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ON THE  
CD!

ISSUE 94  
AUGUST 2001

# HYPER



# GAMES



# OF THE



# FUTURE

**WIN A PS2!**

**FULL REVIEWS:**

# GT3

**CRAZY TAXI 2**  
**EMPEROR: BATTLE FOR DUNE**

★ **100 GAMES PREVIEWED**  
★ **GAMECUBE, XBOX, PS2 & PC**

★ **LUIGI'S MANSION**

★ **PIKMIN • DUKE NUKEM FOREVER • MUNCH'S ODDYSEE**  
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★ **TONY HAWK 3**

★ **FINAL FANTASY X • WIPEOUT FUSION**  
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next

94

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PlayStation®2

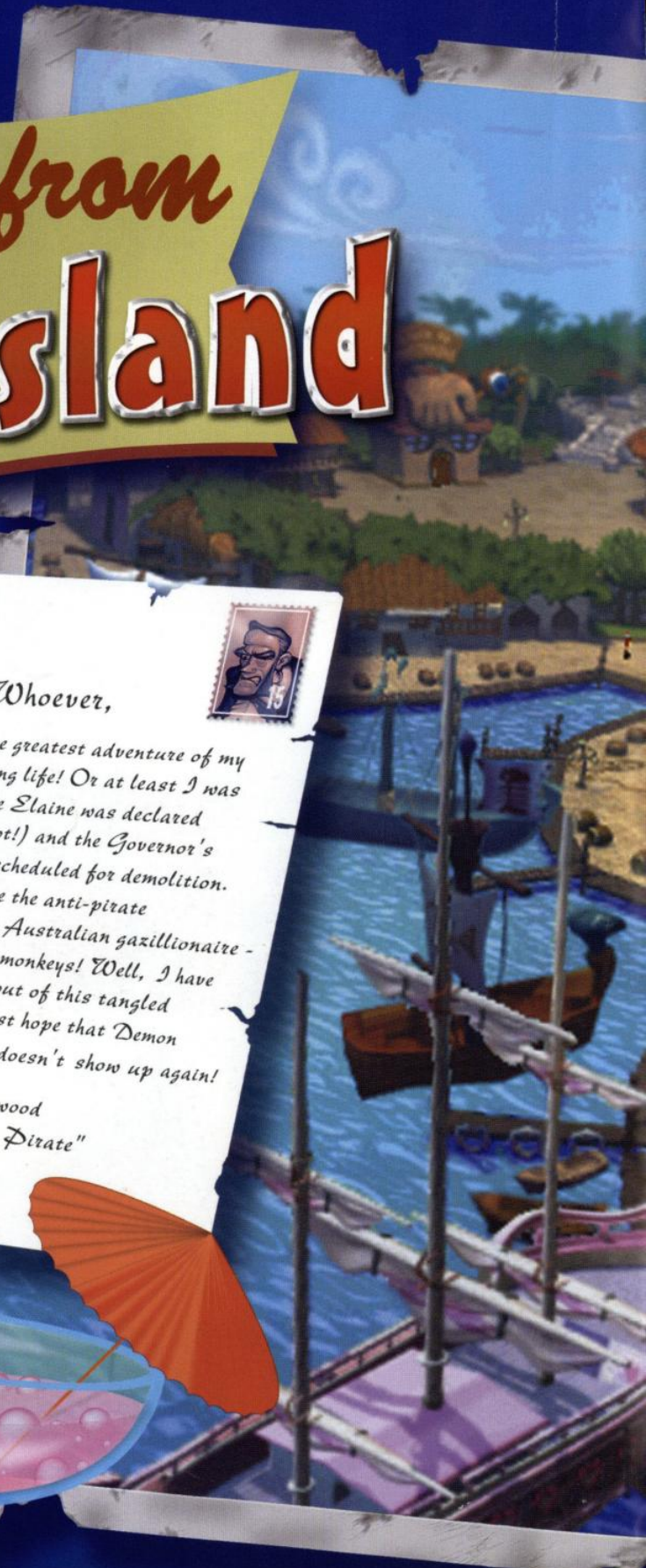
# Greetings from Monkey Island



Dear Whoever,

Having the greatest adventure of my swashbuckling life! Or at least I was until my wife Elaine was declared dead (she's not!) and the Governor's mansion was scheduled for demolition. Then there were the anti-pirate ramblings of an Australian gazillionaire - and lots of nice monkeys! Well, I have to figure a way out of this tangled pirate's web. I just hope that Demon Pirate LeChuck doesn't show up again!

Guybrush Threepwood  
"Mighty Pirate"



*There's me in front of the second biggest monkey head I've ever seen.*

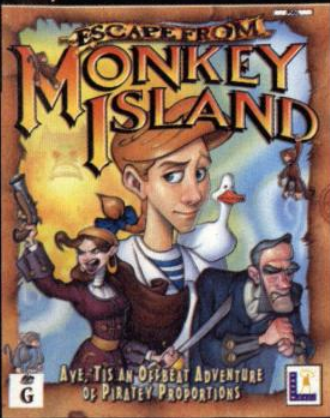
*We and my wife Elaine.  
Isn't she beautiful?*

*I took some classes and learned fascinating new things about pirates.*

*That's me taking Monkey Combat lessons. Ooh, that hurt!*

*I met a real-life pirate...  
Ahoy there mister pirate!*

PlayStation 2



# ESCAPE FROM MONKEY ISLAND

An off-beat adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates... and monkeys.

[monkey.lucasarts.com](http://monkey.lucasarts.com)



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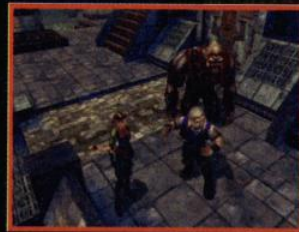
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# HYPER»



**ISSUE  
94**  
AUGUST  
2001

## WRITE TO HYPER!

78 Renwick St,  
Redfern NSW 2016  
Australia  
Ph: (02) 9699 0333  
Fax: (02) 9310 1315  
E-mail: [freakscene@next.com.au](mailto:freakscene@next.com.au)

## EDITORIAL

Editor: **Eliot Fish**  
Deputy Editor: **Cam Shea**  
Art Director: **Malcolm Campbell**  
Publisher: **Stuart Clarke**

## ADVERTISING

Group Advertising Manager: **Simon White**  
E-mail: [simon@next.com.au](mailto:simon@next.com.au)  
Ph: (02) 9699 0346  
Advertising Manager: **Matthew Warren**  
E-mail: [matthew@next.com.au](mailto:matthew@next.com.au)  
Ph: (02) 9699 0349  
Production Co-ordinator: **Emma Beck**  
E-mail: [emma@next.com.au](mailto:emma@next.com.au)  
Ph: (02) 9699 0300  
Fax: (02) 9310 2012

## SUBSCRIPTIONS

For all enquiries phone: 1300 36 11 46  
E-mail: [subs@next.com.au](mailto:subs@next.com.au)  
Fax: (02) 9699 0334

## MANAGEMENT

Chief Executive: **Phillip Keir**  
Finance Director: **Theo Fatseas**  
Operations Manager: **Melissa Doyle**  
Circulation Executive: **Karen Day**  
General Manager Online: **Leonard Howell**

## CONTRIBUTORS

Contributors: Kevin Cheung, James Cottee,  
Tim Levy, Dan Toose, Derek dela Fuente,  
Michael Greisser, Steve Polak, Timothy C. Best,  
Aki Ross, Taun We and hackey sack.

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Fax: 1300 65 0777

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# HYPER IT UP

Are consoles really going to hijack PC gaming once and for all? With the rumours of Thief III debuting on the Xbox and Deus Ex 2 also launching on a console before it finds a home on the PC, there's certainly cause for concern amongst the PC elite that developers are being drawn towards the stable – and now very powerful – console platform. Not every PC gamer will be willing to switch their mouse and keyboard for a control pad, nor sit further than six feet from the gameworld they're trying to immerse themselves in. Okay, so Warren Spector at Ion Storm has stressed that the rumours are untrue, but we're certainly seeing evidence that PCs are no longer being considered the ultimate platform for a serious and adult gaming experience. As far as developers are concerned, making games for a standard platform like the Xbox is looking like a more appealing proposition. A game can be developed without worrying about the plethora of custom set-ups out there, so more time can be spent on the story, the gameplay and the bells and whistles. Will the Xbox be a dumping ground for PC ports, or will it lead the way in PC game development? Bungie decided to make Halo an Xbox title, so maybe Warren Spector just doesn't want to admit it yet... we'll be playing Thief III for the first time with a control pad.

Eliot Fish >> Editor

PlayStation 2



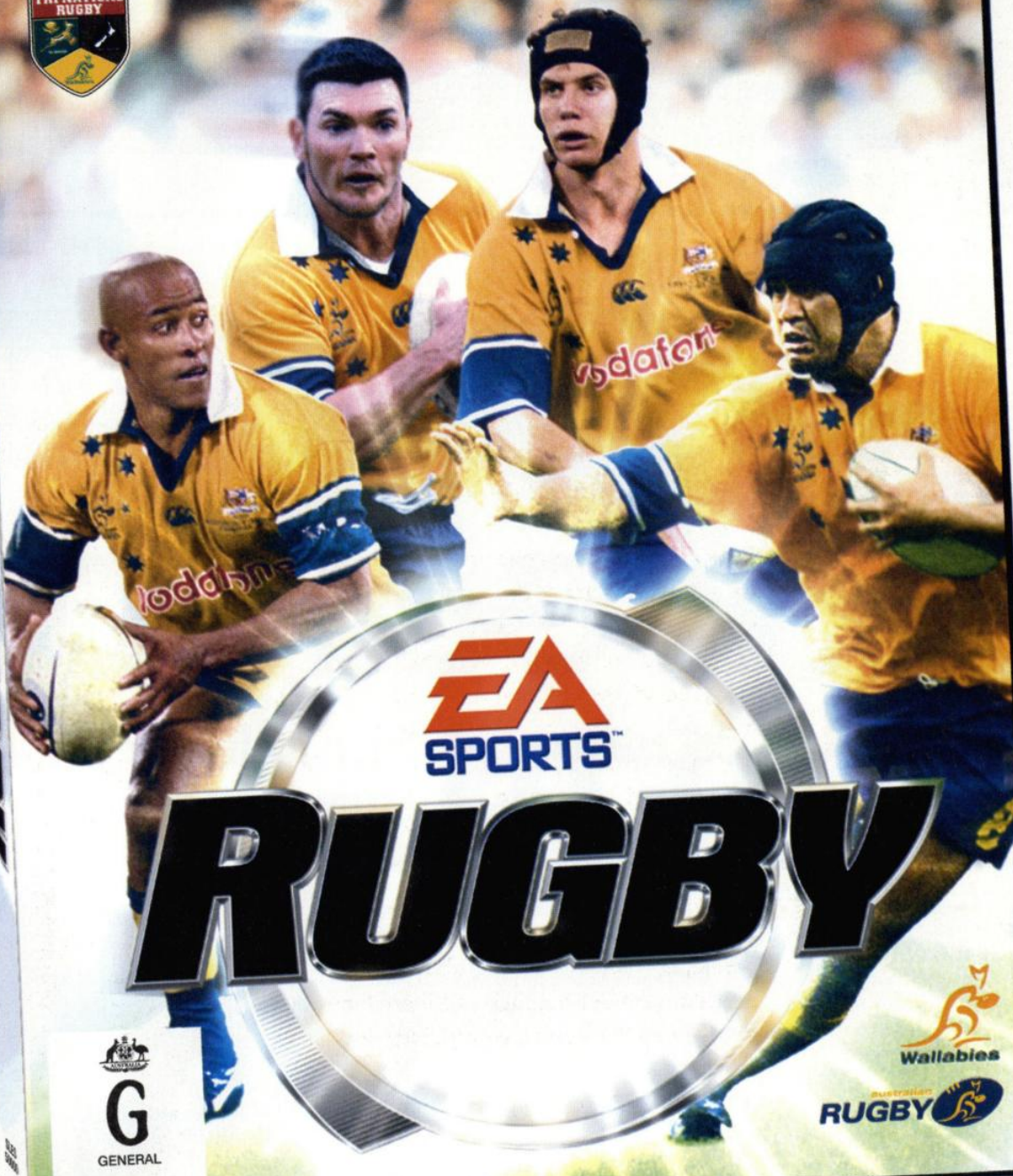
PAL



PlayStation 2



RUGBY



**THIS IS SO REAL IT HURTS!**



Highly detailed player likenesses, stadiums, standup crowds, pitch features and textures supported with Play-by-Play commentary. Officially Licensed by the ARU, RFU, NZRU, SRU, SARFU, and FFR - 600 real players and all the international teams.



**WORLD RUGBY AT ITS BODY-RAMMING. BULLET-PASSING. TRY-SCORING BEST.**

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# NEWS

## IN THE NEWS

- Gamecube and Xbox dates & pricing
- GBA is here!
- Telstra punish broadband users
- Timesplitters 2 pics

**US\$299**  
**AVAILABLE**  
**8TH NOV.**



**US\$199**  
**AVAILABLE**  
**5TH NOV.**

## Xbox & GameCube lock horns

Same launch week,  
different prices!

**N**ovember is going to be the biggest month this year for the games industry.

Who would have guessed that both Nintendo and Microsoft would announce console launch dates only three days apart?! After Microsoft confidently revealed that the Xbox would be available on November 8th at US\$299, Nintendo, only hours later announced that the Gamecube would be available earlier – on November 5th. The big kicker was that the price of Gamecube would be US\$199, a whole one hundred dollars cheaper than the Xbox!

How can Nintendo afford to do this? Well, let's see, they're not paying for an internal hard disk, or an internal broadband adapter which the Xbox carries out of the box. Naturally, Nintendo have also been in the electronic entertainment industry for decades, so it wouldn't surprise us if they know where, how and who they can get to do things for them at lower cost. Partners in the industry. Hookups. They have also always said they would launch cheaper, so they had no choice but to reveal a lower price point. They also haven't committed themselves to a \$500 million dollar marketing campaign, like Bill has. Basically, Nintendo have

always only committed themselves to launching the Gamecube as the most affordable gaming machine on the market. We can now expect Microsoft to put a little more emphasis on the Xbox's DVD movie playback functionality, hard disk and Xbox specific functions now that it's the pricier console.

Are Microsoft worried? It seems not. As Ed Fries, Xbox games chief says, "both companies will sell every single unit they manufacture for launch", and that the battle for dominance is very much a long term issue. So what about the PS2 then? Well, we might see Sony drop the PS2 in price so that it is more aggressively placed alongside Gamecube, and by then the library of games will have swelled considerably.

Despite all this, Nintendo must be feeling very confident. E3 was a big success, and later in the year we'll see the new Mario and Zelda games just prior to the Gamecube's Japanese launch in September.

No Australian release dates or prices have yet been announced for either console, but hopefully Microsoft and Nintendo will both clear this up for us sooner rather than later... we need to start saving those pennies!

»» "Both companies will sell every unit they manufacture for launch."  
– Ed Fries

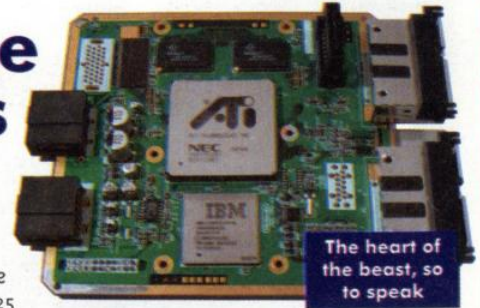


## Controller Tweakage

»» Surprisingly, the Gamecube controller has been tweaked again by Shigeru Miyamoto, transforming the B button into a more traditional circular button rather than its previous "kidney" shape. It was also revealed that the shoulder buttons, once pushed completely in, also have a subtle digital click function. Overall, the controller has gone through a very subtle tweaking process to make it the most intuitive console controller yet. We've used it now, and we love it.



# GameCube (D)evolves



The heart of the beast, so to speak

Nintendo have made some changes to the Gamecube specs prior to its launch. Internally, the MPU clock frequency and CPU capacity have both increased to 485MHz and 1125 Dmips respectively. This is an 80MHz increase for the MPU, however the System LSI (the flipper) has gone down from 202.5MHz to 162Mhz. The texture read bandwidth and main memory bandwidth have also been reduced from 12.8GB/s and 3.2GB/s to 10.4GB/s and 2.6GB/s respectively. What will this change mean to the games in development? Thankfully, it shouldn't change much at all. In fact the increase in CPU speed should hopefully be more beneficial to

developers regardless of the downgrade in the graphics chip. Nintendo have not released an official explanation for the changes, although word on the floor at E3 was that they wanted to improve small details such as load times, and thus the increase in CPU power was needed. The graphics chip was scaled back as a result of the CPU speed increase to "balance" the system (and no doubt prevent problems such as overheating).

# Game Boy Advance is here!

Young and old go nuts for handheld

Look around you! The long wait for the new Game Boy Advance is now over, having hit retail stores on June 22nd. At the time of going to print, the launch games were listed as: Super Mario Advance, F-Zero: Maximum Velocity, Tony Hawk's Pro Skater 2, Pinobee: Wings of Adventure, Konami Crazy Racers, Castlevania: Circle of the Moon, Iridion 3D, Pitfall: The Mayan Adventure, Chu Chu Rocket, GT Advance Championship Racing, Rayman Advance, Top Gear GT Championship, Kuru Kuru Kururin, Earthworm Jim, Tweety and the Magic Gem and Star Wars: Jedi Power Battles. We'll be reviewing as many launch titles as we can for your consumption next issue. So sit tight, and be rest assured that the Game Boy Advance is a winner, and if you can, get your hands on one.



Super Mario Advance

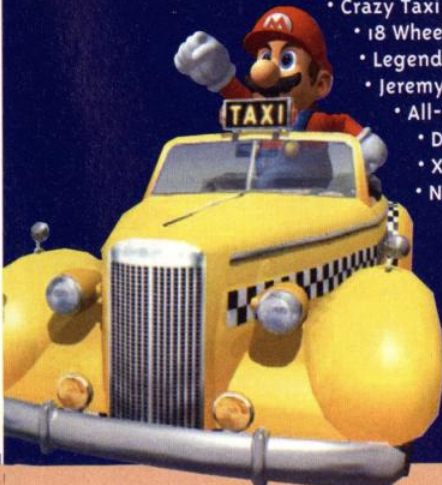


F-Zero: Maximum Velocity

# Acclaim throw 12 games at GCN

Acclaim are getting busy on GameCube, with 12 games coming this fiscal year. We only know the titles of eight of these games, and they're all no-brainers. But what the hey, here's the list anyway:

- Crazy Taxi
- i8 Wheeler
- Legends Of Wrestling
- Jeremy McGrath Supercross World
- All-Star Baseball 2002
- Dave Mirra Freestyle BMX 2
- XG3 Extreme Racing
- NFL Quarterback Club 2002



# GAMES GET NEW RATING SYSTEM

The Australian Visual Software Distributors Association, an industry body of all the big players in the video and video game fields, are re-launching their ratings system (G, PG, M etc). You may have already seen such ads with a dorkish family covering each other's eyes whenever they try to watch something the OFLC hasn't approved for their age group. It's the friendly face of censorship.

Well, now that the parents of the Columbine victims are suing the video game industry for FIVE BILLION US DOLLARS, the world is a dangerous place for interactive filth-peddlers, even if there is no causal link between games and idiots killing people. Hence the \$200,000 being spent on this campaign. If some kid plays Mario and then drinks some paint, the AVSDA can rightly say their rating system was there for all to see.

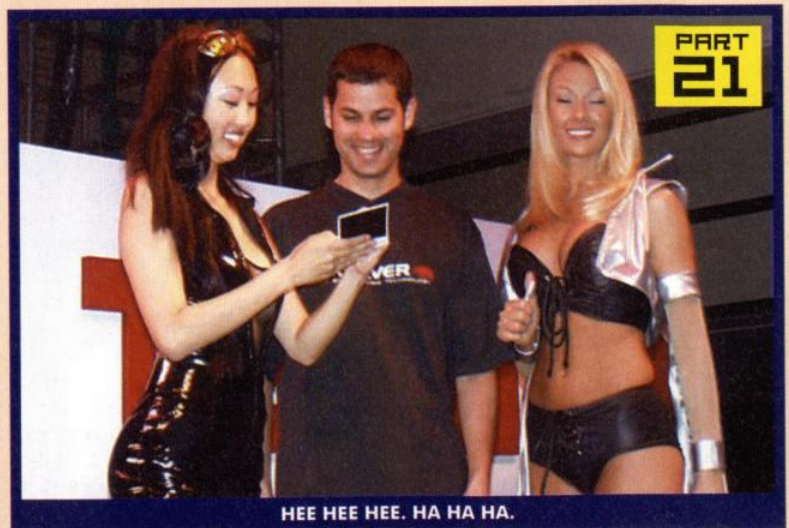
And no, we're still not getting R rated video games. Get real...



Fun for the whole family. Oh well.

# CAPTION THIS!

Our monthly Caption This competition has turned 21! This edition features one of Cam's E3 happy-snaps. Scary, eh? Send all entries to [captionthis@next.com.au](mailto:captionthis@next.com.au) You must write CAPTION THIS PART 21 in the subject line!



HEE HEE HEE. HA HA HA.

PART 21



"Take this you PS2 using creep!"

## Sega & Sony team up ONLINE PARTNERSHIP ANNOUNCED

Sega Japan has announced that it is working together with Sony Computer Entertainment to bring online cross-platform gaming to PS2 and Dreamcast users. Who would ever have thought?

The partnership will include the development of software that will allow the two different systems to be compatible online for multiplayer gaming, as well as various applications and services for both consoles. We may see some Sega Sports titles being host to some major PS2 versus Dreamcast showdowns! The current plans apply to Japan only, however there's always the possibility that the plans will extend globally in the future.

## NINTENDO STICK TO THEIR GUNS

If you've been wondering what the online plans are for the Nintendo Gamecube, then this quote from Vice President of Nintendo America, Peter Main, should interest you...

"We can handle the 56k modem. We have the ability for broadband. We have all that built in, but we are not trying to cram that down anybody's throat, developers or game players, until the products are there and ready to go. If you have been around this business for a while, you have seen an endless stream of great ideas, alliances, and announcements that have never made the light of day in terms of marketplace realities and that is what drives our company. Right now, right here, great games is what we designed our system to do. Are we working on those other things? You bet, but we don't think it is relevant right now today for better gaming."



But how long must we wait?



| action |                  |          |                          | after allowance   |
|--------|------------------|----------|--------------------------|---|
| 30     | 250 MB           | 256/64   | Up to 7 additional users | 18.90 cents per MB up to 5 Gb and 17.50 cents per MB after 5 GB |
| 30     | 500 MB           | 512/128  |                          |   |
| 60     | 500 MB           | 1500/256 |                          |   |
| 30     | subject to AUP** | 256/64   | Up to 2 additional users | Not Applicable  |
| 30     | subject to AUP** | 512/128  |                          |   |

Format egi: 256/64 represents up to 256kbp downstream/64 kbp

Not applicable? Or complete lie?

## WAKE UP TELSTRA!

Broadband users on Telstra's Bigpond Freedom plans (the supposed unlimited download plans), were recently served with a notification that there is now a 3 Gigabyte per month cap on their usage. After the 3 GB limit has been reached, any data transfer is then an extra charge per MB used. How Telstra thinks this is an acceptable change to their expensive "flat rate" freedom plan is beyond us. 3 GB per month? Hardcore gamers who also like downloading demos, mpegs and MP3s are going to find that 3 GB is simply not enough. We don't see how Telstra can legally advertise this as a Flat Rate plan when it is clearly anything but a Flat Rate if you use the internet more than they want you to. This is hardly what broadband is all about.

Take a look at this description on their website for the Freedom Plans - it shows that the rate per MB after allowance is "not applicable" to the Freedom users. Yet, clearly that is not the case. A rate is charge per MB after 3 Gig has been used up. False advertising? Direct your complaints to Telstra on 1300 368 387.

## WINNERS HYPER 92

### FREESTYLE SCOOTER

P. Rule, VIC  
F. Chan, NSW  
M. Coco, VIC  
A. Brown, NSW  
R. Haynes, WA

### STAR WARS: STARFIGHTER

D. Delforce, QLD  
B. McConnie, QLD  
H. Anderson, VIC  
S. Sherman, VIC  
P. Jenkins, VIC



## OVERFLOW

Will game developer, Ion Storm, see it through to the end of the year? Industry rumours have the developer closing up shop after completing the PC title, Anachronox. If this is the case, where will Deus Ex 2 and Thief III call home?

Apparently Konami were not terribly impressed with Microsoft's E3 showing. "It seems to us that Microsoft was not fully prepared for E3," said European Konami chief, Kunio Neo. He continued, "the titles they had on show were not particularly new or special." Ouch!

If you hop on over to the Sonic Adventure 2 website, check out the cool treat they have for Sonic fans.

[http://www.sega.com/sega/game/sonic2\\_launch.jhtml#](http://www.sega.com/sega/game/sonic2_launch.jhtml#)

It's easy to forget the Dreamcast when you're presented with the amount of cool new previews we have for you this issue. But do not fear, Shenmue II the sequel to the impressive adventure game of last year, is still in development and will ship in Japan on September 6th with a companion Virtua Fighter 4 preview disc.

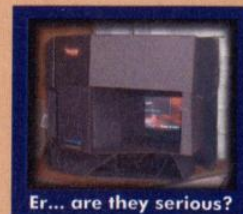
Meanwhile, Sega of Japan have confirmed that units of the Dreamcast have sold through and sold out, and that only software remains. No more Dreamcast units will be manufactured, so what's out there in the homes of gamers is it. But we knew that...

Square has confirmed they have been in negotiations with Microsoft for two years already in regards to Square games on the Xbox. However, there is no confirmation of any titles, and apparently no agreement has yet been signed. Nice to know they're talking though.

Warner Bros are considering a movie based loosely on The Sims. The movie would be about two gods who have been controlling the lives of an average American family since it's beginnings. That sounds so crazy it could work!

### DUEL PLAY -

Splitscreen gaming has never been so serious! If you're determined to stop your friends cheating by checking out where you are and what you're doing in a splitscreen game, then check out the Duel Play from the Australian company, D Vision. This device actually physically splits the screen so that each player can only see their own quarter or half.



Er... are they serious?

WHEN CYPRIEN IS GOOD,  
HE'S VERY GOOD.

BUT WHEN HE'S BAD,  
HE'S BETTER.

"...THE MOST BEAUTIFUL  
FAIRY-TALE GRAPHICS EVER  
SEEN IN A PS2 TITLE, WITH  
WILDLY DIFFERENT THEMES ON  
EVERY LEVEL AND A MULTITUDE  
OF SPECIAL LIGHT EFFECTS  
AND TEXTURES."

*Official Playstation 2,  
March 2001.*

# EVIL TWIN

CYPRIEN'S CHRONICLES





## PS2, XBOX, GAMECUBE GET TRICKY

The sequel to the massively popular snowboarding game, SSX is coming to all the next-generation platforms (except Dreamcast...) and will be dubbed SSX Tricky. We only have this one screenshot, but it looks like we can expect crazy new characters, courses and naturally, tricks.

## HOT! TIMESPLITTERS 2! FIRST SCREENS!



Sexy menus do it every time

## XBOX TO ALLOW AUDIO RIPS

The Xbox front-end or "dashboard" as it is being coined by Microsoft, will not only include date and clock settings, memory card management and the usual features, but pop in a music CD and you'll be able to rip your favourite audio tracks to the internal hard disk! You can then sequence the tracks into a custom compilation and instruct the Xbox to play it when you boot up certain games. Voila! Your own custom soundtrack.



## LEARN HOW TO MAKE GAMES!

Sydney Institute's Design Centre is offering a brand new course in interactive games. Be more than an interactive game player - learn how to develop them!

The new one year Diploma in Information Technology (Software Development - Interactive Games) is based on at least two years research and consultation with game developers around Australia and offers a career pathway to the interactive games industry for people with qualifications and experience in 3D Animation, Digital Effects and Multimedia.

"We will be focussing on Maya and targeting the high-end machines like PlayStation 2 and the soon-to-be-released Xbox while other providers offer courses tailored to games at the 'lower end'", says Tracey Sernack-Chee Quee, manager of the institute's Silicon Graphics centre.

The Diploma is a nationally recognised qualification and is part of the Information Technology Training Package.

For information on selection criteria and application details contact (02) 9394 5716 or go online for other second

semester courses on offer at the Sydney Institute website which can be found at [www.sit.nsw.edu.au](http://www.sit.nsw.edu.au)



Learn how to do this stuff!

# ...GET ON



**\$49<sup>95</sup>**

**Dave Mirra Maximum  
Remix PSX (G).** 12791



**\$74<sup>95</sup>**

**Matt Hoffman's Pro  
BMX PSX (G).** 22446



**\$74<sup>95</sup>**

**Tony Hawk's Pro Skater 2  
PSX (G8+).** 22327



**\$49<sup>95</sup>**

**Freestyle Scooter  
PSX (G).** 2828678



## Harvey Norman

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E3

# Electronic Entertainment Expo 2001



# Games of the Future

E3 – THE BIGGEST EVENT IN THE GAMING YEAR. A CRAZY TIME WHEN EVERYONE WHO IS ANYONE IN THE GAMES INDUSTRY CONVERGES ON WHAT WE LIKE TO CALL THE “ANUS OF THE WESTERN WORLD” – LOS ANGELES. THE CITY MAY BE MOSTLY SMOG, FREEWAYS AND SQUALOR, BUT THE SHOW IS ALL GLITZ AND GLAMOUR, HIGH-TECH AND HARDCORE. OH, THERE ARE LOTS OF NERDS TOO. **CAM SHEA** ROCKED UP TO GIVE US AN INSIDE...

**T**he buildup to this year's E3 was more intense than any previous year – PlayStation 2 coming of age, Xbox on display, PC games getting ever more impressive, Sega showing off software for every system... and Nintendo. Nintendo would be re-asserting its authority with a world first look and play of their software lineup for GameCube.

It was GameCube that was perhaps the biggest drawcard for the gaming press. Since the tech-demos at Spaceworld the year before, it has felt like a long, almost unbearable wait for the veil of secrecy

around the machine to be lifted. Nintendo certainly didn't disappoint. Put simply – Nintendo owned this year's E3. Yet the funny thing about it is that with all the hype, Nintendo STILL kept their cards close to their chest. In typical Nintendo fashion they showed just enough to ensure that they dominated the competition, and nothing more. It seems E3 was the appetiser, with this year's Spaceworld being the main course. In other words, Luigi appears at E3, Mario appears at Spaceworld. Literally.

As impressive as GameCube was, all the other systems were well represented

too. Xbox raised it's shiny bump mapped face to the gaming world, luring in the punters with a slick booth display, resplendent in the omnipresent green glow that has come to be the hallmark of the machine. PlayStation 2 was everywhere, and at long last looks to be a serious contender. Big titles, looking great. The PC market continues to evolve, holding some of the most impressive games. And let's not forget the... aargh forget it! There's too much to talk about. Read on, and find out what you'll be turning on and tuning in to over the next couple of years.

# GAME CUBE

NINTENDO GAMECUBE  
(GCN)



## The Quiet Before the Storm

>> NINTENDO PRE-E3

Nintendo's pre-E3 show was reduced to standing room well before it kicked off. The buzz generated by a room full of GameCube info starved Nintendo geeks was palpable. The presentation flowed like a smoothly oiled machine, seamlessly moving through the new games, each accompanied by wild cheering and applause. Sensibly, Nintendo chose to focus entirely on GameCube.

And of course, what Nintendo event would be complete without an appearance by the game master general? Shigeru Miyamoto effortlessly charmed the crowd, cracking jokes and introducing the audience to Luigi's Mansion and his all new creation, Pikmin. Nintendo took E3 then and there.

### THE PITCH:

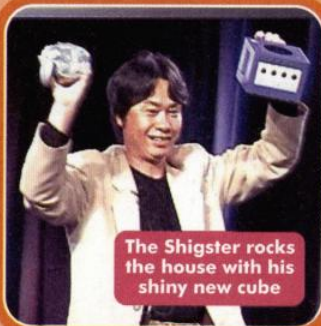
- "The Nintendo Difference" - Innovation, quality, characters and heritage. Hardware designed for making great games.

### HIGH POINTS:

- Miyamoto ("this is our new baby").
- Pretty much all the footage that was shown.

### LOW POINTS:

- Lacklustre Metroid Prime FMV.
- No Zelda.
- Nintendo's assurance that they're no longer only focusing on the younger market followed shortly thereafter by a promotional reel featuring a bunch of goofy young kids.



The Shigster rocks the house with his shiny new cube

## Luigi's Mansion

**GENRE:** Survival Horror  
**DEVELOPER:** EAD  
**Available:** Launch

What was once a tech demo is now a full game, and yes Luigi finally gets some time in the limelight.

Luigi's Mansion could perhaps be viewed as Resident Evil meets Ghostbusters. The camera is fixed like RE and the objective is to clear a spooky mansion of ghosts. The catch is that rather than blowing them apart, you'll be err... sucking them up! Luigi is armed with an all-in-one ghost catching and containment kit, so you'll need to scare the ghosts with the flashlight then suck them up with the vacuum cleaner.

The E3 playable demo was quite limited in scope, covering the opening sequence, Luigi meeting up with the mansion's resident ghost researcher Dr Gad (we're not sure whether that's short for egad or gonad), a training exercise and then some roaming through the mansion.

At this stage the gameplay seems contained, but you can rest assured that Nintendo have only shown us a slice of the game as a whole. For instance, in the pre-E3

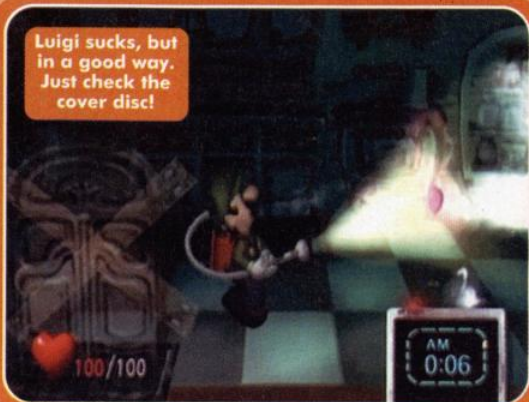
demo that the Shig-meister gave, Luigi's hose could also be used as a water hose, in addition to flashlight and vacuum. Miyamoto didn't really elaborate on what the hose could be used for (a snow stage perhaps?), but it's safe to assume that there will be a few other surprises "up Luigi's pipe", so to speak.

The characters look phenomenal, like something out of a cartoon - Luigi especially. His range of animations are just so engaging, from the utterly terrified expression on his face through to his scrambling feet and frantic movements when battling to suck up a ghost.

The atmosphere of the mansion is conveyed brilliantly through solid design and various hardware supported effects. At the show we spent ages just shining the flashlight around and watching the real-time play of light and shadow dance around the room. Mesmerising. Also utterly convincing were the transparency effects on the ghosts. The particle effects are also worth a mention, like Luigi's breath, as you could watch each individual breath blow out a puff of steam. As is the way in Mario games, everything in the environment was interactive. You could use the vacuum to suck up mist, snuff out candles and pull curtains.

The music, as you've no doubt already heard from our footage on the demo disc, suits the game perfectly, and we particularly like the faster paced segments where it leans towards some Aphex Twin style breaks.

Although this isn't the "real" Mario sequel (which will be unveiled at Spaceworld in August), Luigi's Mansion is a creepy little title that elegantly highlights many of the strengths of the GameCube.



Luigi sucks, but in a good way. Just check the cover disc!





Even the lesser-known Ice Climbers look cool



Bickety-Bam! The action in SSB:M is out of control!



# Super Smash Bros: Melee

GENRE: Fighting • DEVELOPER: HAL Labs • Available: Launch

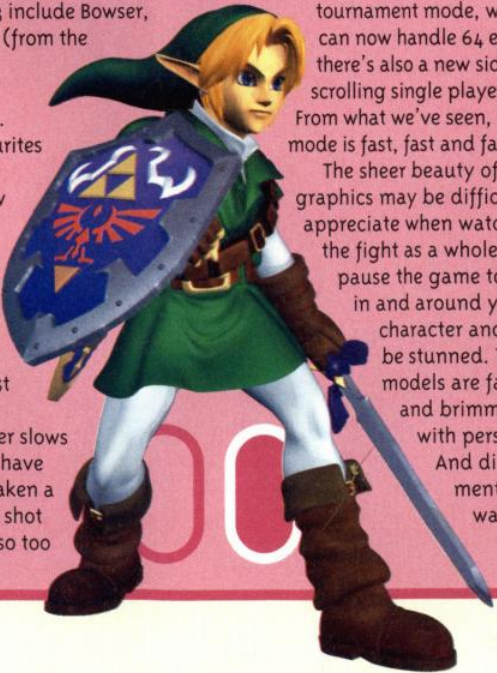
The most complete GCN title at E3 was Super Smash Bros Melee, and damn was it popular with the crowd. Yep, the best fighting game on the N64 is making its way to GameCube to ensure that there's an awesome fighting game there from day one. At first glance, Melee looks and plays very similarly to its predecessor. It's not long, however, before all the tweaks, additions and changes become apparent and you're down on your knees thanking the gaming gods at HAL Labs for the privilege of playing their game.

SSB Melee picks up where the last game left off, adding to the lineup of classic Nintendo characters. The final game will have almost 30 playable characters, many of which will have to be unlocked. New playable characters introduced at E3 include Bowser, the Ice Climbers (from the NES title), and Princess Zelda's alter ego Sheik. All the old favourites are back, with devastating new moves and speed. Did we mention this game is fast? Oh baby. Melee has to be one of the fastest fighting games ever, and it never slows down! Not only have the characters taken a huge polygonal shot in the arm, but so too

have the environments. The fighting is still strictly 2D, but some of the new arenas will blow your mind. How about an F-Zero stage where the fighting takes place above the race track itself? Better not fall onto the track, or you'll get wiped out. The sheer size of some of the new stages is very cool, and of course, each is themed. The Yoshi stage in particular is looking very cool.

Melee features around 30 new items to pick up and use in-game, including the famous Super Scope from the SNES days. Pokéballs now play a more significant role, as you can actually use the Pokémon inside (including Lugia, Charizard and Entei). There looks to be heaps of items, characters and special modes hidden as well. In addition to the enhanced tournament mode, which can now handle 64 entrants, there's also a new side-scrolling single player mode. From what we've seen, this mode is fast, fast and fast.

The sheer beauty of the graphics may be difficult to appreciate when watching the fight as a whole, but pause the game to zoom in and around your character and you'll be stunned. These models are fantastic, and brimming with personality. And did we mention it was fast?



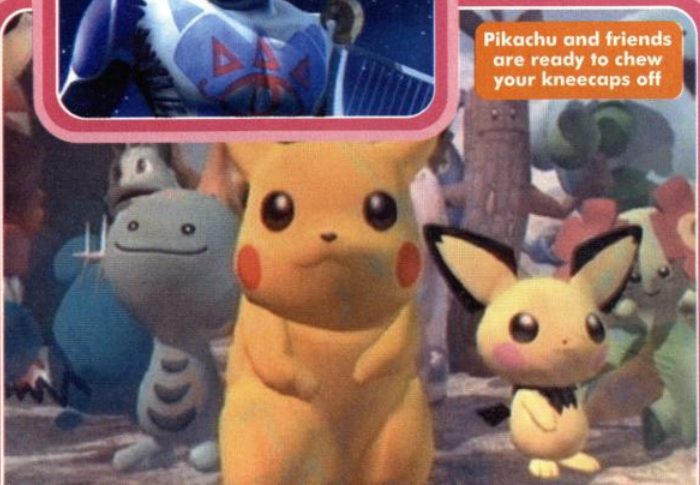
"The Gamecube is the easiest console ever for game development."

- Peter Main, NDA

18%



Pikachu and friends are ready to chew your kneecaps off



# Game Cube



Holy Gungans!  
Rogue Leader blew  
our minds

## Rogue Squadron 2: Rogue Leader

GENRE: Space Combat • DEVELOPER: Factor 5 • AVAILABLE: Launch

Rogue Leader was definitely one of the games of E3, blowing away every single person who had a chance to play it, get near it or even see footage of it.

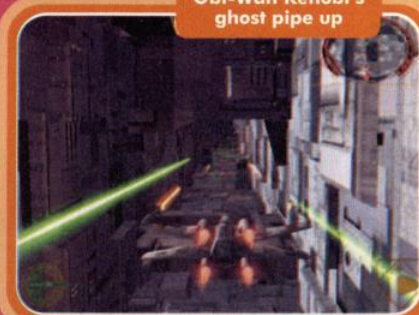
Simply put, this is going to be the definitive *Star Wars* game for some time to come. Better yet, the build we saw at E3 was still early! No other *Star Wars* game (Starfighter on PS2 included) has come this close to feeling like you're part of the *Star Wars* world. The speed of the battles, the epic scale of the surroundings and the intensity of the action is unparalleled.

Based around the original trilogy (hooray!), you take on the role of Luke Skywalker, and later on, Wedge Antilles, in the battle against the evil empire. Rogue Leader takes gamers into some of the most famous battles the rebels ever fought, with the game beginning with the destruction of the first Death Star (after the obligatory shootout on the surface, followed by the famous trench run) and moving through to the attack on the second Death Star. In between there'll be all the classic battles from the trilogy, as well as plenty of skirmishes that didn't make it into the film. From the battle on Hoth to fighting over Bespin, this is a *Star Wars* fan's dream come true. Every craft available to the rebels in the film can be flown in the game, including the X-Wing, A-Wing, Y-Wing, B-Wing and Snow Speeders.

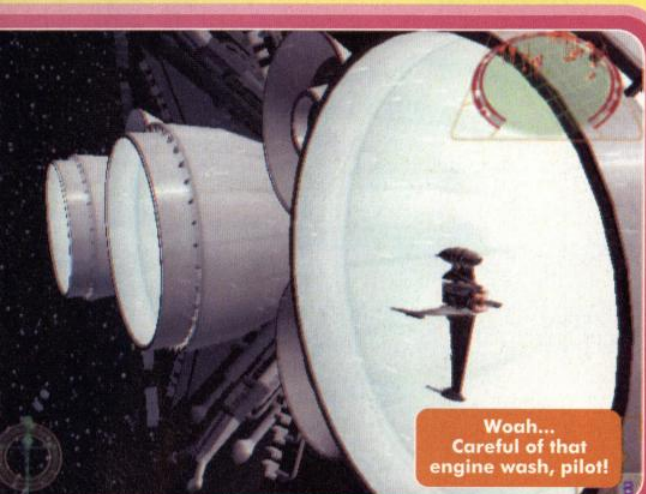
Each craft has its own unique cockpit and looks unbelievable. You can also switch the camera to look 90 degrees either side. On many of the missions you'll have wingmen accompanying you, and they can be ordered to do a number of different things based on a simple hotkey system. Also cool is the infrared radar system that has been implemented, highlighting allies, enemies and objectives whether they're physically viewable or not.

Taking on a Star Destroyer has never been so realistic, and the scale is intimidating. 130,000 polygons right there! It actually looks small from a distance, but once you're close and getting dwarfed by its gun turrets the scale really hits home. The exhaust ports are so big that your tiny ship is easily engulfed. Dogfighting in this mission is freaky there's so much laser fire zooming around.

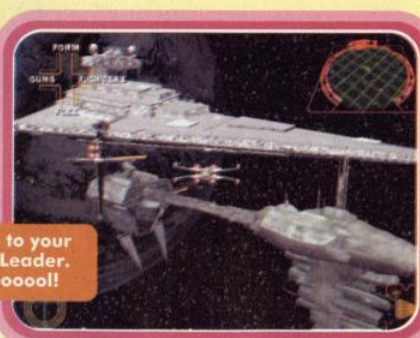
Rogue Leader offers the full *Star Wars* package – we can't wait!



You can even hear  
Obi-Wan Kenobi's  
ghost pipe up



Woah...  
Careful of that  
engine wash, pilot!



Take me to your  
(Rogue) Leader.  
Droooooooooo!



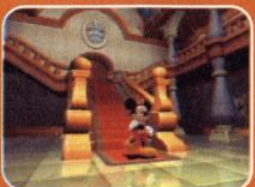
### You want more...



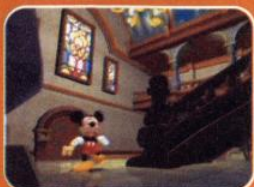
**Metroid Prime** - Though not playable at the show, we got to see some interesting FMV that unfortunately didn't give away one iota of info.



**Donkey Kong Racing** - More FMV that re-introduced some characters from Diddy Kong Racing and Donkey Kong Country. Is Rare, is good.



**Disney's Mickey** - It's tempting to take the mickey out of Mickey, but this one is coming to us from Rare and it's a platformer. Could be great!



# Pikmin

**GENRE:** Strategy  
**DEVELOPER:** EAD  
**AVAILABLE:** December 2001

Miyamoto himself introduced this title by saying that he recently bought a new house and has been spending time in the garden, which is where the idea for this title dawned upon him.

The basic story is one of a spaceman who has crash-landed on a mysterious planet and must find the parts of his spaceship in order to survive. The Pikmin of the title are the strange plant-like creatures that the spaceman must use to find the missing ship pieces. The Pikmin look like normal plants growing in the ground, but if you pick them you'll discover they're adorable bright eyed little critters with a penchant for following orders.

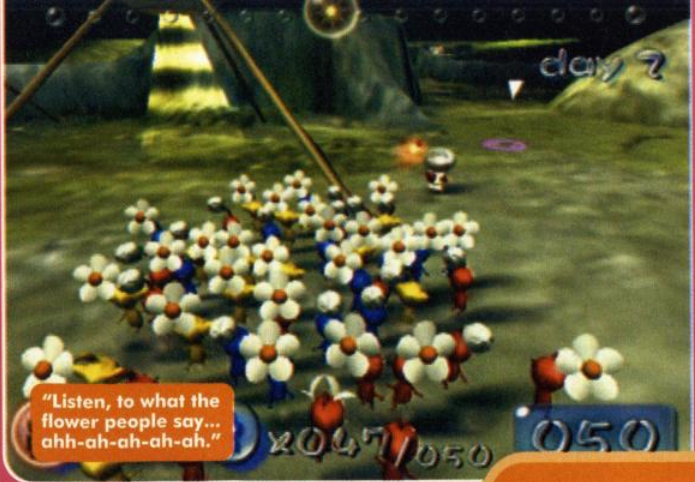
At its most basic, Pikmin is a strategy game. You use your legions of Pik-followers to help achieve various goals. Their actions are basically context sensitive, so throw them at a flower and they'll chop it down. Throw them at a wall and they'll destroy it. Throw them at an enemy and they'll kill it.

Cutting down plants and killing enemies rewards you with numbered blocks. The higher the number, the bigger the block and the more Pikmin you'll need to carry it back to base camp. We noticed that there are different coloured Pikmin, but what exactly does this mean? From what we've been able to discover, the red Pikmin are immune to fire, and

yellow Pikmin can jump higher. Rest assured the different coloured Pikmin will bring much strategy to the playing environment. No matter the colour, the Pikmin go through several stages of maturity. They start out with a leaf on their head, then a bud and finally a flower. Again, we'll have to wait and see what these different stages mean.

By commanding the Pikmin, you can defeat enemies, defend the base, get objects carried back to base camp, get through blocked passages and build bridges. The control mechanics are beautiful, making all actions as simple as possible. You can select large numbers of Pikmin with ease. In fact, one of the coolest aspects of the game is that you can have 100 Pikmin following you around. The environments are stunningly realistic, which works well as a backdrop for the cartoony spaceman, Pikmin and enemy creatures.

We can see enormous potential in this game, as a new strategy hybrid. Pikmin is yet another Miyamoto stroke of genius, and further proof that Nintendo work hard to innovate.



**"We put our game creators in the driver's seat... not our marketers."**

- Peter Main, NGA



The lovechild of A Bug's Life and Toy Story on drugs



So goddamn freaky we love it to death already!



If Miyamoto wasn't designing games, he'd be locked up



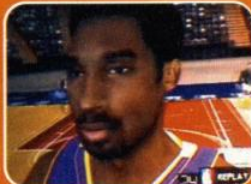
Looks like it's frog for dinner again... Mmmm, froggy



**Ravenblade** - Again, we saw what we think was only FMV, but this game came out of nowhere and remains a bit of a mystery. Early days.



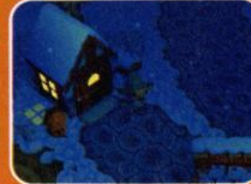
**Mario Kart**  
 Was it in-game or FMV we saw? Hard to tell.



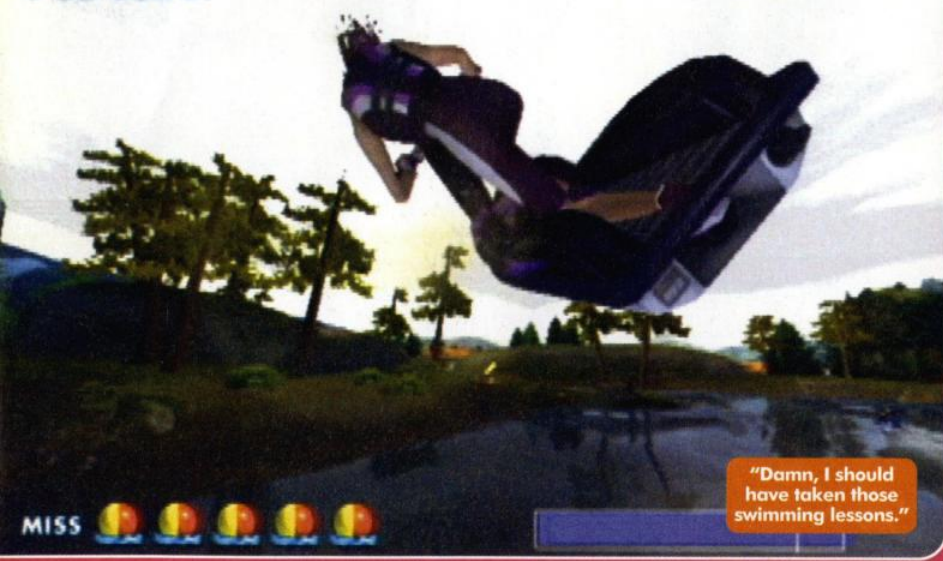
**NBA Courtside**  
 If you dig your basketball games...



**Animal Forest**  
 Don't be deceived by the gratuitous cuteness! Animal Forest has huge potential to be a smash.



TIME 0'54"183  
 RANK 3  
 LAP 2  
 SPEED 120 km/h  
 0'38"938 L1



"Damn, I should have taken those swimming lessons."

## Wave Race: Blue Storm

GENRE: Racing • DEVELOPER: NSTC • AVAILABLE: Launch

We've said it before and we'll say it again... The wave physics in Wave Race are yet to be matched by any game. The feel of buoyancy and the general level of interaction between rider and water are second to none. Until now that is. Unsurprisingly, Wave Race: Blue Storm picks up where the original left off and takes it into true next gen territory.

The greatest improvement is, of course, in the visual department. It takes a few minutes for the polish to really sink in. Perhaps the best demonstration of the GameCube's power can be seen on clear weather races. You can see the reflections of all the surroundings on the water, not to mention the rocky bottom of the river and perhaps even the odd fish swimming through the water. In rainy conditions the screen even gets spattered with rain drops to add a little realistic impairment to your vision.

Oh, and did we mention that you'll be racing in a field of eight with no slowdown whatsoever? What about four player splitscreen? Yep, it's all here.

Unfortunately the three tracks that were playable at E3 were recreations of tracks from the original. We've been assured that the game will ship with a large number of courses — most of them new. Whether Nintendo wanted to keep the new courses a secret, or the old courses were simply the most complete is anyone's guess.

New features? Well, a speed boost has been implemented, which will come in handy for the dash to the line, as well as for hitting secret routes. You can also now select the weather effects, even choosing for the conditions to get steadily better or worse as the race progresses. Very cool. Even cooler, however, is the new "tsunami" weather setting. Big waves ahead!



You have to see the game in motion to believe it

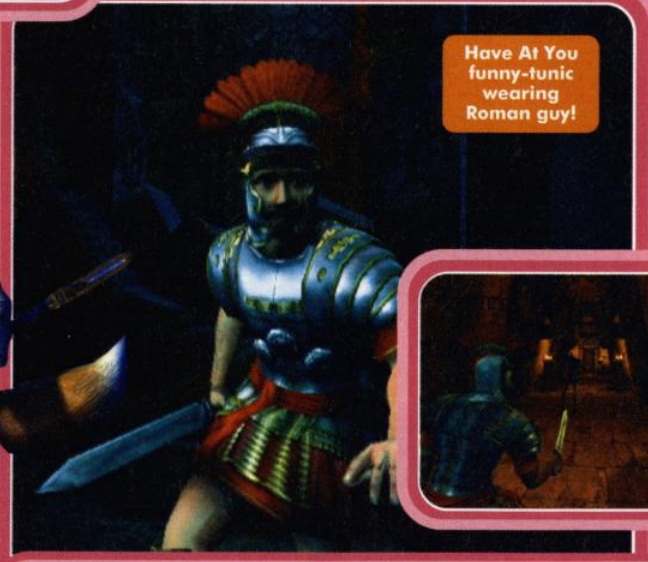


## Star Fox Adventures: Dinosaur Planet

GENRE: Third Person Action • DEVELOPER: Rare • AVAILABLE: Launch

Almost an N64 title, Dinosaur Planet is now coming to GameCube, and it was probably one of the least impressive titles at Nintendo's booth. Thanks to the Star Fox license, Dinosaur Planet has become Star Fox Adventures. As Fox McCloud you must take on the fiends that have disrupted the once fragile balance of Dinosaur Planet. All the old favourites (Slippy notwithstanding) from the Star Fox crew are back, and help McCloud in one way or another. Using McCloud's staff you can even morph into different characters. There are new characters, including Fox's sidekick Prince Tricky - a Triceratops with (seemingly) a penchant for Adidas and Run DMC. The controls feel very similar to Zelda 64, which is a good thing. The game isn't all third person, however, as Fox's trusty Arwing does come into play for some flying missions. Has potential.

Nintendo's own 21st Century fox is coming to GCN



Have At You funny-tunic wearing Roman guy!



## Eternal Darkness

GENRE: Action/Adventure • DEVELOPER: Silicon Knights • AVAILABLE: Launch

Eternal Darkness is one of the new "mature" titles hitting the GameCube in the first wave, and like Dinosaur Planet it was once an N64 title.

Although it was easy to overlook Eternal Darkness on the showfloor in the face of the Nintendo/Rare titles, this one is shaping up very nicely. One of the most impressive aspects is simply the way Silicon Knights are handling the camera mechanics. This is one of the best implementations in a third person

game so far — the camera even behaves differently depending on whether there's an enemy in the room or not (battle view ensures you can see it at all times, normal is more cinematic). The game will feature 12 playable characters, from a Roman Centurion to a very Resident Evil-esque shotgun-toting girl, and will cover 2000 years of history. With up to 20 enemies onscreen at once, not to mention huge bosses, Eternal Darkness is a launch title to look out for.

# GAME CUBE

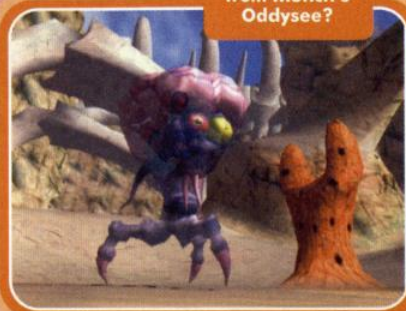
## Kameo: Elements Of Power

**GENRE:** Role Playing Adventure  
**DEVELOPER:** Rare  
**AVAILABLE:** 2002

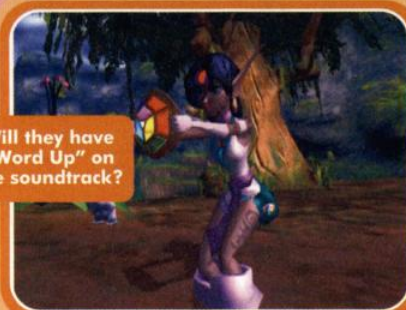
Rare's secret project has been unveiled, and its name is Kameo. Unsurprisingly, it disappointed no-one. This is one solid new breed of game from Rare. Starring a young girl named Kameo, the game is played from the third person perspective and is an interesting mix between action and monster collection/breeding. The gameplay hinges around Kameo's ability to possess and control various beasts. First, they must be caught and raised in order to take advantage of their full power. There are around 60 beasts, categorised by element (fire, ice etc) ranging from pterodactyls, massive grasshoppers and T-Rexs through to more fantastical creatures. Not only can you control them, but you can call upon two of them to help in battle.

There's plenty of eye candy in this title. The lush environments seem to stretch forever, the bosses are absolutely massive, and the transparency effects when Kameo is inside a creature are awesome. The animations are similarly impressive and watching Kameo morph from one creature to another whilst running is awe-inspiring.

Kameo even has elements of a Pokémon style game, and looks on par with Rare's previous efforts. A-grade!



A Scrab reject from Munch's Oddysee?



Will they have "Word Up" on the soundtrack?



These guys make Black & White look dull



Monkeys! Balls! How can they lose?



## Super Monkey Ball

**GENRE:** Puzzle  
**DEVELOPER:** Amusement Vision (Sega)  
**AVAILABLE:** Launch

Sega's bizarre "monkey in a bubble" arcade title is on the way to GameCube and we've played it! Super Monkey Ball is a simple, but damn addictive title. Each round sees you tilting the course floor in an attempt to manoeuvre a monkey in a transparent ball to the other end, collecting bananas on the way. With cute graphics, catchy music and an addictive four player splitscreen game, Super Monkey Ball will be worth a look. Unfortunately the banana shaped arcade joystick is unlikely to come with the game.

## Phantasy Star Online

**GENRE:** RPG  
**DEVELOPER:** Sonic Team (Sega)  
**AVAILABLE:** TBA

Reportedly only taking a month to port across, word is that Sonic Team are very happy developing for GameCube. The only question that remains is, when will GameCube actually be online? Sega have spoken to Nintendo about the matter, and we can only wait for Spaceworld when an announcement may be forthcoming. The Dreamcast version currently has around 2.6 million subscribers worldwide, so Phantasy Star could be a good entry point for Nintendo into the online world. What's new for the GameCube version is a four player splitscreen mode, so in theory, it could be entirely offline.



Sega have made Phantasy a reality for GCN



Gooooooooooooo  
 oooooooooooooo  
 oooooooooooooo!!

## Virtua Striker 3

**GENRE:** Sports • **DEVELOPER:** Amusement Vision (Sega) • **AVAILABLE:** Early 2002

This game is already looking phenomenal. Amusement Vision are completely retooling the arcade edition (based on the Naomi 2 board) for GameCube, so

it will look better, play better and have more options. And don't forget, there are another seven GameCube titles yet to be unveiled by Sega for GameCube.

# XBOX

MICROSOFT XBOX

## Building things up for the Box

### >> XBOX PRE-E3 SHOW

Kicking off at 8am, Microsoft's pre-E3 press conference was a mixed affair. Despite repeatedly telling us how "super excited" he is about the Xbox, Microsoft's Robbie Bach (Senior Vice President, Games Division/Chief Xbox Officer) failed to maintain that level of excitement in the crowd throughout. Microsoft's priorities were all wrong, focusing on less-than-appealing games like Mad Dash Racing and not on the truly exciting titles like Jet Set Radio Future or Galleon.



Peter Moore, President of Sega USA, loves Xbox

### THE PITCH:

- Playing games online will be super exciting. Microsoft invented the internet and the concept of online play by the way. The power of the box.

### HIGH POINTS:

- Sega Of America's President and COO, Peter Moore announcing Sega's commitment to Xbox, and joking about the Dreamcast.
- The amazing rolling demo of Dead Or Alive 3.
- Lorne "porn-star" Lanning.

### LOW POINTS:

- Microsoft desperately trying to convince us that the game based on Steven Spielberg's *A.I.* is significant by showing video footage of Spielberg and some cut-up game footage that looked bad.
- Capcom making announcements but not showing anything of substance.
- Ending the event with Nascar Heat. Snooze.



This is the sexiest looking shooter yet



## Unreal Championship

GENRE: FPS • DEVELOPER: Digital Extremes • Available: Early 2002

Developed from the ground-up for the Xbox by Digital Extremes, co-developers of Unreal and Unreal Tournament, Unreal Championship is looking stunning. Equal part single and multi-player, the game features all new characters and weapons, 30 exotic new levels — indoor and outdoor, as well as land, air and team-based vehicles, plus a wide selection of play modes. As you can see the character models are true

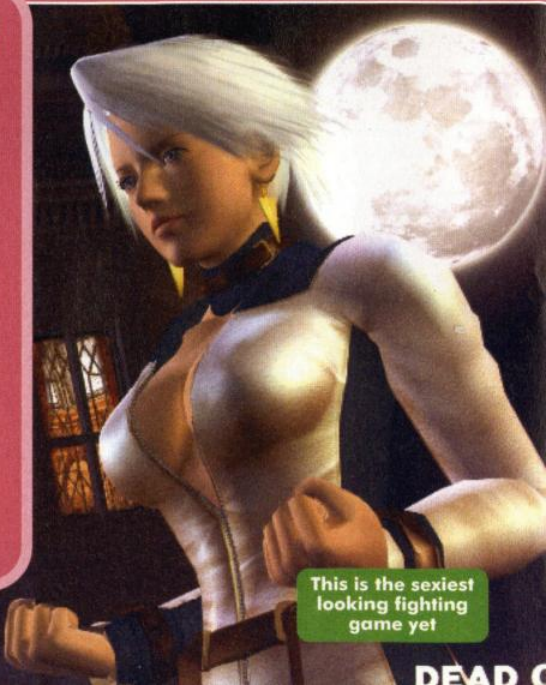
next gen builds — as is the engine. UC will support a variety of awesome effects like fog that actually swirls and moves as objects move through it. Perhaps best of all, Unreal Championship will feature online play with support for up to 32 simultaneous players, not to mention four player splitscreen and link play.



## Dead Or Alive 3

GENRE: Fighting • DEVELOPER: Tecmo  
Available: Launch

After being treated to a rolling demo of this game created in real-time on Xbox hardware at the pre-E3 show — we're convinced! This is the prettiest fighting game to date (gee, how many times have we said that?). The environments are ludicrously huge, and the Xbox hardware can zoom around them with ease, whether it's a huge series of mountainous peaks or a tropical beach, complete with amazing looking waves lapping at the shore. Of course, all the hallmarks of the series have been kept alive — the fast pace, absurd cleavage and the tiered stages. One of the coolest parts of the demo saw a character flipped upside down into a stalactite, and then punched in the gut making the entire thing shatter into thousands of shards. Sweet.



This is the sexiest looking fighting game yet



DEAD OR ALIVE 3  
© 2001 SEGA LTD. Teap, NINJA 2001

## Jet Set Radio Future

**GENRE:** Graffiti-tag sim  
**DEVELOPER:** Sega • **Available:** late 2001

Jet Set Radio is back. Only this time the year is 2024 and the battle between rival gangs in Tokyoto has escalated. The footage of this game at E3 looked insane, with new moves, faster play, larger environments and some very cool graphical effects like motion blur trailing behind riders when they hit top speed. We also know there'll be some serious multiplayer components included, but the specifics haven't been announced. We can't help but think about how alluring full scale online gang/graf warfare could be.



This is the sexiest looking graffiti-tag game yet



## Shrek

**GENRE:** Adventure  
**DEVELOPER:** TDK • **Available:** Launch

Being the objective and deadly serious game journalists that we are, we chose to take Shrek on its merits, rather than dismiss it out of hand as a movie license. Good thing too, because this game is a whole lot of fun. And it looks stunning. This is the closest any game has ever come to looking like a full-blown Aardman Animation... except every surface in the game is bump-mapped. Sure, it's overkill, but it still looks cool.

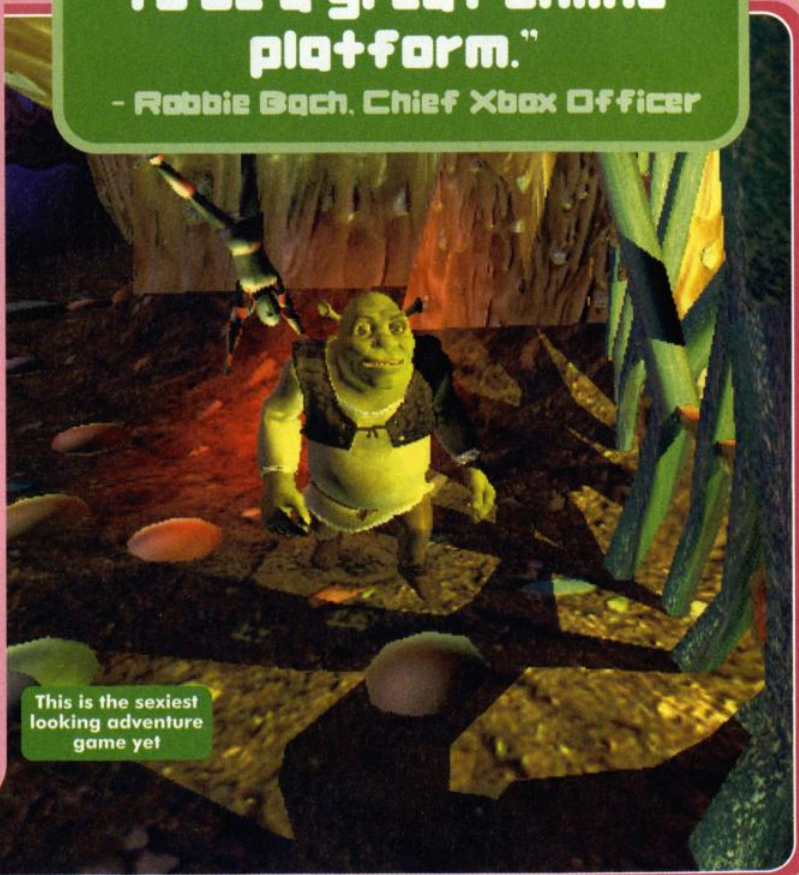
The lighting effects in the game are quite stunning, and at one stage you can instantly switch from day to night and back again, seeing the entire sky rotate around and the entire landscape's lighting and shadows change dynamically — very powerful.

Gameplay-wise, Shrek is your standard 3D adventure game with a



twist — humour. The entire game is laced with sick and slapstick humour. One scenario saw Shrek trying to locate a sheep that had been misplaced. Although it looked the same as all the other sheep, it was conveniently coated in a flame retardent material, so the basic task was to find the sheep that you COULDN'T set on fire. Testing sheep was easy thanks to Shrek's rank breath. Just pick one up and breath on it. Classy.

**"We have designed Xbox out of the box to be a great online platform."**  
 — Robbie Bach, Chief Xbox Officer



This is the sexiest looking adventure game yet

# XBOX



Tony just put a 747 in a holding pattern

1348



## Tony Hawk 2X

GENRE: Skateboarding Sim • DEVELOPER: Treyarch • Available: Launch

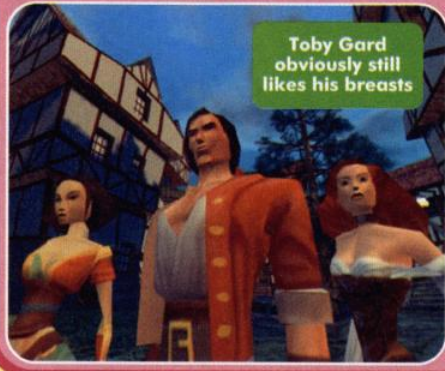
What gaming console would be complete without the marvellous Tony Hawk making an appearance? PlayStation 2 gets Tony Hawk 3 first, but the Xbox will play host to something of a "best of" Tony Hawk game. Tony Hawk 2X combines all the levels from the original and Tony Hawk 2, plus three all new layouts, including one set in a nightclub that reminded us of the party scene from Big Gay Al's big gay animal sanctuary for some reason.

Must-have new features include the ability to skate simultaneously with up to eight friends full screen via the LAN multiplayer function. The graphics have obviously been pumped up considerably, as has the frame rate. The only downsides at this stage are that the animations seem to have been carried across from the PlayStation version so they aren't as smooth as those in Tony Hawk 3. Also, the controller takes quite a bit of getting used to.

## Galleon

GENRE: Third Person Adventure  
DEVELOPER: Confounding Factor  
AVAILABLE: Late 2001

One of the games of the show for Hyper would definitely have to be Galleon. We'll be doing a massive preview and interview with developers Confounding Factor soon, so for now here are the basics. Remember Toby Gard? He's the original creator of Tomb Raider and Lara Croft, and he's heading up the team on Galleon. The goal is nothing short of redefining adventure games once again... and shaming recent Tomb Raider efforts. We spent a good while being guided through the game at Interplay's booth, and they're well on the way. For a start, the control system is leaps and bounds ahead of other adventure games — actions are contextual and navigation is a breeze. You'll never accidentally fall off a cliff in this game. Could Galleon represent the end of lever, key and block pushing puzzles in third person action/adventure games? Find out next issue!



Toby Gard obviously still likes his breasts



Justin Chin made the original Jedi Knight PC game



## New Legends

GENRE: Third Person Action  
DEVELOPER: Infinite Machine  
AVAILABLE: Late 2001

Damn man, the Hypa clan bin waitin' for a game like this for a while. Check this shit out. China. Old feuds remain. But this is techno-future-China. So there's all sorta crazy-ass gats and industrial locations 'n' shit. Mixed in with some phat Shaolin-style kung-fu, fashion and moves. It like the Shaolin Temple moved to tha ghettos. Dope.

New Legends could definitely go either way at the moment. There are some good elements, but the gameplay is pretty much out and out simplistic action. With solid story elements and some polishing, Justin Chin and his team might hit gold.



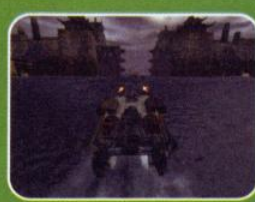
### And the rest...



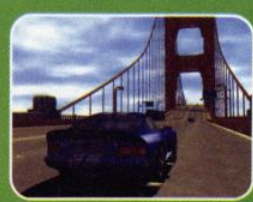
**Amped**  
An original take on the snowboarding genre.



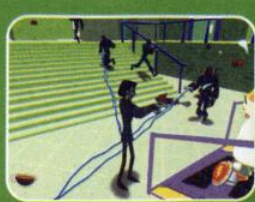
**Azurik**  
The Soul Reaver-esque action/adventure.



**Blood Wake**  
Graphically impressive water-based combat.



**Test Drive**  
Another in the Test Drive series. Ahem.



**Tonny Drama**  
Cel-shading gets out of control in this shooter.



**Project Gotham**  
Metropolis Street Racer for grown-ups. Is that fair?



This is the sexiest looking... ok ok.

## Airforce Delta Storm

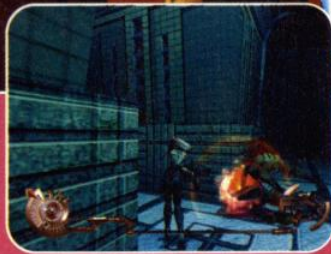
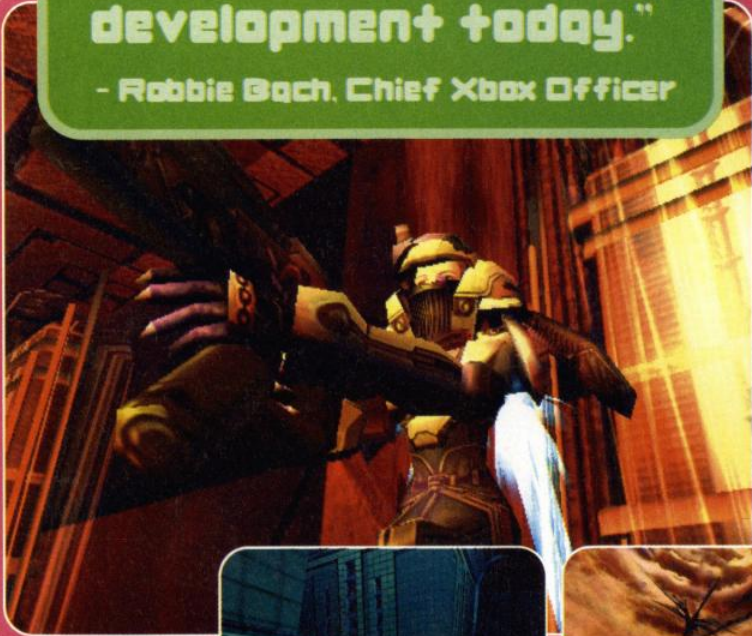
GENRE: Flight Combat • DEVELOPER: Konami • AVAILABLE: Launch

Taking some inspiration from Namco's Ace Combat series, Airforce Delta Storm is a true next gen combat flight sim. It moves fast, the planes look awesome as do the explosions, and we've never seen as much detail on the ground in a console flight sim before. The

physics model doesn't feel half bad either. The gameplay is, of course, focused around heated dogfights and a variety of military objectives. The final version will include more than 50 aircraft, from ultra-realistic recreations of modern craft through to fanciful prototypes.

"We have 60 exclusive titles in development today."

- Robbie Bach, Chief Xbox Officer



Sega seem to really, really love the Xbox

## Enclave

GENRE: Third Person Action  
DEVELOPER: Starbreeze  
AVAILABLE: Mid 2002

One of the most impressive action titles at E3 was Enclave — a fantasy third person action game with a strikingly dark visual aesthetic. It's very medieval in style, and even incorporates cool touches like the use of giant siege weapons to break down defenses. The meat of the game comes in two separate campaigns — one as a warrior of light, one as a denizen of the dark. Both sides have numerous character classes, which come with their own sets of weapons (from standard melee clubs through to crossbows) and skills — all of which are upgraded as you progress. Players will be able to play through the entire game in two player co-operative or have a rumble in the four player splitscreen deathmatch.

"Hey! Want to go out clubbing?"



## Gun Valkyrie

GENRE: Third Person Action  
DEVELOPER: Sega  
AVAILABLE: Launch

Aside from Jet Set Future, Gun Valkyrie is perhaps the coolest Sega title for Xbox. A fast-paced twitch third person shooter sees players controlling a high-tech mercenary in a very strange alternate past. Set in the 1890s, a series of implausible technological breakthroughs unleashes a new form of energy with the potential to save or destroy humankind. Unsurprisingly a whole bunch of nasty creatures want to get their hands on the technology so it's up to you to destroy them all with extreme prejudice. Expect some insane firepower, excellent enemy AI, frequent use of jump paks and stylish Sega design.

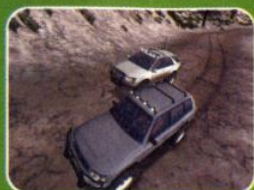
Will they make mad dash from Mad Dash?



## Mad Dash Racing

GENRE: Racing  
DEVELOPER: Crystal Dynamics  
AVAILABLE: Launch

We're not really sold on this latest one from Crystal Dynamics. It may have as many polys in one level as the entire last Gex game, but so what? It's hardly a new concept either, coming across as a mix of Pen Pen (DC) and Running Wild (PSX). Shallow definitely, but even we'll admit it's fun for a while, and will be a good title for the kids.



### 4X4 Racing

It's time to tear it up in the outback. Solid.



### Arctic Thunder

Yes, another snowmobile racing game.



### Dark Summit

If she's in the game, then I'm so there.



### Nightcaster

Gauntlet meets Diablo or something like that.



### Munch's Odyssey

Abe and friends return on the Xbox. Go Lorne!



### Halo

This sci-fi shooter will require the brown undies.

# PS2

SONY PLAYSTATION 2

## Low-key but Killer

>> SONY PRE-E3 SHOW

Sony's pre-E3 press event was a very strong showing indeed, with announcements galore on the hardware side combined with some slick game demos on the software side. Later this year (around the time the Xbox launches oddly enough) PS2 owners will be able to get their hands on a 40GB HD, a hybrid analogue/ethernet adaptor for both standard modem and broadband connectivity, not to mention an LCD screen, keyboard and mouse. Plus, the DVD remote will be available in September. Wow! To ensure that your PS2 online experience is as rich as it should be, Sony have also announced deals with AOL (front end content), Macromedia (graphics), Real Networks (streaming video and music), Cisco (dedicated servers) and Netscape (for the browser... duh!). Sony also announced a PS2 plus GT3 pack that will retail for \$329 US from July 10. If that doesn't sell systems nothing will!



The Sony booth in all its glitzy glory. Fun in spades.

### THE PITCH:

- PlayStation 2 is here now with plenty of A-grade games, and a great online strategy. Online will be as simple as point and click — an extension of the offline environment.

### HIGH POINTS:

- Final Fantasy X demo and movie trailer.
- Devil May Cry demo with Shinji Mikami.

### LOW POINTS:

- SOCOM: U.S. Navy Seals.
- Jak and Daxter. It looks good, but needs a lot of work.



Don't cry mister Devil. We really like your game.

Who said John Woo didn't influence games?

## Devil May Cry

GENRE: Action • DEVELOPER: Capcom • AVAILABLE: Late 2001

Capcom are calling this one "gothic action" and we can definitely see why. This is one badass title. Devil May Cry features some of the most compelling sword and gat action we've ever seen. What else would we expect coming from the team of Shinji Mikami and Hideki Kamiya. The gameplay has elements

in common with Onimusha, but takes things much more into "dark super hero" territory. Dante's range of movement is incredible, leaping up sheer walls and over massive gaps. The emphasis is very much on out and out action, and the combination of sword and guns works beautifully.

## WWF Smackdown: Just Bring It!

GENRE: Wrestling • DEVELOPER: Yukes • AVAILABLE: Late 2001

If you were into Smackdown 2, then you'd better smell what THQ are cooking, cos Just Bring It is the next step for wrestling games. Expect much higher polygon counts on the wrestlers, freshly motion captured animations and more wrestlers on-screen at once than has been possible before. Although the WCW has been bought out by the WWF it's unclear what that means for the videogame licenses at the moment, so the game will only feature WWF wrestlers at this stage. It's still looking kickass though, so BRING IT ON!



Let me massage that foot for you sweetheart.



Can you smell what the Rock is crapping?

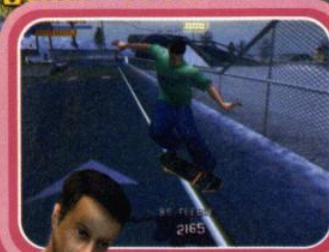
# Tony Hawk's Pro Skater 3

**GENRE:** Skateboarding • **DEVELOPER:** Neversoft  
**Available:** Not soon enough

**Funky dude, funky game.** As expected, Tony 3 isn't a revolutionary leap from Tony 2, but it looks like it will be more than enough to satiate fans of the series. For starters, the environments are a lot more sophisticated in terms of geometry and view distance, and it all runs at 60fps. In fact, at first it feels almost too fast! Neversoft are also working hard to make the skating environments feel more alive. To that end, there are a realistic number of pedestrians wandering around the city levels, as well as the ever annoying cars.

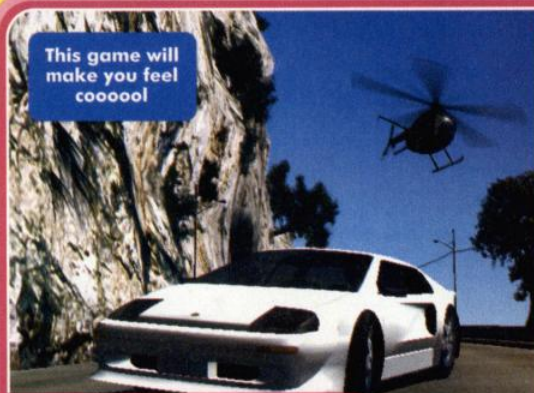
The trick list is looking more complete than ever. There are now twice as many tricks as in the last game. You can swap between two entirely different sets of tricks mid-game by hitting the select button. Perhaps the most important introduction to the game mechanics is the new revert move. In Tony Hawk 3 you can link ramp tricks in with your combos. Simply hit the L1 or R1 button when coming off a ramp and you'll have a brief time period to get onto a grind or into a manual before your combo ends. This very much brings the balance of the gameplay back from mostly street to a nice mix of street and ramp. It also opens up ridiculously high scoring possibilities.

Other good news for Tony Hawk 3 is that online play will be included. It may only be in a limited form, but the dream of skating a park with a bunch of friends will finally become a reality. Oh, and thanks to the DVD format, expect the biggest soundtrack in any game ever!



Pedestrians to annoy, and maybe injure!

**"The move to broadband is going to revolutionise the entertainment experience."**  
 - Kazuo Hirai, President of SCEA



This game will make you feel coooool

# Stuntman

**GENRE:** Racing  
**DEVELOPER:** Reflections  
**AVAILABLE:** Late 2001

The next logical progression for the Reflections team (best known for the Driver games) must surely be this. You play a Hollywood Stuntman for hire, and start out working on B-grade movies. Succeed in the stunts you're given and you can rise up through the ranks, eventually busting stunts in multi-million dollar blockbusters. The beauty of the game is the situations you'll be placed in. This is no drive everywhere game - you're given exact set pieces and must use your skills to hit the mark every time. Whether it's pulling a series of deft powerslides around a city, executing a series of barrel rolls down an incline, or timing a pileup perfectly, Stuntman has variety and originality to spare.



My blind dates always turn out this way...

# Silent Hill 2

**GENRE:** Survival Horror  
**DEVELOPER:** Konami  
**AVAILABLE:** Late 2001

Silent Hill 2 is one of the most disturbing games you're ever likely to see. Dripping with atmosphere, twisted imagery and suspense galore, this is looking like the survival horror title to beat. Leaps and bounds better than the original.

## Even more...



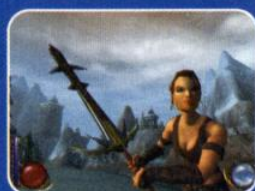
**Conflict Zone**  
 Strategy gaming for the PS2, in full 3D.



**Crash Bandicoot 4**  
 More Bandicoot to go.



**Deus Ex**  
 The PS2 port of the PC smash. We can't wait!



**Drakan**  
 Ride the backs of beasts in this fantasy romp.



**Extreme G 3**  
 Can it beat WipeOut? Probably not, but still...



**Final Fantasy X**  
 Don't close your eyes! It looks amaaaaazing!

This game is looking pretty "goofy" to be honest.

# PS2

## Kingdom Hearts

GENRE: RPG • DEVELOPER: Square/Disney • AVAILABLE: 2002

What would you get if you took one of Square's RPGs and Disney-fied it? Well, we're about to find out. In one of the most interesting collaborations yet in the world of videogames,

Square and Disney Interactive are combining forces to make an RPG for PlayStation 2. Don't scoff yet - this is a seriously huge undertaking. We're talking about a staff of over 100 people working on this title, including some of Square's top talent. For instance, Tetsuya Nomura (character designer on Final Fantasy VII and VIII) has designed four new

"Disney" characters for the game, and well respected composer Yoko Shimomura will be providing the soundtrack. The really weird part is going to be the combination of

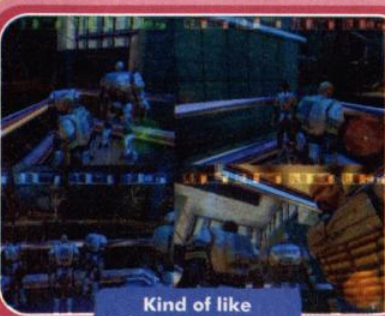
Disney characters and settings with the Square brand of RPG gameplay. Two of the main characters are Donald and Goofy for Mickey's sake! Other noodle-baking characters include Ursula from The Little Mermaid and Jafar from Aladdin, not to mention settings from nine different Disney films. Weird, but this could be the game to take RPGs into the mass mainstream.



## Project Eden

GENRE: Action/adventure  
DEVELOPER: Core Design  
AVAILABLE: September

Coming from Core Design, Project Eden is a squad-based action/adventure game. You head up a team of four Urban Protection Agency agents, assigned to investigate mysterious disappearances in one of the darkest areas of the city. The setting is pure cyber-punk. A city so overcrowded that the buildings extend far into the sky, leaving the poor living in an airless, sun-less squalor down below. What's unique about Project Eden is the team angle. You control one team member at a time, but can switch between members at will to utilise their special skills. Of course, you can also give them commands, and managing your team properly will be one of the keys to completing the game. Project Eden looks good.



Kind of like choose your own adventurer.



Klonoa 2 is one big crazy platformer and we love it.

## Klonoa 2

GENRE: 2.5D Platformer  
DEVELOPER: Namco  
AVAILABLE: Late 2001

Look, we're not going to stop gushing about this game until it's out, so sit down and shut up! Klonoa 2 is a very simplistic game executed with so much style that we simply don't care. Sweet visuals, tight gameplay.

## And the rest...



**Freak Out**  
A game based around a possessed scarf. A-huh.



**Gitaroo Man**  
The music genre marches on and on...



**Half-life**  
Finally, it looks almost ready for release.



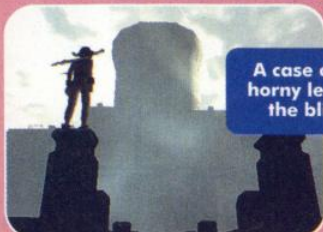
**Herdy Gerdy**  
Platforming action a tad on the generic side.



**Mat Hoffman 2**  
Only in the early stages, but has potential.



**MGS 2**  
The new trailer rocked the house. Check the CD!

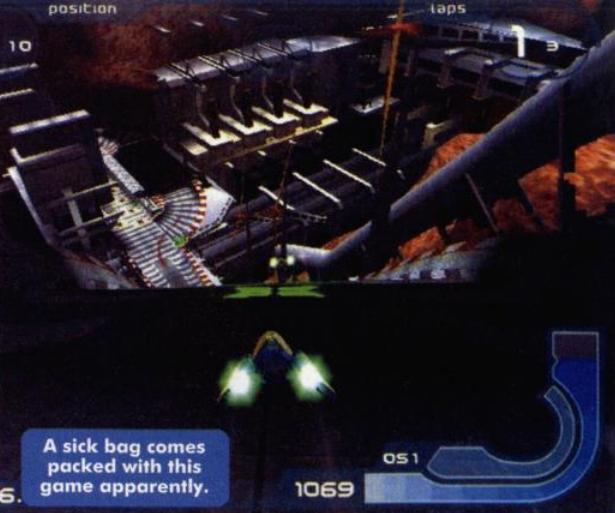


A case of the horny leading the blind.

## Ico

**GENRE:** Action/RPG  
**DEVELOPER:** SCE  
**AVAILABLE:** Late 2001

With an all-star development team, Ico has quietly been transforming from the rather average game we saw at last year's E3 into a thing of beauty. The main character Ico, is a boy who was born with horns in his head and expelled from his village to spend his life trapped in a spooky castle. There he finds a blind princess who is also imprisoned. You must save the princess (you won't be able to get out of there on your own) and find a way out. What's really interesting is the partnership with the blind princess - you must lead her and look after her. Trust us, it's cooler than it sounds.



A sick bag comes packed with this game apparently.

We've had to wait far too long for this game. We want it!



**"We have another whopping 200 titles coming out this year."**

**- Kazuo Hirai, President of SCEA**

## Wipeout Fusion

**GENRE:** Anti Grav Racing  
**DEVELOPER:** SCE Studio Liverpool  
**AVAILABLE:** October

Welcome to the year 2150 and the new Wipeout F9000 League. Studio Liverpool only had a single playable copy of the game at E3, but that was enough for us to be thoroughly impressed! Remember how fast the old Wipeouts were? Well, this one blows them out of the water - 60fps all the way, and a frankly scary impression of speed.

As for technical changes, the courses are much more complex and sophisticated. Wider paths to accommodate a field of 16, not to mention cool features like loop the loops, huge drops, air jumps, anti-gravity pads and the like. The craft handle more responsively too. Where the old games had seven control parameters, Fusion has 48, so there's a lot more subtlety to enjoy. All up, we're glad this title has taken a while getting here because it will have been worth the wait. Only three more months to go! Woo Hoo!

## Jak and Daxter

**GENRE:** Platform • **DEVELOPER:** Naughty Dog  
**AVAILABLE:** 2002

Formerly known as Project Y, Naughty Dog's new game stars Jak (the guy with the pointy hair), and Daxter, his friend who was transformed into a weasel-like rodent after an unfortunate accident with a barrel of sludge. Naturally enough, they set off to find the only person who can turn Daxter back, but soon find themselves involved in a much bigger mystery.

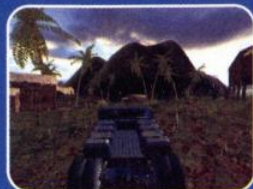
At the moment, it looks and moves fantastically, but we're worried that there's a little too much Crash Bandicoot in there to make this a next-gen must-have. Let's hope the partnership between Jak and Daxter get a little more Banjo-Tooie-ish. We'll give the Naughty Dog guys the benefit of the doubt for now.



"But I was just doing chin-ups you idiot!"



**Shadowman 2**  
Voodoo action, hopefully improved.



**Smuggler's Run 2**  
More complex environments. Sweet.



**Splashdown**  
Good looking water effects. Wave Race clone.



**State of Emergency**  
Rockstar troublemakers.

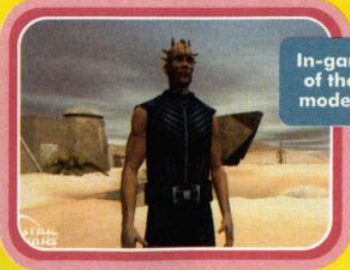


**Star Wars: Racer II**  
Super smooth pod racing.



**Virtua Fighter 4**  
How can this be on a Sony console first? Weird.

# PC



In-game shots of the player models. Wow.



**The PC powers up**  
 >> STAYING JUST ONE STEP AHEAD

There's very rarely a dull moment when it comes to PC gaming at E3. Whilst the consoles fight tooth and nail for everyone's attention, the PC quietly (or very loudly as the case may be) gets on with pushing graphical boundaries and re-inventing gameplay. There were some simply jaw-dropping games on show this year, plus the appearance of some almost long-forgotten titles that have been lost in development hell. Whilst there were too many good games to feature, here's a taste...



"We were made to suffer. It's our lot in life."



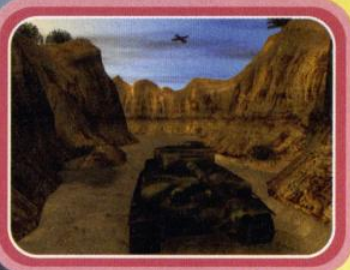
This game is also coming to the Xbox. Shhh.

## Medal Of Honor: Allied Assault

**GENRE:** FPS • **DEVELOPER:** 2015 Inc.  
**AVAILABLE:** Late 2001



From what we've seen of MOH: Allied Assault, this game simply can't miss. Although we couldn't get an actual hands-on play, EA's theatre room demo was enough to leave us stunned. This is one immersive and convincing FPS. The highlight of the three missions we saw was definitely charging the beaches of Normandy on D-Day. Although heavily scripted, the raw adrenaline rush of getting a squad up the beach-front and into the heavily fortified guard towers as shells exploded, bullets whizzed past and soldiers dropped by your side was intense. Maybe it was the booming surround sound setup and projection screen talking, but that sequence alone puts Allied Assault near the top of Hyper's most-wanted list.



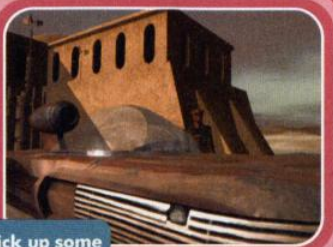
## Star Wars Galaxies

**GENRE:** Online RPG • **DEVELOPER:** Verant Interactive  
**AVAILABLE:** 2002

Shown behind closed doors only, Star Wars Galaxies (SWG) is up there as one of the games of the show. Unsurprising really, considering the development team has core members from both Ultima Online and Everquest. This is the next evolution of the MMORPG right here — deep and involving gameplay, and graphics to die for. And what better world for online gaming to mature in than the Star Wars Universe? SWG could easily catapult online gaming into the mainstream. Hopefully not at the expense of the hardcore.



In the E3 presentation, we were treated to a sneak peek at a number of well known locations, including Tatooine, where the day/night cycle was sped up to show off the engine's real-time shadows, and the rolling hills of Naboo — complete with AT-AT walkers towering over the inhabitants. The level of detail is outstanding, but at the same time you have a view distance of around a kilometre! We're drooling just at the thought of these settings online and populated. Of course, the ultimate goal in Star Wars Galaxies would have to be becoming a Jedi (although there are plenty of other options). Only through a long and arduous process will this be possible. Once you are a Jedi, Force powers will be at your disposal, and you'll have the option of turning to the dark side. LucasArts also have a space combat add-on pack in development!



Go pick up some virtual power converters!

# Unreal 2

Hold on, maybe THIS is the sexiest shooter

**GENRE:** FPS • **DEVELOPER:** Legend Entertainment • **AVAILABLE:** 2002

In *Unreal 2* players assume the role of a law enforcement officer stationed in the outer reaches of space, who finds himself in the midst of an interstellar war between several alien races, the Terran military and multiple mercenary armies. You and your crew must protect the civilians in your sector and put an end to the war.

The single player game is mission based, with a large number of objectives and scenarios over 10 vastly different worlds. Through the course of the game you'll fight alongside allied troops, defend bases, escort civilians to safety, infiltrate an enemy base to rescue hostages, and blow the crap out of anything that moves, too.

The technology behind *Unreal 2* is quite stunning. How does 10 times the character polygon count and 100 times the environmental polygon count of *Unreal Tournament* sound? Absolutely everything is modelled in 3D. See that craggy wall? It's not bump mapping, it's 3D modelling.

Detailed geometry isn't the only impressive aspect of *Unreal 2*. We were fortunate enough to see the interior of an alien ship, a lush tropical jungle and combat in a zero-G asteroid field. The degree of realism is helped along by an insane particle system so smoke, clothes, hair, fire and breaking glass are all modelled realistically. *Unreal 2* is well on the way to being both a technical showcase and a damn good game.

"Simply put, *Star Wars* is the greatest epic space adventure of all time!"

- Jeff Grills, *Star Wars Galaxies*



Unreal player models of model players



# Max Payne

**GENRE:** Third Person Shooter  
**DEVELOPER:** Remedy Entertainment  
**AVAILABLE:** August

With all the hype surrounding this game, we bet you're busting to find out how it's shaping up.

Well... it's still hard to say whether *Max Payne* will have much substance, but it sure has style by the bulletload. Find yourself in an impossible gunfight? Just switch to bullet time and pull off some crazy Chow Yun Fat moves. It's damn satisfying flying through the air in slow motion capping the helpless Mafioso. Bullet time isn't some parlour trick that can be used constantly though. It must be earned

as you progress, and used only in the most desperate of situations. Of course, these are the situations where it looks the coolest, so it all works out quite nicely.

Staying true to *Max*'s origins, the story is told through graphic novel style slideshows. There are over 200 of these frames in the game, all accompanied with decent voice acting. There's plenty to like about *Max* - decent AI, great attention to detail, interactivity with the environment and a skill level that's adjusted on the fly depending on how good the player is. John Woo would be proud.



The explosive diarrhoea guy cuts loose



There goes his chance to have kids. Ouch.



# AGE

## Age Of Mythology

**GENRE:** RTS  
**DEVELOPER:** Ensemble Studios  
**AVAILABLE:** Early 2002

Ensemble Studios are definitely onto something here. They've taken the rock solid game structure of Age Of Empires 2, revitalised the graphics using a sophisticated 3D engine, then thrown in mighty heroes, mythological beasts and gods with real power.

In Age Of Mythology (AOM), players are taken back to the world and cultural beliefs of the ancient Greeks, Norse and Egyptians. At first glance, the gameplay is very familiar, but you'll soon discover that the balance of the game has shifted somewhat. Battles are smaller but more entertaining, since you can now summon more than 20 mythological beasts to fight alongside your army, including minotaurs, griffons, cyclopes and giants. Plus, if the gods are kind, you can convince them to rain lightning bolts on your foes.

The action is as fast as it was in the 2D days, but the level of detail is quite surprising. The story is told entirely through in-game cinematics, which keeps you immersed in the world, as well as showing off how detailed the visuals are close up.



That's the first time I've seen Uranus' moon

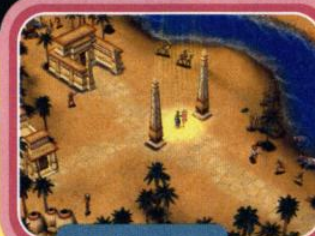
## Freelancer

**GENRE:** Space Combat  
**DEVELOPER:** Digital Anvil  
**AVAILABLE:** 2002

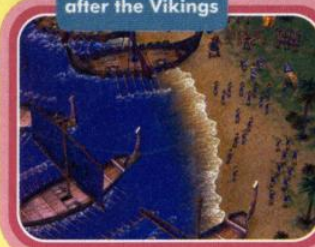
Freelancer is one of the most distinctively designed and just plain pretty space combat games we've ever seen. Its scope is huge too, spanning several star systems with an incredibly open mission tree. In fact, missions are generated dynamically depending on the prevailing political climate and marketplace, not to mention your affiliations and past actions. In Freelancer, your choices have ramifications. Launch a strike on an

enemy house and they'll remember it. They'll also pay more attention to you as you rise in rank and prestige.

Who are these enemies? Mercenaries, pirates and racketeers, and they're all out for power. When you're not battling them, you'll be kept occupied with commodity trading. Goods are produced all over the star system, so you'll be competing to find the best prices and trade routes. Other missions you may undertake include escorts, bounty hunts, reconnaissance and cargo runs. Freelancer is a gorgeous game with gameplay that evolves with the player.



Bondi Beach was never the same after the Vikings



## Command and Conquer: Renegade

**GENRE:** FPS • **DEVELOPER:** Westwood Studios • **AVAILABLE:** Late 2001



BAM! This is for those Red Alert cutscenes!

Most of the gaming world is in agreement that the basic concept behind C&C: Renegade is kinda cool. Hell, the idea of being a grunt in the midst of a full scale tank-rush and living to tell the tale is certainly appealing, as is getting up close and personal with all the classic C&C units, vehicles and structures. This is what Renegade is all about — taking part in a

full scale C&C battle as one soldier in an army of many, and tipping the balance of power by taking out enemy structures, or eliminating an enemy research lab.

Renegade has come a long way since last we saw it, but it still comes off as decidedly average when compared to some of the more polished FPSs also on show. It's a good concept, so let's hope Westwood can bring it all together.



### There's more?!



**Battle Realms**  
 Ubisoft bring us a strategy feast.



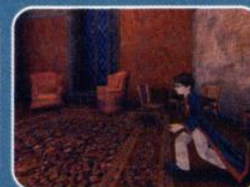
**Duke Nukem Forever**  
 When it's done? Argh!



**Dungeon Siege**  
 Massive, fluid, seamless adventuring. Absorbing.



**Ghost Recon**  
 For the serious military sim lovers out there.



**Harry Potter**  
 We'll have a big special on this next issue!



**Mafia**  
 An incredible 3D world, and a gruesome place to be.



## Jedi Outcast: Jedi Knight II

**GENRE:** FPS • **DEVELOPER:** Raven  
**AVAILABLE:** 2002

In *Jedi Outcast*, players once again assume the role of Kyle Katarn, seven years after the events in *Jedi Knight*, in a dangerous and potentially dark time. This game has been in development for only a few short months and is already looking very solid.

Raven have some experience with the Quake 3 Arena engine, and have already implemented detailed character models, reflective surfaces, and lightsabers that illuminate the surroundings and leave red hot gashes after connecting with a wall.

*Star Wars* fans will peak over some of the settings in *Outcast*, like Cloud City, Nar Shaddaa, the Jedi Knight Academy on Yavin 4, and the smugglers' moon. The combat will be better than ever, as Kyle has many new Force powers to learn, like the Jedi mind trick to stealthily sneak past guards. He can also use Force Pull to draw in stormtroopers for the kill. Other weapons include pistols, rifles, stun batons, thermal detonators and Wookiee bowcasters.

That beard has never looked so hairy and real



The lightsaber moves crap all over Obi-Wan on Xbox



"Hey Roger, you head of some game called Halo...?"



**"A lot of fabulous games on PC don't translate to the living room environment."**  
- Robbie Bach, Chief Xbox Officer

## Planetside

**GENRE:** MMOFPS  
**DEVELOPER:** Sony Online  
**AVAILABLE:** 2002

Massively multiplayer online gaming isn't just the preserve of fantasy RPG fanboys you know. With *Planetside*, Sony Online are hoping to get the first person action experience we all know and love working in a persistent, massively multiplayer environment. You play — what else — a mercenary, and must align yourself with one of three warring factions, each with its own set of weapons and vehicles.

Battles take place on a continental scale, with each faction fighting to secure important technological hubs and swing the balance their way. The world will be made up of 13 continents, from desolate, frozen icescapes to searing desert environments, and

the scale is impressive — each continent measures roughly 64km squared, and each server is capable of supporting 3500 players!

Sony Online are working hard to maintain the level of speed and adrenaline pumping action gamers expect from a FPS. They're simply taking it to another level. Of course, teamwork will play a large role. Like *Halo*, *Planetside* has a number of vehicles that can be manned, and yes, you can drive while a friend mans the machine gun.

*Planetside* is an ambitious project, but we're as curious as you are to engage in the online world's first full scale war.



"Let's find Bungie's HQ and take it down!"



## Earth and Beyond

**GENRE:** Online  
**DEVELOPER:** Westwood Studios  
**AVAILABLE:** Late 2001

Combine space and planet exploration with trading and space combat in a massively multiplayer online setting and you have an idea of what *Earth and Beyond* is all about. Whether you take on the role of a ruthless bounty hunter, or prefer the more diplomatic trading side of things, there's something for everyone. This is a great blend of space-based action with traditional role playing elements.



### Myth III

The series looks to be continuing in style.



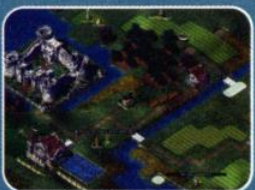
### Praetorians

Complex strategy gaming for the freaks.



### Empire Earth

An ambitious RTS like you've never seen.



### Sim Golf Club

Sid Meier returns with another classic sim.



### Sims Online

This will make the net even more addictive!



### Simsville

Sim City meets The Sims in a dangerous hybrid.



Hey look, it's Hitman 47's hairy brother



## Republic: The Revolution

**GENRE:** Strategy  
**DEVELOPER:** Elixir Studios  
**AVAILABLE:** Mid 2002

Spearheaded by Dennis Hassabis, co-creator of Theme Park and senior programmer on Black and White, Republic is an absurdly ambitious game. Set in the Republic of Novistrana, your goal is nothing short of overthrowing the government and ruling the country yourself. Republic is about as freeform as a game can get. You start out at a grass roots level in a regional town, and must somehow create a nation-wide faction with the power to oust the government. How you do this is up to you. There are five basic career paths - gangster, religious leader, businessman, military mastermind or politician, and three main resources that can be used - force, wealth and influence.

From there it's a matter of rallying local support by recruiting specialist

characters and putting them to work. These can be anyone from film stars to hitmen. New allies bring more than just skills, they also bring information about their associates, friends and enemies, that can be used to your advantage.

Once your network of supporters is large enough, it's time to set up shop in Novistrana's capital city. You can do things like organise rallies, fix footy matches, broadcast propaganda on national TV or eliminate foes. Good thing too because with one million inhabitants spread across the country to win over, 16 other factions to contend with, and a cunning and power hungry president, you'll have your work cut out.

Much has been made of the game's Totality Engine, which uses tessellation to scale the number of polygons used to draw objects depending on their distance from you - the only practical way a game of this size can be visualised. One million NPCs and an entire country to wreak havoc in? Sounds cool to us.

Don't be depressed, dude. Republic will be finished one day.



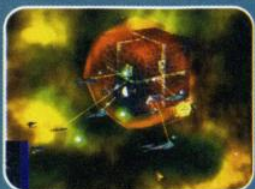
## And the rest...



**Soldier of Fortune 2**  
 Most gibbs ever seen.



**ST: Bridge Commander**  
 It's up to you to make it so.



**ST: Armada II**  
 Star Trek strategy gaming comes of age.



**SW: Galactic Battlegrounds**  
 AOE II meets Star Wars!



**Warcraft III**  
 Blizzard are in the final stages of polishing.



**Return to Castle Wolfenstein**  
 And we all will no doubt.



The Olympic torch makes its way through Redfern

## Neverwinter Nights

**GENRE:** RPG  
**DEVELOPER:** Bioware

**AVAILABLE:** November

Bioware are renowned for creating massively long and hugely playable RPGs, and Neverwinter Nights will be no exception. The great thing is, this will be so much more. Bioware are handing the power back to the gamer.

Neverwinter Nights will ship with all the tools gamers need to create their own quest, complete with NPCs, monsters, custom items and weapons, branching paths, and links to existing maps. Indeed, this "Aurora toolset" (Aurora being the name of the game engine) is what Bioware themselves are using to make the game in the first place. Acting as the digital Dungeon Master, you'll then be able to undertake your own quest with a party of friends. Better yet, because it's your creation, changes in a whole host of areas can be made on the fly. The team were able to throw together a map in ten minutes for our demonstration at E3. Powerful, simple and beautiful. Neverwinter Nights could change the face of RPG gaming forever.

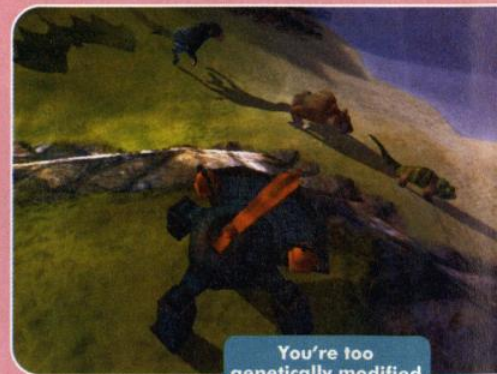
## Sigma

**GENRE:** RTS  
**DEVELOPER:** Relic Entertainment  
**AVAILABLE:** 2002

Sigma is a fresh and inventive take on the RTS genre. Instead of building an army of standardised troops, Sigma lets you play with the building blocks of life to create potentially hundreds of thousands of freaky creatures. The way it works is you have a database of 50 creatures and you can combine any body parts of any two of the creatures to create a new hybrid. It's seamless too. Take the head of a shark and mix it with the body of a polar bear. Or how about the tail of an electric eel with the body of a bat. IT'S ALIVE!

Every single combination has its own strengths, weaknesses and attributes. You can imagine how dynamic multiplayer battles will be with each side having to adapt to the hybrids the other side is throwing at them, and find combinations to beat them.

Multiplayer is only half the picture though, as Relic are crafting a hilarious single player game. Set in the 1930s, you are Rex Chance, in pursuit of a mad genetic scientist across 14 unique islands. Quirky scenarios and weird challenges await.



You're too genetically modified to live!



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www.blizzard.com



**Werebear:** Transform into a hulking beast of the wilds



**Molten Boulder:** Unleash a smoldering mass of brimstone to crush your opponent



**Werewolf:** Assume the shape of nature's feral hunter

**Druid:** A solitary shaman of the northern wilds, this brooding mystic is the ruler of the forest. Having command over the elements as well as the power to transform himself into vicious creatures, the Druid is the embodiment of Nature's fury.

# DIABLO

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ENTRIES CLOSE JULY 27TH

## WIN ALONE IN THE DARK!

**GRAND PRIZE:** Alone in the Dark game, T-Shirt and Edward Carnby Statuette  
**FOUR RUNNERS-UP:** Alone in the Dark game & T-Shirt

FOR PC

Whilst there are plenty of fun things to do when you're alone in the dark, one thing you don't want to be doing is fighting off demonic monsters with nothing but a flashlight. If you're up for this perilous adventure, then Hyper is here to help. Thanks to Ozisoft, we have some awesome Alone in the Dark: The New Nightmare prizes to give away. The Grand Prize winner will receive Alone in the Dark for PC, a cool t-shirt and an amazing Edward Carnby Statuette! Four runners-up will also win a copy of the game and a t-shirt for their troubles. To enter and be in with a chance to win, simply **send us a drawing of the kind of creature you'd expect to stumble across when you're alone in the dark...**

Send your fabulous artwork to **Light Up My Life, Hyper, 78 Renwick Street, Redfern, NSW 2016.** Please note, if you want your artwork returned, you must include a self-addressed and stamped envelope the correct price and size for your drawing.

## WIN EMPEROR: BATTLE FOR DUNE

FOR PC

### WIN Three Prize Packs containing:

Emperor: Battle For Dune game, *Dune* on DVD, *Dune: House Harkonnen* book from Hodder Headline.

Want to spice up your gaming? Emperor: Battle For Dune from Westwood is the perfect slice o' gaming goodness for your PC. The long awaited strategy sequel to *Dune II* is a stunning sojourn through the universe of *Dune*. We have three cool prize packs of this awesome game to giveaway to the lucky readers who can answer the following question...

Who wrote the original novel, *Dune*?

Put your answer on the back of an envelope and send it to: **Sand In My Eyes, Hyper, 78 Renwick Street, Redfern, NSW 2016.** Good luck and beware of the worms!



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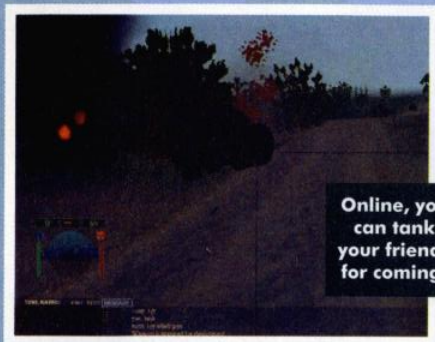
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## World War II Online: Blitzkrieg



"Wake up, men! We have a war to fight!"

[WWW.WWIIIONLINE.COM](http://WWW.WWIIIONLINE.COM)

Developed by Cornered Rat Software, World War II Online is an ambitious massively multiplayer title if ever there was one. Not only is it aiming to take players all the way from Blitzkrieg in 1940 to the conclusion of the second world war, with all the theatres of operation included, but it plans on doing this with as great a degree of realism as possible.

**HISTORY NEVER REPEATS**  
 Simulations of many aspects of war — combat flight sims, tank sims, first person combat etc all have their own established niches, and have been around for long enough for the market leaders to be doing a damn fine job of simulating each particular genre. What Cornered Rat want to do is to take all these disparate hardcore simulations (and their fans) and bring them all in under the one game — a simulation of the entire second world war. Fair enough, but how will they compete with such specialised gaming niches? Or will the thrill of seeing the battle as a whole be enough? Regardless, Cornered Rat have a team with vast experience in multiplayer gaming and experience in developing combat flight sims, so the grounding is good.

One of the most exciting aspects of WWII Online is that the war's progression is not fixed. History will provide only a basic guideline for the course of events. Conditions will be the same at the start of the war as they were in actuality, but from there anything can happen. The outcome could be drastically different, the war could go on for twenty years, who knows. To ensure it doesn't get too silly, both sides will have realistic advantages and disadvantages, so that in some situations, storming an enemy stronghold would be just as impossible as in real life. Also keeping the battle grounded in reality are the realistic physics and units. Technology will progress through the war just as it did in real life. Thus, you won't see

certain models of plane or certain weapons becoming available until later in the war. You don't have to play the game this way, as there will also be servers running some of the most important and famous battles from WWII. The gameworld will be divided into a series of Choke Points (CP) — places of strategic significance that will be owned by one side or the other. When you own a particular choke point, say it's a city, then that city will make supplies and provide services for you. Types of units and their number will very much be determined by the CP and the kind of facilities it offers. Choke points can range in type, from



Tank you for being crap at defense



for higher risk. Some of the mission assignment types (which can, of course, be combined in a variety of contexts) include:

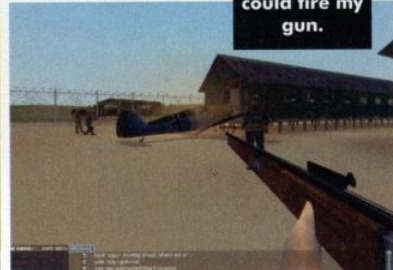
- Point Attack/ Point Defend:** Go after/defend a specific enemy/friendly target.
- Area Attack/Area Defense:** Go after/defend enemy/allied facilities within a specific area.
- Re-supply:** Transport supplies to allied units in the field
- Recon:** Find and photograph enemy targets
- Escort:** Protect allied vehicles that are on attack or re-supply missions

As the player rises in rank, they gain the ability to assign more missions. If players with sufficient rank to assign missions aren't online, then the auto-mission generator will kick in, assigning missions based on the current situation.

One of the coolest things in the game will be forming squads and undertaking missions with a crew of friends, where the squad leader assigns the mission. The prospects for co-op within co-op is another tantalising angle. Most of the combat vehicles in the game are capable of carrying more than one soldier at once, so you'll be able to share control of tanks, planes and anything else that's capable.

So what size playfields are we talking about here? Well, for starters, the gameworld is divided into ten theaters of operation. Each theater of operation will be capable of supporting 10,000 or more at once, which means a juicy 100,000 people all fighting for an outcome. This kind of size is definitely large enough to produce a convincing war scenario. You won't ever see thousands of people on screen at once, thanks to latency tradeoffs, but the graphics engine is definitely capable of displaying a fair slice of war.

World War II Online: Blitzkrieg will be hitting a server near you later in the year. Since it's such an ambitious project, the game will be rolled out over a period of time, so that every theatre of operation has the kind of detail Cornered Rat want, and so they can accommodate the changing needs of the players. <<<

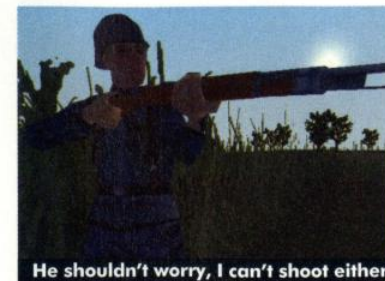


cities (that may be large enough to be broken into several choke points) and military bases, down to infantry barracks. The choke point system ensures that the battle stays structured. Choke points will restrict troop movement and dictate strategy, since you can't bypass them if held by the enemy. For instance if you have an enemy held choke point in between two of your own, you won't be able to easily move between the two. On the other hand, you can launch a double offensive and probably take control of the CP. Terrain geography and size will be kept as realistic as possible, meaning that there may be a fair bit of travelling between CPs and the front. When this is the case, forward bases will be created which allow you to quickly get close to the action.

**SUPPLY AND DEMAND**  
In war, one of the most crucial factors is supply. Supply for weapons, vehicles, clothes, food etc. Although based around the battle side of things, as mentioned above, supply will come into play in WWII Online. Each city under your side's control is spitting out resources for the war effort (captured cities are less efficient mind you). When a city is being fought over, all production ceases, as well as shutting down the airfield and any ports, until an outcome is determined. Everyone in the game will start as a private. Before looking for combat you can go through a training program specific to the area you're interested in, that can see you come out as a 1st Lieutenant, or even as an officer if you perform well enough. The aspect we

find appealing is that as the war progresses and players move into command positions, players will have the rank to decide which courses of action to take — which battles will be fought and the tactics involved. At the start, these decisions will be in the hands on Cornered Rat staff, but they'll relinquish control as players show they have the skills.

As in actual war you won't be able to just hop in a tank and head off over yonder in search of enemy and adventure. You'll need to pick an active mission to take part in. There will be a system of mission points that the officers will need to follow, with larger missions requiring more mission points than smaller ones. Points will be earned through successful completion of missions, with more points awarded



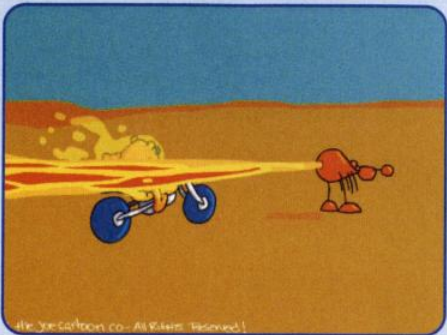
# LINKS



## LET'S GET CRITICAL

[www.shockwave.com](http://www.shockwave.com)

>> This site is just so packed with goodies! Check out the movie section, as there are a whole heap of animated shows, including recreated scenes from *South Park*, as well as mini episodes of "The Critic". You may remember Jay Sherman's (The Critic) guest appearance on *The Simpsons* when Springfield held a film festival. It's a damn good show, but until we get it on Australian TV (if we get it — the US has seen several seasons already), this may be as close as you'll get.



## 3D BROWSING

<http://www.2ce.com/cubiceye.php>

>> Who wants a boring old web browser when you could be browsing in 3D? Well, semi-3D. Cubic Eye is a browser in a cube, so you can have six sites (or six branches within a site) open at once and quickly spin the cube to view them all. You can also save cube configurations, so you could have a gaming cube that takes you to your favourite six gaming sites in a single click. Each side of the cube can be expanded to form another cube, so you can potentially have a huge maze of active cubes. It sounds goofy, but if you have a beefy PC and fast connection, Cubic Eye is definitely worth checking out.



## PENCIL WHIPPED

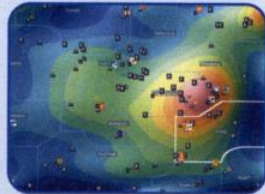
<http://www.maxinn.com/chiselhead/pw.html>

>> Hmm... we're not sure quite what to make of this game. On the one hand, Pencil Whipped is one of the more original looking games we've seen in a while, with monochrome hand drawn paper cut out graphics, and bizarre home-made voices and sound effects, but on the other hand... it sucks. Yep, not a good game, but the demo is definitely worth downloading, if only for a laugh.



## WEB MAP

<http://www.webmap.com/>

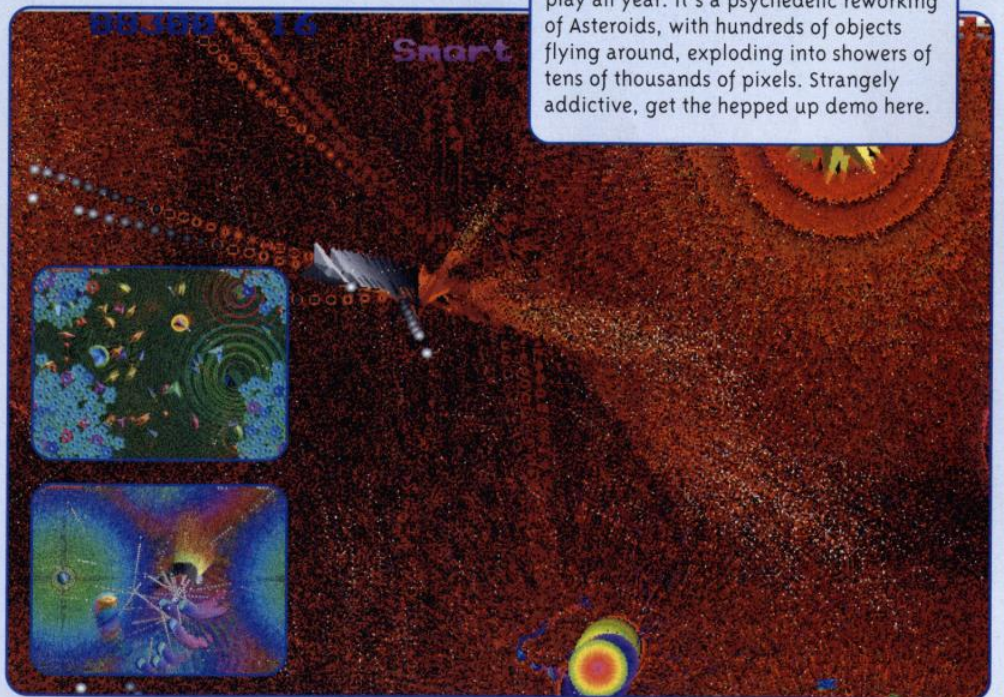


>> Another new take on web browsing, Web Map attempts to provide the user with a visual map of the internet and the way it's laid out, complete with topographical layout showing areas of highest traffic. Simply pick the section you want to investigate and the map zooms into that section, revealing more detail. You keep zooming in until you reach the level of web pages and hopefully find what you want. Web Map will also display your favourites on the map, and allow you to search within sections. A little unwieldy at the moment but definitely has potential.

## CHAOS

<http://www.chaotica.u-net.com/>

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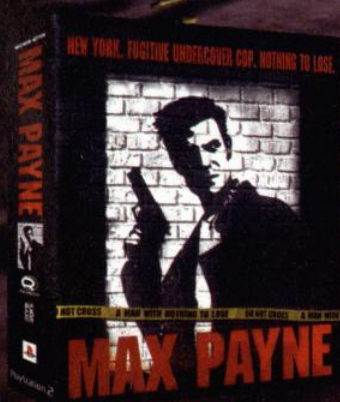


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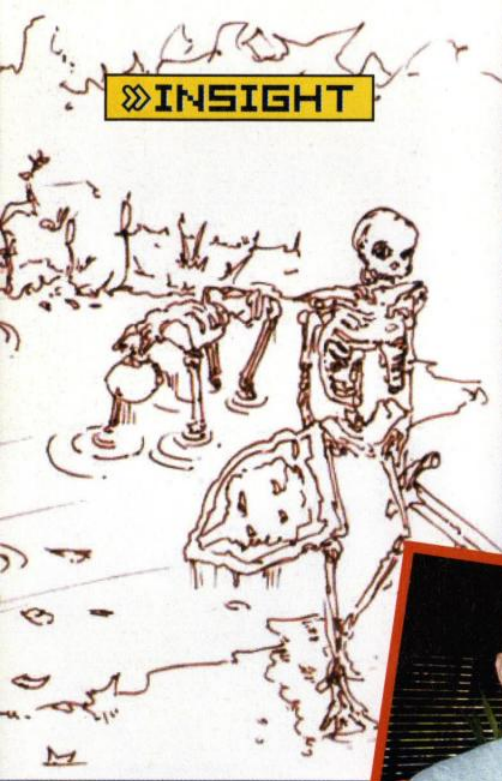
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PlayStation 2

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» INSIGHT

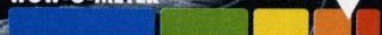


# TORN

The inside story on Black Isle's next great RPG.

CATEGORY: RPG >> PLAYERS: 1-Multi >>  
PUBLISHER: Interplay >> AVAILABLE: Late 2001 >>

WOW-O-METER



» PC

**E**lack Isle Studios, the award winning role-playing game division of Interplay, recently announced the development of their next RPG epic, TORN.

Utilising items of the player's own creation, four different realms of magic, and enough specialisations and abilities to make every character unique, TORN will take the player through a twisting, epic tale of noble allies, vile treachery, vengeful tyrants and maddened gods that will set the precedent for fantasy and adventure games to come. To get a detailed insight into the making of TORN, Derek dela Fuente spoke with the game's designer, David Maldonado.

**HYPERS:** How hard is it to come up with a new angle for an RPG? Do you spend a lot of time on the story to try and create a different atmosphere and present a whole new saga?

**David Maldonado:** With TORN, we've tried to concern ourselves less with "new" and more with "good". In trying to create the best game possible we're including a number of new elements as well as combinations of older elements

that simply have yet to be used in conjunction. In essence, the "new" - both in terms of story and technical gameplay - came about on its own.

The story is of utmost important to us, yes. Again, though, the focus has been on execution rather than originality for the sake of something different. After all, in the end every story has already been told a

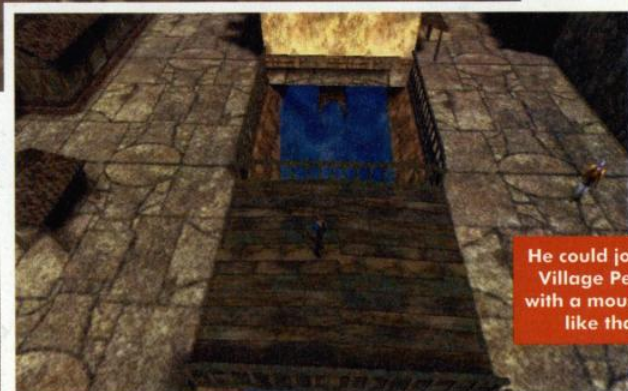
hundred times over - the important part lies in the telling. For these reasons we've tried to craft a story and atmosphere that, much like the world setting, is very easy for anyone to get their head around... but for those who care to look, the depth and complexity is there in spades.

Players interested solely in the delightfully simple pleasures of monster-killin' and high-end swag-acquirin' (hidden spells and companions, powerful artifacts and so on) may do so without being needlessly bothered with reams of text and "fluff." At the same time, those that like a little more meat to their game will find all sorts of back story (history, religion, philosophy, et al.), intriguing characters and plots, and

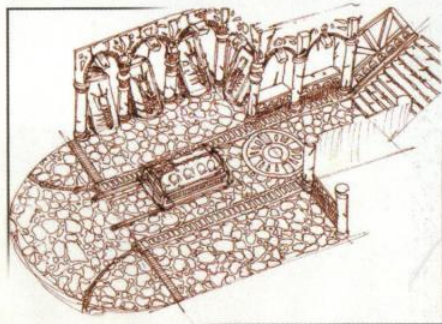




Looks like our hero is being driven a little "batty"...



He could join the Village People with a moustache like that.



countless opportunities to role-play to their heart's content.

**HYPER:** It has been said that a number of TORN's key features are the "best" of previous Black Isle Studios' titles. What are these features?

**DM:** From the Fallout series, there is the skill-based S.P.E.C.I.A.L. system with all the character customization and freedom it affords the player, the concept of multiple solutions to quests, semi-autonomous companions whose behavior the player influences via dialog, and a gritty, mature world of morale ambiguity and complex plots and characters.

From Icewind Dale, there is the sheer, unadulterated joy of stomping monsters and snatching up as much swag as fits in one's backpack while still enjoying a fantastic story full of great characters. It's easy to forget how much fun good old hack-n-slash can be while putting together a role-playing-heavy CRPG like TORN, but we're going to make sure that the game has plenty of action to offer the more "adventurous" (i.e. bloodthirsty!) players. There's also the cool random item system (where chests, monsters, etc. would often hold different unique

items from game to game) and the ability for players to use their characters in multiplayer games, no matter how far along their characters had gotten or the state of the client's game - in other words, anyone can just "jump right in" with anyone else.

From Planescape: Torment, there is the depth of character interaction (especially with companions), mature themes, and freedom to role-play whatever sort of personality the player likes... much of what Fallout started but carried to a further degree.

I would like to add that TORN is also doing more than a few entirely new things - features that are unique to this project alone. The Real-Time Dialog system (or RTDI) that lets all players in a multiplayer game participate in dialogs simultaneously and role-play together, the manner in which we're handling the various aspects of combat and magic, and so on... the list is quite long!

What will stand out the most, though? It's hard to say... we're trying so many new things - the Real-Time Dialog system, the combat system, the magic system, the whole world tie-in deal... that I'm not sure what'll really jump out at players first. We're really going for a whole new experience despite the

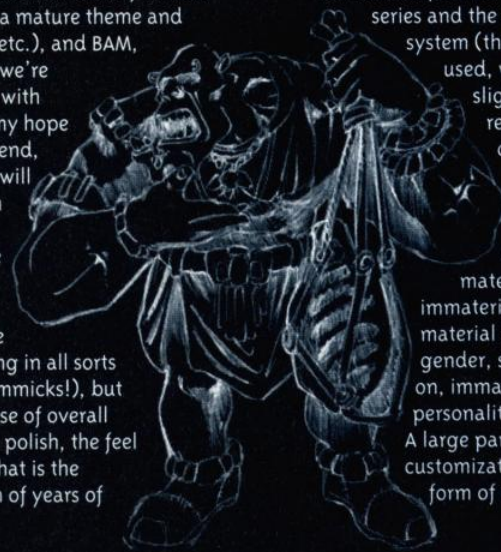
strictures of the genre. "Experience the world of fantasy for the first time... again!" or whatever, heh-heh. A lot of the developers here were always saying (or mewling) "man, why isn't there an RPG that does this, or has that" - we basically took that, combined it with reams of message board and usenet feedback, made decisions when incompatibilities arose (e.g. the dreaded "I want inventory like Fallout/ Diablo/ Infinity Engine style/a console RPG!" argument), sprinkled in a bit o' that Black Isle touch (a world of morale ambiguity, a mature theme and characters, etc.), and BAM, that's what we're working on with TORN. It is my hope that, in the end, that's what will stand out in the game - not any one flashy gimmick (not that we aren't tossing in all sorts of flashy gimmicks!), but rather a sense of overall quality and polish, the feel of a game that is the culmination of years of

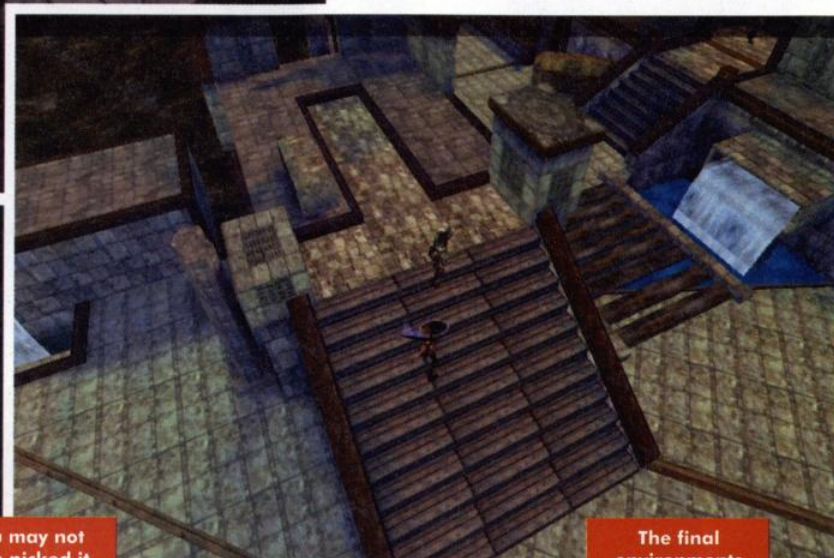
experience and a legacy of successful titles. Such is admittedly quite a colossal challenge, but the team is absolutely on fire to make it happen. Woo-woo!

**HYPER:** The characters and their skills can make a game, so is this an area you are focusing on, and will there be something special in store?

**DM:** Well, one significant character development change from the Fallout series is in the acquisition of Perks and Traits.

For those unfamiliar with the Fallout series and the S.P.E.C.I.A.L. system (the rules set Fallout used, which TORN uses a slightly modified real-time variant of), it pretty much allows players to make any sort of character they like in both a material and immaterial capacity - material meaning race, gender, skill set, and so on, immaterial meaning personality and demeanor. A large part of character customization came in the form of Perks and Traits.





You may not have picked it, but this is the LithTech engine.

The final environments will be far more populated.

Perks were cool little bonuses a player could pick for his or her character every few levels - there were so many Perks that it was impossible to obtain all of them, so one could play through the game a number of times and choose new Perks each time (fun stuff!). Traits were (generally innate) characteristics that a player picked at the beginning of the game to better define his or her character - Gifted, Good Natured, etc. - that generally carried with them positive as well as negative aspects (e.g. a character with Finesse did less damage than most but had an increased chance of scoring a Critical Hit).

One thing we realised is that people looove Perks and Traits. What we're doing with TORN, then, is giving players more - not just more in terms of new Perks and Traits to choose from, but characters will earn more than a paltry one every three or four levels.

Characters may now earn Perks by raising skills to a certain rank (e.g., earning a new Special Attack when a combat skill reaches a certain point), automatically as a result of passing a certain level (this is most often the case with race-based Perks), or by

taking certain actions or events within the game. The latter sort of Perk is often more "role-playing" related. For instance, an NPC might teach a character with high Intelligence and Agility the Musician Perk (which allows the character to use magical musical instruments), while a character with high Luck who has a very good run in a gambling game might earn the Gambler Perk (which further increases the character's Luck for the purposes of gambling). A player character can pick up as many action/event - given Perks as he or she likes - it's all a matter of what the player does in the game.

Traits, too, may be acquired during game play as a result of the player's actions and in-game events - for instance, the character may join an order of knights, become part of a thieves' guild, or acquire a reputation as an infamous mercenary (the character will receive more money for certain quests but is not well-liked or particularly trusted by those that know of him or her). Such "earned" Traits may be beneficial, detrimental, both, or neither.

**HYPER:** With the rules set for TORN based on Fallout's (the S.P.E.C.I.A.L. system), is there an area in the game you try and change or expand on and how hard is it to stay within the confines of a rules set?

**DM:** We've made a number of changes, mostly centered around the conversion from turn-based to real-time and the new skill-set: the inclusion of magic, melee weapons rather than guns and whatnot, etc. We've also tried to take every opportunity to fix or tweak or implement suggestions from years of Fallout feedback (more useful secondary skills, a better balance of good Perks, etc.). In addition, we've added a number of entirely new features, such as the Special Attacks, Defenses, and Abilities, the Command system for ordering Companions about on the fly, and so on.

In spirit, though, S.P.E.C.I.A.L. is for the most part entirely intact. I think that the core ideas behind it - the high-level of character customisation, a skill-based system that removes arbitrary restrictions from characters, zany-fun combat with plenty of options and strategic opportunities - are all present (if not enhanced!).

The difficulties of working within a rules set are, I feel, entirely a matter of personal perception. I really dig the

S.P.E.C.I.A.L. system - I think that what it stands for and what it tries to do is exceptionally cool. As such, there wasn't so much a struggling with the rules or being forced to stay within them as there was trying to find ways to better execute the concepts behind them.

**HYPER:** What are some of the underlying themes to the game and what is the story?

**DM:** As far as the story goes... the protagonist begins the game as a wanderer, one damned by fate to bring terrible misfortune upon any place he or she remains too long in... as well as upon any person they travel with. A lonely sort of life, really...

Before the game, the protagonist has spent the last few years wandering westwards across the realms of Agathe until coming to the Stormcrown, a range of nigh-impassable, perpetually storm-lashed mountains that separates the continent from the peninsula on which Orislane lies. Forced to move ever onwards by their curse, the protagonist boards a ship bound for Orislane and sails 'round the Storm Cape... and that's where the story begins.

Without going into details, the protagonist is quickly swept up into the goings-on there - from a city that has begun to devour its inhabitants by



The deadly Bottom Burp spell is always a killer.



Have at you Experience Point Fodder!



\*Gulp\* Are those the feet of a giant statue?



night, to an invasion by a horrifying army of monstrous abominations from origins unknown, to the battle between a strong-but-aging king and an old friend that has become his greatest foe, and more. Of course, it all ties together - these events, the protagonist's "curse," ancient prophecies, secretive orders, the very nature of Torn, and a number of other things I shouldn't reveal - in a way we're hoping players will remember for a good, long time. Suffice to say that it's quite a tale - sadly, though, one which we simply can't share the whole of right now. It'd ruin the fun!

I can say that the "cursed wanderer" is more a simple hook than the end-all-be-all of the entire story. It serves more as an excuse to get the player bopping about Orislane - the actual plot as it unwinds is significantly more complex and far-reaching than one lonely wanderer!

Regarding underlying themes, the story has many ties with the greater world concept - the idea of balance, Order versus Chaos, the constant meddling of the divine, prophecy and the role of dreams, destiny and its mutability or "fate versus free will," and so on. There's a lot of wacky philosophical weirdness in there - we've sort of combined a number of elements from both the Fallout games and Torment in that it's a complex world with no small amount of morale ambiguity, characters

with motivations that are often far more intricate or deeper than they may first appear, and plots with twists upon spiraling twists.

In the end you've got a deceptively simple "main" plot that slowly becomes increasingly convoluted (and hopefully downright shocking) as the game progresses, a sort of ever-present "secondary" plot that's always just beneath and behind the protagonist, and then there's however much other wackiness the player wants to involve his or her character in - all the plotting and scheming and mysteries and romance and madness that one might expect go down in a place like Orislane.

**HYPER:** Please tell us what you think will make the TORN fantasy world different to others and how big is it? What is the composition of the world and the territories?

**DM:** Different... well, we like to think of Torn as a real world of sorts (pathetic, aren't we?), and just as different locations can be unique and interesting in our own world so may they be in Torn. We weren't overly concerned with making some radically dissimilar place where everyone lived in floating spheres of magical jellybeans and rode robotic

dinosaurs or anything - the "difference" is in the character of the place, the people the players will meet and the plots that they involve themselves in. We have tried to create a real sense of history and back story to the world that influences things on multiple levels, e.g. the way the four realms of magic work, why such-and-such race exists and why they're the way they are, and so on. Something I often heard while we were putting the world together was "wow, everything just makes so much... sense!"

**WHAT WE'D LIKE TO SEE:**  
Seamless in-game loading, such as in Dungeon Siege.

We hope that's something that players can really enjoy... our goal is to make Torn a more immersive world that players can discover many things about, both within the game and through outside resources (e.g. our website [torn.blackisle.com](http://torn.blackisle.com) that we'll be updating with tidbits of world history, religions, character bios, bestiary entries, etc. as time goes on). This way it'll be possible for gamers to acquire a sense of familiarity with and understanding of Torn, adding even more to the game's immersive qualities.

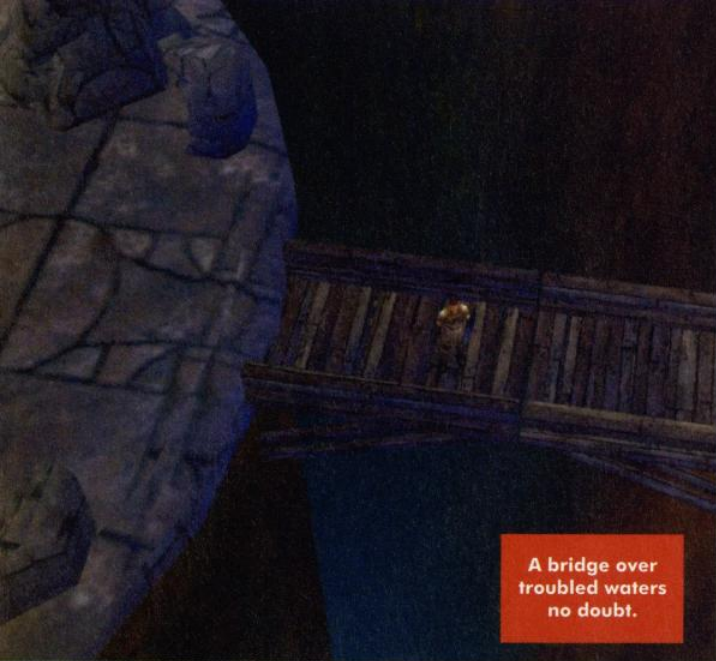
The world of Torn is huge - it is an entire world, after all - so I'll confine

my babbling to Orislane, where the game takes place. It's a good-sized chunk of land: a relatively recently fractured-then-reunited kingdom with six territories (each with their respective towns) as well as a number of smaller settlements and pockets of monster-infested wilderness. It's easily as big or bigger than either Fallout game in terms of locations to explore, if one is looking to make such a comparison.

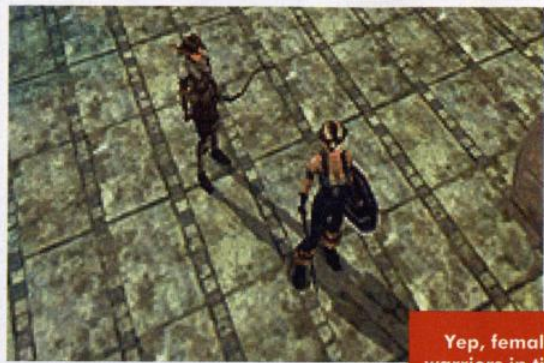
Regarding the composition of the world and its territories - well, you'll have to forgive me for being tight-lipped, but the Known World is covered in all the detail I'd want to currently discuss on TORN's official website.

**HYPER:** How focused is the team on the technology issue? Do you try and stretch the game in terms of innovations or is game play always the 100% focus?

**DM:** While we have no intentions of releasing a game that appears dated in any fashion, I would have to say that gameplay is the priority by no small measure. Naturally we all want spectacular spell effects, dynamic lighting, gorgeous high-resolution textures on detailed models with all



A bridge over troubled waters no doubt.



Yep, female warriors in tight leather. Rowr!



The lighting and shadows are quite impressive.



sorts of snazzy little environmental extras like footprints, kicked up dust - all that sort of stuff - but we're absolutely not going to let the implementation of such overshadow or negatively impact the game play.

**HYPHER:** Are you working on any new ideas or angles for combat?

**DM:** Combat is sort of a real-time variant on the Fallout series' in that it still uses Action Points as a basis for how much a combatant can do in a given amount of time. However, rather than spending and regaining AP from turn to turn, a character must wait a certain amount of time between actions based upon what percentage of their total AP their last action took them (sort of a gross simplification, but it'll do for now). In other words, a character with six AP making three-AP attacks and a character with ten AP making five-AP attacks would both attack at the same rate, as they're both expending 50% of their AP with each action. They player needn't actually worry about any of these calculations, of course.

Something that we've added to the mix is the idea of Special Attacks, Defenses, and Abilities that character may learn. A character gets these in a

number of ways - some are automatically obtained when certain skills reach a pre-determined rank, some are earned as Perks, some are taught to the character by NPC's, and so on. Many are race-related, such as a number of dwarf-only abilities (e.g. Grim Determination or No Job Unfinished) that reflect the race's infamously tenacious and unforgiving demeanor in close combat.

A character may know more than one Special Attack or Defense, but may only use one of each at any given time - however, the player is free to change Special Attacks or Defenses whenever he or she likes. A Special Attack allows for the chance of a particular effect whenever a character strikes a target: for example, inflicting extra damage based on how badly hurt the character is, reducing a target's Mana Points, stunning the target, or blinding them. Similarly, a Special Defense allows for the chance of an effect whenever the character is struck: taking less damage of a certain type, counter-attacking, or tricking the enemy into thinking they're dead and forcing them to switch targets. Lastly, Special Abilities are, well, special abilities that a character earns which are often (but not always) combat-related. Some are automatic

while others must be activated and may or may not have usage limitations. For example, an ogre might gain the ability to let loose a fierce battle cry whenever slaying an opponent in hand-to-hand combat (and regain some Hit Points in the process), while a charismatic character might gain the ability to temporarily inspire his Companions and increase their fighting ability.

There's a lot of gameplay and "strategising" to be had in terms of which Special Attacks, Defenses, and Abilities work best with one another, especially when multiple Companions or players are involved.

As we get more of them balanced and so on, we'll likely be posting a list of the various "non-secret" Attacks, Defenses, and Abilities that characters may learn on our website.

**HYPHER:** With RPG games in abundance and not many failing to captivate the ardent players, do you feel that a lot of RPGs are becoming too much like each other?

**DM:** Well... I do feel that a number of games labeled as RPGs truly aren't. In fact, it might be said that most RPGs aren't really RPGs at all; there's little or no actual dialog (conversation between two or more people, as opposed to "spoken

background/fluff text), interactivity, room for player choice or freedom... well, little or no role-playing, really. While I won't disagree that there are a number of remarkably similar titles in the whole "stat-building and item garnering" genre, I think that actual CRPGs are still somewhat far and few between.

But even as far as actual CRPGs go, there are so many milieus, methods of handling dialog, combat, interface, story, interactivity, and so on that a developer would be hard-pressed not to create something original. There are so many things (or combinations of things) that have yet to be implemented in a single game - many of which gamers and developers alike have been requesting for years - that so long as a team is prepared to go after at least a handful of them with each new project, they're virtually assured to breathe the new life into the genre.

This is essentially what TORN is doing - taking elements from the Fallout series, Planescape: Torment, and Icewind Dale and putting them together in a way that no game has done yet. Even so, we're left with so many things for sequel material - from races and customisable player character models to development tools and voice-command - that we'll likely never be hard pressed to come up with new features and concepts for future titles. <<<

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# REVIEW

» PS2

## p50 Gran Turismo 3 A-Spec

It's been more than worth the wait. GT3 is a powerhouse of stunning high-speed gaming. Did you really expect anything less?





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# THE HYPER CREW'S TOP 5

## Eliot Fish - Editor

1. Tony Hawk's Pro Skater 2 - PC  
"Just killing time until Wizardry 8 arrives."
2. Mario Advance - Game Boy Advance
3. Gran Turismo 3 A-Spec - PS2
4. Emperor: Battle For Dune - PC
5. Alone In The Dark - Game Boy Color

## Cam Shea - Deputy Editor

1. Rogue Leader - GCN  
"Pity you missed out on this at E3, Eliot. It was pretty good. Hee hee hee."
2. Tony Hawk 3 - PS2
3. Luigi's Mansion - GCN
4. Wave Race Blue Storm - GCN
5. Wipeout Fusion - PS2

## Malcolm Campbell - Art guy

1. Super Mario 64 - N64  
"Shut up, Cam. I don't care if you got to play Luigi's. Shut up! LA LA LA LA LA..."
2. Tony Hawk 2 - DC
3. Chrono Trigger - SNES
4. Escape from Monkey Island - Mac
5. Wip3out - PSone

## James Coffee - Contributor

1. Emperor: Battle for Dune - PC  
"He who controls the WaReZ controls the universe..."
2. Commander Keen - GBC
3. Worms World Party - DC
4. Vib Ribbon - PSone
5. Empire Strikes Back - Atari 2600

# THE HYPER SCORING SYSTEM

The Overall Score - what's it all about?

- 90+** Excellent and worthy of a Big Rubber Stamp. Buy it!
- 80-89** Very good. This is a quality game, but not perfect.
- 70-79** Good, verging on average. Try before you buy.
- 60-69** Average, verging on bad. This game is badly flawed.
- 50-59** Bad game design and possibly not even worth renting.
- 0-49** These games simply suck. A total waste of money!



# Gran Turismo 3 A-Spec » PS2

CATEGORY: Racing Simulation >> PLAYERS: 1-2 >> PUBLISHER: SCEI >> PRICE: \$99.95 >> RATING: G >> AVAILABLE: July >>

**KEVIN CHEUNG** brings us the ultimate verdict.

**T**here's a lot at stake with Gran Turismo 3, and Sony knows it. Since the PlayStation 2's launch, there's been widespread criticism within the development circles of its steep learning curve. For certain, there was the promise of vast potential, but it would serve no good if nobody could realise that potential. Then there were the consumers. Early adopters expressed doubts about the machine due to the lack of 'killer app' titles, which in turn would affect the decisions of millions of consumers who are still deciding whether or not to buy Sony's new console. After all, not everyone parts with \$750 at the drop of a hat. Basically, the PlayStation 2 needed Gran Turismo 3 to recapture the earth-shattering effect the first game had on the videogames market. Finally, it seems that Gran Turismo 3

is very likely to do just that. After months of delays, developer Polyphony Digital's patient refinement of its star product has paid off magnificently with a game that exceeds expectations.

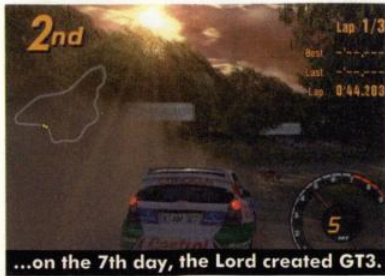
**SCORING THE GOLD**

Hyper readers should all know the drill of Gran Turismo 3. You buy cars, you race them, and you use the prize money to upgrade your car or even purchase a new one. The charm of Gran Turismo 3, if you didn't already know, is that the cars are all real, and they handle just as they would in real life. That being the case, the cars range from station wagons and luxury sedans to dream sports cars and prototypes. It's an entirely different experience

from the arcade-like power sliding physics of, say Ridge Racer V. In this game you have to apex the corners properly, account for your car's weight distribution, and administer the right amount of counter-steer before throttling out.

There's still an arcade mode, but it's not really arcade. You still drive under the regime of a racing simulation, except all the good cars (which you'd normally spend a few weeks trying to earn in

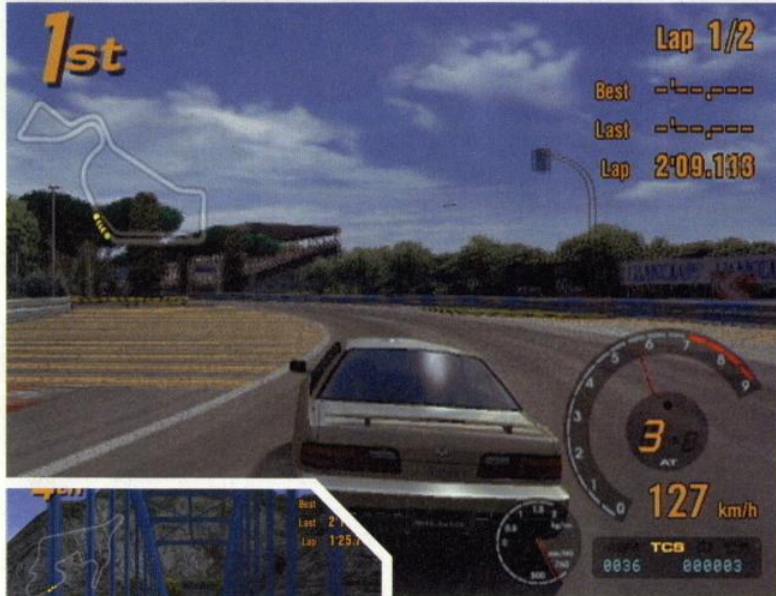




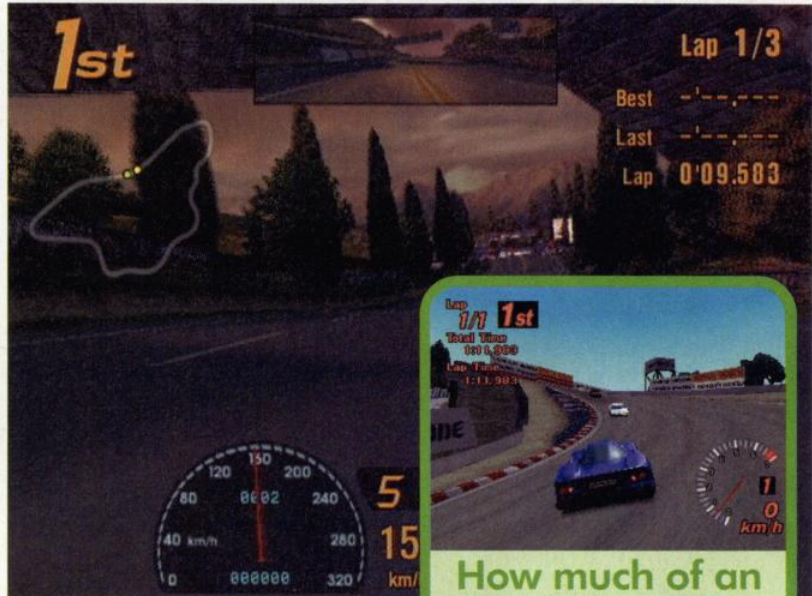
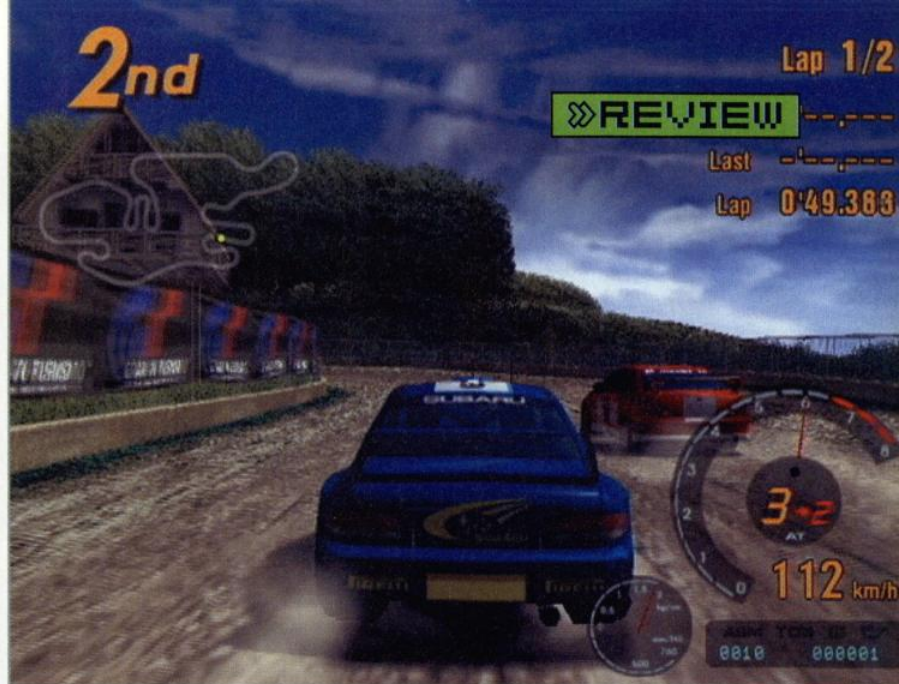
...on the 7th day, the Lord created GT3.



The subwoofer is weighing him down.



Screw the toll



## During the race, you might even catch a glimpse of the disc brakes glowing red.

Simulation Mode) are readily and conveniently available.

The structure of the simulation mode isn't much different from the previous games. Race tournaments are organised to suit front-wheel drives, rear-wheel drives, four-wheel drives, and even specific makes and models of cars.

The license requirements increase as you get to the tougher competitions, and they really force you to drive according to the proper techniques of motor sport — even providing you with racing lines to follow as a guide. The ultimate achievement, obviously, is to complete 100% of the game. That means scoring the gold trophy in every competition and owning every car.

Driving-wise, if you held the first two Gran Turismo games as 'real driving simulators', then be prepared for a re-education. Graphically, Gran

Turismo 3 is without peer. The complexity of the car models, the level of texture detail, and the amount of environmental effects are such that neither Sega GT nor Le Mans 24 Hour Racing come close to touching it.

Technical detail aside, it's the lighting and environmental effects that really bring Gran Turismo 3 alive. The ever-present sunlight gives a sense of depth and character to the atmosphere. The light doesn't just come from beyond the horizon, though. On Trial Mountain, a track all GT fans should be familiar with, the downhill straight just after the second tunnel is adorned with an overhanging canopy of trees, and you can see the rays of light stabbing through the openings above. Equally impressive is the reflection you see against the panels of your car. All simulated, of

course, but still amazing to look at.

The different road surfaces also produce some amazing visuals. In rally mode, the cars kick up huge plumes of dirt and dust that hang and drift realistically in the air, putting whoever's coming second at a disadvantage. There are also wet tracks, where the roads look like they're freshly covered in rain, and reflect the light in all different directions.

### DELICIOUSLY HI-RES

Just as the original Gran Turismo rewrote the rulebooks on how to show a race replay, Gran Turismo 3's replays are a revelation. The cameras are placed at every conceivable position — low to the ground, attached to the car, from fixed points on the track, or just following the cars' motion from the air. The cameras that are up close, especially just before the start of a race, show off just how incredibly

## How much of an improvement?

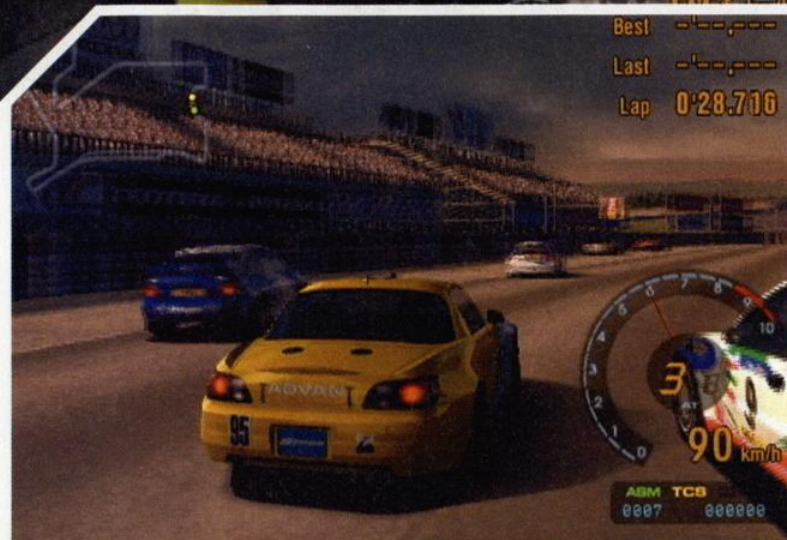
The leap in graphical improvement must not be taken for granted, especially if you've been spoiled by the gradual technological progressions of the N64, Dreamcast and PC. Fire up the first or second Gran Turismo on the PSOne, and the differences are immediately clear. Not even their FMV look as good as the in-game graphics of Gran Turismo 3. Not by a long shot. Take Gran Turismo 1 or 2 for a spin on Trial Mountain (a track that's also in Gran Turismo 3), and you'll be greeted by painfully low-res cars and a screen full of jaggies. The backgrounds are extremely dodgy by comparison — they're just blocky slabs of brown in the background. And the sunlight coming through the canopy of trees? None whatsoever. If you want an idea of how much more powerful the PlayStation 2 is than its predecessor, Gran Turismo 3 is the perfect way to find out.

!!! The Aussie Fords are extremely tough to unlock. You'll have to clock up some serious hours to get these.

1st

Lap 1/2

Best -'---  
Last -'---  
Lap 0'12.863



detailed the cars are, with shiny reflective panels, ventilation grills, and light fittings that look like actual prisms and not flat textures. During the race, you might even catch a glimpse of the disc brakes glowing red.

When viewed from afar, you can see the tracks in all their grandeur. Rock structures, trees, and skylines are deliciously hi-res, and given an even more realistic look through the sunlight that just pours across the screen. There's no flickering, no unsightly aliasing — just clean television-style viewing. From this perspective you'll also see other effects like heat-haze, the amount of dust being kicked up, and so on.

As the camera shifts from one perspective to another, you'll also notice that the cuts can fade in and fade out, or even blend into each other for a smooth transition. For variety, motion blur is sometimes added in, and

other times the picture will be solarised or the colour depth changed to increase the amount of blue, red or yellow. The net effect is a replay that's virtually indistinguishable from live footage.

There are also manual controls for the replays. You can switch between cars manually and view the race from every angle relative to the car. You can set the replay camera to automatic, in which case it focuses on the individual car. There's also an option to switch to covering all cars (very useful for two player mode), which gets the best angle for fitting as many cars as possible into the frame.

But as developers are slowly discovering with next-gen games, graphics make up less than half the experience. In Gran Turismo's case, sound plays an incredibly important role in creating the experience of driving in a car. For one thing, you can actually hear all the cars around

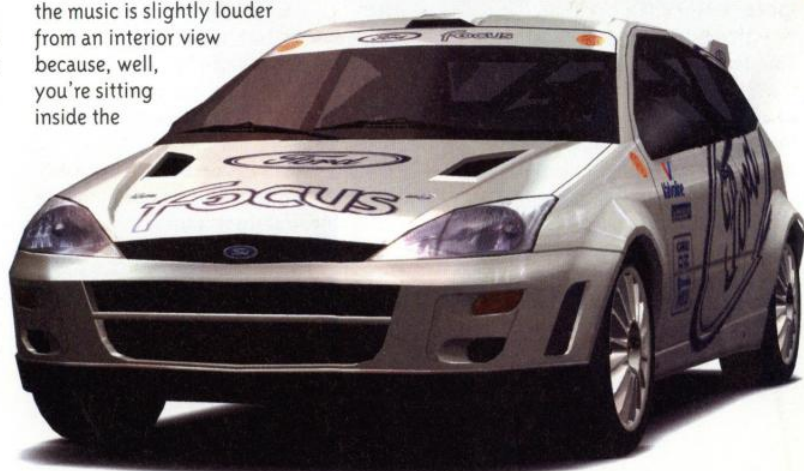
you. Not a couple, but all of them. You can also hear the turbo charge kicking in as you accelerate.

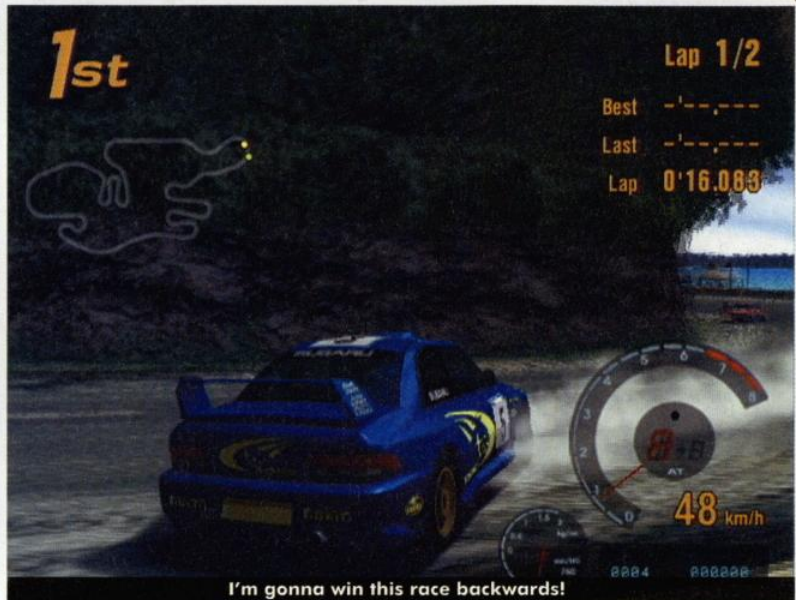
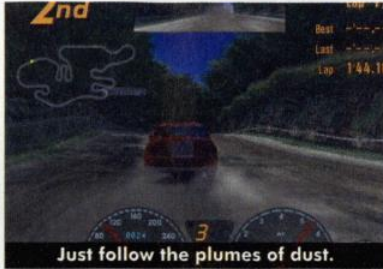
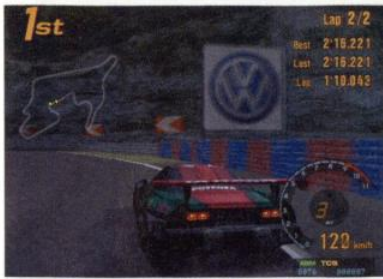
The sound of wind rushing past is another effect that adds to the sensation of speed, and it actually changes slightly in volume when you switch between interior and exterior views during the race. So too does the music — the music is slightly louder from an interior view because, well, you're sitting inside the

car. One can only wish that Gran Turismo 3's audio was encoded in Dolby Digital 5.1 for the complete surround experience.

**MORE TO EXPLORE**

Control is another aspect that affects the game. Steering with the analogue thumbsticks on the Dual





**The cameras that are up close, especially just before the start of a race, show off just how incredibly detailed the cars are.**

Shock 2 is smoother and more precise than the previous games, making for more efficient turns and apexing. The vibration feedback is particularly effective in portraying the growl of your car's engine, which really gives you a feel for just how powerful your car is. The Dodge Viper actually feels like it has the acceleration and top speed to fly past an NSX on the straight through sheer muscle alone.

The vibration feedback is also very effective during the rally mode, where you can feel the rough texture of the road underneath. With a little practice, you'll be able to gauge when you've lost traction and drive more efficiently.

Even more effective is the GT Force wheel. It's force feedback, meaning there are internal motors that simulate the feedback you'd get from a real car. There are a couple of drawbacks to this wheel, though. Manufactured

by Logitech, the wheel is identical to their Formula GP line of steering wheels, which weren't well received by the PC gaming community. You'll still have to put a clamp the thing to a suitably sized table, placed between yourself and the television. Considering consoles are meant to be more laid back compared to PC gaming, it's disappointing there isn't some kind of option to just sit the wheel in your lap on the couch. And the price? \$250. That's standard for PC wheels, but for console owners, that's just ridiculous — especially considering a first-time PS2 purchaser would have to fork out over \$1000 for a complete GT3 package.

Other problems with Gran Turismo 3 relate to camera controls and options, or lack thereof. In-game, there are only two camera angles to pick from: an interior bumper-cam and behind-the-car. A behind-the-wheel view would

probably have been too much to ask considering the number of cars that'd have to be modelled, but everyone has different preferences when it comes to camera angles, and two is not really enough to select from. The race replays, in spite of how incredible they are, don't allow you to move the camera around in real time. Lastly, the game doesn't have anywhere near as many cars the first two games — but really, this is a non-issue, especially when there's so much more to explore in this game than the others.

Gran Turismo 3 is unquestionably the best game yet on the PlayStation 2, and arguably the best racing simulation on any platform. Sony and Polyphony Digital have capitalised brilliantly on their star franchise, not only servicing its loyal fan base, but rendering moot pretty much every reservation there's been to be had of the PlayStation 2's capabilities. <<<



**PLUS:** Rippling sensation of speed and power. Best graphics in a racing game, bar none.

**MINUS:** Limited camera angles.

VISUALS SOUND GAMEPLAY  
**96 91 95**

OVERALL  
**95**

GT3's immense depth and scope make it a must-have title.



# Rugby 2001

>> PS2

CATEGORY: Sport >> PLAYERS: 1-2 >> PUBLISHER: EA Sports >> PRICE: \$99.95 >> RATING: G >> AVAILABLE: Now >>

**MICHAEL GRIESSER** has always wanted to be... a wallaby!

**R**ugby, the game they play in heaven (or so they say). Unfortunately not many rugby video games are played in heaven or even on earth for that matter. Jonah Lomu Rugby has been out for a few years for the PlayStation, whilst Rugby 2001 debuted on the PC mid last year. There was talk of Rugby coming out on the PSone, but wisely EA decided to wait for the more powerful platform, the PS2. Finally, we Australians get a newly developed Rugby title, but is it any good?

## FEEDING THE SCRUM

Visually, EA excels once again. The stadiums are plentiful, varied and realistic with Sydney and Melbourne included. The framerate is constant and runs at a smooth 50-or-so frames per second whilst the player

animations are excellent. Players are small but this is needed to show the field where you can see gaps in the defense and be able to read the play. If the camera angle was zoomed in the play all the time, you wouldn't know if your outside backs were open because you wouldn't be able to see them. There are a few camera angle problems however, when switching from attack to defence it can be disorienting. When this happens quickly the view moves faster than Ned Flanders running to bible studies. Like in FIFA, EA shows off the PS2's impressive lighting effects which display clearly whether you are playing in the night or the day. Players celebrate after tries jumping up and down or pumping their fists — none of that nonsense spin-the-ball-on-the-ground gridiron stuff.

EA is renowned for putting in detail and it shows in Rugby with Steve Larkham wearing headgear. You can even see mud on the players' jerseys and shorts. Bags not doing the laundry this week.

Rugby contains plenty of grunting passion and EA Rugby is aurally consistent. Bill McLaren and Jamie Salmon (who are poms) commentate and provide some amusing yet somewhat tedious commentary. The crowd gets noticeably louder when you kick a goal or score a try, but having them yell louder during a big ruck/maul or a length of the field try would make the atmosphere more accurate and

exciting. We are seeing the graphical capabilities of these next generation systems, but the sound still has some room for improvement. Heavy thumping tackles are heard, especially when you use the turbo button when tackling. When pushing in the rucks,



Wales 0 New Zealand 0  
00:00

»REVIEW



Aww... group hug.



"Who wants to smell my armpits?"



Only moments later, it hit the post and he walked off dejected.



When **pushing in the rucks, grunting and groaning** is appropriately aggressive and loud.

grunting and groaning is appropriately aggressive and loud.

**PASSING OUT**

Rugby plays very well for a relatively new sport to video games. The included tutorial is an excellent EA innovation which explain the basics such as running, passing, kicking and lineouts. Modes are plentiful in Rugby where you can play in a friendly or practice match, world championship, tri nations or 6 nations tournament. Open field play is great where you can throw dummies or even cut out 1 or 2 players with a cut out pass, as Gordon Bray would eagerly say "Another exciting game of running rugby". Unfortunately, executing a sidestep can only take place when you press the turbo button and then move the d pad in the opposite direction. It would have

!!! Rugby Union is all very good and well, but we all know that a Rugby League game is the one we want.

been more responsive to press a button and boom, step inside, pass... Good timing is needed to execute rucks and mauls, sometimes you can release the ball quickly, pick up the ball and keep running. A variety of kicks are offered with long kicks, grubbers (along the ground) and up and unders. Kicking is crucial to gain good field position - no use slogging it out from your own goal line when you can just boot it. Just ask the English! Goal kicking is satisfying as you have to aim the ball slightly away from the posts as it curves back in. Unlike other games there are no difficulty settings, yet you can increase or decrease the opposition's ratings. It would have been much simpler to have easy, medium and hard. Lineouts and scrums have various options, in lineouts you can have less men or in the scrums you can move the fullback in or out of



the backline. Also, in the lineouts you can either grab or tap the ball in the air and in scrums you can either screw the scrum around or push forward and rake for the ball.

Rugby for the PS2 is a damn good effort. There are a few faults, but that's excusable as this is a fairly new sport to video games, and one that is a little messy to translate. Basketball, hockey and baseball games have had years to get it right and most if them still haven't. If you're a rugby fan then you must get this game and even if you aren't, maybe give it a try. <<



**PLUS:** Tons of options, fun to play, plenty of running rugby.

**MINUS:** Camera angle can be disorientating, crowd could be louder.

|         |       |          |
|---------|-------|----------|
| VISUALS | SOUND | GAMEPLAY |
| 85      | 82    | 87       |
| OVERALL |       |          |
| 86      |       |          |

Maybe Rugby is played in heaven after all.




# Extermination

» PS2

CATEGORY: Action/Adventure >> PLAYERS: 1 >> PUBLISHER: SCE >> PRICE: \$99.95 >> RATING: MA15+ >> AVAILABLE: Now >>

**KEVIN CHEUNG** goes off bug hunting again...

 *-Files* was never this good — at least not until the colonisation conspiracy was revealed. Take every wild government cover-up and conspiracy you've heard of involving extraterrestrials, string them together and you might have something that resembles *Extermination*.

## CLOSE ENCOUNTERS

Assuming the role of a marine in the US Special Reconnaissance Forces, players are sent to the icy Antarctic science installation at Fort Stewart, where all of the scientists have mysteriously disappeared. The base is completely empty. After a preliminary search and booting up their mainframe, you find documentary evidence of human experimentation and mutation, all linked to an artifact called 'Origin'.

'Origin' was the name given to a

pseudo-meteorite flying object, first encountered in 1908 when it collided with an unmanned prototype aircraft over the skies of Tunguska. A second collision occurred at Roswell on July 5, 1947, except the aircraft was manned. The pilot's body was recovered, though he had undergone serious mutation due to bacterial exposure from the meteorite's core. Samples of the bacteria were collected, but the cultures died due to incomplete nucleic acids.

The scientists have since been attempting to synthesise the bacteria, now known as Ho213, in a project they called "Blue Contact". They have two Origin specimens to use as a control, one kept in the lab on the surface of Fort Stewart, the other in the underground nuclear testing facility.

What they didn't know was that the US Secretary of Defense had green-

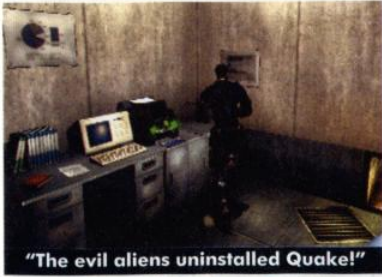
lighted Project Extermination, a secret experiment isolated to the underground labs. Human test subjects would be infected with the bacteria, who would then mutate and multiply into a hive of alien creatures, one of which they've already identified and tagged as the 'Hydra'. The purpose of the test is to study the infestation potential of Ho213 as a biological weapon. The final phase was to send unknowing members of the Special Reconnaissance Forces as live test subjects into the infestation zone, presumably to fight the mutated creatures, to collect battle data. None of the marines — you included — are expected to survive.

## SENSE OF TENSION

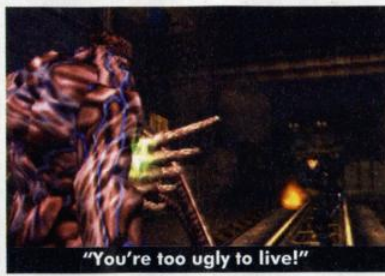
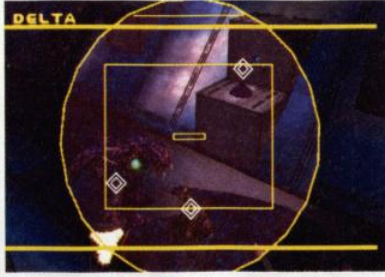
Reading about the conspiracy is one thing. Actually wandering through it is an entirely







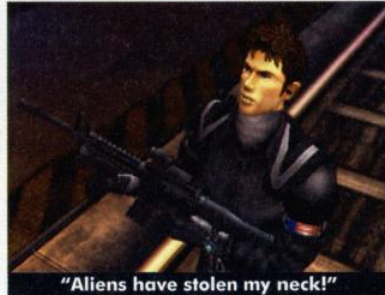
"The evil aliens uninstalled Quake!"



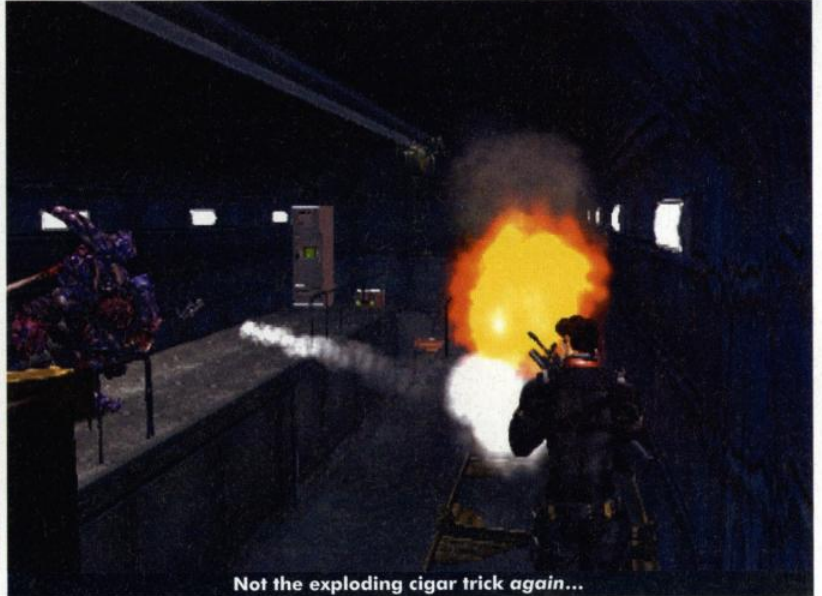
"You're too ugly to live!"



"It's the latest look in Paris..."



"Aliens have stolen my neck!"



Not the exploding cigar trick again...

The little creatures wriggle about, **spraying their infectious green spores at you**, even leaping at you and invading your body.

different matter. Extermination is the creepiest game on the PlayStation 2, not in a Resident Evil "Oh, the zombies are after me" kind of way, but in the kind of way that had you cowering in fear of the face-huggers from *Aliens*. The little creatures wriggle about, spraying their infectious green spores at you, even leaping at you and invading your body. You get to see it first hand as gruesome pustules form all over your partner before he is completely devoured and transformed into a clawed, tentacled beast. Crawling deeper into the game will reveal how the creatures have made a home of the facility, furnishing the walls with a purple and green décor that's distinctly alien.

The atmosphere isn't all visual, though. The game creates its sense of tension through sound, particularly through the use of a regular percussion that's similar to what was used in *The Terminator* any time Arnold Schwarzenegger showed up.

There are still many things about Extermination that feel gamey. Players are taught early on that all the creatures have a singular weak point, taking the form of a green orb. Item placements like health, ammo, keys and so on are also a little arbitrary, and obviously designed for the sake of constructing a simple puzzle.

Many of the visual elements feel artificial. On one hand, the game makes nice use of depth of field to create a sense of focus between the foreground and background. On the other hand, interactive graphical elements like destructible crates stick out like a sore thumb.

Even the control of the main character is slightly unusual. Pushing the analogue stick will move your character in whatever desired direction. The problem, apart from the L1 button to snap the screen front and centre, is there are no

camera controls. This makes the process of absorbing your surroundings a very unusual procedure of pushing in 6 or 7 directions and tapping L1. After getting used to this, however, the controls and animations are remarkably precise and smooth. You can sneak as slowly as you want against a wall, take a running jump over a crevice, land, barrel roll, and it'll look smooth and natural. Unfortunately, there are no strafing options. But perhaps the most curious aspect of the controls is that you have the option of targeting your weapon from first person and third person perspective.

Despite the somewhat oddball control system and generic character designs, Extermination remains creepy as hell. With decent scripting and cinematics to hold the action together, Extermination is an ideal way to get a good scare out of your Ps2. <<

!!! Those rumours of an Alien 5 set on Earth just won't go away. Can they bring Sigourney back again?



**PLUS:** Excellent atmosphere. Great conspiracy sub-plot.

**MINUS:** Minimal camera controls. Some artificial game elements.

VISUALS SOUND GAMEPLAY

87 86 89

OVERALL

89

A hair-raising experience. Extermination is excellent.



Once I defeat all of YOU!



# The Bouncer

» PS2

CATEGORY: Fighting >> PLAYERS: 1-4 >> PUBLISHER: Squaresoft >> PRICE: \$99.95 >> RATING: M >> AVAILABLE: Now >>

**KEVIN CHEUNG** thinks this game should be refused entry.

**S**quaresoft promised many things with *The Bouncer*, and given their usually above-average track record for games that extend beyond the role-playing genre, we were inclined to take them at their word. It was meant to be a melding of media forms, combining interactive CG movies with high-action fight sequences, driven by a riveting sci-fi narrative. Unfortunately, there is no question that Squaresoft have botched up royally, and have failed miserably to deliver on any of its promises.

## CAN I SEE SOME I.D.?

*The Bouncer* was supposed to be the first true evolution in the genre of scrolling beat 'em up — an extension of *Double Dragon* — in which players fought through sequential levels to tell the story. We're not talking about mindless

3D equivalents like *Zombie's Revenge* or *Spike Out* — if we were to believe Squaresoft's early demos, *The Bouncer* would've injected a little *Dead Or Alive 2* by allowing players to run through complex 3D environments, like the inside of a multi-storey night club. As a player jumped or fell over the railing to the floor below, a Matrix-cam would kick in, pause the action momentarily, and pan around to let you follow the action without any perspective hitches.

Squaresoft also promised fully interactive backgrounds, which were shown in early demos. You could bounce off walls, pick up chairs and tables, smash them into splinters — basically everything *Fighting Force* tried to be two years ago, except better. None of these features made it to the final cut. None. And just what are consumers left with? A very basic 3D

fighting and adventure game that has no interactivity with the surrounding environment; and floaty automatic cameras that hide half the action.

But wait, it gets worse. Somewhere along the line, whilst weaving a conspiracy theory into what should have been the simple rescue of a girl, Squaresoft somehow forgot that there needs to be a balance between narrative and interactive gameplay.

The game will start with a 5 minute FMV, after which you must select a character to fight with. After about a minute of biff, you get a load screen, then a save screen, another load screen, and then you get to watch another 5 minute FMV. Once you come to another key point in the narrative, you get a quick load, another character selection screen, and

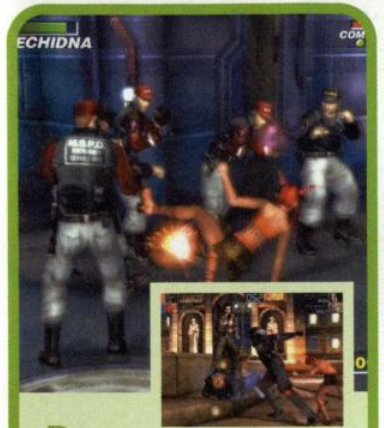




A dog of a game.

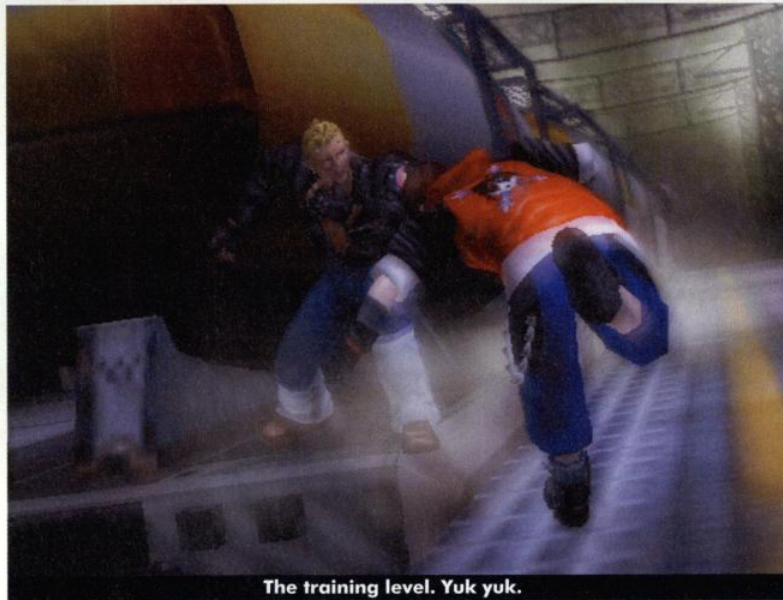


Imagine you're beating up the dev team.



## Bouncy Mini-Games

»» Finishing *The Bouncer* will unlock boss characters like Dauragon Mikado, the luscious Echidna, and the psychopath Mugetsu. You'll be able to play them in a number of extra modes, including a 4-player Versus mode, Points Battle, Team Battle, and so on. These extra modes have a little replay value, but only if you have a multitap.



The training level. Yuk yuk.



Fancy effects won't help, Square.

## Squaresoft somehow forgot that there needs to be a balance between narrative and interactive gameplay.

then it's off to bruise a few more baddies. Repeat that process 20 times, and you've basically got *The Bouncer* in a nutshell. And if you can imagine playing under that framework, you'll know that you might as well leave the *Dual Shock 2* pad in your lap 90 percent of the time.

### FLIMSY STORY

No matter what merit there is to be given to the designs, fighting controls or graphics, the one crucial element for every game, without exception, is that it be playable. And my dear readers, *The Bouncer* is such a fragmented experience that it simply cannot be termed 'playable'. There is so little actual game time that one gains nothing from the experience — no thrill of learning new fighting tactics, no satisfaction in mastering a character's moves — just the flimsy story that holds it together.

The tragedy of *The Bouncer* is that if you've followed Squaresoft's line of games over the last couple of years, you'll catch glimpses of minor brilliance that could've made this game a classic. The story could've easily taken place in the world of *Final Fantasy VII*, the eclectic technological urbania almost fitting in perfectly with Cloud, Tifa and gang. There's even a foreboding Shinra-type company called Mikado here. Hell, even the character designs look familiar — the main character, Sion Barzahn, looks like a cross between Cloud Strife and Squall Leonheart. And it should come as no surprise — the game's entire design comes from Tetsuya Nomura, of *FFVII* and *FFVIII* fame.

The catch, however, is that the game plays almost identically to *Tobal 2*, or even *Ehrgeiz*. There are a few simple combos that use high and low attacks,

but anyone who's played *Tobal 2* will instantly recognize that Sion is just a newly textured version of Chuji Wu; and that Volt Krueger and Kou Leifou are Ill Goga and Gren Kuts. This isn't necessarily a bad thing, since *Tobal 2* still ranks as one of the best fighting games around, but it's meaningless since you get to fight so little. There's even more wasted potential to be found in earning special moves. After each encounter, you earn experience points, which can be traded for new attacks and throws.

The *Bouncer* is a bitter disappointment for PlayStation 2 owners who were counting on a great new game, as well as for fans who've been keeping up with Squaresoft. Every hyped up new game carries the risk of not quite following through. However, nobody expected *The Bouncer* to fall so terribly short. <<

!!! All will be forgiven when Square unleash *Final Fantasy X* upon us. But we'll have to wait until 2002...



**PLUS:** Impressive visuals and full motion video.

**MINUS:** Lack of gameplay balance leads to a fragmented experience.

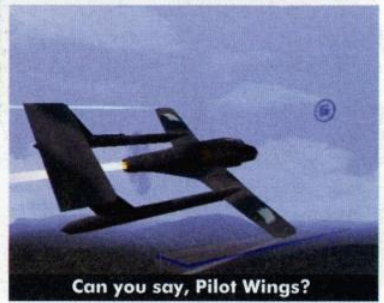
VISUALS SOUND GAMEPLAY

90 85 45

OVERALL

48

30 minutes of eye candy. At least there's always *GT3* to cheer us up.



# Sky Odyssey

PS2

CATEGORY: Flight sim >> PLAYERS: 1 >> PUBLISHER: Sony >> PRICE: \$99.95 >> RATING: G >> AVAILABLE: Now >>

**JAMES COTTEE** loves getting high, so we gave him this...

**E**very young Australian dreams of growing up to be just like Dick Smith. Plastering their face all over things, taking cheap political shots in the national media, and most of all, flying over things. Not to mention flying under things, breaking records for flying things, and deregulating CASA. Well, this dream is now a little bit closer for PlayStation 2 owners everywhere, as Sky Odyssey brings the genre of aerial obstacle course to the console for the first time.

## UP IN THE AIR - I FLY!

Unburdened with the anal complexity of Microsoft's Flight Simulator, and unfettered by the harmful conflict of a dogfighting game, Sky Odyssey provides players with the unique experience of just... flying around. The physics model employed is quite sophisticated, taking into account weather conditions, air pockets and so forth. There are plenty of planes to unlock, and enough challenges to ensure hundreds of hours of gameplay.

Assuming, of course, one can get into the game in the first place. Remember Chuck Yeager's Advanced Flight Trainer from a few years back? It offered exactly

the same thing, but was so boring many owners erased it within days of purchase, finding that the program wasn't worth the disc it came on. To head off this danger, SCEI has taken some precautions to ensure that boredom needn't be the game's primary effect.

All the challenges are highly structured, revolving around 40 basic missions of increasing difficulty. Like the trench run in *Star Wars*, you'll spend much of your time scooting through narrow canyons to fly through the vital checkpoint rings. Special hidden rings reward reckless flying, and devil-may-care flying fools will find their insanity rewarded with fragments of the map to the mysterious Tower of Maximus, your ultimate goal.

## ZOOM, ZOOM, ZOOM

The planes themselves can be extensively customised. Colour schemes and detailing are at your discretion, and an extensive upgrade path exists for improving the individual components of your fleet. Don't forget those hidden planes either: Biplanes, triplanes, Spads, Fokkers, even UFOs. Generic training and

obstacle course modes exist apart from the main quest, and there's even a sky-writing mode! With a few hours under your belt you'll be ready to spell out all your favourite four letter words on the wide blue yonder.

Tension, whilst built incrementally, is very real. Whether winding through an underground tunnel, trying to refuel from a moving train, or battling against unpredictable

elements, it only takes one false move to buy the farm. Just as an individual mission can go on for ten minutes or more, the quest mode makes the game a long-term experience for the dedicated.

And therein lies the problem. If you want a "pub game" to pick up and play for immediate gratification, Sky Odyssey is not for you. The textures and fogging make it look almost as washed out as a N64 game, and the music sounds like it was ripped from a corporate training video. There is nothing to immediately grab the eye, and while you may find it a rewarding experience in isolation, it would be best not to whip it out to try and impress your friends. <<

!!! Looking for thrills? Try [www.sydneyairport.com.au](http://www.sydneyairport.com.au) on for size. Look out, baby! Whooh!



**PLUS:** Realistic physics, vast environments, lots of secrets.

**MINUS:** Long term commitment required for full enjoyment.

VISUALS 70 SOUND 65 GAMEPLAY 90

OVERALL  
**80**

For most tastes, just a little too plane.

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REVIEW

095506



# Emperor: Battle for Dune

PC

CATEGORY: Real Time Strategy >> PLAYERS: 1-4 >> PUBLISHER: EA >> PRICE: \$89.95 >> RATING: M >> AVAILABLE: Now >> REQUIRED: PIII 450, 64MB RAM >>

**JAMES COTTEE** knows all about giant worms... Fnar Fnar!

**F**or many, the RTS genre begins and ends with *Dune*. The first blockbuster of its kind, and one of the few where the economics made any sense at all, *Dune II* set the framework that all real time strategy games would imitate. *Emperor* is Westwood Studios' latest remake of their seminal classic, and whilst it makes several superficial advances, is very much a return to form.

The premise is the same as ever: The player assumes the role of a general for one of the Great Houses in Frank Herbert's *Dune* universe in the far future. In this unimaginably distant setting the ultimate evolution of IT is to pump someone full of drugs until they're as smart as a supercomputer. Professions that ingest this futuristic nose candy include the Mentats, and the navigators of the Spacing Guild,

hideous aquatic mutants who can bend space with their minds.

The market leader in the field of future brain-drugs is the Spice Melange, and it only comes from one planet: Arrakis, also known as... *Dune*. The beauty of *Dune II* was that it didn't worry about continuity within the *Dune* universe, a setting as convoluted as *Star Trek* or *Star Wars*, but just threw together some warring houses on the surface of Arrakis and let rip. It fell to the player to harvest the spice, raise an army, and crush his enemies. In short: to command the spice, and conquer the universe.

#### ONLY ONE HOUSE WILL PREVAIL

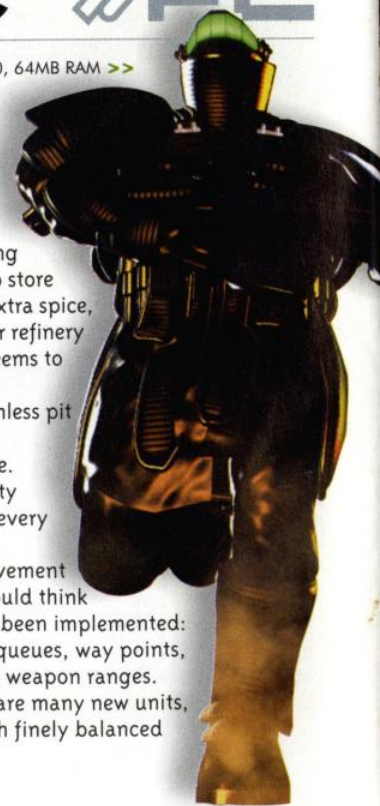
After the controversy surrounding *Tiberian Sun* and *Red Alert 2*, Westwood have returned to a more traditional gameplay model for

*Emperor*. While the graphics are in full 3D, the game mechanics are almost unchanged from a decade ago. Any Westwood veteran will find the interface instantly familiar, and the tech tree similarly intuitive. A simple twirl of the mouse wheel will bring the view down to where you can see your troopers milling about in unnecessary detail, but most of the time you'll want to view developments from on high.

Changes to the basic gameplay are subtle, and generally for the best. You no longer have to lay down concrete slabs before you can build anything; you can just whack structures down anywhere. Your construction yard can devolve into an MCV if you want to move your base. You don't have to click on a unit or building to read its health; passing the cursor over it is sufficient. You also don't have to worry about

building silos to store your extra spice, as your refinery now seems to have a bottomless pit for its storage.

Pretty much every little improvement you could think of has been implemented: build queues, way points, visible weapon ranges. There are many new units, all with finely balanced



REVIEW



Dune: The Movie

Westwood never tire of bringing more and more elaborate cut scenes to their works. Emperor raises the stakes by spanning four discs; one for each campaign plus the installer. In association with the production company behind David Lynch's 1984 movie, all the costumes and sets from the film version have been lovingly re-created, even if it does come down to Michael Dorn and some other B-actors standing around in front of green screens. Note that Infogrames recently released a digitally remastered version of the film on DVD. The pressing was strictly limited, so snap it up now, Dune fans. Oh, and if you haven't read it, the book is pretty good too.



Riding worms may not be terribly practical, but it can turn the tide of battle, and it's nice to know you can.



- PLUS:** Proven formula, new sub-house options, giant worms!
- MINUS:** Unoriginal, glitchy graphics can cause motion sickness.

abilities. Like in Red Alert 2, each team has a super weapon, but these can be turned off for skirmish and network play. While there are subtle differences between the three sides you can choose from, the biggest weakness of the Dune series is that they are all basically the same. They all harvest spice, they all build nearly identical buildings, and many of the units can only be distinguished by their colour.

**WHEN WORMS ATTACK**  
To add a little variety to Emperor, Westwood have introduced the concept of sub-houses. Each major player in the struggle for control of Dune (Atreides, Harkonnen and Ordos) can be allied with up to two lesser houses: Ix, Tleilaxu,

Fremen, Imperial, or Guild. Each brings their own units and structures and their own unique benefits to those who ally with them. The Ix have the high tech edge, and are essential if you want to throw atomics around. The spacing guild can get you better prices and service on your imported goods. And the Fremen, in addition to being kick arse soldiers and invisible when stationary, can actually summon and ride giant sand worms, just like in the movie!  
Yes, the worms. Where there is spice and spice mining there are always worms; hideous beasts that burrow beneath the sand and swallow units whole. In Dune II they could only munch on one unit at a time, but now they're huge polygonal monstrosities. The larger ones can fill half the screen when they surface, and

even a small one on the prowl looks mighty intimidating, sucking up anything in its path like a mindless drug hoover. Riding worms may not be terribly practical, but it can turn the tide of battle, and it's nice to know you can. Emperor: Battle for Dune doesn't really try anything new, and in some ways that's a good thing. There have been many abortive experiments on the long road to RTS perfection, like the overstimulating Z, or the (for many) sterile Total Annihilation. While every new Westwood RTS is almost the same as the last, they're usually at least as good. The appeal of the Dune universe is that it's larger than life, a fantastic off-world land of opportunity and adventure. There's little to complain about with Emperor. <<<

!!! Dune has also become a new TV mini-series in the USA. So look forward to some late night worming.

|         |       |          |
|---------|-------|----------|
| VISUALS | SOUND | GAMEPLAY |
| 89      | 92    | 89       |
| OVERALL |       |          |
| 89      |       |          |

Westwood fans will feel right at home with Emperor.



# Myst III Exile

» PC

CATEGORY: Adventure >> PLAYERS: 1 >> PUBLISHER: Ubisoft >> PRICE: \$89.95 >> RATING: G8 >> AVAILABLE: Now >> REQUIRED: Pentium II 233, 64MB RAM, 200MB HD space >>

**KEVIN CHEUNG** peers through the myst of marketing...

**T**he Myst series is as mainstream as it gets for PC games. The 10 million units sales figure of Myst and its sequel, Riven, was garnered through the course of a number of years, not as most PC games are marketed these days, through the impulse purchase of hardcore gamers craving the latest game. So don't be surprised if Myst III Exile doesn't immediately appeal to you: most readers of Hyper fit in with that impulsive hardcore gaming demographic. Then again, Myst does have a loyal following.

**FANTASY WORLDS**

For those of you who've never played the previous games, the Myst fantasy would have it that a man named Atrus can create living, breathing fantasy worlds through his writings. By

'linking' with the book, a person can jump through a portal manifested by a picture on the page and materialise in that world.

In Myst III Exile, we are reminded of the tragedies that occurred in Myst and Riven. Atrus' sons Sirrus and Achenar killed many of the D'ni, who inhabited these fantasy worlds. Then there was Atrus' father, whose worlds, or Ages as they're called, also perished.

When you enter the game, Atrus tells you of his plans for a new Age for the D'ni, one that would give new life to his surviving D'ni brethren. This new Age, contained in a book, is called Releeshahn. But before the conversation with Atrus is finished, an intruder links into Atrus' study, makes off with Releeshahn, and links away into another world.

Your initial pursuit of this intruder takes you to J'nanim, the Lesson Age. Here you discover that the thief's name is Saavedro. He is a man with a burning hatred for Atrus, whom he holds responsible for the destruction of his home and the death of his people in the Age of Narayan (which took place in Myst). However, Saavedro is under the mistaken belief that Atrus is going to resurrect the perished D'ni civilisation — an unfortunate misinterpretation of giving "new life" to his

brethren. It's not hard, then, to figure out that Saavedro is trying to coax Atrus into resurrecting the Age of Narayan; and failing that, kill him.

It gets worse, though. Saavedro seems to think you're caught up with him, Saavedro links away to safety, but leaves a cryptic challenge for you. If you are to recover the Age of Releeshahn, you must complete the Lesson Ages of J'nanim, and use what you've learned to unlock the book he used to escape through.







Taking gaming to a new level. Books.



I spy, with my humongous telescope...

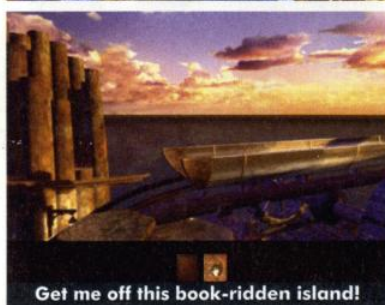


### Developer Insight

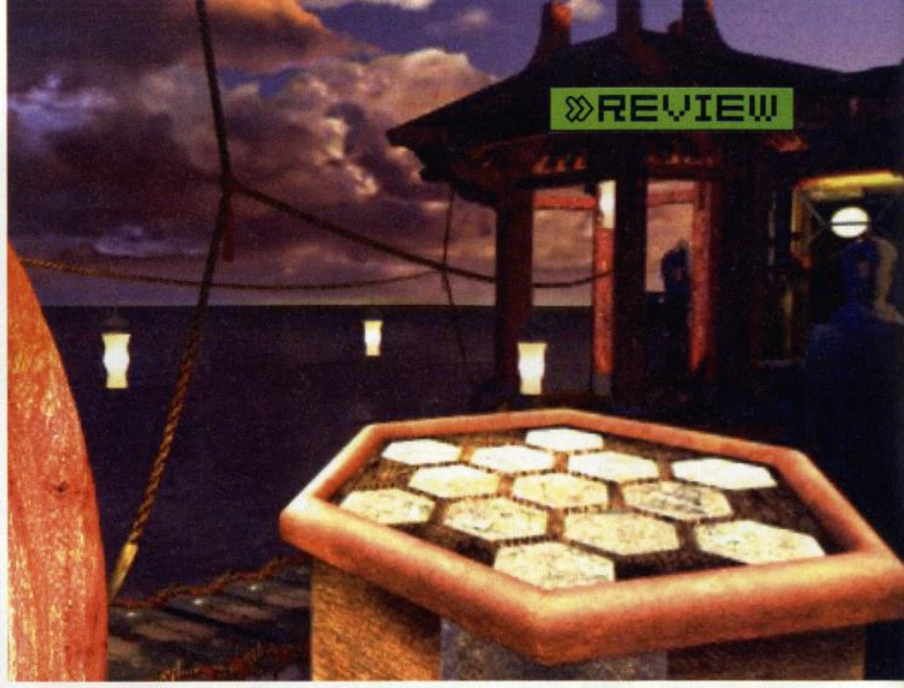
**HYPER:** This game would've been so much easier to play in real-time. Why did you stick to the point-and-click formula?

**PRODUCER, Greg Uhler:**

"Our arguments against realtime were strictly with the audience who played the game. Myst was the most beautiful, Riven was the most photorealistic, so we had to continue that with Exile. We couldn't do it in real-time – the spec requirements would've been too high. Our audience has the hand-me-down PCs, so we went with pre-rendered graphics, but implemented a new technology that lets you look around 360. So it still looks amazing, it's also a substantial advancement on Riven, and we didn't break too far from the traditions of the series."



Get me off this book-ridden island!



The deadly Channel 9 logo puzzle

» Rather than tell us the story through action and cinematics, *Myst III Exile* actually involves a lot of reading.

**READ YOUR WAY TO VICTORY**

The Lesson Ages, in case you didn't know, relate back to the days when Atrus was a young doting dad. J'nanin was the starting point linking to three other worlds that were supposed to teach his sons all of life's lessons. There's Voltaic, the Age of Energy; Amateria, the Age of Dynamic Forces; and Edanna, the Nature Age. Each age has a unique symbol that can be used to unlock Saavedro's book, and then reclaim Releeshahn.

Like its predecessors, *Myst III Exile* is a point-and-click adventure game. However, this game breaks from the norm by allowing you to use the mouse and look around freely. This is made possible by a pre-rendered wrap-around background, brought to life by seamlessly implemented live footage and peripheral animations. Since the

game is point-and-click, as opposed to being played in real-time, you navigate through the worlds basically by clicking the cursor on anything that takes your fancy. The hand cursor allows you to magnify and inspect objects, tinker with pulleys and levers, and select the next area to move to.

Gameplay is driven principally by the story. Rather than tell us the story through action and cinematics, *Myst III Exile* actually involves a lot of reading. That is, you find journals and books in the different worlds, and you have to read through copious amounts of text to understand the breadth and complexity of the places you're exploring.

But the reading material isn't just for constructing the atmosphere. Some

of the information must be put to practical use, particularly for solving the scores of puzzles and brainteasers that bring your progress to a halt. Most times these puzzles are fairly obvious – it's just a question of putting the clues together.

This game has style and substance, but its brand of interactivity is a very different change of pace. Rather than exploit everything that's on screen, as is the case in most games, the screen simply offers beautiful designs and an elegant and serene atmosphere. The answers are all there in front of

you – you just have to know how and where to use them. In that respect, *Myst III Exile* is deep and laid back, and a perfect adventure for those with time to kill. <<

!!! *Myst III Exile* has already roared to the top of the game charts. That's the power of the casual gamer.



**PLUS:** Sumptuous level designs. Good story, time consuming puzzles.

**MINUS:** You spend a lot of time accomplishing nothing.

VISUALS SOUND GAMEPLAY

90 85 80

OVERALL

84

Great story, beautiful designs, and designed to last for ages.



# Crazy Taxi 2



CATEGORY: Action/Racing >> PLAYERS: 1 >> PUBLISHER: Sega >> PRICE: \$99.95 >> RATING: G8+ >> AVAILABLE: July >> SUPPORTS: VMU, Vibration Pack, PAL 60Hz >>

He's good at this game, so it's no wonder **DAN TOOSE** lost his license.

**I**f you haven't played the original Crazy Taxi, either in the arcade, on Dreamcast, or more recently on PlayStation 2, then you've been missing out. Sega have that uncanny ability to produce interesting, entertaining arcade games that have a truly original hook to them, and Crazy Taxi was the epitome of this. News of a sequel was warmly received by the gaming community, with no small thanks to the planned inclusion of multiplayer action, and online play. Unfortunately these elements didn't quite make it, but Hitmaker have brought enough to the table to make Crazy Taxi 2 worthy of our attention.

**MENACE 2 SOCIETY**  
 The premise of Crazy Taxi 2 is exactly the same as the first game, and that is

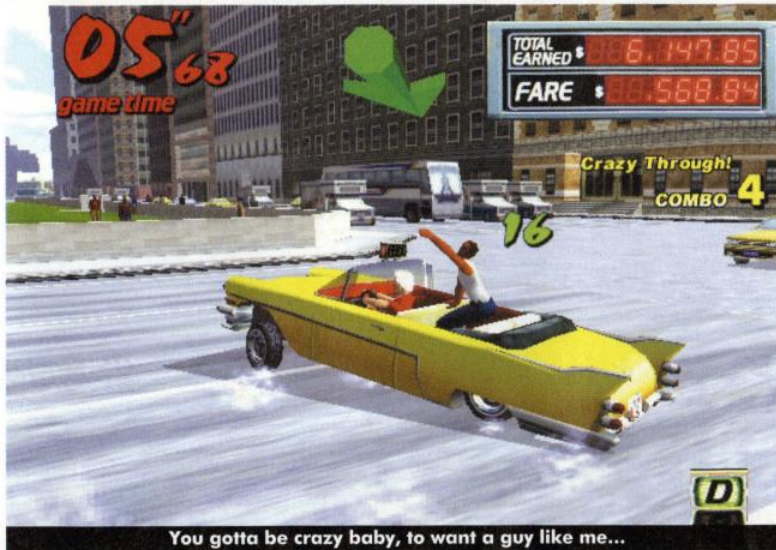
to pick up passengers, and get them to their destination as quickly as possible, without worrying about the damage you'll cause on the way. Instead of tearing through the hilly streets of San Francisco, this time you're on the East Coast, driving a cab in NYC.

One element of Crazy Taxi 2 that is somewhat disappointing is the visuals, and that's not because the game looks bad, in fact, it looks every bit as good as the first game did... But no better. Basically, it looks like the game is using the same engine as the first title, and while that's not bad, it's fair to say that there's nothing obvious in terms of visual improvements for Crazy Taxi 2. The game is very fast and smooth, with the same basic distant pop-up being the only real reminder that

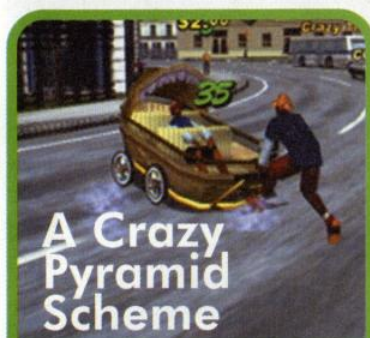
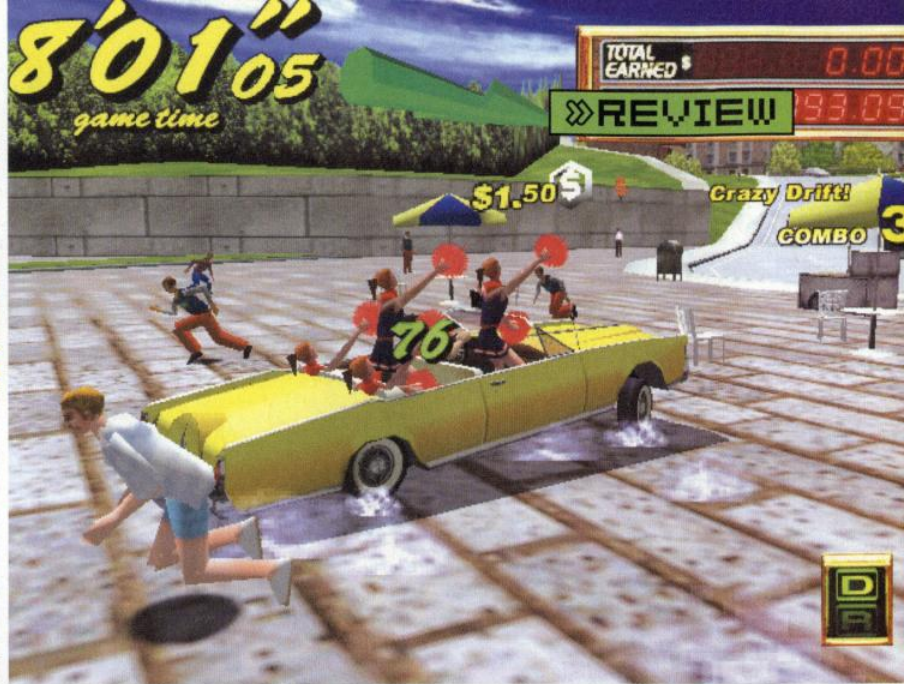
you're not really a menace to society. So what is new in Crazy Taxi 2? The most noteworthy addition to the gameplay has to be the Crazy Hop, which is a rather over the top hydraulic pump that lets you go... Over the top. This isn't just a means to sail over that

oncoming bus though, as it also allows you to access areas that you otherwise couldn't by literally bounding up onto rooftops, or jumping onto an overpass.



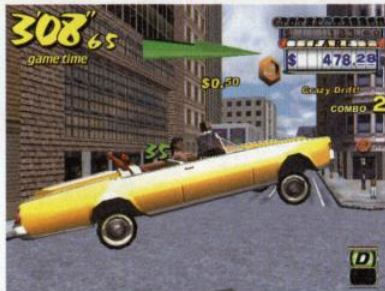


You gotta be crazy baby, to want a guy like me...



## A Crazy Pyramid Scheme

Just as we had the "Crazy Box" in the original Crazy Taxi, this time we get Crazy Pyramid, which presents you with fifteen special challenges that not only improve your grasp of the skills you need to master in Crazy Taxi 2, but also unlock extra features such as the maps of the courses, some ridiculous vehicles, and the old cast from the original Crazy Taxi. With the Crazy Hop as the new move for the game, most of the challenges revolve around mastery of this element of the game.



...gotta be out of your mind...



...craaaazzyyyy!



The first and last Icehouse caption ever.

The double-length buses are a true nightmare if you jack-knife them into a wall.

Sometimes this is just a time saver, while other times it's the only way there, but regardless, it makes learning the courses inside out all the more valuable.

Something else that Hitmaker have noticed about the wonderful world of taxi driving is that you don't always pick up lone passengers, and when you do get multiple passengers, they often don't want to go to the same place. Thus, Crazy Taxi 2 features groups of up to four passengers, which presents you with a greater risk, but potentially a greater reward. If you don't get all the passengers to their destinations, you get nada. Fast drivers who know where they're going will find this the best way to rack up high scores.

The new courses feature some interesting new vehicles as well, which can cause you severe headaches if you get caught in an accident with one. In

particular, the double-length buses are a true nightmare if you jack-knife them into a wall.

### METHODS OF MAYHEM

Once again the Offspring are back to wail along with their appropriate bubble-gum punk style of music, and joining them are Methods of Mayhem. Not everyone's cup of tea musically, but it's undeniably suited to the game, which is nice, considering how many games come out of Japan with bad cheesy cock-rock that should have stayed in the 80s.

Many racing games look better when viewed through their replay modes, and sure enough, Hitmaker have cottoned on to this and included a means to record your road rage antics and show your friends just how

fortunate they really are that you don't have a driver's license. A nice touch is having the game ask if you'd like to save a replay when you break a record in the Crazy Pyramid mode. This way you don't keep recording in the hope of getting a good run, but rather get the option to save when you have a blinder.

While it lacks features such as multiplayer or Internet play, which would have made this a real contender for game of the month, Hitmaker have put enough gaming goodness into Crazy Taxi 2 to ensure that it's one of those must-have titles for

the Dreamcast this year. It's not a major leap forward, but rather a small hop that will suffice for anyone who liked the original Crazy Taxi... That's all of us right? <<

How long will the wait be for Crazy Taxi 2 on PS2? At least a year. And Xbox will have Crazy Taxi Next.



**PLUS:** The new low-rider hop move rocks.

**MINUS:** No multiplayer or online play as originally planned.

VISUALS SOUND GAMEPLAY

80 84 92

OVERALL

90

Crazy gaming fun that shows you shouldn't hock your Dreamcast.



# Skies of Arcadia

CATEGORY: RPG >> PLAYERS: 1 >> PUBLISHER: Sega >> PRICE: \$89.95 >> RATING: G >> AVAILABLE: Now >> SUPPORTS: VMU, Vibration Pack

How did **DAN TOOSE** rate this RPG full of irate pirates?

**Q**ue thing that determines whether or not a console system will be successful in Japan is how many RPGs it has in its software line-up. It's no real wonder then that the Dreamcast hasn't done as well as it could have in the Land of the Rising Sun, as there has been very little for RPG enthusiasts to play on the Dreamcast. However, we've seen Grandia 2, a sterling effort, and now Skies of Arcadia, arguably a better game, due to its more engrossing storyline and opportunities for exploration. So chin up, eh?

## APPARENT REALISM

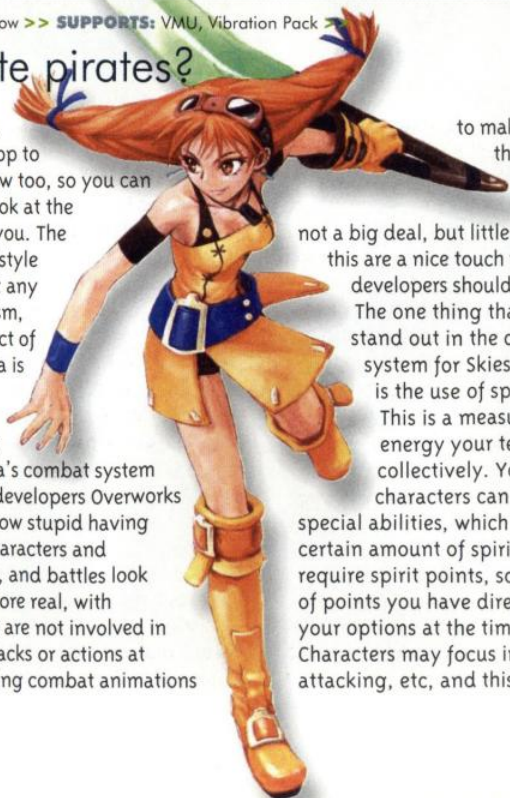
The world of Arcadia is a strange one, where the six orbiting moons have showered the lands with stones that have caused these huge hunks of earth to float in the sky. The people of

Arcadia have learned how to power their ships with these moonstones so that they can sail through the skies without plummeting to oblivion. In RPGs, where there are ships, there are pirates. You play the part of Vyse, son of the leader of the Blue Rogue sky pirates. Vyse and his friend Aika rescue a young girl from a lost civilisation during a raid on a ship from the evil Valuan Empire. Thus begins an adventure that will determine the fate of the world... Just for a change.

Even though the plot sounds somewhat generic, the story is presented well, with wonderful cinematic visuals and a cast of characters that actually have some charisma about them without getting sickeningly cute. You'll be hard pressed to put Skies of Arcadia down once you start. The graphics engine allows you to rotate the viewpoint when

you're on foot, and you can pop to first person view too, so you can have a good look at the world around you. The typical anime-style visuals prevent any apparent realism, but every aspect of Skies of Arcadia is colourful and attractive.

Even though Skies of Arcadia's combat system is turn based, developers Overworks have realised how stupid having neat lines of characters and monsters looks, and battles look that little bit more real, with characters who are not involved in the specific attacks or actions at hand, performing combat animations



to make it look like they're not just standing there. It's not a big deal, but little things like this are a nice touch more developers should strive for. The one thing that does stand out in the combat system for Skies of Arcadia is the use of spirit points. This is a measure of energy your team has collectively. Your characters can learn special abilities, which require a certain amount of spirit. Spells also require spirit points, so the amount of points you have directly affects your options at the time. Characters may focus instead of attacking, etc, and this adds to the



(Galcian)  
At last we meet... Find.  
You cannot imagine how much trouble the Armada



"Don't be so one-eyed about it..."



## One Big Ship-Fight

Of course, you're not the only one with an airborne craft to haul around in, and you'll end up in ship-to-ship combat soon enough. Once again, the battles are turn based, although your decisions are made based upon the forecast of your opponent's moves. Thus you take evasive manoeuvres when you expect an attack, or attack when you expect an opening. You can cast certain spells in ship-to-ship combat, and spirit points are used here as well. It's a nice diversion, and the game would have looked a bit lame if it tried to avoid dealing with this inevitable aspect of the storyline.



"Sir, there's something in the rear-vision mirror."



"Your fantasy-land currency or your life!"



"it started out as a wart on my thigh."

A cast of characters that actually have some charisma about them without **getting sickeningly cute.**



party's spirit points, so it's possible to have some characters working towards helping another character get out a powerful spell or special ability.

### MOONING TO VICTORY

For those of you who hate having your advancement with spells pre-determined, you'll welcome the moonstone colour system, which enables you to choose a certain area of magic to earn experience towards by allocating a certain stone to your weapon during combat. This also makes a very tangible difference to the damage you do to different enemies, who are also colour coded. This creates a situation where you have to choose between allocating your experience the way you want, or choosing what's best for the task at hand.

!!! We're actually pretty lucky to have Skies of Arcadia released here in Australia, y'know.

While much of Skies of Arcadia is linear in terms of the main plot, you have the ability to sail to areas that are not related to the main goal at hand, and those that explore the skies and dungeons of Arcadia will reap the benefits. It also must be pointed out that the environments all look like they were designed with the story in mind, rather than some limited grid system.

The only real areas to gripe about with Skies of Arcadia are the random encounters, which sometimes become annoyingly frequent, when all you want to do is get to where you're going. The other shortcoming is the very limited use of speech. Although it's obvious this would have increased development costs, having the odd word blurted out here or there simply highlights the situation.



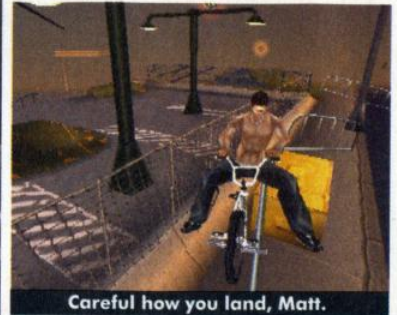
**PLUS:** Absorbing gameplay and some traditional RPG depth.

**MINUS:** Not exactly cutting edge presentation.

VISUALS 88 SOUND 78 GAMEPLAY 92

OVERALL  
**90**

This is THE traditional RPG for Dreamcast fans to own.



Careful how you land, Matt.



Up, up and away!



Humiliate your friends.

# Matt Hoffman's Pro BMX

CATEGORY: Action Sports >> PLAYERS: 1-2 >> PUBLISHER: Activision >> PRICE: \$79.95 >> RATING: G >> AVAILABLE: Now >>

**STEPHEN FARRELLY** goes up against the big man.



Since Hyper doesn't have any N64 games to review this month, they decided the next best thing was to grab the editor of Nintendo Gamer to do a PSone review. Now although that in itself is a recipe for disaster, it doesn't nearly stack up to the level of disappointment I had with this game.

**IT SHOULD HAVE BEEN GOOD!**

I am a Tony Hawk freak, and being a skater I expect a lot out of any game based on extreme sports. I'm also a fan of Matt Hoffman — the man is simply insane — so the idea of this game was very enticing. The end result however, is less than inspiring. By all rights any game based on the Tony Hawk game engine in the extreme sports genre should succeed. Tony Hawk's Pro Skater is at the forefront in design and innovation; the game has started a whole new genre in the games market. So Activision brought it upon themselves to make use of this power they now possesses to expand the extreme sports gaming field. Matt Hoffman is the perfect candidate, and people familiar with him would agree.

However, Activision called upon Shaba Games to handle the task of utilising the Tony engine for freestyle BMX. Shaba games have worked on this type of engine before with Freestyle Scooter, but scooters and bikes have very little in common, and the end result shows.

Turning on the machine ensures that [eventually] you get to a whole bunch of menus all too similar to those seen in Tony Hawk. You have seven riders to choose from, including Matt himself, each seemingly offering a different variation in statistics to provide you with a different riding experience - seemingly.

**WELL, THE FMV LOOKS COOL**

The coolest thing is that before your first level starts up, you get an awesome Matt Hoffman and crew video that gives people less familiar with Freestyle BMX a look at what these guys are capable of in real life. A nice touch. Starting the first level though, brings the sudden realisation that the PSone is now a dead format. You can't really get much more out of the machine, and if you want to entice

gamers to buy into another extreme sports title, doing so on a pixelated level with as much aliasing as an Atari is not the way to do it.

The games physics also leave a lot to be desired, it's like Shaba simply replaced the THPS skaters with guys on bikes, and it really doesn't work. Bikes have a very different feel and sense of inertia. There is a lot that must be taken into

consideration when designing bikes for a game engine like this, and that simply hasn't been done. Giving the game a chance, I proceeded to unlock as many levels as possible and upgrade my rider, all in the hope I would get more out of the game. Unfortunately the only thing that becomes apparent is that the level design is easily among the worst seen in this style of game and the one redeeming feature is the Matt videos, and the fact that Face to Face and Down By Law are on the soundtrack. Beyond that, Matt Hoffman is ambitious, but delivers very little. I hope the PS2 version takes the game to the level it deserves. <<

!!! Matt Hoffman Pro BMX on the Game Boy Color is actually a better game! Check it out.



**PLUS:** Matt Hoffman is the most insane rider on the planet.

**MINUS:** The game does not deliver the physics of bikes or their riders.

VISUALS 68 SOUND 78 GAMEPLAY 65

OVERALL 70

Freestyle Riders might enjoy. Anyone else can ignore.

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# Alone in the Dark: THE NEW NIGHTMARE

»» PSone

CATEGORY: Survival Horror >>> PLAYERS: 1 >>> PUBLISHER: Infogrames >>> PRICE: \$89.95 >>> RATING: MA15+ >>> AVAILABLE: Now >>>

You certainly don't want to be alone in the dark with **JAMES COTTEE**.

**I**n the past few years we've seen a resurgence in the horror motif, in film, TV and games. Unfortunately, most examples of this have been crude, vulgar works, like *Scream 3* and *Dino Crisis 2*. Fortunately, someone at Infogrames remembered that they held the rights to the great-grand-daddy of the survival horror genre, *Alone in the Dark*. And fortunately for us, it's coming to every major platform this winter, when the shadows are long, the nights are longer, and the effects of creepy-arsed horror games are at their peak.

## TURN OFF THE LIGHTS

The New Nightmare is the fourth *Alone in the Dark* game, and has made selective use of the existing continuity in the series. The protagonist is still Edward Carnby,

but he now hangs around the turn of this century, not the last one. He still investigates unspeakable, unknowable horrors that lurk beneath the mask of sanity we stretch across the world, but now he's got a sidekick. Aline Cedrac, anthropologist and spunkrat, is on a quest to find out if the reclusive Obed Morton of Shadow Island is her father. Edward has reason to believe Morton offed his best friend, so the dynamic between our two heroes, as the story begins, could be called strained at best.

No sooner than their light aircraft is downed on the remote, windswept Shadow Island than the player is thrust into a third person, static screen horror adventure game. Anyone who's played *Resident Evil* will be immediately familiar with the concept, but there are a few noticeable upgrades worth

mentioning in *The New Nightmare*. For starters, the two characters you get to choose from have much better dress sense than the inhabitants of Raccoon City. Aline doesn't go near the fashion excesses of Jill Valentine (A boob tube? What were Capcom thinking?) and Edward looks like he has the same tailor as Angel.

At first it may seem to be a cynical move on the part of Infogrames to bring this game out for the aging PSX as well as the PC and PS2. After all, how could a game produced for such an ancient platform possibly compare to versions on newer, shinier machines? Well, the thing about the horror genre is that it's as much about what you don't see as what you do. Considering how limited its system resources are by today's standards, this axiom should make the PSX the

ultimate horror platform on the planet!

## BLACK... BLACK, LIKE MY SOUL

Which is not to say you spend the entire game exploring empty rooms, rather than you're unlikely to see a monster until it's right on top of you. But you'll hear it, and long before that you'll suspect something is awry. Various class techniques







\*Gulp\* "Is someone there?"



Thank god I bought Duracells



"Hellloooo... ? Anyone home? Evil Monsters? Anyone?"



»» The forces on the loose may not just threaten Shadow Island, but **all sane human life as we know it.**

are employed to maximise your horror experience, and they begin with the way you view the action. Instead of a bland standard view for each room, every camera angle in the book is used. For instance, as you walk past a nearby mansion, the perspective may cut briefly to one of the windows looking out. Is someone up there spying on you, or did you just imagine it?

More often the camera angle is a tool to minimise your perception. As you step nervously down a corridor, your character becomes smaller and smaller, so that each time the viewpoint refreshes, you get a jolt out of the sudden change in surroundings.

Compounding this is the fact you never see everything in a room at once, even with your torch on. You'll constantly be twirling your character about, exploring every last corner, as the light sourcing is modeled so well

you'll really wonder if something is lurking underneath the bed. The technique used is something of a first for the PlayStation. For every game area, two backgrounds are kept in memory; one dark, one illuminated. Then the program judges where you and your torch are in the room, and calculates how much interior should be illuminated accordingly. The effect is quite striking; as you close in on a wall you'll see your tenuous circle of light contract to nothing.

**DO YOU SMELL SOMETHING?**

The use of sound is also superlative. The music is creepy to start with, and when a monster is nearby it gets even creepier. When you mix that with subtle graphical effects,

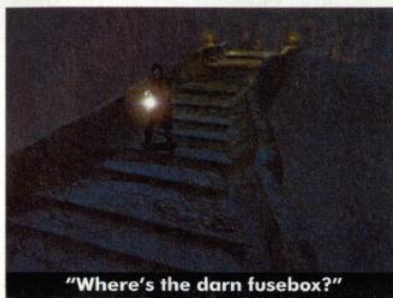
such as motion blurring and shuddering the visible screen, then the horror potential is limitless.

While all these elements may have been employed piecemeal on the PSX in the past, Alone in the Dark has

something to tie them all together: A story. Ripped straight from

the mind of H.P. Lovecraft, a tale of lurking horror, of ancient evil ready to awaken upon an unsuspecting world. Of professors driven to the brink of madness and beyond by horrible truths that Man Was Not Meant To Know. By the time you reach the second disc you begin to realise that the forces on the loose may not just threaten

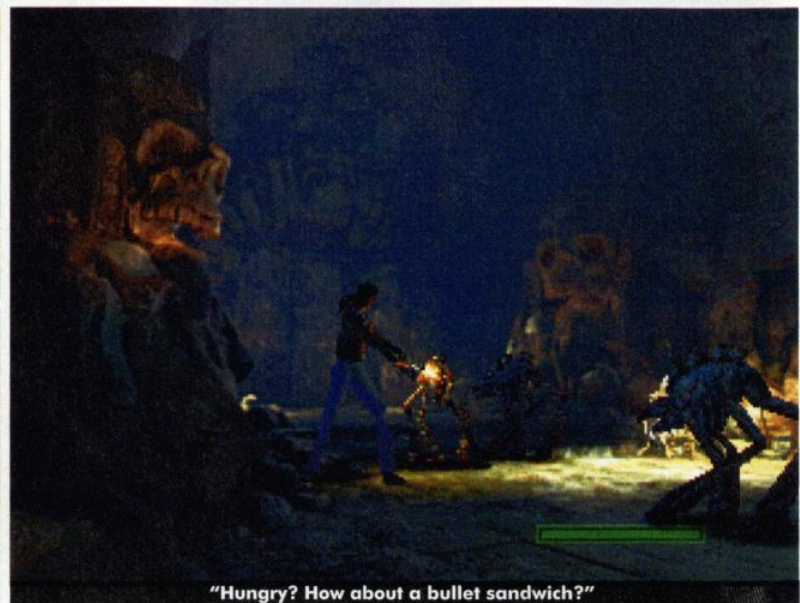




"Where's the darn fusebox?"



"Fear my mighty... er, flashlight!"



"Hungry? How about a bullet sandwich?"

Shadow Island, but all sane human life as we know it.

One often finds journals lying around in survival horror games, and there's no denying it's a great way to condense someone's descent into madness into a few short pages. You'll find plenty of them strewn about the Morton mansion, a house full of tattered furniture, bizarre bric-a-brac and other horror clichés. Much of the setting and backstory are filled in through the lost art of the written word, so be prepared to read many an eerie passage just so you know what the hell is going on. Oh well, it's a Survival Horror tradition now, isn't it?

### SCOOBY SNACKS, ANYONE?

Edward & Aline's adventures are markedly different, enough to be considered two different games. While they meet up occasionally throughout the game, they never choose to

actually team up. This Scooby Doo solution is justified by them having different objectives, different mysteries to solve. Considering the high density of slaving monsters in

the island this attitude seem questionable at best, but if you want to be pedantic, they never had to go on a perilous adventure in the first place. Besides, they get to stay in touch via a walkie-talkie throughout the whole game, occasionally passing on useful advice, but mostly just bitching to each other.

If anything spoils the seamless horror experience, it's the weapons you get to use on the hideous creatures of the night. None of them appear particularly sensible or realistic, and they go some way to disarm the otherwise omnipresent feeling of dread.

!!! Alone In The Dark: The New Nightmare is also available on PC, DC, GBC and soon... PS2. Phew.

For instance, the gun Edward starts with is a ridiculous double-revolver, with its rotary magazines jutting out either side in an ungainly fashion. From there it's only a matter of time before you have a triple-barreled shotgun, and by the end you'll be lugging rayguns around. But then, you may as well question why endless

identical medikits, boxes of phosphorus rounds, and "charms of saving" are just lying around in somebody's house. That's right, amulets of ancient native American manufacture that let you save your progress; classier than typewriter ribbons, no?

From the PlayStation perspective, Alone in the Dark: The New Nightmare surpasses everything that's gone before it. It has the atmosphere of Silent Hill, with the coherence and action of Resident Evil, plus a little something extra. That extra something is "class". This is as sophisticated as horror gets on the PSone, so enjoy it while it lasts, kids. It may not get much better than Alone In The Dark. <<



**PLUS:** Awesome atmosphere, great graphics, creepy story.

**MINUS:** Linear, ambience can give way to confusion.

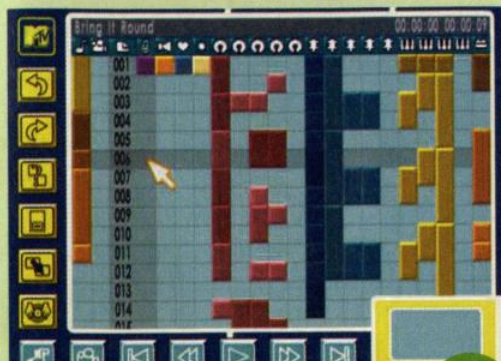
VISUALS SOUND GAMEPLAY

92 96 90

OVERALL

93

The best horror game yet on PSone? Yes.



(Coloured) block-rockin' beats



## MTV Music Generator 2

**CATEGORY:** Music >> **PLAYERS:** 1 >>  
**PUBLISHER:** Codemasters >> **PRICE:** \$99.95 >>  
**RATING:** G >> **AVAILABLE:** Now >>

**E**uilding on the PSone predecessor, MTV MG 2 adds 4 times more space for samples and doubles the audio output power to 48 channels. Legendary club DJ and producer, David Morales, introduces the program, promising you'll be cutting tracks and releasing on wax in no time. As if to prove the point, demo tracks by big names such as Apollo 440, Roni Size, Photek and Bentley Rhythm Ace are included.

Creating a tune is easy. You simply build up tracks using musical blocks called Riffs. There are over 10,000 samples and 1,000 riffs to choose from, categorised into four colour-coded sections named Rhythm, Bass, Melody and Vocal. Load these into the Riff Palette, place them into the Track Window and you're on your way. Make your own Riffs by editing existing ones, or purchase the optional USB sampling device and import your own sounds for editing and processing.

MTV MG 2 allows you to add sonic effects and automatically time-stretches samples to fit the tempo of the song you're working on. It actually performs tasks you'd expect from more specialised music software. The big question, however, is if you're serious about making music why not use a PC or Mac? Music Generator 2 lacks the features necessary to produce a truly polished or original track, and the interface looks (and at times feels) prehistoric. In the time it takes to master this program, you could learn a more powerful PC based package. All those rock star wannabes with just a PS2 to their name will say this rocks. Just don't expect the fame, glory and groupies.

Dominic McCormack

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 65      | 83    | 89       | 79      |



"Food fight!"



## Sudden Strike

**CATEGORY:** RTS >> **PLAYERS:** 1-8 >>  
**PUBLISHER:** QV Software >> **PRICE:** \$89.95 >>  
**RATING:** M >> **AVAILABLE:** Now >>

**E**ven though we have seen many real time strategy games of late, few titles have investigated one of the most turbulent conflicts in human history – the Second World War. Sudden Strike is an engaging game which would serve as a good step forward if you find the combat in games like Command and Conquer too simple and lacking in tactical depth.

As you'd expect, the game lets you enter the fray as either an Allied or German commander. At your disposal are literally hundreds of historically accurate looking tanks, trucks troop units and even aircraft.

There is no resource management, and all of the battles are loosely based on actual historical events. You do get rewards in terms of more units and upgrades if you do well in battle though, but the focus is pure and simple – combat and lots of it.

However, this game is no pushover and there will be some harsh tactical lessons to be learned before you start to feel like you have a handle on the proceedings. You cannot simply charge into an area and expect to win, as you must use the right forces for the right task, probing an area, setting up your artillery and determining useful terrain based fields of fire. This can become mighty good fun once you organise an assault with a force of a hundred or so units.

Controlling your armed masses is made easier by a pause mode, which lets you issue orders at your leisure. You'll need to use it too, as your troops sometimes get lost (the pathing is average at best). Overall, Sudden Strike is certainly a meatier RTS than most out there.

Steve Polak

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 70      | 79    | 83       | 81      |



What's Jabba doing back there?



## Startopia

**CATEGORY:** RTS >> **PLAYERS:** 1-4 >>  
**PUBLISHER:** Eidos >> **PRICE:** \$89.95 >>  
**RATING:** PG >> **AVAILABLE:** Now >>

**T**his one's by Mucky Foot, renegade software house full of ex-Bullfrog coders, and the same lot that brought us Urban Chaos. It was something of a deviation for the creative minds that brought us Dungeon Keeper, and a little disappointing too. For Startopia, Mucky Foot return to the fertile field of strategy with a game that takes the Dungeon Keeper concept into interesting new areas.

Startopia is also a real time strategy game set in a claustrophobic environment, and whilst it presents the player with challenges on the fly, the influence of more mellow games like Sim City is obvious. Your task is to turn an abandoned space station into a thriving space resort. You entertain, fleece, hire and fire from nine very distinct species, and can build something like 40 different structures to facilitate this.

Everything happens before your eyes; if you zoom in close enough you can see unwell aliens being probed by your space doctors, or frisky ones shaking their booty-units in your space disco. Even your boring old energy collector is fun to watch, as it suspends an ever-morphing blob of mercury that reflects the whole environment around it.

Despite the exhaustive challenges of the missions and the comprehensive multiplayer options, this is a very conventional strategy game. The graphics hold up under pressure, perhaps the most disappointing aspect is the limited, tacked-on combat element. Certainly not the very female space sirens you'll see wandering on board. They appear to be modelled on the Asian chick in Titan A.E...

James Cottee

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 90      | 85    | 88       | 87      |



# Tech Romancer

CATEGORY: Fighting >> PLAYERS: 1-2 >> PUBLISHER: Capcom >> PRICE: STBA >> RATING: TBA >> AVAILABLE: On Import >>

**STEPHEN FERRETT** reminds us that the Dreamcast is cool.

**I** don't know anybody who doesn't think that mechs are cool. If it's not fond memories of *Robotech* that have people going all liquid metal at the knees, it's the assorted Mechwarrior games they have a soft, wet spot for. Well, Dreamcast robofetishists can rejoice, as with *Tech Romancer*, Capcom have provided a title that emulates well the crunching frenzy of an all out, one-on-one mech battle.

**SO WICKED**

There are two main modes of play, besides the obligatory Versus mode. You can either play through the Hero Challenge, in which you take your chosen fighter through a straight, twelve fight run, or you can enter the Story Mode. In the latter, the plot (which is actually quite engaging, if a little superficially presented) is gradually unveiled. Every mech has a different story curve, and many of the pilots have branching storylines which are unlocked by meeting certain conditions, such as winning a particular fight without being knocked down and so forth. Basically, a war is being waged, and naturally the prize is the Earth. Who you select affects the order of your fights, as there are various factions that each mech is aligned with in some way. Eventually (for most mechs) you come up against the evil Goldibus, an entity so wicked he makes John Howard look like a mere,

mediocre politician.

The variety of mechs on offer is quite impressive, with styles ranging from classic *Macross* (Dixen) to the chunky Mechwarrior look (Rafaga Heavy Unit). Their relative skills are nicely balanced, with some better suited to long-range, and others to short-range fighting. Despite this, the controls for each different mech are the same, all sharing a left-right, double button method for specials. While this does make for a more accessible game and reduces the need to remember combos, it does detract somewhat from the overall feeling that each fighter is its own unique 'beast'. This is made up for, however, by the variety of the moves themselves and the range of items that can be utilised during bouts. Items are revealed by destroying the surrounding scenery, and range from brief speed-ups and boosters for offensive or defensive power, to weapons - including flame-throwers, lances, and what look like massive tazers!

**INTENSE BATTLES**

The graphics, in full 3D no less, are quite cool (big colourful mechs, and awesome, awesome explosions) but don't really look as though they push the Dreamcast. The moves pack visual flair, and the Final Attack specials, like MK's old fatalities,

are impressive little overkills, but some of the arenas are rather sparse, and there doesn't seem like there's too much detail on the fighters. What this does mean is that the more intense battles move insanely fast, with lots of effects being thrown around with nary a hint of slowdown. Unfortunately, this can make the game look rather confusing on occasions, and one friend commented that the game looked too 'busy'. Overall though, *Tech Romancer* presents a nice visual package.

Unsurprisingly the sound is hardly inspiring, but the weapons effects are meaty, the voices suitably over-exaggerated, and the music does evoke quite well the tunes from the anime that have obviously served as models for the soundtrack.

Finally, special mention must be made of the use of the VMU. The further you progress through the story mode, the more extras you unlock in the Techno-Dome. These include a variety of wicked little bonus games, which you download onto your VMU and play to rack up credits. These credits can then be uploaded into the Lab, where they can be spent on developing new moves!

It's good to know we can still rely on Capcom to provide an absorbing, if not innovative, slant on the otherwise stale one-on-one fighting genre. <<<

!!! We look forward to reading more of what YOU think. Keep sending your reader reviews to [freakscene@next.com.au](mailto:freakscene@next.com.au) with **READER REVIEW** in the subject line.



**PLUS:** A good variety of mechs, and intense action.  
**MINUS:** Sparse arenas, sometimes visually confusing.

VISUALS 83 SOUND 80 GAMEPLAY 89

OVERALL  
**85**

One to check out for some big, dumb fun.

# ARCADE

&gt;&gt; TIM LEUY



# Sega Strike Fighter

SEGA

**I**n the late eighties, the US and Japanese Airforces noticed a parallel between the popularity of enlisting in the airforce with the popularity of the movie *Top Gun* (starring Tom 'I'm not gay' Cruise). Since then, both airforces have been searching for a spark to rekindle interest in joining their waning ranks. Could this game be that spark?

## BOMBS AWAY

Well... probably not. But what Sega has come up with is an excellent arcade interpretation of the high speed challenges faced by an F-18E

Hornet fighter pilot in a modern day combat situation.

The first thing that will captivate you (at least on the Deluxe version) is the awesome interface consisting of 3 screen technology and a control set up that any PC flight sim buff would die for. Your on-screen HUD (head up display) relays all information from radar, to damage, height, speed, weaponry left and of course, your time limit.

Unfortunately, the very tight time constraints imposed makes the game very linear with no real time to fly around or even double back for any target you may have overshoot. The time limit reminds you that in a real war, which is packed with tonnes of computer controlled weaponry, you really don't want to be just flying around. You want to get in and out of enemy territory ASAP.

There are three modes of play; 'Training' - for people who are new to flight sims; and then Operation Desert Fox (medium) and Operation Red Rock (hard). Strangely enough, Operation Red Rock seemed to be easier than

Desert Fox, so if you have played other flight sims, go to the harder level.

## NAIL-BITING

There are a variety of missions available which include swooping down on an enemy carrier group who are docked in a harbour and taking out their main ships with air to surface missiles. Other missions include intercepting bombers using cannon and air to air missiles and attacking land based targets such as a rocket launch pad.

After completing a few missions, there are bonus levels / challenge stages to complete including mid air refuelling and the nail-biting landing on a moving aircraft carrier.

Strike Fighter originally appeared in the arcades in 1991, but now thanks to 3D / 3 screen technology, it has brought us much closer to the real thing. This thing is so realistic that maybe, just maybe, all of the Sega Strike Fighters consoles are secretly hooked up to the internet (with a hidden web cam for easy civilian identification), so that the US, Japanese and the Australian airforces will know

where to locate new pilots in the event of a major war. Sounds crazy? Well if you have seen the film *The Last Starfighter* (1984), which was based on a poo (sorry I mean true) story - then you will realize that this idea is not so unrealistic.

## SOME TIPS:

1. It is often better to hold your course and take a bit of battle damage (your plane can take about 3 good hits) to ensure that you take out your targets.
2. Go full throttle towards your target, back off at the last second and get missile lock and as soon as you fire and are assured of a hit, start banking for the next target. Remember - time is of the essence.
3. As there are often multiple targets and it is difficult to ascertain their true distance away using your eyeballs, it is a good idea to take a precious second to scan the radar to enable you to 'line up' your targets for a good bombing run. <<<



Almost as good as the Vectrex!

9/10

# BLACK AND WHITE

## PLAYGUIDE: PART 2

>> Timothy C. Best

Our first look at Black & White was meant to get you on the road and let you in on a few tips that make this intricate game a little less daunting. This time around we go a little further afield and delve into some things you might only be lucky enough to pick up after days on end of marathon sessions.



## THE DARK SIDE BECKONS

One of the most asked questions on the forums, and one echoed by the goodie-two shoes I was skirmishing with was, can Good win a multiplayer war? Their animals, in general, are powder puffs, they lose their good status throwing any of the fun explodey spells and they tend to have to spend a lot of time looking after every need of their pampered and loving people.

Okay, let's face it, good has always been a harder path than evil. You not only have these goals but you have all these limits placed on you in getting there ... and if there is an old lady and a busy street nearby, forget about it.

Don't despair goodites, it is not really all that grim. Evil has problems of its own. Let's break it down:

Good spends a lot of time catering to villager's needs. Sometimes even well trained and non-lazy peons will need a hand. Good is always there. If you are stepping in frequently but not enough to induce lazy peon syndrome (LPS) you will find that you generate a lot of belief in your villages. You are always active there.

You will also find that you have a lot more people than the evil player. People being evil might blow the snot out of you but they probably are also being fairly Pol Pot on their own people, meaning lower overall populations. Since they only interact with their villages for their own amusement they aren't as likely to put in the time in each village as good gods. Less maintained effort = less belief = less difficulty in converting villages.

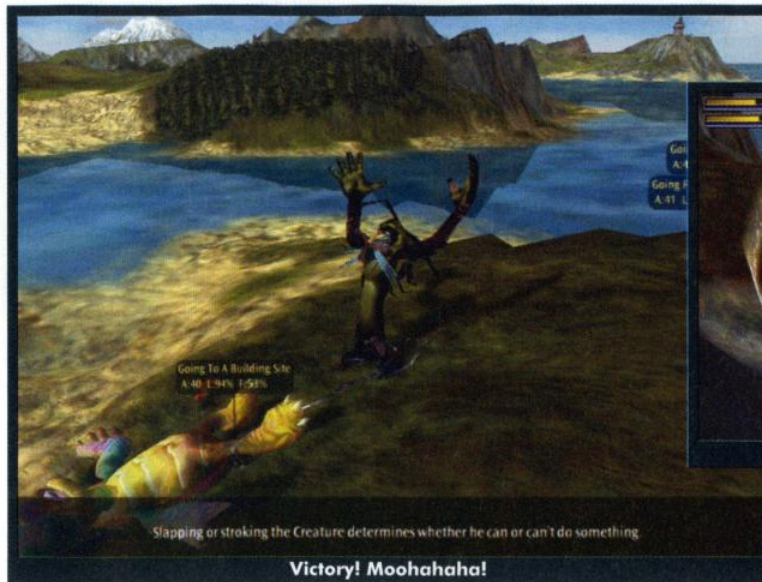
When a good player takes a new town, it might take longer (a lot longer sometimes) but it does mean the village is completely intact and has had the chance to grow while it has been converted. Evil gods usually walk into shattered ghost towns and have to rebuild ... which isn't easy while you are systematically sacrificing children.

With the higher working (adult) populations, good should be able to erect a shield or two to stop evil's spells of death and maintain them for a decent time, all the while reaping the benefit of the belief for stepping in (and providing mercy) when it is most desperately needed.

## WHIRLING SKIRMISH

Black & White presents you with many, many ways to get it done. As I said in the first guide, it's really too complicated to be Black & White. When it comes to dealing with other people in skirmish maps the variety of playing styles and tricks is almost endless.

You can use your creature for long-range bombardment, as part of a two-pronged attack, while you sneak peons forward for that advanced village centre outpost. You can use hit and run tactics, taking out village centres,



Victory! Moohahaha!

worshippers and stores. You can use poison, missionary rushes, flights of doves from the edge of your influence while making the other player look the other way and so on.

What follows are some ideas for effective good and evil play...

**1) Goody Two-Shoes** - Good players need to make the most of their good natures. They need to have their people love them. Not just like, but really love them. Once you have converted a village make sure you do everything you can to get belief. Really secure villages before moving on. This has two benefits: the first is to ring every last drop out of your zone of influence; the second is to make your villages a nightmare to convert.

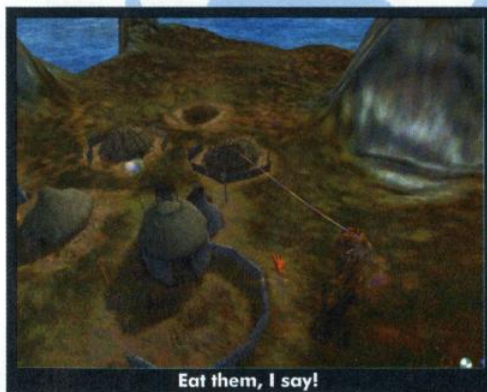
Make sure that your creature knows healing, food, wood and water

as they aren't out of action for nine months at a time).

Make sure you also leave rocks laying around your villages ... artefacts will come in very handy for non-vengeful gods and it will give something for the village children and elders to do. These can be thrown outside of your influence and slowly work away, but they are most useful to throw around as a part of your "spell rotation" as you wait for the miraculous wood to recharge back to being miraculous again.

Flock of birds is also a great boon to good gods as this is one spell that can go out beyond your influence without risk. You can use fireballs, improved fireballs and extreme fireballs to lob over a village to get belief but if your aim is a bit off (especially since you get more belief the closer overhead it zooms) you can cause some nasty death and destruction.

Remember also that the prayer points ceiling is directly proportional to the number of worshippers. Once again, let me stress: lots of houses, lots of



Eat them, I say!

miracles and will use them a lot. Also make sure that you have a series of teleports set up so that your creature can respond to urgent needs like putting out fires.

Your first village is very important as it provides basic miracles; make sure you always have a lot of people there, don't let their numbers fall off as you expand. Build houses, lots of houses (you'll almost want twice as many as you have people). You want to have populations of around 125 if you can, and then make sure you have two or three male breeders (as they are more effective than females



Crouching tiger, hidden villagers



Thing made friends with the locals

healing, regular creature tours and resource miracles.

If you have a choice of villages to take, make a beeline for the one with spiritual shield. You really want to have this before going toe-to-talon with evil. The spiritual shield village needs to become a pet project. Although this might induce LPS, in skirmishes you need to grow as fast as possible and the spiritual shield village really needs to have enough worshippers to maintain a shield indefinitely.

These shields will protect you from long range bombing and makes it impossible for enemy gods to impress your protected people. This spell goes a long way in protecting the frontier towns while you move into a hostile god's territory. Keep in mind you can still cast under your own shield.



The spiritual shield can block out another player's influence

# BLACK AND WHITE

## PLAYGUIDE



Gotta keep those worshippers spellbound

**2) Evil Doer** - Okay, there are many brands of evil you can choose to play, but if you're the "sacrificing babies, playing catch with villagers, starving the suckers and razing villages" type of evil here are some tactics for you.

Know them well, they are fairly common so you should work out how to make the most of them and how to counter them. Most people out there play evil or "whatever works" over good.

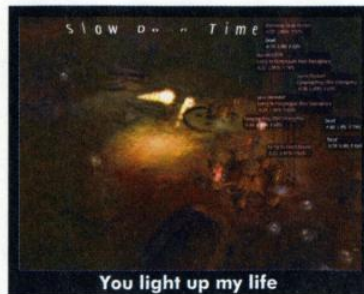
First things first, set about half of your males to breeders (you might need to start a little lower than 50%). You don't need as many houses as a saintly player, however, because most of the tykes you produce aren't going to make it to adulthood. You just have to have enough for a little growth and to keep the breeders breeding. Soon (nine months is about two minutes) you should have enough children to power your miracles. One baby sacrificed equals over 10,000 prayer points. This means that you shouldn't have to really worry about worshippers but it does mean you have to make sure you

sacrifice children at all of the worship sites so all of your miracles are available.

Maintaining spells can also be a drag with this method, but it is evil and does give you power at a moment's notice. Sacrifice mainly the male children.

The little ones that get away should be enough to push out your influence and you shouldn't suffer from lazy peons. You can even make sure the pregnant women go out to work.

Evil also has the edge over good in that your miracles such as fireballs can fly far beyond your influence. You can even try to burn down stores on the map's edges if your aim is good enough. With your creature on the rampage you can hit two targets at once ... in case Good keeps shutting you down with spiritual shields, healing and water miracles. There is a strong case for not teaching your creature any good miracles, but if you really want the beast out and about you really need it to be self-sufficient. It should put itself out with the water miracle when on fire and heal itself when hurt.



You light up my life

Keep an eye on these creature rampages; try not to completely destroy towns as this leaves you with serious headaches trying to push out your influence. On the other hand, mass havoc is evil's stock and trade, and if you have enough breeders you should be able to send some people to fill ghost towns. You can just destroy all neutral towns in a "if I can't have them, no one will" scheme of things. If your creature kicks butt this can work quite well but does leave you just as vulnerable to an offensive as the other guy ... you both only have one village and therefore limited worshippers, belief and influence.

Destroying villages on the edge of other gods' influence with the miracles you least want them to have is always practical, however.

### HEAT DEATH

If you do things right one fireball can go a long way. Instead of just trashing one building you can trash a town. Get some rocks and put some trees on them and light it all up. Soon the rocks should glow red. A bug means that hot rocks left together keep heating each other ad infinitum.

Even without this bug, hot rocks as very handy. You can throw them and ignite things or if they are hot enough you can just wave them around buildings to set them ablaze. Many, many buildings can burn for the price of one fireball. It also is a way to cause some additional havoc through a spirit shield.

Finally, when it comes to torching a temple rocks can be great. Place them

so they touch the tower's base. Then the fireballs you use to destroy the temple also heat the rocks and red-hot rocks compound the heat damage.

### CREATURE COMBAT

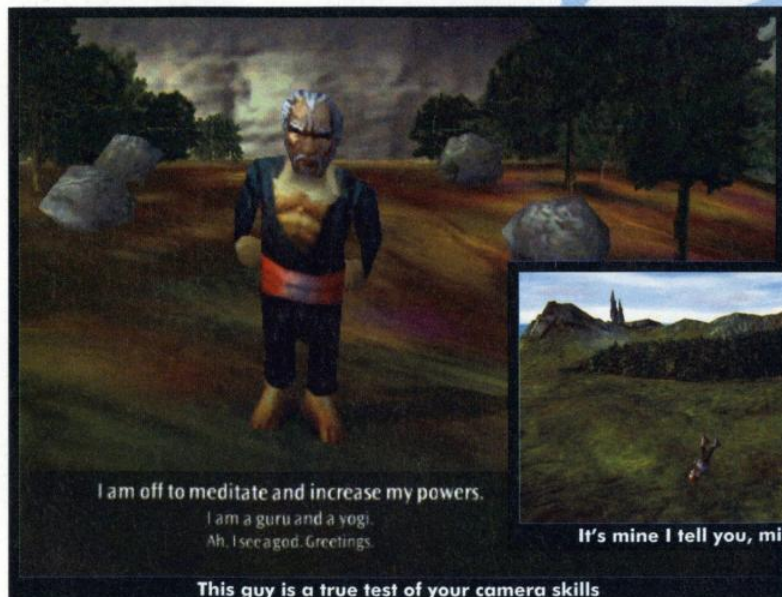
If you have a tiger or leopard, combat probably doesn't take that much thought, they throw attacks so quickly and recover from a miss in no time at all. That said, there will always be someone tougher than you somewhere and it's for those times you need to think a bit more about combat.

The fighting animals like the cats, bears, and even the ape creatures have it relatively easy.

They are faster than the cows and horses and have another big advantage: sweeping attacks. The swipes of these creatures are very hard to side step so watch which attacks cause your creature to take big swipes... using the right attacks like the sweeping knee strikes at the right time can make all the difference.

Cows and horses, on the other hand, love having straight attacks which other animals can dance around with glee. Sure, other creatures can always dodge back, but unless timing is perfect this doesn't usually leave you open to an immediate counter as both creatures are out of range.

If you are outgunned, make sure you never line up more than one or two hits in a row because if you miss against a creature with faster attacks you really need to duck and cover. Don't be afraid to protect yourself and then only attack after creatures have backed off and are walking back in. It's better to be a little early than too late lining up attacks. Once the first one lands still only queue only one or



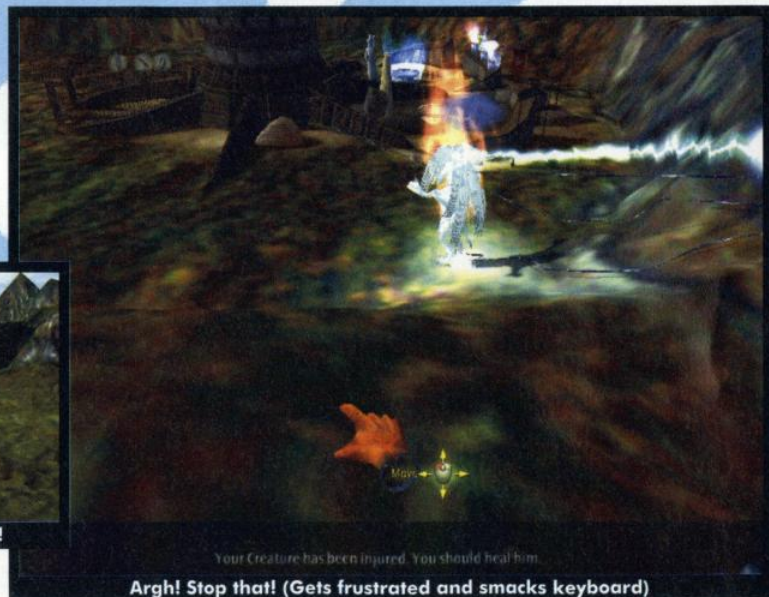
I am off to meditate and increase my powers.

I am a guru and a yogi.  
Ah, I see god. Greetings.

This guy is a true test of your camera skills



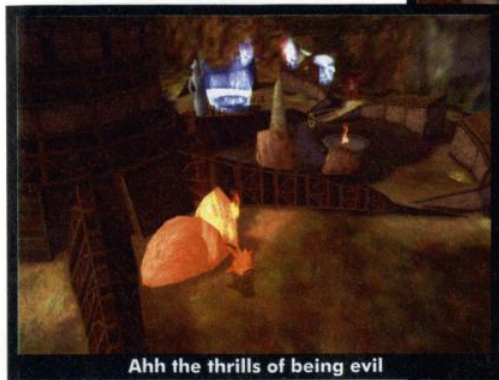
It's mine I tell you, mine!



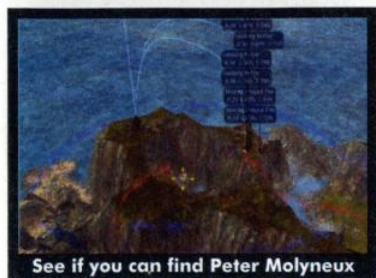
Your Creature has been injured. You should heal him.

Argh! Stop that! (Gets frustrated and smacks keyboard)





Ahh the thrills of being evil



See if you can find Peter Molyneux



This is for worshipping that other deadbeat

two after it, there's nothing worse than having a kick-arse combo averted by one side step and a special-move flip kick to the noggin.

Running with rocks increases creature strength and creature miracles can make all the difference. Blasting creatures with lightning bolts and fireballs can wear them down, especially if they cannot heal themselves or put themselves out. On the other hand this is usually a bad thing when the fighting takes place in your village and can just have the effect of teaching or reminding a creature of the offensive miracles you are using. If you can time it right you can blast a creature and then challenge it to fight before it gets to heal itself and casting miracles does tire the poor beastie even if it manages to cast before combat.

### THE TROUBLE WITH TEMPLES

It should be noted that temples are very hard to destroy without taking out all your opponent's villages. The temple is a magical structure which distributes its damage between all of your existing villages.



Yes, worship my giant balls

If you pummel a temple you will find the villages attached to it will start falling apart, or if you are super heating the temple, bursting into flames. This has been used in land three to free your creature quickly but using the unkillable guy to hop to Lethy's tower and then blasting the crap out of it with superheating rocks and fireballs until all his villages burn down. Good luck having enough people for land four with this method, though.

### JOYS OF CATCHING

There are few joys like teaching your creature to play catch. Throw a rock (or ball) at your creature enough and demonstrate catching things out of the air and they will eventually get the hang of it. Then you teach the creature to throw you things. Then you can impress villagers by playing catch with their family members.

It's also great for when enemy creatures or gods throw stones at your creature to try cause undue pain, if they aren't too big they just become ammo for retaliation.

As a part of learning the basic controls learn to catch moving objects. It will make life a lot easier and get you out of tight spots. For one, you can catch fireballs thrown at you (this is really handy on level four) and if you have a fireball in hand you can absorb a second incoming fireball to make an extreme one.

You can also catch rocks, running peons that are on fire, or charging wolves and dispose of them safely before they cause any harm.

### THAT ANNOYING GUY

I'm not really planning to spoil the fun of all the quests out there but there are some seriously odd things out there which takes a little luck to discover.

For example, the guy on land three who dares you to throw him around. He can't be killed, doesn't have a quest and is just a pain in the neck. He does have a use, however, when you throw him you get a

burst of influence where he lands meaning you can use him to cast miracles outside of your influence and considerably speed up converting those well-spaced villages.

Also in the third land you should do the guru quest before you start converting villages. If you leave it until late in the game you miss the benefits of help.

A lot of people have a lot of trouble with the beginning of land four. One approach is to just let that first village burn and concentrate on

converting the second. If you do that before the first village is razed you're in business ... of course this is evil and there are the more conventional ways of doing it (using the spiritual shield or slowing the game and catching the fireballs for example).

### FUN FOR YOUNG AND OLD

The elderly (55+ in game terms) don't work as well as disciples and are much less likely to breed. They are handy for dancing around artefacts, in fact it seems that the villages have put in place some serious dancing for senior citizens programs ... maybe that's how these little medieval types achieve such impressive life spans.

On the other end of the scale, childhood (and only being useful for dancing and sacrificing) lasts 16 years or just under two Black & White days (48 minutes playing time); ah, it all goes by so fast...

### GOOD LUCK!

If you have the Net, the next step is hitting the official forums, as well as places like [www.planetbw.com](http://www.planetbw.com) where you will find more than you'll ever need, most of it creature poop but some of it gold. It's time to discover who you really are! <<<

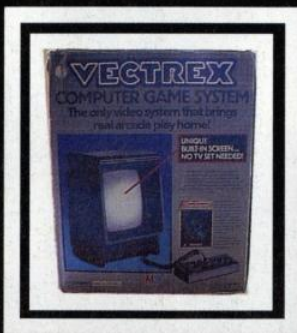


# the Vectrex

In the early 80s, only one machine dared to bring us vector graphics. **JAMES COTTEE** brings us a special report on the Vectrex: No other game machine looked like it, or played like it...



**T**he first video game boom of the late 70s and early 80s was a bubble economy, an over-inflated gold rush. In the shadow of the Atari 2600 were literally dozens of competing game platforms, each with proprietary software but plagiarised ideas. It was only a matter of time before the whole industry would collapse like a house of cards, but before the great video game crash of '84 hit home one machine would change the way we looked at gaming.



what really set it apart lay under the hood. Where every other game machine on the market used raster graphics, where everything is made of pixels, the Vectrex drew everything with vector graphics.

Used in arcade games like Asteroids, Tempest and Battlezone, vector graphics built up everything on screen out of lines. It was the first evolutionary step before wireframes, polygons and the elaborate 3D game worlds we know today. Vector graphics enabled game objects to be infinitely scaled and rotated, because they were formed of lines drawn between any two Cartesian points. In an age when many games weren't even in colour, the advantages of such a system were obvious.

The idea for the Vectrex

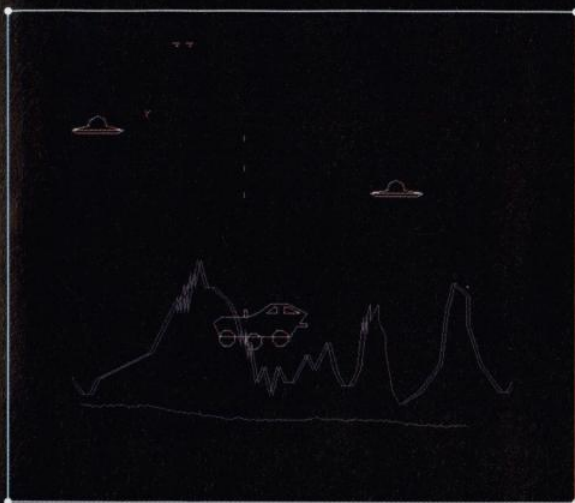
system first came about in 1981, when General Consumer Electric snapped up a load of surplus 5" CRTs. GCE got the idea of building a home video game system with a built in screen, and the project was given a working title of "Mini Arcade." As its launch drew near, that name was dumped in favour of the "Vector-X," which was ultimately contracted to Vectrex. 1982 was the first Christmas for the new machine, retailing at a reasonable US\$199.

In order to spice up the black and white graphics on screen, all games for the unit came with "overlays," transparent plastic sheets one stuck over the Vectrex screen. With these exciting borders in place, games took on an added dimension, one where fine levels of detail were possible so long as the object on screen didn't move during the course of the game. Some of these overlays even introduced colour to the monochrome world of the Vectrex, by strategically tinting different areas of the screen. Overlays may seem like a perverse cop-out toady, but they had been in widespread use in TV games since the Odyssey 2, and didn't stop anyone buying the machine.

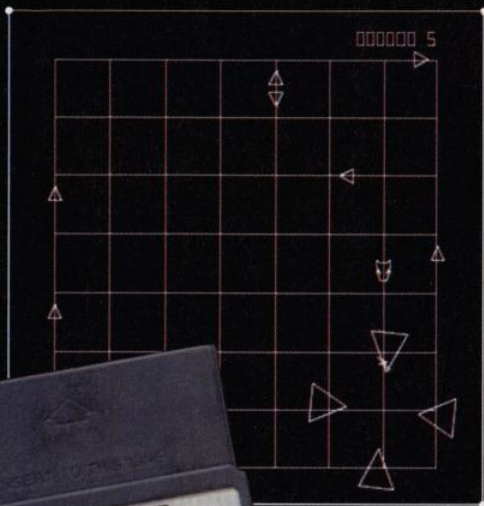
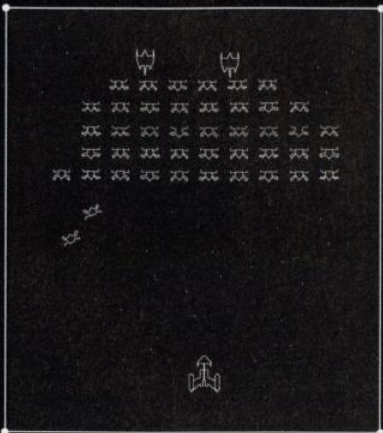
**DON'T MATTER IF YOU'RE BLACK OR WHITE**

What stopped people buying the Vectrex was a





The Vectrex had a plethora of classic arcade game conversions and imitations, from Moon Buggy (left), to Galaxian (right) and Gyruss (below).



collapse in the video game market as a whole. But in the two short years that it flourished, the whole world would know the wonders of the Vectrex. After Milton-Bradley bought out GCE in '83, the machine was distributed in Europe, Japan, and even Australia. In the days up until the 31st of March 1984 many peripherals were to come out for the machine: light pens, animation and music software, and a library of programs befitting a second-tier games platform. At the height of its popularity, the Vectrex even starred in the low-budget science fiction movie "Android!"

In the last days of the Vectrex, a number of prototypes were considered as possibilities to carry the format forward. Aside from increasing the RAM and processing power, the option of developing the machine into a fully-fledged home computer with keyboard, BASIC and removable storage devices was considered. The biggest perceived technical hurdle was giving the machine a colour display, as a proper colour CRT was deemed too expensive. Technologies assessed

included a rear-projection system using three different electron guns, and a specialised CRT with two different coloured phosphor layers on its screen.

But come 1984 the video game market suddenly became unprofitable, and Hasbro, the new owners of Vectrex, chose to suspend all development and abandon the format entirely. All rights to the Vectrex reverted to Smith Engineering, who actually considered relaunching a handheld version in 1988. However, this was just before the release of the Game Boy in '89, so in the end they gave up entirely. Smith has granted the public free use of Vectrex technology for purposes of emulation and what have you, so long as such ventures are non-profit.

This is a far cry from other games companies, who jealously guard the rights to their long-abandoned arcade ROMs, even though they have no intention of re-distributing them in any form. Thus the Vectrex emulation

scene has a free reign to develop newer, better software without fear of punitive litigation.

The freaky thing is, not only are new emulators coming out for the Vectrex, new games are being developed as well! Many assembly-level programmers are fascinated with the Vectrex architecture, and consider it a challenge to create games based entirely around vector graphics. As a result, there have been more games made for the Vectrex in the past few years than were ever produced for the real machine! As we march forward into the 21st century, the ranks of Vectrex followers swell every day... <<>

Many thanks to fellow Australians [www.angrybunny.com](http://www.angrybunny.com) for help with the images for this feature. Check their site out for more Vectrex and other retro consoles.

### 30 VECTREX!

>> If you thought that the first semi-portable 3D home game machine was the Virtual Boy, then think again! Coming out a full decade before Nintendo's black sheep, the 3D add-on goggle unit for the Vectrex was a technical innovation the likes of which the world had never seen. Before the game player's eyes, inside the goggle unit, was a spinning disc with coloured segments on it. The spinning of the disc was precisely timed with the main Vectrex unit to ensure the left and right eyed saw different images, thus creating the illusion of three dimensions in the same way that those red and blue cellophane glasses do. What's more, by utilising red, green and blue areas on the disc, full colour graphics could be piped straight into the gamer's retinas!



»»KEVIN CHEUNG

DVD is the format of choice for anyone who's serious about their home cinema experience. Every issue we review the latest movies as well as the latest in anime. Kick back and let Hyper help you decide what you should watch!



# Crouching Tiger, Hidden Dragon

COLUMBIA TRISTAR, RATED M15+



"Bang. You Dead."



Still wet behind the ears



"Okay, who wolfwhistled?"

**E**ased on a chapter in a famous series of Chinese novels, *Crouching Tiger, Hidden Dragon* is a revelation for the Chinese filmmaking industry. It injects the predictable sequence of chop-socky fight scenes with empathy and pathos, resulting in a powerful character-driven plot that's both thrilling and unforgettable.

Chow Yun Fat and Michelle Yeoh play a pair of local heroes in feudal China. Their desire to retire from the world of combat is overshadowed by their fame, leading to the theft of Chow's sword, the Green Destiny. As he and Michelle work to recover the sword, they reveal their past as adventurers, but also discover a gifted young woman who threatens to spoil the love they never express for each other.

From start to finish, *Crouching Tiger* is cinematic elegance, with even the most chaotic fight scenes appearing poetic in execution. Every frame, every scene is captured perfectly. This is a title not to be missed by anyone. Great picture transfer, wonderful soundtrack; and the automatic subbing and dubbing is a reminder of the wonders of DVD.

**MOVIE:** 9/10 **EXTRAS:** 7/10



Unfortunately, Helen just kept thinking about her tax

# What Women Want

PARAMOUNT, RATED M15+

**M**el Gibson plays a seemingly indestructible advertising playboy in *What Women Want*, that is until his new superior, Helen Hunt, puts his job on the line. A madcap experiment to understand the mind of a woman results in Gibson actually being able to hear the thoughts of every woman around him. And thus, like *Hollow Man*, the single idea that drives this movie is revealed — only this movie is funny.

There are a few *Sex In The City* moments as Mel listens in on the quirky side of the female psyche, and

there are some priceless moments in which he shaves his legs and applies exfoliating cream to his face. But before long, he gets down to the serious business of screwing Marisa Tomei, and we get the crowning exclamation of male fantasy that he is a sex god. That, ladies and gentlemen, is all this film should've been about. However, Mel decides to have a moral crisis over deceiving Helen, and he eventually loses the greatest power God could ever endow him with.

**MOVIE:** 7/10 **EXTRAS:** 6/10

# Shrek

DREAMWORKS SKG, RATED G8+

**S**hrek is an ogre in a fantasyland ruled by Prince Farquaad, who evicts all fairytale characters from the land, effectively putting them in Shrek's homely swamp. A furious Shrek marches up to Farquaad's castle and demands their removal, and in return agrees to rescue Princess Fiona and bring her back to be Farquaad's bride.

*Shrek* is hands down the funniest one-fingered salute to the sugarcoated Disney establishment. There's stylized violence, the CG animations are the most lifelike ever created; and any time someone tries to break out in song, it's either hushed up quickly or



"Show us your texture maps, baby!"



something bad happens. Mike Myers puts on his Fat Bastard voice as Shrek, and Cameron Diaz plays the damsel in distress. John Lithgow is unmistakable as the ultra-vain Farquaad, but Eddie Murphy absolutely steals the show as the loud-mouthed donkey Eeyore from Winnie The Pooh. *Shrek* is a cack from start to finish, and shouldn't be missed by anyone who appreciates CG films.

**MOVIE:** 8.5/10



"Whaddaya mean I look like George Foreman dipped in mucus?"



"I knew the Bible would come in handy some day!"

# The Exorcist

VILLAGE ROADSHOW, RATED MA15+

**O**riginally released in 1973, *The Exorcist* was the first horror movie of its kind, depicting the transformation of a young girl as she gradually becomes possessed by the Devil, only to be exorcised by a retired Catholic priest who has a few demons of his own to fight. Based on the 1971 novel by William Peter Blatty, *The Exorcist* may be 28 years old, but it is still as disturbing as ever. Linda Blair still looks gruesome in the prosthetics, Max Von Sydow is captivating as Father Merrin and the slow, suspenseful horror is pencilled

with intelligence and style. This re-release Director's Cut contains 11 minutes of hair-raising new footage, the freakiest being a scene where Linda Blair spider-crawls down the stairs, and where the Devil violates her with a crucifix. The sound has also been remastered into Dolby Digital and director commentary from William Friedkin and original cinema trailers pull up the rear. A chilling piece of filmmaking. — **Eliot Fish**

**MOVIE:** 8/10 **EXTRAS:** 7/10



"Why is this darn Bible print so small?"



"Mummy, why don't boys like me?"



# FRANK HERBERT'S Dune: The Mini Series

VILLAGE ROADSHOW, RATED M15+

**T**his television mini-series remake of *Dune* is a little more faithful to the original text, but in many ways it doesn't quite match up to David Lynch's 1984 interpretation. The cast is virtually unknown, save William Hurt, who plays Lord Atreides and dies anyway.

The sets are downright awful. Even in the desert and town scenes, we're left staring at what's obviously a very flat painting in the background, which destroys a lot of the atmosphere and fantasy. The acting is also pretty flat,

and the script assumes you've either read the books or seen the first movie. This makes it difficult for newcomers to enjoy the depth of the story.

The special effects, however, are a marvelous new interpretation of the science fiction worlds, still retaining the basic themes of red and blue for Harkonnen and Atreides. The new costumes and worms also look quite stunning, as do the new effects that depict the Weirding Way.

**MOVIE:** 7/10 **EXTRAS:** 1/10



"Launch the Combantrim bomb!"



So much for those super-strong breath mints

# The Mummy

## ULTIMATE EDITION

UNIVERSAL, RATED MA15+



**T**hey did it for *Terminator 2*, so why not *The Mummy*? This two-disc re-release comes with widescreen and pan & scan modes on separate discs. The



widescreen disc has a making-of documentary. There are also three separate audio tracks, one with director Stephen Sommers and editor Bob Ducsay; one with Brendan Fraser; and one with Arnold

Vosloo (*The Mummy*), Oded Fehr (the Magi warrior, also the gigolo in *Deuce Bigalo*) and Kevin O'Connor (*Benny*). The latter track is the best value, with

the three supporting actors recounting some of the funniest and insightful stories from the set.

The pan & scan disc contains deleted scenes, special effect break-downs, storyboard comparisons, photographs, and trailers — including a trailer for *The Mummy Returns*. There is also a highlight reel from *The Mummy Returns*.

With full Dolby Digital and DTS support, the Ultimate Edition is easily the best version to get. This reinvention of the archaeological adventure genre certainly harks back to Indiana Jones. Unfortunately, Brendan Fraser's no Harrison Ford, but the film is still rollicking good fun.

**MOVIE:** 8/10 **EXTRAS:** 9/10



# Reindeer Games

VILLAGE ROADSHOW, RATED M15+

**R**eindeer Games is an extraordinarily bad film. Despite a promising cast (Ben Affleck, Charlize Theron and Gary Sinise) and an experienced director (John Frankenheimer, who directed *Ronin* and *Arlington Road*), *Reindeer Games* is tedious and poorly-crafted.

It tells the story of Rudy, a small time car thief in prison who shares his cell with Nick. Nick has started up a romance with his pen-pal, Ashley (whose picture-perfect face is plastered all over the cell walls), a woman who has never actually met

him. Two days prior to Rudy and Nick's release, Nick is knifed by another inmate. Upon seeing Nick's unknowing pen-pal waiting, Rudy decides to pretend that he's Nick... and what a good idea that turned out to be. What follows is a convoluted plot that involves Nick being kidnapped by Ashley's brother and forced to assist in a casino robbery. The rest doesn't really matter, as it took me the entirety of the film to come to grips with the premise that a woman who looks like Charlize Theron would really be into letter-writing with convicts.

An appalling script, inept performances, bad Christmas theme and a conclusion that involves several ludicrous twists combine to make *Reindeer Games* eminently forgettable.

— Victoria Flanagan



A dentist appointment is more fun

**MOVIE:** 2/10 **EXTRAS:** 3/10



# The Omen

VILLAGE ROADSHOW, RATED MA15+

**I**f the recent cinematic re-release of *The Exorcist* has given you a taste for well-made 70s horror, look no further than *The Omen* for your next instalment. Taking religion as a focal point (in much the same way as *The Exorcist* does), *The Omen* begins with the birth of two babies. In one instance the baby is stillborn, and in the other it is the mother who dies. The father of the stillborn child (played by Gregory Peck) is permitted to substitute his own child with the orphaned one — unbeknownst

to his wife. After the child's 5th birthday strange and demonic events start taking place, and it becomes clear that he is not an innocent at all. *The Omen* stands up to the test of time remarkably well. The use of special effects is minimal, meaning that there are very few scenes which use obviously out-of-date technology. The story itself remains compelling, fully deserving of its reputation as a classic. — Victoria Flanagan

**MOVIE:** 7/10 **EXTRAS:** 8/10



The boy Satan spots something more evil than himself... McDonalds.



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# ANIME

## New Cutey Honey

ACTION, COMEDY  
 PRODUCTION COMPANY: TOEI VIDEO

**A**fter 10 years of leaving her powers dormant within the unsuspecting Honey Kisaragi, Go Nagai's *Cutey Honey* makes a spectacular comeback to battle Dolmeck and the forces of Darkness that reign terror over her fair city. For those of you who've never heard of Miss Honey, her comic book and original cartoon series billed her as having the perfect body, one that can be used as a concealed weapon.

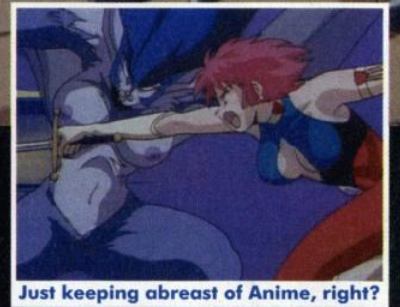
**GRATUITOUS NUDITY**

When danger presents itself, she whispers a prayer for the will to fight; and with the cry, "Honey Flash!", her clothes shred to pieces in a dazzling spin of choreographed full frontal nudity, forming a new super-costume

for her to fight in. Sometimes she's a knight in white armour, sometimes she's a dominatrix or ninja, but she is known far and wide by the bad guys as Cutey Honey.

Animated with a little more comic flare than you'd expect for a 1994 production, *Cutey Honey* is best thought of as *Sailor Moon* for men. It's formulaic, there are stock monsters and weapons (including a very cool ship that looks like the one in *Starfox*). Except in this case, our heroine is guaranteed to get her kit off several times per episode. And she has a lecherous old sidekick to cheer her on.

The series is absolute nonsense if you ever tried to take it seriously, and the beauty of it really is just waiting for the next bouncy breast shot, crotch



Just keeping abreast of Anime, right?

shot, or gratuitous panty flash. The extra features are even funnier — there's a live action stage play with very dodgy Honey Flashes in it.

ANIMATION: 7/10 PLOT: 4/10 JAPAN-NESS: Low OVERALL: 6.5/10

## The Irresponsible Captain Tylor

SCI-FI, DRAMA  
 PRODUCTION COMPANY: THE TYLOR PROJECT

**S**till one of the big sleeper hits of the last couple of years, *The Irresponsible Captain Tylor* is now available as a four-disc DVD box set. With 26 episodes in all, it's great value for money, especially compared to shows like *Neon Genesis Evangelion* which continue to commit highway robbery with a measly 2 episodes per DVD.

**BUMBLING BRAVADO**

Set in the distant future, this series tells the story of a bumbling moron who is somehow appointed the Captain of a ship right at the onset of war against the Raalgon Empire. He's just in it for the free pension at the end of his voluntary service — he pays no mind to the fact that his ship, the Soyokaze, is the laughing stock of the fleet, that it's manned by military rejects, or that he

might even die. 'Military protocol' isn't even in his vocabulary.

But his buffoonery in space is what makes his exploits such an excellent satire of societal power structures. Caring more for exercising human compassion than standing up stubbornly in the name of national pride, he ends up gaining friends from both sides of the war, becomes the Raalgon Empress' pet, and brings the conflict to a peaceful resolution. He is either the greatest military tactician or the biggest moron to ever roam the stars.

*Captain Tylor* is slower paced than most space-based war adventures, and the dialogue is often tediously repetitive. But this is a series about themes and characters, and in that respect it remains clever and sophisticated.



"Imbecile reporting to the bridge, sir!"



ANIMATION: 7/10 PLOT: 8/10 JAPAN-NESS: Med OVERALL: 8/10

PlayStation®2 

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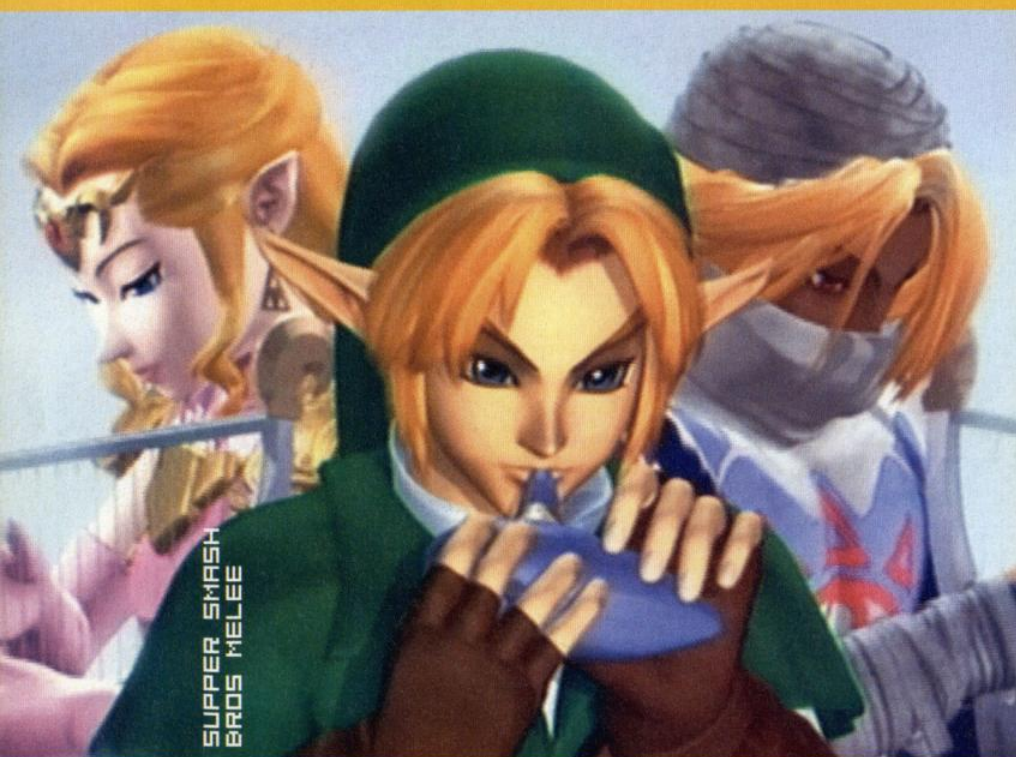
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# WHAT'S ON THE CD

As this will be the final monthly Hyper cover disc, we've done our best to pack on some of the hottest upcoming game footage from the hottest systems, plus give you a special treat – some exclusive Nintendo Gamecube trailers. Well, we thought we should go out with a bang, so here it is – direct from E3!



## E3 Movies Blowout!

EXCLUSIVE HIGH-RES E3 TRAILERS

### SPECIAL NINTENDO FEATURE GAMECUBE MOVIES

**Game Trailers:** Luigi's Mansion, Kameo, Wave Race: Bluestorm, Starfox Adventures, Metroid Prime and more!

**Exclusive Hyper DV footage:** Star Wars: Rogue Leader, Super Smash Bros Melee and more!

### PS2 MOVIES

Devil May Cry, Half Life, Metal Gear Solid 2, Run Like Hell

### PC MOVIES

Duke Nukem Forever, Neverwinter Nights, Warcraft III, Max Payne, Medal Of Honor

### XBOX MOVIES

Galleon, Air Force Delta

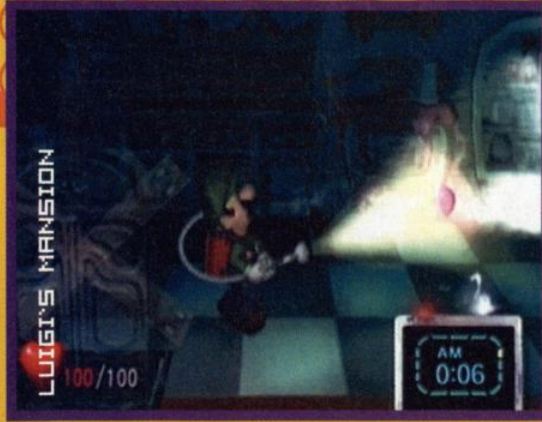
### PLUS!

Footage of the E3 showroom floor direct from the HyperCam!

## System Essentials

WINDOWS MEDIA PLAYER  
DIRECT X 8.0  
DIVX PLAYER





## Game Demos

### STARTOPIA

Eidos Interactive • Required: PII 300, 32MB RAM

This space-age simulation puts you in charge of a series of intergalactic space stations, starships and planets which you must manage successfully to make yourself some hefty space dollars. Beware though, the variety of aliens will not always get on, and you've also got a few competitors. Employ some clever strategies and you'll be on your way to being a CEO the size of Jupiter.

### LEADFOOT

Ratbag • Required: PII 266, 32MB RAM

The makers of Dirt Track Racing (and Aussies no less) have returned with another muddy, dirty, dusty racing game to test your driving skills. This is stadium off-road racing, with pick-up trucks, super lights and a swag load of crazy turns and jumps. It's supercross on four wheels!



### 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 [hyper-cd@next.com.au](mailto:hyper-cd@next.com.au) with your problem. If your CD is faulty, a new CD can be posted to you free of charge.

## hyperactive 3.1

### HOOK UPS

Aaaaaahhhh... finally, the hype that was E3 is beginning to pass. Nintendo stole the show, Sony put in a solid appearance, and Xbox showed us the sheer power of their big black box.

What this DOES mean though, is that there are literally hundreds of games out there we have to keep an eye out for. My pick from the newly announced is definitely 'Pikmin' for the GCN. Keep an eye on it... and of course, if you don't know Miyamoto personally then never fear, because we do! Well, ummm... we know the PR lady at Nintendo at least... and you can be sure we at Hyperactive have everyone else in our back pockets to make sure we keep you, our lovely readers, on top of videogame news throughout the month until the next issue of Hyper hits the stands.

### HELP WANTED

Hyperactive has made a switch to a new database system. This may not sound very exciting to you guys, but I assure you, it makes me a whole lot happier. However... it means our entire cheat section was lost! So with a tear rolling down my cheek, I implore everyone, send in your cheats and tips! Our popular cheats sections are currently looking very forlorn, and only you guys can save us!

While you are there, don't forget to sign up for the newsletter, which should be kicking off in just a few short weeks. Now, back to my GBA...

**Bryce McDonough**  
Hyperactive Producer  
[brycem@next.com.au](mailto:brycem@next.com.au)



hyperactive 3.1

PLAYSTATION DREAMCAST PC NINTENDO 64 GAME BOY ARCADE

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# FORUM

✉ **HYPER FORUM:**

78 Renwick St. Redfern, NSW 2016 Australia  
E-mail: [freakscene@next.com.au](mailto:freakscene@next.com.au)

Oh no! The  
Gameplay  
Police! Run!

## Q. THE WORST GAME I'VE PLAYED IS...?

We've all experienced the disappointment in forking over hard-earned cash for what turns out to be a right stinker of a game. This issue we've gathered together some of our readers' worst moments in gaming.



## HYPER FORUM

Everyone has a different opinion and the Hyper Forum is where you can get your thoughts out of your head and onto the page for all to see. Don't forget that we have a new topic every issue! The next topic of discussion...



"If Hyper changed one thing about the magazine, it should be...?"

Responses will be printed in Hyper 96.

E-mail: [FREAKSCENE@NEXT.COM.AU](mailto:FREAKSCENE@NEXT.COM.AU) with Hyper Forum in the subject line, and the topic of discussion at the top of your response. Please note that very long contributions may be edited.

### GREEN TURDS

Hyper,

Well, what can I say? There have been so many of them. The first one that springs to mind is Teenage Mutant Ninja Turtles on the Commodore 64. This wasn't a version of the cool arcade game, but rather a crappy platformer with horrendous controls and graphics so disfigured that the turtles looked like giant walking green turds with a bandana on top. Wait a minute... they've always looked like that. Anyway I remember throwing the joystick across the room in frustration when the turtle failed to jump properly, despite hammering down on the button, and you would be killed by the convenient foot soldier beneath, bringing up the message "Michaelangelo got caught. Who fights next?" You would then get to do it all over again, with a different player, until they were all caught.

This game was a fine example of a kid's craze being released into a sub-standard video game, with the ad in magazines (ones that existed before the birth of Hyper) proclaiming that it was the ultimate game of its kind. If you ask me, its 'kind' is... well... crap. The very same game was released for Amiga and the NES, but I never played it on those machines so I suppose it could have been improved for the

better platforms, but most likely not.

It was a sad part of the C64's usually good gaming library, and I'm happy to say that my copy of the game is lost somewhere, hopefully gone to gaming hell, where bad people are forced to play them for eternity.

Thanks guys, it's been fun.

**Steve Milich**  
[milich@picknowl.com.au](mailto:milich@picknowl.com.au)

### DOG'S CHEW TOY

To the Hyper Team,

Worst game I've played? Rakuga Kids. I actually won it from this magazine a couple of years ago. I obviously won because I was the only person who actually entered. The game was terrible. A bunch of flat ugly babyish characters dancing around the screen supposedly fighting? As everyone knows, the N64's weakest points are its lack of RPGs and Fighters. Well this is a good reason why we don't have them. It's almost a rarity to find now in shops, but that's a good thing as this game causes loss of consciousness.

Amongst other awful games such as Power Rangers Light Speed Rescue, Wayne's World on the SNES, and Superman 64, this one stands above them all. The cart in itself isn't even helpful as something other than a

terrible game. It would be a great wall ornament or garden gnome or even your dog's chew toy, but alas, it is still useless.

**Nathan Douglas**  
[dougluod@hotmail.com](mailto:dougluod@hotmail.com)

### PRETTY SCREWED

Hyper,

There is only one answer to this question, and it is Delta Force 2.

This game has everything a shit game needs. To start off, there is no AI whatsoever. You can pump a hostile full of lead and his friends won't even notice - well, unless you run out like a lunatic with your pants down firing your M4 at the sky screaming "I want to dieeeee!!! Put a bullet in my heeaaaaaa-aaaaadddd!!!" Secondly, you can score a kill just by shooting at a hostile's toe, finger, leg, arm, head (obviously), arse, dick, etc. Thirdly, if you were to switch to the third person perspective and aim straight up, you realise that



Straight to Cash Convertors



I'd rather stick pins in my eyeballs



Not even the Force could save this dog

the gun isn't aiming up, but your head does, and when you shoot, the bullet flies straight up out of a horizontal gun. Pretty screwed, eh? Fourthly, lobbing a Delayed Frag Grenade at a hostile can kill him - NOT by the explosion, but instead by the grenade bouncing off his back or some shit like that. Fifthly, knifing a hostile can be stupid, you'll know what I mean when I tell you that the knife doesn't shoot forward and stab the guy to death, but simply springs back. Sixthly, you can shoot through soldiers like papier-mâché. There's a mission (Boot Camp) where there's like fifteen hostiles running in one straight line. When I fire ONE bullet at the leader, the bullet passes through every single soldier in the line resulting in all the soldiers dying in the same animation. Scary. Wrapping things up, DF2 is the shittiest game I've played. Even Leisure Suit Larry 1 is better, not that I've played it... Well, I hope DF3 isn't as crap as this... or is it?

**Michael Zhu**  
wenzheng@optusnet.com.au

**TO THE POINT**

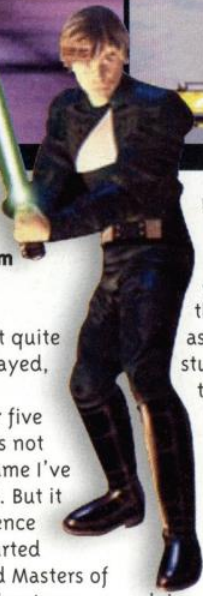
Hey Hyper,  
The worst game I have ever played is Dual Heroes for the N64. Really, do I

have to say anything else?

**Tappers**  
Tappersio@hotmail.com

**STAR BORES**

Masters of Teras Kasi isn't quite the worst game I've ever played, that hat goes to some s\*\*t wrestling game I played for five seconds at a party once. It's not even the worst Star Wars game I've ever played (Rebel Assault). But it is the worst gaming experience I've had in a while. It all started when my brother purchased Masters of Teras Kasi. Now the thing about my brother is he a bit of a Star Wars geek. And like all game playing Star Wars geeks, he must own every Star Wars game he can lay his hands on. The one thing he was missing from his collection was the ability to wield a lightsaber (alas, we never had a SNES and as such, never played any of the Super Star Wars games). Normally I would not have minded (X-wing was funky, and Dark Forces took me off Doom for a wile), and even if it was bad, it hardly mattered, he would play it for a few days, then put it away. Masters of Teras Kasi was different. It was multiplayer. A multiplayer Star



Wars game with lightsabers. My brother's geeky Star Wars friends came round, played it once, and despite the fact that the game is as slow as an asthmatic ant, button mash-ariffic stupid combos, with the response time of a drunken sloth, they were seduced by the dark side. For FOUR MONTHS, almost EVERY F\*\*KING WEEKDAY, they came. Not only did this cut off access from my beloved PlayStation, but also they had to be fed. Since I was the only one not doing anything, that job usually fell to me. That game almost put me off Star Wars (thank god for Jedi Knight). It wasn't my brother's fault. He was sick of it too. For Gods sake they were in a Wipeout like trance state when they played it! I asked them why they liked it so much, they simply said, "It's got LIGHTSABERS!" Jedi Knight (the best Star Wars game ever made) had f\*\*king lightsabers! And it was about fifty times better! It took a mixture of Jedi Knight, Micro Machines V3, and a multi tap, and when one of them brought their own PlayStation, borrowed it and played to the absolute and total death before they finally got

bored of Masters of Teras Kasi. But even to this day, some times at parties they have another two hour long tournament, starting the nightmare all over again...

**Paul**  
e-mail withheld

**NIGHT CRAP**

The worst game that I've ever played (besides the bulk of Atari's 2600 catalogue), would have to be Night Trap for the Mega CD. Amongst other things, this infamous title caused such controversy within the "Moral Right" that it gave us that unfair & hypocritical rating system. Banned, released, and banned again before Sega finally relented and released it, confirming the old adage that infamy and controversy equal free advertising. Unfortunately, this didn't help a bad game. Appalling gameplay, scratchy, pixellated FMV and bad acting combine to create a game so unplayable, it wouldn't surprise me if it was the cause of the Mega CD's demise, and it probably tarnished Sega's good name forever! Avoid like British beef!

**Marcus Cracknell**  
Saichel@bigpond.com



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# MAIL



**HYPER LETTERS:**  
78 Renwick St.  
Redfern, NSW 2016  
Australia  
E-mail: [freakscene@next.com.au](mailto:freakscene@next.com.au)

**OUT OF HIS LEAGUE**

To Hyper,  
I have a few questions and ideas.

1. Will there ever be a Rugby League game released?
2. What systems will the Harry Potter game be released on, what is it about and when will they be released?
3. I read that there would be a Dragon Ball Z game released on GBC late this year or early next year. Is this true because I would find it hard to believe that Nintendo would release a game on GBC instead of the GBA 6 months after the GBA is released. Can you give a more specific release date and a description of what the game will be like?
4. When will Kirby's Pinball be released and what will be the price?
5. Why don't you include a page in the mag with names of games and what month they will be released?

Seeya,  
**Andrew**  
e-mail withheld

Hey there Andrew,  
1. We hope so, it's certainly been frustrating from a League fan's point of view. We'll have to do with Rugby Union for now.  
2. All systems. They will be out in October, and you can read all about them in an upcoming feature.  
3. Infogrames have Dragon Ball Z, and it would not be unusual to see a GBC game get released well after the GBA's launch. It is a different system altogether. Both can co-exist if the GBC continues to sell well at a lower price point.  
4. Do you mean Kirby's Tilt N' Rumble for GBC? It will be out here in the near future. Probably around \$49.95 at a guess.  
5. Because game release dates are notoriously unreliable.

**GOT THE CLASSICAL BLUES**

Hi to the gang at Hyper,  
good mag, keep it up. I am here to

warn you game players. Just recently I pulled out one of my all time favorite games, Total Annihilation. It's a great game. But then it happened. The unthinkable. The music in TA, if you haven't noticed, is classical, and it's warped my mind. All I want to do is listen to classical music. Instead of a good music station I went far enough to listen to the classical station. I have seen doctors. The doctors said it's the worst case they have ever seen. On my MP3 player, classical everywhere. I am on medication now, and my friends have taken away all the classical music in my house and replaced it with modern day music, but it just doesn't feel the same. So game players, you have been warned. Beware of classical music, or it will get you.

**JAC.C**  
Tas

Hey Jac,  
What are you on about? There's nothing wrong with classical music! I recommend Scarlatti, Rachmaninov and Shostakovich.

**THE THIN GREY LINE**

Dear Hyper dudes,  
I have recently got a new 17" Sony monitor for my comp. When I plugged it in and turned it on it had these grey lines on it. There are only 2 of them and they are about 1/3 down the screen, so I rang the dude that I got my PC from and he said he would replace it. A few days later I got another new monitor, but it still had the same damn lines in it. So I rang the guy up again and he said he rang Sony and they called them "suspension lines" and that most new monitors have them.

Now, personally, I think that is a load of crap. I have seen a few new monitors and NONE of them have damn lines in them.

Could you guys shed some light on what these lines do and if there really is a thing call a suspension line.

Thanks,  
**Julian**  
[Buttners@sympac.com.au](mailto:Buttners@sympac.com.au)

Dear Julian,  
Those lines are called "Damper Wires" and they are apparent in most

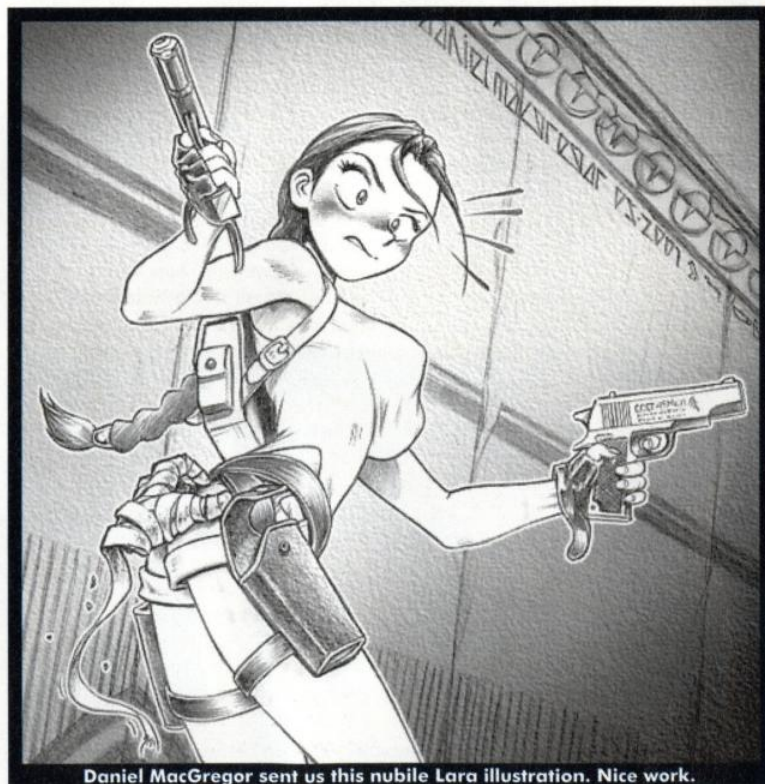
## CAPTION THIS!

**PART 19 WINNER**

**Katrina Tanner ([gummykt@hotmail.com](mailto:gummykt@hotmail.com)) is our winning reader caption this month. How lewd!**



"When the boys were comparing sizes, no one expected Toad to come out on top!"



Daniel MacGregor sent us this nubile Lara illustration. Nice work.



Rob Lee from Victoria cooked this one up for the Hyper wall.

Aperture Grille monitors – like Sony Trinitron monitors. They hold the vertical wires that are stretched across the inside of the Cathode Ray Tube (CRT), to mask the beams from the electron guns at the back of the tube. Most other monitors use a Shadow Mask, which is a plate, and thus there are no wires. Trinitron monitors have a clearer, brighter display, which kind of makes up for these aforementioned horizontal Damper Wires. Try not to let them bother you too much.

**ADVANCE ADVENTURES**

Dear Hyper,  
Charles Cecil (of Revolution Software) stated that there is a small team developing Broken Sword 1 for Game Boy Advance by Christmas. The Game Boy Advance conversion of the game will be a direct port of the original point-and-click adventure. What are your ideas on this? Oh and wouldn't it be cool if Sierra and LucasArts released some of their classics like - Gabriel Knight (Sierra), Quest for Glory series (Sierra), Monkey Island series (LucasArts), Indiana Jones and the Fate of Atlantis (LucasArts) for Game Boy Advance?

**Marcus Tsui**  
MJT888@Yahoo.com

Hi Marcus,  
It would be very cool indeed, although reading all that text on a small screen might get a little hard on the eyes.

**PUMPING TEKNO**

Dear Hyper,  
The new look of your mag is great. Keep up the humor in your mag such as the captions and false game reviews, although the 'Sonic Makes Eggs' was a little strange. Also that 'all your base are' is getting annoying but the 'have at you' lines are still funny. Anyway I had a few questions for you.  
1. What is the best 3D card for under \$200?  
2. Do you guys remember Teknoman? I loved it, what did you think of it? (If you saw it).  
3. Is Hyper short on reviewers or something because why is the art guy reviewing games? If you are short can I work there?  
4. Why were you so far off the mark when you estimated the PS2 price?  
5. Do you need a Uni degree to work for Hyper, what degree did you need to be editor?

**SMASH BROS**

To the Editor,  
Just to let you know that there are 3 kinds of gamers in this world today:

1. Hardcore Gamer
2. Casual Gamer
3. Smashers (Bad tempered bastards)

I recently came to the conclusion that I have taken number 3 to a new level.

Playing certain games often triggers an array of emotional disorders, ie. smashing controllers, throwing certain objects within reach of my bad tempered hands and other abusive and destructive forms of behaviour.

But, the reason why I am writing is to give you a quick run down on the durability on the range of the controllers that have been, and are on, the market today. For instance, the old Atari joystick did not agree with a good old smashing to the floor, as usually it would end up disintegrating on contact. The C-64 joystick couldn't stand up to Olympic Games, let alone a drop on the floor, and more recently, I found that a N64 controller doesn't like being pelted at the bedroom floor – the analog stick fails to have the flex. But there was nothing more enjoyable than not quite making that jump on Mario All Stars (SNES), leaning back with all force, and letting fly at the bedroom door, ONLY to go pick it up again and resume play with out a hitch. Aaaaaah! But to the point, I kinda wish that they would bring back some durability in the controllers. PlayStation are about the best today, Dreamcast can forget it, Nintendo are fading away, and looking at the Xbox controller I'm a little worried. All in all, I'm sure that they will have some sort of rehab for us number 3 in the future. Gamers rock on!

**Ross A Johnstone**  
Roscoe19@bigpond.com

Dear Ross,  
We get the feeling you may be in need of a new peripheral. See if you can go a few days without hurling it from your bedroom window.



**Gamester PS2 Dual Force 2 Wheel.**

Don't forget to include your contact details in your letter.  
**You've won a Gamester Steering Wheel!**

6. When you see a game in progress do you advise the developers if something is wrong? Would this have any effect?

7. What kind of Hip-Hop is Cam into?

8. What is the best PC game out at the moment?

9. Why didn't the Dreamcast attract enough mainstreamers to keep it going?

Thanks,  
**Nick**  
Hammstarr@hotmail.com

Hi there Nick,  
1. \$200 is just a little short of a kick arse GeForce2 MX card. Try to get your budget up to \$280-300. If you're really stuck with \$200, maybe look for one second-hand.

2. Teknoman is the westernised version of the Japanese anime, Tekkaman. We haven't seen Teknoman recently, but

we remember it had a good story.  
3. Malcolm reviews games every now and again because he's just as much of a gaming freak as the rest of us!  
4. Blame the flagging Aussie dollar.  
5. A Uni degree is not necessary, but I guess it would help. I became editor of Hyper by working my way up the ranks.  
6. When we see early code, we sometimes do supply developers with feedback, but they usually have their own internal testers. We hope they listen to us though!  
7. He's not primarily into Hip-Hop. But he tells me there's lots to like out there like The Roots, Eryka Badhu and Smif 'N' Wessun.  
8. There are plenty, so it depends what you're into. We still think Deus Ex is a must-play. Get that. Black & White might just come in second at this point in time, but there are some other potential crackers on the way this year.

9. It wasn't advertised properly, and it was released during a real slump in the industry.

**A GOOD ORGY**

Hi to all gamers and funky reviewer types, I have been reading Hyper for about three or four years now and to state the obvious "things are really beginning to change."

Remember what it was like playing California Games on your Atari, or 2 player Asteroid? The pure essence of gaming has exploded into a rather large collection of games that are too difficult or too boring to go back and play again. Don't get me wrong, I love a good challenge but I'm also social (for the hardcore that means I liase with humans directly not by email) which presents a problem. Do I try to teach my unco friends to play Tony Hawk 2 or just play golf again? What happened to the focus on, not only graphics or AI, but multi-player tonking? All I can say is that Worms

rocks and single player games are old and no longer necessary. If it's good for one, an orgy of players can only make it better.

Guys, don't lose your sense of humor and you'll always be the best mag around.

See ya in a month.

**Martin Wells**  
Martin.wells@newbase.com.au

*Martin, Surely you can't deny the fact that there are some games (like Deus Ex) which are far better as a single player experience? Sometimes we want to be the sole hero...*

**GUYVER GOODNESS**

Dear Hyper crew, Hi guys. Well, if there was one thing that I'm sick of, it's people that complain about their PS2s. I can't do anything about it, but be a reader of Hyper who is actually one of the happiest gamers out there to own a PS2, AND actually write a letter about it.



I've got four great games that I am especially pleased of (being Summoner, DoA2, SSX, TimeSplitters), and I am planning on at least another three by the time FFX is released.

When I first bought my PS2, I somehow (and I would like to stress that "somehow") bought a copy of Orphen: SoS. Boy, was I disappointed! The game can be completed in 7-8 hours, and you're stuck wondering if there is a continuation to the story at all. And, whoever thought it was a good idea to make an ending where the characters just give up (literally!) on the journey must be some kind of psycho-who-gave-Konami-an-idea-for-an-ending-for-ZOE. I wanted to know what happens next, but screw it. I'm not interested anymore.

I rented Z.O.E in excitement for the MGS2 demo (I wasn't about to just shell out a hundred and ten big ones for a game that can be completed overnight and a demo... even if it is the best demo ever). My video store clerk just said that I can't have the demo, so I thought, 'hell, just borrow it'. Which I did. Z.O.E. is the best rented game ever (emphasis on 'rented'). You finish it overnight, bring it back when it's due.

Oh, and if you want a huge chunk of MGS trivia, here's one for the anime fans: there is a movie called "Guyver 2: Dark Hero". And who is the star? DAVID HAYTER! He acts as that Guyver-guy (forgot his Japanese name, but his movie name is "Sean"... bleh). The movie has its moments, but becomes sappy in too many scenes. One cool scene is when Sean runs off a cliff and dives down, and just says "Guyver,"

under his breath to transform into that thing.

**Sertan Saral**  
S\_saral@playstation.com.au

*Dear Serton, Why watch Guyver when you can watch MacGuyver?*

**PS2 PARANOIA**

Dear Hyper crew, I just bought a PS2 in January. I am really worried when I read the news in issue 93 that there is a new standard LINUX BASED PS2 (model scph-30000) that has a built in hard drive and a mouse, keyboard etc. But what about owners of the old scph-30000? Will we be able to upgrade our old PS2 so it can go online or are we screwed?

Please answer me on this e-mail address because i am desperate to know if I have a future with this old model of PS2.

**Yu Guo**  
tingguo13@hotmail.com

*Dear Mr. Guo, Relax. The Linux based PS2 is one of those freaky hardcore things that they have done for the Japanese market which will have absolutely no impact upon the standard PS2 and your average PS2 owner. The Linux based PS2 is mainly for a small group of hardcore freaks who want to do some amateur programming, not game playing. The standard PS2 will still have online options in the near future and hopefully accessories like the keyboard and mouse (that's what those USB ports are for). Chill.*

**Harvey Norman**

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**Top 10 Best Selling Full Price PC Games**

(>\$29.95 inc. GST)

| Position | Game Title                       | Game Type |
|----------|----------------------------------|-----------|
| 1        | ↑ <b>Myst III: Exile</b>         | Adventure |
| 2        | ↔ <b>The Sims</b>                | Strategy  |
| 3        | ↓ <b>The Sims House Party</b>    | Strategy  |
| 4        | ↓ <b>The Sims Collector's Ed</b> | Strategy  |
| 5        | ↑ <b>Black &amp; White</b>       | Strategy  |
| 6        | ↓ <b>Sim City 3000 Unlimited</b> | Strategy  |
| 7        | ↓ <b>The Sims Livin' Large</b>   | Strategy  |
| 8        | ↓ <b>Sim Mania Pack</b>          | Strategy  |
| 9        | ↓ <b>Sim Mania For Kids</b>      | Strategy  |
| 10       | ↓ <b>Age Of Empires 2</b>        | Strategy  |

**Top 10 Best Selling Full Price PlayStation Games**

(>\$39.95 inc. GST)

| Position | Game Title                           | Game Type |
|----------|--------------------------------------|-----------|
| 1        | ⊛ <b>Toy Story Racer</b>             | Racing    |
| 2        | ↔ <b>The Emperor's New Groove</b>    | Adventure |
| 3        | ↓ <b>Time Crisis Project Titan</b>   | Action    |
| 4        | ↑ <b>Rugrats In Paris</b>            | Adventure |
| 5        | ↓ <b>Driver 2</b>                    | Racing    |
| 6        | ⊛ <b>WWF Smackdown! 2</b>            | Sports    |
| 7        | ⊛ <b>Lion King 2</b>                 | Adventure |
| 8        | ↓ <b>Tony Hawk's Pro Skater 2</b>    | Sports    |
| 9        | ↓ <b>Colin McRae Rally 2</b>         | Racing    |
| 10       | ⊛ <b>Buzz Lightyear Star Command</b> | Adventure |

**Top 10 Best Selling Full Price N64 Games**

(>\$39.95 inc. GST)

| Position | Game Title                          | Game Type |
|----------|-------------------------------------|-----------|
| 1        | ↔ <b>Pokemon Stadium 2</b>          | Action    |
| 2        | ↑ <b>Banjo Tooie</b>                | Adventure |
| 3        | ↑ <b>Mario Kart 64</b>              | Racing    |
| 4        | ↓ <b>Bond: TWINE</b>                | Action    |
| 5        | ↑ <b>Pokemon Stadium</b>            | Action    |
| 6        | ↑ <b>Star Wars Battle For Naboo</b> | Action    |
| 7        | ⊛ <b>Donkey Kong 64</b>             | Adventure |
| 8        | ⊛ <b>Goldeneye 007</b>              | Action    |
| 9        | ↔ <b>Super Smash Brothers</b>       | Action    |
| 10       | ↓ <b>Zelda: Majora's Mask</b>       | RPG       |

**Top 10 Best Selling Full Price Dreamcast Games**

(>\$49.95 inc. GST)

| Position | Game Title                               | Game Type  |
|----------|--|------------|
| 1        | ⊛ <b>Casper Friends Around The World</b> | Adventures |
| 2        | ↓ <b>Virtua Tennis</b>                   | Sports     |
| 3        | ⊛ <b>Bass Fishing</b>                    | Sports     |
| 4        | ↓ <b>Crazy Taxi</b>                      | Racing     |
| 5        | ⊛ <b>Sonic Adventures</b>                | Adventure  |
| 6        | ⊛ <b>Street Fighter Alpha 3</b>          | Action     |
| 7        | ⊛ <b>Dead Or Alive 2</b>                 | Action     |
| 8        | ↔ <b>Tony Hawk's Pro Skater 2</b>        | Sports     |
| 9        | ⊛ <b>The Nomad Soul</b>                  | Adventure  |
| 10       | ⊛ <b>Le Mans</b>                         | Racing     |

**Top 10 Best Selling Full Price PS2 Games**

(>\$49.95 inc. GST)

| Position | Game Title                      | Game Type |
|----------|---------------------------------|-----------|
| 1        | ↑ <b>SSX</b>                    | Sports    |
| 2        | ↓ <b>Moto GP</b>                | Racing    |
| 3        | ↑ <b>FIFA 2001</b>              | Sports    |
| 4        | ↓ <b>Star Wars Starfighter</b>  | Action    |
| 5        | ↑ <b>F1 Championship Season</b> | Racing    |
| 6        | ⊛ <b>Kessen</b>                 | Strategy  |
| 7        | ⊛ <b>Smuggler's Run</b>         | Racing    |
| 8        | ↓ <b>Tekken Tag Tournament</b>  | Action    |
| 9        | ⊛ <b>Theme Park World</b>       | Strategy  |
| 10       | ⊛ <b>X-Squad</b>                | Action    |

**Top 10 Best Selling Full Price Games - All Formats**

| Position | Game Title                        | Format      |
|----------|-----------------------------------|-------------|
| 1        | ↑ <b>Pokemon Gold</b>             | Game Boy    |
| 2        | ↔ <b>Pokemon Silver</b>           | Game Boy    |
| 3        | ↓ <b>Pokemon Stadium</b>          | N64         |
| 4        | ⊛ <b>Toy Story Racer</b>          | PlayStation |
| 5        | ↑ <b>Donkey Kong Country</b>      | Game Boy    |
| 6        | ↑ <b>The Emperor's New Groove</b> | PlayStation |
| 7        | ⊛ <b>Myst III: Exile</b>          | PC/Mac      |
| 8        | ↓ <b>Time Crisi Project Titan</b> | PlayStation |
| 9        | ↓ <b>The Sims</b>                 | PC/Mac      |
| 10       | ⊛ <b>Super Mario Brothers DLX</b> | Game Boy    |



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

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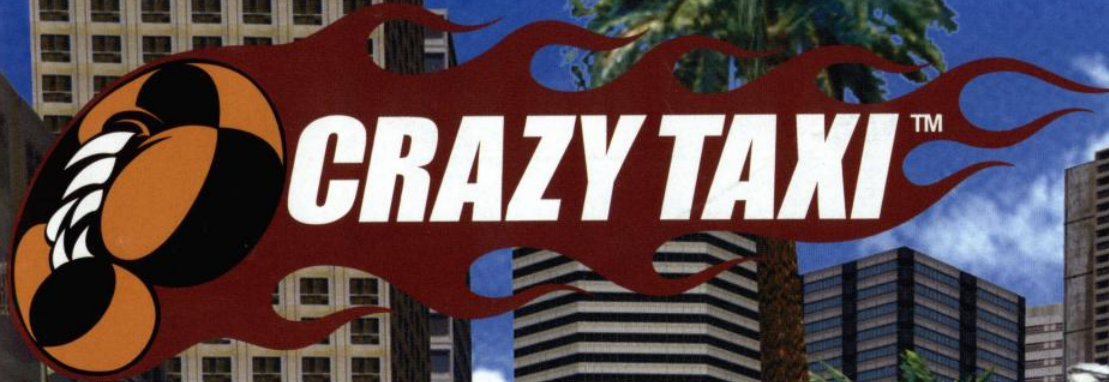
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PlayStation® 2

# Dave Mirra freestyle BMIX™

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