HYPER »

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X-BOX VS PS2

X BOX

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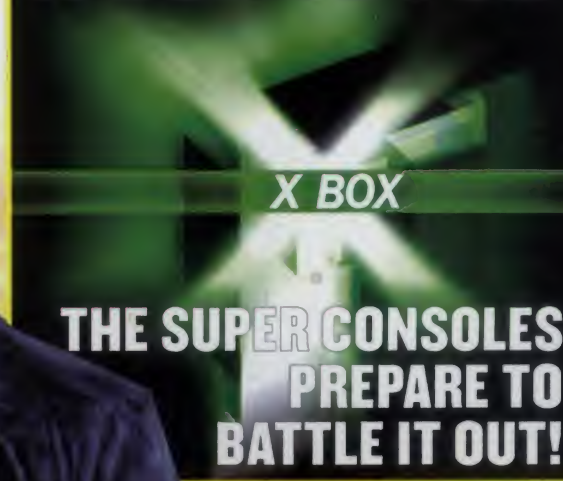
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STARCRAFT 64
NEED FOR SPEED 5
MIGHT & MAGIC VIII
SOLDIER OF FORTUNE
JACKIE CHAN STUNTMASTER

VIOLENCE
IN VIDEOGAMES
THE CENSORS SPEAK

Noriyoshi Fujiwara. Futsal Player. Nike Holland Game Jersey.

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editorial

Los Angeles... packed to the gills with fake suntans and bad sunglasses, palm trees, enough plastic surgeons to create a living breathing Michelin Man and the US film industry. It's also the home of E3 this year, the world's biggest electronic games expo where some of the big industry secrets are revealed. There are some amazing games this year, and we give you a peek at some of the exciting titles to write down on your "must buy" list. Unfortunately, the long awaited Duke Nukem Forever didn't surface, but does it really matter when we're already playing another Unreal-engine based shooter called Deus Ex from Ion Storm which redefines the genre? It's our Game of the Month this issue, clearly blowing away Soldier Of Fortune which we investigate close-ly in our Violence in Videogames feature. If it's X-Box news you're after, then you can't go past our detailed six page analysis of the upcoming console and how we think it's going to fare in 2001. The consoles have plenty to offer too, so settle in...

ELIOT FISH >> EDITOR

5 **»HYPER**

WHAT'S UP AT E3!

This issue of Hyper goes to print just before E3 is set to invigorate the games industry with new product. Next issue, we'll have some big news on the games which were revealed, but for now, we can only give you a small insight into what big games are ready for E3.
Here are some of the cool games expected at the show, but remember, it's only scratching the surface. There are going to be 2,400 new titles after all...

PC
Anachronox
Red Alert 2
Return to Castle Wolfenstein
Escape from Monkey Island
Warcraft 3
Daikatana
I-War 2
Tribes 2
Icewind Dale
Impact
Dark Reign 2
Settlers IV
Dragon's Lair 3D
Baldur's Gate 2

PLAYSTATION
Star Wars: Demolition
Fist of the North Star
Final Fantasy IX
Alone In The Dark

Vanark
Parasite Eve 2
Tenchu 2
Ms. Pac Man's Maze Madness
Time Crisis Titan
Tony Hawk's Skateboarding 2

PS2
Street Lethal
Gunslinger
FIFA Soccer World Champions
Metal Gear Solid 2
Starsky and Hutch
Time Splinter
Star Wars: Starfighter
The World Is Not Enough
The Getaway
Drop Ship
Titanium Angels
Wipeout Fusion

NINTENDO 64
Dinosaur Planet
Banjo Tooie
Cruisin' Exotica
Perfect Dark
StarWars: Super Bombad Racing
Turok 3
Legend of Zelda: Majora's Mask

DREAMCAST
Sonic Adventure 2
Take the Bullet
Quake 3 Arena
Jet Set Radio
Ecco The Dolphin
Phantasy Online
The World Is Not Enough
Maken X
Power Stone 2
Evil Twin
Super Runabout
Sonic Shuffle

TUROK 3

TITANIUM ANGELS

EVIL TWIN

FINAL FANTASY IX

TENCHU 2

TIME CRISIS TITAN

THE GETAWAY

MAKEN X

BALDUR'S GATE 2

ESCAPE FROM MONKEY ISLAND

WIPEOUT FUSION

HOT RUMOUR!

SEGA GAMES ON THE PS2?

There's a hot rumour going around that Sega of Japan will license to Acclaim a certain number of their games. Acclaim will then be able to release them for the PlayStation 2 — including Crazy Taxi and Zombie Revenge...

CAPTION THIS! PART 8

This is the only part of our grinding monthly routine which makes us smile... your funny attempts at making us laugh. So please, brighten our day and send us your captions for Part 8 of our on-going Caption This comp. Remember, you can e-mail your entries to freakscene@next.com.au with Caption This Part 8 in the subject line. Otherwise, snail mail it to us at Caption This Part 8, Hyper, 78 Renwick St, Redfern, NSW 2016.

BWAHAHAHAHA

GAME BOY ADVANCE – THE LATEST SPECS

CPU: Memory embedded 32-bit RISC CPU (CPU core design by ARM)
LCD: Reflective TFT Colour LCD
Display Size: 40.8mm x 61.2mm
Resolution: 240 x 160 pixels
Maximum colours to be displayed simultaneously: 500 +
Size: Approximately Height 80mm / Width 135mm / Depth 25mm
Weight: Approximately 140g
Power Supply: 2 AA Alkaline batteries
Battery life: 20 hours continuous
Launch date: Late 2000 in Japan, Q1 2001 in America, Europe, Australia
Price: To be announced
Other features: Backwards compatible with all Game Boy and Game Boy Color titles

As expected, the Game Boy Advance will be similar in graphical capabilities to the SNES — which is more than enough power for a portable, and should mean that Nintendo will be able to sell it at a low price point. The system will also have similar tricks to the SNES, such as mode 7 and the ability to stretch and zoom in on objects.

Perhaps the coolest revelation concerning the Game Boy Advance is that it will not only support two player link games, but FOUR! The original link cable will work for two player games, but for four a special cable will be required. Nintendo seem to be very serious about the multiplayer capabilities of the GBA, with the hardware tailored for smooth interaction between machines. This is awesome news — imagine playing a SNES perfect port of Super Mario Kart, but with four players!

The "Game Boy Advance" is still just a working title. Both the official name, and its case design are yet to be revealed. It won't be long though, as the machine is scheduled to be released later this year in Japan, and will see a Western release early next year. More details soon.

MAKE GAMES FOR A LIVING!

The second round of Games course scholarships are up for grabs at the Brisbane institute of TAFE in co-operation with the QANTM multimedia and training company. The Diploma of IT GAMES course has 20 vacant positions and applications for the mid-year intake close on July 14th at 5pm. Registration information, selection criteria, course curriculum and other details are available on the QANTM web site at www.qantm.com.au.

OVERFLOW

Sega's wacky maracca shaking arcade game – Samba De Amigo, is going to be better than ever in its Dreamcast iteration. And it's all thanks to Sony! You see, the arcade version featured two tracks from Ricky "shut the hell up" Martin, who happens to be recording under Sony Music Entertainment. Hence the no show on Dreamcast. Three cheers for Sony!

We all know that Pac-Man was a metaphorical allegory for the human addiction to excessive materialist consumption. The ghosts were the troublesome waste resulting from this consumption, that could only be eliminated by going out of our way to eat the power pills and recycle the waste. In line with this early environmental statement, Pac-Man creators Namco are starting up a recycling business with several other heavy industry companies. The company will recycle styrol foam into useable polystyrene pellets. Rumoured to be putting in 60% of the capital for the project, operations will be underway by the time you read this article. We kid you not.

Thrustmaster and Guillemot are set to bring the next generation of net and FPS friendly peripherals to the Dreamcast. Later this year, they'll be releasing infrared keyboards and mice with a 15 foot range, packaged in funky colourful, translucent cases. Good to see respected hardware manufacturers getting serious about consoles.

Have any of our readers heard that god-awful cliched bollocks now circulating the airwaves under the guise of the "official Olympic theme song"? As if the mascots weren't bad enough, now we're being assaulted via our ear drums as well. What's next, an official Olympic smell? We might as well just call it dog turd and be done with it. We'll just lay it all over the streets, just to make the Olympic experience a bit more unbearable. I know this has nothing to do with videogames per se, but surely our fearless leader Eliot and "The Stuff" could have penned a far more memorable tune than that guy who used to be in Noiseworks!? Or is it "UN-AUSTRALIAN" of us to criticise anything to do with the Olympics?

The US release of the Everquest expansion The Ruins of Kunark, unbelievably contained a macrovirus. There is a patch on the official site for those of you who ordered copies over the internet. The local version should have the safe patched executable.

Did Bill Gates attempt to buy Square in Japan for a billion dollars? Only Bill Gates knows for sure... and we hear he's still trying.

TONY HAWK KILLED

Can you believe it? Tony Hawk 2 has been canned... for N64. Since the N64 port of the original has only recently hit N64s across the world, Activision decided against releasing a second game for the system so close to the first. PlayStation owners, of course, will be treated to the full Tony 2 action, but to be perfectly honest, we'd like Activision to show some balls and cancel the PlayStation version as well, and start work on the PlayStation 2 edition! We don't want to wait any longer than necessary for a PS2 Tony game!

BS NOSEBLUNTSLIDE
360

HEELFLIP VARIAL LIEN
800

WON'T SOMEONE PLEASE THINK ABOUT THE CHILDREN?

In an effort to out-crap the already impressive selection of crap games currently available, Simon & Schuster Interactive are upping the ante with "Panty Raider". Taking an innovative approach to crapness, they're not content with merely a pathetic and paper thin game premise, nor with low production values and dicey graphics, but have also integrated a level of crassness and sheer stupidity sure to impress pundits in search of this year's "Darwin awards for gaming".

As you can see from the screenshots, Panty Raider pulls no punches. The objective is to stop aliens from destroying the Earth by giving them... photos of supermodels in their underwear. Hmm. Armed with "lures" such as credit cards and after-dinner mints (lunch apparently), you must con the supermodels into taking off their clothes, then take a picture. Apparently residing in a bygone era, Simon & Schuster have somehow failed to realise how offensive this game will be. Not only does it reinforce the most shallow of stereotypes about women — that their only concerns are shopping and dieting, but it also makes fun of more serious problems such as anorexia, and basically treats the game buying public as complete schmucks.

Unsurprisingly, a backlash against the game is underway, spearheaded by the American group "Dads and Daughters". This is particularly remarkable because it's the first time that a "concerned parent" style group is having hysterics over something we agree with.

Whilst we acknowledge that covering this game in our news section is pandering to the kind of sensationalist media coverage that Simon & Schuster are no doubt hoping to generate, we know that Hyper readers can smell a crap game from a mile off. Do they really think we're that stupid?

PS2 DVD WOES PART 2

We reported last issue that there was a bug in the first batch of PS2 DVD drivers that allowed people to circumvent region protection, and watch DVDs from anywhere in the world. The latest rumour on that front is that Sony will be adding security codes to their new 8MB memory cards to prevent them from working with the driver in question. Our guess is that it won't be long before there's a crack online to get around anything that Sony throw at this situation. The cat is well and truly out of the bag.

SEGA SURFING

For those of you that have been holding off until the Dreamcast is online, then it's time to take a mallet to poor piggy, because the Dreamcast is now well and truly online. We thought we'd help you out by summing up just what is entailed with getting online with Dreamcast, and what you can look forward to.

HOW IT WORKS

Basically, the Dreamcast connects to the Internet in a manner very similar to a PC. You dial in to an ISP (in this case Telstra Bigpond), and are assigned an IP address just like a PC. However with Dreamcast the whole process is streamlined, so that once you've set up your account, connecting is as simple as sticking in your Dreamkey browser disc and clicking a button to go online.

The first time you connect, the Dreamkey disc takes you through a very simple registration process, where you basically enter your contact details, and credit card number.

Rural Dreamcast owners and those without a credit card have a little cause to grumble, as the free online hours that come bundled with the Dreamcast are available only to those who live in metropolitan areas, and have a credit card.

ONLINE GAMING

Many expected the Dreamcast to be an online gaming machine from the moment it became Internet capable, but the bottom line is that the game you're playing has to have online gaming built in as an option for it to become a reality. The first online game available for Dreamcast in Australia and New Zealand will be Chu Chu Rocket, which is allowing for not only local online gaming but International matches as well.

Your average Joe isn't thinking of Chu Chu Rocket when it comes to online gaming though, they're thinking of big name PC hits such as Quake 3 Arena. The good news is that these titles are also going to be online gaming titles for Dreamcast. Quake III Arena, Black and White, Marvel Vs. Capcom 2, and some other big "yet-to-be-disclosed" titles are all going to be online gaming titles for Dreamcast this year, so the best is still definitely yet to come for Dreamcast.

THE FUTURE

At the Tokyo Game show, Sega unveiled their LAN adaptor, which not only will allow people to plug a Dreamcast into an existing PC network to get online, but also open the window for using cable modem or DSL (Direct Subscriber Line), for high bandwidth applications. This should allow Dreamcast owners to get the sort of smoothness in gameplay that everyone dreams of when playing online, and with Telstra's recent changes to their pricing policies for cable modem, it's a far more affordable idea than you may have thought, coming in at $65.95 a month, which isn't that bad when you consider the difference in speed, and the cost of having a second phone line

We should also see updated versions of the browser disc in the future, which will allow the user to take advantage of features presently not supported by the Dreamcast browser. Time shall tell what the development teams in Japan cook up for the next browser, with speculation currently suggestion mouse support is included, which should keep the Quake fans happy.

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SAY HELLO TO THE GEFORCE2 GTS

Well, what a surprise! Just as Eliot and I were getting cocky about our demon PC setups, what with our super fast 32MB GeForce DDR video cards and all, nVidia go and put us several steps behind the technological forefront once more. And guess who else has reason to be concerned? 3Dfx.

At surface level, the GeForce2 GTS cards will be GeForce 256 DDR cards with an increased clock speed from 120Mhz to 200Mhz, DDR RAM upped from 150Mhz to 166Mhz, and a shift from a .22 micron to .18 micron manufacturing process, meaning that less heat is generated during use. Other features of the GeForce2 GTS include:

1) Second generation Transform and Lighting engines: enabling rendering of up to 25 million polygons per second.

2) nVidia shading rasterizer: supports seven pixel operations in a single pass - base-texture, bump mapping, diffuse lighting, specular lighting, coloured fog, ambient light, and alpha transparency.

3) Hardware full scene anti-aliasing.

4) HyperTexel rendering engine with four HyperTexel pipelines allowing for four dual-textured pixels per clock or eight texels per clock, delivering a fill rate of up to 1.6 GigaTexels per second.

5) 5.3GB/sec memory bandwidth.

6) High definition video processor: HDTV playback, supporting 18 DTV standards.

7) 32 to 64MB DDR memory, with the potential for up to 128MB.

8) AGP 4X/2X, AGP texturing and fast writes: more efficient data transfer, allowing faster high detail and colour scenes.

9) Optimised Direct X, Direct 3D and OpenGL acceleration and support.

10) Universal driver compatibility.

11) Refresh rates up to 240Hz.

Amazingly, this next generation of GeForce cards will be available any day now, and from the benchmarks already done, completely stomp the original GeForce cards into silicon dust. How far ahead this card is from the next generation of Voodoo graphics cards remains to be seen, but for now, this is the card to have — particularly if you want to run your games in stupidly high resolutions.

CARMACK SPEAKS

id Software's John Carmack had this to say about GeForce2 GTS, "Per-pixel shading, utilising cube environment mapping and normalized dot product bump maps look incredibly good across an entire world. Everyone at id is way psyched about developing new content with the GeForce2 GTS." As the old saying goes: "if it's good enough for Carmack, it's good enough for us!"

CHECK OUT THESE SCREENS OF GIANTS AND SACRIFICE RUNNING ON GEFORCE 2

X-BOX OR "SEX-BOX"?

Microsoft are being pressured to rename the X-Box following a spate of complaints from concerned parents and right-wing religious nuts with too much time on their hands. Apparently, due to the sexual connotations related to "X" and "Box", search engines are more likely to come up with illicit web pages than anything relating to Microsoft's new super console. Indeed, Beaver College, located in Beaver County, Pennsylvania has experienced a similar problem, and are seriously considering changing the college's name after almost 150 years of academic excellence. The problem is compounded by internet filter programs designed to block pornographic content, that also inadvertently block access to the Universities homepage. Thus, chances are that a search for Beaver College in your local library won't come up with anything.

As for the X-Box, an astounding number of anti-porn groups are jumping on the bandwagon, calling for a more "wholesome" title for the console. Some of the groups involved include:

* Parents United Save Sinful Youth (PUSSY)
* Parents Organise Responsible Names (PORN)
* Vigorous Internet Response Group Intercepts Naughty Sites (VIRGINS)
* Priests Envisage Dirty Online Porn Having Insidious Long-term Effects Someday (PEDOPHILES)

Suggested new names for the console include: G-Spot, Play With Me, Get Busy Box, My First Console, Fuzzy Wuzzy Console and our personal favourite — "Pornolater 2000".

Even Australia's own Fred Nile is getting in on the act (gee, what a surprise), forming "Do-gooders Intercept Carnal Knowledge" (DICK) in the hopes of preventing youngsters from seeing explicit content on the net. He urges Microsoft not to underestimate the size and power of his DICK, claiming that it grows larger every day.

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The "violence in video and computer games" debate has raged ever since Doom on the PC became phenomenally popular. For the first time, parents couldn't help but notice what their children were playing on the family PC. If they didn't see the shotgun-wielding blood bath with their own eyes, they certainly heard the satanic moaning and the roar of the chaingun! It wasn't long after, that a PC game by the name of Phantasmagoria was banned in Australia, as the censors decided that its themes were definitely "adults only". Seeing as there was no "R" category for games, the adventure game was just simply banned. Seems a little unfair, wouldn't you say? Why ban it, instead of creating an adult category?

It was then that gamers realised that games were treated differently to any other medium because they were "interactive" and thus supposedly more harmful. But even so, why no category for adults? If you can go to the ACT and buy porn once you're 18, then why not go to your games shop and buy a sexually explicit adventure game? Is seeing the Texas Chainsaw Massacre more harmful on your fragile pschye than sitting down to blow peoples' heads off in Activision's latest title, Soldier Of Fortune?

We decided to give the Office of Film and Literature Classification a call to ask them how games are classified and why there is still no adult category for games. We also picked the brain of Brian Raffel from Raven on his game, Soldier Of Fortune...
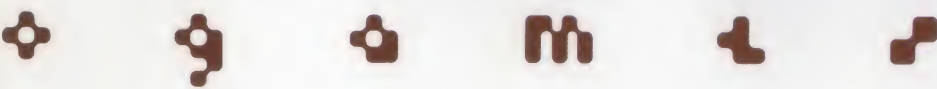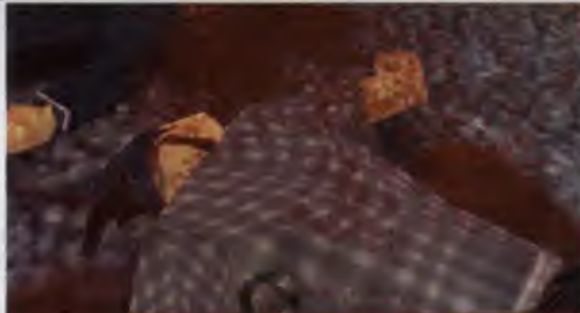
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{GORE OR GAMEPLAY?}

AIMING FOR THE HEAD

Game advertising is usually designed to shock, but how many of the tag lines out there seem a little distasteful? These were certainly designed to offend...

"New kids on the block... time to introduce them to your 50-caliber friend." **Promo for Half Life.**

"Blood. Spill some." **Promo for Blood.**

"Your motto? Just kill, baby." **Promo for Carmageddon.**

"All the killin'. Twice the Humor." **Promo for Redneck Rampage.**

"I'm going to cut off your arm and beat you senseless with it." **Promo for Die By The Sword.**

To get to the bottom of this seemingly aimless approach to computer and video game classification and the heavily criticised state of violence in games, Hyper had a chat to the Office of Film and Literature Classification and Raven (the developers of Soldier Of Fortune) about the issue of violence in games...

RAVEN SOFTWARE

Soldier of Fortune from Activision is the latest game to prompt this new interest in video and computer game violence. The developer of the title, Raven, were the team who brought us wonderful Doom maps all those years ago, so their interest in all things

gibby has always been strong. Hyper spoke with Brian Raffel from Raven, the head of the studio and leader on the Soldier Of Fortune project, to address the issue of gratuitous violence in their PC title, Soldier of Fortune. Good for gameplay...?

HYPER: Firstly, why base a game on Soldier of Fortune magazine?

Brian Raffel: We felt the name and the feel of the magazine immediately conveyed the type of game we were making. It is a gritty military magazine that is on the edge, just like the game.

HYPER: Then what kind of gamer are you trying to attract with SOF?

BR: One that enjoys fast action and a good story in a first person action game.

HYPER: At what stage in the development of SOF did the gore become a feature?

BR: The graphic elements of the game are part of our attempt at achieving the realism of a game. We wanted to have many more animations than are standard in an action game. You can shoot the guns out of characters hands and other realistic events. This was the intent from the beginning.

HYPER: Well, SOF has the most realistic gore yet. Did you ever think you were going too far?

BR: No, not for us but we know that different players have different tastes so that is why we allowed for the ability to filter out whatever may be offensive to some players.

HYPER: Does the gore element add to the gameplay? If not, is it that necessary to be so graphic?

BR: It does add to the intensity of gameplay in my opinion. We did not sit there and say lets make this gory, we said how can we convey the realism of war and conflict. Being in a firefight is very brutal and we wanted to try and capture that experience for the player. This is not so far from what "Saving Private Ryan" did with trying

to give the viewer a glimpse into the horror of an actual battle.

HYPER: Are we then just going to see more and more realistic violence in games?

BR: I think that there is a desire by some of the gaming public to safely experience situations with as real as slant as possible — one aspect of that is the violence. It's not that far from going to an intense action movie, but more immersive because they are in control of the events rather than watching it on a screen. Just like action movies or books are not for everyone neither are games. This game is intended for a mature audience and

should not be targeted to minors.

HYPER: Supposedly, RARE took Game Boy Camera face-mapping out of Perfect Dark because you could essentially start shooting at people you knew, and this begins to... blur the lines. Do you think they were overreacting or being wise?

BR: I think if they were uncomfortable with it they were wise to take it out.

HYPER: Was there anything in SOF that you guys took out at the last minute because it crossed the line?

BR: Yes, we had children in the streets of Iraq with their mothers to

gain more realism to a city street but then realised that they might get hit in the crossfire and that is where we drew the line.

HYPER: How do you define computer game violence as opposed to just gory graphics. Is there a difference?

BR: I think the difference lies in that when a game uses over the top intentional gore then it becomes a caricature and less realistic, while in SOF the realistic animations and reactions bring the violence into a more believable state.

HYPER: There is a cutscene where Dekker executes a kneeling innocent

— don't you think this was going a bit too far?

BR: No, because it shows the brutality of the enemy and that he is evil, deadly and serious and you do not feel bad fighting him. This is also blocked out if you enable the violence filter. We really wanted you to hate Dekker!

HYPER: You did that. We kicked his arse. Thanks Brian.

BRIAN RAFFEL OF RAVEN

SO WHAT DO THE OFLC THINK?

We threw some questions at the Office of Film and Literature Classification to see how they would respond. Of course, getting specific responses proved to be harder than getting blood from a stone, and the responses we received were typically "by the book". However, it still gives us more of an insight into how the OFLC approaches computer and video games when it comes to slapping on a rating...

HYPER: Why is there no Adult (R) category for computer and video games? Adults play games too! It is stated that "adults should be able to read, hear and see what they want" (taken from the OFLC guidelines). Would you agree that we are unfairly being denied our rights in this medium?

OFLC: The creation of an 'adult' category for games would require the agreement of the Commonwealth, State and Territory Governments and the amendment of classification legislation in each jurisdiction. The matter has been raised by industry and in recent research in this area. It is expected that the questions of creating an 'R' category for games will be considered in the context of the forthcoming review of the Guidelines for the Classification of Computer Games.

The Classification Board has responsibility for classifying publications, films and computer games for sale, hire or demonstration in Australia. When making classification decisions, members of the Board are required to apply criteria set out in the National Classification Code (the code) and in the classification guide-

lines, which are approved by Commonwealth, State and Territory Ministers with classification responsibilities. The classification guidelines for computer games can be accessed through the OFLC's website (www.oflc.gov.au). The Board is also required to determine consumer content advice for computer games in order to help people make appropriate entertainment choices for themselves or those in their care.

The Code and the guidelines are approved by all Commonwealth, State and Territory Censorship Ministers.

The introduction to the Guidelines for the Classification of Computer Games states that: "These guidelines are, at the direction of the Censorship Ministers, to be applied more strictly than those for the classification of films and videotapes. The Ministers are concerned that games, because of their 'interactive' nature, may have greater impact, and therefore greater potential for harm or detriment, on young minds than films or videotapes."

The introduction goes on to state that: "The stronger computer games are banned, some material is restricted for sale to those 15 years and over."

It is worth noting that when the classification scheme for computer games was introduced little research had been done into the effects of computer gameplay. As stated earlier, Censorship Ministers were concerned about the possibly detrimental aspects of interactivity and therefore directed that the classification guidelines for computer games be applied more strictly than the classification guidelines for films. However, Ministers also commissioned a three stage research project entitled,

"Computer Games & Australians Today" to investigate the communities use of and attitudes to computer games, with a particular focus on the ways which aggressive content in games is experienced and viewed by players and non-players. The results of this research were published late last year in the monograph Computer Games and Australians Today. The executive summery of the report is available free on the OFLC's website (www.oflc.gov.au) and the book can be purchased from the OFLC.

When the national Classification (Publications, Films and Computer Games) Act 1995 (the Act) commenced in January 1996 Ministers announced a sequential review of the classification guidelines. A review of the guidelines for the classification of computer games will begin in the next few months.

The review process for the classification guidelines involves public and industry consultation as well as expert input. The final revised guidelines must be approved by all Commonwealth, State and Territory Censorship Ministers before they can be adopted. Advertisements calling for public submissions to the review will be placed in major national newspapers and on the OFLC website (www.oflc.gov.au).

At the time, members of the public and of the computer games industry interested in the classification of computer games are invited to make a written submission to the review setting out their comments and recommendations for the revised guidelines. The editors of Hyper have been put on the OFLC's mailing list to ensure that they can notify readers of the commencement of the review.

HYPER: According to your (rather broad) guidelines on Computer Games, a title such as "Soldier of Fortune" by Activision, probably shouldn't be on sale for its realistic and gratuitous violence and the fact that it targets ethnic groups. How do you justify that this game gets released whilst others do not?

OFLC: The game Soldier of Fortune was classified 'MA15+' on 2 February 2000 with the consumer advice 'High Level Animated Violence'. The MA15+ classification indicates that a computer game contains material that requires a mature perspective and which is unsuitable for children under fifteen. Sale, hire or demonstration of computer games classified 'MA15+' is therefore legally restricted to persons 15 years and over.

The Classification Board was of the opinion that the computer game Soldier of Fortune could be accommodated in the 'MA15+' category. The Board noted that depictions of violence in the game warranted restriction to persons 15 years and over. In arriving at this decision, the Board noted that the game is animated and not realistic, with the action occurring in a narrative context that is not close to real life.

HYPER: If a game is deemed to be outside of the current categories (MA15+ being the highest), is it automatically banned or is the game company allowed a chance to remove the offensive material?

OFLC: If the content of computer game is considered by the Board to exceed the 'MA15+' guidelines then the game is classified 'RC' (Refused

PEOPLE DON'T KILL PEOPLE, VIOLENT GAMES KILL PEOPLE. UGH.

The BBC newswire reported that psychologists Dr Craig Anderson, from Iowa State University of Science and Technology, and Dr Karen Dill, from Lenoir-Rhyne College have concluded from their own research that violent games can increase aggressive thoughts, feelings and behaviour. In an article published in the American Psychological Association's Journal of Personality and Social Psychology, they put forward their theories.

The first study asked 227 college students to "rate their level of aggression". Dr Anderson said: "We found that students who reported playing more violent video games in junior and high school engaged in more aggressive behaviour. We also found that amount of time spent playing videogames in the past was associated with lower academic grades in college."

In the second study, 210 college students played either a violent game (Wolfenstein 3D) or non-violent video game (Myst). Their responses were then studied.

Is it possible? Further studies will now undoubtedly be pursued in an effort to clarify the social impact of increasingly violent and gory games... but is it simply that aggressive people are drawn towards aggressive games...

Classification). It is open to distributors to modify such games in accordance with the classification guidelines and resubmit them for classification.

HYPER: Isn't it easier for children to get around a parental lock than enter a shop and attempt to purchase an 18+ game?

OFLC: The current approach places the onus on the applicant to provide the Board with sufficient information about a computer game for the Board to make an appropriate and consistent classification decision. In other words, if an authorised assessor recommends, for example, a G8 classification for a game which the Board accepts, and later the game is found to contain contentious material, the game is declassified. Contentious material is defined in the act to include material that is unsuitable for viewing or playing by a person who is under 15 years of age. There are significant penalties in each State and Territory for selling games that have not been classified or which are declassified.

HYPER: What games have been banned so far in Australia?

OFLC: Since the inception of the classification scheme for computer games in 1994, 39 computer games have been classified 'RC' (Refused Classification) by the Board. The majority of these decisions have related to sexual and violent content which exceeds the 'MA15' classification. Computer games classified 'RC' include Phantasmagoria, (classified "RC" for sexual violence, which is not permitted in computer games under the current

guidelines) and Postal (classified 'RC' for excessive violence). Information about game classifications is available on the OFLC website (www.oflc.gov.au).

During the 1998-9 financial year the Board classified 4876 computer games. Of these 207 (42.5%) were classified 'G', 158 (32.5%) were classified 'G8+', 79 (16%o were classified 'M15+'. 41 (8.5%) were classified 'MA15+' and 2 were classified 'RC'.

HYPER: Games would be much harder to check thoroughly than a film or magazine for offensive material. How do you ensure that something isn't "missed"?

OFLC: When making a classification decision the Board is required to consider the entire content of the game, including content which may only be accessed through a 'lock' or similar device.
The Classification Act is constructed to facilitate the process of classifying computer games. The Act allows for a person to be trained by the OFLC and authorised by the Director to make recommendations for classification to the Board, for games that are likely to be classified 'G', 'G8+' or 'M15+'. Accordingly, it is not necessary for each game to be played in its entirety by members of the Board.

This recommendation process does not extend to games likely to be classified 'MA15+'. However, applicants for classification must submit a detailed description of gameplay to the Board with each classification application (including those made by

authorised assessors), and must bring to the Board's attention any 'contentious material' (material that is unsuitable for children under 15 years of age) in their game.

Section 21A of the Classification Act provides that if a classified computer game is found to contain contentious material (whether available through use of a code or otherwise) that was not bought to the attention of the Board before the classification was made, and that would have resulted in a different classification being made, the game is taken never to have been classified.

Computer games are required to be classified before they can legally be sold or demonstrated. Such classifications are made on application to the Board. The requirements are set out in the Act:

An application for classification of a computer game must be:
— in writing; and
— made in a form approved by the Director in writing; and
— signed by or on behalf of the applicant; and
— accompanied by the prescribed fee for that category of game; and
— accompanied by a document

setting out:
— the title of the game; and
— the year of production: and
— the name of the publisher; and
— the country of origin; and
— a description of the gameplay.

If any gameplay is likely to be regarded as containing contentious material, the application must also be accompanied by a video tape recording of the gameplay.
If the applicant is of the opinion that the game would, if classified, be classified G, G(8+), or M(15+), the applicant must also submit with the application:

— an assessment of the computer game signed by or on the behalf of the applicant and prepared by a person authorised by the Director for the purpose, including:
— a recommendation classification of the game; and
— consumer advice appropriate to the game; and
— a copy of any advertisement that is proposed to be used to advertise the game.

HYPER: Thanks for explaining the process. We urge our readers to visit the OFLC website for further information.

Devil Inside

PC

CRYO INTERACTIVE

Blending Resident Evil action with a grander concept such as we can expect from a title such as Vampire, comes Devil Inside from Cryo Interactive and the author of Alone in the Dark. A gothic cyberpunk action/adventure which puts you in the shoes of a very interesting individual who has the ability to transform into a leather-clad female devil!

Final Fantasy IX

PLAYSTATION

SONY

As you can see, Final Fantasy 9 is a departure from the cyber-punk imagery of the past two titles and a return to the more familiar fantasy theme. Scheduled to be released in Japan in June, we're hoping that Square will be working hard to get this one on our shores before the release of the PlayStation 2.

fF
IX

TEKKEN TAG TOURNAMENT

WOW-O-METER

Some things change, but others stay the same. The second coming of PlayStation has landed in Japan, and fuelling the good ship PS2 is a rather familiar lineup. Deja vu anyone? Just as the PlayStation launched back in 1995 with Ridge Racer, and Tekken following shortly after, so too are Sony riding the Namco wave of gaming greatness once more, with Ridge Racer V and now Tekken Tag Tournament for PS2.

To be perfectly honest, Ridge Racer V was a bit of a letdown, and certainly didn't do it for us in the same way that Ridge Racer did on the original PlayStation (but we'll leave that tale of disappointment for another time). Tekken Tag Tournament, however, although nothing new in terms of gameplay, is a real doozy as far as living up to the expectations of fans. Indeed, you may have heard that Famitsu magazine (the Japanese gaming bible) gave the game 38/40 - high praise indeed. Whilst we wouldn't go that far, Hyper's extensive playtesting has left us in no doubt that Namco have done it again.

NOT EVEN WENDSLYDALE?
Before we go any further, those of
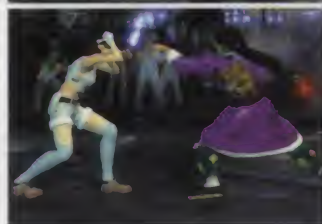
you who've seen Tekken Tag in the arcades - put it out of your mind right now! This is like comparing chalk and cheese. Namco have always excelled when it comes to home ports. Every single Tekken game has been juiced up with extra characters, modes and better graphics for its home debut. Tekken Tag Tournament is no exception. This is the arcade TTT on steroids, ritalin and crystal meth all in one. A good thing too, because a straight port of the arcade version would have sucked harder than "the suckiest suck that ever sucked..." to quote Homer J.

Graphically, TTT is the bomb - Soul Calibur and Dead Or Alive 2 now have an equal. The fighter models are actually noticeably more detailed than Soul Calibur's, and literally bursting at the seams with polygonal goodness. Not that there are any seams to be seen, mind you, since all that's on display is smoothly rendered flesh, metal and clothing. Just take one look at some of the rippling muscles in this title and you'll see just how amazing these models are. The frame rate is also lightning fast - as you'd expect from a Tekken game, and the second player now tags in faster than in the arcade rendition, which is a very good thing.

The surroundings have also been given a shot in the arm. The backgrounds have so much more going on

than before, and now seem much closer to the action — making for a more intimate experience. The arenas really come alive in this incarnation, making for truly striking fight sequences. Imagine duking it out on the streets of Hong Kong, glowing neon signs shining down illuminating the puddles on the ground as you splash through them, with nicely rendered NPCs cheering you on the whole while. Stunning.

TEKKEN-ITIS STRIKES AGAIN...

There are a couple of problems graphically, however. First of all, the animations could be smoother — one too many routines ported wholesale from Tekken 3 I'm afraid. Second of all, and this has been an issue in every Tekken game, the fighting stage and the backgrounds look out of sync. The illusion of 3D is lost somewhat thanks to that uncomfortable middle distance where the two layers "join"... leaving the scene looking entirely unconvincing.

In addition to the huge count of 33 fighters, Namco have included all their trademark extra modes to ensure that TTT is yet another step above its arcade counterpart. One particularly cool new addition is Gallery mode, where you can pause the game at any time and take a screenshot which can then be saved to memory card. Sweet! I can

already smell the Hyper "TTT reader screenshot of the month" competition coming on! The weirdest inclusion, however, has to be "Tekken Bowl" mode, which is, yep you guessed it, a ten pin bowling game! FREAKS! Tekken Tag Tournament has just raised the graphical bar another notch higher, and combined with that sweet Tekken gameplay will be a must buy at the Australian PS2 launch.

WHAT WE'D LIKE TO SEE:
The option to have fights that continue until both your tag team characters are eliminated. As it stands, the game ends when one of your characters is defeated.

QUARK

WOW-O-METER

For a first project, Omikron: The Nomad Soul was an amazing effort, and an indication of the kind of talent that developers Quantic Dream have on staff. With their latest digital diversion, they're taking on board all the lessons learnt from the ambitious Omikron project, and attempting a game with a similarly grand scope, but in an entirely new and original setting.

Moving away from the dark sci-fi world of Omikron, Quark is a real-time action/adventure game set in a fantasy realm. The theme of the game explores the notion of an infinite set of parallel universes, and more specifically, the link between two of these universes, and a crisis that threatens to destroy them both. One is a surreal fantasy world that is as beautiful as it is bizarre. Here, you'll control Waki, a young boy living in the Opal Valley, home of the Quarks. The other main character is Una, a young orphan girl living in the gritty London of Victorian England.

QUARK XPRESS... THE GAME...

Obviously the two worlds are as different from each other as, say, professional wrestling and particle physics. Both worlds, however, are in grave danger f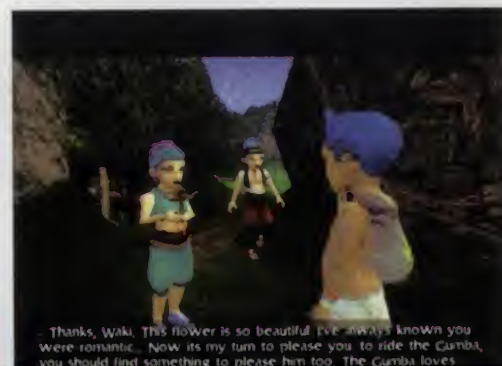rom an unknown evil that seeks to engulf them. Poised to destroy both universes, this void will soon consume all matter — Neverending Story anyone? Although the two characters appear to have nothing in common, they are in fact the children of two "travellers" — beings that know of the existence of multiple universes and have the ability to travel between them. Thus, linked ethereally, they know of one another's plight through conversations in their dreams.

Having two separate worlds is obviously not just for varieties sake, as a player's actions in one world will influence the state of the other, so if you're stuck in London, the solution may be to swap over to Waki and explore his world. It will be interesting to see just how dynamic Quantic Dream can make this concept of parallel universe cause and effect. Each character will also be able to utilise the abilities of a variety of animals. Just like Arthur Adam on a Friday night, Una will be able to use a canary, a monkey and a dog in her quest for salvation, whereas Waki will use a variety of weird fantasy creatures.

Their quests to restore order will take Waki and Una far and wide, battling with creatures from other dimensions and ultimately coming face to come face with the being that set this evil in motion. As you can see from these early screenshots, it's already looking stunning, and full of the vitality that Quantic Dream are rapidly building their reputation around. Part Neverending Story, part Shenmue and part Mask of Majora, we can't wait to see what Quantic Dreams have up their sleeve.

WHAT WE'D LIKE TO SEE:
Singing chimney sweeps to beat to death in Victorian England.

- Thanks, Waki. This flower is so beautiful I've always known you were romantic... Now its my turn to please you to ride the Gumba, you should find something to please him too. The Gumba loves

TRIBES 2

WOW-O-METER

Whilst Tribes 2 has been in development for a while, what was once Tribes Extreme has now been rolled into the Tribes 2 development. Whatever the name, we know this one is going to be special. After all, the original came with all the unexpectedness and force of a beer keg to the head from above. It knocked us down, then poured delicious digital amber fluid down our guzzles until we could drink no more. Err... anyway, Tribes won many a gamer over with its solid team-based multiplayer action, boasting a whole lot more pizazz than your standard capture the flag Quake mod.

Tribes 2 is coming back atcha with an all-new graphics engine, even more compelling multiplayer action, and a newbie-friendly learning curve. Indeed, Dynamix are hoping to appeal to all types of gamers - not just the hardcore online brigade. To this end, Tribes 2 will ship with bots for offline training, 10 training missions and a couple of single player campaigns.

FRAMPTON COMES ALIVE...

Once you get online, of course, Tribes 2 will really come alive. The interface has been tweaked considerably, so the game won't just be deeper, but more intuitive to play as well. Dynamism is imperative to Dynamix. The team needs to be able to function easily as a team, reacting to changing events and making decisions on the fly. There'll be a huge range of roles for each player in a tribe, including manning a variety of ground vehicles.

Rather than assigning roles to each person, the gameplay will now be more free flowing. The commander will now issue instructions to the team as a whole, rather than to just one player. Any player that can help out will be able to respond to the command and leap in. The coordinates of the destination will pop up, enabling the player to get to the scene quickly and efficiently.

As you can see from the screenshots, the terrains on offer will be very cool indeed. From wintery mountainscapes to the serene-looking rolling hills of alien worlds, Tribes 2 has plenty of variety. The new graphics engine has allowed for greater detail in environments, and amongst other things, water and weather effects. The best part, though, is the terrain editor that will come with the retail release. At its most basic level, this is a semi-random map generator. Alter a number of variables and you'll get radically different results — and it really will be simple to use. For those budding level designers

out there, there will be plenty of in-depth terrain editing tools to allow you to craft the perfect Tribes 2 level. You'll even be able to import your own textures and buildings into the map.

Another spinoff of the way the terrain editor is designed is that you'll be able to hop into a game running a new map, but won't have to download the map itself, just the variables for the map, and your PC will do the rest. Should be heavenly teamplay on a stick. More details soon.

WHAT WE'D LIKE TO SEE:

Apparently aging dinosaur rock glam gods Motley Crüe are writing a track for the forthcoming Tribes 2 soundtrack CD. Firstly... a soundtrack CD? Wassssup with that? Secondly, if we wanted to hear the living dead play shit music we'd go see The Rolling Stones in concert (sorry mum!).

RESIDENT EVIL ZERO

WOW-O-METER

What with George Lucas planning Star Wars prequels that trail all the way back to the birth of the known Universe, and another Tomb Raider game documenting Lara's little-known exploits at high-school in Japan (rumour has it that one level will revolve around a pajama-clad all-girl pillow-fight), prequels are certainly in vogue at the moment.

It comes as no surprise then that a Resident Evil prequel is coming. What might raise a few eyebrows, however, is that it's being developed exclusively for the N64. Development duties are resting in the capable hands of Yoshiki Okamoto's team, and it's already looking fantastic.

As far as the storyline goes, Resident Evil Zero will be answering all those questions you probably never asked yourself and probably never cared about regarding the origins of the Raccoon City zombie

feeding frenzy. Answer them it will, however... but we're happy as long as we get to blow (apart, that is) some more undead scum, and see further, and hopefully significant, refinements in gameplay.

Looking at a beta of the game, we came away with black and blue wrists from all the pinching — graphically this game is a corker. Smooth, high poly count characters and excellent lighting effects - just shows you what can be achieved when a game is developed for the one system from the ground up.

Although definite gameplay details are scarce at this stage, we already know that those annoying storage boxes have finally been ditched, and rumour has it that you may be able to swap between the two main characters on the fly, which would put an interesting twist on what could be done puzzle wise. This should be hot...

WHAT WE'D LIKE TO SEE: If they've dropped the annoying storage boxes, why not the annoying door opening animations?!
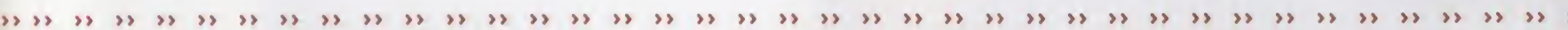
»» »»

N-GEN RACING

WOW-O-METER

N-Gen is a new racing game for PlayStation that looks to combine the speed and maneuverability of anti gravity titles like Wipeout with fighter jets. Racing using one of 40 jet engine aircraft specially modified for low altitude flight, you'll be blazing your way across 14 circuits from the Gobi Desert to Antarctica.

Spearheaded by several former members of the Wipeout team, this influence is felt throughout the game. Let's just say that the speed is insane, and being able to barrel roll your way through a course, just for the hell of it, rocks! The championship mode also sounds very cool, giving you extensive customisation options for your jet, allowing you to modify it to your heart's content. Whether it be adding some tasty weaponry, afterburners, auto-thrust vectoring or fluffy dice, this mode is going to be juicy.

What has us a little concerned, however, is the claim in the press release that N-Gen will deliver: "100%

arcade thrills, 200% action". That seems like an awful lot of on-the-edge-bust-a-cap-to-tha-dome-white-knuckle-mayhem, don't you think? Can the human body cope with such high dosages of maxin'-the-poontang-envelope-to-the-Xtreme?

Thus, in the interests of the safety of our readers (and in an attempt to stave off boredom), we made a few phone calls in order to assess the danger of the situation. The head of the Anti Gravity Racing League claimed that such a statement must be a gross fabrication. "Any higher than 90% in either category and the effect would be like perching on the cusp of a black hole. The body would become elongated until it

resembled something like a very long piece of spaghetti."

Dick Smith told us that "no game could ever compare to the thrills of riding in a hot air balloon". We gave him a wedgie.

Is it a work of art, or Wipeout wannabe? We'll have to wait and see...

WHAT WE'D LIKE TO SEE: A frame rate you could spread on toast.

looming

GAUNTLET LEGENDS

COLIN MCRAE RALLY 2

PERFECT DARK

PlayStation
JULY

Bass Hunter
Darkstone
Dinosaur
In Cold Blood
WTC: World Touring Cars

Dreamcast
JULY

Arcatera
Dee Dee Planet
Deep Fighter
Gauntlet Legends
Heroes 3
Maken X
Metropolis Street Racer

GameBoy
JULY

Austin Powers
F1 Grand Prix 2000
F1 Racing Championship

Hype
Total Soccer Manager

PC
JULY

Arcatera
Colin McRae Rally 2
Deep Fighter
Deus Ex
Diablo 2
Kiss Psycho Circus
Mars
Seeker

Nintendo 64
JULY

Perfect Dark

METROPOLIS STREET RACER

DEEP FIGHTER

SONY TRINITRON 19" MONITOR

TYPE: PC MONITOR
DISTRIBUTOR: SONY
R.R.P: $1549

Sony are renowned for their top quality audio and visual electronics. Their computer monitors have always been regarded as some of the best out there, so the 19" Trinitron Monitor was very eagerly ripped out of its box when it arrived at Hyper HQ. Of course, as we expected, the picture quality and features were top of the line. The flat display supports up to 1880X1440 at 70Hz, with a maximum refresh rate of 85Hz at 1600X1200. There is lots of mumbo jumbo in the manual, such as the monitor having Electron-Gun with Enhanced Elliptical Correction system technology, but all you need to know is that it looks great! It has an on-screen digital display for fine-tuning, a three year warranty and the usual energy saving features also.

If you can afford them, Sony monitors are pretty hard to ignore. Lovely.

WIN!!

We have one of these 19" monitors to give away on **page 40**! Quick!

GAMESTER PC STEERING WHEEL

TYPE: PC STEERING WHEEL
DISTRIBUTOR: LIVEWIRE
R.R.P: $129.95

Gamester have been continually upgrading their peripherals to improve overall design and functionality. Their new PC steering wheel is another notch up the rung in terms of quality, thanks to a number of small improvements. The wheel features two gear shifts on the underside of the wheel for both left and right hands, and a D-pad for menu functions on the front of the wheel. The pedals are now a metallic style with an extra heavy duty pedal connection. Of course both wheel and pedals are fully analogue, although they have a digital mode if you so desire and the wheel itself has a new moulded hand grip for greater comfort. The wheel also has a mother of a clamp to ensure that it doesn't slip around whilst you pip Schumacher on the line at Monaco. Gamester offer a 12 month warranty on their wheel, and compared to the price of other PC wheels, it's pretty good value. You can go check it out at all leading gaming retailers.

GAMESTER PC EVOLUTION CONTROLLER

TYPE: 3D GAMEPAD FOR PC
DISTRIBUTOR: LIVEWIRE
R.R.P: $79.95

The Evolution controller for PC is an odd beast. It's a motion sensitive controller/game pad for all types of PC games that involve sensitive analogue movement — anything from space combat to racing games. This is essentially the same product which has been available for the PlayStation. Tilt it around to achieve on-screen movement. It's hard to say whether this really works successfully or not, as we all have very different preferences when it comes to 3D control and movement. Some people love to play games with a joystick and others prefer the keyboard or wheel, so it kind of comes down to what you're comfortable with. The Evolution pad has sensitivity controls, (funnily enough in the same place on the controller where there would normally be two analogue sticks), so you can adjust it to react how you'd like, and it's surprisingly quite comfortable to grip. It doesn't beat other more conventional control methods, like a wheel, but the control pad design certainly is more suited to some styles of games, and it's a hell of a lot cheaper than other similar products out there!

X BOX

MICROSOFT XBOX

where do you want to go to play?

The games industry is still reeling from Microsoft's bold announcement that they're entering the console market in 2001. Does the corporate giant have what it takes to win over the Sony, Sega and Nintendo diehards? How does the X-Box stack up to the other next-generation consoles? **Hugh Norton-Smith**, Hyper's technical guru, tackles the specs and sheds some light on the X-Box's innards, whilst **Eliot Fish** asked some of the best games developers in the world what they think of the X-Box…

THE X SPECS

Bill Gates has committed himself to a showdown with videogame titans Sega, Sony and Nintendo. The X Box, naturally, looks phenomenal on paper, so let's see how the various 'next-generation' consoles stack up...

	X-Box	PlayStation 2	Nintendo Dolphin	Dreamcast
CPU	"600Mhz intel"	Emotion Engine 400Mhz	PowerPC 'Gecko' 200Mhz	Hitachi SH4
Graphics Processor	300Mhz nVidia NV25	150Mhz Graphics Synthesiser	200Mhz ArtX	66Mhz NEC/Videologic PowerVR
Combined Memory	64MB DDR	38MB RAMBUS	Unknown	26MB
Sustained Polygonal Performance	"100M/Sec"	20M/Sec	Unknown	3.5M/Sec
Memory Bandwidth	6.4 GB/Sec	3.2 GB/Sec	Unknown	800MB/Sec
Hardware Full Screen Anti-Aliasing	Yes	No	Expected	Yes
Texture Compression	Yes (8:1)	No	Yes	Yes
3D Audio	Yes	No	Expected	Yes
Audio Channels	64	48	Unknown	64
Internet Connectivity	Integrated Broadband	Future Upgrade	Unknown	Integrated Analog Modem
Optical Media	4x DVD-ROM with Movie Playback	2x DVD-ROM with Movie Playback	DVD-ROM	10x GD-ROM
Storage	"8GB Hard Drive, Memory Card"	"8GB Hard Drive", 8MB Memory Card	Unknown	128KB VMU; 250MB Zip Attachment
Controller Ports	4	2	Unknown	4
Auxiliary Connectivity	Modified USB	Firewire, USB, PCMCiA	Unknown	Custom Serial i/O

feature

{x}

AN X-BOX TECHNICAL EXPOSÉ

We've syphoned through all the detritus, myth and collective data available and distilled it into a byte-by-byte analysis of the X-Box hardware. With big-name American companies like Nvidia, Flextronics and Intel behind the design, the X-Box is a veritable MONSTER of a console:

CPU: 600MHZ INTEL X86 CPU

It was something of a surprise that an Intel processor would be featured in the X-Box. Initial reports had suggested that the X-Box would use an American Micro Devices Athlon microprocessor. Unfortunately, AMD has an industry reputation for production delays. As the CPU will be imperative to the success of the X-Box, Microsoft eschewed the AMD Athlon in favour of an Intel design. Intel is the world's largest chip manufacturer, with a proven track record. Bear in mind that Sony managed to sell 1 million Japanese PlayStation 2 units in the first weekend alone. If Microsoft wants to compete with the likes of the PS2, then it'll have to shift similar amounts. Volume deliveries of the CPU from a reliable manufacturer will be crucial.

People have suggested that Intel will utilise a stock-standard 600mhz Pentium III processor in the X-Box, but this is unlikely to be the case. Although the unspecified processor will be based on the venerable P6 core, we expect it to be highly modified in favour of gameplay. Also, the clock-speed of 600mhz may change prior to launch — with ever improving P6 yields (the Pentium III is already at the lofty 1 Ghz mark!), Microsoft may easily decide on a faster CPU to thwart the PS2/Dolphin.

By opting for an x86 processor design, Intel has ensured that the X-Box will be largely compatible with the PC platform. However, Gates emphasized that the X-Box was not merely a PC, but primarily a console system — It will not need to boot up, nor will games need to be installed. Though the X-Box will use Windows development tools and be based on similar hardware, players will not be able to

play X-Box games on a PC, or even vice versa. The use of x86 architecture was a sound decision: X86 has become something of a standard in chip design — it's been around since the advent of the original Intel 8086 processor. In sum, if a designer has experience developing for the PC, they shouldn't find it difficult to maximise the potential of the X-Box hardware. There are plenty of PC development tools available, so recompiling for the X-Box should be a breeze.

Conversely, the use of an x86 design does introduce some other problems. Most importantly, x86 is based on 32-bit technology — In contrast, both the Dreamcast and the PlayStation 2 use a fully 128-bit CPU, designed from the ground up for pushing serious amounts of polygons. Although this might not have any discernable impact upon performance, a 32-bit processor has far less available bandwidth than a comparable 128-bit processor. Also, despite the addition of SSE instructions, the floating-point performance of the P6 core isn't fantastic. As you know, the legacy design of the P6 was designed as a business processor — It rocks at spreadsheets, word-processing and databases, but wasn't ever intended as a gaming CPU! Certainly, a 600mhz Pentium III is hardly the hottest hardware, even today. It's fast, but we all know that in 18 months it won't seem so fantastic when pitted against the expected multi-gigahertz power of desktop computers. Thankfully, the 600Mhz customised Intel chip isn't going to be the chief driving force behind the new console. The Nvidia NV25 graphics chip, capable of a spine-tingling 1 trillion floating-point operations per second, will be the console's main backbone...

GRAPHICS SUBSYSTEM: NVIDIA NV25 X-CHIP

Nvidia has released relatively little information on the X-Chip, the graphical heart of the X-Box. Regardless, there is no question that Nvidia make the fastest and most feature packed graphics chips on the market. The Nvidia GeForce GPU, fea-

tured in the Hyper PC, already offers performance bloody close to the PS2 Emotion Engine. Dan Vivoli, Nvidia senior vice president of marketing, stated that the X-Box graphics chip was approximately two generations beyond the GeForce 2 (NV15) in terms of performance. According to Nvidia representatives, the finished chip will feature approximately 65 Million transistors; nearly 23 Million more than the Sony's Graphic Synthesizer. This is particularly exciting, when you take into consideration that the current Intel Pentium III processor features a mere 27 million transistors. Also, in terms of raw pixel fill rate, the X-Chip is capable of 4.8GB/second, in contrast to 2.4GB/second for the Graphics synthesizer.

The most important part of the new Nvidia chips is the inclusion of a GPU, or Graphics Processing Unit. Unlike a conventional video accelerator, the NV25 will feature both a rendering engine AND an integrated 'Transform and Lighting' Engine. The basis of any 3D environment is a wireframe scene, constructed entirely of polygonal triangles. This 3D virtual world must then be 'transformed' into a flat image so that it can be displayed. Traditionally, the CPU has carried out the laborious transformation task, passing on the scene to the graphics card, so that textures can be applied to the raw wireframe models. The CPU also carries out all the lighting tasks in games. For example, when Lara Croft lights up a darkened cavern with her torch, it is the CPU providing the necessary lighting calculations. However, with the NV25, or any Nvidia chipset, the GPU takes care of these extremely floating point intensive tasks. The main benefit is that the CPU is freed up for more important duties. For example, the spare CPU time could be used for much more effective network code, hyper-intelligent bot AI, high-fidelity music or improved game physics. Also, since the NV25's GPU is light years more powerful than the Pentium III at floating point maths, scenes with very complicated geometry are feasible. At the moment, developers create game models with a relatively low number of polygons, using cunningly placed textures to cover up the

blockiness. With a GPU, developers can create highly detailed environments through increased geometrical complexity. In light of the NV25's staggering power, is the aforementioned Intel CPU made redundant? Of course not. Games that rely on complex AI routines (Unreal Tournament) or a realistic physic engines (Destruction Derby) will still require a beefy processor.

Effective hardware texture compression is another much lauded feature of the X-Chip, which is notably absent from the Playstation 2. It is an unwritten law of development that you always want to get more stuff into your game than will actually fit. Texture compression is just another tool for furthering this goal. Compression algorithms are used for everything from .jpg images to sound files. In a nutshell, texture compression is math's way of putting more information onto less storage space. Texture compression offers manifold benefits: Suppose we have a 32-bit texture, with a resolution of 2048x2048 pixels. That texture will require 16 MB of local memory space to store it on the video card. Keep in mind that this is only a single high-resolution texture. The 8:1 texture algorithm featured on the X-Chip should be able to compress this texture to a more acceptable size of 2MB. The smaller size allows the accelerator to store far more textures in memory. An added bonus is that texture compression speeds up rendering - the amount of bandwidth needed to transfer high-resolution textures to the graphics engine is dramatically decreased - a 16MB texture compressed to 2MB would transfer in one-eighth the time.

The inclusion of full screen anti-aliasing was an interesting decision. Hardware anti-aliasing removes the 'jagged edges' that are prominent in many games. A lot of people don't realise the importance of anti-aliasing, as it is something that can only be fully appreciated when watching a game in motion. Once you see it in action, FSSA beings about a whole new level of visual quality.

MEMORY: 64MB DDR UNIFIED MEMORY

A lot of people, particularly PC users,

have expressed doubts with regard to the total memory of the X-Box — after all, 64 MB of RAM isn't much for a PC system, even today. What will it be like by late 2001? Why have anything less than 128MB? The answer is that console systems require far less memory than an equivalent PC counterpart. This can be attributed to the efficient nature of console programming, and the small size of the X-Box operating system. Instead of resource hungry Windows 98, the X-Box will use an ultra-efficient operating system. We'll get to this later!

With 64 MB of 200MHz double data rate (DDR) memory, the X-Box will pack nearly double the RAM of the PlayStation 2. Lots of RAM has two major benefits: First, it allows for richer environments. Designers can cram far more sound effects, detail and player models into a game. The added memory can also boost frame rates dramatically, by pre-emptively calculating and storing results.

X-Box's memory will be a unified system shared by both the CPU and the graphics processor. This means that X-Box developers will have huge, ultra-detailed textures in memory, without being concerned by the limitations of a conventional frame buffer. When combined with the X-Chips powerful texture compression, developers will have access to huge amounts of memory. In contrast, the PlayStation 2 uses a rather limiting 4MB video buffer, sans texture compression.

It's also worth noting that the unified memory architecture removes the need for a front side bus as featured in PCs. Besides being a simpler design, the elimination of the FSB translates into extremely high memory bandwidth. In effect, the refresh rate of the memory directly dictates memory bandwidth.

OPTICAL MEDIA: 4X DVD-ROM

While DVD-ROM offers far more storage than a conventional CD-ROM drive (6 Gig versus 600MB), it can also playback DVD encoded movies. Like most

standalone DVD players, the X-Box will be able to handle Dolby Digital sound. DTS encoding is another possibility.

DVD has become very popular with consumers, and is expected to outsell VHS by the end of the year. By including DVD, the X-Box should appeal to late adopters of the standard. Naturally, the DVD drive will double as a CD player. Both CD and DVD could be used as a potential game format, depending on the size of the game.

In addition, DVD should put a dent in videogame piracy. Although DVDs can be copied with the right equipment, the sheer cost of blank disks doesn't make it a viable option. It would be logical for Microsoft to include some form of advanced copy protection.

MAGNETIC STORAGE: 8GB HARD DISK DRIVE

Although it features a hard drive, Microsoft is keen to differentiate the X-Box from the PC platform. Unlike the PC, the hard drive will remain 'invisible' to the player. The hard drive will be used to enhance the gaming experience, rather than as a repository for mp3s and Pokémon hentai. Nevertheless, the hard disk would make a great place to store a web browser and a simple e-mail client.

Concern has been raised that a hard disk will allow sloppy companies to release patches for their games. Microsoft doesn't want lazy developers, and it will approve games for release on a console model — essentially, this means that a game isn't going to hit shelves until it is as close to bug free and feature complete as possible. Whether or not this goes as planned... we can only hope.

Like the mysterious 64DD, the hard disk will let developers release new value-added features after the launch of a title. For instance, an X-Box version of Quake 3 could conceivably let players download new player models, updated weapons and new maps. Bill Gates also mentioned that the hard drive could be used to store downloaded game demos. Instead of relying on the latest issue of Hyper to decide

"The X-Box will pack nearly double the RAM of the Sony PlayStation 2."

"No DOS, no boot-up screens and, thank heavens, no blue-screens-of-death."

on a game, end-users could check out the free preview code themselves!

Although the 4x DVD drive is a speedy format, it can't match the access time or transfer rate of a hard drive. With tons of high-speed storage, game designers aren't completely constrained by RAM limitations, or the comparatively paltry speed of the DVD. In this way, the hard disk can be used as a form of 'virtual memory'.

INTERNET CONNECTIVITY: BROADBAND

Up until now, online gaming has been restricted to the PC and, to some extent, the Dreamcast. However it's getting ever more complex and bandwidth intensive. Although the Dreamcast's analogue modem is nice, the added bandwidth of cable is the only way to go.
DSL, satellite and cable Internet access are becoming cheaper and much more accessible. Microsoft's decision to integrate a 10Base-T Ethernet connector will allow the X-Box to interface to virtually any broadband network. And, for those of you without broadband access, it seems likely that an optional modem will be available at launch. Like Sega, Microsoft are likely to launch the X-Box with an option to join MSN at an attractive rate. Gaming on the Zone, anyone?
Another intriguing possibility is that the Ethernet connector could be used for home networking with another X-Box or

even a PC! Instead of lugging your tower case and monitor to a LAN party, you could just bring the compact X-Box console and connect it to a spare TV!

CONTROLLERS: USB

Microsoft, considered by most to be exclusively a software company, has dabbled in hardware for years. The first Microsoft Mouse was introduced way back in 1985. In recent years, Microsoft has shown an interest in the gaming hardware market. This has given birth to the SideWinder range of game controllers. With solid construction, ergonomic design and impressive handling dynamics, the Sidewinder controllers have been a huge hit. So it's no surprise that upcoming new game pad releases from Microsoft (USB only devices) will be compatible with the X-Box. The console will make use of a modified USB connection — Microsoft won't want to miss out on this licensing opportunity, so don't expect to be able to plug your Logitech gamepad in! Sony has been widely criticised by including only two ports in the PlayStation 2, so it seems likely that the X-Box will incorporate a total of four controller ports.

SOFTWARE: WINDOWS 2000 KERNEL WITH DIRECTX EXTENSIONS

Bill Gates confirmed that a tailor-made version of Windows 2000 will be

used for the X-Box. Consequently, the X-Box will feature native support for DirectX 8.0, and potentially, OpenGL. Importantly, Gates emphasised that the OS would not make the machine's load times sluggish: The new OS will be an adventure in minimalism, weighing in at a minuscule 500KB. Ironically, Microsoft will remove the 'Windows' from the stripped down OS, leaving us with a streamlined kernel and a brand-new TCP/IP stack. They'll also cut out a lot of other extraneous features such as Plug-and-Play and a broad-based HAL. For all intents and purposes, the OS will remain hidden from the user: no DOS, no boot up screens and, thank heavens, no blue-screens-of-death.

With the NT kernel of Windows 2000 under the hood, the X-Box will be very easy to program. Maybe to gamers this doesn't seem like a big deal. Trust me, it is. With its familiar hardware, DirectX extensions and recognisable software interface, writing games on the X-Box will be a dream. As a result, PC ports will be simple. Travis Williams, senior producer at Interplay said it best:
'What's not to love? X-Box is sweet. It has everything a developer would want. Everyone loves making games on the PC, because it gives you freedom. X-Box is the perfect PC environment, except it's in a console."
In addition, the initial ramp-up time to become familiar with the system's quiddities should be greatly reduced.

the HYPER >> prognosis

X-BOX

The X-Box will have at its disposal the financial backing of the largest corporation in the world. Despite the prevailing anti-Microsoft sentiment, Microsoft are an innovative company, with kick-arse products. Microsoft is in the business of winning, and the X-Box will prove to be no exception - they may be the new kid on the block, but they're certainly not new to the turf. Although it is yet to be set in stone, with a 600mhz CPU, a bleeding-edge Nvidia GPU and 64meg of unified memory, this console means business. Remember that, for 90% of consumers, hardware specifications are largely irrelevant. Ultimately, it is the software that sells the console. Getting well-known developers to back the hardware will be Microsoft's chief priority. And with big name companies like Electronic Arts, Namco and Capcom developing for the X-Box, the console is almost guaranteed some level of success.

Our chief concern is Microsoft's pricing policy. To compete, Microsoft will need to price the X-Box at a similar level as the PlayStation 2. Even though the console is being released in late 2001, Microsoft is going to find it difficult to cram all the power of a US$2,000 PC into a sub-US$300 console. How Microsoft accomplishes this Herculean task, remains to be seen.

THE PLAYERS

SONY

With the original PlayStation, Sony enjoys almost undisputed dominance of the worldwide console market. In the Japanese market, for instance, the combined total of all the Saturns, N64s and Dreamcasts ever sold, equals only half the amount of PlayStations sold. So, it's been no great surprise to any of us that the Japanese release of the PlayStation 2 has been such a success. With integrated support for DVD and Ethernet, the PlayStation 2 could well become the first mega successful set-top box. Sony's decision to include a large hard drive with the American console will place it in direct competition with the X-Box. We can't wait for the Australian release!

However, it's no secret that the PS2 is difficult to program. Although the on-paper specifications of the PS2 are enormously powerful, harnessing the brute strength of the Emotion Engine is a problematic affair. In fact, when asked which is harder to program for, the PS2 or Saturn (even Sega employees complained about trying to access the dual 32-bit processors in Saturn), Capcom's Shinji Mikami responded: 'PS2 is harder, hands down.' And Sony's complete inability to provide useful development tools has only made it harder.

NINTENDO

Although it is rapidly disappearing from the Japanese scene, the Nintendo 64 remains enormously popular in the American market, with sales rivalling the PlayStation. Although the software line-up is rather lacking in quantity, it does have a couple of strong franchise titles for this year. This includes Perfect Dark, Tomorrow Never Dies, Turok 3 and the chart-topping Pokémon games. Thankfully, the 64DD seems to have dropped off the radar.

Don't expect the elusive Nintendo Dolphin to surface for quite some time. It's still in a formative stage. At any rate, constant hardware revisions and strategy reassessments by Nintendo could see it launched as late as mid-2002.

SEGA

Although it hasn't been much of a success in Japan, the Dreamcast has racked up some impressive sales in both America and Europe. Much of this success has been attributed to the capable hardware: Having recently finished working on Code Veronica for the Dreamcast, Shinji Mikami openly admits his admiration for Sega's easily programmed hardware. With integrated support for Windows CE, DirectX and the OpenGL graphics library, developers can easily exploit the full potential of the Dreamcast's hardware. Add to that a kick-arse game library, lots of arcade ports and full Internet connectivity, and we have a real contender.

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A film by
Amy Miyano

PowerBook

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GONE EDITING

Add Final Cut Pro digital video editing software and your PowerBook has the features of a high-end editing

asheron's call

Well folks, Asheron's Call, Microsoft's answer to Everquest, has finally hit our shores. Having been out in America for a few months now we've had a chance to check it out already with the Beta Test and now the final product. What we've put together is a rundown of what to expect in Asheron's Call, and how it compares to its main online rival, Everquest.

IT'S A CLASS STRUGGLE

The world of Dereth is home to three classes of human from whom you can create your character. There are the medieval inspired Aluvians, the Sho, who resemble the ancient Japanese, and finally the Gharu'ndim, who draw their distinctiveness from the Mexicans. While there may not be too much diversity in the race you can pick, there are plenty of classes to choose from. There is also a great deal involved in assigning points to your characters statistics and abilities. So much so, that it is a little overwhelming at first.

To be a little blunt, Asheron's Call (AC)

is certainly a step backwards in terms of graphics when compared with Everquest. Being the 3rd person game that it is, it's a shame to find that the character, who you'll be forced to stare at all the time, looks bland and blocky. The same can be said for the monsters in the game... The creatures you come across are not your conventional Orcs and Goblins, Microsoft has gone for some originality. It is a matter of personal opinion of course, however the array of denizens that you slice your way though in Asherons Call don't really seem like a better alternative to the generic foes we're used to. A large portion of your newbie life is spent fighting annoying little cat people called Drudges, who really look bland compared to the creatures you face in EQ. Other nasties you come across later in the game are equally uninspiring. AC redeems itself somewhat with its ability to handle outdoor environments splendidly. Running around outside is a treat with such a large viewing range. Looking out from your little town you may see some mountains on

Cinescape Online

Probably the best sci-fi movie news site out there. It covers a wide variety of cult interests, from talk of the new Star Trek series in the works, to the upcoming Freddy Krueger Vs Jason film.
http://www.cinescape.com/

net.news

Telstra ADSL

Telstra recently made it known to the Australian Competition and Consumer Commission (ACCC) that they would finally debut it's asynchronous DSL (ADSL) service in August this year. ADSL is a technology that allows information transfer at speeds comparable to cable using only a normal phone line. Details are still sketchy, however any news is better than no news. Small businesses will be the target for the service at first, with availability expanding to most of Australia over a couple of years. The future of online gaming for us is finally looking somewhat brighter.

Quake3 news
CPL

Last month saw the cream of the crop of Quake3 players gathering from all over the world for the biggest Quake 3 duel competition held to date, CPL (Cyberathlete Professional League). Held in Dallas, CPL is considered the pinnacle of competitive gaming thus far with $100,000 cash prizes up for

grabs, the winner getting $40,000. With money like that it certainly makes playing for a living seem quite viable for the best players. What made things all the more special this year, was the fact that three Aussies, Python[DG], Scoob[FxR], Lobsta[TR] and New Zealander Mirage[d2d] were all invited to compete and were flown over for free after winning their qualifying matches at the 'Big Day In' LAN in Melbourne. Big names such as Thresh and Immortal weren't to be seen at CPL, however plenty of other well-known players appeared. Lakerman

net.news

and Kane from Europe, known for their greatness at Quake, and Makaveli from USA, who was one of the better Quake2 players of times past, are just a few names from the impressive list of 128 duelers. The Anzacs went in with all guns blazing, and all four won their first two rounds. The most notable victory at this stage was Lobsta's win over DieharD-r3v, who was the

champion of Quakecon last year. The following rounds harbored some seriously vicious match-ups with Scoob doing it tough against Makaveli, and Mirage having to fight both Wombat and Kane (two of the favourites) consecutively. The number of players remaining in the tournament started to thin rapidly with an Aussie presence still in the ranks. Python went four rounds undefeated until he came across deathstalker and only narrowly lost.

Unfortunately by the 7th round there were none of us left to compete, however our boys did extremely well and have shown that the Aussies can hold their own against the rest of the world. Mirage made it to the top 32 players, and the Aussies all made the top 24, (thus automatically qualifying for the next CPL event), with Python coming 12th overall! Well

the horizon, and it's not just a pretty texture at the edge of the map. Twenty minutes of running and you'll be up on the mountains peak, looking down on the world. This is the perfect environment for people who like to just wander around and explore. Truly, the sheer size of Dereth is staggering. Running from town to town can be a perilous hour plus trek.

Another area AC has the upper hand on EQ is the fact that there is no definitive 'zoning', no big loading session when you run to new areas, it's all seamlessly connected. Of course running around the world all the time is only captivating for so long. Soon you'll familiarize yourself with the lands and want some faster transport. Thankfully there are numerous portals which lead to other towns. It's just a matter of learning which portal takes you where. Definitely don't jump through portals willy-nilly, you really don't want to get lost, heheh.

As mentioned earlier, the primary difference between Asheron's Call and Everquest is obviously the fact that you play in the third person. Not isometric like UO, but behind the character. You can select a limited 1st person camera, but AC was intended to be played in the 3rd person. There's no real advantage in playing this way, and it can be a little frustrating at times, especially when fighting in a dungeon. Which brings us to combat...

EAT MY +6 HALBERD

Asheron's Call's combat engine is a little more diverse than Everquest's 'point and click' approach. You can swing your weapon low, waist height, or up high for different effect, and can set the speed with which you attack. When holding a sword for instance, a fast attack will result in a piercing blow, whereas if you slow your attack rate down you take big menacing swings for greater damage. All up, it's an interesting yet not necessarily superior combat system.

Your battles will take you through many of the hundreds of dungeons speckled throughout Dereth. Each of which are entered via jumping into a Slider's-like portal. The portal is quite a cool mask for 'loading' the upcoming dungeon. While the vast number of dungeons is astonishing, most of them are small and bland (there's that word again) in comparison to the literal works of art you'll find in EQ, like Solusek or Mistmoore.

Something that may appeal to a lot of people is the premise that grouping with others is actually optional, as opposed to being an absolute must in EQ. In Everquest you always need to be grouped to get anywhere (unless you're a druid), AC however lets one

fair quite nicely on their own. AC also stands out for the fact that 'camping', (the term used for a party sitting in the one spot for hours at a time to kill a static NPC for specific items), is pretty much non-existent from what we could tell. Camping is the number one gameplay problem with EQ (overpopulation being a close second), and it's nice to know that AC doesn't suffer from this at all. It must be said though, that EQ blows AC out of the water when it comes to the amount of quests and magic items that are available. EQ's addiction factor is heavily reliant on the fact that people always want that slightly better sword or piece of armour. In AC there's not much sense of this at all. Another letdown is the fact that there won't be an Aussie server in the foreseeable future. Down the track we might get lucky, but if it takes anywhere near as long as Origin took to get a UO server happening we're in for a long wait. Additionally, connecting to an AC server is a bit of a messy affair. You have to load your browser and log in though the Zone gaming network. Fortunately AC is quite playable on the American servers, despite the distance. Lag, however, won't be a stranger to you if you connect using a modem, and while it's much more playable than UO was from a US server, you'll definitely notice lag more than you would in Everquest. You'll definitely recognize the infamous 'Rubber Band' effect, where after running a little way you can be pulled back to the spot you lagged at a few seconds earlier.

AC is a very different product to EQ. If the idea of running around and exploring an absolutely massive environment with a more 'down to earth' feel, or knowing that you don't have to be part of a team to build your character appeals to you, then AC is the way to go. On the other hand if you want better aesthetics and more party-based adventure then your best bet is still Everquest.

VERDICT

Asheron's Call has its bad points, but overall it's really a pretty good game. Admittedly, we've been playing

Everquest for a lot longer, but hey, there are heaps of people playing Asheron's Call right now so you wouldn't be lonely if you jumped on the server to play. Each unto his own.

PLUS:
Huuuge world to explore, no camping, easier to play alone.

MINUS:
Seems graphically dated and lag issues ruin some of the excitement.

Interested in what's new in space discoveries yet don't really enjoy reading the techno-babble? Well this site may be for you! Everyday a cool new pic is posted with a little explanation of what you're looking at. Among other things you'll find some of the latest images from Hubble and other satellites.

http://antwrp.gsfc.nasa.gov/apod/archivepix.html

net trawlin'

MODS

Q3Fortress
With the Team Fortress boys working hard on Team Fortress 2 for Valve software ("cough" still...) the continuation of this great mod on the Quake3 engine has been left up to other developers to reproduce. We saw the successful Weapons Factory for Quake2, and there is also a version for Quake 3 on the horizon, however the first to the

post is Q3Fortress. All of the familiar player classes are available, just under a slightly different name (i.e. Medic is now Paramedic), though there are some nice improvements over the original TF and certainly the game looks stunning. After all, it's Quake 3. Q3Fortress is a very professionally made mod, not to mention being a heck of a lot of fun. Check it out.
http://www.q3fortress.com

Rocket Arena:UT
Rocket Arena 2 was one of the

allegiance

Another top looking multiplayer game to recently grace us is Allegiance. This title, also from Microsoft, does its best to merge two popular game genres into one huge multiplayer experience. Firstly, it's a very polished looking space combat sim the likes of Freespace or Wing Commander. The computer doesn't set your missions however, instead they are given to you by a real person who plays as your commander. Now is that cool or what? The commander views the game from a whole different perspective. For him Allegiance plays like an RTS, where he

has to build and manage a space empire. Playing as the commander could prove to be a very stressful experience indeed when the ships you order into battle are controlled by real people! This is an extremely exciting concept for a multiplayer game so it should be interesting to see how gamers accept it over the next few months. Also of interest is how well Allegiance holds up over the net on a dial-up connection. Keep an eye out for this one.
http://www.zone.com/allegiance/start.asp

www

Internet Traffic Report

The Internet Traffic Report is pretty much self-explanatory. It basically tells you how busy the Internet is in certain parts of the world. Not the most exciting site around, but it's interesting to see how our country compares to the rest of the world.
http://www.internet trafficreport.com/

net.news
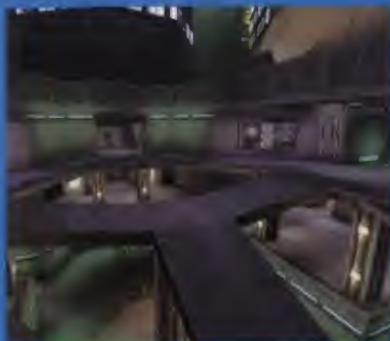
most popular mods around back in the days of Quake2. It's great to see that both Quake3 and Unreal Tournament will soon have their own version of it. The Quake3 version is getting close to completion, and Rocket Arena: UT is now done! There are 6 maps with around 36 arenas to choose from, all of which were made by the guys at Epic so you know that you'll be playing on some high quality arenas. Gibbing fun for all the family. Grab it here http://www.planetunreal.com/arena

asheron's call http://www.asheronscall.com

allegiance http://www.zone.com/allegiance/start.asp

PATCH ME UP, BABY

Imperium Galactica 2 v1.04 and two new scenarios
http://www.imperiumgalactica2.com/

Thief 2 v1.07 to v1.18
http://www.eidosinteractive.com/

Messiah
http://www.messiah.com/

Unreal Tournament v4.13
http://www.epicgames.com/

www
Sodaplay

Sodaplay is fancy wireframe model browser-based program which lets you pick from a list of creatures that slither, bounce and crawl around the screen. The cool part is that the models are affected by gravity and a bunch of other cool elements. It all looks quite realistic, and you can muck around with making your own models.
http://www.sodaplay.com
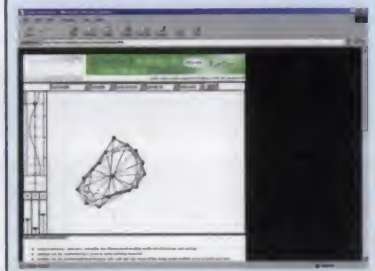
www
Lord Of The Rings Online

Although the first of the three LOTR movies won't be out for more than a year, you can check out a short preview of what's to come online. The cast has some familiar faces, and the special effects look pretty professional. Lets hope the movie actually does the Tolkien books some justice!
http://www.lordoftherings.net/
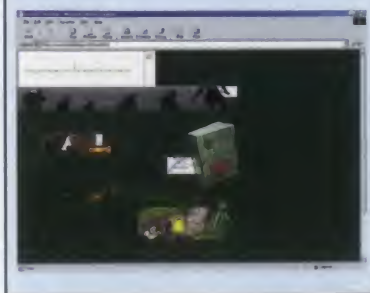
WINWINWIN

RESIDENT EVIL 2 for Dreamcast

Make sure the undead STAY dead!

To keep you happily blasting away at zombies on your Dreamcast while we wait for the verdict on Code Veronica, Ozisoft and Hyper have resurrected FIVE copies of Resident Evil 2 to give away! Get a handle on Leon Kennedy or Claire Redfield in this gruesome game of Survival Horror, and put those Zombies back in the ground where they belong.

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

What is the name of the big bad guy in Resident Evil 3?

Write your answer on the back of an envelope with your name and address and mail it away to: Bring out yer dead, Hyper, 78 Renwick St, Redfern, NSW 2016. Blammo.

Entries close June 21st

NEED FOR SPEED: PORSCHE 2000!
for Playstation

Feel the need, the need for freebies!

If you get the feeling that mum and dad aren't about to lend you the family car to take down to the freeway for some "road-testing", the next best thing is flying about in a Porsche on your PlayStation. In Need For Speed: Porsche 2000, the road has no rules. Thanks to EA, we have five copies to give away for PlayStation. To be in with a chance to win, just answer the following question...

How many Need For Speed games have there been?

Write your answer on the back of an envelope with your name and address and mail it away to: Need For Freebies, Hyper, 78 Renwick St, Redfern, NSW 2016. Brrrmmm...

48 »HYPER

Entries close June 21st
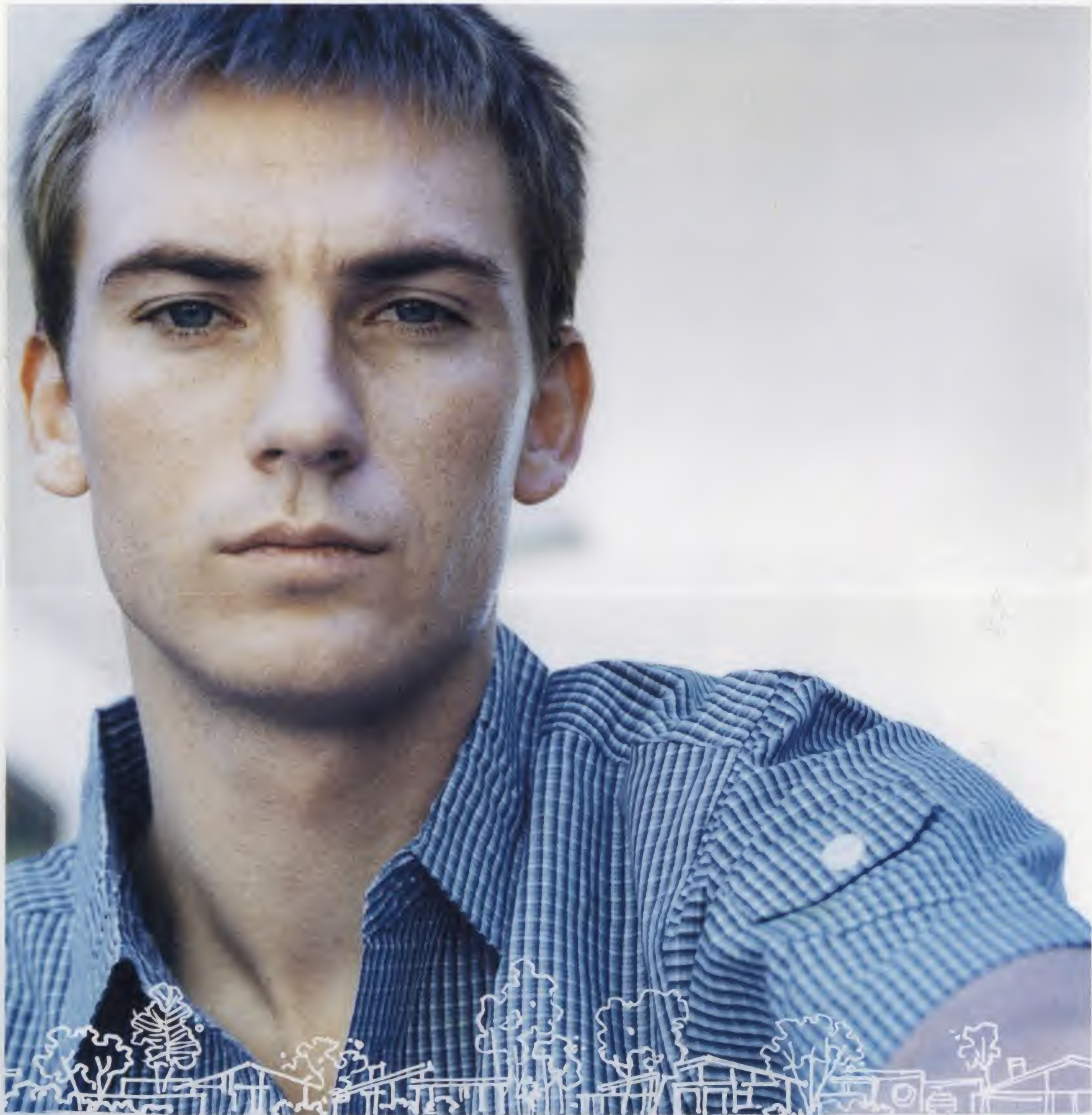
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YELLOW FOR PC
RED FOR NINTENDO 64
BLUE FOR PLAYSTATION

60

64

62

66

THE HYPER CREW'S TOP 5

Eliot Fish – Editor

1. Jedi Knight – PC
For some reason I dug this one up again and I'm reminded that LucasArts used to be good.
2. Deus Ex – PC
3. MDK 2 – Dreamcast
4. Helmet – Game & Watch
5. Ridge Racer V – PS2

Cam Shea – Deputy Editor

1. Code Veronica – Dreamcast
The true sequel to Resident Evil 2, and a sure fire Rubber Stamp next issue...
2. Diablo 2 – PC
3. Tekken Tag Tournament – PS2
4. Doom – PlayStation
5. Parappa The Rapper – PlayStation

DMC – Reviewer

1. Wave Race 64 – Nintendo 64
Still so good after all these years.
2. Ridge Racer – PlayStation
3. The Sims – PC
4. Quake 3 Arena – PC
5. Starcraft 64 – Nintendo 64

DEUS EX

Tell me about your mother...
Eliot Fish probes the mind of J.C. Denton...

THE MEN IN BLACK COME TO PAY ELIOT A VISIT

COME OUT WITH YOUR POLYGONS UP

GO ON, MECH MY DAY

BE RESOURCEFUL

Overcoming a seemingly impossible situation won't always come down to the Rocket Launcher in your inventory. You may also be carrying a small can of pepper spray which just might be far more effective... the brilliance of combat in Deus Ex is that you're never forced into facing off against your enemies unless you really want to. Sure there will be times when you absolutely, positively must kill every motherflipper in the room... but why not use a sword instead?

AVAILABLE:	Now
CATEGORY:	FPS/RPG
PLAYERS:	1
PUBLISHER:	Eidos
PRICE:	$89.95
RATING:	M
REQUIRED:	P200, 64MB RAM, 3D card
DESIRED:	PIII–500+, 128M8 RAM, good 3D Card

Wow. Just go buy this game. That's all there is to it. Okay, okay, so you want more information? I don't blame you. Well, we'll try not to spoil any surprises for you in this review, because the gaming Gods know that Deus Ex is one of those rare treats that needs to be savoured like a fine wine. Now... where to begin... how about one of those infamous gaming cocktails? Take one part Thief 2, two parts System Shock 2, a dash of Half-Life, maybe a sprinkle of the old SNES title Shadowrun, a dribble of SWAT 3 and shake it all up and pour into a tall glass with a smear of the X-Files and Matrix around the lip and you would have something tasting remarkably like Deus Ex...

BLAME THE FREEMASONS

With most games these days, the story and plotline seem about as useful to the action as a piece of sandpaper for a runny nose. Thankfully, Deus Ex is a special exception. If you don't follow

the story, you may literally become utterly confused as to what you should do at certain crucial points in the game. What's even better, is that the story is so well written that you'll actually have a desire to follow every conversation with intense interest, and as for the plethora of datacubes, newspapers and computer terminals — you'll enjoy reading all of the information they contain with just as much zeal.

Here's how the story begins. You are J.C. Denton, (no relation to Andrew Denton though I'm afraid) a nanotechnology augmented special agent who specialises in anti-terrorist actions for UNATCO (the United Nations Anti-Terrorist Coalition). You do your job how you see fit — whether by excessive force or stealth and computer skills. Your brother Paul Denton, is also an agent of UNATCO and you'll be working alongside him from the get-go. If you perform your tasks well, UNATCO pays you credits, which you

can then use to buy yourself all sorts of goodies throughout the game. In fact, UNATCO seem to have a hell of a lot of money at their disposal, and it's from here on in that the conspiracies begin to emerge. There is a deadly plague out there called the Gray Death, and the NSF has been trying to get its hands on something called Ambrosia... and... hey hold on a second, if you think I'm going to ruin any more of the plot, then forget about it! I won't for a second mention that it involves Majestic 12, the chinese mafia, terrorist organisations and that you are faced with the dilemma of choosing who to believe a third of the way through the game. Which organisation is more evil, the NSF or UNATCO... it's ten times more powerful to the plot than, say, choosing the Dark Side when playing Jedi Knight. After playing through Deus Ex once, there's plenty here to keep you coming back again and again.

GAMING GOODNESS INDEED

When beginning the game, you have a certain amount of skill points with which you can spend on training your character with certain abilities. Improve your boffin side with the Computer and Electronics skill, upgrade your combat skills so you can fire with greater accuracy, become a better swimmer or learn Environmental skills... the choice is yours. But, just like an RPG, your skill points are limited, and to train any further with any particular skill, you'll have to acquire skill points much the way you would earn experience points in an RPG, although not necessarily through killing. Expertly find your way into the enemy installation and you may earn some Exploratory points and so on... then later you can spend these on improving yourself. As your firearms skills improve, your aim becomes steadier and more accurate which can be quite obvious when you zoom in

THE OUTER PERIMETERS OF THE HYPER OFFICE

YES, BUT WHERE'S DAIKATANA?

Deus Ex comes to you from the same company that is still yet to release Daikatana, Ion Storm. We have a version of Daikatana here in the office, and we cannot believe that they spent twice as much time and money on Daikatana considering the shape it seems to be in, in this preview build. Don't wait. Buy Deus Ex now.

AUGMENT ME BABY

Seeing as you're made of up nano-technology as much as you are of blood and tissue, you can "upgrade" certain aspects of your body (ahem) if you find the appropriate technology. Give yourself super-human strength, the ability to regenerate, bullet-proof skin and other brilliant augmentations. These can be upgraded, just like skills can be, but with special canisters rather than points which you earn. The more advanced you become, the more abilities you acquire. Become a walking weapon!

with your sniper rifle if you've improved your Rifle skill. If you haven't trained yourself, you'll find the crosshair shaking about the place, making it almost impossible to get an accurate shot in. Once you've spent a few skill points in this area, or maybe even upgraded your weapon with special weapon upgrades that can also be discovered, you'll notice that your crosshair becomes steadier and it's easier to take down enemies with a single well-placed headshot. You literally become better at things as you play through the game. Wonderful.

You'll find that shaping your character becomes a continually fascinating process. Did you prefer the stealth in the last mission? Then why not leave behind the heavy weapons this time, and try to achieve your goals by sneaking around in the shadows and knocking people unconscious. Or is it that you found it easier to pop the terrorists in the head and step over their dead bodies to get to what you were after? Then by all means, suit up with armour, dump your binoculars, lockpicks and baton and get out the motherflippin' flamethrower! Be wary though, as your actions can actually affect how other characters respond to you in conversations and later in the plot. Hell, I was even chewed out by the head of UNATCO for having a body count too high in a particular mission, although he sure did pay me well at the end of it... and poking about in the ladies toilets? I was sprung and reported!

IT'S UNREAL!

Deus Ex uses a heavily modified version of the Unreal engine, which has so far been licensed out to a whole stack of developers. X-COM: Alliance, Duke Nukem Forever and Star Trek: Elite Force are all using the Unreal engine, and if they use it half as well as Deus Ex then we'll be mightily impressed. The benefits of the Unreal engine include the ability to map huge, massive levels for one. In Deus Ex, when you hit the streets of New York, you'll be intimidated by how much there is to explore. In one map, you have a whole hotel, a bar, a subway, a smugglers den, a warehouse, a park — you'll really feel like you're in a city, and to be able to climb up and traverse the rooftops also is just the icing on the cake. Later levels like Hong Kong are just as impressive for the atmosphere are detail — monasteries, nightclubs, markets, police compounds — the variety is fantastic. When you also consider that these environments are filled with Non-Player Characters to converse with, then you can understand how engrossing Deus Ex becomes. Chat to the woman selling newspapers, see what the police think of the situation, or pick up some young chick outside a nightclub and then take her inside and buy her drinks. Like an RPG, some NPCs have items that you might be able to buy from them. Smugglers offer you weapon upgrades or grenades, whilst street kids might know a secret way into a heavily guarded complex. The characters aren't just
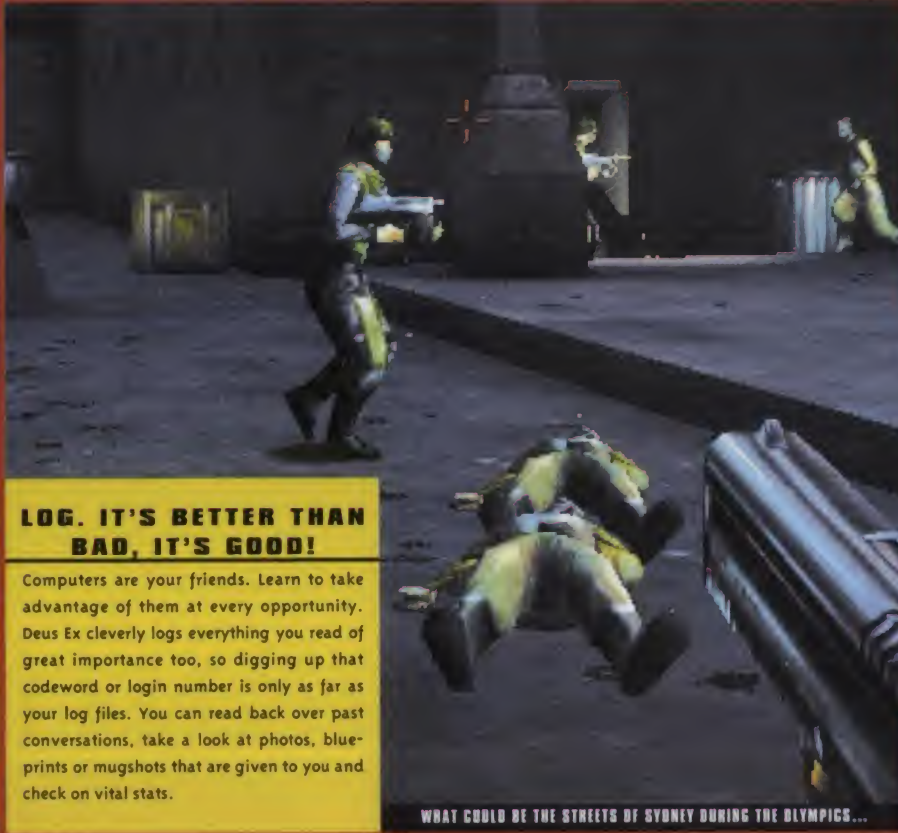
LOG. IT'S BETTER THAN BAD, IT'S GOOD!

Computers are your friends. Learn to take advantage of them at every opportunity. Deus Ex cleverly logs everything you read of great importance too, so digging up that codeword or login number is only as far as your log files. You can read back over past conversations, take a look at photos, blueprints or mugshots that are given to you and check on vital stats.

WHAT COULD BE THE STREETS OF SYDNEY DURING THE OLYMPICS...

THE HYPER GATEWAY AFTER A FEW MODIFICATIONS

there to feed you more plot. Involve yourself in a gang war, and agree to pop the local drug dealer, or change your mind and play "double agent".

Running under Direct3D, Deus Ex has none of the caching dilemmas that Unreal and even Unreal Tournament seem to suffer from. Although, when running the game under OpenGL, those problems become more apparent and you'll need crap-loads of RAM to get around it. Other than that, the performance of the modified Unreal engine is quite good.

The enemies in the game have a lovely Artificial Intelligence that will keep you on your toes more than the regular First Person Shooter. Whilst there are still a few AI issues (the odd enemy gets stuck on a door or box), generally the behaviour of your opponents will curb your bravado on more than one occasion. Guards usually patrol a route, allowing you to use stealth or firepower depending on your mood. Sometimes though, you'll have to think quite laterally to get around a problem. Crouching behind objects can give you cover, but if you make too much noise, then the guards will hear you. As we said in our preview, even shell casings hitting the pavement can alert guards down below to your presence. Sometimes, if you crane your head around a corner to see what lies beyond, a guard might notice you momentarily and alert his mates, and then if you stay hidden, you'll hear a conversation between them about what he thought he saw, and that maybe he was mistaken... heheh. Then

you creep up behind him and stun him with your electric prod.

SPAM YOUR FOES

If you like interactivity in your first-person games, then Deus Ex will not disappoint. There are ATMs, public computer terminals, security terminals, fuse boxes, desktop PCs and more electronic devices for you to use or hack into with your computer skills. You can do anything from stealing credits, to reading email and disabling gun turrets and security cameras. This aspect of the game is the most obviously lifted from the System Shock series, although when the designer is Warren Spector (who made System Shock), then I guess he can reuse as many ideas as he damn well pleases. It's brilliant, so we're not complaining!

The styling of the game is very much the Matrix meets Blade Runner (in story as much as game design) too, so anyone vaguely interested in cyberpunk is going to love this trip.

Ever since the First Person Shooter genre became so incredibly popular, developers have done their best to offer new twists to try and offer us something new. Games like Thief forced us to slow down and spend more time observing our environment, whereas games like Half Life just tried to up the realism ante with more realistic sound and more scripted events. Deus Ex, however, is the ultimate combination so far of action, stealth and role-playing with story-driven missions and incredibly interactive environments.

You don't just play Deus Ex, you live and breathe it. Whether it be equipping yourself to the teeth with weaponry and going ballistic or slipping through the shadows with your electronic lockpick — the wonderful Multitool — you can do it all in Deus Ex. Go and experience it now. ■

TRUST NO ONE!

Deus Ex rolls all the best conspiracy theories into one scrumptious plot, from government created viruses to Majestic 12. You'll be perplexed at every turn by the events that take place, and you'll soon learn to not trust anyone. Cross-checking computer files gives you threads of the truth, reading the newspapers is entertaining in terms of learning how propaganda is spread, but the story is so cool that you'll spend days without sleeping because you can't bear to part with the game... and that's a good thing!

L33TH4XOR-O-METER

》》》》》》》》 》 》 》

PLUS
Everything in the game can be tackled in a variety of ways to suit your style.

MINUS
Demands a very, very good PC we think.

VISUALS	SOUND	GAMEPLAY
93	94	96

OVERALL

97

My eyes hurt and I'm hungry, but... must... re-load... mission...

NO WORKERS COMPENSATION IS GOING TO HELP THIS GUY

SOLDIER OF FORTUNE

The pen is mightier than the Uzi 9 millimetre. Well, that's what **Eliot Fish** says…

AVAILABLE:	Now
CATEGORY:	First Person Shooter
PLAYERS:	1–Multi
PUBLISHER:	Activision
PRICE:	$89.95
RATING:	MA15+
REQUIRED:	P233, 64MB RAM, 3D Card
DESIRED:	P300+, 128MB RAM

Controversial? Soldier of Fortune is almost the sole reason that we decided to put together a feature on violence in computer games this issue. Inspired by the right-wing magazine, Soldier of Fortune, it's hard to feel good about praising anything about this title. It's a bit of a moral dilemma, but in terms of the First Person Shooter genre, Soldier of Fortune is one of the best yet. It's content is questionable, but the gameplay is hard to resist…

LOCK AND LOAD

Soldier of Fortune uses the much adored Quake 2 engine, which, whilst old, still manages to impress. Raven software have managed to adorn the game with improved textures, models, audio effects and tight level design to create something which feels surprisingly advanced for what you might expect from the 3D architecture behind Quake 2. It's no surprise then, that Soldier of Fortune echoes other popular 3D shooters that have also used the Quake 2 engine, namely Sin and Half Life. If you combined the "living" game world and strikingly chunky weapons of Half Life with the gun-toting attitude of the characters from Sin,

you'd be forming a picture in your mind which comes pretty close to how Soldier of Fortune has turned out. Being based on the "real world" also gives this title an edge over the much-overused premise of alien interference or government conspiracies. This is gritty, hardcore gameplay.

You play the role of a moustached macho man named John Mullins who works for an undercover government organisation out to put an end to terrorism. Despite the fact that you look like the Bush Tucker Man spliced with Robert Redford, you have the ability to infiltrate and destroy enemy installations with the ease of the Terminator. Armed with some really serious weaponry — you are literally packed to the teeth with tank-busting tools of carnage — playing through

Soldier of Fortune still requires a healthy amount of stealth and quick thinking. There are moments of complete bravado, but there's still an emphasis here on using the environment to your advantage and carefully conserving ammo by managing your resources cleverly. One way of conserving ammo, is to try to shoot your enemies with the detailed locational damage model in mind. Head shots will be far more effective than hammering bullets into your opponent's armoured chest plate. Raven boast that there are 26 "gore zones", some which even have specific wound or death animations. Anyone who gets their hands on Soldier of Fortune, no doubt, delights in dismembering bodies with the high-powered shotgun, or in torturing guards by shoot-

GIVING NEW MEANING TO A "SMOKING GUN"

FOR SOME REASON I NO LONGER FEEL LIKE LUNCH

Solider of Fortune magazine states "We strongly support the right of the individual to keep and bear arms. By opposing tyranny of all kinds, we support the basic freedom of mankind." They also like Charlton Heston.

ing them in the foot and watching them hop around or try to limp away. It's this aspect of the game which starts to make you wonder if it was really necessary to make the violence so graphic — even glorified. It's fun at first, but after a while, it leaves you feeling a little disturbed.

GRATUITOUS GAMEPLAY

At the heart of all this, however, is a really solid, well-designed, mission-based shooter. Your tasks will take you from Goldeneye style shootouts in the snow to dodging tank fire in Iraq. The levels are complex, realistic and quite interactive, so adventuring through the game never becomes tiresome. Once you get your hands on weapons such as the flamethrower, the rocket launcher and the Half-Life-inspired energy weapon, you'll be deeply engrossed in toughing out the missions, which at times can be quite demanding. The gun models, sound effects and animations are all wonderfully well realised and it's the gritty realism at times that keeps you on your toes.

Soldier of Fortune does suffer, however, from a lack of true inventive design. At times, missions devolve into generic step-by-step shootouts, and it can become a little boring. There's still the old "pick up the weapon from the fallen troop" and the "shoot the crate to reveal powerup" and even the "crawl through the air ducts" elements, but it's tied together well with a satisfying array of weapons and targets. Oh, and multiplayer is a blast. ■

NOT THE GREATEST EXAMPLE OF AI. OVER HERE DUFUS!

NRA-O-METER

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PLUS
Chunky sound effects and weapon models. Great animation.

MINUS
At times generic. A tad too much machismo.

VISUALS	SOUND	GAMEPLAY
92	90	89

OVERALL

89

Not enough originality to push it into the 90's, but it's a very solid game.

ELIOT IS OFTEN USED TO SETTLE AN ARGUMENT

JACKIE CHAN STUNTMASTER

Cam Shea thinks that falling down a flight of stairs after downing industrial strength alcohol somehow qualifies him as a drunken master...

AVAILABLE:	Now
CATEGORY:	Action/Platformer
PLAYERS:	1
PUBLISHER:	Sony
PRICE:	$49.95
RATING:	G
SUPPORTS:	Dual Shock

Eliot and I have grown long white beards and taken to whiling away the afternoons smoking pipes and blowing smoke rings since we first played a build of this game. Now that Stuntmaster is finally here, have Radical managed to capture any of that Jackie Chan magic?

BORN FROM AN EGG ON A MOUNTAIN TOP... JACKIE WAS IRREPRESSIBLE!

Stuntmaster is basically an old school side scrolling beat 'em up for this generation. 3D graphics, a wealth of moves, inventive level design and decent AI. The storyline is typical Jackie fare — something about his grandfather being kidnapped. I was too busy spinning out at how much the textures on Jackie's face in the FMV looked like they were added using a Game Boy Camera! The beat-fest will take you to Chinatown, the Waterfront, a Sewer, a Rooftop, a Factory and a Temple.

Stuntmaster has a cartoony look that utilises simplistic gourard shaded characters and minimalistic texturing. It's refreshing to see a game where the developers haven't tried to pack in as many textures as possible, and the stylised approach works very well.

Obviously though, the number one priority for a Jackie Chan game should be giving the player Jackie's trademark inventive fighting style and monkey-like movement, and in this area, Radical have excelled. This is no Chuck Norris or Van Damme wankfest. Stuntmaster sets a new standard in "depth of abilities" for a side scrolling beat 'em up.

Indeed, it won't be until about the third level in that you'll suddenly realise just how cool the gameplay mechanics are. Aside from the standard punch and kick combos, Jackie can do roll based attacks, flying kicks, charged up attacks, counter attacks, and more. You can also pick up a range of weapons, from a broom to a sauce pan to a big fish — many with their own unique combos. Better yet, you can use awnings as trampolines, swing from metal pipes, knock people through railings, flip tables and chairs over, knock opponents off platforms, and grab ledges. If you're cornered, you can roll across a low table, or run up a wall and backflip to kick your opponents.

Radical have also included a much needed strafe button that helps combat the vagaries of the controls. My favourite move though, has to be the ability to jump against a wall then boost back off it, giving you extra height to reach higher ledges.

IT'S A FINE LINE BETWEEN PLEASURE AND PAIN...

The level design exploits these abilities very nicely indeed, with some thrilling bouncing, leaping, grabbing, and sliding sequences.

Each level also has a number of hidden paths. Unfortunately, one gets the feeling that Radical were running out of steam towards the end of the project, as the game isn't very long. The quality of level design fluctuates wildly, and the further in you get, the greater the reliance on annoying platform elements.

Indeed, the fun is sapped from the game later on, mostly thanks to poor design. To illustrate... in one of the Waterfront levels, there's a short

DANIEL SAN, MADE IN TAIWAN, C'MON JACKIE CHAN, AH WOAH OH WOAH-OH OH

Street Fighter heads really should check out "City Hunter" — a Jackie film based around the Japanese anime series. It's quite a bad film, but there's the most surreal Street Fighter parody fight scene you'll ever see. Jackie as Chun Li? Say no more.

PRESENTING HIS HIGH-NES...

This isn't Jackie's first foray into video games. A couple of years ago there was the Jackie 3D fighter in the arcades, and before that there was Jackie Chan's Action Kung Fu for the NES — screenshots included.

WALK ON MY FACE AND TELL ME THAT YOU LOVE ME

THUG LIFE...

The AI is excellent by this genre's standards. Your opponents will pick up weapons, jump across platforms and climb ledges to get to you. As per normal in this style of game, it's entirely possible to waltz through combat sequences using the same move over and over, but this would be denying yourself the best part of the game. Our advice? Mix it up, and try to use all the moves.

cutscene that ends on railway tracks with a train bearing down on you. You'll die the first time you get to this sequence for sure — as you really have to be running from the train as soon as the scene starts. Once you've beaten the train, you find yourself jumping across a sequence of floating platforms, and guess what? Jackie can't swim. Worse still, if you fall in and die, after sitting through the incredibly long loading time, the game starts you back in front of that train again! Aargh!

It's amazing that developers still make games where you work so hard in combat, conserving every ounce of health, and yet, after all this effort one misplaced step and you fall to your death and lose a life. What's up with that? There are plenty of other ways to up the challenge level.

Even so, Stuntmaster comes recommended, and would be an excellent weekend rental title. Chan fans, on the other hand, can go and add an extra 10% to the score. ■

JACKIE PLAYS VIDEOGAMES?

Jackie contributed extensive motion captures and speech samples for the game, so it sounds and looks quite authentic. Why then, haven't Radical recreated some of the more memorable action sequences from Jackie's films? This would be brilliant for fans, as well as a way to eliminate some of the weaker elements of the level design.

RUMBLE-O-METER

PLUS
The Chan Chan man...

MINUS
Dicey platform elements. With a few tweaks this could have been great.

VISUALS	SOUND	GAMEPLAY
78	79	82

OVERALL
77

A must for Jackie Chan fans, but the design flaws may turn others off this otherwise nice title.

MDK 2

Kevin Cheung finds life a little hectic, so he could identify with Kurt…

AVAILABLE:	Now
CATEGORY:	Action
PLAYERS:	1
PUBLISHER:	Shiny Entertainment
PRICE:	$89.95
RATING:	M
SUPPORTS:	VMU

MDK turned out to be a bit of a cult hit for Shiny Entertainment many moons ago on the PC, offering an odd take on Earth's future and the technology it may offer. MDK2, the sequel to the game, has now made its way to the Dreamcast in a very big way.

The story behind MDK is like a bizarre comic strip. It tells the tale of a science facility janitor named Kurt who chooses to accompany a scientist who's exiled himself from Earth. From deep space, this scientist intended to prove his genius before he would return. In the meantime, however, Earth was invaded by aliens, so it came down to our scientist, his newly created "coil suit", and his janitor friend (you) to save the Earth. MDK2 picks up shortly after the first game where the aliens have returned for a little payback.

Those of you who've played the original MDK will feel right at home. MDK2 retains the same action/platform gameplay, allowing you to run and jump around in full 3D environments,

as well as blowing up aliens, monsters, robots, and the like with your vast array of futuristic weapons. Most of what MDK2 offers that's new come in the way of new weapons and a couple of new movement options.

MIGHTY DREAMCAST KNOWLEDGE

The first and most striking feature about MDK 2 would have to be its graphics. They are crisp, incredibly smooth, and sport some of the coolest alien structures and designs we've ever seen. In the first few levels, for instance, the metallic sheen on many of the rooms' surfaces almost look real enough to touch, whilst at the same time you can see the soft ambient glow of giant bulbs hanging in the air. It gets even better when you use the sniper vision, because you can zoom in on anything with incredible speed without a single hint of pixellation or slowdown. It's simply amazing.

You'll appreciate the graphics even more when you compare it to, say, Tomb Raider 4. MDK 2 isn't merely a second-rate port from the PC version, so you needn't worry about poor texturing or short cuts and such — this game is silky smooth all the way through.

The other noteworthy feature has to be the control system. The X, Y, A, and B buttons are used as your directional

controls for running forwards, backwards, and strafing. The analogue thumb pad is used for looking around, which can be performed at the same time as you run around without any noticeable performance hit. The digital D-pad is used for selecting your secondary weapons and toggling between 3rd person view and sniper view, where using the Y and A buttons

allow you to zoom back and forth. Finally, the right trigger is used for firing your gun arm, while the left trigger is for jumping and activating the parachute in your coil suit.

For all intents and purposes, this control system is perfect. The reason we're making a point of mentioning this is that most 3D action games on the Dreamcast have suffered from

OUR HERO MAKES A POINT. LITERALLY.

It may be devoted more towards the PC version, but www.mdk2.com still has plenty of information, playing tips and fanboy fun for lovers of Kurt Hectic and his adventures...

Before you begin your assault, Kurt, I've got to refresh your memory on how to use the coil suit.

EXCUSE ME, WHILE I KILL THIS GUY... DUH DUH DUH NEOW NEOW NEOW NEOW NEOW NEOW

YOU ONLY SEE MOUSTACHES LIKE THAT ON OXFORD STREET

major control faults. Take Tomb Raider 4 and Soul Reaver, for instance, whose control interfaces didn't let you freely control the cameras whilst running. They are accomplished with ease on the PlayStation — it just so happened that the Dreamcast pad itself isn't suited for those styles of control. Games like the awesome Rayman 2 got over such problems, as does MDK 2.

The main trick was obviously in moving the directional controls to the right so that you wouldn't have to constantly switch your thumb around. Sure, getting used to using your right hand for basic navigation can be a little disorienting at first, but they'll feel natural given a little time. The only serious problem to be complained of is the fact that jumping has to be accomplished by pulling on an analogue trigger, which means you have to compensate for a slight delay between pulling and jumping.

MYSTERIOUS DEATH KNOLL

Beyond the visual gloss and dreamy controls, we're left with the core gameplay. In this area, MDK 2 won't win any medals for originality, as most of it's just the stock "run, jump, shoot, use sniper, run, jump a few more times..." That's not to say that it's boring to play, as the original set designs still make it pretty interesting to look at. However, barring the odd puzzle with each successive level, MDK 2 comes off as a little too formulaic and a little too reliant on its pretty graphics. One could say this is a similar predicament

to Sonic Adventure, whose incredible graphics caused most people to overlook the fact that they were still running through a predetermined course ala Crash Bandicoot.

However, that's not to say MDK 2 is anything like Crash, or Sonic, for that matter. In fact, MDK 2 is really up there with Rayman 2 as being one of the best platformers available on the Dreamcast. It's just a pity the level designs couldn't have been a little better, especially considering that as far as the platforming stakes go, MDK2 is also competing with Crash, Croc, Spyro, Medievil 2, Rayman, Sonic, Mario, Zelda, and Banjo. The only thing MDK 2 has to distinguish itself is its sci-fi flavour, and that just might be the edge it needs to win with the consumers. ■

CDWABUNGA

HECTIC-O-METER
≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫ ≫
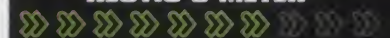
PLUS
Drop-dead gorgeous visuals. Brilliant visuals and choreography.

MINUS
Fidgety controls take a hit of getting used to. That damned metal track is awful.

VISUALS	SOUND	GAMEPLAY
93	91	87

OVERALL

90

You can't lose with MDK 2. It rocks!

TAZ KNOWS WHAT'S COMING.... ANAL PROBE!

TAZ EXPRESS

Nick O'Shea goes in search of the legendary Boonie...

Tassie - the Apple Isle - considered by some to be a separate country altogether, but home to a great many examples of unique fauna. No, not the rednecks, and not the legendary world-class cricketers - today the topic of discussion is one particular marsupial - One Taz Devil of Looney Tunes fame, to be precise.

Taz was living a pretty sweet life in the Tasmanian bush, just hanging around, going surfing and crashing out in front of the box watching Stan Zemanek's 'Beauty and the Beast' - or he was until his Mum got sick of his sloth-like behaviour. Mrs. Devil set Taz up with a job at a courier service. After peeling himself off the vinyl couch (those things are a bitch on hot days), Taz sets off into the big city to make an express delivery.

Taz finds himself with the seemingly simple task of delivering a package to Boonie's house in Launceston (presumably three slabs of VB). What Taz didn't count on was every conceivable obstacle making this task more difficult. While play does vary significantly between levels, the primary mode of play involves our little devil getting his package from the start point to a delivery point at the end of the level, solving fairly dinky little puzzles, usually involving switches, along the way. You have to be wary of how you handle the crate, as it's anything but rugged. Careless handling and harsh bumps will damage your valuable cargo, to the point where it will splinter into itty bitty pieces and you will be faced with the task of returning to the start of the level and trying again. On top of that, you've got all matter of critters, aliens, machines and traps to make the job all the more arduous. Sometimes, you'll even need to leave the crate behind to make tricky jumps or to run the gauntlet through fields of enemies, and this can leave the parcel open to attack. To remedy this you can store the box in plate steel safes that dot the landscape.

NAH, I'M NOT TOUCHING ANOTHER 'ARSENAL' GAG

Taz is not helpless in his bid to bring home the goods - he can bust some serious moves on the opposition. Besides the usual jumping malarkey is the pride of the Tasman arsenal - the Taz spin. With enough momentum, Taz can transform himself into a whirling blur of feet, fur and fangs. This allows you to shred just about any land-borne object, whether it be an enemy, a tree or large areas of the countryside. This unique ability allows access to sections of the level you wouldn't normally be

AT LEAST IT'S A NEW NINTENDO 64 GAME

! Ever been to Entertaindom? It's got everything from KISS 3D to a Looney Tunes theater! You can get there by going to www.looneytunes.com!

able to reach, and looks cool as you reduce the scenery to a rubble-strewn wreck. The Tasmanian Tornado does have a couple of downfalls though - ideally, you have to keep Taz well fed on the food that litters the levels. Secondly, you lose a great deal of manoeuvrability while spinning, which rules out using your spin on tight areas and small platforms.

The visuals are suitably bright and vivid for Taz's cartoony setting. You'll notice that a lot of the levels are modelled to match their respective cartoons, so you will find a significant nostalgia element within the housing of the small grey cart. Different scenarios are based on the Tazmania cartoon, Marvin the Martian, Yosemite Sam, Roadrunner and other Looney Tunes greats, and it manages to capture a certain degree of that comedic quirkiness. You'll spot cameos by all manner of characters that adds immensely to the appeal of the game. The sound effects in

Taz deserve a special mention. For the most part, the samples are all up to scratch, from basic footfalls to the hiss of Taz's impromptu jetpack, but it is Taz's voice samples that particularly shine. His crazed yells as he spins, the inane mutterings throughout the game and the gulps and gasps as he satisfies his voracious appetite are steeped in a long history of Looney quality, and should have even the harshest critic chuckling as they play. The background music, while fairly mediocre, is particularly unintrusive, so you possibly won't even notice it as you play.

YIBBITA, YIBBITA, THAT'S ALL FOLKS!

Taz Express ultimately comes across

as a mish-mash of minigames that incorporate elements of puzzles and platforming, and while it does each part well, somehow, the whole game seems to come across as less than the sum of the component parts. The charisma of the Looney Tunes franchise does add to the appeal of the game, with fond memories for the older audience and the cartoony nature for the younger audience. The puzzles tend to be either simple or drawn-out, so more mature gamers won't really be challenged by this game, which leaves it in the kiddies' court, who will be more stimulated by the vivid moving colours than the gameplay. Well worth a rental, but if you're looking to buy, try Mario 64 or Donkey Kong 64 first. ■

TAZ RUINS A PERFECTLY GOOD PIZZA

TASMANIA
THAT'S A PRETTY ROUGH INTERPRETATION

LOONEY-O-METER
》》》》》》》》 》 》 》
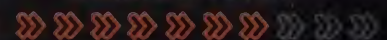
PLUS
Looney Tunes characters and varied modes of play.

MINUS
Simplistic and limited replay value.

VISUALS	SOUND	GAMEPLAY
74	86	67

OVERALL
75

A solid game, but it lacks the polish of the competition.

NEED FOR SPEED:
PORSCHE 2000

The artist formerly known as **DMC** reviews the game formerly known as Porsche Unleashed…

AVAILABLE:	Now
CATEGORY:	Racing
PLAYERS:	1–4
PUBLISHER:	EA
PRICE:	$89.95
RATING:	G
SUPPORTS:	Dual Shock, Mem card, Wheels

It seems as if racing games are to the PlayStation what locusts were to the Old Testament. By this late stage in the console's history, the number of racers has reached plague proportions, and the Need for Speed series has been at the forefront of bringing this infestation to our screens, Porsche 2000 being number five.

In a first for the series, the PSX and PC versions of Need for Speed have been created by different developers. While all the options and features are largely the same, including the same cars and number of tracks, the physics engine, track design, and graphics engine, are entirely different. See the box out for details on the PC version.

HURRY UP DUMKOPF, I HAVE TO GET BACK TO STUTTGART TO SEE KRAFTWERK

The original Need for Speed games revolved largely around fanging about long, winding courses, in fast and expensive cars, while dodging traffic and police. By the fifth installment, the series has evolved into a somewhat different beast. Of course, there is still plenty of fanging, and lots of obscenely priced cars. But gone is the arcadey feel of some previous N4S outings (including most of the traffic and police chases). Instead, EA bring us a more conventional, and more simulation oriented racer.

Prepare to pull on the fine kashmir turtleneck, and don a snotty nosed sense of cultural superiority. For with the fifth game, Need for Speed takes us through the history of Porsche, one of the European aristocracy's finest institutions (one which allows them to laugh loudly down their noses at us plebs as they hurtle past at high speed).

Porsche 2000 features more options than you can poke a long pointy wooden object at. You can jump straight into a wide variety of single race modes. Or, for protracted bouts of hot and steamy racing action, you can indulge in 'factory driver' (being a test driver for Porsche) or 'Evolution'. The latter is an interesting take on the standard 'career mode'. Porsche's history is divided into three eras: classic, golden, and modern. You must play through three leagues in each era to progress to the next. Each era also features races devoted to classic

Porsches. Winning any or all of these earns you the cash to buy snazzy new cars from a collection of 70.

FUN FUN FUN ON THE AUTOBAHN

The physics engine is well crafted, and for the most part the cars handle nicely. Trying to describe the feel of a physics engine is almost as impossible as describing the taste of a good steak to someone whose tongue had a run in with a belt sander as a small child. But Porsche 2000 has the nimble 'floaty' feel that you'd expect of highly tuned sports cars. They have good drift, and skid nicely on corners. However, the emphasis here is definitely on driving accuracy, so you lose a lot of speed by skidding.

The track design is a double headed beast. Some sections are great, with the long twisting sections we've come to know and love from the series. But these are too few and far between. The courses are also littered with sharp 90 degree turns (what comes from making

DAMN YOU AND YOUR EASTERN DISTRIBUTOR!

POSITION 3/4 · TIME 00'23"15 +0'40 · LAP 1/3

88 MPH

WARNING. LETTER X AHEAD.

32 MPH

POSITION · TIME · LAP

the courses circuits, rather than straight, I guess). Combined with the accuracy of the driving model, this can become a royal pain in the arse. You can get away with flinging your porsche into corners at terminal velocity on early levels. However you lose a lot of speed (often coming to a dead stop) and these wasted seconds are a valuable commodity as you progress through the game. Picking your line, and braking at the right time become important arts to master. This is a more realistic approach to driving, but it tends to be less fun than the hoon oriented action of past installments.

Graphically, N4S is a little disappointing. The backgrounds are sparse, and pixelated as buggery, and there is some poor collision detection. Of greatest annoyance though is the opponent AI. It is nigh on impossible to catch anyone after the first half a lap. After that, there is so much distance between you and your opponents that nothing much happens - not exactly thrill a minute racing.

This is a radically different game to previous N4S outings, and similar in concept to Gran Turismo. Largely well executed, it is undermined by design flaws that drain the fun factor that might mark it out from the pack. Even so, Porsche freaks will undoubtedly love it! ■

TO PC OR NOT TO PC, THAT IS THE QUESTION...

The PC version is far more faithful to the original N4S concept. Most importantly, the tracks are not circuits, eliminating the need for stupid sharp turns. Instead, the courses feature the long, slow curves that made the earlier games a pleasure to play. Thankfully, to suit the track design, the physics engine is far more forgiving, and the art of handling a skid at high speed (non-existent on the PSX) becomes an entertaining must. Thankfully, the racing also tends to be a bit tighter. As is to be expected, the 3D accelerated PC version also induces severe pants wetting in comparison with the PSX. Overall, this is a far better game, and truer to the N4S heritage. Add an extra five points to each scoring category for the PC.

01

AERODYNAMIC-O-METER

》》》》》》》》》》》

PLUS
Options up the Yin-yang, good driving physics, 70 cars from the Porsche stable.

MINUS
Grainy graphics, some annoying course design.

VISUALS	SOUND	GAMEPLAY
79	80	81

OVERALL

79

It's Need For Speed, Jim, but not as we know it. Entertaining but flawed.

DON'T YOU HATE IT WHEN PEOPLE WALK PAST THE GAME CAMERA?

BOY, DO I NEED A BACK RUB

RESIDENT EVIL 2

Arthur Adam pops in for some cap poppin'…

AVAILABLE:	Now
CATEGORY:	Survival Horror
PLAYERS:	1
PUBLISHER:	Capcom
PRICE:	$89.95
RATING:	MA 15+
SUPPORTS:	VMU

Life's a breeze as a cop in Racoon city. Nothing much goes on, except for the occasional cat you have to shoot out of a tree. But one day, things take a turn for the worst. Leon Kennedy (one of the selectable characters) senses a change in the mood of the town. He becomes particularly suspicious when the shop assistant at the local donut store tries to sell him a box of sugarcoated human livers. The pancreas and small intestine on the bonnet of Leon's squad car doesn't help either. Putting 2 and 2 together, Leon realises that the quiet residents of Racoon city are turning into... zombies.

RAINBOWS AND LOLLYPOPS
Although getting old, Sega fans can rejoice, for one of the scariest video games ever has finally made it to the Dreamcast. For those who don't know, the Resident Evil series sees you trying to survive hordes of flesh-mauling zombies by solving puzzles (not entirely brain taxing ones), interacting with other characters and using chunky weapons to turn these evil creatures into flying pieces of mince meat.

From an isometric perspective, you move your character about the screen and use a menu screen to utilize inventory when need be. You can choose from the male, Leon Kennedy, or the female, Claire Redfield, both of which have slightly altered game paths (It would have been so much easier just to have one character, like a hermaphrodite to cover all bases, but what the hey...). Claire is the sister of Chris Redfield from the original game of the series, and has visited Racoon City in search of her missing brother. Both meet up in the city by chance as the zombies take over the city. Their unity is short lived as they're separated by a car accident. From this point you take control of one or the other.

Although the graphics have been enhanced slightly, they regrettably look like the PlayStation version, that is, pixilated. There is no reason for the Dreamcast version being a port, as even the N64 version was a total make over implementing crisp, high-res graphics. Nevertheless, the game still looks tasty with its highly detailed pre-rendered backgrounds and nicely animated characters.

If a little blood turns you off, then this game isn't for you, because blood and body pieces are a major ingredient to this B-grade movie-like horror title. Blood will spray across rooms when using a shotgun, zombies will tear flesh from victims and your character will even crush a zombie's skull with a boot if it latches onto their leg. But the gore-factor is only one element that adds to the overall atmosphere of the game.

Resident Evil 2 has the uncanny ability to shock and frighten a gamer. For instance, a certain section sees you walking down a hallway with windows along on of the walls. Although you may think nothing is actually happening here, it is. The game is lulling you into a false sense of security. Later on, when walking down the same hallway, the windows will smash loudly and zombie arms will clutch at your character, resulting in you having to raid your drawers for a clean set of undies. It's not only dead humans that want a piece of your arse either, as dogs and birds will chew and peck you to death respectively.

FRIGHTFULLY GOOD
The Dreamcast version does have some added extra goodies. There's an art gallery to sift through with cool pictures of game characters and a mode called 'Extreme Battle'. Here, you have to make it through a level of ghoulies in the quickest time. Obviously, the quicker the better. But at the end of the day, we've seen this game before. It's getting a tad old to get excited about. The Game Boy is even getting a version of the title for crying out loud.

If you have played Resident Evil 2 on another console, then there isn't any reason to play this. For those of you who haven't had the chance to experience Capcom's masterpiece, then don't hesitate going to your local video games store, biting the sales assistant to death and getting yourself a copy. Resident Evil 2 is a classic in its own right. ■

> www.capcom.com — Capcom have more Resident Evil games coming out on more platforms than you can poke a dead person at.

OFLC-O-METER
>> >> >> >> >> >> >> >> >> >>
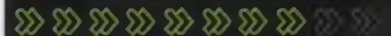
PLUS
Nasty, gory, bloody and scary.

MINUS
A few grey hairs, as RE2's been around for a while.

VISUALS	SOUND	GAMEPLAY
87	88	90

OVERALL
87

Be wary you don't get too sick of Resident Evil before Code Veronica gets released.

! It's a Blizzard! Looking forward to Diablo 2? Dreaming about it? Well, Hyper have been taking part in the Beta Test, and we can report that the game is kicking arse. Review very soon!

N64

reviews

ON A DECENT TV, THE GAME DOESN'T QUITE LOOK THIS CRAP

STARCRAFT 64

Screaming 'Lock and Load!', **DMC** suits up and wades into the fray.

AVAILABLE:	Now
CATEGORY:	Real Time Strategy
PLAYERS:	1-2
PUBLISHER:	Nintendo
PRICE:	$99.95
RATING:	M
SUPPORTS:	Expansion Pak, Rumble Pak

The PC has long been the reigning king of strategy gaming platforms. Console conversions have always fallen short of the mark, plagued by a variety of technical and control problems. After many delays, Blizzard's classic Starcraft has made it to the N64, and with surprisingly spanky results.

YOU'RE DOOMED I TELLS YA! DOOMED!!!

Real Time Strategy games revolve around squad level combat and resource management. You must erect buildings in order to build units, such as marines and SCVs. The former do the fighting, while the latter collect resources which allow you to construct more buildings and create more units. Success depends upon a careful balance between development and destruction. You begin by controlling Terrans (hi-tech futuristic humanoids), and progress onto the Geigeresque Zerg, and the psionic Protoss. Each has different strengths, and a unique range of units.

Starcraft 64 throws a good variety of missions at you, from defending bases against alien onslaughts, wiping out infestations, to retrieving information from inside enemy bases. These are woven together by a narrative, and emphasise resource management, combat, and exploration to different degrees. As a treat for N64 owners, Starcraft 64 also incorporates the Warbrood expansion, adding up to a huge number of missions.

There are two basic problems that have been the downfall of many a well intentioned RTS console port. The first of these is graphical style. While great at pumping out the polygons, consoles simply aren't built to handle the small sprites of strategy games. This was particularly of concern considering that many N64 games are blurrier than a Rasta's vision. Starcraft 64 comes through with the goods though: while there is less definition, the graphics are still surprisingly good. The Warbrood missions also support the Memory expansion pack, rendering it in reasonably well defined high-res.

OUT OF CONTROL

A far more fatal problem is the method of control. The PC features the accuracy and depth of mouse and keyboard. Unfortunately, the console controller is inherently limited. The developers of Starcraft 64 have done well to overcome this, creating a new menu system and method of control, and even some design improvements. A and B are used for the most common controls, such as attack and move, whilst the C buttons are used to access menus. The clever bit is the implementation of button 'combos', in order to perform shortcuts, such as selecting all the units of one type. What's more, whilst it's no mouse, with a bit of practice the N64's analogue stick can be wielded with great accuracy.

Starcraft 64 is a godsend for any frustrated N64 owning strategy gamer, whose days of wailing and gnashing of teeth are now over. ■

71 >>HYPER

LEMMINGS REVOLUTION

Fun, tricky, taxing and mayhem sum up both the original Lemmings, and Hyper's own **Cam Shea**…

AVAILABLE:	Now
CATEGORY:	Puzzler
PLAYERS:	1
PUBLISHER:	Psygnosis
PRICE:	TBA
RATING:	G
REQUIRED:	P166, 16 MB RAM
DESIRED:	P200, 32 MB RAM

First appearing on PC (it debuted on Amiga mind you) back in 1991, in the days when the 386 was a beast of a computer, Lemmings was king. The amount of time gamers such as myself wasted was unhealthy, and the sheer frustration involved in beating the deviously designed later levels resulted in more than one screaming match with the monitor.

The aim? To save these cute little green haired critters from mindless self-destruction. Released into a level, the Lemmings stroll along, walking blindly off cliffs and into nasty mincing machines without a second thought. It was up to you to assign jobs for individual Lemmings to help guide them to safety. If there was a cliff ahead, then you could tell one Lemming to be a "blocker", or if safety lay on a platform out of reach, you could tell one of the Lemmings to be a "builder", and watch as he built an incline for the other Lemmings to walk up. Like the simplicity of the different blocks in Tetris, the number of abilities weren't great in number,

but combined they helped form an incredibly tight set of game mechanics for the developers to work with. Lemmings was game design at its simplest and its best.

LEMMA, LEMMA, LEMMA-LEMMINGS?

Of course, each level had its own ration of carefully determined resources available to you, as well as a time limit and ratio of Lemmings that needed to be saved. So you had to plan your technique, conserve resources and

be speedy about it. The further into the game you got, the trickier and trickier the path to salvation became. It often took ten goes before you could even see a way to do it with the resources you'd been given. Each mouse click had to be precise, as one little slip up could ruin an attempt. Clever, devious and fiercely addictive, there hasn't been a true sequel to the original Lemmings games for a number of years now (conveniently forgetting the 3D version on PlayStation).

So what kind of a beast is Lemmings

"I'M AN INDIVIDUAL YOU CAN'T FOOL ME!"

Revolution exactly? Well, the graphics are 3D, but thankfully, the gameplay remains firmly in the old school 2D Lemmings world. Essentially, if you took a 2D Lemmings map, and wrapped it around on itself to create a tube, you'd have Lemmings Revolution. You can circle all the way around the map and back to the start point. This is very much a good thing, adding another layer to the gameplay, as Psygnosis have been able to create levels with paths that loop around on themselves.

There are 102 levels, laid out in a branching structure, so that if you're well and truly stuck on one, chances are there'll be several more to go on with while you're waiting for that flash of inspiration. The game is still basically all mouse based, with a few keyboard commands to use if you wish. Indeed, many of the difficulties of previous Lemmings games come with this one — trying to click on the right Lemming in a crowd for instance. If you've put up with these difficulties before then you'll put up with them again.

A CASE OF THE CRABS...

At first Lemmings Revolution seems to play the same as previous titles, with the familiar climber, digger, basher, faller, builder, blocker, miner and nuke options. Then you'll notice the fast forward button, and many more elements as you play through the levels. There are now anti gravity portals that send the lemmings to walk on the ceiling, slow down and speed up portals, decaying platforms, teleporters that look and work exactly like the ones in Austin Powers, trampolines, pools of water, lava and slime, switches, locked doors, an assortment of evil animals to contend with such as boxing kangaroos and giant crabs, not to mention all the devilish Lemming-killing gizmos you'd expect.

In addition to this, Lemmings Revolution has three types of Lemming, with the water and lava lemmings making their first appearance. Abilities vary between the different types of Lemmings. For instance, a water Lemming can walk across water, whereas the other two types drown. This has enabled Psygnosis to broaden the gameplay a great deal, as some levels have all three on screen at once, which makes for a confusing, yet exhilarating play. Of course, combine that with teleporters, boxing kangaroos, and half the Lemmings starting the level walking on the ceiling, and you're beginning to get the picture. ■
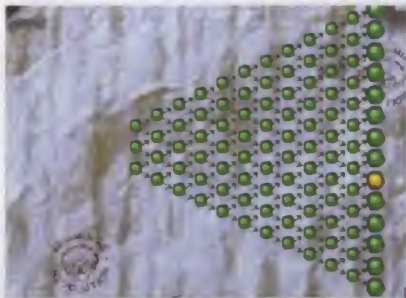
"IT'S RAINING LEMS. HALLELUJAH, IT'S RAINING LEMS..."

THE NEXT GAMING STAFF SIGN IN ON MONDAY MORNING

SUICIDE-O-METER

PLUS
As frustrating and wonderfully addictive as ever.

MINUS
As frustrating and wonderfully addictive as ever.

VISUALS	SOUND	GAMEPLAY
69	70	87

OVERALL
82

This is an excellent puzzler and a triumphant return for the Lemmings series.

A DYSLEXIC ATHEIST DOESN'T BELIEVE THERE'S A DOG

RED DOG:
SUPERIOR FIREPOWER

Arthur Adam contemplates why the dog is red.

AVAILABLE:	Now
CATEGORY:	Action
PLAYERS:	1–4
PUBLISHER:	Sega
PRICE:	$89.95
RATING:	M
SUPPORTS:	VMU

So, what's the best way to stop throngs of nasty alien robots, mechanical spiders and futuristic tanks from pillaging the Earth's resources? The answer; bolt a couple of funky looking machine guns, rocket launchers and various other military hardware to a VW Beetle and putt-putt about turning these 'space invaders' into piles of smoldering scrap metal. And that's what this title is all about; kicking alien arse.

A VOLKSWAGEN, A VOLKSWAGEN! MY KINGDOM FOR A VOLKSWAGEN!

Red Dog: Superior Firepower shares elements of other shoot 'em up games, containing similarities to Forsaken and the tank levels seen in Lylat Wars 64. Your buggy-like tank is led through missions, where enemies will appear from all angles. For example, in a volcanic level, a large motorised serpent will snake out from a lava pool firing lasers, while tanks lob shells from ridges and robot spiders, suspended from cavern ceilings, attack with electric bolts.

Your vehicle has some impressive armaments to wage war on these unwelcome guests, however, you only begin with a machine gun and must locate power-ups to build up your munitions. Your buggy also possesses a defensive mechanism, that being an energy shield which can be activated at any stage. The only problem is that you can't attack while hiding like a big ponce behind your shield. You'll soon learn that timing button presses between shielding and firing is imperative to playing the game effectively. Enemies may spew a barrage of laser beams in your direction then pause for a moment. This is when you seize the opportunity by dropping the shield and picking them off like tin cans on a fence. Additionally, you can deflect enemy fire back at them, which is a nice touch.

Unfortunately, the overall control of your buggy feels horrid. This dilemma isn't only caused by the awkward control of the vehicle, but also from the feather-like physics whilst moving along. For instance, falling down a ledge or running into something solid bounces the buggy in an unrealistic, buoyant manner. But to make matters worse, controlling the vehicle feels clumsy due to an unorthodox control system. The right shoulder button accelerates while the analogue stick steers left and right. Where things get uncomfortable is that pushing the ana-logue stick up and down controls your weapon aim, which has to be precise when there are multiple enemies at various distances. Combined with trying to steer, accelerate, aim, shoot and shield is nothing short of annoying as the screen moves about in a style not dissimilar to the camera work seen in The Blair Witch Project. However, after considerable practice and gnawing on your control pad in frustration you should gradually ease into the game's control mechanics.

Visually, Red Dog: Superior Firepower is top stuff, proving that new generation consoles are now on equal footing with high-end PCs. The vehicle is quite detailed with its armaments and moving motorized bits and pieces. Each wheel also reacts independently with uneven ground. Likewise, the enemies are detailed and well constructed. Large tanks will roll towards you swiveling their turrets, while robot spiders advance along ceilings and walls, crawling from holes and hidden places like the creatures in the movie Aliens. Other than the enemies, there are other hazards like lava, exploding barrels and pit falls to watch out for. The end of each mission will also see you face to face with a massive boss that typically has a weakness to figure out.

If you want a title where you can blast away mindlessly without having to use too much brain power, then Red Dog: Superior Firepower will oblige. ■

! As an added bonus, the four-way death match is a blast, literally. It's like the 'battle' mode in Mario Kart 64, only on steroids.

OOMPH-O-METER
>> >> >> >> >> >> >> >> >> >>

PLUS
A visually pleasing blast-fest with a fun four player deathmatch option.

MINUS
Painful control system. Gameplay could have done with a little more oomph.

VISUALS	SOUND	GAMEPLAY
87	80	79

OVERALL
79

Lots of mindless action, but the controls needed more thought...

! The Might and Magic series has had a tonne of spin offs. Notably the Heroes of Might and Magic games. Check Byte Size for a review of Crusaders of Might and Magic on PlayStation...

PC reviews

9:00am Monday 1 January 1172

HEY, WHY YOU LOOKING SO BLUE?

MIGHT AND MAGIC VIII
DAY OF THE DESTROYER

Another Might and Magic game? **Eliot Fish** rubs his eyes…

How to make a new Might and Magic game: 1) get the old one; 2) change the mission text; 3) change the NPC names; 4) tack on a new intro; and 5) design a new box. That's pretty much all you need to do. Might and Magic VIII: Day of the Destroyer is an embarrassing sequel that barely passes as a new game in the series. It's also a great fun RPG. Are you confused?

HAVE AT YOU! HA!

If you love old-school RPGs, that is, RPGs which require patience, fiddly character maintenance, have huge sprawling lands that take ages to explore, and a huge amount of items to find, then you'll love Might and Magic VIII. The same can be said for those of you who haven't played Might and Magic VI or VII. With a fresh pair of adventure hungry eyes, Might and Magic VIII is bursting with stuff to do. Of course, it's the eighth game in a series, and chances are, you're think-

ing of buying this because you loved one of the previous games. Here lies the problem. 3DO seem to have been content just pumping out a new sequel every year, that barely improves upon the last version. M&M VI was a great romp, but lacked decent 3D acceleration. M&M VII improved the visuals marginally, and fixed up some control issues and character screen quirks, but disappointed when it came to advances in story telling or mission structure. Might and Magic VIII is already upon us, and unfortunately, you'd be forgiven for thinking you were still staring at VII.

The new features in VIII include the novelty of beginning the game with only one character, and hiring heroes from inns around the land. Good for variety, but it kind of robs you of that character nuturing which is so loved in old-school RPGs. There are some new classes which is cool, and you can start the game as a Vampire, Necromancer, Dark Elf and Troll amongst others, which is good for those of us who like to play as characters on the Dark Side.

FETCH ME AN OBSCURE OBJECT

The Might and Magic games have consisted of nothing but medievil courier work thus far — e.g. go risk life and limb through a snake infested hole to rescue some complete stranger's hat

which they stupidly lost down there somehow. Thankfully, Day of the Destroyer makes some attempt at stringing these sub-quests into the main plot so you always feel as if it's necessary and worthwhile. If you can bear the utterly dated graphics, exploring the dungeons is good fun, although the inclusion of some "jumping" bits is very annoying considering how crap the 3D engine is.

The menus have been tweaked which is good, and in general there's more order and logic to how information is recorded and your progress is kept track of. Otherwise, for Might and Magic fans, this is essentially the same game you've probably played countless versions of.

If Might and Magic IX does not bring us a new 3D engine and more detailed character interaction, then the series could die right here and now. ■

HAVEATYOU-O-METER

》》》》》》》》》》 》 》

PLUS
Weeks of questing until you finish it.

MINUS
Feels about 3 years old.

VISUALS	SOUND	GAMEPLAY
60	59	79

OVERALL

69

It's a great RPG if you haven't played one before...

ATARI ARCADE CLASSICS
PLAYSTATION

Arcade games in the eighties were all about two things, blatant repetition and ludicrous difficulty. This formula was disguised in many ways, but whether you were killing the Russians or hammering personified mushrooms into sludge, it all operated on the same principle, ensuring kids were pumping their forty cents worth back into the economy. Now you can re-live the extortion in the privacy of your own home. Thanks to Midway, you can now cultivate RSI and listen to the fat Americans who programmed these games at the same time.

Simplicity is the order of the day in these titles, which is largely from where their charm is derived. For the first game on the list, Toobin is an extremely lame effort that sees you and a mate competing for blisters by frantically thumbing the D-pad. Undisputed racing king Super Sprint manages to wrestle this compilation back to respectability though, with some seriously addictive gameplay in place. Any decent person will recall Rampage and its antics from their youth and all you need to know is it's here and it's still funny after all these years. For the blood thirsty, Smash TV delivers squillions of bat wielding maniacs to your trigger finger. Yell "Look at me, I'm Rodney King!" as they beat you to a pulp and see who doesn't bear a cynical smile. Tony Hawk's deceased grandfather, 720, is also resurrected here, and to cap it off you get the deranged stress of Klax as well.

On their own, these games will entertain you and a mate for approximately twelve minutes at a time. Once you grow weary of tearing around the tracks of Super Sprint however, you'll be inclined to slaughter a few thousand bad guys in Smash TV, and so on.

Definitely worth renting for the sadistic memories alone.

MARTIN ENGLISH

AVAILABLE:	Now
CATEGORY:	Retro Action
PLAYERS:	1–2
PUBLISHER:	Sony
PRICE:	$49.95
RATING:	G

VISUALS	SOUND	GAMEPLAY	OVERALL
21	38	85	74

CRUSADERS OF MIGHT AND MAGIC
PLAYSTATION

Contributing to the glut of games in a Tomb Raider vein is Sony's latest hemorrhage, Crusaders of Might and Magic. From the instant the game loads up, you feel as if in the throes of some digital dejavu. You play Hercules' second cousin thrice removed, brimming with muscles and all the stupidity that usually goes with them. The standardised intro sees you knocked o'er the mazzard by an irate and crafty skeleton who no doubt works for a demon of some description (don't we all?). From there, it's up to you to escape imprisonment using the traditional array of spells and grunt power. It's third person perspective, it's one player and it's been done about ninety eight times before. Normally a game of this cliched calibre would at least throw in an extra gun barrel or something equally useless. None of that originality nonsense for this bitter M&M however, which has balked at the prospect and once again proved recycling is bad for the 3D environment

If you've never killed a corpse or taken a nose dive from the turrets of an ancient castle wall, then bust your virtual cherry elsewhere. Lara Croft is a far sexier proposition and, like any fine heroine, she's featured in more games than you can poke an erect stick at. Even the voice acting, while suitably horrendous, is incapable of distracting players from graphics and sound that have clearly fallen from Ms.Croft's buttocks.

MARTIN ENGLISH

AVAILABLE:	Now
CATEGORY:	Action/RPG
PLAYERS:	1
PUBLISHER:	Sony
PRICE:	$49.95
RATING:	M
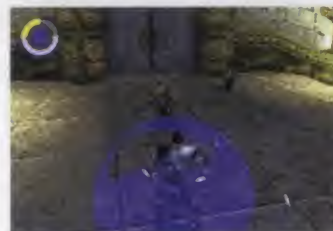
VISUALS	SOUND	GAMEPLAY	OVERALL
68	70	64	65

VAMPIRE HUNTER D
PLAYSTATION

If you were to cram Castlevania and Resident Evil into your PlayStation together, you would be pretty bloody stupid indeed. Thankfully you needn't even think about screwing up your console though, as this game successfully combines the style and gameplay of each.

Based on a popular Anime of the same name, the Japanimation influence becomes increasingly pertinent as you play through. Following the brilliant and entirely inconceivable FMV, you are thrust into a world of misanthropic miscreants with your trusty three metre sword and an annoying left hand, which speaks as any poorly translated sidekick should, in severely fractured English. The latter, I would have dearly loved to have severed with the former, but once you get passed his deformed dialect and uncanny resemblance to a female body part (and not her left hand either), the game grows into a moderately enjoyable experience.

Harking back to its obvious inspirations, you'll get the same giddiness RE and Castlevania gave you several years ago. There's puzzle solving and monster slaying aplenty, all laced up in clean cut visuals and coated in chilling ambiance. For the record though, just when you start thinking you've seen it all before, you'll get a security laser in the ass or discover the ability to invert the enemy, and for these redeeming surprises some credit is surely due. With respect to the control system, Vampire Hunter D has all the right moves, although unfortunately they blend into one another with all the grace of an epileptic elephant, stagnating the flow considerably.

Darting back and forth like a badly animated cartoon villain and swinging your sword like a medieval hooligan should please most fans of Transylvanian horror but one recurrent thought is inescapable. Ultimately, this is the Castlevania you play when you're not playing Castlevania.

MARTIN ENGLISH

AVAILABLE:	Now
CATEGORY:	Action/Adventure
PLAYERS:	1
PUBLISHER:	Sony
PRICE:	$49.95
RATING:	M

VISUALS	SOUND	GAMEPLAY	OVERALL
90	75	77	79

MAJESTY
PC

You'd think that playing another fantasy real time strategy title would be akin to having to play another Tomb Raider instalment, and yet somehow, Majesty manages to make the genre feel quite fresh all over again. Whilst the gameplay is Real Time Strategy, it's of a kind you haven't experienced before. Sure, visually this looks pretty generic, and you've got the usual hordes of Goblins, Elves, Orcs and stuff, but Majesty borrows the concept of having heroes from Heroes of Might and Magic and then puts a twist on it. To get your heroes to complete the task you need them to do, you have to coax them into the job with gold or bind them with magic. If you don't offer enough money for each arduous task, they might just piss off to the gambling den or brothel for a bit of action. It may sound frustrating, but it's actually incredibly addictive. Quests can be tackled in any order, however you'll spend lots of time building up your town and beefing up your heroes too. Temples and guilds can be built to help boost your player class, and in a multi-player game it can become quite a shit-fight to get what you want. You can however, play a co-operative game if you desire, where the heroes can use either player's buildings to aid them in their quest. If you're sick of the generic resource management titles out there, then try your hand at the fantasy world of Majesty and it's layers of fascinating strategy gaming.

FRANK DRY

AVAILABLE:	Now
CATEGORY:	Real Time Strategy
PLAYERS:	1-4
PUBLISHER:	Hasbro Interactive
PRICE:	$79.95
RATING:	G
SUPPORTS:	P166, 32MB RAM
DESIRED:	P300+, 64MB RAM

VISUALS	SOUND	GAMEPLAY	OVERALL
70	85	83	80

RESIDENT EVIL: SURVIVOR
PLAYSTATION

Oh dear, oh dear, oh dear. Playing Survivor after an eight hour Code Veronica stint (full review next issue) sure didn't help endear this reviewer to the latest of the Resident Evil series which has been served up on PlayStation. In fact, the experience could perhaps be compared to what it must have felt like to be Don Simpson - to go from the highest of highs to the lowest of lows in an instant.

This is a game that's so bad, so horrifically unplayable, that it seems unthinkable that it is in any way linked to the Resident Evil series. The concept itself is fantastic — a RE light gun game, where the player has control of movement instead of being on rails. House of the Dead meets Quake if you will. Unfortunately, the control method is completely unweildy, and doesn't allow you to move and shoot at the same time. This is just the tip of the iceberg.

Movement is laboriously slow. Shooting is laboriously slow. The graphics engine is laboriously slow. This is one of the ugliest games ever seen on PlayStation. The levels are pixellated beyond belief, the frame rate is so low you can count each frame, and the zombies look and move terribly. In fact, whoever animated the zombies should be shot. Repeatedly. Through the head. With hollow tips.

The most criminal aspect of all this is that they didn't even get the shooting side of things right. You'd expect some serious blood and gibbage right? Sorry. Shoot a zombie and you see a red splotch on screen, a couple of blood pixels, and the exact same lacklustre animation whether you've shot the head or the feet.

This is gaming at its worst.

CAM SHEA

AVAILABLE:	Now
CATEGORY:	FPS/Light gun game
PLAYERS:	1
PUBLISHER:	Eidos
PRICE:	$79.95
RATING:	MA 15+
SUPPORTS:	Light gun compatible, Dual Shock, Mem card

VISUALS	SOUND	GAMEPLAY	OVERALL
44	60	30	39
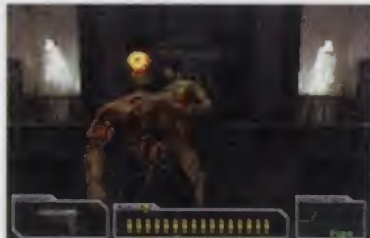
STAR WARS: RACER
DREAMCAST

At the time of writing this review, LucasArts have no plans to release Star Wars: Racer for the Dreamcast in Australia. Why? Simply because the Dreamcast market here doesn't seem to be big enough. We went and got ourselves a US copy of the game to see what it was like anyhow, in the hope that maybe if enough of you start asking for the game at your local shop, demand might be high enough to get the game released here.

As it stands, Star Wars: Racer on Dreamcast isn't that incredible, nor does it exploit the console's hardware, but it does have one unique feature. You can actually get online and put your scores up for the world to see — yes, Racer on Dreamcast has a worldwide ranking system, which is very cool indeed. It would be even better that you could actually play it online, but that's not to be.

As far as the nuts and bolts game goes, this incarnation of Racer is somewhere between the N64 and PC versions. That is, the resolution is higher than the N64, but it feels and plays and even looks kind of the same. Why LucasArts couldn't be bothered working it from the ground up to make it bigger and better is unknown. Still, the game is good and it's great fun for Star Wars fans especially, even if it's starting to show some age.

ELIOT FISH

AVAILABLE:	TBA
CATEGORY:	Racing
PLAYERS:	1
PUBLISHER:	LucasArts
PRICE:	TBA
RATING:	G
SUPPORTS:	VMU, Online

VISUALS	SOUND	GAMEPLAY	OVERALL
87	87	80	82

BABE AND FRIENDS

Babe and Friends™ is (you guessed it) about the one-and-only Babe™, our porcine pal made famous in the films Babe: A Little Pig Goes a Long Way™ and Babe: Pig In The City™.

Probably the worst thing about Babe and Friends™ is that it is based on a movie. With the bad track record of licensed games titles such as Godzilla™, Tomorrow Never Dies™, A Bug's Life™ and Toy Story 2™ to name but a few, often the name can be more of a hindrance than anything.

Which is a pity because Babe and Friends™ is surprisingly good. Instead of taking the over-done platform adventure path, this is a puzzle game, making it nicely suited to the Game Boy medium.

As we know Babe™ is a "sheep pig" so the basic pretense
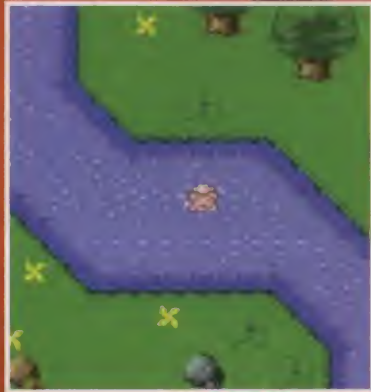
of the game is to help Babe™ guide his barnyard friends past obstacles towards a target. This can be achieved through an assortment of different methods, including barking at them, bouncing them off trampolines (as one does on a farm), covering holes, and positioning bales of hay, fences and logs to clear a path.

The only downside is that with only five levels and 40 puzzles in total, the keen puzzle fan will finish this one off in a flash.

SOUMALI

7/10

JIM HENSON'S MUPPETS

The Muppet Show rocked. Most of us grew up with those lovable puppets... sorry, muppets... but sadly, their creator Jim Henson died and since then the Muppets have had their ups and downs. From the Muppet movies, to the Muppet Babies and the temporary return of the Muppet Show, nothing has quite captured the original show's crazy weirdness.

Unfortunately, Jim Henson's Muppets on the Game Boy Color is just a generic platformer with a few vaguely interesting ideas which is only good for a brief burst of gaming. The Muppet Show needs to go on, but the muppets have all been captured, so it's up to you to rescue them all. Of course, the quest involves really dull platforming and the odd mindless puzzle. The graphics are somewhat cool, and those teeny muppets thrashing about in the intro are darn cute, but as a game, this is lacking some serious entertainment value. You get to control various muppets along the way, but the animation is slow and the dull concept of collecting objects is really tedious.

FRANK DRY

5/10

GODZILLA: THE SERIES

Inspired by the recent CGI blockbuster, rather than the original Japanese Godzilla, comes this scrolling Godzilla fest from Crawfish Interactive and Crave Entertainment. As opposed to having to take the giant leapin' lizard down, you actually get to control the lumbering beast as it stomps its way through the city of Manhattan. The gameplay involves pressing the buttons with the gamepad to make Godzilla swish his tail, blow fireballs, bite or stomp at the various soldiers, helicopters and planes who are peppering him with rockets and bombs. Godzilla himself is kind of on rails, and all you get to do is time your attacks to make sure Godzilla doesn't get killed. If anything, this is more like playing an old Game and Watch game, but with better graphics. The game progresses so slowly, you'll probably slip into a coma before the end of the first level.

FRANK DRY

4/10

RAINBOW SIX

Whereas Metal Gear Solid translated beautifully to the Game Boy, Rainbow Six is a title which should never have been ported. Basically, the Game Boy can't even hope to provide the same sort of experience as Rainbow Six on the PC, and thus, what we have here is an oddly

ambitious attempt at strategic military scenarios played out with bizarre little pixels with pop guns. You spend ages before you enter a mission designating your teams and working out pathing and who should do what, but once the mission begins, you may as well have not bothered with all your preparation because there's absolutely no challenge here, no nerve-wracking gameplay and certainly no sense of concern for your teammates in a fire fight.

Crawfish were behind this one, just as they were behind Godzilla: The Series, and so far their record is looking pretty bleak.

There's a lot here for freaks who love Tom Clancy, so maybe it's got more to offer to true fans of the games and books, but for the average gamer, you'll just be perplexed that anyone could find this at all entertaining.

FRANK DRY

6/10

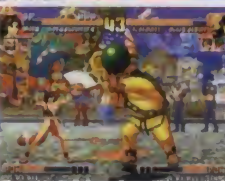It's time to upgrade your PC magazine…

OK   Cancel

TOTA

AL PC

The revolutionary, practical and entertaining PC magazine you deserve.
INTERNET • FEATURES • HARDWARE • SOFTWARE • LEISURE for today's PC user

On-sale July 12th 2000

FROM THE MAKERS OF PC POWERPLAY, HYPER AND ROLLING STONE

NEO GEO

>> Cam Shea

One of the most mysterious and seemingly exclusive consoles of all time would have to be the Neo Geo. It's still around after ten years, but so few people know much about, much less own one, that we wouldn't blame you if you thought that it was all some kind of government conspiracy. Well, it's not, and in this Reverse Engineering, we blow the lid off the elusive Neo Geo.

THE HOME ARCADE

SNK created the Neo Geo and the majority of its games. After getting its start making games for the NES in the mid-80s, SNK decided to strike out on its own. They designed an arcade board called the Multi-Video System (MVS), and based all their games around it. The advantage of the MVS hardware in the arcades was that arcade owners could have up to six games running from the same board. In 1990, SNK launched their own home console based on the exact same specifications as the MVS. They called it the Neo Geo Gold System. Of course, to pack a home machine with the same hardware as the arcades didn't come cheap. The system itself set fans back around $600 US and games themselves were in the ludicrously expensive $200 US and up price bracket. Despite this high entry level, the Neo Geo did sell well enough for SNK to continue making games for both the MVS and the home unit. After all, if you're a hardcore gamer, the lure of your favourite game represented in arcade perfect form at home can do strange things to your sense of perspective.

As for the specs, the Neo Geo had a 16-bit Motorolla 68000 and an 8-bit Zilog-80A microprocessor under the hood, with 12Mhz and 4Mhz clock speeds respectively. Incidently, this was the same CPU combination as Sega's Genesis. The standard game resolution was 320x224, with a palette of 65,536 colours, 4096 of which can be simultaneously on screen. Displayable sprite sizes range from 1x2 to 16x512, with a maximum of 380 on screen at once. Internal RAM consists of 68Kb of video RAM, 64Kb of work RAM and 2Kb of Z80 RAM.

BUST A CAPCOM

Games-wise, it wasn't long until the Street Fighter 2 craze was in full swing in the early 90s, and SNK saw their opening — to go head to head with Capcom in the fighting game genre. Their first effort was Fatal Fury, followed shortly by World Heroes and Art of Fighting. As popular as these games were, it wasn't until Samurai Shodown came along that people really started to notice SNK. With its weapon based take on the genre, stylish high detail art, good gameplay and a unique zooming camera perspective (first seen in Art of Fighting, but perfected here), Samurai Shodown was a hit.

SNK kept building their catalogue of games, but the US $200 price tag for home versions of their arcade games was holding back any mainstream appeal. Thus, in 1994, SNK launched the Neo Geo CD in an effort to get the costs down and attract a wider user base. The CD system had the same specs as the original but with increased RAM. It cost a lot less too, with games for around US $50. Unfortunately for SNK, the single speed CD-ROM drive meant long, long loading times — a cardinal sin for fighting games, and the system never did very well. SNK even released a Neo Geo CDZ in Japan with improved caching to reduce load times, but by then it was too little too late.

FREAKS

These days, The Neo Geo still has its fans and there are the odd games coming out for it. How is it that a system designed well over ten years ago has had such longevity? It's because of SNKs dedication to the hardcore fighting game freaks, combined with the fact that there's no limit to the amount of information you can put on a cartridge. Thus, as the hardware was growing dated, SNK simply packed more and more information onto their carts, consistently upping the level of detail. This is the reason why Neo Geo games have, if anything, gone up in price. To illustrate, the biggest game to date is King of Fighters 98, which weighed in at a whopping 683MB. Although the bigger the cart the higher the price, for some reason having such insane amounts of data on their cartridges is a badge of pride for SNK. Indeed, unlike Nintendo, who have used advanced compression techniques to squeeze the data on their carts into a cheaper size (Resident Evil 2 recently became the largest game for the N64 with 512MB compressed down to 64MB on the cart), SNK have never compressed the data on their carts. Strange but true!

In any case, the Neo Geo's days are well and truly numbered now. For fighting game freaks it will be remembered as perhaps the definitive system of the 90s.

SEXY? SLEEK? IT'S BLOODY HUGE!

As far as looks go, there's nothing remarkable about the Neo Geo, the Neo Geo CD or the controllers. The carts on the other hand... whoa mumma! Many people believe that the Great Wall of China is the only man made construct that can be seen from the moon. Not true — a Neo Geo cart could be seen by a one eyed astronaut squinting through a fogged up space suit on the dark side of the moon. These babies are seriously large. The bigger the MB count on the game, the bigger the case. In fact, Neo Geo carts now require a legion of Egyptian slaves straight from the building of the pyramids to help you lug it home. See enclosed perspective shot (and no, we didn't find a dwarf with particularly small hands to make it look bigger).

>> OUR BEAT-UP OLD NEO GEO

Check out this ad for the Neo Geo... there's something not quite right about it. 24-bit? Uh uh, having a 16-bit processor and an 8-bit processor doesn't make a machine 24-bit!
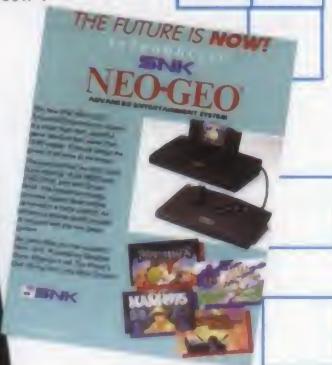
WHO'S HOUSE? ROM'S HOUSE!

You can probably track down a Neo Geo unit and a handful of games if you try hard enough, but if you're merely curious to give the system a quick whirl, emulation is the way to go. Currently the best emulator for the system is the Neo Rage, readily available on the net. It can emulate well over 100 titles, although finding any but the most popular games in ROM form could prove tricky. Some of the classics you'll definitely want to play are: Samurai Shodown 1&2, World Heroes 2 Perfect, Windjammers, Magician Lord, Viewpoint, King of Fighters 96, Street Hoops, Last Resort, Art of Fighting 3 and Fatal Fury 3.

PLAYSTATION 2
DREAMCAST
THE DEAD OR ALIVE 2 TEST

With versions of Dead Or Alive 2 now out for the PlayStation 2 and Dreamcast, gamers and critics alike have had their first point of comparison between the two machines. On one hand, you have the seemingly unstoppable marketability and floating point power of the PlayStation 2. On the other, you have an excellent machine with an already respectable software library, but which is still struggling to just scratch the surface of the Australian market. Here's how they stack up.

GRAPHICS

In terms of textures, the Dreamcast version excels with its efficient usage of compressed hi-res textures to create a near arcade-perfect experience. The PlayStation 2 version is a mixed bag in that regard, where some backgrounds are noticeably less detailed, whilst at the same time some of the characters' costumes look much more realistic than on Dreamcast.

However, the PlayStation 2 version doesn't have the benefit of any anti-aliasing, and given the problems programmers have been having in synching their frames of animation, the game often has a jagged look. To its credit, however, the PlayStation 2 has superior lighting and atmospheric effects, as well as a slightly higher (but barely noticeable) polygon count, but these factors ultimately don't have the same aesthetic sheen or overall impact of the Dreamcast version.

Winner: Dreamcast, by a nose.

SOUNDS

Identical to the arcades — and each other — and both have that God-awful American metal track for the opening movie.

Winner: Dead even.

GAMEPLAY

While the Dreamcast version is identical to the arcades, the PlayStation 2 version is based on the updated Millennium edition of the arcade game. That entails more costumes, more levels, a simultaneous four player mode, and additional areas on the existing levels that can be accessed. The PlayStation 2 version also features more moves than the Dreamcast version, offering new extensions and variants on existing combos.

The PlayStation 2 version is also better structured as a game, rewarding you for your efforts with one new feature after another. This is as distinct from the Dreamcast version, where everything is unlocked by default, leaving you with little impetus to progress further.

Winner: PlayStation 2

EXECUTION

The Dreamcast version isn't strictly arcade perfect, as numerous shortcuts have been taken by the developers to overcome the Dreamcast's RAM constraints (as compared to the arcade board). For instance, instead of using 3D models on the character select screen, the Dreamcast version uses simpler portraits.

The PlayStation 2 version corrects some of these faults, but the rest of the game is littered with bugs. Sound files will cut out unexpectedly, animations will freeze, the screen blanks out... it doesn't happen all that often, but often enough for it to be an issue.

Winner: Dreamcast

AND THE WINNER IS...

As an overall package, arcade conversion, and for general aesthetic beauty, the Dreamcast version wins by a nose. The additional gameplay offered by the PlayStation 2 version would realistically have minimal benefit for even the most hardcore of fighting fanatics.

PLAYSTATION 2

DREAMCAST

BUT TAKE NOTE:

Anyone who wants to use this head-to-head as an excuse for saying that the Dreamcast is better than the PlayStation 2 ought to be dragged out on the street and shot. Dead Or Alive 2 was specifically programmed and optimised for Sega's Naomi arcade hardware — which is literally Dreamcast anyway but with more RAM. It stands to reason that the Dreamcast version should be superior to a PlayStation 2 version, which is running on inherently different hardware and would unsurprisingly have all the bugs and faults we've pointed out, especially since the game was rushed through in a matter of 3 months. On paper, the PS2 excels in vastly different areas from the Dreamcast, and we've already seen evidence of this from Tekken Tag Tournament. The implication, of course, is that Dead Or Alive 2 may not be the ideal point of comparison between the two machines, and a game not designed specifically for either hardware would be more appropriate. If there is anything proven for sure, it's merely that the Dreamcast can outdo low-end PS2 games. But we all knew that anyway...

>>KEVIN CHEUNG

POKÉMON:
THE FIRST MOVIE

CATEGORY: Fluffy animals
PRODUCTION COMPANY: Err....
ANIMATION: 3
PLOT: 4
JAPAN-NESS: Low
OVERALL: 4

Pokémon. Bigger than He-Man. Groovier than Barbie. Cooler than Transformers. More powerful than the Ninja Turtles... this unstoppable juggernaut that seems to be the only thing keeping Nintendo's head above water is now also a movie, and no doubt there are millions of screaming kids who'll be wanting this title.

For true anime fans, however, Pokémon is largely rubbish. The stories are nothing short of questionable, bordering on encouraging children to commit acts of cruelty upon animals; and the animation quality just screams low budget.

Pokémon: The First Movie is no different. Using an ill-conceived premise of animal cloning as the excuse for revealing the 151st Pokémon, this movie is basically just a really long episode of the TV series. Here's how it breaks down: everyone thinks Mew, the most powerful Pokémon known to humanity, is extinct. As such, scientists create a genetic clone, resulting in the birth of Mewtwo. Unfortunately, Mew isn't really extinct, so it becomes a showdown between Mew and Mewtwo for supremacy.

The rest of the show is just an excuse for the usual Pokémon frivolity. Ash, wanting to be the best Pokémon trainer in the land, Pikachu being revoltingly cute, and Team Rocket being the comedy relief. Even if you are a Pokémon fan, it's nothing short of offensive and insulting that the DVD version of the movie doesn't come with any Japanese language options. There is only English and French. Here's evidence that Western cultural imperialism is still alive and kicking.

BRAIN POWERED
TAPE 1

CATEGORY: Sci-fi/Mecha/Action
PRODUCTION COMPANY: Sunrise, Wow Wow
ANIMATION: 7
PLOT: 7.5
JAPAN-NESS: Low
OVERALL: 7

Boasting a production team that includes the creator of Gundam, Brain Powered is one of the latest new mecha series to finally be translated into English. The question, of course, is whether any of us will be able to take more mecha after Macross Plus, Evangelion, and Escaflowne.

Brain Powered isn't what you'd call traditional. In fact, it seems as though after Evangelion injected the terrifying element of the human psyche into the equation, every major producer is trying to find a new angle to approach the genre from.

In this case, Brain Powered revolves around 'organic mecha'. Yep — these things are alive. And the majority of them are domesticated by an organisation called Orphan to undertake special excavation digs. This series picks up when one of the organic mecha is born before the eyes of unsuspecting civilian, Hime Utsumiya. Once she takes control of the baby, a couple of Orphan-affiliated Grand Cher mechs appear and try to run the Big Brother routine on her — thus revealing the conspiracy plot that's to

follow in the later episodes. Hime's foil to the series is Yuu, an Orphan pilot who later leaves and, with Hime's help, attempts to reveal the conspiracy behind the mechs, their purpose in the archaeological digs, and how they might end the world.

Brain Powered isn't going to appeal to everyone, as the story is quite slowly paced. The strangely abstract nature of the story and the outdated Haruhiko Mikimoto-esque character designs are also fit to question. Perhaps this series will get better in the later episodes.

>>TIM LEVV

GAELCO

ROLLING EXTREME
(STREET LUGE)

Par-usual, skateboarding is associated with attempting to pull off rad and gnarly tricks on either ramps or on/off street furniture and the like. But if you were to try taking on giant hills whilst STANDING UP on a normal sized skateboard at speeds of over 100 kph, then you would probably suffer a bad case of what is scientifically known as the "Death Wobbles" which often precedes an even worse case which is known as "Pan Pizza Scab Time". To combat the deadly death wobbles, skateboarding adrenalin junkies use longboards and lie down for decreased wind resistance.

Gaelco, the Spanish programming house that brought us other extreme sports games such as Surf Planet and Radikal Bikers have just created a luge sim with a special swivelling luge like interface and a fast paced action packed game to go with it.

You start off in a pack of 8 other lugers and jockey for first place by taking the best racing lines, picking up power ups (extra speeds/super smash), finding hidden shortcuts and best of all, knocking opponents into obstacles (cars, guardrails, trees,

rocks etc) or just pummelling them with your fists. All of the 6 tracks are challenging and well designed and will take you down through tight, winding terrain located in America's West.

The time limits for all tracks are very tight, so make sure you get every extra speed power up, otherwise you may end up only meters just shy of the finishing line. Only use the brakes if a collision is imminent. One press of the brakes will do an "extreme" turn whilst 2 taps will see the brakes being applied.

Although the graphics are a little hard edged, it does not detract from the game at all and the sensation of speed has been well captured.

It is great to see that the arcades are still getting an unending supply of innovative interfaced games to combat the home console industry. Rolling extreme is a fun game and once the controls have been mastered, it shouldn't be too hard to get through several of the courses on the one credit.

9/10

CAPCOM

SPAWN:
IN THE DEMONS HAND

Spawn the hellish heavy metalesque comic character created by Tom McFarlane has been re-spawned into yet another medium and has done so in a way that does Tom's original artwork justice in every way.

Using the basic 3D gameplay similar to Ehrgeiz and Powerstone, you control one of 11+ (many hidden) characters and duke it out against either fearsome bosses and their minions OR against up to 4 other players in large battle arenas. You have unlimited lives, but you have to defeat the boss within the time limit provided which is usually 2 and a half minutes. Each time you are killed, (oh yes, you will be killed a lot) 12 seconds are deducted from the time remaining.

Each character has their own personal weaponry, special moves and abilities (speed, defence, weapon power) which may be added to through the

various power ups hidden in boxes around the battle arenas. The weapons include machine guns, grenades, axes, a comic book and in fact, over 60 different weapons. Overall, it seems that the swords and fisticuffs do the most damage, while the projectile weapons can be hard to aim (you can switch from 3rd person to 1st person perspective to aim) when you are constantly being assaulted from every angle.

The graphics are fantastic with the character animation and artwork making you feel as if you are in an interactive comic book. So in other words, if you are a fan of the Spawn series then you'll be having a serious brain meltdown with this game. Otherwise, for non-Spawn fans, you have a fine action fighting game with good replay value.

8/10

87 >>HYPER

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

cheat mode

TONY HAWK'S SKATEBOARDING

NINTENDO 64

10x Trick Multiplier
Hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, C-Left

Add Restart Points
Hold L at the pause screen and hit: C-Left, C-Right, C-Down, Up, Down

Earn all tapes
Hold L at the pause menu and hit: C-Right, Left, Up, C-Up, C-Up, Right, Down, Up

Fast Motion
Hold L at the pause screen and hit: Right, Up, Down, Down, Up, Down

Fast Tricks
Hold L at the pause screen and hit: C-Up, Left, C-Down, C-Down, Up, Down, Right

Perfect Balance
Hold L at the pause screen and hit: C-Up, C-Right, Left, C-Right, Right, Up, Down

Slow Motion
Hold L at the pause screen and hit: Down, Down, C-Up, C-Right, Left

A BUG'S LIFE

NINTENDO 64

Invincibility
For invincibility, when the level description appears, hold Z + R + L. Repeat this at the beginning of every level.

Lots of lives
Spell the word FLIK in training mode to receive a life. You can do this as many times as you want! When you have got all you need, just start a new game.

Grasshopper tip
In Level 3 where you have to fight the grasshopper. Don't go in the middle, stay on the very outside and get all the grain. Then go in the middle and kill hopper (use your FRUIT).

Level select
Go to the ant hill from the main screen. Then, hold C-Up + C-Down + C-Left + C-Right + Z and press R. If you entered the code correctly, an arrow will appear at the bottom of the screen for a level select.

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

NINTENDO 64

At the start screen, select, "Cheats". When on the cheats screen highlight "Enter Cheat". Below are the cheats to be entered:
GOLDENPIE   Cheat Mode

SKIPPY	Level Select
LOADED	All Weapons
SORTED	Infinite Ammunition
SKETCHY	Pen and Ink Mode
SONIC	Fast Run Mode

Multiplayer Codes (Only one can be used at a time)

LEGGY	Hive Guard in multi-player mode
RUBBER	Volcano Guard in multi-player mode
CLAW	Egypt Fodder in multi-player mode
UGLY	Hive Fodder in multi-player mode

FEAR EFFECT

PLAYSTATION

Expert mode
Select "Credits" at the options screen then press Down(3), Triangle, Down(3), Square, Left, Right for more challenging opponents.

All weapons
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2), Triangle, Square, Up, Circle.

Infinite Health
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square

Infinite ammunition
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2)

Instant puzzle solution
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2), Down(3), Up.

One hit kill with firearms
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2), Triangle, Square, Down, R1.

One hit kill with smack-jack, knife, or brass knuckle
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2), Triangle, Square, Down, L1.

Rapid fire
Select "Credits" at the options screen then press L1, Triangle, Up, Down, Circle(2), Up(3), Down.

COOL BOARDERS 4

PLAYSTATION

Special Events for every available level....
Type IMSPECIAL in the name section of Coolboarders 4 to receive all gold medals in the events, but you still have to play the special events.

All Mountains & Pro Boarders
Put in ICHEAT for a name

Be Fast Eddie
Finish the rookie mode on trickmaster to get Fast Eddie.

Get Mars the hard way
Beat trickmaster on veteran mode.

Unlock Special Courses
Beat all levels in state or country in pro mode.

Secret Mountains
Put in NEWHILL for a name

Be Mars
Finish Trickmaster on veteran and you have mars unlocked!

Get Crusty
Beat the special in Japan and get a snowman named Crusty.

Secret Passage (Colorado)
On the course Colorado after you pass the house that you can jump over, stay as far as you can to the left side of the course. Eventually you will run into a small patch of trees, when this happens keep going along the fence on the left side. Then you will see a sort-of cave, when you go in the cave there will be railroad tracks that you can grind on.

Get Burg, Honey Brown the Bear, Irving, Mars, the Alien, and Eddie.
To get Irving you must beat Trick Master on Easy.
To get Honey Brown you must beat the Avalanche.
To get Snowman break every record in Japan and finish the special event.
To get Eddie you must beat Powder Hill.
To get Mars you must beat Gate Attack.
To get Burg you must beat Trick Master on Pro.
To get either the Alien or Flint (I'm not sure which) you must beat the special in Alaska.

SYPHON FILTER 2

PLAYSTATION

Level Select
Pause the game, highlight the "Map" option, then hold Right + L2 + R2 + Circle + Square + X (simultaneously). Then, enter the options screen and choose the "Cheats" selection.

Hard Mode
In the in-game options menu, you can view movies that you have unlocked during your progress through the game. You'll see 2 extra movies that you couldn't get by playing through the first time. To unlock these movies you must play the game in 'HARD' mode and to get this mode, do the following. Go to the title screen and then New Game, press Up+Select+L1+R2+Square+Circle+X at the same time. Finishing certain levels on hard mode unlocks bonus movies.

Mission Secrets, and what they unlock
*   Mission 1 Colorado Rockies: When you find the H11 crate in the cave

near the waterfall ravine you will unlock the "Colorado Rockies" arena.

• Mission 3 Colorado Interstate 70: When you get the Binoculars out of the crate in the back room of the first tunnel you will unlock the "Caves" arena.

• Mission 8 C-130 Wreck Site: Kill Archer with one shot as he rides the chopper (good luck) and you will unlock the "Jungle" arena. Also, if you beat this mission in less than 3 minutes you will unlock the Syphon Filter 1 characters for 2 Player mode.

• Mission 9 Pharcom Expo Center: When you find the Girly Mag in the locker you will unlock the "Pharcom Incubator Lab" arena.

• Mission 11 Moscow Club 32: If you kill all three body guards on the dance floor in the beginning before they toss grenades you will unlock the "Disco Basement" arena.

• Mission 12 Moscow Streets: get the PK-102 from one of the white cars that try to flatten you and you will unlock "Rhoemer's Bunker" arena.

• Mission 13 Volkov Park: If you can get to the first car before the agent blows it up you'll find a Biz-2 inside. This will unlock "Surreal" arena.

• Mission 15 Aljir Prison (Break-in): If you can make it through the whole level without the crossbow you'll unlock the "Aljir Prison" Arena.

• Mission 18 Agency Bio-Lab (Escape): When you enter the Operating Room you will unlock the "Agency Computer Lab" arena. You get to the Operating room by entering the ventilation shaft that you exited last in the previous mission - not the second one that leads out into the hallway.

• Mission 19 New York Slums: Find the Dirty Laundry in the washer in the burning building. This will unlock "D.C. City Park" Arena.

• Mission 20 Slums District: If you make it to the top of the stairway in the parking garage you will find a crate with an M-79 inside. This will unlock the Syphon Filter 2 characters for 2 Player mode.

DIE HARD TRILOGY 2
PLAYSTATION

All Weapons
Square - Square - Circle - Circle - L1 - L1 in the pause menu.
Automatic Re-load in shooter mode
Square - Square - Triangle - Triangle - Circle - Circle in the pause menu.
Big Head Mode
Hit R1 - R1 - L1 - L1 - Triangle - Triangle in the pause menu.
Disable Laser Sight
L1 - L1 - Triangle - Triangle - L1 - L1 - L1 in pause menu.

Electric man (in adventure mode)
Square - Square - L1 - L1 - R1 - R1 in the pause menu
First person view in adventure mode
Circle - Triangle - Triangle - Square in the pause menu.
Infinite Ammo
L1 - L1 - R1 - R1 - Circle - Circle in the pause menu.
Invincibility
Triangle - Triangle - Circle - Circle - L1 - L2 in the pause menu.
Heads get blown off Mode
Enter Square - Square - Circle - Circle - R1 - R1 in the pause menu.
Skeleton Mode
Hit Circle - Square - Triangle - Triangle - Square - Circle in the pause menu.
Slow Rockets
L1 - R1 - R1 - L1 - Triangle - Square in the pause menu.
Snake Car in Driving Mode
Circle - Square - R1 - R1 - Circle - L1 - Circle in the pause menu.

STREET SK8TER 2
PLAYSTATION

All courses
At the "Press Start Button" screen, press Left, Right, Left, Right, Circle(2), R1, Square. Note: This may also be done at the main menu.
All boards
At the "Press Start Button" screen, press Circle(2), Square, Circle, Square(2), Circle, R1. Note: This may also be done at the main menu.
All characters
At the "Press Start Button" screen, press Left(2), Circle(2), L2, Square, Right, R2. Note: This may also be done at the main menu.
Maximum attributes/trick level
At the "Press Start Button" screen, press L1, Square, Left(2), R2, Left, R1, Left. Note: This may also be done at the main menu.
View FMV sequences
At the "Press Start Button" screen, press R2(2), L1, L2, L1, R1(3) to unlock a "Movie" option at the main menu. Note: This may also be done at the main menu.
Alternate costumes
Hold L1, L2, R1, or R2 and select the "Skate" option at the skater selection screen.

SOLDIER OF FORTUNE
PC

Add "+set console 1", to your SOF.exe file without the quotes.

Heretic - God Mode
phantom Walk - Through Walls
ninja - Enemies Don't See You
bigelbow - All Weapons

PLANESCAPE TORMENT
PC

Free EXP
You must be a sensate for this code. In the private sensorium activate the green stone where you talk to Ravel (make sure you've already talked to her once) then activate it again and answer in this order 1,1,1,2,1,1,1,2,1 for 6000 XP repeat as necessary
View all FMV sequences
1. Open the file TORMENT.INI in a text editor.
2. Add the following lines under a new heading entitled "[Movies]":
[Movies]
ALYBIRTH = 1
ARRV_IGN = 1
BAATOR = 1
BISLOGO = 1
CARCERI = 1
CONFLAG = 1
CRETURN = 1
CURSTD = 1
DEATH = 1
FINALE = 1
FORTDOOR = 1
FORTRESS = 1
MAZE1 = 1
OPENING = 1
OUTLANDS = 1
SIGIL = 1
SS_ADETH = 1
SS_MSLAB = 1
SS_PHARD = 1
T1ABSORB = 1
T1DEATH = 1
T1ENTER = 1
TIME = 1
TSRLOGO = 1
3. Save file and close editor.
4. Run game.
(Note: Always make backup copies before editing game files.)

MAJESTY
PC

Add 10,000 Gold
Hit Enter and type: fill this bag
All Building
Hit Enter and type: build anything
All Map
Hit Enter and type: revelation
All Spells
Hit Enter and type: give me power
Full Health

Hit Enter and type: restoration
Lose Game
Hit Enter and type: now you die
No Spell Range
Hit Enter and type: cheezy towers
Show Frame Rate
Hit Enter and type: frame it
Win Game
Hit enter and type: victory is mine

MESSIAH
PC

AI Vision Off
Hit ESC and type: icantsee
AI Vision On
Hit ESC and type: icanseeu
AI off
Hit ESC and type: braindead
AI on
Hit ESC and type: einstein
Armored Behemoth
Hit ESC and type: mynightmare
Barmon
Hit ESC and type: bestfriend
Bazooka
Hit ESC and type: bigbang
Behemoth
Hit ESC and type: onsteroids
Bouncer
Hit ESC and type: letmein
Buzzsaw
Hit ESC and type: buzzbuzz
Campanion Bot
Hit ESC and type: keepmecompany
Character Wireframe off
Hit ESC and type: charwireoff
Character Wireframe on
Hit ESC and type: charwireon
Chot 1
Hit ESC and type: smellyguy
Chot 2
Hit ESC and type: nohygiene
Chot 3
Hit ESC and type: idontdance
Chot 4
Hit ESC and Type: scumbucket
Chot Behemoth
Hit ESC and type: smellysteroids
Chot Dwarf
Hit ESC and type: chotling
DJ
Hit ESC and type: mixalot
Dancer 1
hit ESC and type: bustamove
Dancer 2
Hit ESC and type: cutarug
Domina
Hit ESC and type: incharge
End Game
Hit ESC and type: toohardforme
Female Dweller 1
Hit ESC and type: janeplain
Female Dweller 2
Hit ESC and type: jillplain
Flamethrower
Hit ESC and type: lightmeup
Freeze Camera

cheat mode

Hit ESC and type: freezecam
Fungirl
Hit ESC and type: fungirl
God mode (Bob only)
Hit ESC and type: ucantkillme
God mode off
Hit ESC and type: fleshnblood
Grenades
Hit ESC and type: getsome
Gun Commander
Hit ESC and type: guncmndr
Harpoon Gun
Hit ESC and type: stickaround
Heavy Cop
Hit ESC and type: hcop
Hung
Hit ESC and type: specialguy
Light Cop
Hit ESC and type: lcop
Machine Gun
Hit ESC and type: rapidfire
Maimer
Hit ESC and type: slicendice
Male Dweller 1
Hit ESC and type: averagejoe
Male Dweller 2
Hit ESC and Type: averagejack
Male Dweller 3
Hit ESC and type: averagejohn
Maser
Hit ESC and type: coolfx
Medic
Hit ESC and type: heydoc
Medium Cop
Hit ESC and type: mcop
Offensive Bot
Hit ESC and type: addedfirepower
Pak Gun
Hit ESC and type: cooloff
Pimp Daddy
Hit ESC and type: tophat
Polycount off
Hit ESC and type: offpolycount
Polycount on
Hit ESC and type: onpolycount
Prost 1
Hit ESC and type: workit
Prost 2
Hit ESC and type: mansdream
Pumpgun
Hit ESC and type: boomstick
Radiation Worker
Hit ESC and type: glowstick
Rat
Hit ESC and type: varmint
Riot Cop
Hit ESC and type: rcop
Scientist
Hit ESC and type: egghead
Sub Girl 1
Hit ESC and type: femfatale
Sub Girl 2
Hit ESC and type: nastyone
Thaw Camera
Hit ESC and type: thawcam
Waitress
Hit ESC and type: bringmeadrink
Weapon Ammo
Hit ESC and type: illbeback
Welder
Hit ESC and type: cantseemyface
Welding Torch
Hit ESC and type: weldme

Worker
Hit ESC and type: workinman
World Wireframe off
Hit ESC and type: worldwireoff
World Wireframe on
Hit ESC and type: worldwireon

FORCE COMMANDER
PC

All Missions
Start a new game with the character name "TheWorldIsYours" and then double click on it to access all missions.
Extra Command Points
With version 1.1, start a new game with the character name "TheGalaxyIsYours" and then press M in game to get 500 command points.

SPEED DEVILS
DREAMCAST

All Cars and Tracks:
During gameplay, press B, Right, B, Right, Up, B, Up.
Infinite Nitros:
During gameplay, press Down, Up, Down, Up, A, X, A.
Skip Current Class:
During gameplay, press Down, Right, Down, Right, A, X, A.
Extra Money:
During gameplay, press A, Right, A, Right, Up, B, A.
Unlimited money:
During gameplay, press B, A, B, B, A, Down, Right, Left.
Full pause screen:
During gameplay, press Start to pause then hold X + Y.

MARVEL VS. CAPCOM 2: NEW AGE OF HEROES
DREAMCAST

Character Picking:
To make one of your 3 selected characters appear first during a match press and hold L at the versus screen for the 2nd character or hold R for the 3rd character.
New Costumes:
After highlighting a character on the character select screen press Y or A.

DEAD OR ALIVE 2
DREAMCAST

Clear pause screen
Press X+Y after pausing the game for a clear pause screen.
Control Camera During Victory Pose
While your character is doing their victory pose, press and hold the B button and use either control pad to rotate the camera around them.
Hidden Wallpaper on disc
Put the DOA2 disc into your CD-ROM drive on your computer to find wallpaper images in the Bonus directory

LEGACY OF KAIN: SOUL REAVER
DREAMCAST

All abilities
Pause the game, then hold L or R and press Up(2), Down, Right(2), Left, B, Right, Left, Down. Then, resume the game to have the ability to phase through gates, climb walls, fire force projectiles, swim, and have the Soul Reaver.
Refill health
Pause the game, then hold L or R and press Down, B, Up, Left, Up, Left. If you entered the code correctly, you will hear a sound.
Maximum health
Pause the game, then hold L or R and press Right, B, Down, Up, Down, Up. If you entered the code correctly, you will hear a sound.
Upgrade health to next level
Pause the game, then hold L or R and press Right, A, Left, Y, Up, Down. If you entered the code correctly, you will hear a sound.
Refill magic
Pause the game, then hold L or R and press Right(2), Left, Y, Right, Down. If you entered the code correctly, you will hear a sound.
Maximum magic
Pause the game, then hold L or R and press Y, Right, Down, Right, Up, Y, Left. If you entered the code correctly, you will hear a sound.
Pass through barriers
Pause the game, then hold L or R and press Down, B(2), Left, Right, Y, Up. If you entered the code correctly, you will hear a sound.
Wall climbing
Pause the game, then hold L or R and press Y, Down, X, Right, Up, Down. If you entered the code correctly, you will hear a sound.
Hurt Raziel
Pause the game, then hold L or R and press Left, B, Up(2), Down. If you

entered the code correctly, you will hear a sound.
Soul Reaver
Pause the game, then hold L or R and press Down, Y, X, Right(2), Down(2), Left, Y, Down, Right. If you entered the code correctly, you will hear a sound.
Aerial Reaver
Pause the game, then hold L or R and press A, Right, Up(2), Y, Left(2), Right, Up. If you entered the code correctly, you will hear a sound.
Kain Reaver
Pause the game, then hold L or R and press A, B, Right, Y, Left(2), Right, Up. If you entered the code correctly, you will hear a sound.
Fire Reaver
Pause the game, then hold L or R and press Down, Up, Right, Up, Down, Left, B, Right, Down. If you entered the code correctly, you will hear a sound.
Make Fire Reaver
Pause the game, then hold L or R and press Y, Right, Down, B, Up. If you entered the code correctly, you will hear a sound.
Force
Pause the game, then hold L or R and press Left, Right, B, Left, Right, Left. If you entered the code correctly, you will hear a sound.
Constrict
Pause the game, then hold L or R and press Down, Up, Right(2), B, Up(2), Down. If you entered the code correctly, you will hear a sound.
Force Glyph
Pause the game, then hold L or R and press Down, Left, Y, Down, Up. If you entered the code correctly, you will hear a sound.
Stone Glyph
Pause the game, then hold L or R and press Down, B, Up, Left, Down, Right(2). If you entered the code correctly, you will hear a sound.
Sound Glyph
Pause the game, then hold L or R and press Right(2), Down, B, Up(2), Down. If you entered the code correctly, you will hear a sound.
Water Glyph
Pause the game, then hold L or R and press Down, B, Up, Down, Right. If you entered the code correctly, you will hear a sound.
Fire Glyph
Pause the game, then hold L or R and press Up(2), Right, Up, Y, X, Right. If you entered the code correctly, you will hear a sound.
Sunlight Glyph
Pause the game, then hold L or R and press Left, B, Left, Right, Right, Up(2), Left. If you entered the code correctly, you will hear a sound.
Shift at any time
Pause the game, then hold L or R and press Up(2), Down, Right(2), Left, B, Right, Left, Down. If you entered the code correctly, you will hear a sound.

incoming mail

THE MACHINE THAT GOES PING

Dear Hyper,
I've been reading Hyper since 1996, but until last weekend I didn't know what all the fuss about online gaming was. That was before my eyes were opened by a round of Q3A on a network at my friends' house. It was like having seen everything in black and white, then suddenly seeing it all in colour. Now I get all that stuff about all night gaming sessions, the kills/frags coming in (to my friends at least). But I still don't get the other stuff, like what the hell is a ping!? A LAN is a network, sure, but how come they have a lower 'ping' than the net? What's a clan? What the hell is Team Fortress? How do you join a game?? How well would Q3A or Unreal Tournament run on my PC? I have a P3 550 with 128MB RAM and a 32MB TNT2. What other types of games are available online?
In the May issue PSB criticised the letters which criticised other systems, but this seems to be a tad hypocritical looking at what she said mere lines before. Don't ever take anime out of Hyper, it is the only source of info on the latest and greatest anime released in Australia other than cartoon gallery's website. Now, for the final questions (Yes! The final questions!):
1) When is PS2 expected to launch in Oz? Can't wait!
2) Why is Dolphin so damn secret? At this rate Nintendo can just tell everyone that they won't finish until 2002 anyway and everyone should be happy playing with their N64.
3) Why do all the best games not get released in Oz until there are pirate copies everywhere? My friend finished FF8 before I even got to look at the cover in the shops.
Don't ever go away. Don't drop the posters. Don't stop the extra crap. Keep on gaming people!
CHAMELEON :-)

PS. What happened to that interview with the OFLC?

Dear Chameleon,
If you're new to online gaming, then there's quite a bit to learn. I don't have the space to answer all those questions here (except to say that your PC will run those games superbly), so keep an eye on our new fat Net Trawlin' section every month for help. You could also go to www.planetquake.com for a FAQ or two.
1) It's expected in November!
2) It's secret because it's still a long way off and our guess is they haven't finalised exact components
3) Usually games are released in Japan and the USA months before they get released here, thus the pirate copies are of the international versions of the games, not the PAL versions, which can even sometimes be better thanks to last minute tweaks.
4) We're here for good, and it looks like the OFLC made it into this issue...

DVD NOW

Hey people wassup?
I would just like to view my concerns about the new Nintendo "Dolphin". From what I've heard it sounds like a very, very powerful console, but the one worry I have, and probably the only worry is, Nintendo must make the new system able to play DVD movies. Now I'm not 100% sure of the facts but I heard the PS2 will have this feature, and I believe it will play a big part in the decision of many gamers wishing to purchase new 128 bit systems. I myself, am a Nintendo "loyalist", I will no doubt buy the new system if it can play DVD movies or not, but there are many others that will choose the PS2 simply because of the DVD movie capabilities. Even if the Dolphin is $250 cheaper then the PS2, it still won't be an advantage to Nintendo, the price of a DVD player is about $600, but why would people buy one if they can have a powerful games machine as well for around the same price? I hope Nintendo will make the right decision and make it able to play DVD movies, it may be a very, very costly move if they don't.
L8RZ,
DAVE... AKA... SISQO

Hi SisQO,
We already know that Nintendo have decided to go with a DVD drive in their next console, and there is no doubt that it will play DVD movies. Be happy!

PRODUCT PLACEMENT

Dear Hyper,
An issue I've noticed come up recently is that of advertising in games. To me this is a good sign, and can only be good for the games industry. Ads in games are paid for. If we see big advertisers paying big money to get their company seen in popular games then this reduces the cost of development. It would be great to see advertising go to the extremes of say television or radio where it completely covers the costs involved, giving us the product for

free. It's happening all over the Internet, we already have free E-mail and free ISP's (however dodgy). Why couldn't the same happen for games? I think the major problem is that only some games suit advertising. I like the advertising in games like Crazy Taxi, it seems appropriate and gives a strange sense of realism. However in games like Quake 3 or Half-Life advertising would just look plain dodgy and out of place. Perhaps they could just stick a big fat ad on the boxes, people would see it, and gamers wouldn't care that it was there because it wouldn't change the game any. Let's hope the advertising trend continues and developers do the right thing and use it to make games cheaper.

BIGTONK

Dear Bigtonk,
You're right that ads in games is handy money for the game companies, however, I think it's optimistic to think that this money would be used to make the games any better or make them cheaper. Chances are it would just fill some other businessman's pockets, and the actual game designers would just soldier on with their meagre wage. Some of us just hate having products shoved in our faces all the time too. There's enough advertising out there already! It's evil!

POOR WHAT?!

Long time reader, first time writer. Lately, I reminisce back to the day long ago, when I stumbled upon your holy mag. Twas the 1st issue and I think we were all a little bit saner then. Anyway, I FINALLY got off my ass to write in because your letter section is always getting these complaints about anything and everything. Recently I got copies of Homeworld, Battlezone 2, Quake 3 and a lovely little demo of Shogun just to name a few. After dragging myself from the puddle of drool that surrounded me, I regrouped myself, so that I could tell my Hyper brothers and sisters out there to STOP, look around, shut the hell up and enjoy yourselves. I just don't get it. People are writing in talking about console wars, and that Hyper is becoming too childish or that you shouldn't add 10+ games on a survey (and that was just the last issue). Don't you have something positive to say? Because you know what? ALL game platforms RULE! If I could, I'd buy

them all. I'm in gaming heaven right now and can't complain about anything. If these games are setting the standard for tomorrow, I can't wait to see what they come up with next. And I can rely on my good friends at Hyper to supply that information. So on that note, congrats on what's probably the best games mag in the world, cause I have to escape from all my troubles, to that great little world that is gaming. Sincerely,

PORKHUNT

Dear Mr. Hunt,
It's nice to see someone enjoying their gaming. You're one healthy freak.

DC VS PS2

Dear Eliot,
I'll just cut straight to the chase.
1) I was at the Aussie Dreamcast site and they did a comparison of the DC VS the PS2 and they said the DC was better. How much truth is there in this, and why is it true? IF it is true do you think the DC will get better support from developers than the PS2 because of its ease to program for?
2) What can you tell me about Q3A for DC?
3) Is there a mouse for the DC, will it plug into the keyboard?
4) Is it true the PS2 is very hard to develop for?
5) Can you please put the developers name in your game reviews (below the publisher maybe?)
Thanks for your time,

NAKY

P.S. do you know sideburns aren't cool?

Dear Naky,
1) I didn't see the article on the official DC site, but the simple fact is that any company can make their product sound better than the competition by emphasising something that their console can do which the other cannot. Sony could put up another article pointing out how much better the PS2 is better than the Dreamcast, and Microsoft could put up an article showing how their machine kicks everyone's arse. It's well worded PR, pure and simple.
2) Q3A is on its way to the Dreamcast by the end of the year. You should be able to play

it online, and even play against PC users... more details soon.

3) Yes, the mouse and keyboard will also make Q3A better, if the game supports it...

4) Some developers complain that it's very complex to fully master, but as time goes on, they'll get used to it...

5) We usually mention developers in the review, but we'll consider your request!

JIVE TURKEYS

To the funky jive turkey that reads the letters,

My friend and I often go to the movies like normal 15-year-olds do, and after that we usually go to the local Playtime or Timezone and waste our parents hard earned money. The problem is that my friend is nearly seven foot! Watching him try to squeeze into the Daytona booth makes you cringe. And you can't help but feel self conscious as you are racing against someone who looks like they are re-enacting the Homer Simpson tiny bike scene... So I propose to arcade developers, why do you not cater for slightly 'abnormal' individuals? I mean, I am neither tall not fat and I have trouble crouching into those tiny things!! Hey we could even go so far as to create a 'special' arcade!

HA HA. We could even have a special arcade Olympics!! Wouldn't that be great!? Anyway here are a few Q's:

1) Why is it taking so long for someone to develop a virtual reality game or system? Is it too expensive? I remember playing this B-Grade VR game at the EKKA for $10 (the one with the man and the huge bird) when I was about 9!

2) Did you guys ever review Delta Force 2? It was released in October last year and I believe it is worthy of the rubber stamp...

Thanx for your time,
BOGFACE

P.S. Why do people put P.S.s in e-mails!? All you have to do is backspace! Geeeessh!!

Dear Bogface,
I'm sorry to hear about the plight of your oversized friend. But I'm even more sorry to hear that you were named "Bogface".
1) I guess it's too expensive to make the peripherals which would be required. Thus, it would be expensive to buy, and I think most people think of VR headsets are rather silly looking. The experience is neat though, so hopefully there will be something like that in the future with more realistic graphics. In fact, read our Future of Gaming feature next issue...
2) We didn't review Delta Force 2,

but after consulting with someone who has, you could assume we would score it around the 79% mark.

PIRATES ARRRRR....

Hyper dudes,
What the hell is going on in this crazy war on piracy? It seems that it's no longer the pirates that Sony are after, but anyone who has anything to do with non-PAL software/hardware as well. As an example, being a keen gamer, I have a modified US PlayStation. Having the chip installed was not a piracy related decision, but a practical one. First of all, I want to be able to play PAL games on my American machine, and secondly, there are plenty of great Japanese games that will never see release over here, so I want to be able to play imported Japanese games as well.

I do not believe in or condone piracy, and yet I'm being persecuted by Sony. I recently bought Resident Evil: Survivor (a bad decision I know), and upon booting up my machine I received an error message basically stating that my machine has been modified in some way, and that's as far as I can get. A friend of mine told me that he has had similar problems with Medievil 2, only in this case an error message pops up three levels in. To reiterate - these are legitimate

PAL games purchased from legitimate retailers, not illegal copies. Unfortunately for Sony, however, this persecution of an honest gamer has got me so pissed that I'm seriously considering tossing my morals aside and burning copies of PlayStation games myself. After all, to get Gun Survivor working, all I have to do is create an image of the game on my hard drive, find and apply a crack from the net, then burn it using the appropriate software. This way, any game my friends or local video store own, can also be mine to own. Up yours Sony.
DARTH VADER
(FORMERLY KNOWN AS
ANAKIN SKYWALKER)

Dear Lord Vader,
You raise a very good point. Why should playing Import games be illegal? We agree it's not fair – because there are lots of great games that don't get released here, so why shouldn't we have an option to buy them and play them? Think of all those Square RPGs we were deprived of! The fact is, the mod-chip detector will help stop the import games market which is affecting the local distributors, and that's a bad thing as it drives the prices up on the local retail copies. Tough dilemma. All we can do is play by the rules and hope all the good games get released here.

DELTA FORCE 2

THE COVER PRICE

Hyperfokes,
What the heck is going on with the price of your used to be "must buy mag"? I mean $4.95 is value for money in anyone's book but $7.00? Come on people what the hell do we get for our $2.05? No extra pages or nothing. Is the GST kicking in early here or what? And what the hell do Ozisoft think they're playing at? I mean, at least the Saturn was doing better when it was first released but the Dreamcast has not even been out for 6 months and already it seems dead in the water! But then again, what do you expect if you don't market or promote a product. Do you really think something will do well if nobody hears, sees or knows about it? I know kids that don't even know what a Dreamcast is, so come on Ozisoft get your fist out of your a**e and Sega get some balls and put your logo on your dam machine or the Dreamcast may just die a very early death. If you don't get your act together, rename your machine the dreambucket.
ROBERT SMITH

Dear Robert,
Hyper hasn't been $4.95 since 1996! As the years roll on, printing and associated magazine costs becomes more expensive, so it's inevitable. We're working on expanding Hyper into something bigger, so keep an eye on us... we're packing more "into" the pages we've got at the moment anyhow – plus we try to offer free extras when we can, like the cheat book a few issues ago. Ozisoft revved up their marketing machine recently, and there have been cool TV ads and more print ads, so hopefully the console is increasing in sales all the time. We love our Dreamcast! Code Veronica rocks! Review next issue!

PS2 VERSUS DC PART XVII

Dear Hyper,
You're mag is ggggreat!
You know the Official Australian Dreamcast web site,
www.dreamcast.com.au, there's this bit on the PS2 vs Dreamcast and

they're comparing DOA2 over the two systems. They're saying that the Dreamcast version of the game looks better and also some other crap about the Dreamcast being better than the PS2, is this our hopes for the PS2? Isn't it supposed to be more powerful than the Dreamcast? Are these just rumours? Are they just saying better things about the Dreamcast because this is a Dreamcast site?
XIONG BOY

Dear Xiong Boy,
Well, seeing as this is on the Official Dreamcast website, of course it's going to say the Dreamcast is better! They'll do whatever they can to point out the PS2's flaws. In the case of Dead Or Alive 2, the game was pro-grammed for Sega hardware so natu-rally, another platform is going to have difficulties reproducing it per-fectly. For an objective opinion, turn to Versus Mode (page 84) this issue!

DON'T MAKE ME ANGRY

Hey Hyper crew,
I've been buying Hyper since issue 3

and its the only mag I spend my money on. Keep it up. I want to say that all these people who make fun of the issue of violence in video games (such as yourselves) need to stop being childish and start taking it seriously. No, of course no one is gonna go to the shops and blow every one up with a rocket launcher, but yes, violent video games do send the wrong message to people, and can slowly change people's men-talities, some people being more prone to this than others, and these people need to be considered. Other types of media such as movies and rap music are bad enough, do we really need video games contributing as well? I understand that most people who read this letter will think I'm a dork, but try and see it from another perspective.
TOMMY PHILLIPS

Dear Tommy,
I hope you enjoy our piece on game vio-lence this issue (page 14). We too think it gets out of hand at times, but games are meant to be an escape from reality. A better classification system will help solve some of these problems...

hypermart

FOR SALE:

I have the following **PlayStation games** for sale. All are original and complete PAL versions: Namco Museum Volume One, Two and Three plus X Com Terror From The Deep. I will ship to anywhere in Australia or overseas. Phone John on **0407 268 241** or e-mail jeyjay@bigpond.com.

I'm selling **Pokemon Red** for $25. If you're interested, call **(07) 3341 3166** or e-mail: murder@optusnet.com.au

Pokemon Pikachu: shake it, take it, wear it, move it, yours for $25 (with box). Also Pokemon Blue for Gameboy $30 (in box) - Brisbane. Call Blake on **(07) 3511 7858** (after hours) or e-mail blake@psy.uq.edu.au

For sale: **Vigilante 8 2nd offence. For Dreamcast** - one week old, mint condition $70 or nearest offer. Contact Jeremy on **(03) 6428 3019** or e-mail me at the_wheel@start.com.au

Dreamcast Games: Sonic Adventure - $50, Toy Commander - $50, Sega Rally 2 - $50, Crazy Taxi - $60. Phone **02 6568 3695** ask for Jamie.

For Sale **PlayStation, 2 Dual Shock controllers, 2 Standard Controllers, Multi Tap, 10 Games** including Metal Gear Solid, GT 1&2 and others. Also heaps of demo disks. All this is worth over $1200 I'm selling it for $700 or best offer. Call Ben at **(07) 3802 1390** or e-mail me at dreamcast_5@globalfreeway.com.au. Thanks.

PC Games for sale - ALL $15; in perfect condition with box, manuals and case - Cricket WC'99, SWAT 2, Army Men II, Ultima Collection, Dark Reign, Actua Soccer 3. Also, many MAC games from $10. Contact David on **0413 008 369** or e-mail drdbear@tig.com.au .

Dreamcast Console (Australian) for sale, Sonic Adventure, Sega Rally 2, Virtua Fighter 3TB, Crazy Taxi, 2 controllers, non-visual memory card, plus UNUSED DreamKey Big-Pond Internet Access CD (includes 150 free hours). All brand new - used only once (unwanted gift). $750 ono. COD, or wait for cheque to clear before goods posted (certified mail).Please e-mail: butlers@acenet.com.au or phone **0409 035 768** after 6pm.

I will be selling (on **Playstation**) Driver for $55 ono, Tony Hawks Pro Skater for $65 ono, James Bond for $55 ono and Speed Freaks for $45. They are all in mint condition with the instruction manuals. I will also be selling (PC) Croc, FIFA 98 and Tomb Raider 1 for $15 each. If you are interested please call **94404877** or E-mail me at pswarts@smartchat.net.au.

Nintendo 64, two controllers, two rumble packs, RF unit, Forsaken, Diddy Kong Racing, Vigilante 8, Lylat Wars, F-zero X, Mario Kart 64. Most boxed with instructions. $275 or will sell separately. Call James in Perth on **08 9284 4424.**

Nintendo 64 for sale: N64 Console, 2 Hand controllers, controller pac, Rumble pac, RFswitch/RFmoduator, Expansion Pac, Jumper Pac, Super Mario 64, Banjo Kazooie, Golden Eye, Diddy Kong Racing, South Park, Shadow Man, Zelda The ocarina of time, Donkey Kong 64. All have Manuals and Boxes in Great condition. Diddy Kong does not have a box. All this for $400. Victoria only. E-mail me at mymumiscrazy@hotmail.com or Phone me on **(03) 5781 1883** (Kilmore). Ask for Paul.

For Sale: Nintendo 64 (Pal) , with 4 controllers, 10 games, action replay, 4 rumble paks, memory pack, Ultra Racer 64 controller and a n64 game carry bag all in good condition. Games Include Turok 2, Zelda 64, Buck Bumble 64, Goldeneye, WCW vs NWO, Superman 64, Duke Nukem, Bomberman 64, Super Mario 64 & Crusiín USA. All for $485 ono (cost $1050 new). Preferably in NSW-Sydney area. Call Scott on **(02) 9948 3417** or email: acecobra48@hotmail.com

PC games: Quake II, Virtuoso, Wipeout, Duke Nukem 3D, 2 'Fresh' Game Demo CDs plus 5 PC magazines for only $100 the lot (will sell separately). Melbourne. Phone **03 9729 8519** and ask for Travis.

Nintendo 64: Goldeneye - $30,Mario Kart 64 & Super Mario 64 (together) - $60, Lylat Wars - $35, GT 64 - $40, Rumble Pak - $25 or (swap for expansion pak) Or will trade games (1 for 1) for Turok 2, Super Smash Bros., Shadowman 64, Castlevania 64, Mission Possible or WCW Revenge. All Games with instructions. Melbourne buyers only (pick-up).Call **03 9824 5223** or e-mail Light_89@hotmail.com P.S. These are damn good games!!!

I am selling **Lylat Wars** for $45 and I will swap for Castlevania, Vigilante 8:The second offence or Duke Nukem 64. Box or booklet will not be included. No postage cost needed. Ring **(03) 54562839** and ask for Steven Inglis.

Sega Dreamcast games (PAL) Sonic Adventure, Trickstyle and Sega Rally 2 - $50 each, or will swap any 1 game for Hydro Thunder. Phone **03 9305 2210.** Melbourne only.

WANTED:

I am desperately looking for a Game Boy Gameshark send me the price at: messin80@hotmail.com or phone me at **9386 8647** and ask for Andrew.

Wanted: Complete Walk Through for Exhumed. I've been playing this game for 2 years now and need help. Phone Greg at home on **03 5023 4967.**

Wanted: FIFA99 (N64), Box must be in good condition with manual. Will pay up to $50.00. Please call Joe on **(02) 4283 8552** or e-mail me at joseph_tiziano@uow.edu.au

Wanted for Sega Saturn (PAL): Dragon Force and any King of Fighters/Fatal Fury. Must be boxed with manual and in good condition. Also looking for King of Fighters 95 for Sega CD Game — Heart of the Alien (Sequel to Another World) — Will pay $100 - Call Mat on **(07) 3217 4727**

Wanted: PSX Multitap in good condition, will pay $25 and p/h within Australia, if interested, call Simon on **(03) 5243 4837** or e-mail me at simonhi@one.net.au

Wanted to buy for PC (boxed with manual): Jedi Knight - $25, Mysteries of the Sith - $15, Rebellion - $20, X-Wing Alliance - $25, Rogue Squadron - $20. Also wanted (CD only, manual/box not needed): X-Wing VS Tie Fighter - $20, Shadows of the Empire - $20, Rebel Assault - $5, Rebel Assault 2 - $10, Yoda Stories - $5, Dark Forces - $5. If interested e-mail frederickvanhissen13@hotmail.com or call Josh on **(02) 9654 2667**. Sydney preferable.

I'm looking for Pokemon Blue. If anyone has a copy, call **(07) 3341 3166** and ask for Murder or e-mail me at murder@optusnet.com.au

I desperately want a GameShark for the PlayStation. I am willing to pay up to $60 or I will swap 2 of 5 games for one. Destruction Derby (Platinum), Need For Speed: High Stakes, WWF Warzone, Street Boarders (NTSC, same as Street Skater) Crash 3 (NTSC). if anyone can help me out e-mail me at: Skilled2000@hotmail.com or phone on: **(03) 9789 3979.** Ask For Richard.

SWAP:

M'kay. I would like to swap a Nintendo 64, with two controllers, memory card and one game (WWF Wrestlemania 2000) for a Sony PlayStation with two controllers and one game. Perth only, phone Rob on **(08) 9384 4534** or e-mail pedigree70@hotmail.com.

For Nintendo 64: I will swap WWF Attitude (boxed with instructions in mint condition) for WWF WrestleMania 2000 (must be in good condition). Melbourne ONLY, Pick Up. Call **9824 5223** or e-mail Light_89@hotmail.com

PENPALS:

Hi you all. I'm looking for a pen-pal aged between 12 and 14. I'm into N64, PlayStation and just about anything else you can play. E-mail me at: aol1386@yahoo.co.uk

Asian guy looking for a pen-pal, any age and any sex (but preferably around my age). My name's Simon and I'm 16. I'm interested in anime, music (rnb, dance), movies, sports, having fun, laughing, and of course gaming! I can talk about anything! I would love to have a pen-pal so get off your ass and write to: **Simon Mach, 33 Naretha Street, Holden Hill, Adelaide SA 5088.** Send a photo if possible.

I enjoy going to the movies and playing video games with mates. I'm 15/M/Australian and I would like to write to someone between the ages of 12 & 16. Any gender, e-mail me at murder@optusnet.com.au or write to me at **34 Ancona St. Rochedale QLD 4123.** Signed Murder.

Hi, my name's Brian, I'm looking for a penpal (M/F) aged 10-14 that likes strategy games, anime and FF. I like all consoles and I guarantee a response. So send your thoughts, gossip, pictures or anything else to Brian Sears at: **60 Balgownie Cres. Parkinson, Brisbane QLD 4115.**

NEXT ISSUE!
the future of gaming

Which **next-generation** console is best?

What kinds of **games** will we be playing in the years to come?

Will **graphics** become photo-realistic?

Hyper talks to the entire gaming industry, from **LucasArts** and

Oddworld Inhabitants to Dave Perry and Peter Molyneux!

Find out how they rate the **X-Box, PS2, Dreamcast** and **Nintendo Dolphin** and more...

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