offensive linebacker then press X before the snap.

Call for Time Out in Vs. Mode

To call time out in versus mode for players 2, 3, or 4 you must use the analog stick to choose the timeout option on the pause menu, not the directional pad. Use the A button as usual to select the option. Once this is done, the directional pad can be used for the rest of the game.

Extra Attribute Points

In the attribute setting in create-a-player if you move the numbers all the way to 0 and back to the top you will get 1 extra point. Do this for all of them and you will get 10 or 11 extra points.

Fat players

Enter "LARD" at the Codes screen.

High-pitched Commentary

Enter SQUEEKY at the Codes screen.

Hushed crowd

Select the quarterback then press X before the snap.

Sega Sports teams

Enter "SUPERSTARS" at the Codes screen.

Slow-motion speed setting

Enter "DEDMAN" at the Codes screen. (Note: The slow-motion game setting is toggled within the "Game Speed" menu.)

Turbo speed setting

Enter "TURBO" at the Codes screen. (Note: The Turbo setting is toggled within the "Game Speed" menu.)

HYDRO THUNDER

DREAMCAST

Earn All Tracks in Two-Player Mode

Play each race in two player mode and win to unlock secret tracks (for two player only). Eventually, you'll unlock all the tracks and then all the secret boats.

Race as a Fishing Boat

Enable all of the hidden tracks. Highlight the Thresher at the boat selection screen. Then, hold L + R and press View two times. Select the

Chumdinger to race in a fishing boat.

Race as the Tiny Titanic

You have to beat the easy courses in the top three to get the medium courses. After you have the medium courses then beat them by placing in the top two to get the hard courses. Beat these by placing first in all the races to get the bonus tracks. Beat the first three bonus tracks in first and you will be able to race with the most awesome boat in the game. The Tiny Titanic.

Turbo Start

Hold left trigger while game is loading. As the number 3 fades release left and hold Right trigger. As the number 2 fades do the opposite (release right and hold left trigger), then do the opposite again as the number 1 fades (you should end with right trigger held.)

BUGGY HEAT

DREAMCAST

Drive Beelzebub Buggy

Successfully complete Expert mode in first place. The Beelzebub Buggy is fast, but not adjustable.

Drive Jet Buggy

Achieve 100% on Level Checker when building your car.

Drive LE-2001 truck

Successfully complete Expert mode in first place with the Coyote.

MONACO GRAND PRIX 2

DREAMCAST

Big Glitch

If you go into the pit and back into the dugout wall and press acceleration right before you hit it, your car will be launched

READY 2 RUMBLE

DREAMCAST

Leprechaun cornerman

Press X + L + R at the character selection screen.

Recover Energy

When a fighter has been knocked down, rotate the analog pad and press the buttons rapidly to restore lost energy. (Note: After a knockdown, both fighters can recover energy.)

Removing the Pause Menu

Pause the game during a fight and press X+Y at the same time to remove the pause window.

Rumble mode combos

Acquire the letters "R-U-M-B-L-E" during a round. Then press A + B to initiate a fighter's Rumble combo.

Silver Class boxers

Enter "RUMBLE BUMBLE" as a Gym name in Championship mode. Exit Championship mode and enter Arcade mode to unlock Bruce Blade. (Cheat also unlocks Kemo Claw.)

Taunt opponent

Hold X + A (or Y + B).

Extra Fights After Champion

After you beat the game with any player, instead of going to pick another player just go to Title fight. You can play some more matches and get a different rank.

Fight in championship arena

Select 2P Arcade mode. Then hold R while choosing a fighter at the character selection screen.



Fight in gym

Select 2P Arcade mode. Then hold L + R while choosing a fighter at the character selection screen.

TUROK: RAGE WARS

NINTENDO 64

Cheat Menu

While you are at the main menu of the game (showing 1 Player Trial Mode, 2 Player Trial Mode, etc.), press the Z

button to access a cheat menu which has listed on it: All Characters, All Weapons, Unlimited Ammo, Extra Modes, and Credits. The number of cheats you have available is based on the total amount of kills that you and



your opponents have. For example if you loaded up two characters and have a combined total of 2000 kills all four cheats would be available to you. But if you only have like 100 kills you could have only one cheat available.

Easy Cheats

Create a character and save it. Get 500 career kills. As soon as you have 500 kills copy that player to the other 3 slots on the save pack. Load all four people and your combined kill total will be 2000 kills. Now at the main menu hit "Z" and turn on the cheats you want.

Unlock Boss Characters

You can play as the boss characters in multiplayer.

Bastille: complete raptor, mantid drone, and guardian's trial.

Syra: complete campaigner, Lord of the dead, and juggernaut trials.

Symbiont: complete Fireborn, Mantid mites, and oblivian spawn trials.

Tal'Set: complete Mantid soldier's trial

WCW MAYHEM

NINTENDO 64

All Wrestlers

Enter PLYHDNGYS as a Pay-Per-View password.

Alternate wrestlers

Enter "NCGDYNLN" as a Pay-Per-View password.

Classic TNT Nitro set

Enter "PLYNTRCLSC" as a Pay-Per-View

password. Then choose "Nitro" at the ring selection screen.

Identical wrestlers

Enter "DPLGNCRS" as a Pay-Per-View password. (Note: Cheat works in 2P VS mode games only.)

Momentum meter

Enter "PRNTMMNTM" as a Pay-Per-View password.

WCW WRESTLEMANIA 2000

NINTENDO 64

Play as Jim Ross & Jerry Lawler

Begin Road To Wrestlemania with any character and make it to Wrestlemania. Before the action begins, JR and JL will introduce themselves and also become selectable characters.

Play as Paul Bearer

Begin Road To Wrestlemania with The Undertaker. After several matches, Paul will eventually accompany you to the ring and become a playable character.

Play as Shawn Michaels (HBK)

Begin Road To Wrestlemania and make it to Wrestlemania. Either defend or win the WWF title and Shawn will challenge you. If you win, he will become a selectable character.

Play as Stephanie McMahon

Begin Road To Wrestlemania with Test. After several matches, Stephanie will eventually accompany you to the ring and become a playable character.

Quick Specials

Hold the control stick to the right and watch the attitude meter go up to special.

Random Character Selection

To choose a character at random, press C-Down at the character selection screen.

Steal Opponent's Finishing Move

Strong grapple your opponent while your Attitude meter is flashing, then press the Analog-stick in any direction while simultaneously pressing A + B to humiliate your opponent by smacking him or her around with their own move.

Steal Opponent's Taunt

Spin counter clockwise on the analog and you will do one of your opponent's taunts.

WORLD DRIVER CHAMPIONSHIP

NINTENDO 64

All Circuit G2G Cars

1) Go into the Championship mode, then park yourself on the screen that displays the Teams, Event select, Save game, and Main menu options.

2a) Press Z

2b) Press right on the control pad

2c) Press Z three times

2d) Press B

2e) Press A

Now you have just unlocked all the G2G cars. You won't earn any experience points for this trick

All GT2 Cars

To unlock all GT2 cars, begin a Championship game and at the team selection screen enter: Z-trigger, RIGHT, Z, Z, Z, B, down-C, A, RIGHT, Start.

Note: This cheat must be entered with the analogue control stick.

Car Menu

Go to the car selection screen in World Driver Championship and press the "R" trigger. This will allow you to toggle between two car selection screens giving you more cars to choose from. NOTE: In order for this cheat to work you must first unlock one of the cars on the other screen.

Change Car Colours

When you are selecting your car, press Z to change its colour.

Class A "Rage"

Go down to the "Rage" car select and go to the left until you find the only Class A car in the game, without doing the Championship.

Drive 2000 Falcon Interceptor

To drive the 2000 Falcon Interceptor, you must win all racing events. Then race the Novice Cup and defeat the Interceptor in the Novice Cup races. The Interceptor will become a staple of the Boss Racing Team!

NUCLEAR STRIKE

NINTENDO 64

50% more armour

Enter the password: PCPNL

Invulnerability

Code ID: 7149 Enter the password CPPLM

Quad Damage

CodeID: 7148

Enter the password BDGFK

HEAVY GEAR 2

PC

Auto-complete Level

While playing a game, press to display the chat prompt. Then, enter the following code and press [enter] to activate: SET MISSION

Invulnerability

While playing a game, press to display the chat prompt. Then, enter the following code and press [enter] to activate: SET CAMTI

HOMEWORLD

PC

Cheat Codes

Start the game with one of the following command line parameters to activate the corresponding cheat function:

Enable debug mode — /debug

Disable int 3 after fatal error — /nodebugint

Disable galaxy backgrounds — /noBG

Disable default CPU players — /noCompPlayer



Disable tactics — /notactics

Disables retreat tactics — /noretreat

Disable FMV sequences — /disableAVI

Fatal errors do not generate int 3 before exiting — /nodebugInt

Sets global memory heap size — /heap

Sets path to search for opening files — /prepath

Sets path to CD-ROM — /CDpath

Press [F11] to toggle free mouse — /freemouse

cheat mode

Do not use anything from bigfile(s) — /ignoreBigfiles
Create log of data files loaded — /logFileLoads
Do not use KNI even if support is — /disableKatmai
Force usage of KNI even if determined to be unavailable — /forceKatmai
Turn all sound effects off — /noSound
Turn all speech off — /noSpeech
swap the left and right audio channels — /reverseStereo
Force mixer to write to Waveout — /waveout
Force mixer to write to DirectSound driver — /dsound
Disable bi-linear filtering of textures — /noFilter
Do not use polygon smoothing — /noSmooth
Do not load textures — /nilTexture
Turn off front end textures — /NoFETextures
Enable stipple alpha (software renderer) — /stipple
Disable ship damage effects — /noShowDamage
Reset rendering system to defaults at startup — /sw
Display fullscreen with software renderer (default) — /fullscreen
Display in a window — /window
No border on window — /noBorder
Use slow screen blits — /slowBlits
Select an rGL device by name (sw, fx, d3d) — /device
Select default OpenGL as renderer — /gl
Select Direct3D as renderer — /d3d
Disable usage of OpenGL perspective correction hints — /nohint
No pausing with [Alt] + [Tab] — /noPause
No minimize with [Alt] + [Tab] — /noMinimize
Show dock lines — /dockLines
Show gun lines — /gunLines
Show light lines in debug mode — /lightLines
Render bounding bowties on the ships — /boxes
Enable text feedback in game commands — /textFeedback
Enable AI Player logging — /aiplayerLog
CPU players are deterministic — /determCompPlayer
Enable gathering of stats — /gatherStats
Turn off captaincy log file — /captaincyLogOff
Turn on captaincy log file — /captaincyLogOn
Turn off network logging file — /logOff
Turn on network logging file — /logOn
Turn on verbose network logging file — /logOnVerbose
Generate game stats log file — /statLogOn
Generate Int 3 when a sync error occurs — /intOnSync
Autosaves game frequently, records packets — /debugSync

Allow LAN play regardless of version — /forceLAN
Enables NIS testing mode using [nisFile] — /testNIS
Enables NIS testing mode using [scriptFile] — /testNISScript
Record a demo — /demoRecord
Play a demo — /demoPlay
Record packets of multiplayer game — /packetRecord
Play back packet recording — /packetPlay
Do not use the packed textures if available — /disablePacking
Center the SM world plane at about 0,0,0 rather than the camera — /smCentreCamera
Close captioning — /closeCaptioned

STAR TREK: HIDDEN EVIL

PC

All Keys

While playing the game at any time type in SCOTTY. This code gives you all keys and passcards (Very helpful later on when you have to go around looking for them).

Free Hyposprays

While playing the game at any time type in BONES. This code gives you one hypospray (But, if you have the KIRK mode on, hyposprays are useless).

God mode

While playing the game at any time type in KIRK to activate god mode. While your power does go down it will automatically be refilled. You can tell this code is active by a little pointing hand above the meter.

Level Skip

While playing the game at any time type in SPOCK, it lets you skip the current level of the game to the next phase of Ensign Sovok's assignment.

MEDAL OF HONOR

PLAYSTATION

Captain Dye Mode

With this code your health will stay the same from one mission to the next (if you end mission 1 with 47% health you'll begin mission 2 with 47% health.) To use this code enter: CAP-TAINDYE at the password screen.

Enable Noah in Multiplayer

Enter "BEACHBALL" as a password to

unlock Noah in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Enable Bismark the Dog in Multiplayer

To get Bismark in multiplayer. Type in WOOFWOOF in the password screen.

Enable Evil Col. Muller in Multiplayer

Enter: BIGFATMAN in the password screen to enable Manon's arch-nemesis

Enable Gunther in Multiplayer

Enter "GUNTHER" as a password to unlock Gunther in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Enable Nutcracker in Multiplayer

Enter "NUTCRACKER" as a password to unlock a giant nutcracker in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Enable Otto in Multiplayer

Enter "HERRZOMBIE" as a password to unlock Otto in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Enable Velociraptor in Multiplayer

Enter SSPIELBERG at the password screen to unlock a velociraptor dinosaur in multiplayer mode.

Enable Werner von Braun in Multiplayer

Enter "ROCKETMAN" as a password to unlock Werner von Braun in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Enable William Shakespeare in Multiplayer

Type PAYBACK in the password screen.

Enable Winston Churchill in Multiplayer

To play as Winston Churchill in multi-player mode. enter "FINESTHOUR" at the password screen.

Enable Wolfgang in Multiplayer

Enter "HOODUP" as a password to unlock Wolfgang in multi-player mode. If you entered the code correctly, the Enigma machine will flash green.

Everyone speaks English (American Movie Mode)

To enable American Movie Mode enter the password: SPRECHEN

History and making of each level

Use these passwords to unlock the history and making features of all the levels under the "Gallery" option. If you entered the code correctly, the Enigma machine will flash green:
Level 1: Invasion

Level 2: biggreta
Level 3: dasboot
Level 4: stuka
Level 5: Komet
Level 6 and 7: twosixtwo
Level 8: Victory Day

Infinite Ammo

To get infinite ammo enter BADCOP-SHOW at the password screen in options. Note these only work after you complete a mission and replay it.

Invincibility

Enter MOSTMEDALS as a password to unlock Audie Murphy mode. Note these only work after you complete a mission and replay it.

Kill Yourself

Press R1, R2, L2, R1, R1, R1, R2, L2, L1, L1 then press SQUARE quickly. Your player should blow up and say, "What did you do that for?"

Passwords

Use these passwords to complete the desired mission.

- 1 RETTUNG
- 2 ZERSIOREN
- 3 BOOTSINKT
- 4 SENFGAS
- 5 SCHWERES
- 6 SICHERUNG
- 7 EINSICKERN
- 8 GESAMTHEIT

Picture of Adrian Jones

Enter "AJRULES" as a password to view a picture of the game's technical designer as a child. If you entered the code correctly, the Enigma machine will flash green.

Picture of Lynn Henson

Enter "COOLCHICK" as a password to view a picture of the game's lead designer as a child. If you entered the code correctly, the Enigma machine will flash green.

Rapid-fire

Enter: ICOSIDODEC at the password screen. This code allows your firing rate to be increased four folds.

Reflecting shots

Enter GOBLUE as a password

Staff pictures

Enter "DWIGALLERY" as a password to view the Secret Staff Photo Gallery. If you entered the code correctly, the Enigma machine will flash green.

Team pictures

Enter "DWIMOHTEAM" as a password to view the Secret Team Gallery. If you entered the code correctly, the Enigma machine will flash green.

Wire frame mode

Type in TRACERON. If done right, the enigma machine will flash green.



NBA LIVE 2000

PLAYSTATION

Unlock Legends

When you are picking a team enter: Up, Down, O, and Square. An all-star team with the greatest NBA players of all time will appear and you can play as them in a single game or season.

TOY STORY 2

PLAYSTATION

Debug mode

At the title screen press: X, Circle, Square.

Replenish Health

When your health is gone, quickly exit the level then return to it and you should be invincible.

Unlock All Levels

At the title screen press Up 4 times, Down 2 times, Up 2 times, and finally Down 3 times. If the code is done correctly you will unlock all the levels but you still have to complete all the missions because the Pizza Planet Tokens will not be available.

COOL BOARDERS 4

PLAYSTATION

Unlock all Mountains, Characters and Boards

Select one player mode and enter: ICHEAT as your name. If you entered it correctly, you will hear a confirmation sound.

Unlock all Special Events

Select One player mode and enter: IMSPECIAL as your name. If you entered it correctly you will hear a confirmation sound



TOMB RAIDER 4

PLAYSTATION

Firstly you must be facing exactly North before entering your inventory screen by pressing Select. The easiest way to do that is to finish a level, so that when you start the new one, you will already be facing exactly North. For All Items (eg: keys, secrets) go into your inventory and highlight the Large Medi Pack, hold the L1, L2, R1, R2 & Down. With these held press the Triangle button when the compass is pointing exactly North. THIS MUST BE ENTERED ON EVERY LEVEL IN ORDER TO RECIEVE ALL ITEMS.

To Skip Levels go into your inventory and highlight Load, hold the L1, L2, R1, R2 & Up. With these held press the Triangle button when the compass is pointing exactly North.

To make Everything Unlimited go into your inventory and highlight the small medikit, hold the L1, L2, R1, R2 & Up. With these held press the Triangle button when the compass is pointing exactly North.

MEGA CHEATS

PlayStation

- 401 Ace Combat 2
- 402 Actra Soccer 2
- 403 Actra Soccer 3
- 404 Adidas Power Soccer
- 405 Advan racing
- 406 Alien Trilogy
- 407 Alibi The Heartless
- 408 Alone in the Dark 2
- 409 Andrei Racing
- 410 Asaninatics: Ten Pin 2
- 411 Apocalypse
- 412 Armoured Core
- 413 Armoured Core 2
- 414 Army Men 3D
- 415 Artoon Senza Kart Dual
- 416 Assault Hugs
- 417 Asteroids
- 418 Auto Destruct
- 419 Azure Dreams
- 420 B Movie
- 421 Battle Arena Tosh 3
- 422 Battle Arena Tosh 2
- 423 Beast Wars: Transform
- 424 Bio Freaks
- 425 Blast Chamber
- 426 Blast Radius
- 427 Blastio
- 428 Blood Omen
- 429 Bloody Bear
- 430 Bloody Bear 2
- 431 Bomberman world
- 432 Brain Beat 13
- 433 Brigadino
- 434 Bubsy 3D
- 435 Bushido Blade 2
- 436 Bust-a-Groove
- 437 Bust-a-Move 4
- 438 C. Contra Adventure
- 439 Capcom Gen. 2
- 440 Capcom Gen. 1
- 441 Cardinal Sin
- 442 Carl World Series
- 443 Chocobo Racing
- 444 Circuit Breakers
- 445 Code Name: Tenka
- 446 Colin McRae rally
- 447 Colonisation
- 448 Colony Wars
- 449 Colony Wars: Veng.
- 450 Command & Conquer
- 451 C & C: Red Alert
- 452 Contender
- 453 Contra: Legacy of War
- 454 Cool Boarders 2
- 455 Cool Boarders 3
- 456 Courier Crisis
- 457 Crash Bandicoot 1
- 458 Crash Bandicoot 2
- 459 Crash Bandicoot 3
- 460 Crash Team Racing
- 461 Croc: Legend
- 462 Crusader: No Remorse
- 463 Cyberated
- 464 Dark Forces
- 465 Dead in The Water
- 466 Dead or Alive
- 467 Death Trap Dungeon
- 468 Defcon 5
- 469 Destroga
- 470 Destruction derby 2
- 471 Duke Nukem: Madtown
- 472 Duke Nukem: Time to Kill
- 473 Duke Nukem: Madtown
- 474 Elemental Gearbolt
- 475 Eliminator
- 476 ESPN Extrav Games
- 477 Everybody's Golf
- 478 FIFA 98
- 479 FIFA 99
- 480 Fighting Force
- 481 Fighting Mission: K1-Rev
- 482 Final Doom
- 483 Final Fantasy 7
- 484 Fisherman's Gait: A Bass
- 485 Formula 197
- 486 Formula 198
- 487 Formula Karts
- 488 Forsaken
- 489 Frenzy
- 490 Future Cop L.A.P.D.
- 491 G Darius
- 492 G. Contra
- 493 G. Polico
- 494 Gax: Enter the Gecko
- 495 Gax 3: Deep Cover Gecko
- 496 Ghost in the Shell
- 497 Grand Theft Auto 2
- 498 Grand Theft Auto 3
- 499 Grand Tour Racing 98
- 500 Gully Bear

- 501 Heart of Darkness
- 502 Hot Shots Golf
- 503 I.S. Soccer Pro 98
- 504 Independence Day
- 505 Indy 500
- 506 J. McGrath Super X 98
- 507 Jet Moto 3
- 508 Judge Dredd
- 509 K-1 Arena Fighters
- 510 Kogoro Deception 2
- 511 Kona
- 512 KnockOut Kings
- 513 Krazy Ivan
- 514 Kula World
- 515 LEGO
- 516 LEGO D
- 517 Libero Grande
- 518 M.K. 4
- 519 M.K. Mythology
- 520 M.K. Trilogy
- 521 Madden NFL 99
- 522 Madden NFL 98
- 523 Mass Destruction
- 524 Max Force
- 525 Max Power Racing
- 526 MXK
- 527 Medieval
- 528 Menapower Legends
- 529 Marvel 6 Hero's V's SL Fight
- 530 Metal Gear Solid
- 531 Metal Slug
- 532 Micro Machines V3
- 533 Military Madness
- 534 Monster Trucks
- 535 Moto Racer
- 536 Moto Racer 2
- 537 Motorhead
- 538 Mission Impossible
- 539 N2O - Nitrous oxide
- 540 NASCAR 98
- 541 NASCAR 2000
- 542 NBA Live 98
- 543 NBA Live 99
- 544 NBA Shoot Out 98
- 545 Need for Speed 2
- 546 Need for Speed 3
- 547 Need for Speed: High Stakes
- 548 NFL Blitz
- 549 NFL Gameday 99
- 550 NFL 98
- 551 NFL 99
- 552 NHL 98
- 553 NHL 99
- 554 NHL Face Off 98
- 555 NHL Powerplay 98
- 556 Ninja - Shadows

- 557 Nuclear Strike
- 558 O.D.T.
- 559 Oddworld: Abe's Exodus
- 560 Oddworld: Abe's Odd.
- 561 One
- 562 Pandemonium 1
- 563 Pandemonium 2
- 564 Parasite Eye
- 565 Parrappo The Rapper
- 566 PH Fall 3D
- 567 Pocket Fighter
- 568 Porsche Challenge
- 569 Pay Day
- 570 Payday
- 571 Payback
- 572 Rampage 2: Universal
- 573 Quake 2
- 574 R-Type
- 575 R-Type
- 576 Rally Cross
- 577 Rally Cross 2
- 578 Rally de Africa
- 579 Rapid Racer
- 580 Rayman
- 581 Rebel Assault 2
- 582 Bendy to Rumble
- 583 Reloaded
- 584 Resident Evil 3
- 585 Resident Evil: D.C.E.
- 586 Ridge Racer Rev.
- 587 Rival Schools
- 588 Riven: Sequel to Myst
- 589 Road Rash 3D
- 590 Rallcap
- 591 Romp Trip: 2012
- 592 Rugrats: Search Reptar
- 593 Running wild
- 594 SCARS
- 595 Shadow Master
- 596 Shane Warne 99
- 597 Side Pocket 3
- 598 Silent Hill
- 599 Sim City 2000
- 600 Skull Monkeys
- 601 Small Soldiers
- 602 Smash Court 2
- 603 Soul Blade
- 604 Soviet Strike
- 605 Spirit World
- 606 Syro the Dragon
- 607 Star Wars: Masters Of Ter.
- 608 Steel Rain
- 609 Street Fighter Alpha 3
- 610 Street Fighter Col 2
- 611 Street Fighter X-Alpha

- 612 Street Racer
- 613 Street Slider
- 614 Synkon Filter
- 615 Tarzan
- 616 Tekken 2
- 617 Tekken 3
- 618 Ten Pin Alley
- 619 Tenchu
- 620 Test Drive 4
- 621 Test Drive 5
- 622 Test Drive Off Road
- 623 Test Drive Off Road 2
- 624 Tetris Plus
- 625 The Fifth Element
- 626 The Lost World
- 627 The Umboly War
- 628 Theme Hospital
- 629 Theme Park
- 630 Thrill KM
- 631 Thunder Force 5
- 632 Tiger Woods 99
- 633 Time Crisis
- 634 Tobal 2
- 635 Toca Touring Car
- 636 Toca Touring Car 2
- 637 Tokyo Highway Battle
- 638 Tomb Raider
- 639 Tomb Raider 2
- 640 Tomb Raider 3
- 641 Tombal
- 642 T. Mahoon World Rally
- 643 Treasures of the Deep
- 644 Triple Play 98
- 645 Triple Play 99
- 646 Twisted Metal 2
- 647 Twisted Metal 3
- 648 V-Rally
- 649 V's
- 650 Vigilante 3
- 651 VMX Racing
- 652 VR Powerboat Racin
- 653 War Games: Defcon 1
- 654 WarCraft 2
- 655 Warhammer
- 656 WCW Nitro
- 657 WCW/WWF Thunder
- 658 WCW V's The World
- 659 Wipeout 2
- 660 Wipeout 3
- 661 Wild Arms
- 662 Wipeout 2007
- 663 WWF in Your House
- 664 WWF War Zone
- 665 Xena: Warrior Princess

- 666 NHL 99
- 667 NHL Breakaway 98
- 668 NHL Breakaway 99
- 669 Nightmare Creatures
- 670 Offroad Challenge
- 671 Quake 64
- 672 Quake 2
- 673 Road Rash 64
- 674 Rainbow 6
- 675 Robotron X
- 676 Rush 2: Extreme Racing USA
- 677 S.C.A.S.
- 678 Fighting Force 64
- 679 WWF Allitude
- 680 Superhero
- 681 Star Wars: EP 1 Racer
- 682 Star Wars: Rogue Squadron
- 683 Star Wars: Shadows
- 684 Super Smash Brothers
- 685 Supercross 2000
- 686 Top Gear Overdrive
- 687 Top Gear Rally
- 688 Turok
- 689 Turok 2
- 690 Turok Rapa Wars
- 691 Vigilante 8
- 692 V-Rally
- 693 V's
- 694 V's Soccer 64
- 695 V-Rally
- 696 V's Heavin' Ball
- 697 M.K. 4
- 698 M.K. Trilogy
- 699 Madden 64
- 700 Madden 99
- 701 Mario Kart 64s
- 702 Mario Party
- 703 Monopoly
- 704 Monster Truck Madness
- 705 Nagano Win Olympics
- 706 Nascar 99
- 707 Nascar 98
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- 774 Turok 2
- 775 Turok Rapa Wars
- 776 Vigilante 8
- 777 V-Rally
- 778 V's
- 779 V's Soccer 64
- 780 V-Rally
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- 921 NHL 99
- 922 NHL Breakaway 98
- 923 NHL Breakaway 99
- 924 Nightmare Creatures
- 925 Offroad Challenge
- 926 Quake 64
- 927 Quake 2
- 928 Road Rash 64
- 929 Rainbow 6
- 930 Robotron X
- 931 Rush 2: Extreme Racing USA
- 932 S.C.A.S.
- 933 Fighting Force 64
- 934 WWF Allitude
- 935 Superhero
- 936 Star Wars: EP 1 Racer
- 937 Star Wars: Rogue Squadron
- 938 Star Wars: Shadows
- 939 Super Smash Brothers
- 940 Supercross 2000
- 941 Top Gear Overdrive
- 942 Top Gear Rally
- 943 Turok
- 944 Turok 2
- 945 Turok Rapa Wars
- 946 Vigilante 8
- 947 V-Rally
- 948 V's
- 949 V's Soccer 64
- 950 V-Rally
- 951 V's Heavin' Ball
- 952 M.K. 4
- 953 M.K. Trilogy
- 954 Madden 64
- 955 Madden 99
- 956 Mario Kart 64s
- 957 Mario Party
- 958 Monopoly
- 959 Monster Truck Madness
- 960 Nagano Win Olympics
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PlayStation

- 1001 Soul Calibur new
- 1002 Super Speed Racing
- 1003 Virtua Fighter 3TB
- 1004 Knockout Kings 2000
- 1005 Fighting Force 2
- 1006 Vigilante 8: 2nd Offense
- 1007 NBA Live 2000
- 1008 Sid Storm
- 1009 Twisted Metal 2
- 1010 Cool Boarders 4
- 1011 Rainbow 6
- 1012 Resident Evil 3: Nemesis
- 1013 Army Men: Air Attack
- 1014 Wu-Tang: Shaolin Style
- 1015 Spyro 2: Ripto's Rage
- 1016 Vigilante 8: 2nd Offense
- 1017 Tomorrow Never Dies
- 1018 Supercross 2000
- 1019 Medal of Honor
- 1020 Jurassic Park: Warpath
- 1021 Test Drive 6
- 1022 Vigilante: Last Bel.
- 1023 Tomb Raider: Last Bel.
- 1024 Street Fighter EX 2 Plus
- 1025 Logo Racers
- 1026 48 Winks
- 1027 Duke Nukem: Zero Hour
- 1028 Roadsters
- 1029 Logo Racers
- 1030 South Park: Liv Shack
- 1031 Vigilante 8: 2nd Offense
- 1032 WWF Wrestlemania 2000
- 1033 Destruction Derby 64
- 1034 Donkey Kong 64
- 1035 Vigilante 8: Second Offense
- 1036 Box 3: Deep Cover Gecko
- 1037 Resident Evil 2
- 1038 NASCAR 2000
- 1039 Battlefield: Global Assault
- 1040 Hot Wheels: Turbo Racing
- 1041 Knockout Kings 2000
- 1042 Armored: Profect SWARM
- 1043 Xena: Talkman of Fire
- 1044 Jet Force Gemini
- 1045 Gauntlet Legends
- 1046 Harvest Moon 64

Continued New... II

DreamCast

- 354 Aero Dancing
- 355 Air Force Delta (new)
- 356 A-Life
- 357 Blue Stinger
- 358 Buggy Heat (new)
- 359 Daytona USA 2
- 360 Evolution
- 361 Got Bass
- 362 Godzilla Generation
- 363 House of the Dead 2
- 364 King Of Fighters Dream Match '99
- 365 Marvel Vs. Capcom
- 366 Pen Pen Tri-iceon
- 367 Power Stone
- 368 Puyo Puyo 4
- 369 Psychic Force 2012
- 370 7TH Cross
- 371 Sega Rally 2
- 372 Sonic Adventure

incoming mail

HYPER LETTERS

78 Renwick St.
Redfern, NSW 2016
Fax: (02) 9281 6188
E-mail: freakscene@next.com.au

INQUISITIVE FELLOW

Dear Hyper,
Your mag rules hands down! Keep it up!
Some questions about your mag. I know it might be long, but may you please answer it?
1. Why don't you guys sell Hyper merchandise like t-shirts, caps, keyrings etc? You'd make money from it.
2. How come now you can't subscribe for 2 years?
3. Can you make a back issues page so readers who miss an issue can order them?
4. How about making a page especially for readers' art that they send in?
5. Can you make a service like PCPowerplay's Oracle where if you're stuck in a game you can get help?
6. Where did the charts and posters go? If you aren't going to have posters anymore, may you use the perfect bound binding for the mag?
7. How many controller ports is the

PlayStation 2 going to have? Because I've seen that it's got only 2.
8. What happened to the Tomb Raider movie?
9. What's the latest news about Project X/Nuon?
If you play with those tech decks my words of advice... Go get a life!!
ALLEN IKER NSW

Hi there Allen,
1. *A long, long time ago we made Hyper t-shirts and tried to sell them in the mag, but none of you seemed that interested! Ok, maybe they looked a bit crap. Cam wants new t-shirts to giveaway, so you never know.*
2. *You can direct your subscription wants and needs to subs@next.com.au*
3. *Erm... you can request back issues from subs@next.com.au also.*
4. *When we get sent something cool, we'll print it! Come on people!*
5. *Currently, the Oracle is in danger of dissolving, so we don't want to threaten his existence any further. We do have the Hyper Playguide special which you can buy, and we'll have solutions every now and then in the mag.*
6. *Posters are back! Check them out this issue. The charts aren't available right now, because we didn't think the market was being fairly repre-*

sented. We're looking at a more official way of providing you with the month's top ten sellers.
7. *Only two. Your eyes serve you well.*
8. *It's still on the boil. But we don't expect to see it any time soon.*
9. *The Nuon is actually still around. Check out our news section this month for the latest on this odd set-top.*

BOLO(CKS)

Dear Hyper,
Just thinking of how games are coming full circle. I mean, how games are going into multiplayer only just so we can get decent opponents and I cast my mind back to a little multiplayer only game for Macs called Bolo. A tank based game where the object was map domination. This thing was great, graphically it was truly simple but it had gameplay coming out its rear, and it had everything – map builders, bots (I think the first game to have them), team play, and I think it even had Internet play. Everyone raves on about how many frags they get in Q3A and UT or how they demolished their mates in Starcraft, but I spent many a night (and avoiding teachers during the day) destroying my mates tank and taking over their bases before I even heard about Quake. Well this little game is so successful it's still being played today, but still it's Mac only (Damn!).
Well that's all I have to say. Just a little look back into history,
ARMUNN

Dear Armunn,
Yes... Bolo. We remember it well! Simple little games like this never seem to die, and you can probably still find people to play Bolo with you to this day, because what you say is true. The boom in Multiplayer games is because the opponents are better – Hell, they're human! Multiplayer games have always been hugely popular though, it's only just now that the big game publishers have realised that it's worth catering to. MUDs (Multi-User Dungeons) were massive before the Internet even became vaguely mainstream – and they were entirely text-based!

DD-DAY

Dear Hyper Crew,
Whatever happened to the N64 add on that featured a re-writable cartridge drive with larger capacity, improved sound/graphics and a modem? It would seem logical to release this now if Nintendo wanted to seriously compete with the Sega Dreamcast and the upcoming PS2, the Dolphin is still almost two years away! All 64 gamers are multiplayer tans (4 player

Goldeneye, anybody?) so why not take multiplayer gaming to the next level? They also want to be able to upgrade like PC owners, and how popular was the 4 MB Expansion Pak? That made all the difference in Donkey Kong 64, the graphics were almost up to Sonic on the Dreamcast!! I hope (like many other N64 gamers) that Nintendo choose to upgrade the N64 to a next generation console, at least until the Dolphin comes out. Oh, and I think it would be a great idea if you had a scorelist page(s) like your sister magazine, PC PowerPlay, otherwise – great magazine guys!

JOSH ZWAR

Hi Josh!
The 64-DD is the device you're thinking of, and amazingly it is actually out in Japan now. Unfortunately it seems to have been an overrated device. For starters the 64DD does little to improve the N64's graphics or sound as it is essentially a disk drive add-on. It does come with online capabilities, though mainly storage purposes, as we believe the modem is actually a separate peripheral. The 64-DD simply gives developers access to more storage space for their game data, as each 64-DD disk can hold 64MB of info. This means higher quality audio and more of it, plus potentially larger and more complex games. The chances of the 64-DD being released outside of Japan are now almost zero. I would guess that Nintendo have started to accelerate their Dolphin plans...

LESS ADS, MORE POSTERS

Dear Hyper,
As having many people being devoted to your mag, I would like to say my opinion on your 'new look'. First of all, the poster issue. Many viewers loved to purchase your mag, and find some awesome poster within it, alas, this is not the case anymore. Instead more comprehensive reviews are being put in and your opinion about this is, 'buy the Hyper Poster mag if you want more posters'. Unfortunately, this only comes out once a year, which is a long time to wait! After they buy it, they may not like some and only put so few over their wall. And then, if they wanted to cover their whole wall up, they will have to wait another year.
Another thing that has come to my attention is your advertising campaign that seems to be building up quite a lot in the last few years. In every first of your 2 pages, there's always something advertising a game, not many people read this as they don't really care. They're buying your mag, for your opinions, not for advertising. To put simply, if you could lengthen or take out adverts then posters can be put back where they should be. if you

Caption This Part 2 winner!
Wow lots of funny responses this month! You all made it very hard for us to choose, but the golden caption award goes to Blotto Watto via email. Onya Blotto!



The entrance to the final dungeon becomes more obscure with every Ultima game

Runners-up
"I wish the animators had given me a dick." – Ross Delany, via email
"Auto-aim rocks!" – Chris Andrews, Vic
Even with a crosshair getting it in the bowl in 3rd person will challenge any man. – Oliver Thompson, via email
Arnie looked in horror at what the steroids had done to "Mr. Winky" – Adam Clark, Tas
Stand by for an FMV clip of a guy on the crapper – Peter Harman, Tas
Microsoft Toilet Simulator 2000 – Phillip Broom, WA



wanted to make more adverts like the Americans then you'd end up with a magazine with so little pages of news & reviews and have hundreds of adverts and coupons in its place. It's your decision to give the people what they want, not what they don't.

**YOURS SINCERELY,
ADAM NORRIS.**

*Hi Adam,
Let me explain. For starters, you'll notice there are posters in this issue – plus, the new Poster Special Edition has just hit the shops. So you should have enough posters now to line your kitty litter or whatever it is you want to do with them. We took the posters out when there were too many games to try to review – surely a review of a new game is better than a poster? Well, don't worry, we'll keep doing posters when we can and for as long as we still have staples. Which hopefully won't be forever. That brings us to the ads. We don't just throw ads in the magazine for the hell of it... advertisers pay us money to put their ads in the mag. This money can then be used to make Hyper better, like printing the mag with a hard spine (perfect bound), thus getting rid of those pesky staples. We need ads in the mag so we can keep making it! If there were no ads in Hyper, the magazine would be*

cancelled. That's the cold, hard reality. So we try to keep some space reserved for ads, but we never let them eat into our reviews. Hyper will always be very good value for money. I think we're still the best games mag in that regard.

YOU TALKIN' TO ME??

Dear Hyper Magazine,
I enjoy reading your magazine and I would like to ask you a few questions...

1. On the second CD of Final Fantasy VIII, where is the Captain napping in Balamb?
2. What's better – Unreal Tournament or Quake 3 Arena?
3. Will the PlayStation 2 be coming with a modem when it comes out?
4. When will Diablo 2 be coming out?
5. My little brother likes wrestling games and I hate wrestling. Please tell my brother that it is a waste of money to buy them.
6. Why does LucasArts keep bringing out Star Wars flight sims? I mean it's getting a bit boring doing the same thing on each flight sim.

FROM MAVERICK

- Dear Maverick,
1. If you're meaning Cid, he's taking a break in the infirmary.
 2. What's better is buying both! If

you can't afford to, then get Quake 3 Arena for deathmatch and UT for team-based games.

3. The PS2 will not come with a modem. However, the console has been designed to access a broadband network for online gaming, downloading huge amounts of data and all sorts of funky stuff. The network should be available by late 2001.

4. Review next issue we hope! The game is out early April.

5. It's a waste of money to buy them.

6. Because Star Wars sells! Actually, they're all brilliant games too, even if they are samey. They rock.

IN 3DO WE TRUST

Hey Hyper,
Great mag, etc (all the usual suckery). Now onto my dilemma. I collect consoles as a hobby. Old, New, Foreign, all sorts. But one console that I have found almost impossible to get my hot little hands on is the 3DO. I don't mind if it's the Panasonic or Phillips model but I must have one. Do you guys have ANY IDEA at all where I could find one?? Any help would be much appreciated. In fact if you find me one I will personally buy each of you a slab of beer. I've asked all my local stores, checked the trading post, put up wanted ads and even checked out OP shops. (Now

that's desperate!!)
I live in Melbourne, if it will help any... Also, I must commend you on your "Reverse Engineering" section. Very interesting.

Anyway that's my mouth full for now. Please think hard about my 3DO dilemma and get back to me.

**REVES
TUBO25@HOTMAIL.COM**

*Hi Reves!
Well, if a slab of beer is on offer... Listen up readers! Anyone got a 3DO? Email Reves and let him know! If this works, Reves might send you beer! Good luck!*

GAMES GOOD TO GO

Dear Hyper,
I've only just discovered your mag in the last couple of months. From all the mags I've read I'd have to say this one rocks. I've just got a PlayStation this Christmas – I know, I know, a little bit too late but I didn't know if Dreamcast was going to flop. I'm happy with my decision. Could you recommend any games for me to get?

KU
*Hi Ku,
Sure thing. Final Fantasy VII & VIII,*



100% nintendo

▶ If you like the Nintendo 64 and you want to get ALL the latest news, previews and reviews on the hottest Nintendo games then this is your magazine!



on sale now!

incoming mail

Metal Gear Solid, Wipeout 3, Resident Evil 3, Tony Hawk Skateboarding, Driver... that should keep you going for a while. There are hundreds!

FUTURAMA

Hyper,
Why are your issues always printed with the month, 2 months in advance? I mean I bought your February issue in the last week of December!! What's the story?

ROACH

Dear Roach,
The month that is listed on the cover actually means nothing in terms of the content of the magazine. It's purely there so Newsagents know how long to keep the issue on sale.

GET REAL

Heyyo Hyper,
Being the loyal reader that I am, I found the February issue of Hyper in my mail pretty damn early, which was a pretty mad trick, and one that made me happy. Anyway, to the real point. I found it very surprising for you to take a conservative point on the issue of graphics (and realism) development in computer games, stating that 'it is scary' what could be done, and the result of photo-realistic graphics. I can't think of anything better! Isn't that part of what gaming is about -

escaping reality? Being able to do things that you can't normally do is pretty much what the whole gaming industry is built on! Making those games (sports, fantasy, shooters) look realistic is the ultimate. It will truly become virtual reality, and without the consequences, but all the enjoyment. Sure, there will be the freaks who emulate gaming actions in real life, but there has always been people that are unadjusted, and uncontrolled, and I'm sure there could be a way to solve the problem, like a licence. Don't be so shy about the future Eliot!

Thank,
KIP

Hey there KiP,
I wasn't saying it would be a bad thing, I just posed some questions about whether it would be very healthy or not. Personally, I'd love to play a photo-realistic RPG for instance. Like I said in my reply to that letter, we'll deal with the dilemma of photo-realism in games when it happens. Like you said, maybe people will have to get a gaming licence to prove they are mentally fit to cope with it! Geez, what will I do then?

WIGGLE THIS

Mr Arthur Adam,
I am a loving father of a 2 year old daughter and I am upset to see you, in your article on Toy Commander, making possible derogatory comments

about the Wiggles. They are a fine group with a great selection of songs. I would hate to see what effect these comments could have on my impressionable daughter as she is a fan of your magazine, often found sitting looking at your magazine (the pictures anyway). I myself have been reading your magazine for some time now and have been more than impressed with your magazine overall, but this is going too far. I would ask that you apologise for the indiscretion or at least never repeat this offence again or lose two avid readers.

CONCERNED PARENT
PEGGS PERTH WA

Dear Concerned Parent,
Arthur is too busy playing Worms. As far as I'm concerned, the Wiggles are the four horsemen of the apocalypse.

DREAMCAST DREAMSHMAST

Hey Hyper,
I'd just like to say that the Dreamcast is way too over-rated for what it actually delivers. In fact, I'd go so far to say it's crap. But then it DOES have some good points (meaning, it's worth buying at least for the box it comes in). Outlined below are some of the reasons behind my hate of the Dreamcast...

1. Marketing. Now I know this isn't a ground to hate the Dreamcast on, but just wondering, how many Dreamcast ads has anyone seen? Me, I've only

seen one, and whilst that may be good for DC haters like me, doesn't Sega know that marketing is the second most important part of selling a console? (The first being that it doesn't explode when you plug it in). Perhaps that would explain the phenomenal success of the PSX?

2. Upgradability. Or more importantly, lack thereof. A lot of DC fanatics (even you) are guilty of placing the DC on a higher level than the PS2 on the grounds that it has a modem. "A modem? OH WOW!! I can surf the net and download porn! Wow! Hey what's this fine print? 33.6K? What the hell does that mean?!" Honestly, a 33.6K is old and sloooow, and compared to the fact that the PS2 can be set up as ISDN cable or 56K modem, a 33.6K modem is just a plain bad choice. Also, what the hell were Sega thinking when they used CD format? DVD is the future!!

3. Technical Stuff. A DC can do 200mhz, a PS2 will do 300mhz. A DC can do 3 Million polygons a second without effects, the PS2 16 million WITH full effects. You do the maths. PS2 is also capable of Bezier Curving and Full-Screen Anti-Aliasing (and yes I do understand those terms).

4. Japan. Gosh, in your own magazine you said that the Japanese were preferring the Colour Gameboy to the Dreamcast. Could it really be that they'd prefer an 8-Bit hand-held device to a 'State-of-the-Art' 'Console of the Future'? Perhaps they were hoping their mummies and daddies'd buy them one for Christmas?

THE READING DISEASE

Greetings all at Hyper,
I am sixteen years old, I enjoy gaming as much as the next guy, however I recently played Tom Clancy's Rainbow 6. It's a great game so I looked up his name on the net which is where I discovered that he is an author. So the next day I ventured over to that thing called a library and borrowed one of his books. It was unreal. So here is a 16 year old "get that book away from me" kind of a guy who has suddenly ceased to play games because he would rather read a good book... amazing. So attention all! Momentarily put down your games and pick up a good book. However there is a dark side to this so called reading. It can cause you to learn stuff. BEWARE.

From Fish

Hi Fish,
Should I know you? You're not an illegitimate son or something are you?



Gamester PSX
Dual Force Wheel.

Don't forget to include your contact details ON your letter. You've won a Gamester Steering Wheel! For PlayStation.

GAMESTER

LIVEWIRE
DISTRIBUTION PTY. LTD.

5. SEGA. Hmm, funnily enough, the main reason the Dreamcast will fail is because it's produced by Sega. Who, need I remind you, produced the flop Saturn, the disastrous Genesis and the just plain awful SegaCD. Sonic may also be held responsible.

Regards,

THE SCORP

P.S. Great mag. I would subscribe, but then I'd run the risk of winning a Dreamcast.

Dear Scorp,

Hmmm. Let's see...

Yes there has been surprisingly little advertising here for the console which doesn't help at all. That doesn't mean the console is bad though.

We've never said the Dreamcast is better than PS2. We'll wait and see. With the Dreamcast, at least you can get online now to some extent. With the PS2 you'll have to wait until broadband is available in late 2001, early 2002.

We all know that graphics can only

do so much for a console. The PS2 might be able to render a trillion billion polygons a milisecond, but if the game plays like Mortal Kombat, well then you're in trouble aren't you. Chances are the games will blow us away, but so will second and third generation Dreamcast titles.

How well a console does in Japan doesn't mean much to how Joe Blow who lives on the corner enjoys playing Soul Calibur.

Sega not only make some of the best arcade games ever, but the Mega Drive was brilliant! They have the ability.

In a nutshell, it's still too early to decide that the Dreamcast is over-rated, because we are yet to see what the other next-generation consoles are able to deliver. Until then, why not enjoy it? If it has games that interest you, then it's a valid purchase. If you're hanging out for Ridge Racer V or some other PS2 title, then by all means, save your money and wait.

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,

How's things? I have decided to write to you due to a little dilemma I have been having over the last week or so and I was hoping you could help me out. You see I until recently had owned an NTSC Dreamcast (Japanese) with ten great games and three controllers. I sold it about a week ago when I realised that you cannot hook onto the Australian internet server with the Japanese modem which is something I really wanted to do. After getting my dosh from the buyer, I was really looking forward to getting stuck into buying my Aussie Dreamcast and being able to play my friends on Sega Rally 2 through the net however something serious happened. The other night when I was on the net looking for the great new games coming for the DC I happened to come across a PlayStation 2 site. Now I own a PlayStation so I decided to take a look at the games. I saw a pic of Jin from Tekken Tag doing a stance and I naturally thought, "ok then this is just FMV stuff". But guess what? It isn't!! What really hit me was when I downloaded a 30 second IN GAME fighting scene of Tekken Tag on PS2 and I dear near shat myself! What I was looking at beat

Sega's best game Shenmue more than twice over easy! I quickly put my money back into my pocket and had a serious think about what to do next. So I now ask you Strober, what do you think I should do?
Do I...
Buy a Dreamcast and hope for the best?
Wait only 9 months for a machine 7 times as powerful?

Thanks very much for your time Strober!

YOURS SINCERELY,
TIMOTHY, QLD.

Dear Timothy,
A dilemma indeed. To wait or not to wait, that is the question. I am a great believer in buying now & having your new toy now! So my advice to you is buy NOW, have fun NOW! Of course, you may not have the money when the PS2 comes out to then buy that as well, so... oh bugger. Maybe you should just give up gaming. That'd solve your problem.

Good luck
Strober



NEXT ISSUE
WE WILL BE
PRINTING THE
RESULTS OF
OUR MUCH
BELOVED
HYPER
READER
AWARDS!
SO MANY OF
YOU HAVE
VOTED ONLINE
(THOUSANDS
IN FACT) THAT
IT'LL TAKE A
SMALL NATION
TO PROCESS
THE RESULTS,
BUT WE'RE
ONTO IT AS
YOU READ
THIS! SOME
OF YOUR
ENTRIES HAVE
BEEN A REAL
SURPRISE...
STAY TUNED!

FOR SALE

Kyosho. Radio controlled, 10 gas engine powered nostalgic car series 3. Ferrari, pure ten size, GP Spider 4WD 330 P4, remote incl. 100's of spare parts, tools, fuel, spare 12 nitro star engine, starters and starter charger inc and lots more. **For more information, call 0411 398 297 between 7pm and 9pm (Mon - Sun) and ask for Adrian.**

Anime - Neon Genesis Evangelion \$150, Burn Up W \$50, Ninja Scroll \$15 or the lot for \$195. All videos are in excellent condition, in PAL format and are English dubbed. Prices include COD postage. Will not separate. **Phone (03) 5447 2053 and ask for Douglas.**

Computer games: People's General, X-Wing Vs Tie Fighter, Simcity 2000, Star Wars: Monopoly, Shadow of the Empire, Admiral: Sea Battles, NBA Full Court Press, Mechcommander. All this for \$30 or \$5 each. Please include \$5 for postage and handling. Will send via Express Post. **Please e-mail: fiveballs52@hotmail.com**

SNES Console and 1 controller (good condition) - \$50, plus NSES games: Super Mario All Stars, DKC 2 and Road Runner - \$15 each. If interested, **please phone Vilnis on 9471 0509.**

PlayStation with 14 games - Driver, Crash 3, kMetal Gear Solid, Street Fighter Collection, WWF Warzone, Dead or Alive and Ridge Racer Typer 4. Two controllers (1 dual shock), Memory Card, Multi-Tap, 18 demos, and V3 Steering Wheel. All for only \$350. **Call Phillip on (02) 9569 2319. Inner West area.**

Jet Force Gemini - Good condition, \$30. Must live in NSW **E-mail: boltman9@hotmail.com**

PC Games: Resident Evil and Croc Legend of Gobbos. Both games in excellent condition, boxed with booklet. \$50 each or both for \$80. **Call Bobby on (03) 5569 2435, or write to 79 Manifold St. Woolsthorpe VIC 3276.**

4 P.C games for sale. Dungeon Keeper 2 for \$65, Theme Park World \$50, Fifa 2000 for \$50, Total Annihilation Commander Pack (including 2 expansions, the actual game, official

stragedy book)\$20. all for \$180. all games include manual and box. in really good condition. **Sydney only, please call Jackson, (02)98718353.**

PC - 2 x 12MB Voodoo2's, Celeron A 333. N64 - 1080, Duke Nukem, Diddykong Racing, F Zero X, Doom 64. **Call Carl on 4168 9843 and make an offer.**

PC - One copy of Dungeon Keeper 2 CD with box, manual, instructions. \$70 ono. **Call Dean on (02) 4626 4697 if interested.**

PC Giveaway - I have a few games I want to get rid of. Unreal, Unreal Mission Pack, Sin, Sin mission pack, and the Half Life Day One disk. None of the games have their boxes, but they do have their instruction manuals. If interested, please contact me and I'll mail them to you. **Ask for Kai Tetley on this number; (08) 9294 4962.**

For sale: Sega Saturn plus 2 control pads, RF unit and 3 games. Streetfighter Alpha 2, "D" and Parodius. \$50 **E-mail: digihint@yahoo.com or phone (02) 4360 2733.**

Sega Saturn with 1 standard controller, 1 demo disk, Panzer Dragoon 2 and Virtua Cop 2. 2 months old and in new condition. \$65 which includes COD postage. **Ask for Douglas on (03) 5447 2053.**

Sega Mega Drive 2 with two controllers and four games; Micro Machines 96, Mega Games 1, Lion King and Sonic 3D for \$60. Also two PC games for sale, FIFA 97 and Destruction Derby 2 - \$30 each. **Call Marc on (08) 9300 8579 between the hours of 4 & 6pm.**

Nintendo 64, 2 controllers, memory card, Goldeneye, Blastcorps and Mortal Kombat Trilogy. All in good condition. \$230 ono. **Call Tyson on (03) 5728 1800 in Beechworth.**

Nintendo 64 with 3 controllers, 3 games, Goldeneye 007, Top Gear Rally and Lamborghini plus a controller pak - all for \$250. If interested, **phone Jack on (08) 8584 1219 or e-mail jackcameronx@hotmail.com**

Nintendo 64 consoles with 2 controllers, Sony PlayStation replacement parts, and Sega Megadrive. **Phone Michael on (07) 3393 1336.**

Nintendo 64, mint condition. With 2 controllers, memory pack, rumble pack and 2 games: Zelda 64 & Turok 2. Boxed with instructions, warranties etc. \$250 (Worth \$400). Will sell separately. **Call Adam on (03) 9557 5910. VIC only.**

N64 - PokEmon Snap for \$60, GB - Super Mario Land \$15. Both in good condition with box and manuals. **Phone Francis (03) 9557 7728**

For sale: Shane Warne Cricket 99 - \$60, Sim City 2000 - \$40, Final Fantasy VII - \$40, or the lot for \$130. **Call Vilnis Sanlitis (03) 9471 0509.**

SWAPS

I would like to swap my working copy of FFVIII for a working copy of Breath of Fire III. Brisbane area only. **Phone (07) 3324 1526 and ask for Simon.**

SNES Games: Street Fighter 2, Alien Vs Predator, Mortal Kombat, Mystic Quest Legend, Aladdin, Illusion of Time. Will swap for 1 N64 controller, WCW Vs NWO Revenge and Mario Kart 64. Buyer must send stuff first. **Call Danny Cheng. Phone 4741 1478**

Will swap Ready 2 Rumble on Dreamcast (boxed with booklet, all in perfect condition) for either Sonic Adventure or Worldwide Soccer 2000 (which must also be in perfect condition). **Phone: (08) 8363 4113. Ask for Josh. SA.**

Will swap a Nintendo 64 with 2 controllers, controller pak and Tetrisphere game (all one month old, with boxes and manuals) for a PlayStation with 1 or 2 controllers and Final Fantasy VII or VIII game OR will sell all for \$250. **Call Brendan on (02) 6291 0711. Canberra only.**

Pentium 200MMX PC with more software than you can print on this page, including Windows 95/98 and Plus 98, IE 5.0, Navigator 4.01, Adobe Workshop, Office 97/98, Lotus Smart Suite and heaps of games. Will swap for a Laptop with Pentium 233MMX or higher, and software, or will sell the complete package with keyboard drawer, printer and desk for \$2,800 ono. **Call Peter on 9725 7949 or 0404 178 709.**

WANTED

I'm looking for games like these; Zombies Ate My Neighbours, Super Mario Kart, Ghosts and Goblins and Shadow Run. Also wanted; Sega Saturn, 2 joysticks, memory card and these games; Last Bronx, Virtua Fighter 1 & 2, Sega Rally, MANXTT Super Bikes. Everything must be in top condition, boxed, and with manuals. **Call Michael on (08) 9244 7331.**

Wanted. Flight Sim 98 book in good condition. Canberra area, Gold Coast, Sydney or Melbourne. **E-mail five moons@primus.com.au**

Wanted desperately, Sega Saturn games; Resident Evil, Virtua Cop 2 (with or without light gun), Daytona USA (or CCE), Sega Rally and Analogue Pad. Will pay \$20 for games and \$30 for the Analogue Pad, pending on condition. **Phone Dale on (02) 4385 6263 after 4pm.**

Sega Saturn games: Last Bronx 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. **Cont act Carlo on 07 3899 9857 or e-mail: yoshimyu@ozemail.com.au**

Urgently wanted for Sega Saturn. Fighters Megamix, Fighting Vipers, Last Bronx, Nights: Into Dreams, Clockwork Night, Daytona USA. Must be boxed and in good condition. **Contact Andrew on (03) 5023 1244.**

PlayStation games "Crypt Killer" (lightgun) and "Tokyo Highway Battle" (Racer). Boxed with instructions preferred. **Phone Pete on (02) 9523 5627 after 4pm.**

I am desperately in need of the game **Age of Empires** (1 or 2). If you are interested, please ring **(08) 9450 7902 after 3:30pm** and ask for Peter. Also looking for second hand PlayStation games. Perth only.

Wanted: One Gameboy printer. Any condition, as long as it works. Willing to pay \$40. **Contact Nathan on (07) 5525 1034. Any area.**

Looking for Harvest Moon for **Gameboy or Gameboy colour,** Final Fantasy Tactics in PAL format and Final

Fantasy Anthology. Please contact me if you want to sell these games. Must be in good condition, preferably with original box and manual. **Contact Christina by e-mail at: skaterx@hotmail.com**

PENPALS

PlayStation all the way. My name is Chris and I'm 14, turning 15. I'm into video games and stuff. I have a PlayStation etc. so if you'd like to write, I don't mind what age or sex, just mail to: **Chris Xuereb, 45 Wattle Ave. St. Mary's 2760.**

Hi fellow gamers, If you like cool music such as 98 degrees, Ultra and N-Sync and adore playing Nintendo 64, write to me, **Adrian Lally.** I'm 17 and I don't mind who writes, as long as you're kewl. **14 Hare St. Kalgoorlie WA 6430.**

Hey all you chicks out there!!! 12 year old, fairly good looking, very popular male who's into sport and anything you are, is looking for a good looking female penpal aged 11-13. Please write to **Josh McKellar, 17 Marama Pde. Wagga Wagga NSW 2650.** PS Send a pic and your reply from me will be absolutely guaranteed.

Hi, My name is Shaun, I'm an 11yr old male, looking for a m/f penpal aged 11-13. I like PC and PSX and will talk about everything. So, if you want to write to me, the address is: **27 Elizabeth St. Mirani QLD 4754 (All letters will receive a reply).**

Hi, my name is Paul looking for a penpal (m/f) aged between 11-14 (I'm 13). I own a N64 with Zelda, Goldeneye, Wayne Gretzky's hockey and Mario 64 and I have a PC with practically no games. So if you like talking about N64, soccer, music or PC, just write to me at **285 The Strand, Dianella, Perth, WA 6059.** All letters will be answered.

Hi, My name is James and I am looking for a male or female penpal aged between 15 and 20. You must like Korn and The Living End and also like Final Fantasy VII. **E-mail me at james_wood@hotmail.com**

"It's something you can't prepare yourself for just have to ride the wutch (it)"
 scott owen - The Ring and



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