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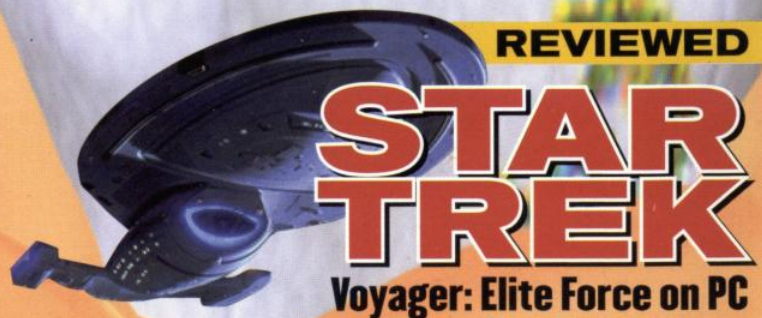
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PLAYSTATION 2 BUYER'S GUIDE

We rate and preview all the games that will be available the moment you can buy yourself a PlayStation 2.



BLACK & WHITE'S PETER MOLYNEUX DISSECTED

Find out why he thinks Zelda is the best game ever, and more...





HOT REVIEWS

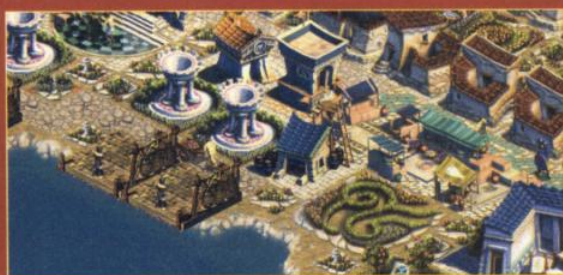
All the big games are here this month...

Tony Hawk's Pro Skater 2,
Star Trek Voyager: Elite Force,
Crimson Skies, Sacrifice,
Le Mans 24 Hours...
and the list goes on.



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WIN EXCLUSIVE ZEUS PACKS



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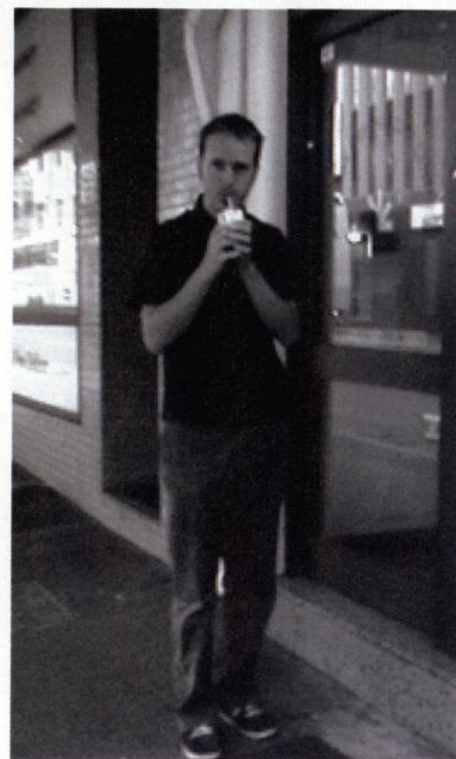
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HYPE IT UP

Well, it seems that our Console Wars feature last issue got a few people hot under the collar. Let's just say folks, that when a new system is about to enter the gaming world, it makes sense to tell people about it, right? We're excited about the PlayStation 2 right now because it's new. Of course, when the Xbox arrives next year we'll be excited about that, and then when the Nintendo Gamecube arrives later in 2001, we'll be dribbling like crazy fools over that too. New technology, new games... it's exciting, goddamnit! However, I do think that we were evenly critical of all the consoles, so if you didn't like what we said about your favourite corporation... too bad. We're objective minds here at Hyper, and sure, we can get overly excited over new games (who doesn't?), but we don't swallow marketing hype. It's dangerous to swear allegiance to any one gaming giant, because there will always be great games on the other systems. Remove those "my console is best" blinkers, and you'll discover a wonderfully fun world out there. Relax. Have fun. Enjoy your games. It's all good.



ELIOT FISH >> EDITOR

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METAL GEAR SOLID X HITS XBOX



DEVELOPERS SIGN ON IN A FRENZY!



Microsoft recently announced a huge list of third-party developers who have signed on and received development kits for the mighty Xbox. Over 150

developers have committed so far, with more to come according to Microsoft. All the big developers have signed on, from Capcom and Konami to Activision and Namco... the list is endless and all the big names are here, except for arguably the world's best developers, Squaresoft and Electronic Arts, who hadn't signed on at the time of going to print. Rumour has it that they're still considering

the Xbox, so we won't rule them out just yet. However, the most exciting news, is that some titles have already been announced by the bigger developers. Konami have dropped the biggest bomb with a very exciting handful...

KONAMI have announced: Metal Gear Solid X, Crash Bandicoot X, Jurassic Park X and Silent Hill X. These are all new titles for the Xbox system that should hopefully appear late in 2001. In fact, Konami snaffled 100 dev kits from Microsoft, so they obviously have big plans for the system. We would love to know how Sony feel about Crash Bandicoot making his way to the Xbox and Metal Gear Solid X being announced on a technically superior system to their PS2. Scary stuff.

ACTIVISION have let slip on versions of Tony Hawk's Skateboarding, Star Trek Voyager: Elite Force and Spiderman.

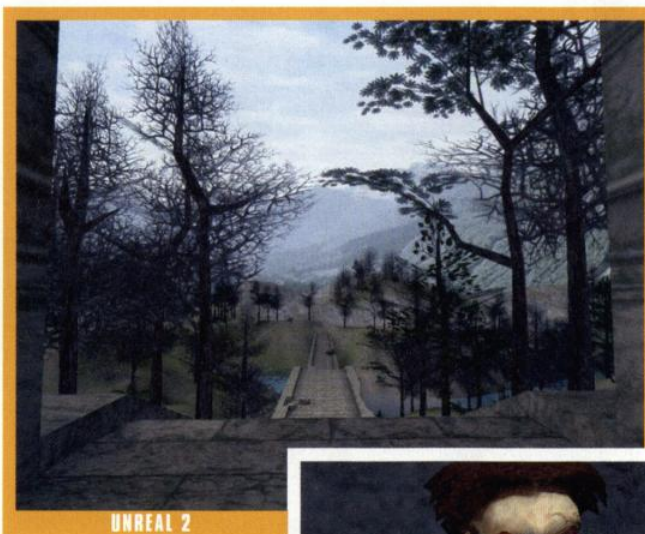
ODD WORLD INHABITANTS are working on Munch's Oddysee for Xbox.

GATHERING OF DEVELOPERS will have Max Payne ready for the Xbox.

EPIC GAMES leaked that they're working on both Unreal Tournament and Unreal 2.

EIDOS have six games in development already, with a possible Tomb Raider title.

CAPCOM seem deadly serious when they say, "We expect Xbox to be successful in Japan as well as the rest of the world" (Capcom Managing Director, Yoshiki Okamoto). That's a lot of confidence in a system that many believe will have a hard time cracking the Japanese market.

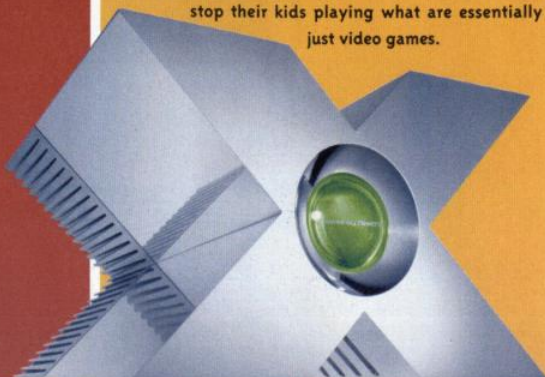


UNREAL 2



RATED X

Yes, it is reported that the Xbox will carry a V-Chip, allowing parents to block out "unsuitable" material on the Microsoft console from their kids. In the United States, the issue of videogame violence is a hotly debated one, and it seems Microsoft want to ensure that the Xbox is "family friendly". Let's hope that not too many Australian parents get caught up in the hysteria and stop their kids playing what are essentially just video games.



PSSST... PS ONE IS HERE



You may not have noticed it in all the PS2 hype, but the PS One, Sony's official PlayStation replacement, is here already. Yep, this is the sleek little replacement for the original PlayStation console that is essentially the same machine in a different casing. The only difference with the PS One is the introduction of an optional LCD screen and mobile phone connector to ensure the machine is "net capable" using WAP technology (i.e. very slow, heh). Once we've fully tested this baby, we'll give you the lowdown.



CAPTION THIS!

PART 13

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READERS BE FUNNY HERE

GAME BOY ADVANCE – IT ROCKS!



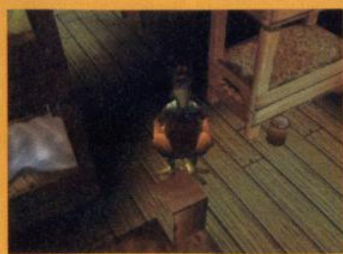
Who can sleep at night with the Game Boy Advance on the horizon? This is probably the Hyper crew's most wanted gaming item at the moment and we're starved for more info. Currently, not a lot is known about the Game Boy Advance software lineup except for a lot of strange sounding Japanese titles which very well may not be released here. Still, there's a few we can speculate on until more solid information on PAL titles are available.

Konami have been working overtime on Game Boy Advance titles, knocking together versions of Silent Hill, Wai-Wai Racing, Golf Master, Star Communicator and Castlevania: Circle Of The Moon. Hudson Soft have been working on a Bomberman title, Capcom are developing a Megaman game, Activision have announced Tony Hawk, Spiderman and X-Men games, and Nintendo themselves are cooking up Mario Kart Advance, Game Boy Wars Advance, Napoleon, Wario Land 4, Magical Vacation, F-Zero, and yep, a Zelda title! Crawfish Interactive have been developing a First Person Shooter for the Game Boy Advance, and rumours were circulating that it was going to be a port of the PC hit, Doom, but that has proven to be untrue. What it does mean, is that we very well may see some first-person 3D titles on the GBA which is pretty cool. As soon as Nintendo cough up some new info for us, we'll bring you all there is on the best handheld ever. Stay tuned.

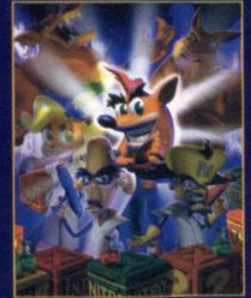


CHICKEN RUN – THE GAME

Aardman Animations are darn cool. You can check out our glowing review of their upcoming feature length animation, Chicken Run, in Hypervision (on page 96). What's even better is that a funky PC game is on the way too. Check out the screenshot!



OVERFLOW



Crash Bandicoot has decided that an Xbox game isn't enough! Would you believe that this traditionally Sony-aligned mascot, is now getting his own Nintendo Gamecube game? It's true! Developer Naughty Dog have confirmed it.

Nintendo have announced the development of Mario Party 3. The controller bashing sequel will be available in Japan sometime this Christmas, but no Australian release date has been set yet.

Two new X-Men games are coming to the PlayStation 2 from Activision. One is reported to be a fighting game, possibly an update of X-Men Mutant Academy, and the other will be an action/RPG which should satisfy the hardcore Marvel fans.

The Milwaukee Common Council (in Milwaukee, USA) have cried outrage at Sega's upcoming skate and tag game, Jet Set Radio. They complain that it will encourage young kids to spray graffiti on public property. They want the game banned, but Sega have issued a statement that, "It's a fantasy. We have no plans to stop publishing Jet Set Radio." Thank goodness for that. Sega showing some brains.

Konami have confirmed that a playable demo of Metal Gear Solid 2: The Sons Of Liberty, will be available in early 2001 with their PS2 title, Zone Of Enders. We will try to confirm if this will be the case for the Australian release of Z.O.E.

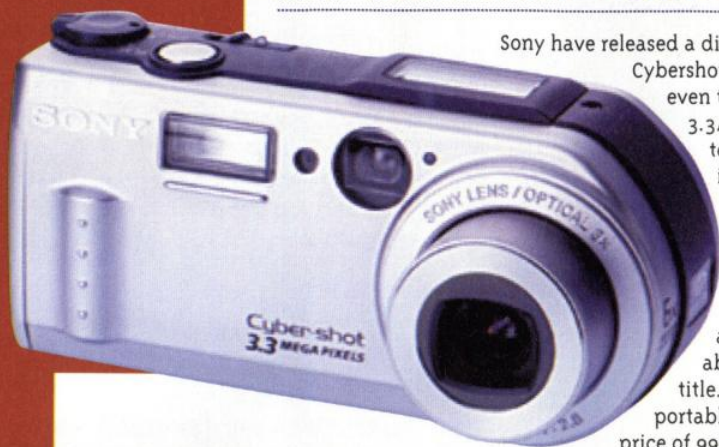
Nintendo's Pokémon 2000 world champion was named recently at the Pokémon championships here in Sydney at Pokémon Park. Darren Van Vuuren from the UK was the victor after a series of rounds in Pokémon Stadium on the Nintendo 64.

Sega recently announced its Naomi 2 arcade hardware boasting that it can push 10 million polygons per second at the same time as applying various special effects. We can expect to see the new Naomi 2 based arcade games sprouting up in the new year. Virtua Fighter X is expected to be one of the first... drool!

Gran Turismo 2000 could be released in the West as Gran Turismo 3. We've also learned that the game will support both link-up and splitscreen play, meaning that with the right equipment, four player action is there for the taking. Sweet!

Remember the Connectix PlayStation emulator for PC and Mac? Well, the latest in the ongoing battle between Connectix and Sony is that the Supreme Court in the States has declined to review the case, instead allowing Connectix to continue to sell the emulator.

HIT ME WITH YOUR BEST SHOT



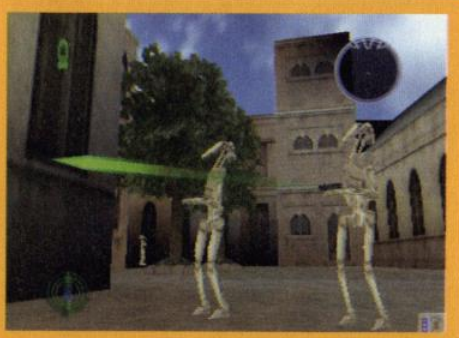
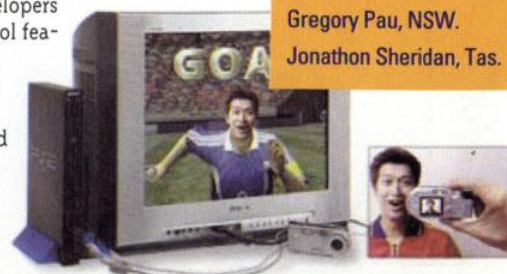
Sony have released a digital camera for use with the PS2 over in Japan. Called the Cyber-shot, the camera can be used in conjunction with a printer and even the family PC. The camera is capable of capturing images at 3.34 megapixels – at the cutting edge of current digital camera technology. Some promised features include the ability to insert digital pics onto the faces of characters in games – gee, we’ve heard this one before. Of course the Cyber-shot will have to be supported by the game, but at least the option is now available for developers brave enough to support this cool feature and indeed Konami have already made the function available in their upcoming PS2 soccer title. The camera is quite compact and portable and is selling for the stinging price of 99,800 yen. Ouch.

WINNERS

HYPER» #84

DIABLO II

- Wayne Martin, Vic.
- Mark Gast, Qld.
- Jason Wood, SA.
- Gregory Pau, NSW.
- Jonathon Sheridan, Tas.



EA FEEL THE FORCE

LucasArts recently signed up a new distribution deal with Electronic Arts for Australasia, ending their long stay at Melbourne’s Playcorp. New LucasArts titles almost on our doorstep include Star Wars:

Starfighter on the PS2, as well as Monkey Island 4 (Escape From Monkey Island) and Obi-Wan on the PC, so EA will certainly have their hands full. We also hear that the Dreamcast version of Jedi Power Battles is now available in the US. It has not been confirmed which titles will make it in time for christmas, but if we’re lucky, we may be able to bring you a review of Escape From Monkey Island next issue. In the meantime, may the Force be with those lovely EA folk. If you’re wondering about the other LucasArts titles... Battle For Naboo is still coming for the Nintendo 64, (distributed by THQ here in Oz) and Star Wars: Demolition on PlayStation will be brought to us by Activision.





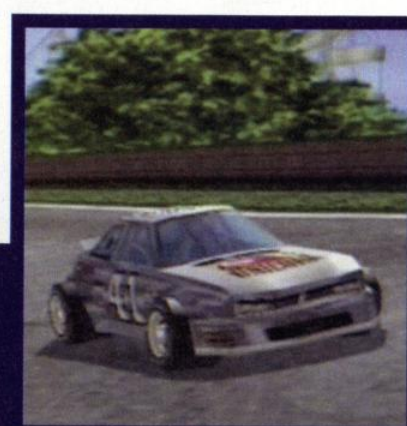
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IT'S ABOUT BLOODY TIME...

Some of the most exciting Dreamcast news we've heard in a while is that Daytona will finally be making its way to the system, with network play as a priority no less! It's not, as many hoped, a Daytona 2 port, but a culmination of the entire series, with tracks included from the original arcade game, the Saturn editions, Daytona 2 arcade, as well as original creations. The port is being handled by AM4 (now known as Amusement Vision) and it will mark their first game on the system. In addition to network play, DC Daytona will also feature split-screen racing and a comprehensive Championship mode that introduces more simmy elements. With improved graphics and a solid 60fps, this is just the announcement we've been waiting for. We should see it in the middle of next year.

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TOO LITTLE TOO LATE

In the wake of the worldwide crackdown on distribution of the DeCSS code (that enables circumvention of the copyright protection on DVDs), there have been some strange ways that people have tried to show their support. Perhaps the funniest is an independent artist who has written a song dedicated to DeCSS, with an English language version of the code as the lyrics. Before we could have a listen (fascinated by the idea of turning computer code into lyrics), mp3.com had taken the song offline.

The interesting part of this issue is that although publishing or linking to the source code is illegal, the song itself doesn't contain enough of the code to decode a DVD. It's very much like another form of sampling. Oh well, we guess mp3.com have enough trouble with the RIAA that they'd prefer to stay off the compass of the film industry. And from what we've been told about the song, they may have been able to take it off the site anyway — for crimes against music.



PS2 PORN

There may be 33 officially announced titles available for the PS2 by christmas, but the adult entertainment industry has their own "interactive games" lineup planned.

Porn heavyweights Vivid are planning on PS2 compatible releases, as are Pixis Entertainment. Pixis has even announced "Ultravixen III: Y3K" as their first PS2 compatible release.

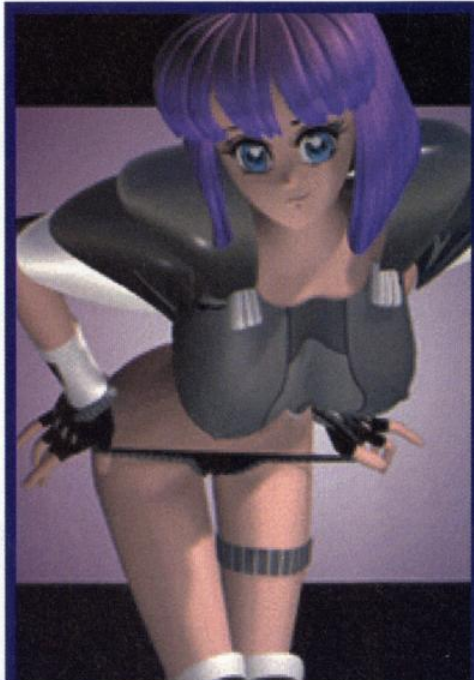
The titles won't need to be licensed by Sony or even subject to the videogame rating system because they will be released as DVDs, not games — despite being designed as games. DVD offers home cinema quality movie playback, and porn DVDs already come with multiple camera angles and zoom functions. What anti-porn advocates are concerned about, and with some validity, is that taking the voyeurism of porn and making it interactive will essentially turn sexual exploitation and objectification of women into a game. Sony have not yet offered comment on the matter.



NO P\$2 FOR YOU?

The PS2 launch isn't going to go as smoothly as Sony would have hoped. Australian and British gamers are already resigned to a prohibitively high launch price, but now American gamers are feeling the pinch with Sony announcing that they've halved their initial projections and that there will now be only 500,000 machines available at launch. Citing component shortages as the reason, for the first couple of months it looks like PS2 ownership will be for the lucky or the rich.

More interestingly, there are rumours flying around from inside the industry that the launch machine crisis has nothing to do with a component shortage, but is instead an issue with the system's DVD content protection systems... and Sony's efforts to ensure that regional coding can't be hacked. We may never know.



NINTENDO NAME CHANGE

Nintendo's recently announced Gamecube copped a fair amount of criticism worldwide from gamers, due to the fact that it's not a cube at all. The dimensions are 150mm (W) x 110mm (H) x 161mm (D) meaning that, technically, the console is actually an oblong.

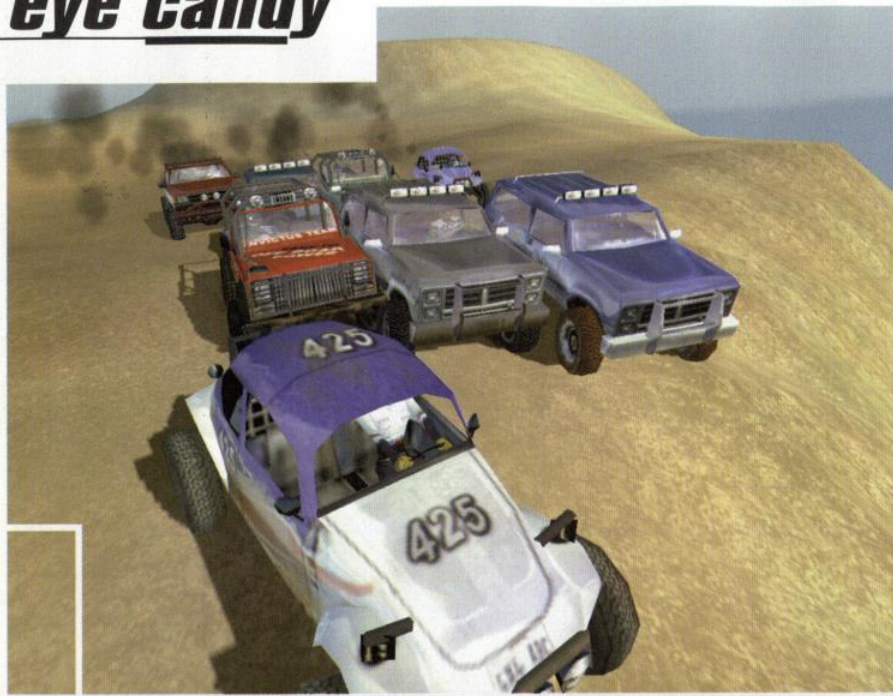
In a hasty backpedal to rectify this issue, Nintendo will change the name of the system, for its western release, to the Nintendo Game Oblong. Now that's a little odd.



what goes up...



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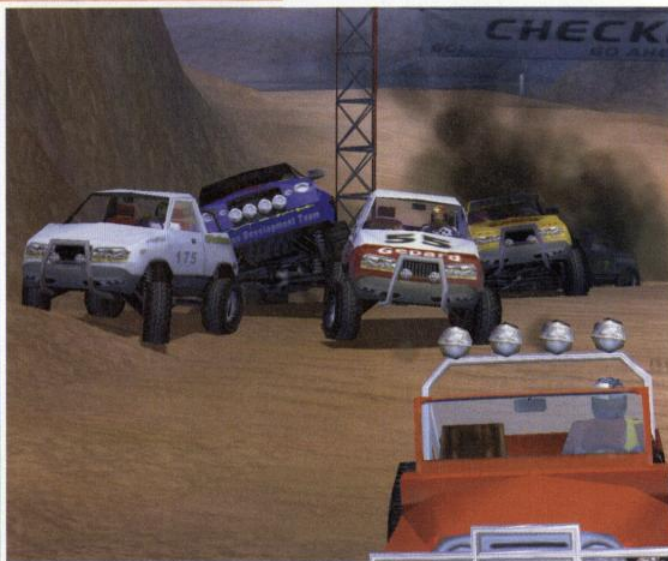
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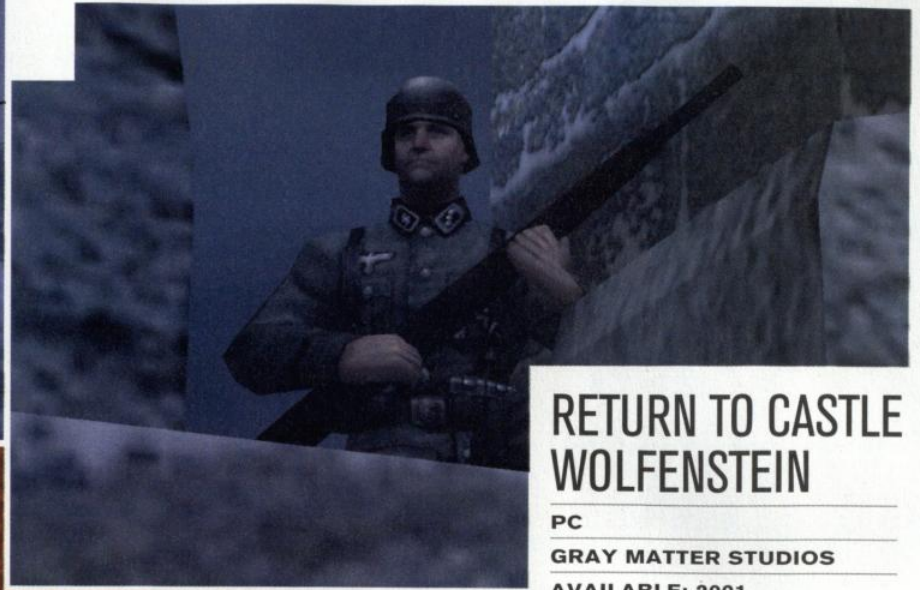
PC

CODEMASTERS

AVAILABLE: DECEMBER

We know that Codemasters have the hang of replicating those great driving physics, so our hopes for insane (yep, that's insane with a number one instead of an i, how wacky) are very high. Taking a "drive anywhere" approach, like Microsoft's *Monster Truck Madness*, *insane* promises to be a wild ride — especially the multiplayer aspect. The car models and crash dynamics look awesome too, so we'll make sure to report in as soon as we take it for a test drive.





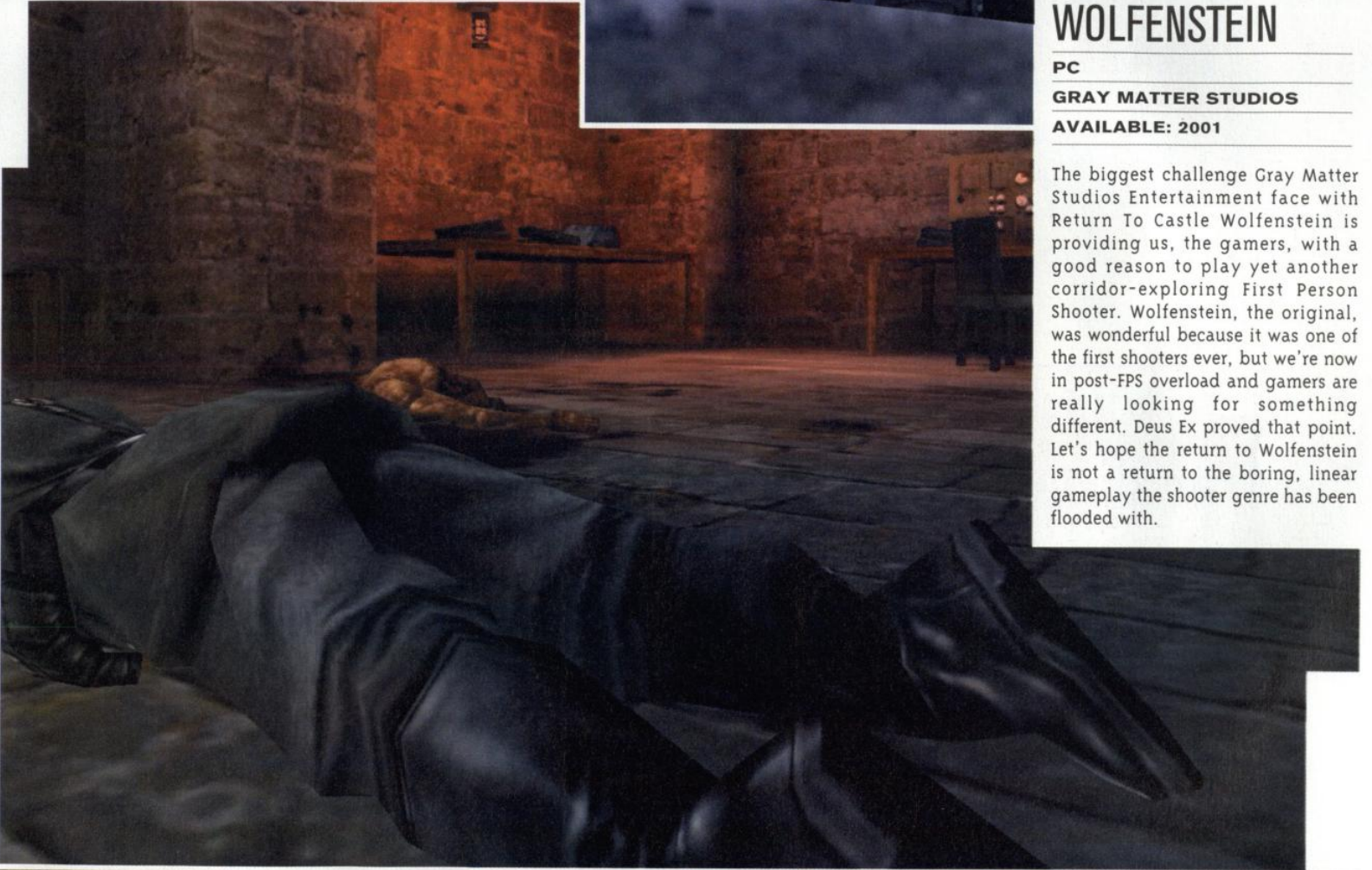
RETURN TO CASTLE WOLFENSTEIN

PC

GRAY MATTER STUDIOS

AVAILABLE: 2001

The biggest challenge Gray Matter Studios Entertainment face with Return To Castle Wolfenstein is providing us, the gamers, with a good reason to play yet another corridor-exploring First Person Shooter. Wolfenstein, the original, was wonderful because it was one of the first shooters ever, but we're now in post-FPS overload and gamers are really looking for something different. Deus Ex proved that point. Let's hope the return to Wolfenstein is not a return to the boring, linear gameplay the shooter genre has been flooded with.





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Microsoft have just unleashed this rip-roaringly good action adventure for the air, **Crimson Skies**. We decided to dock with the airship Pandora for a few moments with its ace pilot, **Nathan Zachary**, the man behind the daring adventures of the Fortune Hunters. We managed to get him to answer a few questions under the watchful eye of Microsoft's **Chris Cocks**, before he slapped a parachute on our back and kicked us out the docking hatch...



A CHAT WI

HYPER: *Hi there Nathan, thanks for allowing us on board the Pandora.*

Nathan Zachary: Why, sure! Just be quick about it will ya? I hear there's some sunken treasure about 20 nautical miles from our current location.

HYPER: *Nathan, all the enemy female ace pilots seem to know you on quite a personal level... what's going on there, old chum?*

Zachary: Well, gentleman don't really kiss and tell... but fortunately that shouldn't be a problem in this situation [wink]. I have had relations with several fellow pilots... our community tends to be... close. The Black Swan... Charlie Steele of the Hollywood

Knights... Justine Perot of the Medusas... What can I say? Ladies in planes have a certain attraction to me!

HYPER: *Then what's the deal with killing your past acquaintances? Trying to cover up something they might know about your... performance? (As a pilot of course.)*

Zachary: Actually, the pilots I tend to encounter, particularly my closer acquaintances, are slick enough to parachute out in a tough situation... What can I say, whether in the air or on the ground I've got a knack for getting ladies in the sheets.

HYPER: *So... would you say you're the hottest pilot alive?*



THE CRIMSON SKIES' NATHAN ZACHARY!

Zachary: That would be immodest of me... but I certainly don't mind if you say it!

HYPER: Maybe. Okay, well, would you describe yourself as a) daring, b) swashbuckling or c) daringly swashbuckling? And Why?

Zachary: Hmm... I'd have to go with daringly swashbuckling. I'm daring in my choice of targets and swashbuckling in my finesse in taking them down.

HYPER: Out of all the planes in Crimson Skies, which is your favourite one?

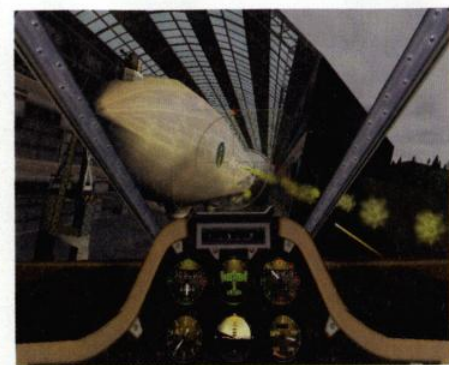
Zachary: Call me old fashioned, but I'm partial to the Hughes Devastator. While it's an older type of plane, I can't tell you how many times

I've gotten out of a tough situation with my trusty bi-wing. Plus, despite its age, it's a pretty well balanced machine - decent speed, maneuverability and offensive capability.

HYPER: You must have seen quite a bit of action. Which of your missions in Crimson Skies was most memorable, and why?

Zachary: Wow! That's like trying to pick a favourite child! I'd have to say me and the gang were particularly fond of the great plane heist. Nothing makes ya' feel better than tweaking an old foe's nose than swiping their prized possession and that no-good Johnny Johnson had it coming. Plus it was just plain pretty seeing the Spruce Goose take off over the Los Angeles skyline (when I





wasn't busy tangling with Charlie Steele and her Hollywood Knights that is!)

HYPHER: So what does a rookie, like me, need to know to become part of the team on the Pandora? We could, peel potatoes or something.

Zachary: Well, the Fortune Hunters are a pretty elite crew... But we're always looking for a good pilot with a steady eye. Basically, it just takes basic piloting skills, a lot of gumption and a good sense of humour (Jack can be a notorious prankster).

HYPHER: Actually, there's one problem. Our crusty old computer isn't up to the task. Got any tips for the poor sods who don't have a hot CPU?

Zachary: Well the easiest suggestion is to get a new computer! But you can check out video and audio clips of the game on www.microsoft.com/games/crimsonskies. Plus there's movies and reviews all over the Net to check out on the game. Or you can grab a copy of the Crimson Skies comic book coming soon to a store near you! You Hyper folk should put a demo of the game on your next cover CD!

HYPHER: Hey, we might just do that! Now, we've noticed that enemy pilots are pretty good at ejecting out of their burning coffins. Is it immoral to shoot parachutists who've bailed from planes?

Zachary: Pirates code: We shoot planes not people. You wanna try any of that kinda

malarchy you should join Johnathon "Chengis" Khan's crew.

HYPHER: We've also been wondering... Why do those freaky planes look like they're flying backwards?

Zachary: Rear prop planes like the Devastator and Firebrand look a little peculiar, but trust me, they make up for it in maneuverability and speed!

HYPHER: Have you heard a German company is trying to revive Air Ships for modern cargo transport? What do you think of that?!

Zachary: No I haven't... they coming over to North America? If you can get me the flight plan and the cargo list I might be willing to share the cut with you...

HYPHER: So when you're relaxing in your cabin, what games do you play?

Zachary: Not much time to relax. Always planning my next big caper! I am looking forward to Combat Flight Sim 2, though!

HYPHER: Naturally. So why is Crimson Skies the most fun we've ever had in a flight-combat sim?

Zachary: Well, actually, the question should read "why is Crimson Skies the most fun we've ever had in an action/adventure game?" Crimson Skies was designed from the ground up to be all about low to the ground air combat and thrilling daring do. The goal of the product is to capture your





childhood fantasies about what being a pilot should be rather than simulating true flight. The combination of the great flight action, a cool setting and arresting characters really makes Crimson Skies a blast to experience!

HYPHER: *Who would you most like to shoot down?*

Zachary: Lucas Miles, my old double crossing partner... but I haven't heard from him in ages... not since that caper down in the Carribean...

HYPHER: *We hear the Black Swan is pretty hot (in a number of ways). Should we fear her?*

Zachary: The Black Swan is a formidable opponent. Unless it's absolutely necessary, I wouldn't cross her... unless you're feeling a little plucky [smile].

HYPHER: *Have you spent long hours in the mess room playing the Crimson Skies board game?*

Zachary: Absolutely! Any good air pirate would. Actually, a lot of the elements in the PC version of the game borrows from the board game - from the story-line and the characters to the basic rules which establish the foundation for designing and building planes to basic air combat.

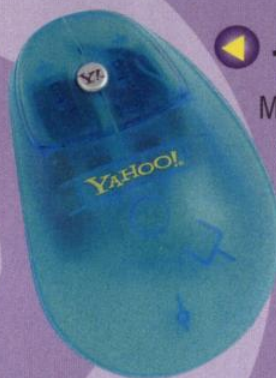
HYPHER: *Cool. Will Crimson Skies be on the Xbox, or is that a stupid question?*

Zachary: I could tell you, but then I'd have to shoot you down, I'm afraid. Now, get off my airship before I send YOU home in a box!

HYPHER: *Damn. We almost had him!*

YAHOO!

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Confused by the selection of PlayStation 2 titles available at launch? Well, stop creating

HYPER'S

BIG

FAT

PLAYSTATION 2

GAME GUIDE!

The quality of the games that will be available when the PlayStation 2 hits stores ranges from the awful to the sublime. Here's our run-down of what should be in stores when you pick up your PS2, but note that this is only correct as of the time we went to print. Still, this list was compiled based on what really truly should be available at launch, not what "might" be available, and it knocks in at 26 titles all up.

that brow, because here is...

DONALD DUCK QUACK ATTACK

(UBI SOFT) ■ GENRE: PLATFORMER

WOW-O-METER ■■■■■■■■■■

Based on Ubi Soft's fantastic Rayman 2 engine, this game will give kids a mix of both 2D and 3D platforming action. Players take the role of Donald Duck, the boisterous loudmouth from Disneyland often mocked for not wearing any pants. He's out on a quest to save Daisy Duck from the clutches of the evil wizard, Merlock. The catch is, however, that Donald is also racing against that annoying cousin of his, Gladstone Gander. Whilst most of us usually cast a cynical eye on any kind of Disney game, this one is a surprisingly good romp. Considering the kind of audience this game is being pitched towards, Donald Duck Quack Attack won't disappoint.



ESPN X GAMES SNOWBOARDING

(KONAMI) ■ GENRE: SPORTS

WOW-O-METER ■■■■■■■■■■

The first of two snowboarding games that are available at launch for the PlayStation 2 — the other being EA's SSX Snowboarding. As distinct from the colourful ballyhoo of SSX, this game strives to provide a realistic snowboarding experience, and succeeds.

There are 15 pro-boarders you can select from, who can be used in any one of the competitive modes like boardercross, big air, half pipe; and most importantly, the open slope. It's at the open slope that you'll find that X Games Snowboarding finds its rhythm as a snowboarding game. It provides the simple thrills of following the right lines and gaining a magnificent speed, whilst at the same time being mindful of the amazing mid-air tricks you can perform through the simple control system. Call it a marriage of 1080 Snowboarding on the N64 and Tony Hawk. X Games Snowboarding also maintains excellent visual detail and pace — the focus being on the realism of the snowfields and the players themselves, who have a facial expression to suit every occasion.

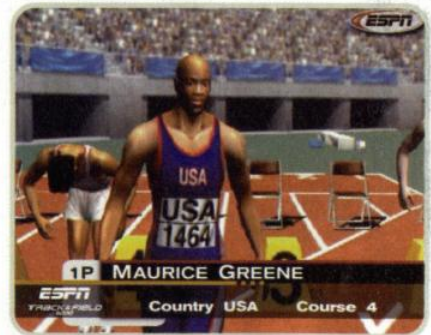


ESPN INTERNATIONAL TRACK AND FIELD

(KONAMI) ■ GENRE: SPORTS

WOW-O-METER ■■■■■■■■■■

International Track and Field is one of the oldest sports franchises in the industry, proving time and again that in some corner of the market, there is a bunch of people who secretly enjoy mashing their buttons as quickly as possible. Still, ITF has never looked better. If you feel it's worth forking out that kind of money for the equivalent of playing a very long trill on a piano, then by all means...



FANTAVISION

(SCEE) ■ GENRE: PUZZLE

WOW-O-METER ■■■■■■■■■■

Sony's homegrown puzzle game is a dressy art-house title for lovers of the cultured aesthetic, offering an even mix of retro cheesiness and the latest high-tech lighting effects for virtual fireworks. This is entertainment that'll be appreciated more by onlookers though, as players will spend more of their time concentrating on the coloured dots flying about on the screen, which have to be connected together and detonated to make one string of pretty explosions after another. The key is to chain multiple chains together — or daisy chaining, as it's called — which results in a continuous series of technicolor glory.

Like all good puzzle games, Fantavision grows terribly addictive the longer you play it, which is why it's such a shame that the game is so short. Apart from that, it nevertheless remains a pretty showpiece that can be left quite comfortably to run in the background. Your own performance can be saved for this very purpose, and with multiple cameras, lens effects, and weather changes all happening around the city environments, it'll make you feel like it's New Year's Eve every time you leave it on.



FIFA 2001

(EA SPORTS) ■ GENRE: SPORTS

WOW-O-METER ■■■■■■■■■■

FIFA 2001 is a fantastic transition to the 128-bit era for the franchise. While FIFA Soccer World Championship (which was released earlier in Japan) copped a lot of criticism for its inconsistent graphics and choppy frame rate, it was nevertheless the classic playable FIFA we all knew and loved.

Background crowds have been removed, reworked, and look much more pleasing to the eye. Instead of there only being 10 heads used throughout the game, EA have used 200 different head templates — and the difference this makes to the atmosphere alone is incredible. Through-passing works a lot better now, and your team's AI is generally much better. This game won't disappoint.





KENGO: MASTER OF BUSHIDO

■ (CRAVE ENTERTAINMENT) ■ GENRE: FIGHTING

WOW-O-METER ■■■■■■■■■■

This third instalment to the Bushido Blade series is easily the most impressive-looking of the lot. However, the developers have chosen to stick with the painfully simplified arcade-style control of Bushido Blade 2, which thankfully never reached Australian soil. Unfortunately we didn't get to play Kengo before deadline, but the combination of stunning feudal Japanese visuals and the promise of slightly improved arcade control make it at the very least a game worth checking out.



KESSEN

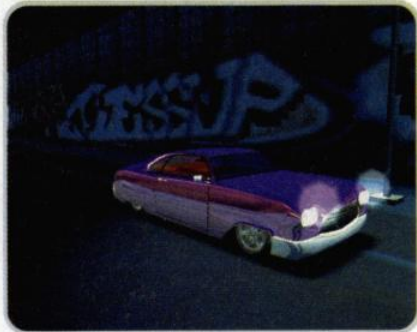
■ (ELECTRONIC ARTS) ■ GENRE: STRATEGY

WOW-O-METER ■■■■■■■■■■

Set in feudal Japan, this strategy game puts you in the middle of a series of historic battles that took place during the Tokugawa era. A lot of the gloss and wow factor comes from the pre-rendered cut scenes – which look undeniably awesome – and the substantive gameplay doesn't look quite as good.

From a bird's eye view, your job is to co-ordinate your forces as they skirmish against the enemy. They're usually divided between naginata troops, archers, cavalry, riflemen, and artillery, and the key to winning is to know which troops you have at your disposal and how best to approach a certain position.

It's possible to zoom in for a close-up view of any one of the numerous battles occurring on the map. From here it's possible to see hundreds of characters being rendered and animated in real time – and it's also very easy to fault how wooden and shonkily animated they are, especially compared to Shogun on PC, but that shouldn't be too much of a detractor for anyone seeking a decent strategy title.



MIDNIGHT CLUB

■ (ANGEL STUDIOS) ■ GENRE: DRIVING

WOW-O-METER ■■■■■■■■■■

If you thought Tokyo Highway Battle captured the essence of urbanite rev-head competitiveness, you might be in for a surprise. Midnight Club is a racing game where players fight for bragging rights by pitting their cars against each other. At the centre of this game is an organisation called – you guessed it – the Midnight Club, which runs an underground racing competition through the city.

You start out with a fairly crap-house car from the get-go, and the idea is to out-maneuvre and out-drive your superior competition. Success is rewarded with extra cash and access to faster and more powerful cars.

The racing action is reasonably fast-paced and can get quite frantic while you're careening through heavy traffic, but your overall enjoyment won't be totally A-grade. Texture quality and frame rate all have their minor inconsistencies which mars the gameplay, but it nevertheless has the structure to keep you hooked, at least until Gran Turismo 2000 makes it to the shelves.



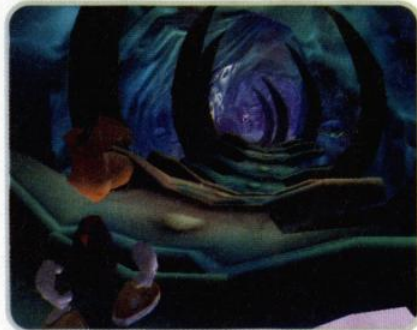
ORPHEN: SCION OF SORCERY

■ (ACTIVISION) ■ GENRE: ACTION RPG

WOW-O-METER ■■■■■■■■■■

Based on the popular anime, Sorcerous Stabber Orphen, this is a heavily structured action RPG whose gameplay and presentation is not unlike what we've seen in Landstalker and Alundra 2. Given this background, Activision's involvement in bringing out this game locally is as surprising as their involvement with the Dreamcast adventure, Blue Stinger – but no matter.

Story is obviously the strong point for this game – the graphics being smooth and consistent, but not showing off anywhere near what the PlayStation 2 is capable of. Some anime fans will be hard pressed to sit through the mountains of dialogue – you really have to put in an effort to fall in love with it. RPG fans might want to try Summoner instead.



RAYMAN REVOLUTION

■ (UBI SOFT) ■ GENRE: PLATFORMER

WOW-O-METER ■■■■■■■■■■

Rayman's been on every gaming platform imaginable, so whether or not to make a purchase of Rayman Revolution is bit of a moot question if you already own Rayman 2 on Dreamcast, Nintendo 64, PC or PlayStation.

Rayman Revolution runs along the same lines as every other version of Rayman 2. That is, rescuing friends, collecting shiny floaty things, and flying around on your helicopter hair. As a platform game, it's absolutely top fun (check our review in Hyper #79). This PlayStation 2 version sports a few new levels, new designs, and has PlayStation 2-specific special effects that give it its own visual edge – much like the Dreamcast version did.



RC REVENGE PRO

■ (ACCLAIM) ■ GENRE: RACING ■ WOW-O-METER ■■■■■■■■

First there was Revolt, then there was RC Revenge, and now there's RC Revenge Pro, which was developed concurrently with the PC version of RC Revenge. Even though it's the only weapons-based Mario Kart-style racer in the current software line-up, it's by no means an essential purchase.

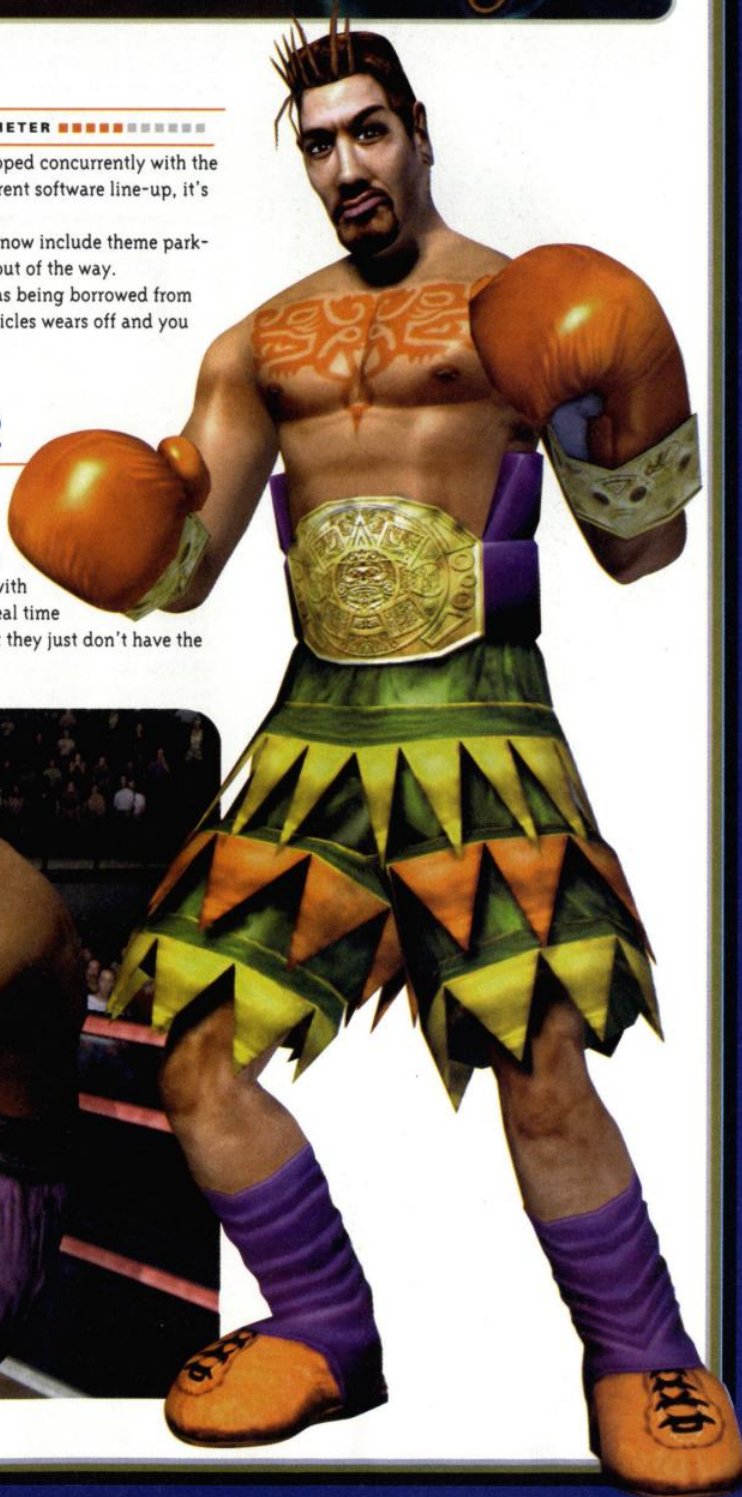
RC Revenge Pro lets players race around in remote controlled cars AND speedboats and the tracks now include theme park-inspired designs. It also sports an array of brand new weapons with which to blast your opposition out of the way.

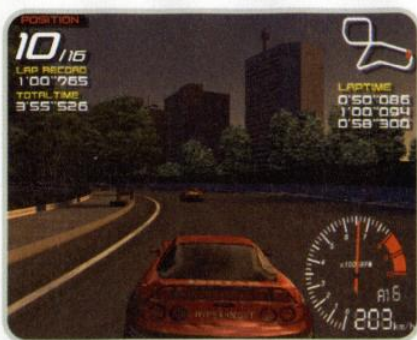
Most experienced gamers will probably find that this game is fairly derivative, the bulk of its ideas being borrowed from Mario Kart, Crash Team Racing et al. Eventually, the gloss of the realistic-looking remote control vehicles wears off and you may go searching in vain for greater depth. Still, it's fun and it's fast.

READY 2 RUMBLE BOXING: ROUND 2

■ (MIDWAY) ■ GENRE: SPORTS ■ WOW-O-METER ■■■■■■■■

The best boxing game since Mike Tyson's Punchout on the NES has got a sequel. This game continues the comical over-the-top gameplay of the original, adding new characters (like Michael Jackson and Shaquille O'Neal) and new moves to the fray. Players can grapple with each other and interact with the rope, and the overall detail of the visuals — especially the bright purple bruises that well up in real time over their faces — is incredible. EA Sports may have a stranglehold over simulations of this sport, but they just don't have the same kind of entertainment value as R2R R2.





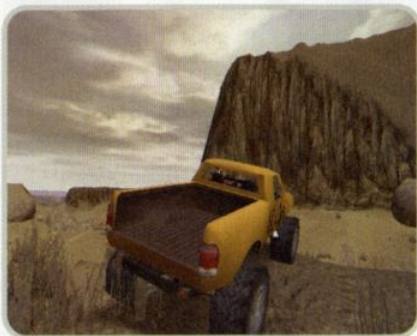
RIDGE RACER V

(NAMCO) ■ GENRE: RACING

WOW-O-METER ■■■■■■■■■■

In many ways, Ridge Racer V is the best that this series has had to offer. Hop in a car, keep your thumb on full throttle, and rocket your way through brilliant cityscape tracks at blistering speeds. The strength of the Ridge Racer series has always been its challenging track designs that encourage you to push the envelope further with each powerslide. Ridge Racer V pretty much takes the cake in this respect, not only for being incredibly fast but also for its use of analogue acceleration and braking on the Dual Shock 2.

Even though fans of the series will love it, it's still copped plenty of criticism. As the first game ever made for the PlayStation 2, Ridge Racer V has some flickering and aliasing problems. They're actually not that bad if you're playing on a decent TV, but it's disappointing that Namco should have chosen to fix these same problems in Tekken Tag Tournament and not here.



SMUGGLER'S RUN

(ANGEL STUDIOS) ■ GENRE: DRIVING ■ WOW-O-METER ■■■■■■■■■■

If it's casual mission-based driving you're looking for, you're likely to be very pleased with a game like Smuggler's Run. Using a 'drive anywhere' system that's become popular after games like Driver and Crazy Taxi, Smuggler's Run is essentially an off-road cross country romp that requires you to perform a series of missions. They can include anything from package delivery and gauntlet-runs to straight out races. Expect roadblocks, maniacal CPU-driven rival vehicles, and cliff-jumping from dizzying heights.

Smuggler's Run's methodology of simulating true off-road physics within arcade constraints will be very easy for anyone to get into and enjoy. Aesthetically, the game looks quite incredible and is one of the few driving games that detract from the very popular city settings, with only an inconsistent frame rate as the main sticking point.

While the concepts in Smuggler's Run aren't strikingly original, the game itself at least has its own individual flavour as being one of the few non-sequels in the PlayStation 2's lineup. Definitely a fresh and enjoyable game all-round.



SSX SNOWBOARDING

(ELECTRONIC ARTS) ■ GENRE: SPORTS ■ WOW-O-METER ■■■■■■■■■■

This is easily one of the best snowboarding games made since Coolboarders. This game is a glorious union of speed and style as you glide over the frosty track surfaces. The first notable feature of SSX is the control style, where the analogue pad is used for general navigation and the D-pad for handling spins, flips and other tricks. A 'pre-wind' feature also lets you preset a desired trick, which lets you choreograph even better stunts.

SSX could be best described as Trickstyle done right. It's not strict snowboarding all the way through — there are obvious puzzle placements, alternate paths, secret tunnels, even a level that plays like a pinball machine. This game also portrays a fantastic sense of depth, especially with the stomach-churning sudden drops. To add to the strategy are 8 classes of boarders ranging from alpine racers to freestyle riders, each with their own unique skills and attributes.



SUPER BUST A MOVE

(ACCLAIM) ■ GENRE: PUZZLE ■ WOW-O-METER ■■■■■■■■■■

Every videogame enthusiast should basically have a copy of Bust A Move in their library. The gameplay is timeless and endlessly replayable — it's easily the most requested game at any party.

For the uninitiated, Bust A Move is a game where you shoot bubbles at the ceiling. Linking three or more like coloured bubbles together will cause them to burst, and your aim is ultimately to clear the level of all bubbles. Three sequels' worth of tweaking has led to the inclusion of numerous variables being piled on top of the base level mechanics, which adds much-needed variation to the game.

People who already have Bust A Move on another platform shouldn't bother with this one. It doesn't offer anything particularly new, and the money you'd spend on it would be akin to purchasing a DVD of a VHS tape you already have.



SWING AWAY GOLF

■ (EA SPORTS) ■ GENRE: SPORTS

WOW-O-METER ■■■■■■■■■■

If you're at all familiar with Everybody's Golf, then this title will suit you to a tee (okay, Kevvie, the puns stop here — Ed.). Swing Away Golf is an English port of T&E Soft's Golf Paradise. It's not meant to be a realistic golf simulation — this game has many simplified arcade elements that are designed to appeal to all types of gamers.

Characters essentially have big heads, large eyes, and smack the ball around with their own characteristic flair. It's not brilliant-looking by any stretch of the imagination, and therefore not really worth the purchase if you already have one of the Everybody's Golf games.

X SQUAD

■ (ELECTRONIC ARTS) ■ GENRE: ACTION/ADVENTURE

WOW-O-METER ■■■■■■■■■■

Originally titled X Fire in its Japanese release, X Squad is a shoot-em up adventure putting you in the shoes of an agent in the special forces. You'll be hot-footing it through secret military installations with your team of troopers to neutralise heavily armed terrorists who are threatening world security.

This game uses both analogue thumb pads — the left to move, the right to look — and plays a lot like Syphon Filter, only there aren't any puzzles to solve and you can't jump or climb. It's basically a very simple but fun action game.

Not surprisingly, X Squad has some sweet visuals. Being able to snipe from behind a wall is obviously borrowed from Metal Gear Solid and Winback, but that doesn't take anything from the fun of the skirmishes in each level. In the long term, however, this game is destined to gather dust pretty quickly. The bare gameplay features, formulaic level designs, and lack of a 2-player mode don't lend much replay value to this one.

OBJECTS OF DESIRE

TEKKEN TAG TOURNAMENT

■ (NAMCO) ■ GENRE: FIGHTING

WOW-O-METER ■■■■■■■■■■

For many a PlayStation owner, the Tekken series represents the best that the fighting genre has to offer: brilliant graphics, bone-crunching special moves, and 20-hit combos that punish the weak and unprepared. Tekken Tag Tournament is a compilation of all the major Tekken characters, pitting them against each other in a series of tag-team brawls and then ultimately against Unknown — a woman possessed by a demon wolf, dressed in nothing but a silvery skin-suit.

Tekken Tag Tournament doesn't detract from the Namco tradition of being fully loaded with extra modes (bowling is the go for this edition) and 14 unlockable characters on top of the original 20. The criticism this game attracted on its Japanese release can be largely ignored now, as Namco have corrected all of the graphical glitches for the PAL release. Tekken looks utterly astounding in action, and there is absolutely no way you'll be able to go back to Tekken 3 on your PlayStation.

SUMMONER

■ (THQ) ■ GENRE: RPG

WOW-O-METER ■■■■■■■■■■

This role-playing game from Volition Studios could turn out to be one of the PlayStation 2's biggest sellers — not only on its merits as a game, but also for the controversy over whether or not the PlayStation 2 could properly support anti-aliased graphics. Volition was the first to go on record to say that it could, backing up its claims with one impressive demo after another.

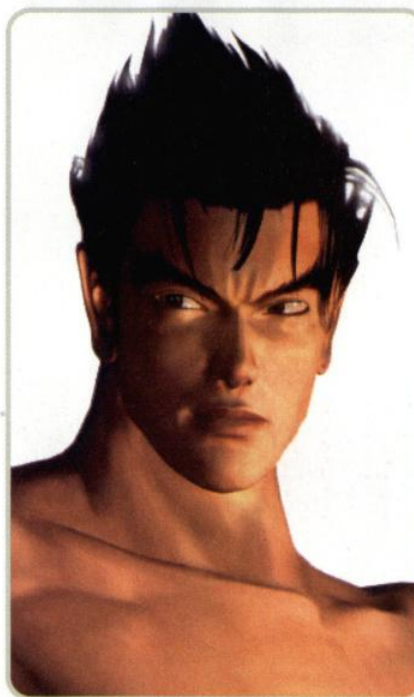
According to the Summoner universe, one person per generation has the power of summoning. In this particular generation, Joseph has long suppressed his power to summon demons and spirits, but events are brought to a head when an evil emperor seeks to capture Joseph and exploit his powers. Summoner takes place in a completely 3D world, where sound effects change dynamically as you shift perspective. And as Volition promised, the game does indeed look fantastic. The distinguishing feature of this RPG is that the demons and spirits you summon can form part of your party and be controlled.

DEAD OR ALIVE 2: HARDCORE

■ (TECMO) ■ GENRE: FIGHTING

WOW-O-METER ■■■■■■■■■■

Tekken might have the tradition and the fan-following, but it will have some stiff competition from this latest instalment to the Dead Or Alive series. Dead Or Alive 2 breaks from tradition by removing the old rings and arenas used in every other fighting





game, replacing them with fully interactive multi-level environments. Opponents can be smashed through windows and walls, over waterfalls and cliffs – only to reveal a brand new area in which to fight. Its trademark one-button counter system has been tweaked so you can intercept high, mid, and low range attacks.

Any argument there was over which is better between the Dreamcast and PlayStation 2 version (see Hyper#81) should essentially be over now. For the Australian version, Tecmo have used a brand new engine to correct all of the graphical misgivings we had of the original Japanese version. The final result has more moves, more costumes, more characters, more modes, sharper graphics, and more environmental effects – making it marginally more enjoyable in the short term, but infinitely better in the long term than the Dreamcast version. Fighting fans shouldn't miss this. Also note that Tecmo's next fighting game will be based on System 246 – which is Namco's PlayStation 2-based arcade board.

MADDEN NFL 2001

■ (ELECTRONIC ARTS)

■ GENRE: SPORTS

WOW-O-METER ■■■■■■■■■■

The Madden NFL franchise is understandably huge in the United States, and has a small but dedicated following in Australia. Either way, Madden NFL 2001 is a sporting showcase that will impress at every level. At the heart of the game is a game engine that's been grown and refined for around a decade – one that saw a difficult transition between 2D and 3D; yet one whose impeccably realistic recreation of the sport has stood the test of time against several competing titles.

This latest version of Madden NFL is a lot more than just the 2001 edition with a couple of graphical tweaks and a few new plays. Electronic Arts have gone out of their way to use the PlayStation 2's power-to-spare resources to redefine several aspects of sports games in general. By that, we mean that the menu systems, play-calling and instant replays have been largely revamped. That's not to mention that the visuals are absolutely drop-dead gorgeous. And don't forget, nobody beats John Madden and Pat Sumerall in the commentary box.

TIMESPLITTERS

■ (EIDOS INTERACTIVE)

■ GENRE: FIRST PERSON SHOOTER

WOW-O-METER ■■■■■■■■■■

The First Person Shooter is one of the toughest genres to break into and come out on top, thanks in part to the dominance of titles like Quake 3 Arena, Unreal Tournament, GoldenEye and Perfect Dark. TimeSplitter's claim to fame, though, is that its development team comprises of four members from Rare's original GoldenEye/Perfect Dark team.

TimeSplitters spans several different time periods, pitting the player against characters from the past and the future and their weapons reflecting those periods. For some reason their eclectic look during the bot-matches makes the atmosphere feel like a dodgy B-grade Hollywood film.

The final result is a very quirky but nevertheless incredible first person shooter. For the first time, gamers will be able to experience four-player split screen death matches with zero reduction in texture quality or frame rate, which will unfortunately only happen if you purchase a PS2 multitap as well. The game also features a very user-friendly map editor. The simplest of maps can be constructed in less than 10 minutes – the complex ones are limited only by your imagination.

RETRO ACTION



GRADIUS III & IV

■ (KONAMI) ■ GENRE: SHOOT 'EM UP

WOW-O-METER ■■■■■■■■■■

Whilst Gradius is known and respected for being Konami's flagship shoot-em up game in the 16-bit era, it is unquestionably the worst game in the PlayStation 2 lineup. Gradius III has already been made available to the home market on the Super Nintendo, but it will be Gradius IV's first entry into our living rooms.

For anyone unfamiliar with the series, it's a side-scrolling shoot-em up in space where it's you versus a massive alien army. Gradius made a name for itself, with its unique power-up system and insanely addictive gameplay, which required exacting control, absolute precision, and a good deal of level memorisation.

The PlayStation 2 edition of these two games are a direct port from the arcade. It runs in the same low resolution, has no graphical updates, no new music, plays identically to the arcade, and even has all the slow-down from the arcades. Which in many respects is not a good thing.



WOODEN SPOON AWARDS



SILENT SCOPE

■ (KONAMI) ■ GENRE: SHOOTER

WOW-O-METER ■■■■■■■■■■

This game made a name for itself in the arcades as being one yet another in Konami's expensive line of arcade units. This one in particular featured a mounted sniper rifle with a video screen in the viewfinder, and the targets on the main screen were literally so small that you had to look through the viewfinder to get a decent shot. It's actually a pretty cool game. Not only do you get to snipe at terrorists from a rooftop, you can even parachute in for a night time assault.

The home version, however, will not feature any 'scope', so to speak, nor any light gun peripheral. This game will be played entirely through the control pad – where precision will only be as good as your steadiness on the analogue thumb pad. Obviously, it's lacking a very large chunk of the atmosphere it was originally intended to have. The final product might as well be some kind of elaborate photography game, using the red dot in the middle of the circular viewer as a focus. For all intents and purposes, this game was a huge mistake.



WILD WILD RACING

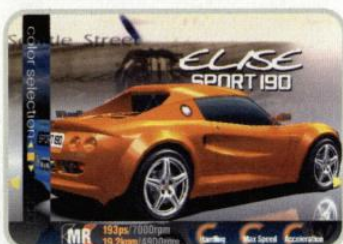
■ (RAGE SOFTWARE) ■ GENRE: RACING

WOW-O-METER ■■■■■■■■■■

Wild Wild Racing hits the bull's eye for mediocrity. This offroad bumperama plays like San Francisco Rush and Cruis'n World – so you're basically looking at a relatively mindless driving experience. The simplicity of the gameplay and the two-player mode might be enough to attract an audience, but compared to a game like Smuggler's Run, this game is woefully second-rate in every department.

THE WISH LIST

These games won't be available at launch, but we want them now, now, now...



GRAN TURISMO 2000

(POLYPHONY DIGITAL) ■ GENRE: DRIVING

WOW-O-METER ■■■■■■■■

After the original Gran Turismo set the standard, every developer under the sun rushed to put their own equivalent on the shelves. As we feared, this resulted in a flood of generic and predictable games marketed on the strength of official licenses, as though they made some kind of difference to the substantive gameplay. In deference to the fact that it was 'the first', Gran Turismo has always found favour with the industry and market generally.

In spite of their best efforts, however, Gran Turismo 2000 will not be available at launch. Early code had attracted criticism for its bland texturing and jagged edges, but the latest code we've seen corrects this and more. Polyphony Digital are promising further to increase the polygon count of each car to 5000 (it was 300 in GT2) – but this comes at a cost: less cars to drive. There are 150 in all, each with their own pre-recorded sound effects. Sound will also undergo a major improvement, and there will also be a custom steering wheel peripheral with force (could be vibration, though) feedback and foot pedals.



METAL GEAR SOLID 2

(KONAMI) ■ GENRE: ACTION ADVENTURE

WOW-O-METER ■■■■■■■■

It's nowhere near completion, nobody's even had a go at playable code, and most people would've only seen video of the game in action. Yet the promise of Metal Gear Solid 2 alone is likely to sell loads of PlayStation 2s. Subtitled "Sons of Liberty", Metal Gear Solid 2 picks up on the revelation at the end of the first game that the genome conspiracy stretches all the way to the American presidency. This time around, the technology behind the Metal Gear Rex is no longer a secret, with every major power in the world racing to build one. This prompted the construction of the Metal Gear Ray, which is designed to neutralise the Rex.

Although it's not scheduled for release until late next year, Metal Gear Solid 2 is already shaping up to be a must-have title. The game retains the same style of kick-arse gameplay and cinematic direction of Hideo Kojima, who's packed in more eye candy than we've ever seen in a PlayStation 2 game. Glass panels shatter into hundreds of shards after being shot, bullet casings litter the floor, light fittings can be shot to put the enemy in darkness... we're going to be in for a real treat when it's released.



WIPEOUT FUSION

(SCEE) ■ GENRE: RACING

WOW-O-METER ■■■■■■■■

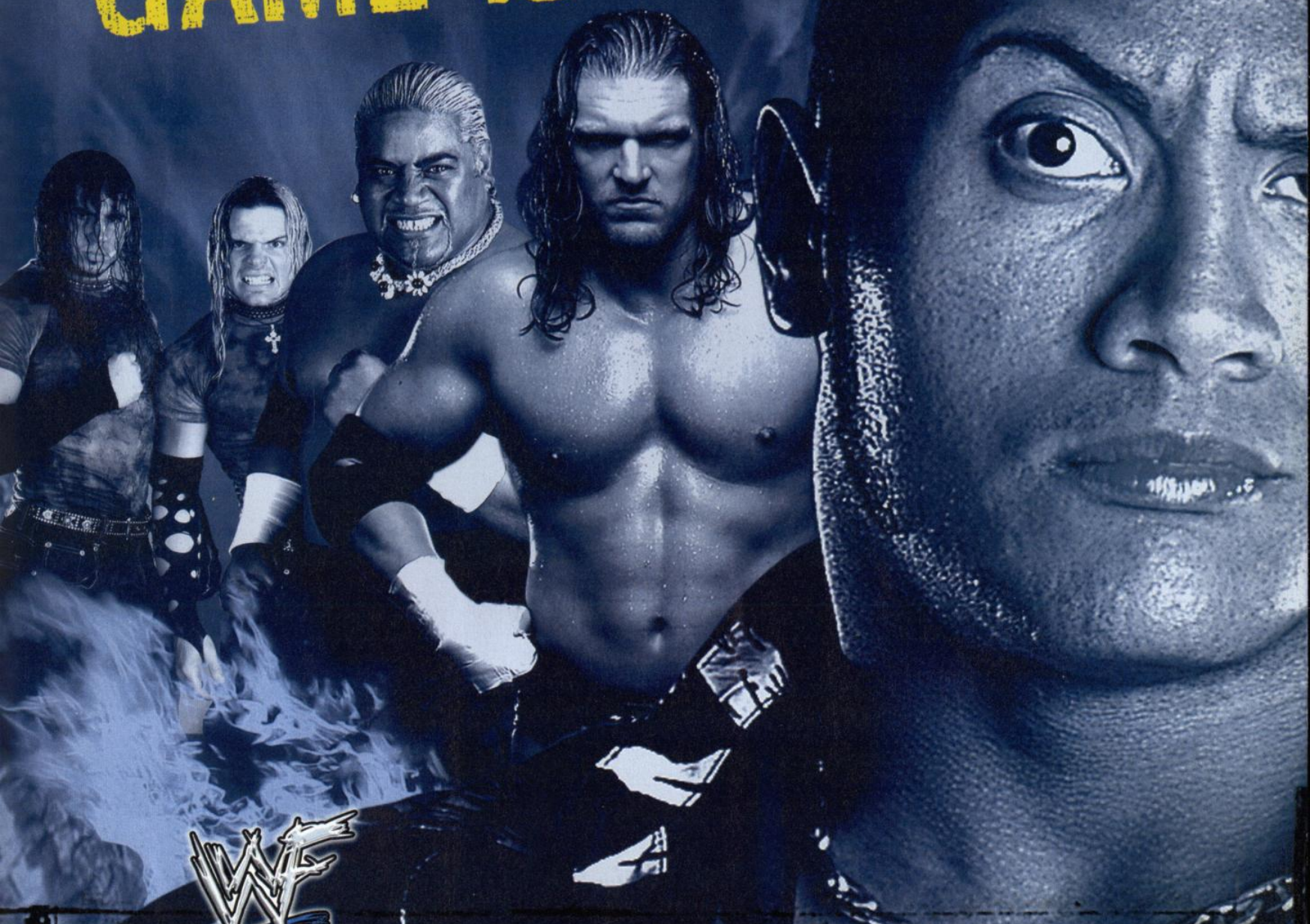
Early code we've been able to see of this game looks absolutely gorgeous. Wipeout Fusion seems destined to redefine anti-gravity racing through numerous new features like alternative paths, transparent track sections (that you can see the alternate tracks on), fog, dust clouds... all of which are bound to add a new level of strategy to the racing action.

The one immediate gripe we have is that Designers' Republic will not be involved in any way with the overall design. Hopefully, any fears of a radically changed Wipeout game will be quelled long before the game's launch.





IT DOESN'T MATTER WHAT YOUR GAME IS!



SMACK! 2 DOWN

■ KNOW YOUR ROLE ■

- 50 **WF** SUPERSTARS: EACH WITH THEIR OWN SIGNATURE MOVES
- ALL-NEW VENUES: THE PARKING LOT, THE VIP ROOM, THE DRESSING ROOM, AND EVEN THE **WF** NEW YORK IN TIMES SQUARE
- ALL-NEW GAMEPLAY MODES: INCLUDING LADDER, TORNAADO TAG TEAM, HARDCORE, CASKET AND HELL IN A CELL MATCHES.
- EXPANDED CREATE A **WF** SUPERSTAR
- ALL-NEW STORYLINES
- **WF** SUPERSTAR VOICE-OVERS
- CREATE A PAY-PER-VIEW EVENT



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red faction

"The machine gun is a pretty basic weapon, but if you get it working right, then there is something really satisfying about it... the way it fires... it is a far more engrossing experience than a gun that can blow up an area with one click."



Derek dela Fuente, our resident roving reporter, caught up with the American producer of Red Faction, Rob Loftus, to get the low down on this upcoming shooter.

You are Parker, a worker toiling in mines run by the Ultor Corporation far beneath the surface of Mars. The miners are suffering from inhuman living conditions and a strange, deadly disease called the Plague that is suddenly sweeping through their ranks. The miners' anger and resentment is ready to boil over, and you provide the spark that starts a rebellion against Ultor. Your goal is to stay alive long enough to bring down Ultor and solve the

mystery of the Plague. This journey takes you from the gritty subterranean mines to Ultor's pristine nanotech labs and even onto satellites orbiting high above the planet...

GEO, DUDE

Rob Loftus, producer of Red Faction at THQ, is pretty excited about Volition's new shooter. He explains, "Red Faction can best be summed up as a ground breaking first-person shooter, which takes the genre to a new level. The technology, vehicles, advanced AI, along with the in-depth story line, are really impressive."

Volition has created the GeoMod engine,

which allows the player to actually destruct the environment far more than in any other game previous. Loftus continues, "The damage occurred when in battle means that buildings, towers and their supports, can be hit and will fall in a very realistic way. The events within the game are unscripted and what you see is all rendered in real time. So... buildings can fall forwards, backwards, whatever way they are hit. Things can be different each time. Blow up a bridge or a wall and there is nowhere to hide or run to... events will change. Hey, you may spot a spy who always spies at the same location. Well... use a rocket



i	PLATFORM: PlayStation 2 / PC
	AVAILABLE: Early 2001
	CATEGORY: First Person Shooter
	PLAYERS: 1-Multi
	PUBLISHER: Volition/THQ





WHAT THE HELL IS DENZEL WASHINGTON DOING THERE?

launcher and blow away his cover!

"Adding to the great visuals of the game, the team has also come up with what I believe to be the best particle system yet seen. All those little minor touches like fire and liquids are all modifiable with the game engine, so some stunning effects can be seen!"

The team is looking at all the objects within the gameplay arena and making them move, look and react in a perfect manner. Loftus continued, "I believe gamers will find the vehicles pretty cool, along with the weapons which range from sniper rifles to rocket

launchers - all designed with a more realistic slant than some of the more 'fantasy' first-person shooters. All the vehicles are controllable. The APC can carry a team in the back. Picture the gameplay opportunities of busting a hole through someone's base, driving the vehicle in and laying waste to a bunch of enemies and then opening the back hatch to allow the soldiers out to wreak havoc. Air, sea (submarine styled) and land vehicles will be included."

PARKER (LEWIS) CAN'T LOSE

Playing the role of Parker will allow you to control other "friendly" players if you need cover or back up. You'll be able to issue orders as you would to bots in a game of Unreal Tournament, and they'll react far more intelligently than in other shooters like Daikatana or Half Life. Cut scenes showing 3rd person and panoramic views also help to break up the structured first person gameplay, lending the

game a true cinematic feel.

There will also be more thought put into the design of the weapons. Loftus explains, "There is a feeling that too many first person shooters are trying to outdo each other, especially when you talk about weapons. We want realistic weapons, which are contemporary in nature, although we will add a few exotic ones. We want to have one or two clean and simple weapons that will require the player to be skillful in their use. The machine gun is a pretty basic weapon, but if you get it working right, then there is something really satisfying about it. Hear the bolt click, the way it fires - hitting back at your body as it emits the bullets - it is a far more engrossing experience than a gun that can blow up an area with one click. We want the player to feel they have achieved something when they win. Coming back for more is essential. But, there is more to the game than mere shooting! I would say the action and strategy elements are equal."

A GEOMOD ENGINE EXAMPLE

Arbitrary Geometry Modifications - You can take a rocketlauncher go up to a wall, launch the rocket and blast a big hole in the wall. You can see the hole, look through it, and see what is on the other side, and then jump through it - all in real time!

WHAT WE'D LIKE TO SEE:

Let's hope the PlayStation 2 version has a multiplayer component built in for future broadband play.

half life

“Gearbox are developing an all-new set of missions exclusively for Dreamcast. Known as Blue Shift, they’ll put you in the boots of a Black Mesa security guard named Barney.”



WE'LL QUITE HAPPILY PLAY THIS GAME ALL OVER AGAIN



The Dreamcast is certainly a good console to own at the moment — despite its slightly worrying long term prospects. With an excellent back catalogue of titles already available, the gaps in the software line up are steadily being filled. Next in line? One of the most popular genres in PC gaming — the first person shooter.

BREAKFAST NECKFRAGS...

In addition to the visceral breakneck fragfests of Q3 Arena and UT, DC owners will soon have the opportunity to play what was coined the “thinking gamer’s first person shooter” and hailed as the best PC game of 1998 — Half Life. It’s shaping up to be one amazing port too.

For the two or three of you who are unfamiliar with Half Life’s storyline, here’s a brief synopsis. Gordon Freeman. Scientist working in top secret Black Mesa research facility. Experiment goes boom. Rift created in space time continuum. Crazy crap going on. Freaky aliens and marine dudes out for blood. Get out of the facility any way possible. Yadda yadda yadda. What was special about Half Life was that it offered a whole lot more than any other



PLATFORM:
Dreamcast

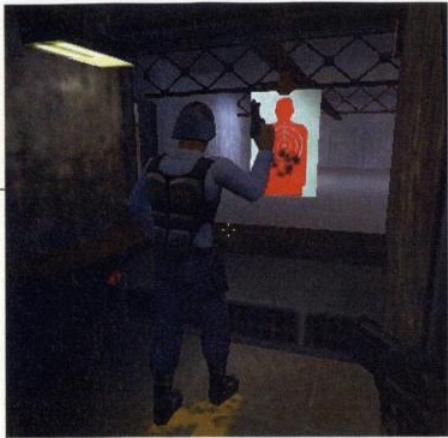
AVAILABLE:
December

CATEGORY:
FPS

PLAYERS:
1

PUBLISHER:
Sierra





HEY, HOW DOES THAT RAW CHICKEN TASTE? HEY HOLD ON A SECOND...!

FPS at the time — great AI, an engrossing storyline, plenty of character, seemingly limitless interaction with the environment, and great dollops of oh so phatting gameplay.

Half Life for Dreamcast, however, will offer a whole lot more than just a bare bones PC port. For starters, the graphics have been reworked and optimised for Dreamcast. This means higher poly counts on the characters, more detail in the textures and improved lighting effects for starters. The evolution in the character models in particular is very impressive, representing an artistic as well as a technical shift.

Remember how comical your fellow scientists were in the PC version? Well, they've lost that absent minded professor vibe and now look eerily realistic. NPCs are also far more varied in appearance, adding further to the realism. It's numerous touches like these that will make Half Life on the DC an even more immersive experience. Indeed, at times it's difficult to believe that it's running on a permutation of a permutation of the Quake 2 engine.



CAPTIVATING...

Half Life on Dreamcast is being handled by Captivation Digital Laboratories (CDL), a relative unknown in the industry. But fear not, for although CDL may not have a high profile, we're told they've been working with Dreamcast hardware since day one, and from what we've seen, they're doing a fantastic job. Working in conjunction with CDL are the now legendary creators of Half Life, Valve, and the developers of the Opposing Force expansion pack, Gearbox Software.

Gearbox are in fact playing a very active role, developing an all new set of missions exclusively for Dreamcast. Known as Blue Shift, they'll put you in the spit and polished boots of a Black Mesa security guard named Barney. Running parallel with Gordon Freeman's storyline, their adventures begin at the same point, but will largely be separate. You may cross paths with Gordon, however, and perhaps even aid him in his fight for survival.

The storyline for Blue Shift has been penned by Marc Laidaw, who is also responsible for the original — so rest assured that the extra missions (27 in all) will be every bit as compelling as the original's.

One of the obvious gameplay differences that will set Barney's experience apart from that of Gordon's is that you're not playing as a helpless scientist, but as a trained guard who knows the facility. Thus, you'll be able to access rooms and areas that Gordon couldn't, and will no doubt

tinker with some serious weaponry. Although both characters start in the same boat — not knowing what the hell's going on and where all these freaky creatures are coming from, Barney has a few new tricks up his sleeve such as the ability to monitor security cameras to get an idea of what's going on in different locations.

GREETINGS EARTHLING, I'M DR PEPPER...

It's unclear whether the Dreamcast version of Half Life will feature the Opposing Force expansion pack in addition to the original and the Blue Shift scenario. Imagine how cool it would be to play from every human perspective - scientist, security guard and hardcore marine. The only thing missing would be the choice of playing as an alien, or perhaps as a vending machine in the facility that must pull itself free from the wall and hop its way to freedom inch by inch.

Regardless, it all sounds a little too good to be true right? Well, unfortunately online play will not make it into the final game. A shame certainly, but it's gratifying to see how polished the single-player game is looking. With Q3 just around the corner, gamers will have plenty of online play to sink their teeth into anyway. If the development team(s) can keep the frame rate smooth and the load times down, then Half Life will be a serious contender for game of the year. Again.



[TOP] DREAMCAST SHOWS ITS POWER



PC ON THE LEFT, DREAMCAST ON THE RIGHT.

WHAT WE'D LIKE TO SEE:

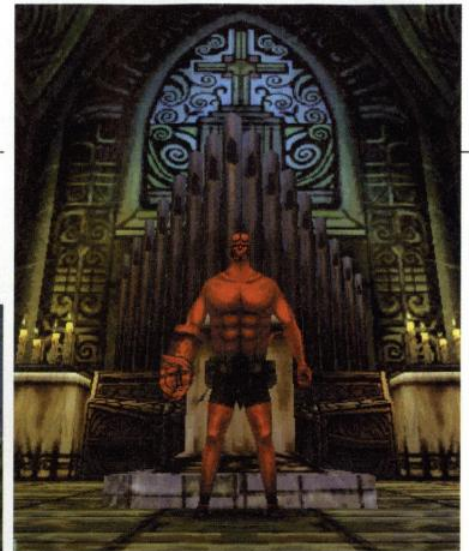
Bring on the DC keyboard and mouse in time for Half Life!

hellboy: dogs of the night

"The quest will take you to some of the darkest, most perverse settings one could imagine."



HE AIN'T EXACTLY INCONSPICUOUS



PLATFORM:
PC/PSX/DC

AVAILABLE:
Early 2001

CATEGORY:
Action/Adventure

PLAYERS:
1

PUBLISHER:
Cryo Interactive

Hellboy, to the uninitiated, is a demon who was summoned to Earth as the result of a Nazi experiment. Y'know, your everyday run-of-the-mill crazy Nazi experiment. He is also a cult comic hero from Dark Horse comics, conceptualised by comic artist Mike Mignola. Now, Cryo Interactive, in conjunction with Dark Horse Interactive, is about to bring this cult hero to life in a real time 3D action adventure game.

The year is 1962 and once again the FBI has called up Hellboy to go and find some of his fellow agents. Along with his colleague Sarah he sets off to Czechoslovakia... a simple task that soon turns into a nightmare. They get trapped in an Asylum, whilst dark forces of evil gather to be unleashed upon the Earth. Can you help Hellboy stop these strange and dastardly evil forces? Can you also save his colleagues from a horrendous fate?

PERVERSE SETTINGS

The quest will take you to some of the darkest, most perverse settings one could imagine. A cemetery frozen in time, a monastery, an abandoned mental institution, even the infested sewers where devilish creatures lurk. Cryo view this as an epic thriller that combines real time combat with exploration in rich and detailed environments where gameplay alternates

HOLLYWOOD IS HELL, BOY

Yep, Hellboy is another comic book coming to the silver screen. Well, it was until director, Guillermo Del Toro, dropped the project in favour of Blade 2. Hopefully, he'll put Hellboy back into production when Blade 2 wraps. Pretty please?



between puzzles, combat and interaction. One thing we noticed which needs a bit of work, is the positioning of the camera when it cuts to a new angle. Too often in third-person games, the camera places itself in illogical positions which can make gameplay disorientating.

Hopefully a lot of the character and charm of the comic will translate into a better gaming experience than the plethora of other third-person action games on the market. Although Mike Mignola is not involved in the actual design of the game, he has had some input with ideas and fans will be pleased that he will be shown the product for final approval. So here's hoping.

WHAT WE'D LIKE TO SEE:

We hope no cheesy voice acting ruins the image of Hellboy that exists in our heads.



**Last night, she shot you down.
TODAY, IT'S YOUR TURN.**



*Big guns.
Fast planes.
Gorgeous dames.*



The 1930s ain't what they used to be. America lies in pieces and air power is king. It's a shoot-or-get-shot-down world. You'll dogfight ruthless air pirates. Rescue saucy pinups. Dodge flak from dicey femmes fatales. And mix it up with other aces online.

But remember, one thing still holds true — don't get mad, get even.

www.microsoft.com/games/crimsonskies

Microsoft

Zone.com



Dogfight opponents online in cutthroat multiplayer.



Fly 11 tricked-out planes in 24 thrilling missions.



Customise your wings with rockets, machine guns & more.

black & white

and we quiz Peter Molyneux!



unique face and individuality, or look at the island from high above the clouds. Whilst you are away from the machine or controlling your creature, the game world is evolving. You only have one creature to control in the game. When you first select him he is small and does not understand things but you can teach

him how to eat and react. You are responsible for teaching him what is right and wrong. I like, for instance, to teach him to make funny faces at the villagers. This really is the pinnacle of AI in computer games and once again this is a goal I have always strived towards. Richard Evans has been responsible for writing the AI and it is quite amazing how good it is. How does the creature learn? Easy. By watching you play the game. An analogy is that children watch adults and they learn from watching them, and the same is true of the creature. If you are cruel and hit him, then he will be mean to the villagers in the game. Rubbing him or patting him on the other hand, will make him more passive."

So what kind of ridiculous programming did this kind of AI take? It boggles the mind. However, Peter wanted us to understand that it relies on a fairly simple set of rules. "If you have read Isaac Asimov then you will understand certain principles. He wrote about robots that must obey laws — 'I must never kill humans, I must never damage humans through my action or inaction, and I must listen to humans and seek my own preservation as long as it does not conflict with the first two rules.' Well that is very much the way the creature works. The creature unconditionally believes in you. He will do things that are good for you and finally he will be able to look after himself. The actual story is dependent on what you do. It is an open book.



You may have read a lot about Black & White already. It's one of those PC games where the hype snowballs at such an insane rate that everyone gets a little sick of hearing about it. Well, we're that much closer to finally getting to play the game, so our excitement levels are quite honestly still peaking. We had our UK contact, Derek dela Feunte, chase down Peter Molyneux for some thoughts on where the game is at and what we can expect.

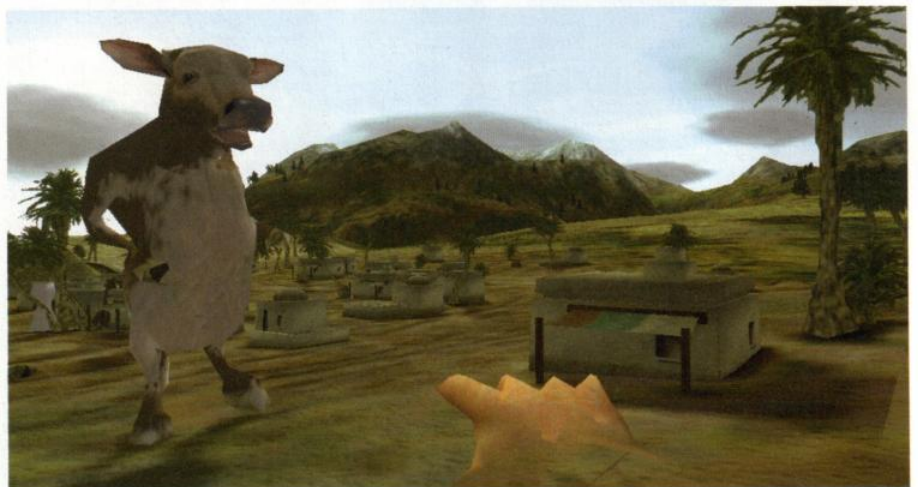
and you will move to it. By clicking the hand on a feature, it will allow you to zoom in to get fuller detail. You control one of a number of selectable creatures. To the villager this creature is their God, he can be seen or not, depending on how you use him. You control this creature, so in effect you are the 'God' factor in the game.

"The incredible detail in the game is another of the many features we have developed. You can zoom in on, say, a little woman, who has a

MAKING FUNNY FACES

The first view you get in the game is from a spired citadel located in a remote corner of the game-world, where you can survey the surrounding 3D landscape. It's astonishing. In technical terms, the game-world is constructed using Lionhead's revolutionary new, fully scalable, rotating, environment-mapped, modifiable landscape with an engine giving thought-the-eye vision, bump mapping, light sourcing and reflections. Basically, it looks niiiice.

Peter Molyneux explained it to us, "The first ambition of the game is to make the interface as simple as possible so that anyone can understand how to play without a manual. Get rid of the icons and just view a world as it is, a living breathing evolving setting. The only icon you have is a hand, for total interaction with the world. Place the hand any where on the world



HEY, I GOTTA HAND IT TO YA

3D
LANDSCAPE
MAPPING
LIGHT
SOURCING
REFLECTIONS



PLATFORM:

PC

AVAILABLE:

January 2001

CATEGORY:

Sim

PLAYERS:

1

PUBLISHER:

Electronic Arts





The game has no flashy cut scenes but because the creature changes, the whole setting and scenarios will reflect this. Yes it is a role playing game, yes it could be a virtual pet game, yes it's strategy, yes it's war... Anything. In effect, it has evolved from all of my previous games. All my previous mistakes have been rectified in this!"

WOAH-OH-OH IT'S MAGIC, YOU KNOW-OH-OH

The player starts by 'converting' the villagers in an attempt to persuade them to worship you. Once they have become your loyal followers, they can be used to perform a vital function. By summoning them to your Citadel, you can have them perform strange and elaborate worship rituals in your honour. As they dance around the Citadel praising your name, they are generating life force; the essential ingredient for the magical spells you will soon be able to cast.

"There are endless spells, so if you feel the village could be attacked you use a 'shield' and paint that around the area you wish to be enclosed from attack. The shield will be constantly pulling power from the citadel and that very power will be draining the life force of the people. Casting magic is so simple and as you learn spells, your creature will watch you and learn as well. Then it will go out and act as an agent of battle on your behalf. When you do something neat it will actually turn around and look at you.

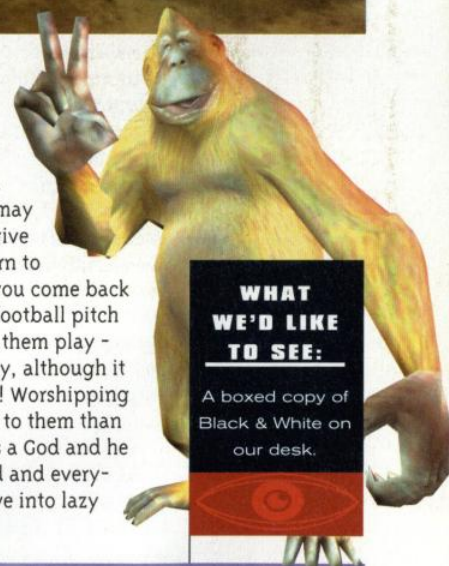


A-WHIM A-WAY A-WHIM A-WAY

The face will actually smile and it will cry and it will laugh. To elaborate, imagine you continue casting a fire spell in a straight line. Your creature will curiously watch you, then eventually begin casting the spell in the same manner.

"As a designer, I find it a huge challenge trying to design a game which will please everyone. What we have done with Black & White is to make it tailor itself to the player. If you want you can focus on your creature and leave the AI to take care of the little people - or alternatively you can play a more active role in the lives of the villagers - it's up to the player. If you do not feed the villagers they will come to you and request food, if you take no notice they will look for someone else to worship. These people I like to call 'innocents'. They will

not be violent, they merely want to live and survive and worship you either through love or fear. They also have a learning system, which you may find unbelievable. You can give them a ball and they will learn to throw and eventually when you come back they could have designed a football pitch and you could sit and watch them play - even get your creature to play, although it may end up squashing them! Worshipping you and playing is far better to them than working. I mean, if there was a God and he came down and gave us food and everything, I think we would evolve into lazy creatures!"



WHAT WE'D LIKE TO SEE:

A boxed copy of Black & White on our desk.



"S.O.S. GIANT TURTLE HAS APPEARED!"

Peter Molyneux -dissected!

"Turds can actually kill people if they hit from the great height of the creature's outlet!"

IF YOU HADN'T...

"If I hadn't made it into the games world I really do not want to think where I might be. I have a strong belief that I am not that intelligent. I can't write or draw, play music, do sports. I live and breathe games. I would possibly be in some corporate Hell not doing very well. If I had the gift of being clever, then I would have gone into genetic engineering!"

PERSON YOU MOST RESPECT?

"Miyamoto, the guy who wrote Zelda. That is the game I would most like to have worked on."

LIFESTYLE

"Changes. 10 years ago I lived on baked beans and could not pay the bills. I do not have to struggle but I love creating games. I have tried to give it up but after a week I felt panicky and stressed out, so what I do makes me happy. This is my life!"

FAVOURITE GAMES

"It must be Zelda. The first game I bought was Space Invaders on the BBC Acorn that I was really disappointed with. It did not live up to the arcade version. The first game I bought and enjoyed was Defender of the Crown on the Amiga and Red Alert."

HIDDEN TALENT

"What I do best is to get the best out of people and to spot their talent. When I first met Glen Corpes who wrote many games for Bullfrog, he walked into the office and had never written a game before. He was a computer operator, and had never done any programming. But once I spoke to him, I knew the guy was a genius."

BEST DAY IN YOUR LIFE

"This is going to sound really boring but it was the first showing of Black & White. There was a lot riding on it and it was incredible - the reaction I got."

GAMES THAT DISAPPOINT

"I really enjoyed Red Alert, I must have played it five times from start to finish. I was like a 12-year-old kid waiting for Tiberian Sun... and I was really disappointed. It was

good but wasn't what I had expected. With three years in development I expected a lot more. I believe there is a lack of vision in our industry."

HOBBIES

"My love and passion is creating computer games. I really have no real hobbies. In the week I never really switch off. I work every hour I can. Yesterday for instance which is nothing unusual I started work at 11am and stopped at 4.30 the next day. I would go home sleep and start again. At the weekend I never go near or turn on a computer - anything but. I do not even watch TV much. I guess I socialise a lot but nothing more. There is not enough room in my mind for any hobby. If you are designing a game you must be obsessed with it and so that does not leave you any room for anything else. I can't understand how people can flit from so many things. My focus is on games!"

DYSLEXIA

"Being dyslexic was a problem at school, so much so that the school said that I would never achieve anything or be suitable for any real kind of job. People thought I was lazy and in my school days dyslexia was unheard of. People with dyslexia can not express themselves on paper, and I still cannot, but give me a computer with a word processor - complete with spell and grammar checker - and I am fine. You will never see me writing notes on paper. I was on a TV program about being dyslexic and the general opinion was that people who are dyslexic are more creative, but I would challenge this point. If you were to ask me to write an essay on paper I would break out into a sweat!"

LIFELIKE GAMES

"Games will never be life-like. That is a whole new untapped area. Writing a game on what the world is about is another matter. It would be nice if life was like a game though! One day, maybe we will be able to hook ourselves up to games, bypass everything and tag them straight into the brain."

BULLFROG

"Being part of the original Populous and Theme Park team is a tremendous feeling. It

is a slice of immortality. Bullfrog has 250 people; I started it with just five of us. I do feel jealous about the resources they now have but I have been paid well for selling the company!"

WHAT CAN YOU LAUGH ABOUT?

"Anything to do with toilets. We British are very lavatorial. People in any other country do not understand this, but we do! Strangely enough, and I am not doing this purposely, but in Black & White you actually see bodily functions being performed. To put it in a straightforward way, turds can actually kill people if they hit from the great height of the creature's outlet!"

WHAT MAKES YOU ANGRY?

"I do not suffer fools very well. I hate people who are foolish intentionally. I have no patience with them. It is terrible to waste your life being stupid. You only live once and so you must take things seriously and live it to the full. You are only here for a small time so make the most of it."

MOTTO

"Don't be impatient."

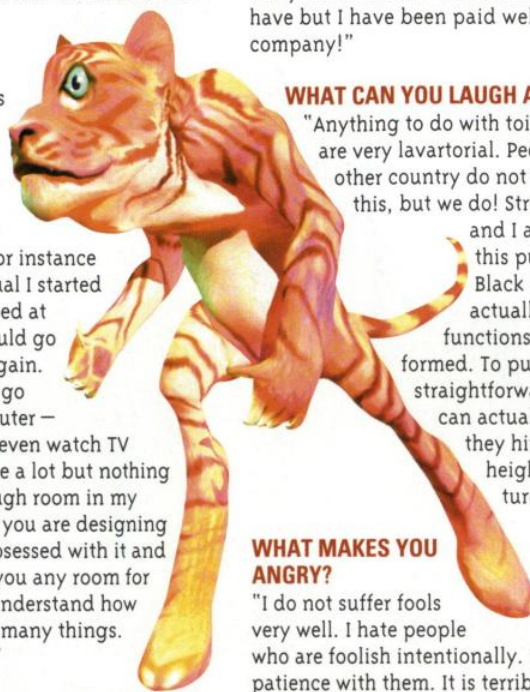
WHY BLACK AND WHITE?

"I have always wanted to create a game with a single creature that was a representation of the player playing it. This is an incredibly rewarding game. I can go and look at the game for hours on end and find it changes completely. This is what games are about. Even using the word "game" sounds slightly derogatory. This is, I hope, a new genre. But... that is for other people to say. I will only say, that this game cannot be categorised."

THE FUTURE?

"The computer game is still not mass market, but it will be some day. Despite what people are saying, I believe that 80% of people will own and play games. Machines like the PS2 - entertainment boxes - will set a new standard. They're not just game machines, as it will play DVD, music, films etc.

If the games industry is an art form, then we are a very primitive one just like the early silent movies. When we start to deal with emotions in a game and care about characters in a game, we will then start to see it become truly mass market. When you get someone to write a story that plucks your emotions - that is when the gaming industry will really take off."



Our thirst for conquest goes unquenched no longer.



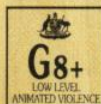
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AGE of EMPIRES® The CONQUERORS EXPANSION



Five new civilizations to lead or conquer: Aztec, Mayan, Huns, Spanish, and Korean. Four new campaigns to emerge victorious: Attila the Hun, El Cid, Montezuma, and the Battles of the Conquerors. Your challenge: Expand your empire and rule the world.
www.microsoft.com/games/conquerors



the world is not enough

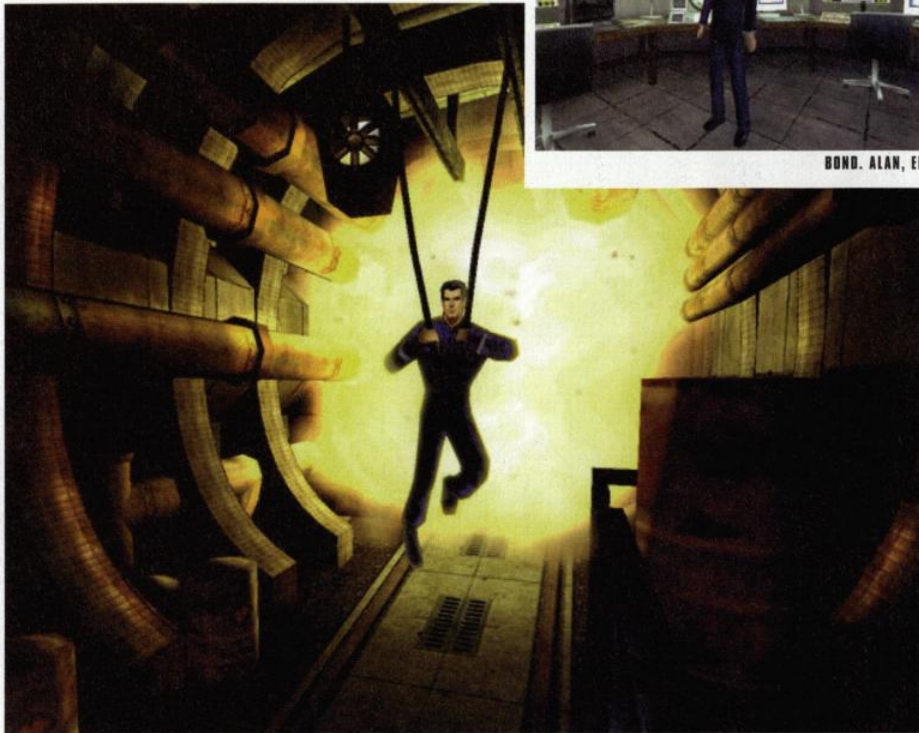
"The AI is also looking very promising – GoldenEye for the next generation if you will."

WHAT WE'D LIKE TO SEE:

Guest appearances by classic villains and Bonds from past films.



BOND, ALAN, ER, I MEAN JAMES BOND



EXCUSE ME JAMES, BUT THERE'S A DEADLY FIREBALL BEHIND YOU



PLATFORM:	N64 / PSX / PS2 / PC
AVAILABLE:	Late 2000 / Early 2001
CATEGORY:	First Person Shooter
PLAYERS:	dependent on platform
PUBLISHER:	EA

This is EA's second Bond outing since acquiring the much-coveted Bond license. The first (Tomorrow Never Dies on PlayStation) was a rather clumsy mish-mash of genres which went universally unnoticed. Their next attempt, The World Is Not Enough (TWINE) is being developed for the PlayStation, PlayStation 2, N64 and PC, and each version will be customised to reflect the strengths and weaknesses of each platform.

TWINE's inspiration is very clearly Rare's masterpiece Goldeneye. We know that imitation is the sincerest form of flattery and all that, but do EA have the creative skills to expand on Rare's solid Bond foundation?

TOM BAKER WAS OUR FAVOURITE BOND... HIS SCARF WAS SO COOL!

Following the events of the film, EA will be fleshing out parts of the storyline that weren't covered, as well as using their creative license for some all new locations and villains. Set across to enveloping missions including a fight in a stolen Russian submarine, a race through the streets of Istanbul and skiing through the Caucasus mountains, EA are looking to put all the stealth and espionage in TWINE that you'd expect from a Bond game. Better yet, in the tradition of McGuyver and post-modern gaming, the situations Bond

finds himself in will not have linear solutions, but several different potential solutions.

In line with this freeform puzzle solving, the environments will be highly interactive. Bullets will be tangible objects in this world. Even the casing is a real 3D object ejecting as you fire, remaining on the ground wherever it falls. The bullets themselves will be able to knock a gun from the hand of an enemy, send a chair spinning, blow a lightbulb, hit a pressurized pipe filling the room with gas and even blow holes in walls... or so we're told.

The AI is also looking very promising – Goldeneye for the next generation if you will. Enemies use objects and structures in the environments for cover, back away if you rush them, or relentlessly come after you if you're vulnerable. Enemies won't only live realistically, but will die realistically too... each model has up to 25 different body sections that trigger different animations when hit, so get ready for some more of that "kneecap, kneecap, hand, hand, back of the head" poppin' fresh fun. Then throw in more than twenty weapons including the BCK-74 Russian assault rifle with grenade launcher and twenty gadgets including a grappling hook and taser on Bond's watch, and you'll agree that TWINE is looking promising. Martinis not included.

NINTENDO 64

The N64 version is no slouch from what we've seen, and features some great multiplayer options including Deathmatch, Capture the Flag, King Of the Hill, and Last Man Standing. In contrast to Perfect Dark, multiplayer matches will be limited to four players at once, whether they be human or bot.

PLAYSTATION

Developed by Black Ops, this is the most technologically limited version. Fortunately, Black Ops have come up with a new rendering engine with an awesome draw distance.

PS2

Packing a four-player split-screen mode, this is the earliest TWINE in development. The development team is shooting for 60fps, but will settle for nothing less than 30fps.

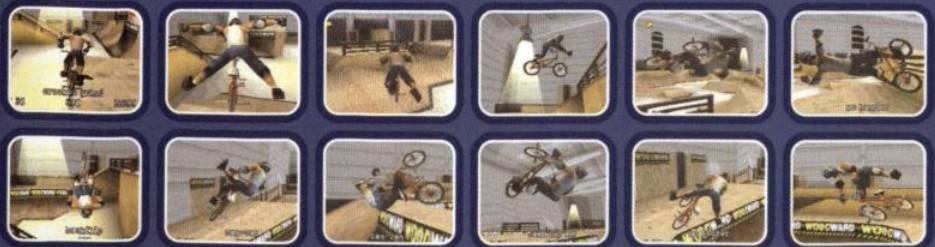
PC

Based around the Quake 3 engine with an enhanced skeletal animation system and a sophisticated AI system, TWINE on PC looks awesome.





Dave Mirra freestyle BMX™



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

RELEASE DATES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

PLAYSTATION 2

Billiards Master
Daffy Duck Quack Attack
Dead Or Alive 2: Hardcore
Disney's Dinosaur
F1 Racing Championship
FIFA 2001

Gangsters
Ground Control
Hidden & Dangerous 2
ISS 2000
Midnight Club Racer
Oni

Rayman Revolution
Ready 2 Rumble Round 2
Smuggler's Run
Summoner
Timesplitters
Wingover 3

PLAYSTATION



3, 2, 1 Smurfs
Aladdin
Bond: 007 Racing
Crash Bash
Dragon Seek
ESPN Fisherman's Bait 3
Goofy's Fun House

Grinch Who Stole Christmas
Hello Kitty's Cube Frenzy
Hidden & Dangerous 2
Hot Wheels Hybrid Racers
ISS 2000
Legend Of Dragoon
Looney Tunes Racing

Matt Hoffman's Pro BMX
Ready 2 Rumble Round 2
Rock Em Sock Em Robots
Star Wars: Demolition
Tomb Raider Chronicles

PC



Arcanum
Blair Witch
Chicken Run
Colin McRae Rally 2
Earth III
Empires Of Napoleon
F1 Racing Championship
F1 World GP 2000
Grinch Who Stole Christmas

Hitman Codename 47
International Air Racing
Iron Dignity
Mafia The Lost Heaven
Max Payne
MechWarrior 4: Vengeance
Monster Force
NASCAR 4
Oni

Pool Of Radiance
Pro Rally 2000
Project IGI
Severance: Blade Of Darkness
The Mummy
Throne Of Darkness
Tomb Raider Chronicles
Tropico
Two Worlds

DREAMCAST



Army Men: Sarge's Heroes
Disney's Dinosaur
European Soccer League
F1 Racing Championship
Grinch Who Stole Christmas
Gunbird 2
Heavy Metal FAKK 2
Heroes III

Matt Hoffman's Pro BMX
Max Payne
Max Steel
Phantasy Star Online
Quake 3
Sega GT
Shenmue
SNK Vs Capcom

Star Wars: Demolition
Street Fighter 3 Third Strike
Stupid Invaders
SWAT 3D
Tomb Raider Chronicles
Toy Racer
Worldwide Soccer 2001

NINTENDO 64



Batman Of The Future
Donald Duck Quack Attack

Legend Of Zelda: Majora's Mask
Midway's Greatest Arcade Hits Vol 1

Pokémon Puzzle League
The World Is Not Enough

GAME BOY

3D Ultra Pinball
Animorphs
Austin Powers: Yeah Baby Yeah
Dinosaurs
Doug's Big Game
Dragon Wings

Formula 1 2000
Grinch Who Stole Christmas
Hello Kitty's Cube Frenzy
Inspector Gadget
Jungle Book
Kirby Tilt N Tumble

Matt Hoffman's Pro BMX
Max Steel
Merlin
Robin Hood
X-Men Mutant Wars

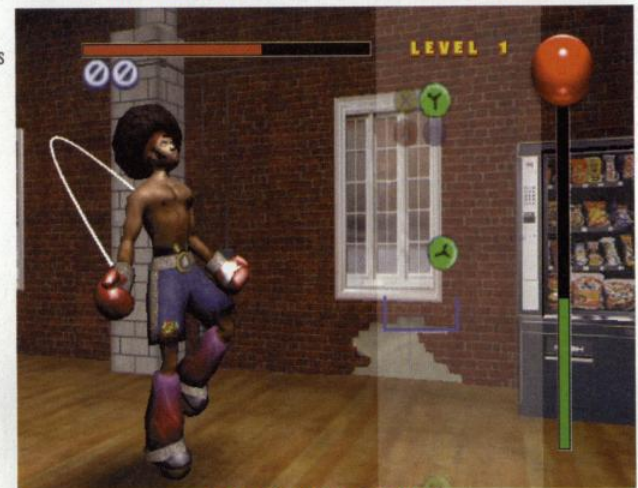


DEAD OR ALIVE 2: HARDCORE

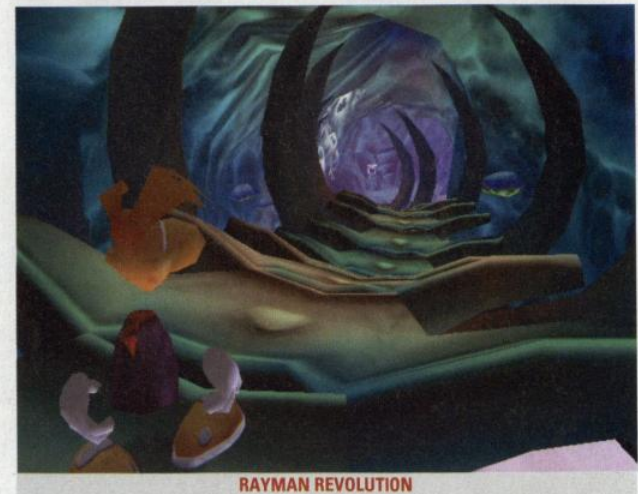


MIDNIGHT CLUB RACER

SMUGGLER'S RUN



READY TO RUMBLE 2: ROUND 2



RAYMAN REVOLUTION



COMING SOON



Way ahead of everyone else.

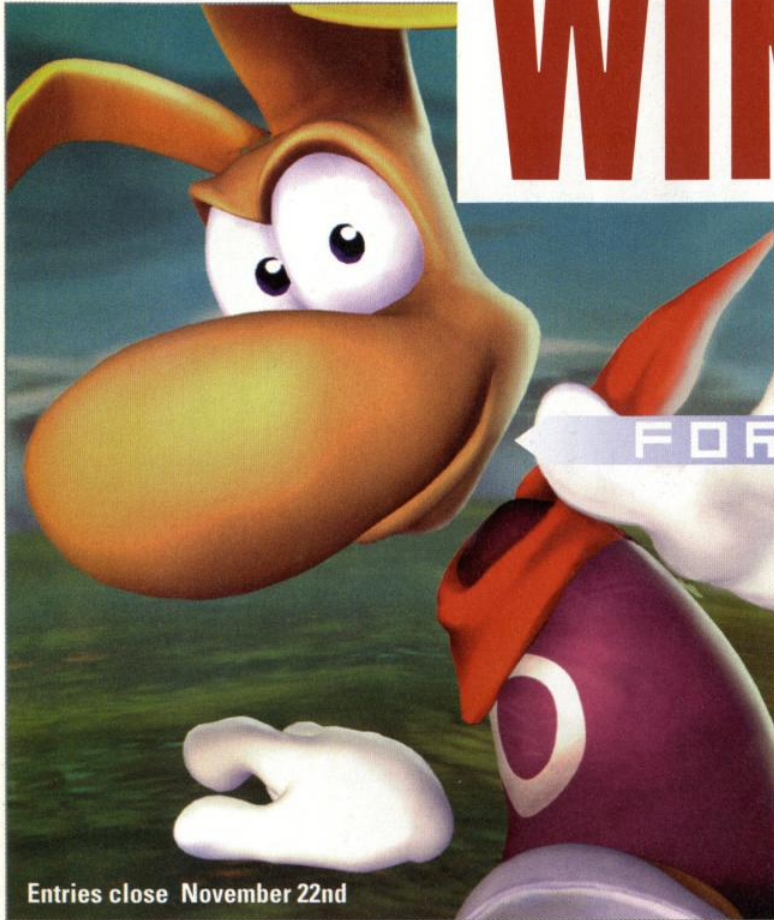


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WINWINWIN



RAYMAN 2

FOR PLAYSTATION

Bonjour, pouvez-vous comprendre cette phrase? Well, anyway, we have 5 copies of Rayman 2 and 5 funky Rayman rain jackets (beautifully stitched black jackets with zippers and adjustable cords to ensure a great fit, can be folded to pocket size for easy carriage) to just give away! Thanks to Ubi Soft, you can look like a true Rayman freak in your very own Rayman rain jacket, or failing that, just sit at home and play this great game.

➤ Which country did Rayman originate in?

Put your answer on the back of an envelope with your name and address, and mail it to:

Vouslez-vous... ahh forget it, Hyper, 78 Renwick St, Redfern, NSW 2016.

Bonne chance!

Entries close November 22nd

CRIMSON SKIES

FOR PC

Dive into some fabulous dogfighting action on your PC this month, thanks to Microsoft. We have 10 copies of Crimson Skies and 10 copies of the Crimson Skies book to give away to the first ten correct entries drawn. Fear not though, because we have another 20, yes 20 Crimson Skies books to give away to twenty runners-up. To be in with a chance to win, answer the following question...

➤ Who is the main character in Crimson Skies?

Put your answer on the back of an envelope with your name and address, and mail it to:

Loop The Loop, Hyper, 78 Renwick St, Redfern, NSW 2016.

Rat-a-tat tat.



WINWINWIN

COMMAND & CONQUER™

RED ALERT 2



INVADING YOUR STORE SOON!

Westwood
GAMES

PC
CD



The Soviets are back -this time on American soil. And their mysterious mind-control technology is turning Americans into mindless automatons. Take up arms for the Red, White and Blue-or just the Red. Red Alert 2's vast arsenal of land, sea and air units offer new levels of brain-busting strategy. Infiltrate with Terror Drones. Crush 'em with Apocalypse Atomic Tanks. Light 'em up with Prism Cannons. Whatever your allegiance, Command & Conquer: Red Alert 2 pushes the frontier of RTS gaming.

HISTORY IS WHAT YOU MAKE IT.



Build an empire to dominate the world. Lead your people and master military, scientific, diplomatic and economic strategies over the span of 6,300 years.

Negotiate via the most advanced diplomatic model available. Use threats, counter-proposals or treaties as you deal with AI adversaries with distinct personalities.

Manage your empire the way you want. Dictate every decision or allow your mayors to govern their cities while you concentrate on the big picture.

Play through scenarios and change the course of history, or create your own with scenario building tools on randomly created maps or on Earth itself.



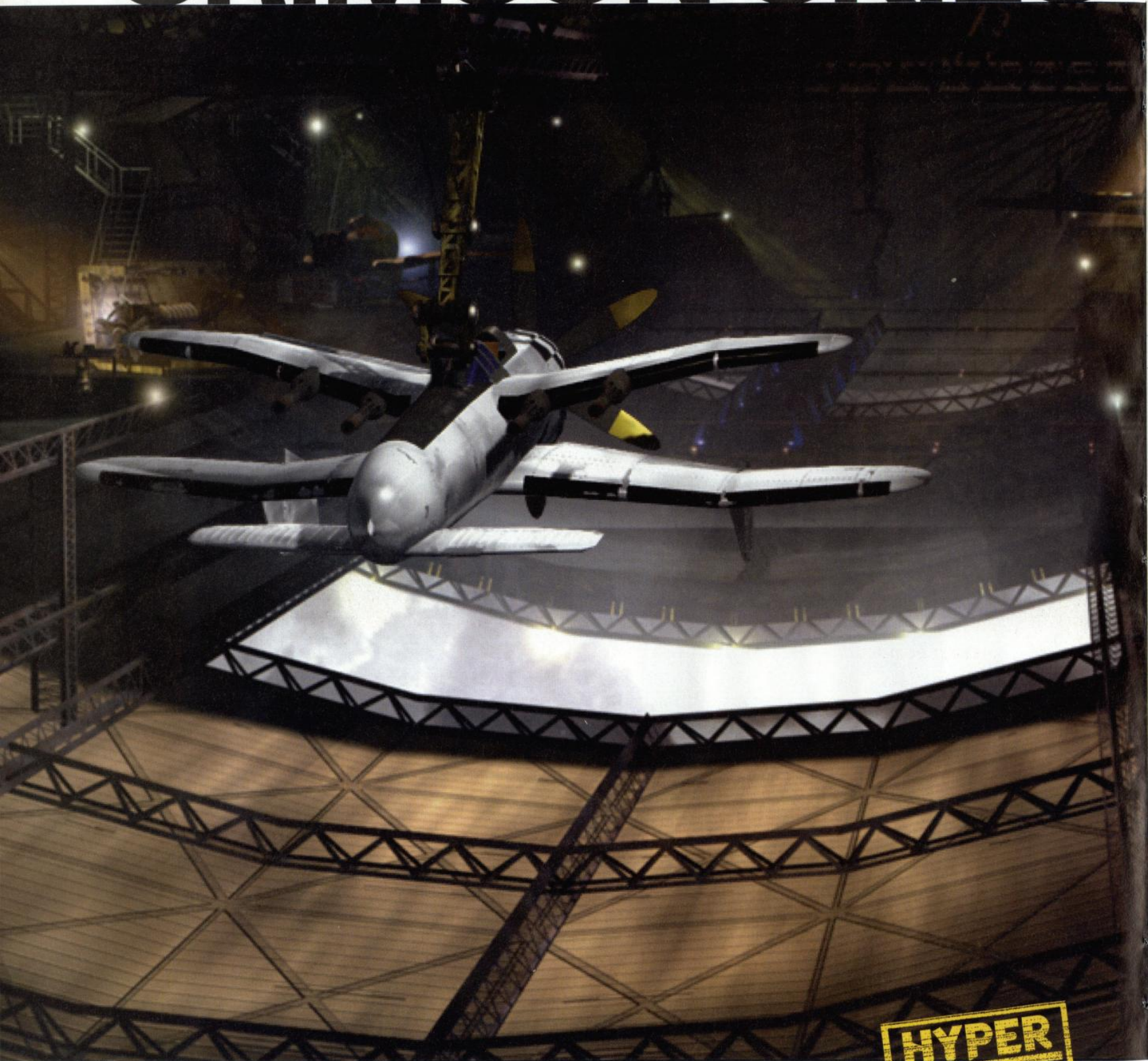
What if Kennedy had backed down from Khrushchev? What if Alexander the Great had been a diplomat? What if the King and Queen of Spain hadn't funded Columbus? What if Vice President Gore had invented the Internet? What if you led the world?

CALL TO POWER™ II

THE POWER TO CHANGE HISTORY
IS IN YOUR HANDS.

PC

CRIMSON SKIES



52 »HYPER

Microsoft deliver a mighty payload of fun with this flight-combat sim seemingly spawned from the mind of some b-grade Hollywood movie director. We love it.



REVIEWS



Green for Dreamcast
 Yellow for PC
 Red for Nintendo 64
 Blue for PlayStation

NINTENDO 64

- 78.....TUROK 3: SHADOW OF OBLIVION
- 80.....DUCK DODGERS

PLAYSTATION

- 68..... TONY HAWK'S PRO SKATER 2
- 72..... SPIDERMAN
- 74..... SPYRO 3: YEAR OF THE DRAGON
- 76..... STAR TREK: INVASION
- 90..... DAVE MIRRA FREESTYLE BMX
- 90..... RC REVENGE
- 90..... RAY CRISIS
- 92..... MIKE TYSON BOXING
- 92..... MTV SKATEBOARDING

PC

- 54..... CRIMSON SKIES
- 58..... SACRIFICE
- 62..... MIDTOWN MADNESS 2
- 64..... STAR TREK VOYAGER: ELITE FORCE
- 66..... HOMEWORLD: CATAclysm
- 92..... METAL GEAR SOLID

DREAMCAST

- 82..... LE MANS 24 HOURS
- 84..... CAPCOM VS SNK
- 86..... DEEP FIGHTER

GAMEBOY

- 94..... PERFECT DARK
- 94..... BUFFY THE VAMPIRE SLAYER
- 94..... MTV SKATEBOARDING
- 94..... TUROK 3

THE HYPER CREW'S TOP 5

WHAT WE'RE PLAYING THIS MONTH

Eliot Fish – Editor

1. Crimson Skies – PC
 "The most fun you can have with your pants on."
2. Baldur's Gate II – PC
3. Super Star Wars – SNES
4. Thief Gold – PC
5. Tony Hawk's Skateboarding – Dreamcast

Cam Shea – Deputy Editor

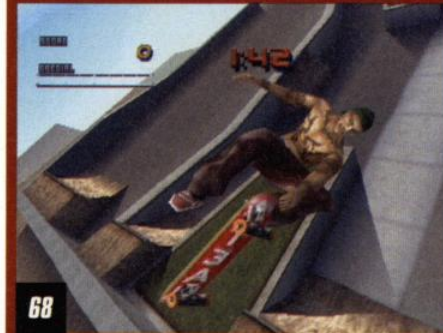
1. Tony Hawk's Pro Skater 2 – PlayStation
 "Champagne gaming. Cheers to Tony Hawk. Jeers to having a life."
2. Rollercoaster Tycoon: Loopy Landscapes – PC
3. Quake 3 Arena – PC
4. Mario Tennis – Nintendo 64
5. Street Fighter 3: Third Strike – Dreamcast

Roland Flanagan – Reviewer

1. Let's Smash Tennis (Japanese version) – Nintendo 64
 "The most fun I've ever had with a game that's not even in English!"
2. Shogun – PC
3. Tony Hawk's Pro Skater 2 – PlayStation
4. Perfect Dark – Nintendo 64
5. FIFA 2000 – PC.



54



68



72



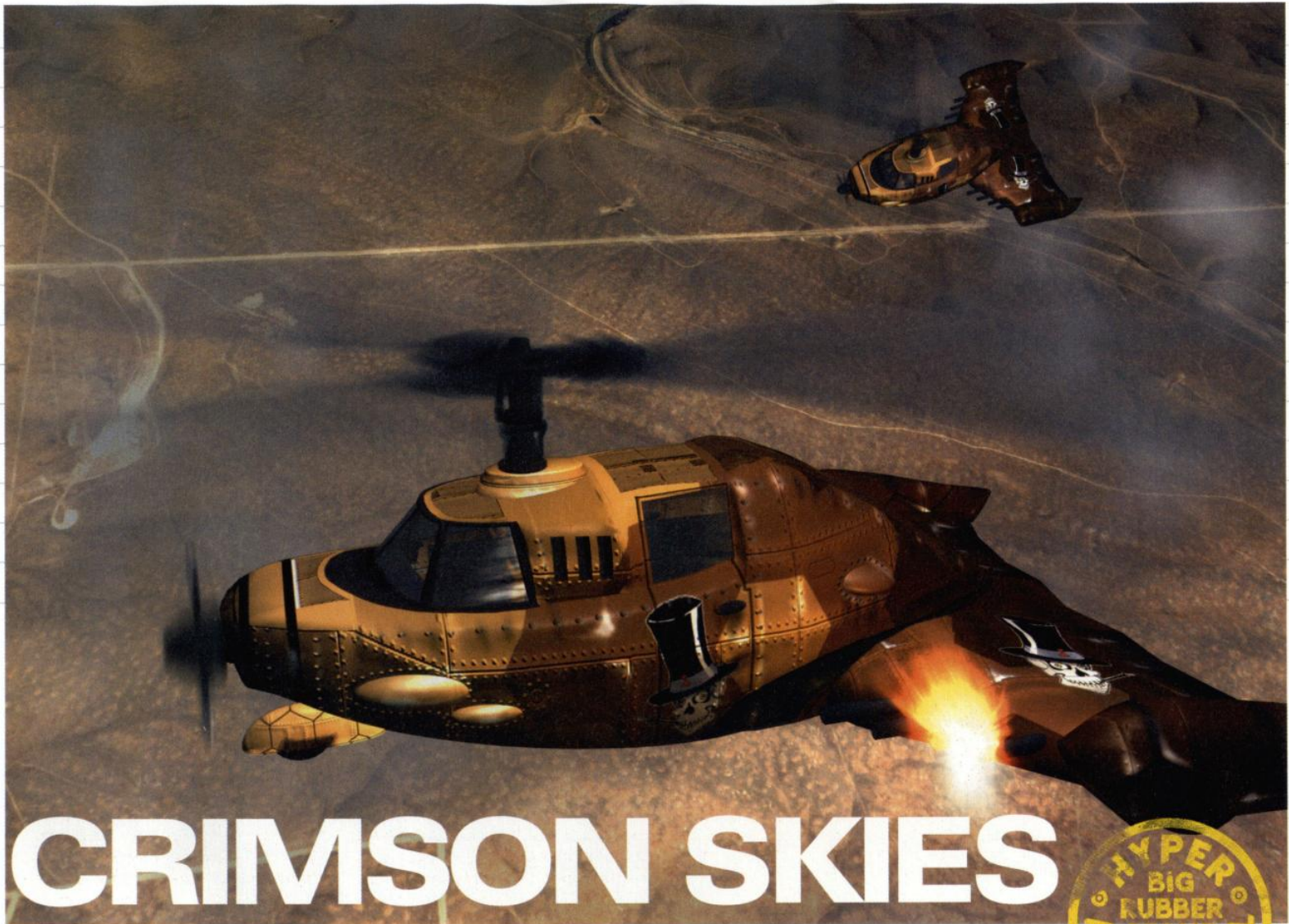
74

HYPERR

All in-house PC previews and reviews are done on Gateway computers.

www.au.gateway.com





CRIMSON SKIES



Eliot "Flying" Fish goes looking for bogeys...

AVAILABLE:	Now
CATEGORY:	Flight Combat
PLAYERS:	1-Multi
PUBLISHER:	Microsoft
PRICE:	\$89.95
RATING:	M
REQUIRED:	PIII 300, 64MB RAM, 3D Card
DESIRED:	PIII 500+, 128MB RAM, 32MB 3D Card, Joystick.

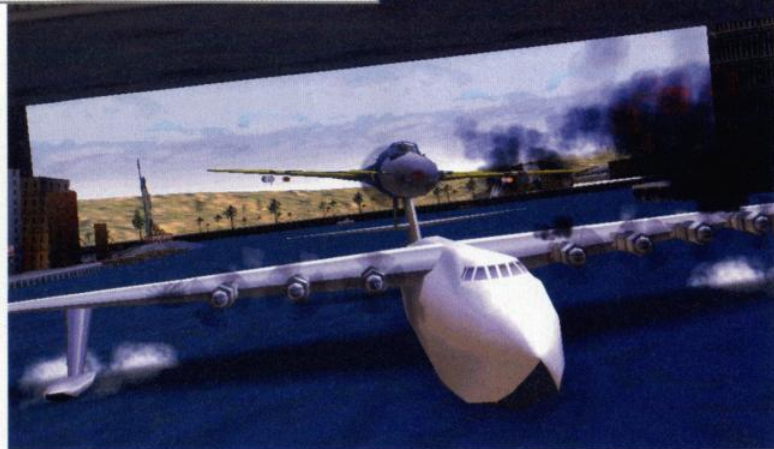
>> Well it looks like it took Zipper Interactive and Microsoft to bring the increasingly jaded gaming world out there a game that's both original and flat-out fun. *Crimson Skies* tackles the traditional Flight Combat sim and turns

it into an easy-to-fly, almost arcade like experience. Cross a WWII flight sim with something like *Wing Commander*, and you just might be able to visualise what this game is like. Strap on your goggles and hop in...

BOGEY IN YOUR NOSTRIL AT 12 O'CLOCK

If you gave Indiana Jones a pilot's license and a stack of James Bond novels for inspiration, Nathan Zachary is probably the kind of guy you'd end up with. What's even better, is that in *Crimson Skies*, you get to BE Nathan Zachary. The hottest pilot over the South Pacific, and a pirate after a quick and easy fortune, Zachary is the ultimate daredevil. You travel on-board the zeppelin *Pandora* with a team of rag-tag pilots who will accompany you on your adventures. You'll get to know most of them fairly well

through some very comical mission briefings... the voice-acting in *Crimson Skies* is very much on the cheesy side, but it's obvious that it was kind of intended. It makes the game feel like some old Saturday afternoon matinee, where the hero wears a pretty scarf and



SHOT YOUR FOKKER FACE, UNCLE FOKKER





"THIS IS FOR THE PHANTOM MENACE!"



just so happens to be an ex-lover of every single female enemy pilot in the sky.

Don't worry if you think that flight combat games have always seemed too fiddly to fly. *Crimson Skies* has no pretensions of being a serious flight sim — the flying takes virtually no piloting skill whatsoever — it really does feel very easy to jump right in. This doesn't mean they haven't tried to keep the visuals realistic though... You can be flying above cloud cover, peppering the side of a Zeppelin,

only to dive down below the clouds to appear on the other side, in a full rain storm. Gorgeous. The special effects are wonderful, from misty wispy clouds, to night flying over oceans with the water lighting up with spectacular explosions. The visuals in *Crimson Skies* will keep you sucked right into the experience. An interesting fact to note though, is that *Crimson Skies* actually

plays best as a third-person game (where you see your plane just in front of you). You can switch to a cockpit

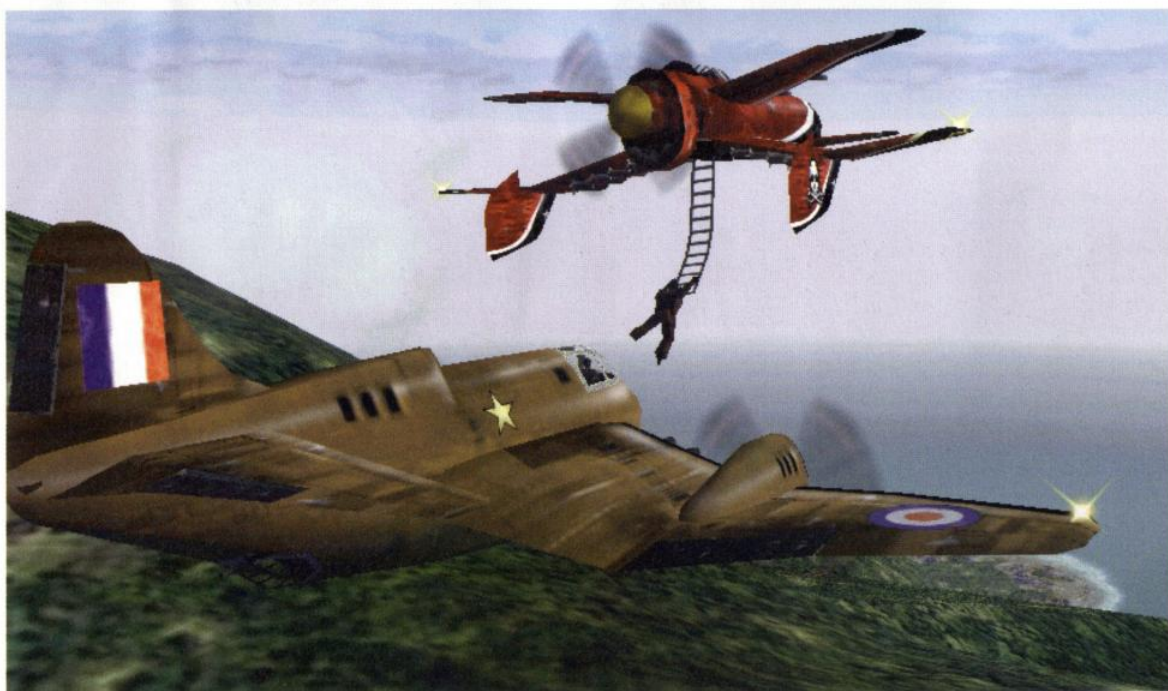


WHOOPS, I THOUGHT THAT BUTTON WAS FOR THE AIR CONDITIONER

mode, or a fully first person mode, but you'll find that seeing your full wingspan is actually beneficial due to the amount of stunt flying you can do. And the planes look awesome too. If you pull off some neat aerial tricks mid-mission, you hear a shutter click, and a photo of your stunt appears in your post-mission scrapbook. Nice. When missions are complete, you even get rewarded with cool moments of

the particular mission, like newspaper clippings, photos of your triumphant crew or personal letters... some even from the ace you might have shot out of the sky. You see, everyone can bail to safety in *Crimson Skies*... even you.

DON'T FORGET YOUR PARACHUTE *Crimson Skies* offers a campaign mode with a full-blown soap-opera style story, an instant action mode where



IT WAS THEN THAT FRANK REALISED HE'D LEFT HIS WALLET IN THE COCKPIT



"YOU'VE COOKED YOUR GOOSE!"

you can select your own mission parameters and hop in for a quick blast as well as multiplayer mayhem. You can even build your own planes from the money you can earn in the campaign mode. With a very easy-to-use custom plane set-up, you can select your chassis, engines, weapons and even paint your plane, and then fly it in the game.

The actual meat and potato action in *Crimson Skies* is pretty straight forward, but huge amounts of fun. You'll basically be flying your plane like a madman, fighting to get onto the tail of your enemies, spraying them with bullets and attempting to stay alive long enough to pull off whatever your mission objectives may be. You'll be attacking the engines on airships, blowing up airfields, machine-gunning boats, rescuing damsels in distress and flying inside, under, around and through all sorts of fantastic environments.

There may not be any complex wingman communication like in other combat sims such as the *X-Wing* games or *Starlancer*, but *Crimson Skies* is all about providing an easy

and fun gaming experience. Not too easy, mind you, more... simplified... than anything, and it works! It would be nice to be able to actually tell your wingmen exactly what to do at times,

as they rarely help you with specific mission objectives, but if it increases the game's difficulty then that's probably a good thing.

All up, *Crimson Skies* is a blast.



GOODYEAR SWIFTLY DISPOSE OF ANY RIVALS



PLUS

Fast, fun, aggressive dogfighting.

MINUS

Needs a powerful PC for maximum eye candy.

VISUALS	SOUND	GAMEPLAY
94	90	90

OVERALL

92

More polish than a Cessna straight off the construction line.

Ace pilots don't settle for cheap thrills.

Real flying is all about wrestling the raw powers of Mother Nature. Hanging on as you throttle your engines. And relishing the feeling as your wheels kiss the tarmac. You've never felt anything like the new SideWinder® Force Feedback 2 joystick. Using a next-generation processor, it takes technology to the limit by delivering over 100 distinct forces with more speed and strength than ever before. Turning more than 200 force feedback-enabled games into the most intense gaming experience imaginable. So the next time you're ready to push the envelope, you'd better buckle in first.



MICROSOFT
SIDEWINDER
FORCE FEEDBACK 2



SACRIFICE



Dan Toose had to sacrifice a fair dose of sleep after receiving Shiny's latest offering.

AVAILABLE:	Now
CATEGORY:	Strategy
PLAYERS:	1-4
PUBLISHER:	Interplay
PRICE:	\$89.95
RATING:	M
REQUIRED:	P11-300, 64MB RAM, 3D accelerator
DESIRED:	P11-450, 128MB RAM, 32MB 3D accelerator

>> Maybe I've got some sort of megalomaniacal thing happening, or an undying interest in immortality, because I've always had a soft spot for "God" games. Peter Molyneux got me hooked with titles such as Populous, and he's still holding my interest with the upcoming Black & White, which bears an uncanny resemblance to the game at hand... Sacrifice. Unlike Bullfrog's Populous series, you're not a god, but rather a



IF THIS GAME WAS ANY PRETTIER, IT'D BE NAAMI CAMPBELL

wizard who performs various tasks and services for the gods, as he sees fit. As the game progresses, it becomes apparent that our intrepid wielder of magic has a rather torrid past, which eventually will come back

to not only haunt him, but the rest of the world as well.

LIKE A GOAT ON AN ALTAR...

Sacrifice is a 3D real time strategy game, that has some basic hands on

elements to control the movement of your wizard, but is otherwise very much a strategy title. Although your wizard develops a library of spells to assist him in his efforts, he is very much reliant upon his minions, whom he summons

Sacrifice comes with its own level editor – a feature which is becoming pretty standard these days, which is good to see.



THE HILLS ARE ALIVE, WITH THE SOUND OF... ER, SACRIFICING

and orders about. Success is generally based upon defeating another wizard who occupies the same island (each land is a floating hunk of earth), by destroying their altar, which is essentially the source of their power, and also a place where they can resurrect themselves should their body die.

As if it wasn't obvious from the screen shots, Sacrifice is an extremely pretty game. Very few games deliver the same sensation of being in a 3D landscape that truly sucks you in. Even though the undulating hills aren't made up of millions of polygons, the texturing and lighting is so well done to the point that you really don't notice unless you take time to look. It's also quite likely you'll be gawking at the sky, which is quite dazzling, with shafts of light breaking down through the cloud cover to the ground below. Of course the various spell effects, which ooze coloured lighting and pretty patterns also help to make the game come alive. While the creature and character design is A-grade, the modelling and animation is a tad behind the eight-ball compared to the way the rest of the game looks.

Like so many games in this genre, the sound effects take a bit of a back seat. In this case it's not because they're bad, but simply because the sounds of combat aren't really that

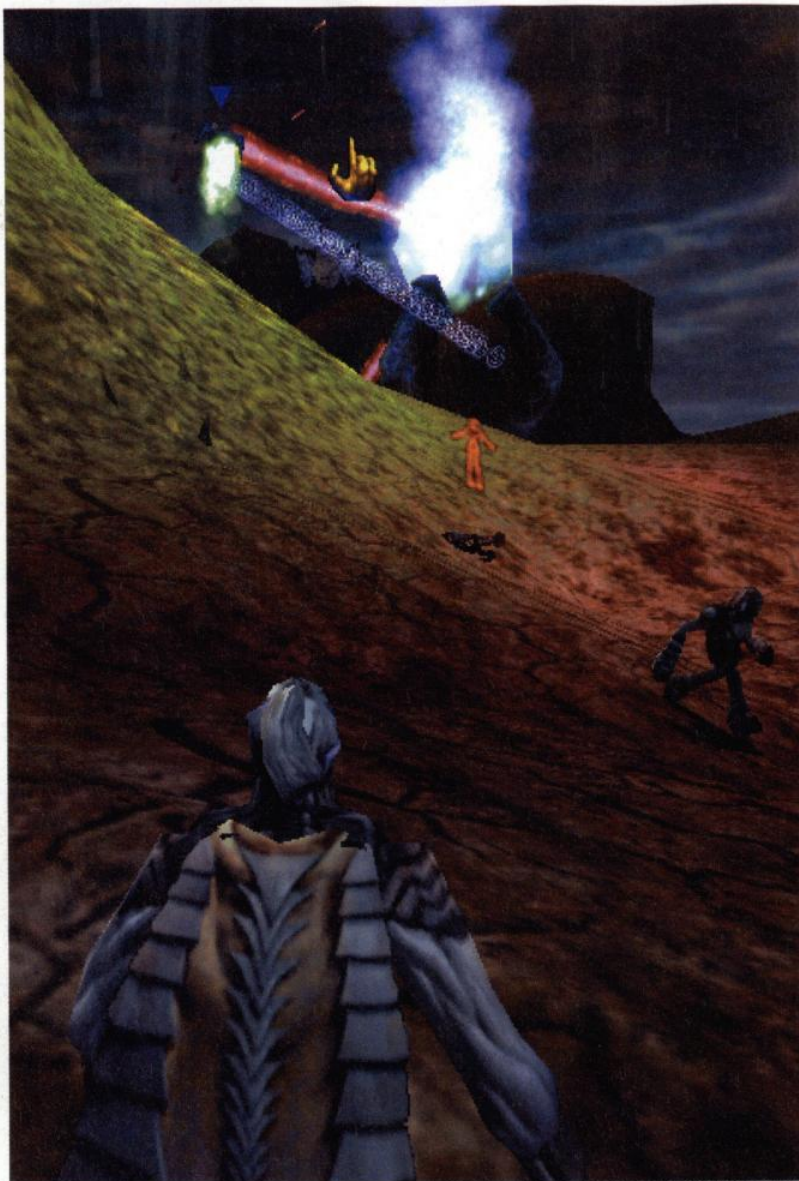
important. What has been handled quite nicely is the speech and music, with the former adding the character and charm, and the latter setting the atmosphere. One particular voice that

you need to pay attention to is that of your familiar, who informs you as to what is going on, which is vital, since you're unlikely to notice something on your mini-map while you're in combat.

DO MY BIDDING

The orders you can give to your units are rather simplistic, but cover all the basics required for you to make use of them. As you gain power, you can summon progressively more powerful monsters, which come with various abilities. Shiny have included enough formation options to ensure that you can not only move your forces around in an organised manner, but more importantly, that you can set them up around your wizard in such a way as to best protect him.





OKAY, SO YOU LOOK LIKE A GIANT BLUE COCKROACH. AH WELL, YOU CAN'T HAVE GOD-LIKE POWERS - AND - GOOD LOOKS.

You don't just need protection, but also mana, which is essentially the only form of resource management within the game, and a rather autonomous one at that. Mana flows from fountains that you can make your own by building a "Manalith" on top of them. Once you've done this, Manahoars can be summoned to follow you around, channelling mana to you.

Combat can get a little chaotic to look at, so the key binding features (standard to RTS games) are a must. It's also important to have a variety of unit types, as the units work in what is very much a paper/scissors/rock scenario. Aerial beats melee, which beats ranged, which beats aerial. On top of the units you have, your spells can swing the tide of battle, with some spells having a great enough effect to deform the landscape around you, like a volcano spell.

USE THE WHOPPING FORCE, LUKE

So what's to stop you from doing the usual RTS trick and just produce a whopping force that is unstoppable?

Well, to create a creature, you need souls, and they're in limited supply. Killing enemies and converting their souls so they can be used is one way to acquire new ones, as is slaughtering the peasants that inhabit the islands you visit. Converting souls takes time though, and is thus difficult until the battle at hand is over.

Sacrifice is an excellent strategy title that focuses on combat more than resource management, and as a result is quite fast paced. Veteran gamers will appreciate the logic behind the way the game is set up, but novice gamers should be warned that they may find the game very confusing at first, as all hell tends to break loose once combat starts unless you're a wiz with the hot keys.

With a healthy whack of single player missions that allow you to choose which of the five gods you work for, plus a

gameplay system that had multiplayer in mind from the start (including single player skirmish), Sacrifice will make a worthy addition to any gamer's collection.



PLUS

Very atmospheric. Fast paced, balanced gameplay.

MINUS

Can become confusing during combat. Not for novices.

VISUALS	SOUND	GAMEPLAY
92	89	90

OVERALL

90

Sacrifice dethrones Myth as the King of 3D fantasy strategy games.

Danger Girl Never Looked So Good!

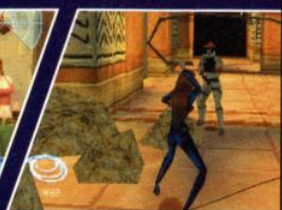
COLLECTORS ITEM!
Manual features exclusive character sketches, bios and artwork from the creators!

3rd person action-adventure has never been sexier with DANGER GIRL, the only videogame based on the best-selling comic book series by J. Scott Campbell and Andy Hartnell.

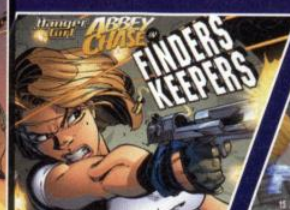
Dare to take control of 3 beautiful yet lethal Danger Girls in an espionage-themed thrill-ride deemed too dangerous for any man to handle!



Varied modes of play: stealth, sniper and more



Dozens of weapons (whips—need we say more?)



Original art by the creators



Classic Danger Girl signature moves



Danger Girl-The Game © 2000 n-Space, Inc. All Rights Reserved. Danger Girl was created by J. Scott Campbell & Andy Hartnell. DANGERGIRL characters and images TM & © 2000 ATOMIC. ALL RIGHTS RESERVED. "P." and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Published and Distributed by THQ Inc. THQ and the THQ logo are trademarks of THQ Inc. All Rights Reserved.



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MIDTOWN MADNESS 2

AVAILABLE:	Now
CATEGORY:	Racing
PLAYERS:	1-Multi
PUBLISHER:	Microsoft
PRICE:	\$89.95
RATING:	G
REQUIRED:	PII 233, 64MB RAM
DESIRED:	PIII 600+, 128MB RAM, 32MB 3D card

Eliot Fish drives like Batman on drugs.

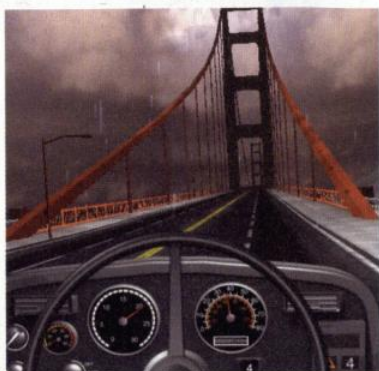
>>> You know what it's like. You open the fridge door and there's no milk. You could have sworn there was at least a dribble left (enough for a cuppa), but no, someone's gone and thrown out that valuable blip of milk. Hopping in the car and popping down to the supermarket would normally not be a problem, but the Simpsons is just about to come on and there's no way you're missing it. The solution? Drive to the supermarket, just do it... creatively. Maybe... hoon it down the hill so you can get enough speed to go flying over the next incline and launch yourself over the traffic waiting at the lights, then casually drop your car off the roof of the building you've just landed on and plop onto the back of a double-decker bus for a smooth transition to the road below. Then of course, you cut through the train station and

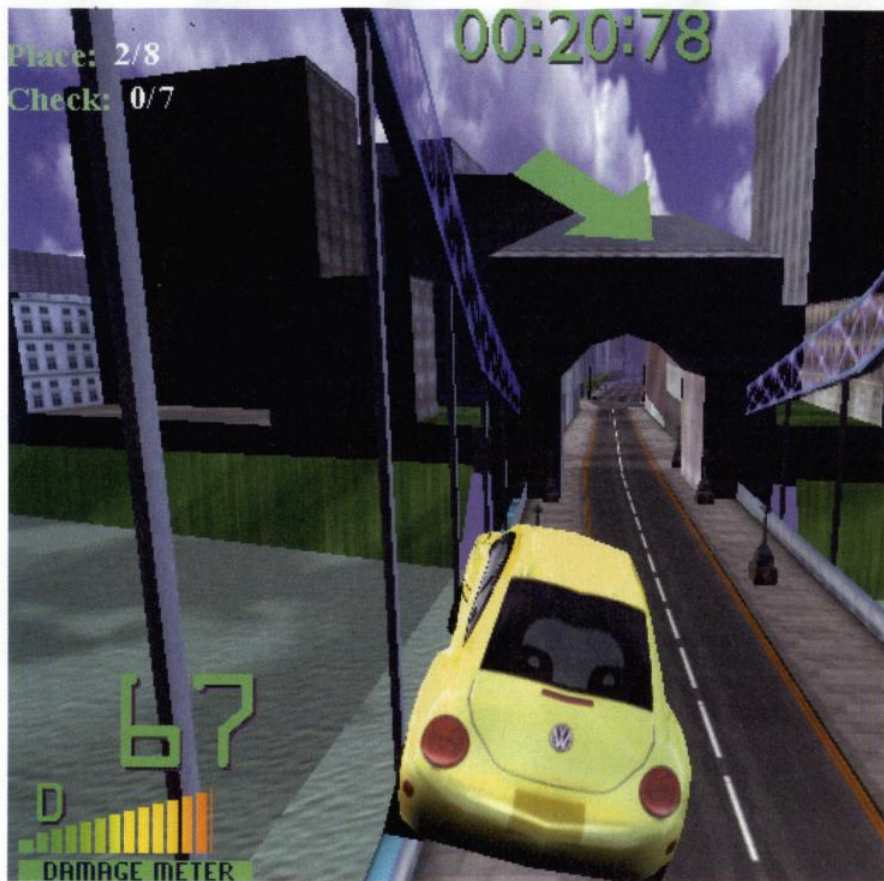
take the tracks because it avoids another intersection, slipping off in time to narrowly miss the old red rattler which is about to come popping out of that approaching tunnel. Now the supermarket is in sight, you just have to fang it a little further, take a detour through the local park (maybe take out a few parking meters) and then just plough your way through the glass doors of the supermarket, pop your head out the window and grab the carton out of the re-fridgerated section. Then wind up your window and find another quick route home...

WHEELY GOOD

Okay, so you can't really do that in real life. Or at least, it's not worth the gaol time. But thanks to Microsoft's Midtown Madness 2 (MM2), you can do it on your PC. The original Midtown

Madness was somewhat flawed, and the novelty wore off a little quickly. Well, without wasting another sentence we can tell you that MM2 manages to rectify a lot of the first game's problems. Microsoft have tried to pump the same game concept (drive like a crazy man anywhere you want to) full of variety (gameplay modes, more cars etc) to add more depth to the experience. Whilst they've certainly achieved this, MM2 still lacks any one central focus and it's this flaw which seems to greatly reduce MM2's addictive power. With a game such as Driver, the story drove the action and there seemed to be a reason to hurl around the city like an idiot again and again. In MM2, there's no central championship mode or story mode that keeps you coming back to progress further. The game is structured in a very non-linear fashion,





UNFORTUNATELY FOR MICROSOFT, IT'S A LITTLE BUGGY



COP THIS!

allowing you to try a bit of this and a bit of that until you're thoroughly bored with the whole process.

Despite this main criticism, MM2 has lots to offer and if you're a fan of "go anywhere" driving games, then you'll no doubt have a blast. For starters, the game allows you to "cruise", meaning that you can enter the cities of London or San Francisco (yep, real maps modelled after the real cities) and simply drive anywhere at your leisure, getting a hang of all the intricacies of the streets. When you get sick of ramming into phone boxes and trying to hit the extremely nimble pedestrians, you can play the Blitz, Checkpoint or Circuit modes. All of these modes are variations on the Checkpoint concept, and successfully winning the subsequent races results in unlocking some pretty hilarious and sexy cars. Everything takes place in either London (tight streets, bendy) or San Fran (huge jumps, wide-open spaces) so it is only two maps, but at least they are big enough that you won't get to know them too quickly. There are also two training courses to play though — the London cabbie and the Stunt Driver, which not only show you new driving skills, but also help you get a handle on the two maps.

FANCY A RIDE?

The multiplayer mode of MM2 has huge potential for long hours of fun. The Cops and Robbers mode allows you to be either a cop or robber (duh), with

one player in pursuit of the other. Either you're returning money to the bank or you're trying to get it back to your hideout... either way it means some cinematic car chases through all sorts of mayhem. This is more like it. If only the single player game had more objective based missions. You can of course play multiplayer through the other modes which are available in the single player game, like Blitz or Circuit which is cool and much more aggressive with friends.

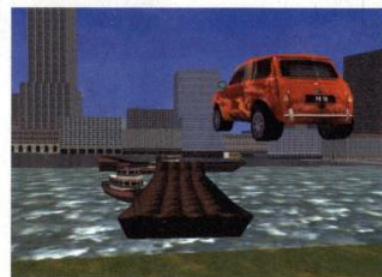
The cars in MM2 drive quite well, and certainly, they look funky. There are lots of camera perspectives, even a

wide-screen mode, so you can pretty much drive how you want to — especially if you're setting yourself up with a wheel. MM2 with a force-feedback wheel would be awesome...

If you loved the thrills of San Francisco Rush, Driver or the original Midtown Madness, then Midtown Madness 2 won't disappoint. However, the concept still feels a little shallow and you could tire of it quickly. If you're a frequent LAN player, then there's certainly a big incentive here to get into this title. But if you're a single-player loner, proceed with caution.



NOW THAT'S FUNNY...



PLUS

Big sprawling cities. Insane pile-ups.

MINUS

Awful voice overs that really annoy.

VISUALS	SOUND	GAMEPLAY
88	74	78

OVERALL

79

Another above-average effort that tries pretty hard to offer more the second time around.



STAR TREK VOYAGER: ELITE FORCE



Eliot Fish beams down in search of lifesigns...



AVAILABLE:	Now
CATEGORY:	First Person Shooter
PLAYERS:	1-Multi
PUBLISHER:	Activision
PRICE:	\$89.95
RATING:	M
REQUIRED:	P266, 32MB RAM
RECOMMENDED:	P300+, 128MB RAM, 3D Card

>> The Star Trek games, just like the Star Wars games, have been a hit and miss affair, some titles capturing the essence of the universe beautifully and others stinking like a Klingon after

a bout of rock and roll wrestling. The First Person genre is obviously the vehicle that has the best potential to immerse you in your beloved universe to the utmost extremes, just like Jedi Knight did so successfully for Star Wars fans. Well, you'll be pleased to know that Star Trek Voyager: Elite Force is probably the most fun Trek experience you've ever had on your PC. Raven Software, the developer, got it RIGHT.

ENSIGN FISH TO THE BRIDGE

Elite Force plays just like a movie-length Voyager episode, except you play the starring role. For starters, you can breathe a sigh of relief that the Voyager cast members supply the voices for all the crucial roles, and you'll be rubbing shoulders with Tuvok, Chakotay, Janeway and even some of the smaller characters. You play Alex Monroe, the head of the Elite Force security team stationed on Voyager, and in your travels you'll command a variety of Away Teams on some deadly missions. That's the first cool thing about Elite Force... it doesn't set up a bunch of missions that make you go off

and do your solo FPS thang... you'll actually be part of away teams on just about every mission, creeping through corridors of a Borg Cube or taking part in a firefight in a derelict spacestation, with your team mates by your side the whole time.

Crew members get hit, go down and get beamed to sickbay, they yell at you to duck if you're in their line of fire and will even help you progress by interpreting alien control panels or getting out the tricorder to figure out what to do next. There is constant chatter between characters, and it's all in the style of the show, making this the most entertaining and thoroughly convincing Star Trek game yet. The voice acting is great, and the sound effects are brilliant, immersing you in the Trek universe. You'll actually enjoy hearing the Borg try to tell you that "you will be assimilated". Funny that. Whilst the character's facial textures are quite low-res, you'll still see their mouths move and a you'll notice a variety of facial expressions which illustrate their mood. Whilst you're walking down the carpeted halls of



HEY SEVEN, HOW ABOUT A LITTLE ASSIMILATION IN MY ROOM?



"LOOK CAPTAIN! IT'S THE BORG LEADER, DJORN!"



Voyager, try whipping out your phaser and firing at a random crew member for a slightly amusing result.

SCREW THE PRIME DIRECTIVE

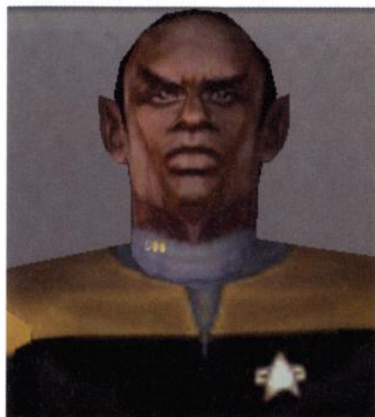
The weaponry at your disposal in Elite Force is quite well designed, considering they had to stay within the realms of Trek possibility. There's the humble phaser, a few alien weapons you'll discover, a grenade launcher, Photon Burst, Tetryon Disruptor and more... all with great Trekkie sound effects and designs. What's even better, is that when a new weapon is available from the equipment room, you'll be able to enter the Holodeck for training in that weapon — such as storming a medieval castle bustling with Klingons. Ammo is replenished by various weapon energy consoles which are scattered throughout the environments, even on alien ground. It's the same with refilling your health bar, there are conveniently located Health consoles around the place. These two elements, whilst obviously needed for game balance, are the only thing which are a little removed from the realms of believability. Still, you're never unhappy to find a health station around the corner. If you're on the Voyager, well, you can just go visit the infamous hologram doctor.

There's a huge amount of variety with the action in Elite Force, usually because your opponents are constantly changing thanks to the evolving storyline. One minute you may be facing Borg (which requires you use a special

I-mod weapon developed by Seven), and the next, you're facing the hordes of terrifying Harvesters who swarm on you like a pack of overgrown cockroaches — it's truly frightening!

The enemy AI ranges from intelligent Klingons who will use any available cover to duck behind, to the relentless Dreadnaught robots who simply want to run you down. This means you'll actually be switching between a variety of weapons, rather than sticking to one all-powerful weapon, which makes for a much more entertaining game. Even though the first person shooter genre has been done to death, we're still seeing games like Elite Force which manage to approach the concept with such intelligence and great level, character and weapon design, that the whole experience is utterly entertaining all over

again. Obviously, the bonus of the Star Trek universe means that Elite Force is going to be that much more fun to anyone who can appreciate the sound of a comm badge being slapped, but there's enough here to keep any gamer addicted. We can only hope that the next Star Wars shooter, Obi-Wan is even half as good as Star Trek Voyager: Elite Force.



POINTY EARS TO THE BRIDGE



PLUS

The most realistic Star Trek game ever.

MINUS

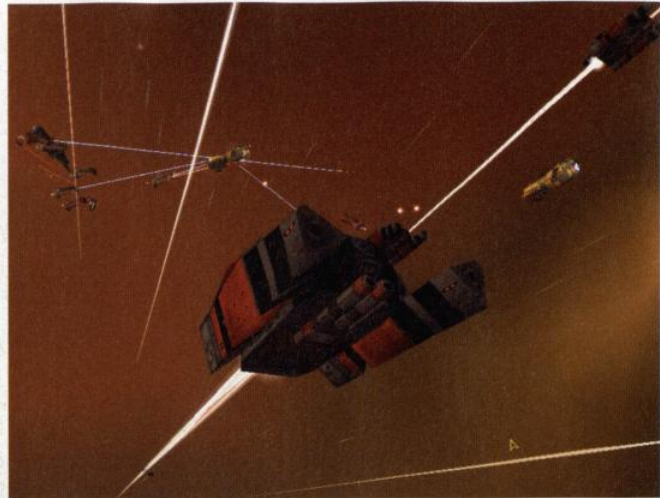
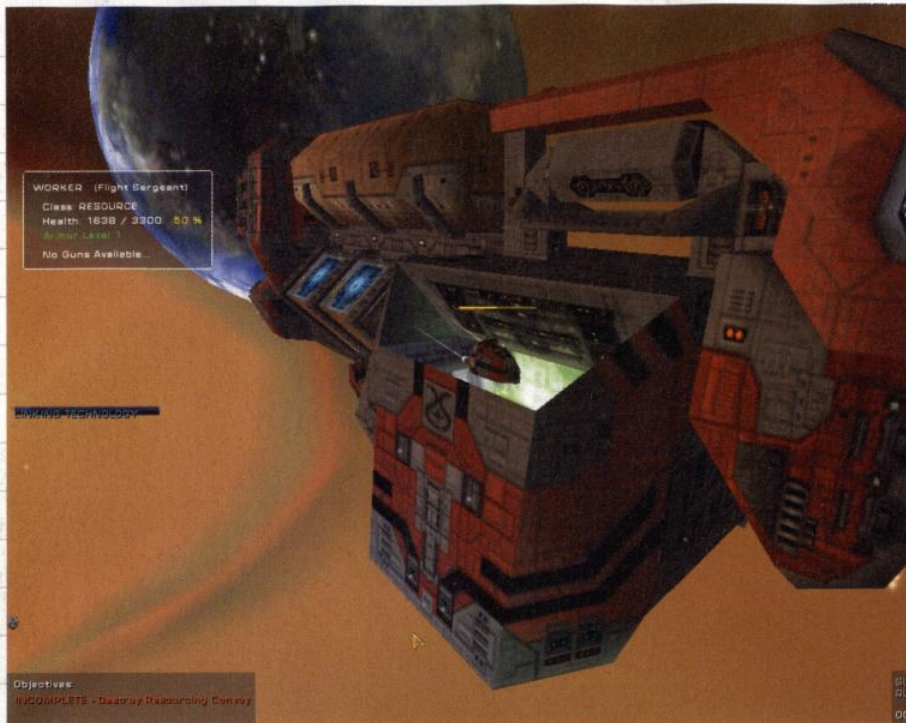
You can't fully explore Voyager, and casual interaction with crew doesn't result in much.

VISUALS	SOUND	GAMEPLAY
92	95	90

OVERALL

92

You'll want to go back and watch Voyager again and again. Now that's impressive.



"SIR, THERE'S SOME BIG PLANET IN OUR WAY."

HOMEWORLD: CATACLYSM



Hyper We entrust the safety of the galaxy with **Dan Toose**.

AVAILABLE:	Now
CATEGORY:	3D RTS
PLAYERS:	1-8
PUBLISHER:	Sierra
PRICE:	\$89.95
RATINGS:	G
REQUIRED:	PII 266, 32 MB RAM
DESIRED:	PIII 500, 128MB RAM, 32MB 3D card

>>> Homeworld was a groundbreaking sci-fi real time strategy game, in that it was one of those rare titles in the genre that really looked realistic. Sure, games such as Starcraft were fantastic titles, but there was no other game out there that gave a true feeling of pitting fleet against fleet, out in the beautiful emptiness of space... Until Homeworld. Cataclysm is a stand alone game that is set 15 years after the successful conclusion of Homeworld, where the Kushan have found and settled Hiigara (their long lost homeworld). You take control of the Kushan clans, the Kiith Somtaaw, a people who specialise in mining. The Taidan Empire makes a move towards Hiigara, and you're called into action. A series of events begin to unfold that introduce old enemies and new, which

you have to battle through across seven-teen missions of increasing difficulty.

A BARKING DOG

It's no surprise that Cataclysm is gorgeous, as it uses the same engine as the original Homeworld with a few extra tweaks here and there to make things look that little bit better. Lens flares, shock waves, and other effects are hardly new, but were absent from the original (proving you don't need them to produce a good looking game, developers take note), and simply help make the game look better.

It's still the gorgeous colourful nebula backgrounds, and the amazingly smooth 3D engine that really make Cataclysm look great, and those elements have been tweaked too, with flashes of electrical energy lighting up the distant backgrounds.

Barking Dog have called upon Paul Ruskay, the same man who Relic turned to, to produce the musical score for Cataclysm, and once again he has delivered. The ambient tracks Ruskay has laid down capture the whole "loneliness of space" vibe, which allows busy radio chatter to create the tension rather than rely on the music to peak at the right time (dynamic music changes rarely cut it).

We're not just looking at a stand-alone

facelift here though, as Barking Dog have introduced new gameplay elements, and worked on producing a game that is more balanced and interesting to play. For starters, there's a proper fog-of-war, meaning your sensors now play an important role. The interface is slightly improved too, with the ability to get information on your ships, including how much damage they've taken, what upgrades they have and their experience. Yes, now there's incentive to keep units alive, as they fight that little bit better each time they get a confirmed kill. Research now also allows for upgrades, which include new features like armour, mimic technology, and linking capabilities, which lets you bring two small fighter craft together to form a larger, more powerful unit. Amongst other small changes, a significant one is the ability to set waypoints and patrols, which was an odd omission from the first game. The tweaks, plus a new enemy race that assimilates your ships and technology help breath new life into the Homeworld game, and since it's a stand-alone product, Cataclysm is just as good for newcomers as it is for those who loved the original. If you're after some A-grade sci-fi strategy gaming, you need look no further, this is the game of the moment.



PLUS
Enough new features to make it a great game in its own right, not just a rehash.

MINUS
A bit too tough for the casual gamer to get real enjoyment out of.

VISUALS	SOUND	GAMEPLAY
94	90	92

OVERALL
91

Not your usual mission-pack afterthought, but a great stand-alone RTS game.

MEGA CHEATS

SONY PLAYSTATION

- 016 Asteroids
- 017 Auto Destruct
- 018 Azure Dreams
- 019 B Movie
- 020 Battle Arena Tosh 3
- 021 Battle Arena Tosh 2
- 022 Beast Wars
- 023 Bio Freaks
- 024 Blast Clamber
- 025 Blast Radius
- 026 Blastro
- 027 Blood Omen
- 028 Bloody Roar
- 029 Bomberman World
- 030 Brain Dead 13
- 031 Brigade
- 032 Bubsy 3D
- 033 Bushido Blade 2
- 034 Bust-a-groove
- 035 Bust-a-move 2
- 036 G. Contra Adventure
- 037 Capcom Gen 2
- 038 Capcom Gen 3
- 039 Cardinal Sin
- 040 Cart World Series
- 041 Circuit Breakers
- 042 Code Name Tenka
- 043 Colin McRae Rally
- 044 Colonisation
- 045 Colony Wars
- 046 Colony Wars: Vengeance
- 047 Command and Conquer
- 048 C&C Red Alert
- 049 Contra: Legacy of War
- 050 Cool Boarders 2
- 051 Cool Boarders 3
- 052 Courier Crisis
- 053 Crash Bandicoot
- 054 Crash Bandicoot 2
- 055 Crash Bandicoot 3
- 056 Croc Legend
- 058 Crusader No Remorse
- 059 Cyberstard
- 060 Dark Forces
- 061 Dead or Alive
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- 374 WWF: Attitude
- 376 Star wars: Rogue Squadron
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- 378 Super Smash Brothers
- 379 Superman
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- 442 Gex3 Deep Undercover
- 443 Resident Evil 2
- 444 Nascar 2000
- 445 Battletanx Global Assault
- 446 Hot Wheels: Turbo Racing
- 447 Knockout Kings 2000
- 377 World Driver Championship
- 378 Super Smash Brothers
- 379 Superman
- 380 Quake 2
- 391 Infisherman - BH 64
- 392 All Star Baseball 99/Mario Gold
- 394 Monster Truck Madness
- 408 Road Rash 64
- 407 Duke Nuke: Zero Hour/WCW Mayhem
- 410 Gauntlet Legends
- 411 Rainbow 6
- 434 Monopoly
- 435 Supercross 2000
- 436 Turok Rage Wars
- 437 Gex3 Deep Undercover

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- 359 House of the Dead 2
- 360 Marvel V's Capcom
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- 362 Power Stone
- 363 Puyo Puyo 4
- 364 Sega Rally 2
- 365 Super speed Racer
- 387 Air Force Delta
- 388 Buggy Heat
- 389 Soul Caliber
- 390 King of Fighters Dream Match 99
- 521 Expendable
- 522 Incoming
- 523 Jimmy White's 2: Cueball
- 524 Mortal Kombat Gold
- 525 NRA 2000
- 526 Rayman 2: The Great Escape
- 527 Ready 2 Rumble Boxing
- 528 Redline Racer
- 529 Soul Calibur
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- 531 Crazy Taxi
- 535 WWF: Attitude
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- 542 X-MEN: MUTANT ACADEMY
- 543 EAGLE ONE: HARRIER ATTACK
- 544 JACKIE CHAN: STUNTMASER
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- 546 MORTAL KOMBAT: SPECIAL FORCES
- 547 TONY HAWK'S PRO SKATER 2
- 548 MLB 2001
- 549 SPEED PUNKS
- 550 ARMORED CORE: MASTER OF ARENA
- 551 STAR WARS: EPISODE 1 - JEDI POWER B
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- 553 PARASITE EVE 2
- 554 DUKE NUKEM: LAND OF THE BABES
- 462 Rainbow 6
- 473 Thrasher: Skate & Dest.
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- 502 Covert Ops: Nuclear Dawn
- 503 Colin McRae Rally 2.0
- 504 Colony Wars 3: Red Sun
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- 508 Nightmare Creatures 2
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- 514 JEREMY MCGRATH SUPERCROSS 2000
- 515 INTERNATIONAL TRACK AND FIELD 2000
- 538 RIDGE RACER 64
- 516 BOMBERMAN 64: THE SECOND ATTACK
- 517 TOP GEAR RALLY 2
- 518 SUPERCROSS 2000
- 519 BATTLETANX: GLOBAL ASSAULT
- 520 EXCITEBIKE 64



CAM ARRIVING AT WORK MONDAY MORNING

TONY HAWK'S PRO SKATER 2

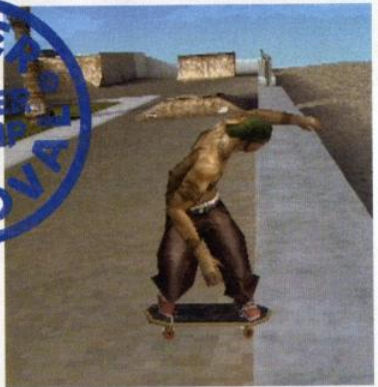


AVAILABLE:	Now
CATEGORY:	Skateboarding
PLAYERS:	1-2
PUBLISHER:	Activision
PRICE:	\$79.95
RATING:	G
SUPPORTS:	Dual Shock

Cam Shea busts out the blunts...

>> Rarely is a gaming genre single handedly defined as elegantly and decisively as the skateboarding sim with Tony Hawk. Mario 64 did it with the 3D platformer and Doom did it with the FPS, and Tony Hawk should rightfully be thought of in the same league as these masterworks. Of course, now Tony Hawk 2 is here and is so good that it renders the original almost unplayable. This is the sequel everyone was hoping

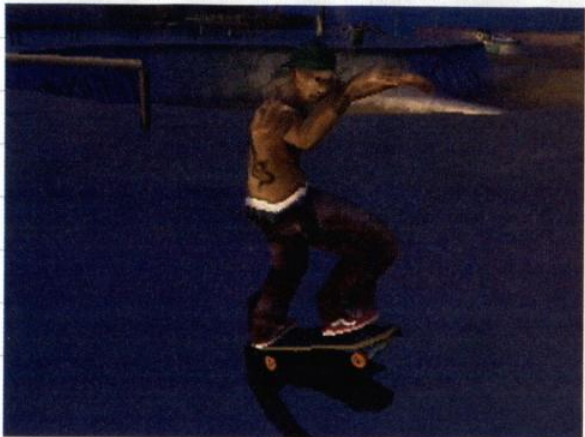
for. Neversoft have barely put a foot wrong, and have crafted an insanely playable experience. In addition to new skaters, new tricks and new skateparks, Neversoft have come up with an absolutely brilliant create-a-skater feature and a create-a-park feature, which guarantee that this is a game we'll all be playing for some time to come.



FAT BUDS JAY RULES THE ROOST



HE LOST HIS RIGHT LEG IN A NASTY GRINDING ACCIDENT



FAT BUDDY DOES THE FUNKY GIBBON



BY GEORGE, HE'S JUST RIPPING SHIT UP, I MUST SAY, EH WHAT?

COMBO AND GET IT...

Tricks-wise, the combo system has been heavily modified, with the most significant change being the addition of manuals, which allow for long and complex trick sequences by linking between grinds and slides. The addition of manuals has not, however, ruined the balance of the game. The first caveat is that you lose speed if you're manually on a flat surface, so busting a two minute combo isn't going to be easy. The second caveat is that relying on long grind sequences for big scores is quite a risk as you aren't awarded points until the completion of the combo. Thus, a 100,000 point sequence counts for nought if you stuff up on the final grind.

What the addition of manuals does achieve is a newfound sense of exploration and reward in the game. The possibilities for runs are that much greater than in the original, and every single second that you're not tricking seems like a waste of potential. The other major addition to the trick catalogue are the new boardslides. Nose slides, tail slides, bluntslides and darkslides to name a few. These really complete Tony's already exhaustive repertoire.

Of course, what with all the new tricks, Neversoft have decided to let you customise your skater beyond their appearance and stats. To this end, you can assign whatever tricks you like to whatever combo sequence you like, provided you have enough money. Thus, you may decide to replace the pop shove it with a 360 flip if that's

how you want to skate. This makes busting custom combos that much easier. Once you've racked up some cash in career mode, you can then buy deluxe new specials such as the triple kickflip, or heelflip to darkslide, and

choose the button combo that is used to execute it.

HIGH OLLIE ZONE...

The original's career mode was one of the weaker elements to the design,

and we were really hoping for a complete rethink for the sequel. What we've got is a similar mechanism to the tapes of the original, but Neversoft have obviously spent some time making sure that the career



IF ONLY THIS WAS AN OLYMPIC SPORT

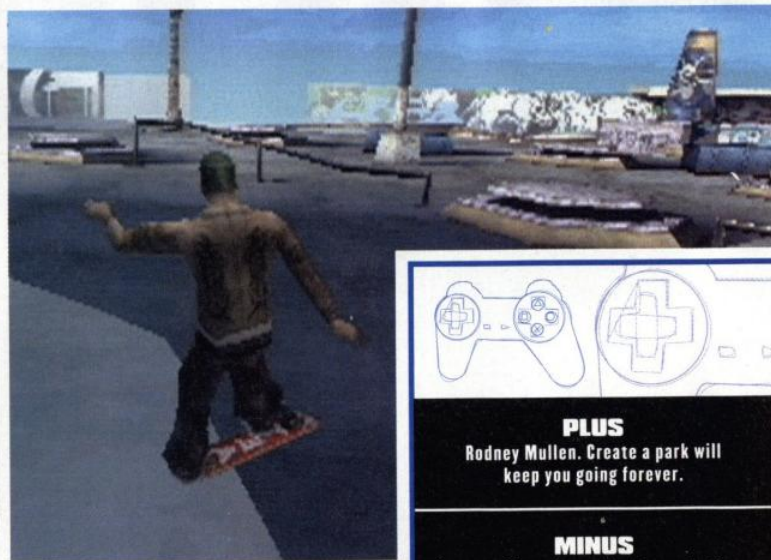
CREATE "THE WAREHOUSE" OR THE "PARADISE GARAGE"...



The best addition in Tony Hawk 2 is the create-a-park feature. It's so powerful and yet so simple to use — just cycle through the available parts and place them into a level. You can create everything from a vert lover's paradise packed with ramps, bowls and roll-ins through to a purely street setup with fun-boxes, mini ramps, quarter pipes and benches. There are even thirty or so pre-designed levels from the Neversoft team included in the game that demonstrate just what is possible. This is the best course editor we've ever used, and Tony Hawk 2 is worth buying for this feature alone!



BEWARE OF THE POWER OF THE DARKSLIDE



mode has a better balance, and that the rewards are more meaningful than simple mechanisms for unlocking levels. Thus, the tapes are gone, and have been replaced with cash prizes. Each level now has around twice the number of goals. Each task is worth a certain amount of money depending on its difficulty. You can also pick up bonus cash that is scattered about the place.

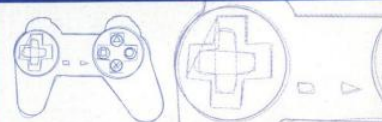
Above unlocking new levels, you can use your hard earned cash to buy better equipment, improve your skater's stats, or buy new tricks. This

gives the career mode a new sense of purpose, as collecting S-K-A-T-E on a level now seems to matter, as you can use the cash reward to improve your skater.

The level design has definitely improved. There are no more A-B downhill runs like the Phoenix course from the original. This is definitely a good thing, as those levels really didn't fit the flow of the freeform skate mechanics. The eight new courses are massive, featuring three competition parks, and have obviously been playtested comprehensively.

Graphically, Tony Hawk 2 really does look good for a PlayStation game. There's a little draw in here and there, but that's to be expected. The frame rate, however, is the weakest aspect of the entire game. It's not that there's slowdown - there isn't, it's just that the frame rate is always quite low, taking away from some of the precision that would otherwise be there. Perhaps we're just spoiled from playing Tony Hawk on DC.

Neversoft have done a fantastic job with this game, and we cannot recommend it highly enough.



PLUS

Rodney Mullen. Create a park will keep you going forever.

MINUS

Hampered by aging an hardware platform.

VISUALS	SOUND	GAMEPLAY
89	90	96

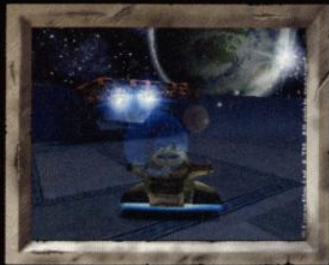
OVERALL

95

So good it's scary. We simply cannot wait to see what Tony Hawk will look like on PS2 and Xbox.

As the Galactic Civil War rages on, **SMASH!** the Hutt crime lords continue to prosper in the chaos, **CRASH!** controlling most **BLAST!** of the contraband trade and gambling operations **SCRAPE!** in the galaxy. **BANG!** Jabba the Hutt, who already derives **SHATTER!** significant earnings **BUMP!** from betting at the famed Podraces, decides **CRUMPLE!** to organize **CRASH!** his own dangerous underground race **SMASH!** to maximise his profits. Well aware of the public's thirst **BUMP!** for action, he devises **BANG!** the most brutal **BLAST!** underground event yet...

STAR WARS DEMOLITION

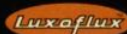


No-holds-barred vehicular combat against the worst scum and villainy the universe can muster.

Smash 'em, crash 'em and blast 'em into a galaxy far, far away.



ACTIVISION




www.starwars.com





"PETER, YOU NEVER LOOK AT ME WHEN I'M TALKING TO YOU!"

SPIDER-MAN

 **Cam Shea** is contractually obliged not to make any wrist activated sticky white goo jokes...



characters from the Marvel world, wisecracks galore, good voice acting, and the kind of narration that only Spider-Man co-creator and comic book luminary Stan Lee can provide. Would you expect any less from Neversoft?

Taking you from atop the skyscrapers of New York all the way down to the sewers below, Spider-Man is one of the better action adventure games this year. Although it's relatively short, the pacing of the game is very good, with constant variety in locations and classic boss battles. There is also an excellent training section with six different modes to get stuck into. What really makes this game worth playing, of course, is Spider-Man himself.

GET THE HANG... GROAN

Once you start to get the hang of Spider-Man's wide range of skills, you'll see how much potential there is in this license. Having all the abilities of a spider, you can stick to any flat surface, and prowling a level on the ceiling is



AVAILABLE:	Now
CATEGORY:	Action Adventure
PLAYERS:	1
PUBLISHER:	Activision
PRICE:	\$79.95
RATING:	G
SUPPORTS:	Web cartridge add-on



>>> Okay Spidey fans, the moment you've all been waiting for is upon us... a Spider-Man game that doesn't sit and spin. All the Spider-Man games that we can remember prior to this point have basically been platformers or lame beat 'em ups. This is the first time that a development team has had the tools and the inclination to actually try and replicate a typical Spider-Man adventure. And replicate Neversoft have. We're talking swinging from building to building, climbing on walls, wrapping adversaries in web and some good honest fighting action. Plus, a vintage Spider-Man storyline, cameo appearances by a host of





HEY, YOU CAN GET ARRESTED FOR THAT!



SPIEY ALMOST SLIPS ON HIS OWN GOO



PRESS R2 WHILE MID-AIR TO SWING

WHAT HAPPENS IF YOU PRESS C3P0?



often the stealthiest way to get around. You can jump to or from the ceiling, or even from wall to wall at any time with a tap of the R1 button. You can use your web to block enemy attacks, entangle enemies, activate switches, create spiked gloves, or shoot a ball of webbing. Also cool is that when there's danger nearby, your Spider-Sense will start tingling — in the form of lightning bolts coming out of your head and the dual shock rumbling.

Spider-Man runs on a modified Tony Hawk's Skateboarding graphics engine and looks reasonable. The animation is pretty good, especially Spider-Man's exaggerated comic book style attacks. The web slinging animations are another highlight. There's a huge amount of fogging in the outdoor levels, and the game can slowdown a bit indoors, but all up it's a decent representation of the Spider-Man world on PlayStation.

Once you've beaten the game, there are an impressive number of bonuses to enjoy. There's a back catalogue of famous Spider-Man comic covers complete with a brief explanation of the storyline. There are short biographies and narratives on every character in the game including what comic they first appeared in and when. You can unlock all the movies in the game, and even storyboards for all the movies in the game, and perhaps best of all, there are a whole host of costumes for Spider-

Man to unlock — including Spider-Man 2099 and Peter Parker. The costumes come with different abilities, so you can go back and replay appropriate levels.

HEADLINE: MUTATED FREAK NOT WITHOUT HIS PROBLEMS...

Spider-Man is not without its problems. You control Spider-Man by pressing in the direction that you want to move. As you can imagine, the camera shifts around a fair bit when you're moving from the floor to the walls to the ceiling to a ventilation shaft in quick succession. Unfortunately, it can get quite confusing when the camera shifts and you suddenly find yourself pushing in the wrong direction and coming back the way you came. Combine this with overly twitchy movement for Spider-Man, and unforgiving restart level mechanics, and

there's bound to be some frustration. Some degree of control over the camera would have been appreciated, but with such ambitious play mechanics encompassing this much freedom of movement, some camera issues really are to be expected.

Spider-Man has given us a taste of what the future of superhero action games may look like. It's not the greatest game in the world, but we're expecting an absolutely brilliant sequel on PS2. Spider-Man fans — this is a good purchase. Get stuck into it.



SPIEY TRIES TO LOOK INCONSPICUOUS IN HIS FLURO BLUE COSTUME



PLUS

Very cool abilities. The Punisher makes a brief appearance.

MINUS

Expect to struggle with the camera mechanics. Quite short.

VISUALS

82

SOUND

86

GAMEPLAY

80

OVERALL

80


Spider-Man is certainly worth a look for fans of the comic.

73 »HYPER



SPYRO 3

YEAR OF THE DRAGON

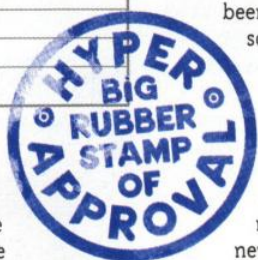
 No jokes about being horny, okay?
Eliot Fish says hello to Spyro once again...



"STRANGE, I DON'T REMEMBER EATING CORN CHIPS"

i

AVAILABLE:	Now
CATEGORY:	3D Platformer
PLAYERS:	1
PUBLISHER:	Sony
PRICE:	\$69.95
RATING:	G
SUPPORTS:	Dual Shock



>> Sony's mascot when they're not having a mascot, Spyro, returns in his third instalment despite the looming presence of the PSX's big brother, the PS2. Regardless of what else is going on in the gaming world, Spyro The Dragon quite happily does his cute platforming thing on the PlayStation all over again, and to be honest, he does it very well. There's something to be said for a kiddy game that is captivating enough for an adult to enjoy, and Insomniac Games have managed that feat which has previously only been achieved by Nintendo and Rare.

COME FLY WITH ME...
 Spyro 1 & 2 were both received quite well by the gaming public, so it

wouldn't have surprised us if Spyro 3 was just a rehash of the same ideas in an effort to simply cash in on the brand. However, some real effort has been put in to turn Spyro 3 into something more than just a sequel. The guts of the Spyro concept is still here – Spyro must collect gems and free other dragons – but Insomniac have pumped the game full of cool side-missions, mini-games and new gameplay elements which are new to the series, arguably making this the best Spyro title so far.

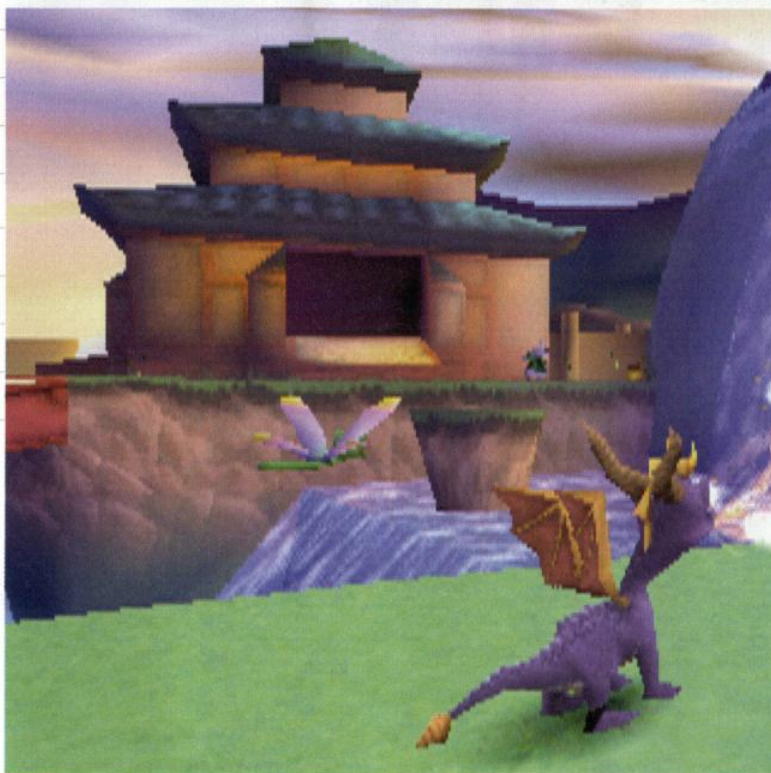
To add to Spyro's repertoire of moves (the head-butt dash, the stomp, the fire-breath, the glide and hover), Spyro can now swim and head-butt underwater, go ice-skating, ride a skateboard, shoot from cannons, get a flying power-up and a host of other cool additions that you'll stumble across as you play through the plethora of levels. This time you can also take control of Spyro's friends, with a particular Kangaroo allowing you to enjoying some Mario-esque stomping sessions. If only they

hadn't given the Kangaroo a horrid cockney accent and tried to pass it off as Australian. Ugghh. You'll also get to play some levels as something other than a cute animal too... but we'll let you discover that.

Each level has a whole list of objectives, the obvious ones being instructed to you from the weird and cute creatures you'll bump into. However there are many side-missions in the levels which you may only discover through exploring



DEADLY COTTON BALLS DO IT EVERY TIME



WHILE SPYRO KICKS BUTT, HIS DRAGONFLY FRIEND PONDERES THE EFFECTS OF GLOBALISATION ON THIRD WORLD ECONOMY



thoroughly. When you consult your Atlas, it will list what you have yet to complete on particular levels, and with some, long lines of question marks will hint that there's still a few things to discover if you look hard enough. This gives Spyro 3 that Rare/Nintendo vibe... it's kiddy, yet

requires you to be clever. It's a nice balance to strike, and means that Spyro will continue to offer coolness for younger gamers and actually have gameplay that will have the older gamers wanting to snatch the controller away.

SEXY DRAGON WITH SEXY PIXELS

Everyone who saw me playing Spyro 3 in the Hyper gaming den thought it looked damn wonderful for a PlayStation game... and they're right. Rarely do we see PSX games with such clarity, colour and life. The Spyro 3D engine is a great one, and it has improved with each title in the series, giving it immense playability as well as eye-candy for the kids. Because it's not just in how well animated Spyro is — the controls are also top-notch. Spyro is extremely versatile, and you'll never be swearing at the screen for falling off ledges or for un-responsive controls in the thick of action. If anything, the camera swings about way

too much, resulting in a fair bit of motion-sickness for this reviewer. Best in small doses maybe. It can also get slightly disorientating and the camera placement is sometimes annoying, but considering this is a problem with 90% of 3D games these days, it's no great surprise and there is enough that's wonderful about the Spyro engine that we're willing to put up with it.

Spyro 3 certainly has enough gaming goodness in it to keep you scrambling around for gems for days on end. There's a nice sense of humour in the character interaction, some of the puzzles are great and the learning curve is spot on. If anything, the game is a tad on the easy side at times and some sections get a little boring because of the repetitive nature of this kind of platforming. Best suited for the younger gamers, but there's enough cool stuff here to capture anyone's attention.



"WHAT DO YOU MEAN I'M ON CRACK?"



PLUS

Gorgeous visuals for the PlayStation.

MINUS

It's on the easy side for those younger gamers.

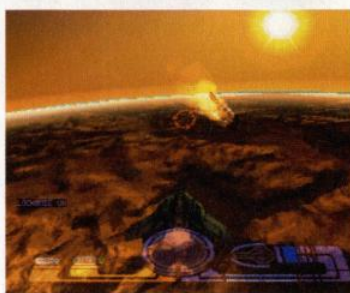
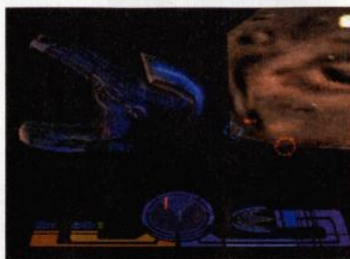
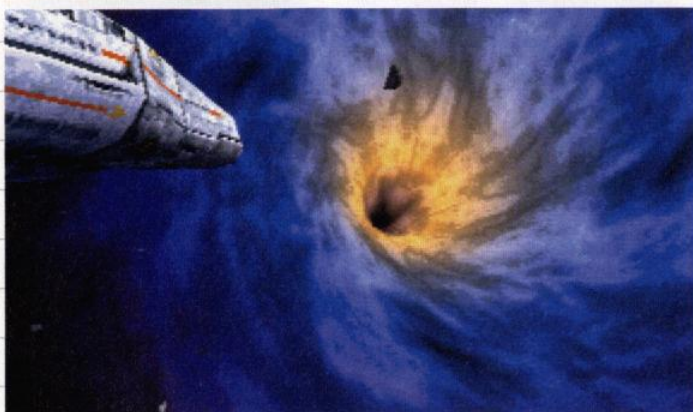
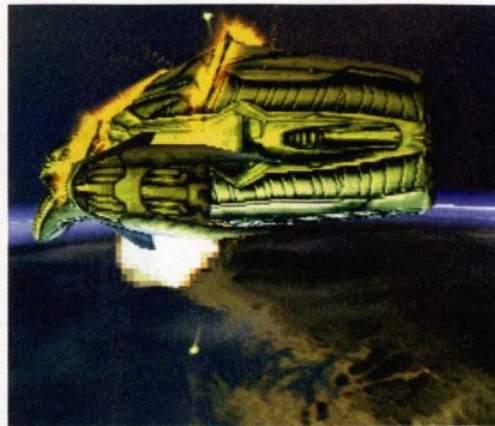
VISUALS
92

SOUND
85

GAMEPLAY
85

OVERALL
90

You'll probably fall in love with Spyro whether you like it or not.



THERE'LL BE A WARP CORE BREACH IN YOUR TROUSERS PLAYING THIS ONE

STAR TREK: INVASION



As **DMC** always says, resistance is fertile...

AVAILABLE:	Now
CATEGORY:	Combat Sim
PLAYERS:	1
PUBLISHER:	Activision
PRICE:	\$69.95
RATING:	G
SUPPORTS:	Dual Shock

many influences upon Colony Wars, the way Invasion 'borrows' from Colony Wars is probably forgivable. Whilst not spectacular, Invasion is graphically competent. Not quite reaching the visual heights of the latest Colony Wars: Red Sun, it is reminiscent of the earlier Colony Wars titles. The most impressive aspects graphically are the gorgeous FMVs, and a well-utilised colour palette, keeping the inky blackness of space from getting too dull with swirling nebulae, gas clouds and stars.

You begin with the usual training scenarios: flying through hoops, tractoring and destroying objects. From then on, Invasion is rich in options, weapons and missions. There are 20 single player missions in all, which range in objective and environment, and including sub-missions and the two-player game, there are over 30.

While generally enjoyable, there are two things that undermine this game. One is the control of the ship. It is far

too sensitive, in both analogue and digital

modes. I found myself constantly over-steering, a big problem for scenarios that require precision flying. You eventually adjust to this, but it is a sticking point.

The second let down you only discover after completing a few levels: most of the missions feature the same gameplay: pure seek and destroy space combat blasting. Despite its Trek credentials, this ain't a cerebral game. The repetition and high difficulty level undermine the desire to keep playing. There are other small quibbles, like small menus and onscreen text.

Despite all this, one thing makes up for the few problem areas: the Star Trek packaging. The game opens with a beautiful FMV, featuring the voice of Captain Jean-Luc Picard himself, and Lieutenant Worf guides you through the body of the game. The aesthetic is totally Star Trek, from the ship design, to the HUD, and the brassy sound track. To baz around in a Trek ship and do battle with the Borg and

Romulans is an opportunity that any Trekkie can't pass up. If you have a soft spot for Trek, or simply like vapourising alien scum, this should do the job.

>> Star Trek: Invasion sees you take control of an experimental federation fighter. Both the Borg and Romulans are attacking the Federation at the same time, and a respected Starfleet commander has gone AWOL. Under the command of that shaved wookie, Lt Worf, your job is to solve the mystery of this strange coincidence of events, as well as blast the hell out of some bad guys.

GO BOLDLY WHERE NO GAME HAS GONE BEFORE? I THINK NOT.

Invasion is very similar in concept and execution to the Colony Wars series: deep space shooting action, combined with a compelling story, gorgeous graphics and lush sound. Colony Wars is some serious competition to be stacked up against, but Star Trek: Invasion performs admirably. Considering that Trek is one of the pri-



PLUS
Full of Trek goodness for fans of the series.

MINUS
Slightly derivative game design.

VISUALS **85** SOUND **90** GAMEPLAY **81**

OVERALL

83

An enjoyable game in it's own right, and heaven if you're a Star Trek fan.

The power of an immortal...
 The soul of a human...
 The heart of a hero.



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Ammo, baby!
 Eliminate evil using guns,
 knives, grenades, fists...
 and of course, swords.



Gothic 3-D locations
 Backdrops for battle include
 Chinatown, sewers and the
 Gothic City Museum.



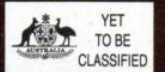
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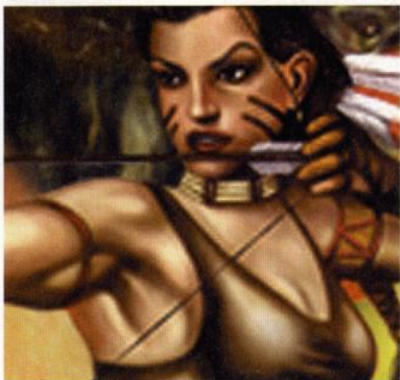


www.marvel.com



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TUROK ME ALL NIGHT LONG

TUROK 3: SHADOW OF OBLIVION

Known as the Beer Hunter around the office, **DMC** limbers up for a meeting with the Dinosaur Hunter.



AVAILABLE:	New
CATEGORY:	First Person Shooter
PLAYERS:	1-4
PUBLISHER:	Acclaim
PRICE:	\$99.95
RATING:	M
SUPPORTS:	Mem pak



received, the faulty Turok Rage Wars proved that they'd gone off the rails. So, is Turok 3 a return to form or another stumble through the polygons?

STAR TUROK: THE NEXT GENERATION

Turok 3 sees the coming of a new generation of Dinosaur Hunters. An excruciatingly long intro sequence brutally slaughters John Fireseed (Turok in the first games), and introduces us to Danielle and Joseph, his distraught relos. As you begin your quest, you must choose one of them to take on the mantle of Turok, to prevent some nasty deal called 'Oblivion' going down. The two characters have different capabilities, suiting different styles of play. Joseph is a stealth and sniper expert, while Danielle prefers heavy weaponry.

Turok 3 features some gameplay improvements over the second instalment. The level design is improved,

>> The standard for shooters on the N64 was set recently when Rare dropped the bomb with Perfect Dark, laying down a serious lesson in how to create a quality game on a machine with aging tech specs. Can Acclaim, with the experience of three previous Turok titles behind them, make the grade? Whilst the first two Turok titles were well



DEATHMATCH

Taking its lead from Quake 3 and Unreal Tournament for PC, Turok: Rage Wars was an entirely deathmatch based game. An ambitious project for the N64, one which its poor little processing heart couldn't handle.

Consequently, the game was highly disappointing. Multiplayer this time around is still a strong feature.

There are lots of options, including more than 48 maps and 8 modes of play, including Blood Lust, Monkey Tag, Capture the Flag, and Color Tag. Largely, this is a continuation of Rage Wars, so if you liked that game, this multiplayer is for you. Let's face it: not many people did, but it's still a nice bonus.

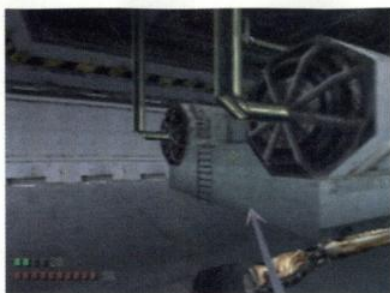


with fewer lulls in the action, and having two characters adds depth to the game. Most important is the handy ability to now save at any time. Turok 2 was marred by save points that were hours of gameplay apart, so this is a big plus. There are 20 levels, spread over 5 environments, 24 different weapons and 25 in-game secrets.

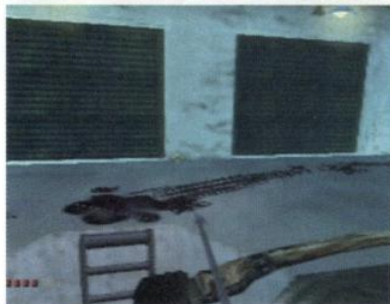
In most other respects, Turok 3 disappoints. The graphical delights on show are previewed in the intro, which features big white seams between polygons. The environments are marred by the characteristic N64 blurriness (although the fog is conspicuously absent — huzzah!). This is a fatal flaw in a style of game that depends on exact physics. In fact, this is one of Turok's biggest downfalls. The environments simply aren't convincing enough to be immersive, with little depth or definition to the graphics. Even with the expansion pack, the environments blur out in the middle distance, and all the objects are badly in need of some anti-aliasing. The colour palette also seems limited to fetching shades of grey and brown.

INJUN INJURY

Whilst there are over 40 different enemies, most of them are poorly designed,



LOOKS LIKE YOUR FRIEND HAD TO "SPLIT"... HE SEEMED PRETTY "CUT-UP" ABOUT SOMETHING...



and feature some bodgily stilted animation. What's more, they seem to feature a self-destruct button: at the merest touch of an arrow they explode in a shower of blood: no elaborate death animations here. The enemy placement and AI also leave a lot to be desired.

The physics engine and control is similar to the first games, and works quite well. However, their effectiveness is undermined by Turok's slow pace. Looks like Turok's on the qualudes again. This, combined with a choppy framerate, only

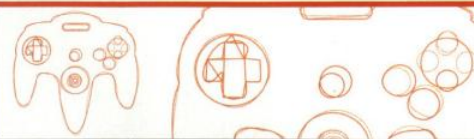
undermines the fluidity and immersiveness of the game experience.

The beautiful gameplay of Perfect Dark came wrapped in oh-so sexy cyberpunk femme fatale goodness, and everything was tailored to fit this style of design. In Turok 3, the weapons are mostly simple upgrades from the last game, and they often look and feel pretty unimaginative. There are lots of levels, but most of them are easy to complete, making the game quite short. On the up-side, the music is very well done, oozing X-files style spook factor.

As we enter the age of superconsoles, the N64 is aging quite rapidly. However, with Perfect Dark, Rare demonstrated the quality of gameplay and graphics that can still be pumped out of Nintendo's little box with some effort and creativity. If you are hankering for some first person shooter spanking, the N64 offers some of the best action around. Unfortunately, Turok 3 doesn't fit into this category. Acclaim could learn a thing or two from the house of Rare.



DAMN, THE APPLE FELL OFF



PLUS

There's a lot to get your teeth into.

MINUS

It's slow.

VISUALS

69

SOUND

80

GAMEPLAY

74

OVERALL

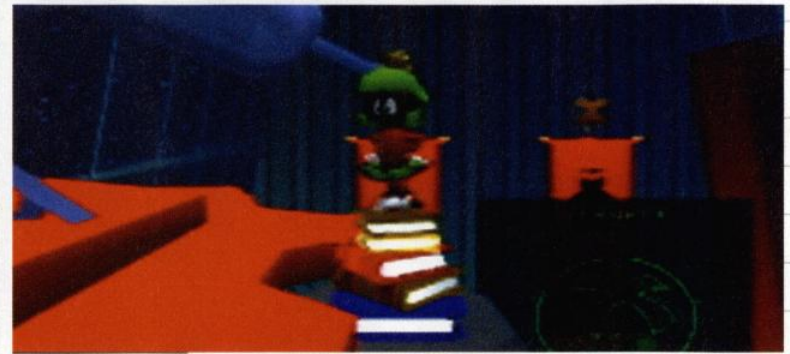
72

If you can deal with the sluggish visuals, this is a competent blast.



BEFORE WE CAN LEAVE THIS PLANET YOU MUST DEFEAT HASSAN SINCE HE'S HELPING MARVIN.

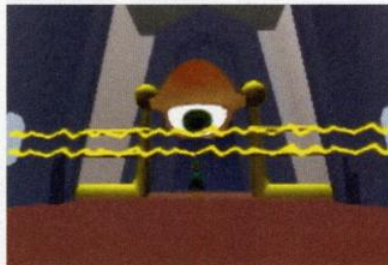
DAFFY CAN'T STOP THINKING OF THE BACON HE HAD AT BREAKFAST



MARVIN, YOU LITTLE BOOKWORM SWOT!



CAN YOU DO IT, DODGERS?



DUCK DODGERS

Roland Flanagan lost the Hyper crew's game of dodgeball...



AVAILABLE:	Now
CATEGORY:	Action Adventure
PLAYERS:	1
PUBLISHER:	Infogrames
PRICE:	\$89.95
RATING:	G

>> Looney Tunes fans rejoice, as Daffy Duck in Duck Dodgers is here to supercharge 3D platformers for the N64... not. Daffy Duck in Duck Dodgers (DDIDD) is the latest addition to the N64's numerous 3D platform game selection. Starring the world's wackiest and most egocentric duck, DDIDD seeks to tell the story of Duck Dodgers, protector of Earth in the 24th century. His nemesis? Marvin the Martian! The evil alien dude who takes great pleasure in blowing people up with his high powered lasers.

TOTALLY LOONEY

The graphics are true to the Looney Tunes philosophy. Simple 16 coloured textures to keep the game bright and

cutesy. Cutesy it is, but bright it is not. Most areas in the first world consist of a bland brown background with a green splodge in the middle to represent out hero, Daffy Duck. The enemies are for the most part, little dudes running around without much of a purpose. The animations for each enemy are abysmal, as are Daffy Duck's movement mechanics and attacks.

In many of the 3D platform games available, the developers vary the level goals from the standard "find the key/item to get past here" with puzzles on how to move, what to jump on, who to nail etc. DDIDD however, is just a case of finding energy atoms to progress to new areas. This is a tried and tested formula and it has worked in the past, but gamers have evolved past the simple jump here to get here, collect this to go there games, and the N64 is by far the console that has excelled with 3D Platformers. The likes of Super Mario 64 (which still to this day remains one of the greatest 3D plat-

formers of all time) and Donkey Kong 64, make DDIDD seem lacklustre in comparison. There is virtually no interaction with the environment, save falling to it or moving on it.

The voices in this game are unfortunately quite annoying, using traditional Looney Tunes voices ranging from the old Daffster, to 'Space Cadet' P-p-p-Porky Pig and Marvin Da Martian. All are television quality but unless you're a massive Looney Tunes fan, they really grate.

Realistically, it's very hard to recommend DDIDD. To be fair, its not that this game is utterly crap, it's just that with such stiff competition, DDIDD is about four years too late. If you're under the age of 10, you like Looney Tunes and you have loads of moolah, go buy this now. If you have any self-respect, a decent N64 library of games or you know of people with a Dreamcast, steer about 12 cm away, as this is toxic fudge. Younger gamers, however, may enjoy this fairly decent platformy diversion.



PLUS
It has Daffy Duck and Marvin The Martian.

MINUS
Everything is a little underwhelming.

VISUALS	SOUND	GAMEPLAY
71	73	69

OVERALL
72

An average romp that will appeal more to younger gamers or Looney Tunes nuts.

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- 148 Cyberseal
- 149 Dark Forces
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- 150 Dead in the Water
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- 152 Death Trap Dungeon
- 105 Decent
- 154 Defcon 5
- 155 Destrega
- 156 Destruction Derby 2
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- 160 Duke Nukem: Meltdown
- 161 Duke Nukem: Time to Kill
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AVAILABLE:	Now
CATEGORY:	Racing
PLAYERS:	1-4
PUBLISHER:	Infogrames Melbourne House
PRICE:	\$89.95
RATING:	G
SUPPORTS:	VGA Box, Wheel

>> You may remember Melbourne House from games such as *The Hobbit* or *Way Of The Exploding Fist* on the Commodore 64... or maybe not. Okay, so how about GP500 on the PC? We bet you remember that one. It may have been a long road for Aussie developer,

Melbourne House, but they've recently been adopted by the ever growing Infogrames and have now spawned a wonderful new Dreamcast racing title, *Le Mans 24 Hours*. To the deafening cries of "Aussie, Aussie, Aussie, Oi, Oi, Oi" coming from the rest of the office, we popped this little baby into our DC for a spectacular surprise.

THE ZONE

When you're playing a racing game and you fall into the "zone", you know something is very right. The "zone", of course, is that state every gamer discovers at some stage in their career where

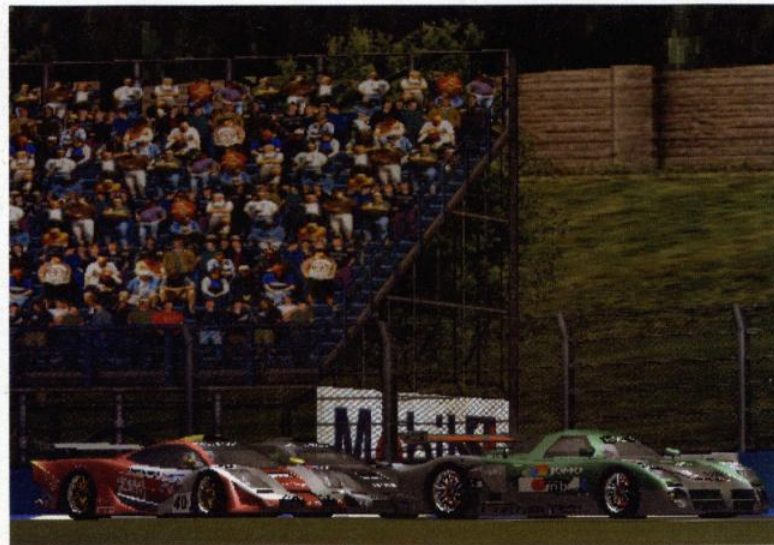
the world around you ceases to exist and nothing matters more than taking the next corner with absolute perfection. You can start to read the road ahead, planning the next 2 corners in your head, caressing the control pad like an artist... and you generally win every time. Or reset the race until you do. If a game can get you into the "zone", then it's a success in my book. After a few hours with *Le Mans*, you get sucked into that "zone" like a log through an S-bend, for want of a better expression.

Le Mans provides you with plenty of features from the start, with lots more to "unlock" — which is excellent moti-

vation to keep playing. Choose from a Quick Race, Championship, *Le Mans 24 hours*, Time Trial and up to four-player multiplayer mode. If you choose to play through the championship mode, you must successfully earn enough points by placing generally in the top three, to be able to open up the next race. You start at Rookie GT and progress through Pro GT, GT Enduro, Open Prototype, all the way to the final Winter Challenge. Of course, the 24 hours race is the most challenging, and thankfully Melbourne House have allowed you to set the race time down at ten minutes if you want, but you can even race the full 24 hours



SEX ON WHEELS



WHY DO I KEEP SEEING MARIO IN THAT CROWD?



if you're completely insane! However, don't forget that your car needs refuelling and tyres need changing, so you really have to be careful how you drive across the full spectrum of the 24 hours.

Even in a normal five lap championship race, if you've chosen to drive without any assistance from the AI, it can be easy to bugger your car up, so don't ignore that pit lane. All up, this driving model is just superb! Every car (and there are lots of them) feel fantastic to drive, and everything from the steering and braking has been tweaked to perfection so that you'll love every minute out there on the track.

AND IT'S PRETTY TOO

Le Mans' biggest drawcard, initially, is the awesome visuals. The car models

are insanely good (I stopped counting the polygons), the tracks and environments are solid, the textures are detailed and colourful (super realistic at times) and as a whole the game looks phenomenal. The lighting effects, like the car reflections, put this game up there visually with some of the titles we've seen on the PS2... actually, scrap that... it's better! It's gorgeous in 24 hours mode, how the sky shifts from day to dusk and then to the dead of night and back to morning... On top of all this, it's still a damn fast racing game, and the smooth sensation of speed is unbeatable. Infogrames Melbourne House must have pulled every trick out of the Dreamcast development bag to get the

game looking this good and playing even better.

The excellent sound also deserves a big mention, as the engines, tyre noises and screeches are all up there with other racing game aural feasts such as Colin McRae Rally. The music is okay, but it's best to turn it off and appreciate the great sound effects. Turn it up loud.

If we wanted to quibble, we could point out the sometimes pushy AI who don't always seem to know you're there, or the fact that we'd maybe like to have seen more tracks, but hell, this game is too good in all the other more important areas. Sega GT and MS-R are going to have to be very good to make us stop playing Le Mans 24 Hours, 24 Hours!



SO GOOD I COULD EAT IT... MMM POLYGONS



PLUS
Sexy graphics. Great physics.

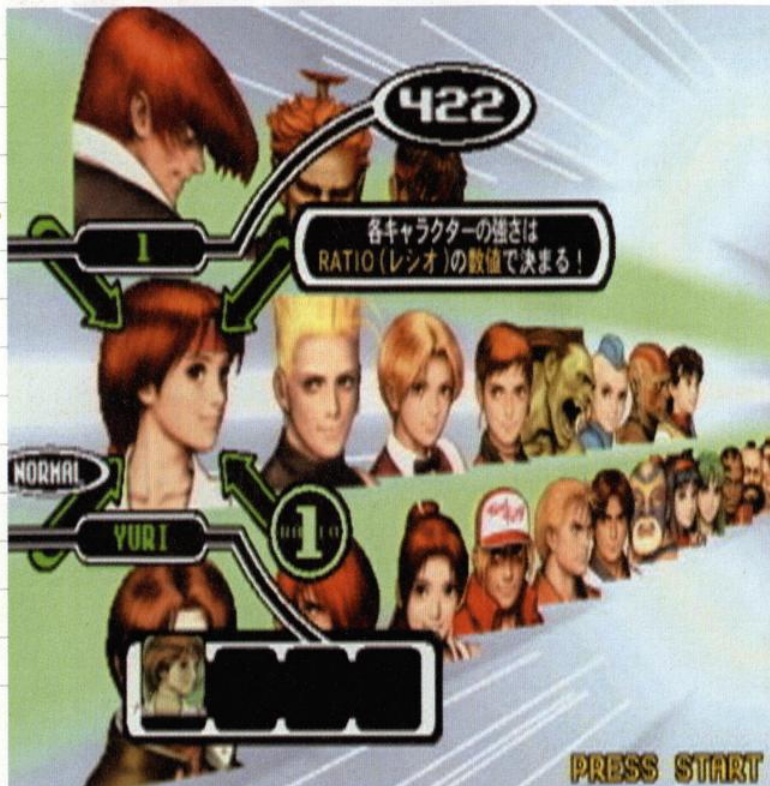
MINUS
You'll play it to death and it won't take long to finish it all off.

VISUALS	SOUND	GAMEPLAY
93	89	90

OVERALL
92

Le Mans is a racing game to fall in love with.

83 »HYPER



2D LIVES, MAN!



CAPCOM VS SNK? WE WANT TO SEE KEVIN CHEUNG VS FRANK DRY!

CAPCOM VS SNK

“Bah! This first party joystick is a pile of crap. Hand me the ASCII Joystick,” yelled **Kevin Cheung**.

AVAILABLE: Now
CATEGORY: Fighter
PLAYERS: 1-2
PUBLISHER: Capcom
PRICE: \$89.95
RATING: M
SUPPORTS: Arcade Stick

>> The rivalry between SNK and Capcom is a veritable Clash of the Titans in modern gaming, the last 8 years having been spent on the battlefield of 2D head-to-head fighting as one Street Fighter game after another tussled with endless instalments of King Of Fighters and Real Bout. Sure, the Marvel Vs Capcom series made things a little interesting, but this is the real show-down fighting purists have been wanting. And it's not so much the novelty of a crossover that the purists want. SNK fans have been aching to teach Capcom fans a lesson in the true art of fighting, and Capcom fans yearned just as badly to prove that there is as much bite as there is to their bark.

STREET FIGHTER GOLDEN TURBO FIST BETA STRIKE VIII

Capcom Vs SNK brings together 33 characters from both companies. Characters central to both Street Fighter and King of Fighters like Ken, Ryu, Kyo and Iori are all present,

alongside other franchise characters like Morrigan and Nakoruru. Several of them are unlockable, including boss characters like Evil Ryu and Geese Howard.

When selecting characters, players can fill a maximum of four ratio points. Each character is worth between one and four ratio points — weaker fighters like Chun Li and King are worth one, while feistier brawlers like Mai Shiranui and Ryu can be worth two or three. That way, the number of characters you have on your team will depend on the ratio values of your characters. There could be four weak fighters, two strong fighters, one very strong fighter and one weakling... you get the picture.

Players also have to choose whether they're going to play to the Capcom Groove or SNK Groove. The Capcom Groove lets players build up their power meter for super combos; the SNK Groove has the charge meter and Desperation system that lets you perform unlimited supers when your energy is low enough.

CRUSTY GEES

Capcom Vs SNK is an absolute dream to play, especially if you've followed a fighting game from either company. Unfortunately the characters remain low-res, but some have nevertheless benefited from new animations and

other tweakages, especially Ryu, Iori, Kyo and King. At the other end of the scale, fighters like Cammy and Geese Howard look crusty and wooden. Backgrounds, however, remain the big drawcard. Some of them feature beautifully animated effects like ultra-large shadows in the background, others just look great by design.

Gameplay is best described as a dumbed-down version of King of Fighters where the fighters wait their turn to fight. There's a 4-button configuration similar to Marvel Vs Capcom 2, and all Capcom fans need to get used to is the concept of rolling. SNK fans are placed at a slight disadvantage because all of their characters are missing one or two moves, and counters just don't exist. Fans who are concerned about Capcom second-guessing the relative power reflected in the ratio-points of the characters can take some consolation in knowing they can be changed in Versus Mode.

Capcom Vs SNK will get a lot of play-time for its grudge-value, and it's a good purist's alternative to Marvel Vs Capcom 2. However, the go-between fighting system provides the best of neither world, on which fans from both sides will cry foul. There's still room for improvement. Here's hoping they increase the resolution and bring back a few more SNK moves for the sequel.

The Dreamcast now has Street Fighter: Third Strike, Street Fighter: Double Impact, Marvel Vs Capcom 2, Capcom VS SNK... Phew. This is the fighting game fan's platform of choice!



PLUS
Lush backgrounds and excellent special effects.

MINUS
Low-res character graphics. Dumbed-down fighting system.

VISUALS 87 **SOUND** 88 **GAMEPLAY** 85

OVERALL
86

Pure 2D fighting that isn't perfect, but still manages to strike home pretty hard.

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I JUST FED STEEV TO THE SHARKS, MUHANA!



LAME FMV ALERT

DEEP FIGHTER



Being the underwater kind, **Eliot Fish** felt right at home with this one...



AVAILABLE:	Now
CATEGORY:	Action Sim
PLAYERS:	1
PUBLISHER:	Ubi Soft
PRICE:	\$89.95
RATING:	G
SUPPORTS:	FLIPPERS, GOGGLES, WETSUIT

>> One may remember some early Ubi Soft PC titles that strived to make underwater sub action entertaining. Sub Culture was one, and strangely, Ubi Soft have gone back to the drawing board and fished out another underwater action game. You would think by now, that they would have refined this wet genre to perfection. Alas, it seems Deep Fighter could be destined to "sleep with the fishies"...

PUT ANOTHER SHRIMP ON THE BARBIE

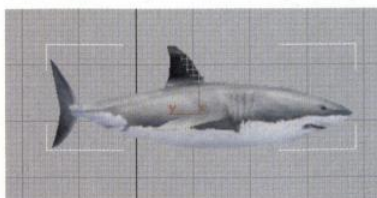
It's been a while since we've had the pleasure (or is that pain) of seeing human actors dressed up in sci-fi costumes for the FMV scenes in an action game. Well, Deep Fighter returns us to those thrilling Wing Commander-esque moments of cheesy mission briefings where the commander looks directly into the camera to ensure that you "don't screw up this mission, cadet!" It makes a nice change from rendered FMV, and it was probably done to make the whole game feel more "realistic", but it plays like a turkey. The

acting is mind-numbingly horrid, and it fails to create any kind of movie-like atmosphere. Try to ignore the FMVs and you'll enjoy Deep Fighter a little more.

Once out and about in your underwater vehicle, you'll be ready to take on a pack of marauding sharks, or giant killer prawns, but instead you're told to go collect some radioactive rocks. Okay, sure, we can do that, collect some rocks... yeah. These kind of "search and solve" missions attempt to make you feel like you're playing an active role in a living environment, but they tend to take too long and result in very little real entertainment for the player. If they were only contained to the first mission, it would be forgivable, but these kind of objectives keep popping up, and you'll tire of it pretty quickly — especially as your sub moves very slowly. Constantly having to backtrack to the city is tedious and sometimes pointless, considering you only get sent straight back out again after you return. Maybe it would have been a lot more interesting if the visu-

als were strikingly realistic and immersive... but they're not. There are times when you'll spin out at the coolness of it all, like exploring a dark underwater cave, but it's not realistic enough to make the dull mission objectives more interesting or believable. Rescuing fellow subs from under rock falls, or placing turrets becomes more frustrating than fun.

As you progress, your sub gets more and more geared up and you'll get a chance to pilot some more powerful machines. But you'll never feel truly beefed up with giant sea-monster killing equipment. The excitement just never kicks in. Combat can be won by sitting in one spot, rotating your sub and firing your weapons. There's something clinically average about Deep Fighter and sometimes it takes a lot of self-motivation to want to continue playing. You need to be in the mood for the slower pace of the game and the explorative style of gameplay... if you stick with it, it's an interesting play, but sticking with it is the big challenge.



LOTS OF HARD WORK WENT INTO THIS SHARK. SHAME.



AN UNDERWATER TRUCK THINGY



PLUS

The underwater environment is a nice change from stalking corridors.

MINUS

Slow gameplay. Bad third person camera mode.

VISUALS	SOUND	GAMEPLAY
80	79	72

OVERALL
73

If you're looking for something different and slower paced, Deep Fighter could be for you.

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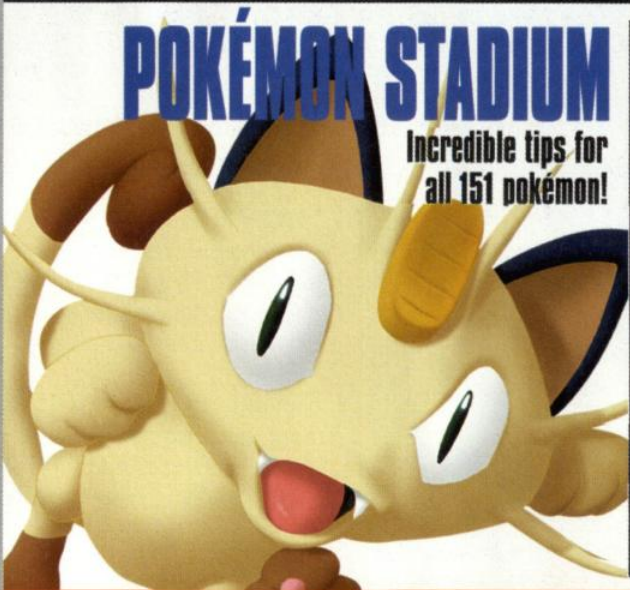
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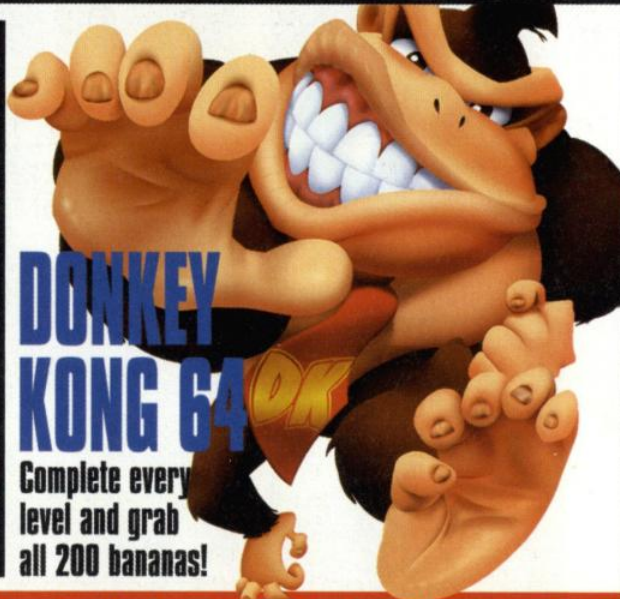
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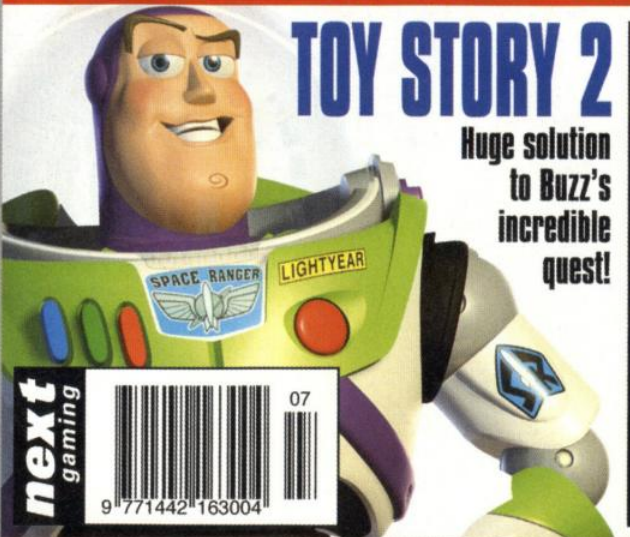
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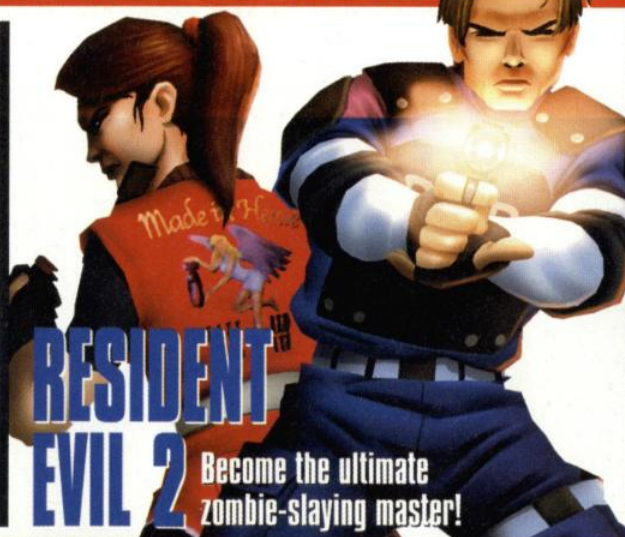
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Hyperactive Welcomes Pokémon to Sydney



Through the month of September, Nintendo turned the University of Sydney's Wentworth Building into Pokémon Park 2000. This extravaganza of gaming, live shows and special guests launched with a bang at Luna Park, where Zak and Ryan were on hand to witness one of the most extraordinary launches since the affluent eighties. With Pokémon characters riding aboard speed boats, a huge Pokémon pirate ship under the Harbour Bridge, pyrotechnics and water shows, it was an awesome way to welcome the Pokémon World Championship contenders and mark the beginning of Pokémon Park 2000. Gold Medal swimmer Michael Klim made an appearance, but turned down Zak's challenge to a game of Marco Polo.

Hyperactive Sponsor Aussie LANs

The Hyperactive National Site is the first step for serious gamers and continues to grow exponentially. We have had the pleasure recently of sponsoring some of Australia's biggest LAN events, including UWALAN over in Perth, Sydney Gamers League LAN in Sydney and the Shafted X in Melbourne. We have write ups on these events on the site so go check them out and we'll see you at the next instalments of these exciting fragfests.

Hyperactive and netGamer are proud to announce the launch of Sydney Counter-Strike Clan League (SCCL) in December. Happening at netGamer in Glebe, this event will see a mixture of skilled and newer clans fight it out in a fun and relaxed atmosphere with the opportunity to win some great prizes. Keep your eyes on Hyperactive for more details.

Lastly, prepare yourself for The Hyperactive National Clan Site Project as it takes on New Zealand! That's right the Kiwis are not going to know what hit them when Australia's number one clan site gets down with those crazy Kiwi gamers. Coming soon.

hyperactive 3.1

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what's on the CD

This month's CD has some great gameplay footage from a host of great variety of PC game demos to get your teeth into, and

PC DEMOS



■ DARK REIGN 2

ACTIVISION

REQUIRED: P233, 64MB RAM, WIN95/98, DIRECTX 7A, 3D ACCELERATOR.

Pandemic's awesome 3D RTS is finally available as an entrée size. Tasty.



■ NO-ONE LIVES FOREVER

FOX INTERACTIVE

REQUIRED: PII 300, 64MB RAM, WIN 95/98, DIRECTX.

James Bond and Austin Powers eat your heart out. Ew, heart eating... Yucky.

■ HELLBOY

DARK HORSE INTERACTIVE

REQUIRED: P266, 32MB RAM, WIN 95/98, DIRECTX.

From the page to the screen, Hellboy goes hunting for evil and finds it in spades.

■ V-RALLY 2

INFOGRAMES

REQUIRED: P166, 32MB RAM, WIN 95/98, DIRECTX.

Vroom vroom. This is a new improved demo of Infogrames' rally fest.



■ BLAIR WITCH Vol 1

GATHERING OF DEVELOPERS

REQUIRED: P233, 64MB RAM, WIN 95/98, DIRECTX.

"I'm... so scared!" And you will be too when you try out this spooky demo.

■ DELTA FORCE: Land Warrior

NOVALOGIC

REQUIRED: P266, 64MB RAM, WIN 95/98, DIRECTX, 3D ACCELERATOR.

It's time to take charge. Install this baby for some serious warfare.

PROBLEMS WITH YOUR CD?



Every Hyper cover disc is fully tested and scanned for viruses. However, due to the incredible array of PC hardware out there, we can't guarantee every demo will run on your PC without problems. Please check the readme files with each demo if you are having problems with a demo. If you suspect the CD is faulty, you can e-mail hypercd@next.com.au with your problems. If your CD is faulty, a new CD can be posted to you free of charge.



THE HYPER COVER DISC

upcoming PlayStation 2, Dreamcast, PC and PSX games. We also have a latest patches for some of the coolest games out there. Enjoy!

GAMEPLAY MOVIES

■ **Dave Mirra @ E3**

This issue we review Dave Mirra BMX on PlayStation, and here is the man himself, pulling off some tricks at this year's E3.

■ **Vanishing Point - PSX**

The opening FMV from the game. Fast cars, fast action.

■ **Half Life - DREAMCAST**

Curious to see how good this game looks on the Dreamcast?

■ **Rune - PC**

Axes, Dwarves and Undead, oh my!

■ **I-War 2 - PC**

A serious space sim with some seriously good eye candy.

■ **Hitman - PC**

Yep, it's the bald action hero with the mostest.

■ **Mercedes Benz Racing - PC**

Hooning around a race track in a goddamn truck was never so much fun.

■ **Unreal Tech Demo - PC**

This could be a good sneak peek at UNREAL 2.

■ **New Timesplitters movie - PS2**

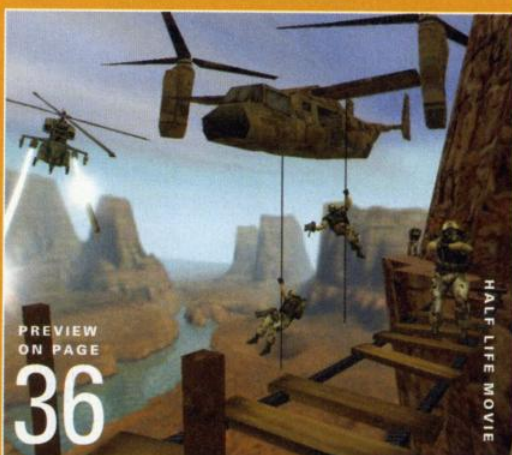
The latest gameplay footage from this upcoming PS2 first person shooter.

■ **Summoner "geeks" movie - PS2**

This is a hilarious promotional AVI made by those wacky folk at Volition.

■ **Midnight Club - PS2**

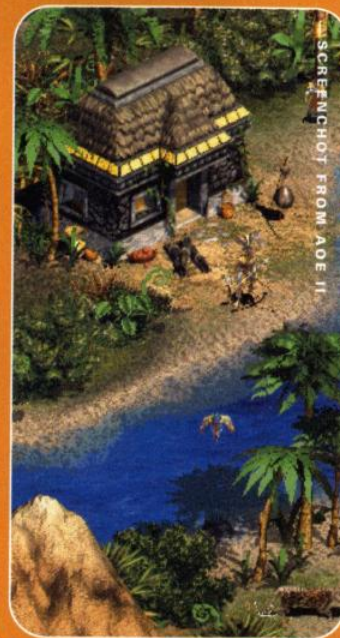
Enjoy some late night race-offs on your PlayStation 2.



PC GAME PATCHES

If you use the "explore the CD" option, you'll find a folder called PATCHES where you'll find the latest patches for your PC games. This month we have...

- **Shogun: Total War**
- **Battlezone 2**
- **KISS Psycho Circus**
- **AOE II**
- **Dark Reign 2**
- **Warlords Battlecry**
- **Unreal Tournament**
- **MDK 2**
- **Diablo 2**
- **Icewind Dale**



DAVE MIRRA: FREESTYLE BMX

PLAYSTATION

With the success of skateboarding games in the marketplace, so called "extreme sports" games have been given a shot in the arm. In an effort to beat Activision and their Matt Hoffman Pro BMX title to the punch, Z-Axis have come up with Dave Mirra Freestyle BMX. Thankfully, it's very playable, and a big improvement on Thrasher.

Dave Mirra's gameplay is entirely stunt based — just the way we like it.

i	AVAILABLE: Now
	CATEGORY: Freestyle BMX
	PLAYERS: 1-2
	PUBLISHER: Acclaim
	PRICE: \$79.95
	RATING: G

There are twelve courses in all, running the gamut from dirt and vert to full on street setups. There are even a few real life parks including Woodward's Lot 8 and the San Jose ramp club. The course design is above average, as are the graphics — although the cartoony feel and the weird rag doll stack animations of Thrasher are still present.

The gameplay options are comprehensive, with a good pro mode and ten multiplayer games including Longest Grind, Cnarliest Crash, Sickest Trick and B-M-X (a variant on HORSE). Accompanying all this radical wheels action is a quality soundtrack featuring the likes of Cypress Hill, Sublime, Pennywise, Deftones, Rancid and more.

It's the tricks and controls that make the game though. Grabs, grinds, spins and stalls combine with a trick modifier that allows for on the fly tricknology, and add up to what Z-Axis misleadingly claim are more than 1300 tricks. Regardless of the actual number of tricks, Dave Mirra is easy to get into, with a very nice learning curve that will see you busting increasingly complex combos and working each course hard in no time. Especially if you're well versed in the school of Tony.

CAM SHEA



VISUALS	SOUND	GAMEPLAY	OVERALL
80	87	82	83

RAY CRISIS

PLAYSTATION

Ray Crisis is the sequel to the well-received Ray Storm. Just like its predecessor, this is a fun shooter that blends the tried and true gameplay of classics like Raiden with a 32-bit coat of paint. Essentially 2D in its play mechanics, Ray Crisis' hook is the semi-pseudo-3D environments, and the polygonal ships and structures within them.

Played mostly from a top down per-

i	AVAILABLE: Now
	CATEGORY: Shooter
	PLAYERS: 1-2
	PUBLISHER: Sony
	PRICE: \$59.95
	RATING: G

spective, the 3D elements have allowed Konami to go wild with a dynamic camera and some good depth of field elements in the gameplay.

There's no denying that Ray Crisis will enthrall you for a short while, but the experience is ultimately hollow thanks to simplistic repetitive gameplay. Taking out huge space stations or zooming through a water tunnel are fun the first time, and the way the camera pans around some of the bigger enemies is certainly cool, but there really isn't any substance. Shoot, lock-on, shoot, avoid fire, fight boss. Repeat until you've beaten the game an hour later.

The graphics don't help a great deal either. When Ray Storm came out, the

visuals were crisp and colourful and the concept was fresh. A couple of years later, and Konami have essentially spat out Ray Storm 1.01. Technology has moved along, but this game hasn't. There are some impressive elements such as the amount of firepower that often fills the screen, but this is also often accompanied by unacceptable slowdown.

This has nothing we haven't seen before and you'll be over it before the cling wrap even hits the ground. Worth a rent, especially with a friend, but that's about it.

CAM SHEA



VISUALS	SOUND	GAMEPLAY	OVERALL
70	70	67	68

RC REVENGE

PLAYSTATION

I assume most anal-retentive readers possess a "posterior" knowledge of Re-Volt, Acclaim's previous RC racing title. It will save me from going through the motions of most sequel reviews and recapping what is by now dated gaming history. But, needless to say, Re-Volt was a fistful of fun.

RC Revenge attempts to emulate its ancestor's carefree, bumper-to-bumper

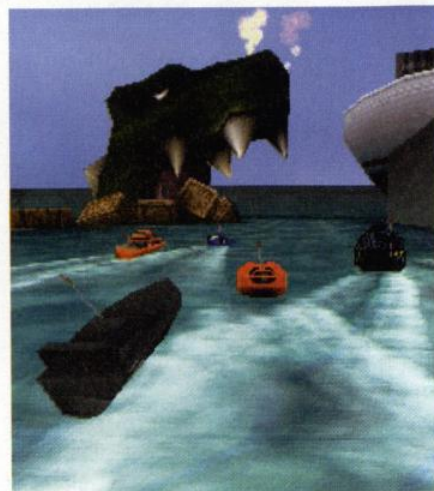
i	AVAILABLE: Now
	CATEGORY: Racing
	PLAYERS: 1-2
	PUBLISHER: Acclaim
	PRICE: \$79.95
	RATING: G

racing spirit. Yet in comparison, it merely circles the rim of enjoyment without ever plunging the whole glorious way in. The single-player game teases with a firm and well-rounded gameplay rump. Winning one series reveals the next and, in doing so, unclenches piles of new tracks. In addition, the split-screen two-player race will ensure a cracking good time for you and a suitably lubricated friend. There's also a nifty editor to poke around inside when the alluring bits of track elsewhere lose their appeal. Acclaim even has the cheek to name the cars RC Action, Big Momma, RC Bandit and Phat Trucker.

Penetrating this curvaceously peachy veneer are several design cock-ups that ultimately see the game barely limp

across the finish line. Gone are the quirky, down-to-earth neighbourhood, toy store and supermarket settings of Re-Volt. In their stead come generic spooky, sci-fi and tropical locales, completely devoid of the charm of the original. To spice things up, new power-ups have been introduced, though their unbalanced nature means that victory is frequently achieved from behind on the final lap. Indeed, a few power-ups allow the player to effectively close the door on an opponent in hot pursuit. In short, RC Revenge is unlikely to enter the annals of game history.

DJ ASSAULT



VISUALS	SOUND	GAMEPLAY	OVERALL
74	65	70	72



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METAL GEAR SOLID

PC

In a totally surprising move, Microsoft has released a PC port of the PlayStation smash hit, Metal Gear Solid! If you're a PC gamer who heard all about it, but never got to play Konami's masterpiece, then you're in for a treat. The PC version doesn't add anything new, nor does it even attempt to offer any huge improvements other than a bit of 3D acceleration, but Metal Gear Solid is a game that needs to be

played by everyone at some stage in their lives.

As this is pretty much directly ported from the PlayStation, gamers spoilt with the usual slickness of PC games shouldn't be put off by the strangely large fonts or weird menu system. You may even have to play a PC game with a control pad for once (gasp), but we're telling you, it's worth it. If you've loved PC games like Thief and Deus Ex, then imagine a third-person version of those games and you virtually have Metal Gear Solid. It's a mixture of stealth and action (yes, the guards react to sound as well as their sight) and the game design is second to none. Why else would the world be going nuts on the internet over the



Metal Gear Solid 2 clips that have been released? This is a gritty, modern, adult action adventure and it's totally worth your time and money. The PC version even comes with the VR missions which were sold separately on the PlayStation. Get this now!

FRANK DRY



VISUALS	SOUND	GAMEPLAY	OVERALL
79	84	92	90

i	AVAILABLE: Now
	CATEGORY: Action Adventure
	PLAYERS: 1
	PUBLISHER: Microsoft
	PRICE: \$89.95
	RATING: M

MIKE TYSON BOXING

PLAYSTATION

Once titled Prince Naseem Boxing, the newly titled Mike Tyson Boxing is finally here. Coming from Codemasters, it's a bit of an odd one, and a real break away from the kind of top quality game the Codies churn out. Some hard work has been put into this title, but it's almost instantly obvious after your first bout in the ring that Mike Tyson Boxing is a seriously troubled piece of software.

For starters, the boxing engine that they have here is ludicrous. The game moves at a snail's pace, with the boxers themselves shuffling around as if their shoelaces are tied together. You have a few moves at your disposal, from a standard array of punches to dodging moves and special moves, but the execution is pretty awful. The overhead camera perspective gives you no indication of where your punches are going, and an uppercut virtually looks the same as a jab. You can change the camera perspective, but the other are even more unplayable. The more you pummel your opponent, the more your special "KO" meter fills up so you can start to pull off some more spectacular stuff. Unfortunately, the results

are not so spectacular after all. You also have to suffer loading screens between rounds, and click through half a dozen loading screens simply to enter most matches to begin with. There is a variety of different modes where you can play as or fight against a bunch of name boxers, but it's not as if any of them feel any different to play. It's also a shame they chose a convicted criminal as their main man, regardless of how good a boxer he was.

Mike Tyson Boxing is too slow, too dull and too plagued with bugs to warrant a purchase.

FRANK DRY



VISUALS	SOUND	GAMEPLAY	OVERALL
72	73	60	62

i	AVAILABLE: Now
	CATEGORY: Boxing
	PLAYERS: 1-2
	PUBLISHER: Codemasters
	PRICE: \$79.95
	RATING: M

MTV SKATEBOARDING

PLAYSTATION

A Hyper guide to experiencing MTV Skateboarding.

Step 1: Buy a copy of Tony Hawk's Pro Skater 2

Step 2: Enter the "create-a-skater" mode and create a funky looking dude with as few polygons as possible. Name the dude "Danny Way" or another skater featured in MTV.

Step 3: Enter the "create-a-park" mode

and throw together an average warehouse setup.

Step 4: Turn the in-game music off. Place an audio CD in your sound system with Deftones, Cypress Hill, Pennywise or any of the artists from the MTV soundtrack on it and play through the speakers on your sound system to accompany the TV sound effects.

Step 5: Take Danny Way into your custom warehouse. Don't start skating just yet though!

Step 6: Rig up an elaborate McGuyver like contraption that delays button presses by about a second.

Step 7: Break a couple of fingers on each hand with a hammer, then spray some mace in your eyes and start playing.

Congratulations! You've just experienced the agony and sheer mediocrity of MTV Skateboarding.

In all seriousness, this is a majorly flawed title. Even the low frame rate, wooden animations, glitchy stack animations and average graphics aren't what kill this game. It's the unresponsive controls. Despite sharing a similar control scheme to Tony Hawk, it's infuriatingly hard to reliably pull off tricks. Grinding requires more luck than skill, and there's essentially no "pop" in tricks... which is what skateboarding is all about.

CAM SHEA



VISUALS	SOUND	GAMEPLAY	OVERALL
55	80	42	49

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TUROK 3

i AVAILABLE: Now
CATEGORY: Action
PRICE: \$49.95
PUBLISHER: Acclaim
FORMAT: Game Boy Color Only

» The fact that Turok 3 on the Game Boy is rated MA15+ is a little hard to stomach. Whoever thinks that shooting dinosaurs - who look more like Teenage Mutant Ninja Turtles rendered with about 30 pixels - is violent gameplay, needs to get out more. It's like slapping an M rating on the old Atari 2600 game, Combat, where two tanks roll around a maze shooting bullets that look more like pez at each other.

Anyway... Turok 3 offers a lot of variety for an action title. You'll be leaping behind the controls of a tank, a speedboat and Turok himself in the first two levels alone. Turok also faces levels that scroll sideways, in and out, as well as contend with pop-up tricks and traps and of course the hordes of dinosoids. It's actually quite a bit of good fun... and it's certainly not easy.

What is cool, is that you'll be able to handle a variety of weapons, and select to use what you desire at any stage - from the bow and arrow to a plasma rifle and particle accelerator. It's not like it radically changes the gameplay, but it's good fun. Progressing through the game isn't too taxing on the brain, this is mostly "shoot and dodge stuff" gameplay, but your reflexes will certainly be tested. There probably aren't enough levels here for it to be truly good value, but whilst Turok 3 is short-lived, it's fairly entertaining.

FRANK DRY

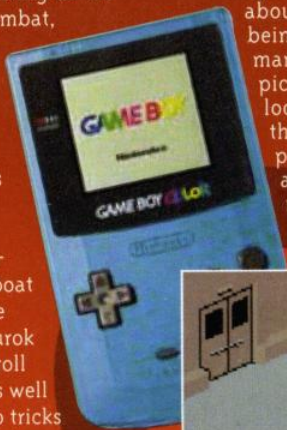


MTV SKATEBOARDING

i AVAILABLE: Now
CATEGORY: Action
PRICE: \$49.95
PUBLISHER: THQ
FORMAT: Game Boy Color only

» Imagine a middle-aged, overweight, boring executive. Now imagine that person deciding that the "kids" would love a "radical" skateboarding game that combined the "hip" MTV brand with that "gnarly youth craze". We hate to be cynical but that might be how this game came about. The MTV games are being churned out, and not many of them are worth picking up off the shelf to look at the pretty pictures on the box, let alone to actually play the darn things. Giving a game a "cool" brand name doesn't make it a cool game.

Anyway, to get to the



point. MTV Skateboarding is surprisingly good, but it fails to deliver fun factor in the right areas. Sure, the pseudo-3D engine is good, the player has quite a bit of fluid control and a nice array of tricks, but the main problem with this title is that you don't get rewarded for pulling off tricks. Instead the game devolves into a hunt for the spinning MTV icons and other dull tasks that are only made more frustrating by silly time limits.

It would be a lot more fun if it wasn't so darn tricky to control either - the learning curve here is awfully steep, and we see a lot of people putting this game down long before they get around to learning it and liking it. Still, MTV Skateboarding is the better of the Game Boy boarding games which are available and there IS a Freeski mode.

FRANK DRY

BUFFY THE VAMPIRE SLAYER

AVAILABLE: Now
CATEGORY: Stake 'em up
PRICE: \$49.95
PUBLISHER: THQ
FORMAT: Game Boy Color only

» Despite the silly name, Buffy The Vampire Slayer has consistently been one of the best shows on television over the last four years. As is (unfortunately) the way of the world, it was only a matter of time before the license was dragged kicking and screaming into a feeble videogame of some description.

The Game Boy version is here, and surprisingly it doesn't do the license too great an injustice. Sure, it's basically Streets of Rage for Game Boy, but there's a healthy portion of Buffy goodness thrown in for good measure. For a license based around a sexy young girl beating the crap out of demons and vampires, it's great to see that it doesn't just rely solely on mindless action sequences. Good thing too, because the gameplay is stiffer than Mr Pointy. Indeed, although the thrill of staking vamps is palpable, once you've played the first level you've essentially played the entire game as far as gameplay is concerned. The cut scenes that move the story along, on the other hand, are worth the price of admission alone. With typically witty, offbeat Buffy-esque dialogue, all the major characters make an appearance (including Angel and Cordy), and you'll play through the repetitive action sequences just to see the the next cut-scene.

If you've ever dreamed of carrying Buffy, Cordy and Willow around in your pants then this is just the ticket. For Buffy freaks only.

CAM SHEA



PERFECT DARK

i AVAILABLE: Now
CATEGORY: Action
PRICE: \$49.95
PUBLISHER: Nintendo
FORMAT: Game Boy/Game Boy Color



» Guaranteed to sell a zillion copies by Christmas, Perfect Dark on the Game Boy has thankfully also been created by the Rare team, who were responsible of course for the N64 game. Mini-Joanna moves beautifully, and like Tomb Raider on Game Boy, you'll be surprised that this kind of thing is possible on Game Boy seeing as no other developers seem to get such results on the hand-held. Would you believe there is even a great deal of speech in here - horribly digitised, sure, but it's there nonetheless. Shows what a bit of effort can do.

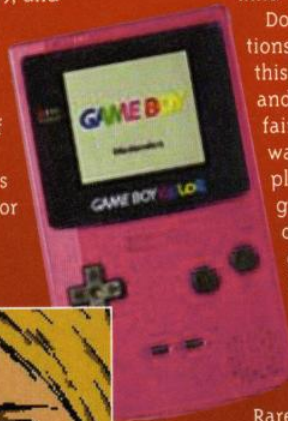
Gameplay consists of a top-down scrolling shooter, interspersed with puzzles, first-person target shooting, and vehicle driving stages. There's a tonne of variety here in the gameplay and with the options which are available. Perfect Dark offers Link Cable multiplayer as well as

infra-red and printer support!

Don't let your expectations get too high though, this is still the Game Boy, and the gameplay is really fairly simple. Joanna can walk or run around the place, sneaking past guards or shooting them down with a variety of guns. The guards cough up ammo, weapons and health packs to make life a little easier, just like a shooter game should.

Rare have simply spiced up the simplistic gameplay with lots of sub-games that are simple too, but hey, variety is the spice of life. Certainly, there's more entertainment here than in your usual garden variety Game Boy game. Lovely.

FRANK DRY



7/10

7/10

6/10

8/10

SEGA

EIGHTEEN WHEELER

It's not easy being a truck driver. Amphetamines are expensive, the official trucker music sucks real hard and your best buddy (well man's best friend, actually) is light on the conversation and heavy on the drool. So you decide to retire and do that one last coast-to-coast dash in your truck which will earn you enough money to tide you over 'til you are accepted into the local Men's Hostel and also get you out of debt with your loan shark and amphetamines dealer.

KEEP ON TRUCKIN'

Sega's latest road racing game Eighteen Wheeler can be seen somewhat as the love child of their other recent releases - Harley Davidson and Crazy Taxi. It has the point to point racing theme of Harley and the hectic driving of Crazy Taxi, which is of course a recipe for a truck-load of dangerous, non-defensive, death-defying driving.

The major difference now is that your vehicle is a 20+ tonne juggernaut that can smash its way through peak hour traffic or demolish a low hanging bridge. But on the bad side, your manoeuvrability is akin to steering an aircraft carrier down a slip'n slide or small stream. You now have to pre-empt each corner considerably and use the high and low transmission to its fullest in an attempt to make it through this four stage, New York to San Francisco cannonball run.

HIGH SPEED HIJINKS

Whilst you are attempting to get your mighty rig and precious cargo to the checkpoints in time, you are also



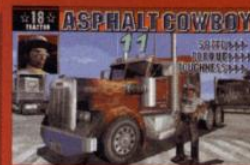
attempting to block out any other competing trucks by 'detouring' them into oncoming traffic or attempting to block them from taking a short cut, or just trying to send them at high speed into a brick wall. One other use of your opponent is to use him for slipstreaming, which if done properly will put some extra speed on your speedo.

There are 5 different trucks to choose from, with each varying in Speed, Torque (acceleration and pulling abili-

ty) and Toughness (the ability to keep up to speed whilst smashing into or through objects + damage abilities). Try Nihonmaru or Streamline trucks at first as they have a good top end speed.

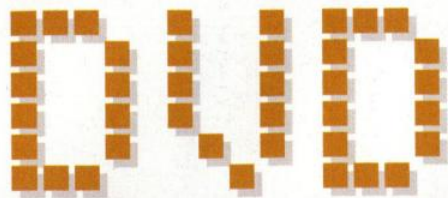
Another thing to choose from is the type of trailer you will tow. In the first stage you have no choice but to take a petrol tanker, but the other stages give you the option of towing heavier loads for more money. Some cargo is far more fragile and if damaged through your reckless driving, your towing bill will decrease so as to pay the cargo's repair bill.

The horizontally positioned, real size truck wheel interface combined with some grunty big bore turbo diesel exhaust sound effects and flowing graphics, should see this game becoming quite popular with any racing fan or want-to-be truck driver. To top it all off, the challenge stakes are high and to make it to San Fran and through the various challenge stages requires a lot of fancy wheel work. Oh yeah - don't forget to use your air horn as much as possible.



Hypervision

>> KEVIN CHEUNG



Well, it won't be long before you'll be able to whack one of these DVDs into the disc tray of your very own PlayStation 2 and discover the digital goodness of this format. Of course, some of you may already have a standalone player or DVD-drive in your PCs. But whatever your choice of player, you'll all agree that this is the only way to watch.



MEL SEEMS TO HAVE HAD AN ACCIDENT WITH A BLUE CRAYON

Braveheart

PARAMOUNT
MA 15+

Mel Gibson leads a disgruntled nation of Scots against the tyranny of English rule in this historical epic, and gives those filthy Poms the arse, literally. Braveheart chronicles the life of William Wallace, who so famously fought for the freedom of his people after the murder of his wife. There are loads of satisfyingly graphic battle scenes, and the drama is well worth sitting through to understand the true sweetness of revenge.

Picture quality is fair and sound quality is crystal clear; and Mel Gibson himself provides scene-by-scene commentary, which is a rarity in most blockbuster films. It almost makes it worth sitting through another three hours just to hear it.

EXTRAS: 7/10 | MOVIE: 8/10



WHERE WAS MEL IN OUR OLYMPICS CLOSING CEREMONY?



BRAD: "DO YOU SMOKE AFTER SEX?" HELENA: "I DON'T KNOW, I NEVER LOOKED."

Fight Club

20TH CENTURY FOX
MA 15+

Edward Norton is a portrait of the modern male dilemma, being trapped in a relentless corporate cycle until he is befriended by Brad Pitt, a salesman who shows him how to channel his male aggression. They eventually form an underground society called the Fight Club, which explodes with such popularity that it goes completely out of control.

Directed by David Fincher (Seven, Alien 3), Fight Club is both intelligent and disturbing to the conservative, but will strike a chord with everyone. The ladies will understandably feel alienated by its exploration of the male psyche, and the much-publicised twist at the end is not all it's cracked up to be. Still, it's worth watching a few times, and the extra features are great too.



EXTRAS: 8/10 | MOVIE: 8/10





"BIG BOTTOMS DRIVE ME OUTTA MY MIND! HOW CAN I LEAVE THIS BEHIND?"



This is Spinal Tap

MGM
R

This is Spinal Tap is one of those classic films that everyone should put on their "must see" list – if only to add "Big Bottoms/Big Bottoms/Talk about mud flaps/My girl's got 'em" to your musical repertoire. Spinal Tap is a "rockumentary" which follows the fortunes of a lovably idiotic heavy metal band. Essentially it's a piss-take of documentary film making (a "mockumentary") and the music industry in general. Directed by and starring Rob Reiner (before he started making crap like *The American President*), this DVD really is a gem. Harry Shearer, the voice of several characters in *The Simpsons*, plays one of the lads from the band, and there are even cameos from the likes of Fran Drescher, who makes a less-irritating-than-usual appearance. In what is probably a first, MGM have packed this disc with so many extras that they are even longer than the actual feature - audio commentary from the three leads, a new interview with Reiner, an extra hour of footage, six TV commercials and theatrical trailers. What more could you ask for? At the risk of sounding overly fanatical – go out and buy this DVD right now, goddamit!!

EXTRAS: **9**/10 MOVIE: **9**/10

The Princess Bride

MGM
PG

Cary Elwes plays a poor farm boy who sets out to find his riches so that he can marry Robin Wright, only to discover on his return that she is engaged to the local prince. His attempt to kidnap her reveals a plan to incite war with a neighbouring kingdom, of which Wright's marriage to the prince is central.

This 1987 classic was the intelligent viewer's alternative to *The Neverending Story*, where director Rob Reiner gives countryside medieval adventures the Monty Python treatment. It's lost a lot of its edge since then, with only a handful of moments still worth chuckling at. However, it's still worth the novelty of seeing the earlier works of Cary Elwes and Billy Crystal.

EXTRAS: **4**/10 MOVIE: **7**/10

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The End of the Affair

COLUMBIA/TRISTAR

M

What? No cross-dressers, hundred year old vampires or maniacal Robert-Downey-Jnr-esque serial killers? (Is this really a Neil Jordan film?) Initially this DVD looked a tad boring (sorry, Ralph Fiennes, I'm not a big fan), but I was persuaded to watch it because I like most of Jordan's work and anyone who's had the pleasure of watching Julianne Moore suspended naked from the ceiling for the sake of her art in *The Big Lebowski*, or playing "Mummy Porn" in *Boogie Nights*, couldn't help but be a little curious about what she's doing in this staid period drama. Based on a Graeme Green novel, *The End of the Affair* is the story of fated lovers in wartime England. If you're not interested by now, you proba-

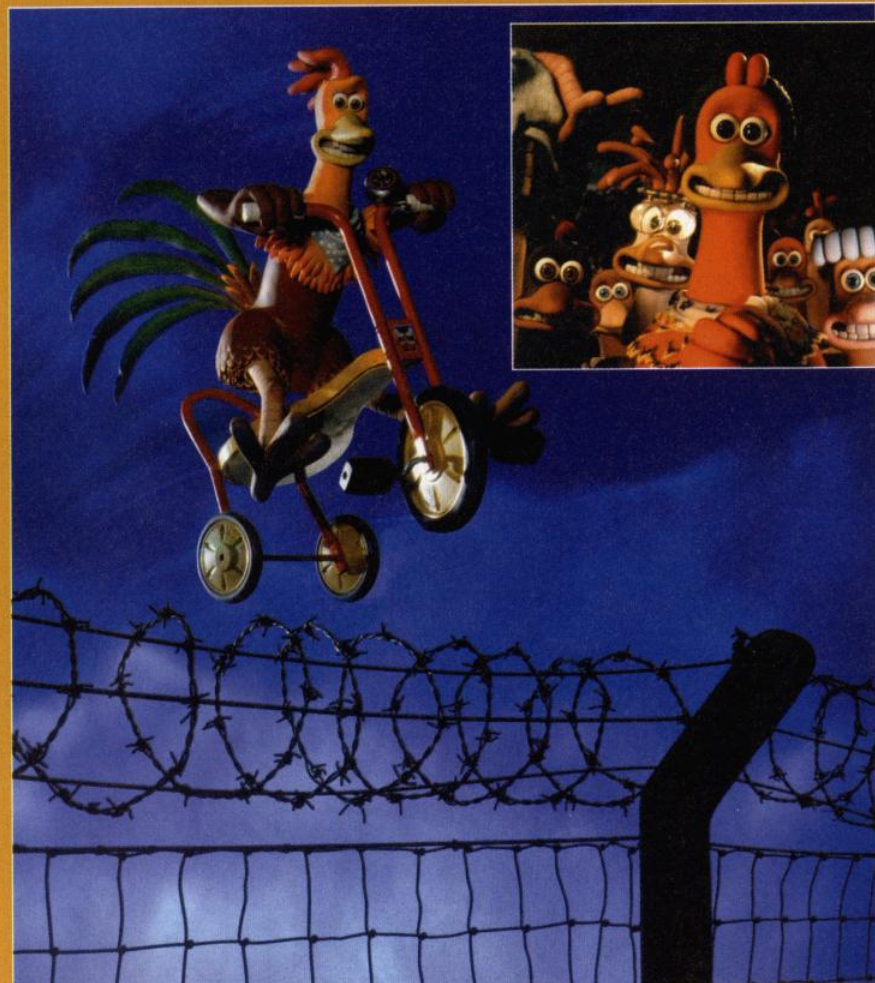


"OH, YOU SHOULD HAVE SEEN ME IN BOOGIE NIGHTS!"

bly never will be (and Ralph is a bit of a pain in the butt), but Jordan actually does great things with this story — turning Green's novel into an artfully realised study of the ways in which lovers betray each other and themselves. Titled "The Collector's Edition", this DVD includes a brief featurette on the making of the movie, audio commentary by Neil Jordan and Julianne Moore, and an isolated track of Michael Nyman's beautiful score.

EXTRAS: **6**/10 | MOVIE: **7.5**/10

in cinemas



Chicken Run

DREAMWORKS SKG G

Pen this down as one of the ten best films to see this year. With *Chicken Run*, the claymation Gods at Aardman (Wallace & Gromit) have been able to let their creative genius run wild in this tale of hope and triumph.

Ginger is the leader of a resistance within Mrs. Tweedy's Chicken Farm. The thirty or so chickens are prisoners behind barbed wire fences, forced to produce eggs daily under the watchful guard of a bumbling Mr. Tweedy and his two dogs. Ginger's plans for escape are brought to a head after yet another of her friends is given the chop, and a loudmouthed American rooster named Rocky gives them the idea of learning to fly to freedom.

The gags are a lot deeper than just the hens' teeth. This first feature film from the team led by Peter Lord and Nick Park works at so many levels, whether it's the fact that the chickens are intelligent enough to know they're shaped like inverted turnips, or that the chickens take the piss out of themselves. Funny, intelligent, adorable, and original — *Chicken Run* is an absolute must-see for all.



MOVIE: **9**/10

DON'T BE CHICKEN! GO SEE THIS ANIMATED WONDER NOW!

ANIME

Dragonball Z The Movie: The Tree of Might

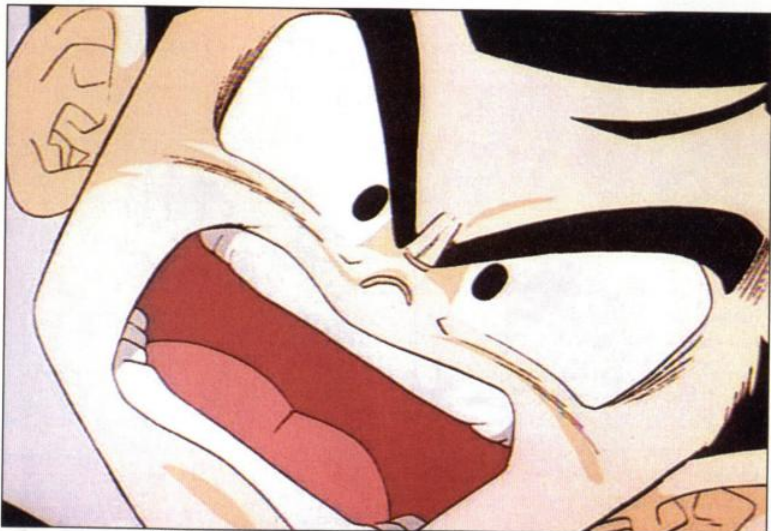
CATEGORY: ACTION
 PRODUCTION COMPANY: TOEI ANIMATION/PIONEER



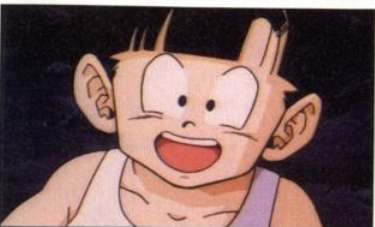
Powerful aliens plant big tree on Earth. Goku and friends get in big fight with the aliens. Gohan turns into big monkey, Goku discovers new magical power, Goku eventually saves the day. This Japanese incarnation of He-Man and the Masters of the Universe is as crappy, formulaic and offensive as they come. The fact that they have big eyes, crazy hair and throw fireballs at each other is no excuse to market 60 minutes worth of the same poorly-animated, poorly-written tedium.

Dragonball Z, no matter how you package it, is rubbish. Sure, the manga of the original Dragonball was okay, but the Z and GT series were pure contrivances. Honestly, one could doze off during any one of the dozens of scenes where those oafs charge up their power. The handfulls of seconds that are wasted panning back and forth from the plain whiteness of their eyes just reeks of low budget production values, but with enough obsequious commercialism to still compel young children to nag mum and dad for the toy. This is not art. And for those of us who were looking for an intelligent alternative to Western animation, this is not why we watch anime.

To make things worse, the Japanese audio channel is only in stereo, and really scratchy stereo at that. The English voice actors aren't even the same as those on the TV series. God help us if they ever decide to translate Dragonball GT.



EARLY PICTURES OF JOHN HOWARD SHOWED HE HAD BEHAVIORAL PROBLEMS



ANIMATION: 5 | PLOT: 2 | JAPAN-NESS: MEDIUM | OVERALL: 2



"HOUSTON, WE HAVE A PROBLEM."

Blue Submarine No. 6

CATEGORY: SCI-FI, ACTION
 PRODUCTION COMPANY: BANDAI VISUAL

The Earth's polar caps have been moved and its magnetic field has been put completely out of alignment. Two thirds of the world's population has been wiped out, and the extinction of the human race is almost a certainty if a certain madman named Zorndyke is allowed to see his evolutionary plans to fruition. This four-episode series details the exploits of Blue Submarine No. 6, which fights in a frightening war for Earth's future against oceanic mutants at the undersea frontier.

The plot is complex and diverse, and whilst each DVD contains only one episode (making it a bit of a ripoff), it's easily one of the most impressive OAVs one can own. The series features the most incredible CG animations to date and the Dolby Digital Japanese audio (none for dubbed, too bad for the cretins who refuse to read) is absolute bliss.



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

MODS

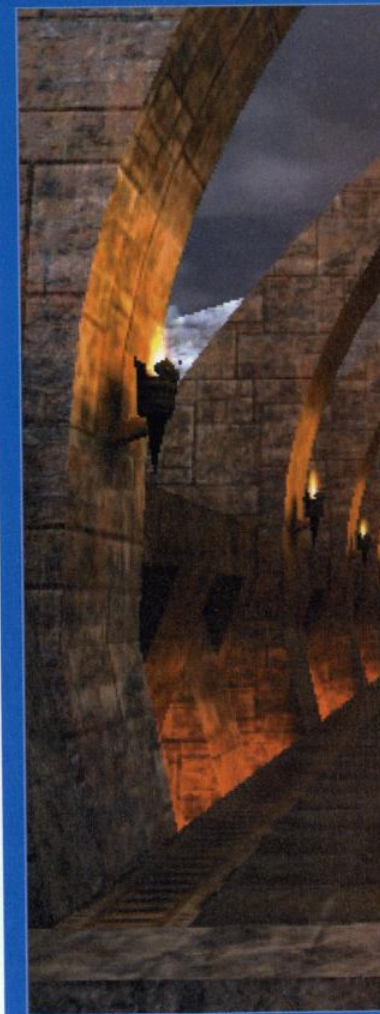


QUAKE 3

Jailbreak Q3

Another classic mod to be dragged over from previous versions of Quake is Jailbreak for Quake3. This incarnation promises the same classic gameplay presented with a host of excellent looking new maps.

For those unsure of what Jailbreak is about, it's basically a teamplay mod where the goal is to kill the



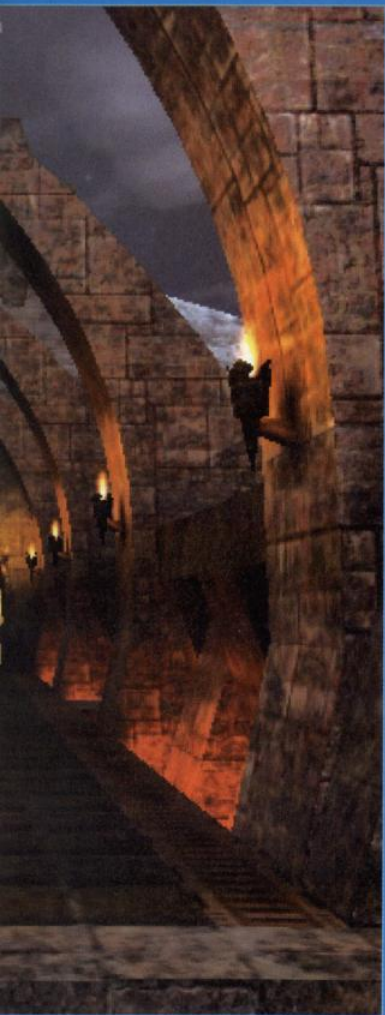
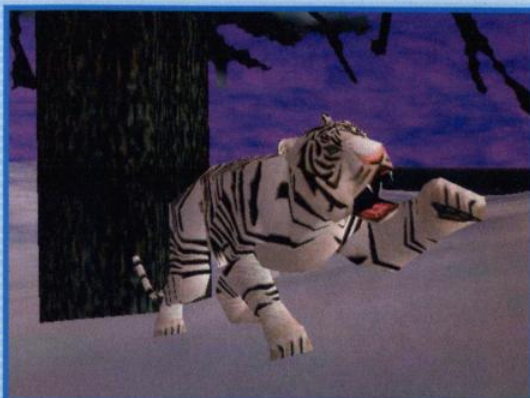
EverQuest: SCARS OF VELIOUS



It doesn't seem like so long ago that Verant unleashed Everquest's first highly anticipated expansion, Ruins of Kunark. So it may come as a bit of a surprise to hear that yet another addition is already heavily into production. This time EQ'ers will be introduced to the last new continent on Norrath called Velious, in Everquest: The Scars of Velious. Velious is where legend has it the mighty Dragon-God Veeshan unleashed her fury on the world, clawing at and spewing blasts of cold breath onto it's surface, thus forming great valleys and turning this particular continent into a frozen wasteland. Convinced this was a good place for her brethren to live she populated the land with Dragons. Alongside them the land is riddled with giants, an evil race of Dwarves and a range of as yet undiscovered minions. After being isolated for millennia, Velious has just



enemy team. Sounds simple enough, but fragging someone merely sends them to jail... it isn't until your team sends everyone to jail that the opposition can be executed. Once captured, players can work as a team to try and escape their confines and join the fray once more, making for some truly exciting matches. Jailbreak is awesome fun and obviously looks sweet with the Q3 engine. Definitely worth the download. <http://q3jb.teamreaction.com/>



recently been uncovered by the Gnomes of Ak'anon, who happened across the ancient land while testing an icebreaking ship out on the distant frozen waters.

GET SOME SCARS

As you might have figured already, the Scars of Velious is a rather dangerous place to be. While Ruins Of Kunark, also centered its attention on content for high level characters, it implemented a new playable race called the Iskar with it's own low level areas. SoV doesn't introduce any new playable races and focuses purely on pleasing the level 30+ players out there. People new to EQ therefore have no real reason to get the pack. Besides, there are plenty of other places to go and kill things for the time being.

The new frontier will play host to 16 zones full of new dungeons to crawl, denizens to smite and new items and

armour to collect. Not much to complain about there! Another point of interest is the inclusion of a new improved user interface. This alone may be reason enough for some eager lower level players to purchase the pack.

Graphically one can expect the same standard as that found in Kunark; swaying trees, more detailed creatures and so on. Rest assured it won't look dull.

Scars of Velious looks to be coming along at a blistering speed and is set for a pre-Christmas release. Also pleasing to note is the fact that this time around you'll be able to purchase the expansion separately from the full game. Certainly you'd expect that to be the case, but fans of EQ will remember that unless they purchased Ruins of Kunark directly from Verant, gamers had to fork out for the full-game combo box.

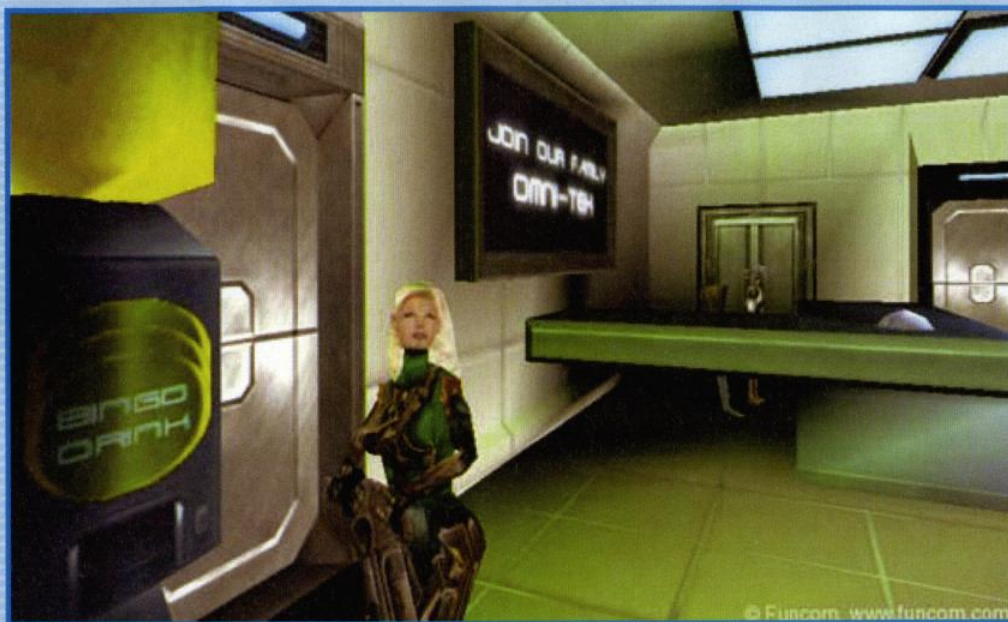
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Crop Circle Connector

At this site you'll be kept up to date with the most recent crop circle discoveries. Caused by Aliens, magnetic fields or simply a plethora of hoaxes? You be the judge when looking at this sizable library of monthly crop photos. <http://cropcircleconnector.com/>



Anarchy online



Another massively multiplayer title set to break free of the AD&D-fantasy mold is Funcom's Anarchy Online. Like Bigworld, AO takes its players into our future, where mankind is off colonising other planets and big corporations are trying to run the whole shebang. More specifically the action begins around the world of Rubi-Ka, where a struggle rages between the oppressive regime that is Onmi-Tek and a motley bunch of freedom fighters simply known as

the Rebels. Since everyone will be playing on the one huge server, the idea is to let the story evolve throughout the life of the game at the whim of the players' actions — at least to a degree.

TEK WAR

As an Omni-Tek lackey, players will strive to move up the corporate ladder, making use of the best that human technology has on offer to help in obtaining

your goals. Rebel players will run by a less established system of rag-tag clans who to make do with whatever gear they can muster. If you wish, you can even choose not to follow either side and simply live a life of neutrality.

While technically you can only choose to play a human, in the future the human Gnome is commonly altered to create various types of people who suit different purposes. Thus AO provides a range of sub-races with genetically enhanced strength, speed or other attributes to pick from.

Having already been in production for 4 years, a majority of the game content has already been made. Throughout that time however Funcom have kept a close eye on the success of UO, EQ and



www

Silly 2000

As opposed to Sydney 2000 of course, this site is a parody of the official Sydney Olympic web page. Be sure to check out the guide on the 'Real Sydney' which is full of useful info for visitors to our country, heheh.
<http://www.silly2000.com/>



Asheron's Call, adjusting its gameplay accordingly to any aspects that worked in those titles, and what did not. "People do not like to wait; waiting is boring"... some wise words from AO developers that relate to the problem of camping which plagues Everquest. Funcom's anti-camping approach is to have all good items purchasable from shops or obtainable from quests, rather than being rare drops on creatures. So players priorities now lie more heavily on earning a decent income and getting experience. Both of which can be done through killing alien creatures in the wilds, or by following a revolutionary quest system.

Receiving a quest involves moseying on down to the local 'Quest Booth' where, depending on what class and skills you have, a suitable and totally unique assignment will be generated for you to carry out. Missions vary from playing a hit man to carrying out the destruction of important enemy structures. Quests can even be tailored to suit multiple players, each having to do their own bit to achieve the end goal. Amazing stuff. If pulled off correctly, this very facet of the game alone could be what sets it above the competition.

HOW TO MAKE FRIENDS AND KILL PEOPLE

Claiming to support up to 50,000 players at once, Rubi-Ka is going to have to be a huge world to support everyone. In fact, Funcom have added a public transport system so players can avoid having to run around for hours on end. Indeed, a sci-fi game without this feature might seem rather silly anyway.

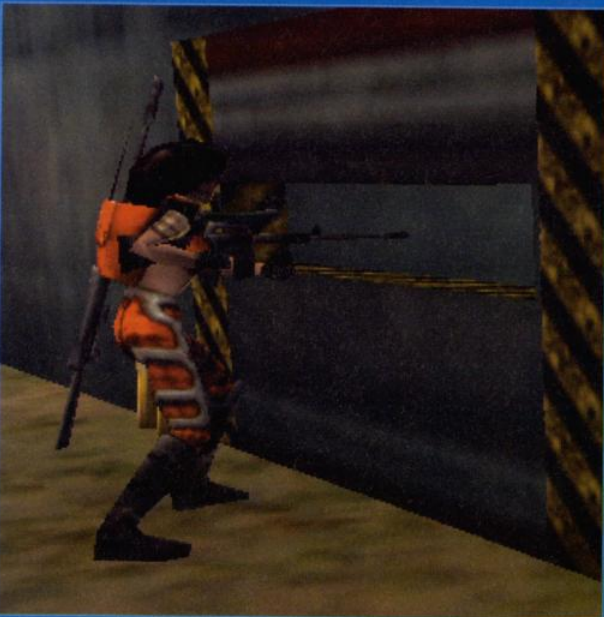
How are player Vs player situations handled? Well basically the further you are from civilization the more the rules allow an open season on player killing. Hunting for experience out in the distant

MODS

UNREAL TOURNAMENT

Assault Map Pack

A section of Unreal Tournament that probably hasn't received the amount of attention it deserves is Assault. WAM (Wicked Assault Maps) hope to rectify that situation, having released their own quality map pack. Each mission looks great, plays well and they sure do make a nice change from the default UT selection. WAM also plan to release a second assault pack some time soon. Grab it here. <http://wam.unrealcenter.com/>



wilds will be, as a result, more bountiful due to the increased PvP danger.

Anarchy Online will also boast a solid skill system with over 50 separate available skills: From training to use a variety of weapon types to learning valuable trade skills. Players can also learn to manipulate nano-technology, which can be used to augment weapons among other things. Masters of nano-tech can even wield a form of techno-magic!

Another neat feature that expands on traditional inventory storage systems like a bank is that each player will have his own apartment. Not only will you be able to leave your loot behind, but you can even renovate the room somewhat to make it distinctly your own.

Funcom's art department looks to be doing a top-notch job bringing the world to life aesthetically. Gamers will be treated to lush environments aplenty with some surprisingly detailed player models and creatures to behold.

Anarchy Online is undergoing some early beta-testing as you read this. So with any luck we should be able to make our mark in Rubi-Ka some time next year.

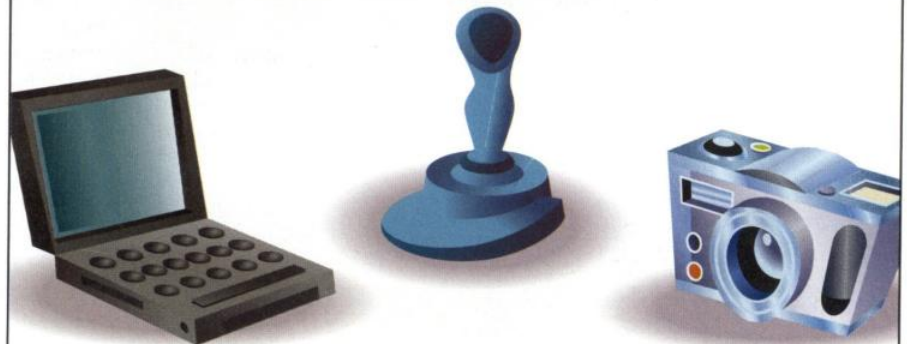


Snakemetal radio

A few issues ago we posted a link to a non-stop shoutcast techno site. Well, Snakemetal would have to be that site's heavy metal equivalent. How does 24/7 of constant head-bangable riffs tickle your fancy? Winamp required. Long hair and nose-ring optional. <http://www.snakemetalradio.com/tunein.html>



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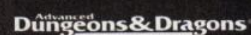
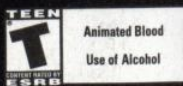
- Computer Gaming World

"This sequel features fantastic locales, more spectacular monsters, and more character classes. It promises to be the most ambitious second edition D&D® game ever."

- Gamespot

"... Baldur's Gate II: Shadows of Amn will be one of most important RPGs ever released. It is a beautiful epic, bringing to the field a new level of polish, detail and design. And, it's going to change everything."

- IGN



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WINNER Hyper 84

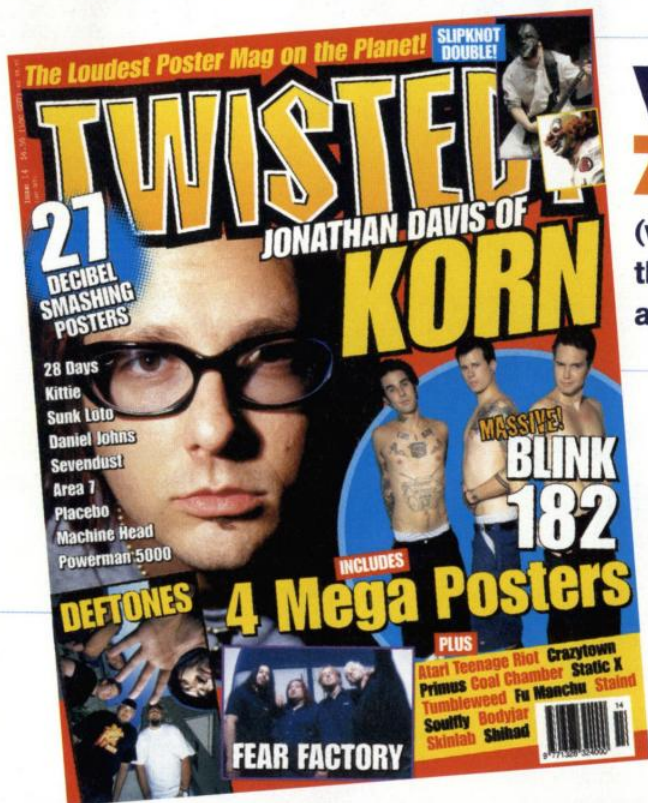
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Graeme Hyde, Nakara, NT.

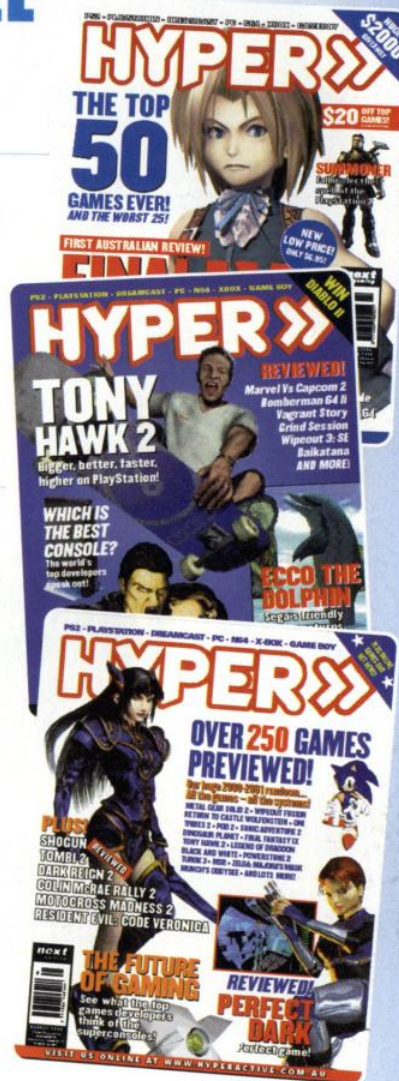
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WE HAVE 20 ZEUS PACKS

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Zeus is a great new sim from Sierra, revolving around Greek mythology, from the creator of Pharaoh. Build cities, hunt down the Hydra, dress up Hercules in leather, er... yes, well anyway, we love it and you will too! We'll also throw in a copy of Twisted, the hard rockin' poster mag, to every subscriber this month. Talk about a sweet bonus!



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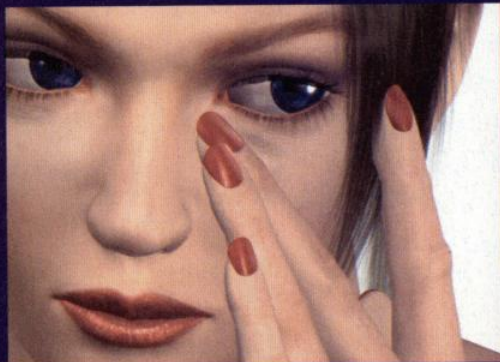
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HYPER FORUM

Every month, we'll put forth a topic for discussion and then you'll have that month to e-mail us or post us your opinions and thoughts, no matter how verbose or how brief. The best letters/e-mails will be printed in the following issue for everyone to savour. To put forward your opinions, just e-mail us at freakscene@next.com.au with Hyper Forum in the subject line, or snail mail us at Hyper Forum, 78 Renwick St, Redfern, NSW 2016. If you are e-mailing or sending a letter, please remember to include the Hyper Forum question along with your rant.

This month we're asking...

? "SHOULD GRAPHICS BECOME PHOTO-REALISTIC?"

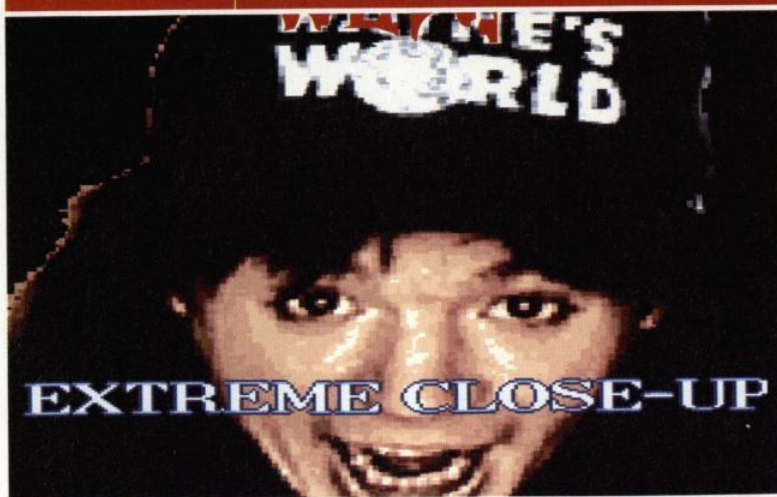


Last issue's question was "IS THE PLAYSTATION 2 WORTH \$750?" and your first responses will be printed in Hyper issue 87 - days before the PS2 hits stores everywhere! Check back next issue for our first full Hyper Forum.

CAPTION THIS!

PART 11 WINNER

The winning caption this month comes from Corey Akerblom via e-mail.



"CHANNEL SEVEN WERE BEGINNING TO REGRET HIRING NEW PERSONNEL TO COVER THE OLYMPICS."

HYPER TV PART IV

Hyper,

You guys should really make a TV show. I say this because I want to see and hear new and upcoming games without large downloads from the net. Whaddaya think?

STUART MCMILLEN
smcmillen@mpx.com.au

*Dear Stuart,
You can get new and upcoming game movies on our cover disc! As for a TV show... if we told you, we'd have to kill you. Or at least hurt you lots.*

DEATH IS INEVITABLE

Hyper,

I have a very serious question that could affect where my stolen... I mean, hard earned cash will be heading. The choices are... a Dreamcast, a PS2, or a few kegs of piss. My question is this - will the Dreamcast die?

Yours infectiously,
HITMANMICKYJUICE

*Dear Hitmanmickyjuice,
All consoles die eventually. The Dreamcast will only find an early grave if people let it...*

FEAR THE SPHERE

To coincide with the announcement of the Nintendo GameCube, here is my idea for the Sonegato Sphere.

Made by Sonegato, the Sphere is a revolutionary new console that is in the shape of a perfect sphere. 512-bit, the Sphere can have 8 players simultaneously in the comfort of your own home, with the Internet adaptor allowing up to 104 players in some games. Popular titles to be released are Metal Gear Liquid VII, Mario & Luigi 512, Sonic Explorer III, Tekken It Home XI, Soul ExCalibur, PokeMan Black and Perfect Velvet IV, to name a few. With a release set for August 30, 2004 in Europe and Australia, the Sphere is the first of hopefully many creative ventures by the 3 big names in games, Sony, Sega and Nintendo.

All controllers are wireless, with 8 small hatches on the face of the Sphere to open and place the controller operator, a small ball, into. Colours of the controls and consoles range from aqua

to turquoise, and everything in between. The controllers themselves are based on circular or oval shapes (see image).

The never-before-seen game spheres are about the size of a ping pong ball, and weigh about the same as a cricket ball. The hard plastic shell displays the game art, and a near-invisible hatch. Once inserted into the Sphere, the machine cracks the game and begins running. The system itself is the size of a regulation soccerball, weighs about 3kg and has a retractable handle which fits perfectly into the case.

When you play the console, it rolls around merrily on your floor. Barriers are recommended, as the controls stop working if they are more than 10 metres away from the Sphere. Cost expectancy - \$899.

Thank you and goodnight,
NITESHOK
niteshok@hotmail.com

*Dear NiteShok,
Hey, if it means we can make more ball jokes...*



OLDIES BUT GOODIES

G'day Hyper!

You guys are great... not to mention your mag!

I have a few questions to ask.

1. Have you guys got anyone in the crew that has been with Hyper since it started?
2. When you did "violence in video games" as a feature a couple of issues ago, I couldn't help noticing that there was a bit on SOF2. Any news on that?
3. What sort of games are expected to surface for the Xbox?
4. When you reviewed Perfect Dark, what did you mean "you would think that this is where Rare would bow out of the N64?"
5. Will we see PlayStation 3?
6. Don't you think electronic stores should sell old consoles? After all, they are still fun aren't they?
7. If you guys get an e-mail or letter that contains spelling mistakes, do you correct it?

Thanks a heap,

NANNAL

Dear NANNAL,

1. *By a whisker. I (Eliot) started writing for Hyper in issue #2.*
2. *It seems they're working on it, but it's still early days.*
3. *All kinds.*
4. *Meaning: Perfect Dark is so good, Rare could end their career here on a high note and live forever as game legends.*
5. *Probably!*
6. *The old consoles are no longer manufactured by their parent companies, so the shops can't actually order any. I still have my trusty SNES.*
7. *Yes. Your letter was particularly bad.*

IT'S-A ME, MAZZA!

Dear Hyper,

Howzit? After reading an interesting interview with Shigeru Miyamoto, he said that he was aiming to create a more mature Mario. What's he talking about? After much coffee-induced thinking, and beating myself over the head with a buttered-roll, I came up with a conclusion. Good old Shigsy is currently producing Mario Bros Cubed. Here's another popular Hyper game cocktail; take a dash of Jet Set Radio, add some Crazy Taxi and combine it in the world of Mario. The Bros. must hoon around the Mushroom City in their plumber panel van delivering toilet parts to buildings before the whole city is flooded. It's a race



>>

SOUL REAVER 2 HAS DAVID SULLIVAN INSPIRED ALREADY. GREAT STUFF DAVID!

against the clock as you powerslide the panel van around a corner and dodge the many clones of Toad (read: pedestrians). As the water level increases, players can hear Mazza uttering various expletives in an ever increasing volume before yelling the worst of the lot, followed by the death music as first seen in Super Mario Bros.

This game will be developed by Kevin Cheung using the Tony Hawk engine. How tops is that?

Your friend,

CALE WOODLEY

fragpanda@yahoo.com.au

Dear Cale,

Stop eating the mushrooms.

MAN I FEEL LIKE A WOMAN

Hyper,

There is a point of view that I want to share with you and other people that read this. The first time I saw the issue with FFX on the cover I thought I was looking at a girl, but later on I said to my friend "Who's the GIRL on the cover of the mag?" My friend told me it >>>



WE JUST CAN'T HOLD HIM BACK! DAVID SULLIVAN BRINGS US HIS IMPRESSIONS OF DANGER GIRL

was actually a guy and his name was Zidane. I was shocked. The first time you guys saw FFXI, didn't you think that Zidane was a GIRL? Call me obsessed but I am very unhappy about this.

KENYU
hajim80@hotmail.com

Dear Kenyu,
We were more worried about the hilt of his sword. We even covered it up. If you've seen the pic elsewhere, you'll know what we mean.

BLUE SCREEN OF DEATH

Hi, I think that your magazine rocks! I have a few questions:

1. My computer won't work when running certain programs. It shows up with a blue screen. Why does this happen? How can I fix it? Is it a common problem?
2. Do you think that Final Fantasy IX will be released on computer?
3. How long does it take you guys to finish a game?
4. Will the Gamecube be released in two versions? DVD compatible, and non-DVD compatible?
5. Is there any sign of the Evangelion Movies coming out in Australia? That's all. Keep up the good work!

SEPHIROTH2040

Dear Sephy,

1. Blue screen. Not good. Cry lots. Hit computer. Weep. Sorry, but this could be anything from hardware failure to a driver related problem. You'll have to show it to someone with some PC knowledge and get some outside help.
2. Probably, but FFXIII and FFXII on PC weren't very good ports.
3. Every game is different my friend. From 20 minutes to a week or more.
4. Yes, actually that is what we've heard. One from Nintendo and one by Matsushita with DVD playback.
5. They'll never get full cinema release here - get them on DVD instead.

A SHITNAMI WAVE

Dear Eliot,

It has come to my attention that there are a LOT of crap games coming our way. Just missing out on your Top 25 Worst Games was a big contender for a top spot, Who Wants To Beat Up A Millionaire? My question is, who DOES want to beat up a millionaire? Not me for one.

Okay here comes my other rant. What's with all these damn Pokémon rip-offs? The Pokémon cartoon was



bad enough (not the games though, they're hellacool) but now I see all this other bullshit everywhere. I mean the f**king Digimon show is so shit. I can pull things more original out of my arse.

One last thing. Have you guys got the MGS 2 trailer from E3? My friend's got it and it's really good!

SHAUN STEVENSON

P.S. Can you list who does all the music in Tony Hawk's Skateboarding 2? I'm sure I heard Millencolin in there somewhere.

Dear Shaun,
Crap games will forever haunt our lives, simply because dumb people buy them by the truck-load. As for Pokémon rip-offs, our advice is to just ignore it. The MGS2 trailer we saw with our own eyes at E3.

Tony Hawk's Skateboarding 2 features this soundtrack...

- "Blood Brothers" - Papa Roach
- "Bring The Noise" - Anthrax & Chuck D
- "Guerilla Radio" - Rage Against The Machine
- "Pin The Tail On The Donkey" - Naughty By Nature
- "You" - Bad Religion
- "When Worlds Collide" - Powerman 5000
- "No Cigar" - Millencolin
- "B-Boy Document '99" - The High & Mighty
- "Cyclone" - Dub Pistols
- "May 16" - Lagwagon
- "Subculture" - Styles Of Beyond
- "Heavy Metal Winner" - Consumed
- "Evil Eye" - Fu Manchu
- "Out With The Old" - Alley Life
- "Five Lessons Learned" - Swingin' Utters
- "City Star" - Born Allah

EXTREME MILO DRINKER 2

Howdy lads, great magazine.

Recently while searching through some old stuff I've got, I came across a little green CD case. After brushing off the dust it became clear that this game was indeed, 'MILO The Fuel Run'. Oh joyous day, I had found the little piece of marketing first run on my old P-75Mhz machine way back in '96. I was



THIS STRANGE FINAL FANTASY ROCK-FEST COMES TO US COURTESY OF "RAYMOND".

just e-mailing you to make sure that none of you lads already have this beauty in your possession, so as I wouldn't waste my money on posting you another copy of this game. I think this game deserved a spot in the Worst 25 Games Of All Time. If Pepsi Man can make it, what about Max - "a skateboarding and snowboarding legend, AND a serious MILO drinker". Ah well, that's my retro (I'm 16, 1996 IS retro for me) hit for the year. If you lads are interested in a copy of this wonderful game, then I can bounce it your way. If you're not then you'll probably end up with it anyway just so I can get rid of it. :-)

Rightio then,
BRENDAN A.K.A [4RAR][ANTY]
jamesb@netspace.net.au

Dear [4RAR][Anty],
Such an item of obvious historical value should probably be kept safe in a damp, dusty box somewhere. We should lobby Nestlé for a sequel.

HEH

C:/DOS
C:/DOS/RUN
RUN/DOS/RUN
RALPH KIDSON
Waverley, NSW

Dear Ralph,
Very punny.

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HH2

SILENCE IS GOLDEN

Firstly, kudos to Lord Seafood for retaining Hyper's coolness while adding new things. The charts are a nice touch. I was wondering what you guys think of my idea for a new game. The main character is named Marcel Marceau and the objective of the game is to kill as many people as possible without making a noise. Mini games will be featured predominantly, one such game could be walking against the wind. The name of the game will be Silent Thunder. But seriously, could you answer these questions:

1. When is Metropolis Street Racer coming out?
2. When will the Dreamcast gaming network be operational?
3. And finally, what are your views on world politics?

DEATHTANK22

deathtank22@yahoo.com.au

*Dear Deathtank22,
Lay off the crack.*

1. MSR is scheduled for late November.
2. Soon we hope! We have heard that the network has been canned in New Zealand though.
3. Oh we're saving that for a big feature. Excitement plus!

GIVE US VARIETY

Dear Hyper,

As a newcomer to videogames, what I find the most disappointing is the sameness of many of the games. For instance, the "find things, power-up, shoot enemies" ones - apart from having different characters and settings, there is little difference between most of them. Ditto for the driving games, whether it be rally, track, off-road or even destruction. The only driving games that do offer some variety are the cartoon-style - Wacky Races, Muppet Race Mania etc. Not being into sports, I can't comment on any of the sport sims, but would like to know that the future holds something different for the other games - come on guys, how about (forgive the pun) lifting your game?

JEANNE STEIN,
Glenbrook, NSW.

*Dear Jeanne,
We wholeheartedly agree! You can imagine what it's like for us game reviewers who have to play almost every that gets released. We can tell you now, it gets pretty darn depressing seeing the same old tash getting carted out every few months.*

Let's hope the new generation of consoles brings us something new...

LESTER LIVES

Hyper,

It's nice to read a magazine that is not just a "which game to buy" publication. You guys really push the pure or ultimate gaming experience which we gamers thrive upon. I'd like to relate what I think is probably my ultimate gaming experience...

Remember Lester Chaykin? I think that was his name. He was a strict trousers man with a shock of red hair. Skinny little dude could pack laser death with the best of them. Poor guy was tinkering with his particle accelerator when WHAM!; off to Another World he went. I loved Lester. Making him slide into a well guarded hallway, firing his laser gun with gusto and leaving charred skeletons behind. He even managed to kick one of those grey alien bastards in the nuts. Cartman would have been proud.

Yet Lester did not judge them all. He befriended one of the Big Grey Aliens and crossed the cultural (lightyears apart) barriers and worked as a team with Mr Grey. Lester even managed to gate crash a harem filled with female aliens. Don't say he wasn't keen to start a multicultural society. It's a pity they probably tried to kill him. Yet Lester didn't win in the end. Having the ground shot from under neath him and the absolute crap bashed out of him almost sealed his fate. Yet he crawled towards his only friend on a hostile planet, millions of light years from home, and finally closed his eyes when his big mate wrapped him in those big grey tree trunk arms.

I had a tear in my eye as Lester and his alien mate flew off into the sunset on the back of that dragon. I had thoughts about Lester recovering beside a fire, drinking broth and wincing in pain. Thoughts of him learning to walk again, with those big grey alien arms holding him for support. Thoughts of Lester finally at peace. I tell you, "Another World" gave me the pure gaming experience. I've never shed a tear in any other game. "Another World" is an old game but I'll never forget it.

Lest we forget the lovable, courageous Lester.

GORMAE GAMER, QLD

Gormae8@aol.com

Dear Gormae,

We weeped openly upon reading your letter. Kind of like when we played Daikatana for the first time... the tears were unstoppable. Give this gamer a wheel!



Gamester PSX Dual Force Wheel.

Don't forget to include your contact details ON your letter. You've won a Gamester Steering Wheel! For PlayStation.



letter of the month



See the coupon on page 112 to save 15%* on any of the Top 20 Games listed here.

The Official Australian Games Chart

Compiled by Inform in association with AVSDA

August 2000

Top 10 Best Selling Full Price PC Games

(>\$29.95 inc. GST)

Position	Game Title	Game Type
1	↔ Diablo 2	RPG
2	↑ Grand Prix 3	Racing
3	↑ Sim Mania Pack	Bundle
4	↓ The Sims	Strategy
5	↔ Command & Conquer: Tiberian Sun	Strategy
6	↔ Age of Empires 2	Strategy
7	⊕ Deus Ex	RPG
8	⊕ Master Of Dimensions	Action
9	⊕ Sim Mania For Kids	Strategy
10	↓ Shogun: Total War	Strategy

Top 10 Best Selling Full Price PlayStation Games

(>\$39.95 inc. GST)

Position	Game Title	Game Type
1	↔ Colin McRea Rally 2	Racing
2	↔ Gran Turismo 2	Racing
3	↔ Driver	Racing
4	↑ In Cold Blood	Adventure
5	↓ Muppet Race Mania	Racing
6	⊕ Army Men: Sarge's Heroes	Strategy
7	↓ Need For Speed 4: Hi Stakes	Racing
8	⊕ Vagrant Story	RPG
9	⊕ Rugrats Studio Tour	Edutainment
10	⊕ Ghoul Panic	Action

Top 10 Best Selling Full Price N64 Games

(>\$39.95 inc. GST)

Position	Game Title	Game Type
1	↔ Perfect Dark	Action
2	↑ Pokemon Stadium	Action
3	↑ Donkey Kong 64	Platform
4	↔ Mario Party 2	Family
5	↔ Mario Kart	Racing
6	⊕ Tony Hawk's Skateboarding	Sports
7	↑ Super Mario 64	Platform
8	↓ Goldeneye 007	Action
9	↔ Diddy Kong Racing	Racing
10	↔ Pokemon Snap	Family

Top 10 Best Selling Full Price Dreamcast Games

(>\$49.95 inc. GST)

Position	Game Title	Game Type
1	⊕ Dead Or Alive 2	Action
2	↓ Resident Evil - Code: Veronica	Adventure
3	⊕ Sega Rally 2	Racing
4	⊕ Marvel Vs Capcom 2	Action
5	⊕ Tony Hawk's Pro Skater	Sports
6	⊕ Wacky Racers	Racing
7	↓ Sonic Adventures	Platform
8	↓ Ecco The Dolphin	Adventure
9	↓ Crazy Taxi	Racing
10	↓ V-Rally 2 Millennium Edition	Racing

Top 20 Best Selling Full Price Games - All Formats

Position	Game Title	Format	Position	Game Title	Format
1	↑ Perfect Dark	N64	11	↔ The Sims	PC
2	↑ Pokemon Stadium	N64	12	↑ Command & Conquer: Tiberian Sun	PC
3	⊕ Pokemon Blue	Gameboy	13	⊕ Pokemon Pinball	Gameboy
4	↓ Diablo 2	PC	14	↔ Driver	PlayStation
5	↑ Grand Prix 3	PC	15	↑ Super Mario Brothers Deluxe	Gameboy
6	↑ Sim Mania Pack	PC	16	↑ Mario Kart 64	N64
7	⊕ Donkey Kong 64	N64	17	↓ Age Of Empires 2	PC
8	↓ Colin McRae Rally 2	PlayStation	18	⊕ Deus Ex	PC
9	↓ Mario Party 2	N64	19	⊕ Tony Hawk's Skateboarding	N64
10	↓ Gran Turismo 2	PlayStation	20	⊕ Super Mario 64	N64

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A V S D A
Australian Visual Software Distributors Association Ltd

⊕ - New entry
↔ - Non mover
↑ - Up from last month
↓ - Down from last month

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