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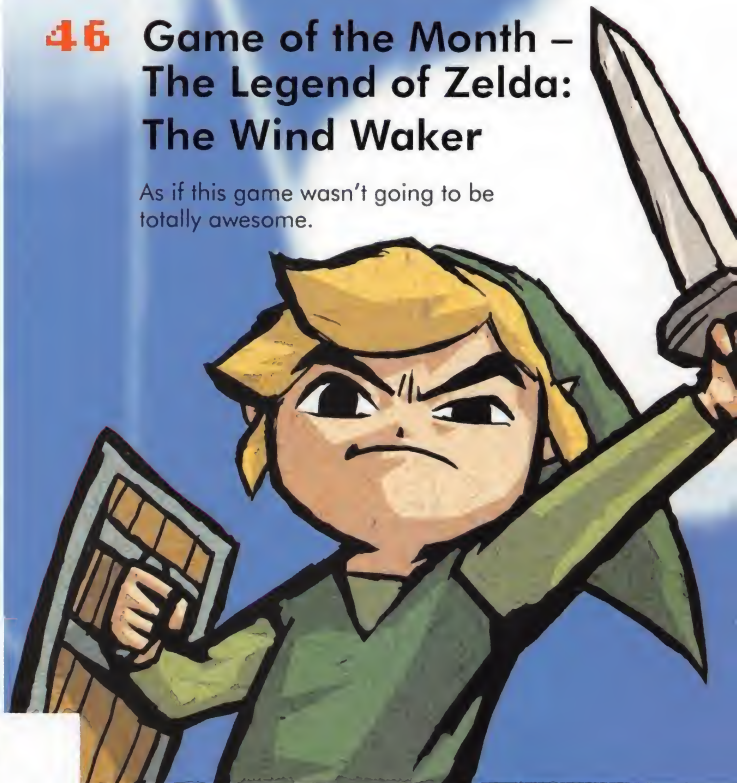


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EDITORIAL

>> You know what it's like. One minute you're thinking there's nothing to play, and then suddenly there's a mini avalanche of sexy games and you don't know what to do with yourself. This month we were almost paralysed by the decision making needed to share the Hyper TV between the new Zelda, Soul Calibur II, Knights of the Old Republic, Super Monkey Ball 2, Yager, Pro Evo 2, Enter The Matrix, and still find time to swivel over to the PC to check on how the network game of Championship Manager 4 is going. Go Swindon! How we got the magazine finished is a mystery.

It seems that we're currently in that small oasis of great gaming just before E3 arrives to dazzle us with an insight into 2004 and beyond. Then we hit that difficult post-E3 stretch when we realise we have to wait THAT LONG to play all THOSE sexy games. If we can keep our chin up, we'll eventually be staring at a box emblazoned with the words "Deus Ex: Invisible War" around October. Just keep your eye on the prize, as they say.

Eliot Fish >> Editor



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NEWS

IN THE NEWS: Online PS2 gaming gets Filtered ■ Sonic Team create new GCN title ■ Xtreme Beach Volleyball movie and more

MULTI-PS2 GAMING

SYPHON FILTER ONLINE

The Omega Strain infecting soon

While we all sit and wait for more information on the local PS2 online gaming network, we can at least start to drool over some of the cool online games that will be featured. Sony recently announced the next in the Syphon Filter series, Syphon Filter: The Omega Strain, complete with funky online features.

DARN PRETTY TOO

Whilst the game will have a robust single-player structure – we're talking 13 worlds, 100 weapons, and multiple solutions to goals and objectives – the chance to team up with three friends and work together is hugely appealing. Multiplayer missions will

You can even perform moves such as the "buddy climb"

involve objectives that are impossible to complete solo. You'll have to co-operate in more ways than one to beat specially timed objectives, find all of the secrets, open multiple paths and so on. You can even perform moves such as the "buddy climb" to reach otherwise inaccessible areas. Distract enemy guards for your team mates to sneak on through, split-up and complete multiple tasks at once, and operate remote switches to manipulate the environment for your team mates. The more missions you complete, the higher your agent ranking, so you can progress to more difficult missions. The game is looking darn pretty too. We can't wait! Let's hope we get some solid information on the PS2 online network soooooon.



Geez, is that a buddy or a bot?



CHEAP AS!

XBOX CLASSICS REVEALED

At a classic price to boot

Microsoft have just released their new Xbox Classics range, featuring some of their best Xbox games at new budget prices. Now you can pick up Dead or Alive 3, Amped, Project Gotham Racing, Whacked, Max Payne, Rallisport Challenge, Spider-Man, Tony Hawk's Pro Skater 3 and more, for only \$49.95! More and more titles will be added to the budget range as time goes on, so go grab those games you missed out on when they were released!



And a boot, to boot, too.

CAPTION THIS!

Hey there faithful readers – think you have the wit to make the Hyper team chuckle? Then think of your best caption for this screenshot and email it to Captionthis@next.com.au with Caption This Part 43 in the Subject line.



Whahaha.

湾岸

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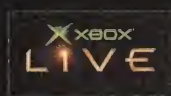


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"One of the hottest racers ever to find its way onto the PS2." Official Australian Playstation 2 Magazine



PlayStation 2



MMORPG DELAY

A GALAXY FAR, FAR AWAY

Aussies told to move along, move along

✂ We bring you some very sad news this month. Star Wars Galaxies: An Empire Divided may not be released here in Australia for some time. It seems that LucasArts are going to concentrate on launching the game in North America first (and no doubt patch it to buggery over the first few months of game time). Once they are satisfied that the game is functioning well, and that everything is running smoothly in the US, they will then look towards launching the game to the rest of the world. Looks like we'll now be waiting until sometime in 2004, if at all.

Now... before you commit harikari with your lightsaber, there's always a small chance that the roll-out may go smoother than planned, as it looks like might be the case with The Sims Online (which will be relaunched later this year for Aussie gamers, ironically with a US-based server). But for now, it looks like Aussie Star Wars gamers are being left out in the Hoth-like cold.



SPOOL DROOL

BIG SCREEN BABES

Dead or Alive... the movie!

✂ Believe it or not, there are plans for a live action movie based on Tecmo's Dead or Alive series. Impact Pictures, the company responsible for the Resident Evil movie sequel, are heading up the production with a \$30 million dollar budget.

As you would expect, the focus will be on the booty — who cares about story, plot or characters! Four of the female characters from the game are invited to take part in the fighting tournament on an exotic island, and naturally they'll beat each other up in bikinis. Maybe even play a bit of basketball. Yes, this is a live action film. The movie will be penned by J.F. Lawton, famous for his work on Pretty Woman... yeah, right. This is a grab for cash if ever we've seen one.

In more interesting news, Tecmo have confirmed they will release Dead or Alive 4 by the end of 2004, which is roughly when the movie is scheduled for release. Just wait until that marketing machine kicks into gear...!

There is also talk of the release of a Dead or Alive spin-off title, Dead or Alive: Code Cronus, for which we have no real details as yet. Stay tuned!



OVERFLOW

Legendary Black Flag vocalist (ahhh... reminds me of my home-made "Slip It In" t-shirt back in the 80s — Ed.), Henry Rollins, has signed on to be the voice of videogame character, Mace Griffin, in Mace Griffin: Bounty Hunter. Go Hank.

Due to sluggish sales, Capcom have decided to re-evaluate their Resident Evil deal with Nintendo. After Resident Evil 4 releases on GameCube, Capcom will again make Resident Evil games for multiple platforms.

Making the transition to the GBA soon, are a host of handheld ports (or re-inventions, if you like) — Sega Rally Championship, Crazy Taxi: Catch a Ride, Stuntman, the Revenge of Shinobi and a Sega Arcade Gallery featuring Outrun, Super Hang On, Afterburner and Space Harrier!

Could there be an Xbox price drop in Australia soon? In Europe, Microsoft has just dropped the price of the Xbox console to match that of the GameCube, proving that they're still aggressively going after the European console market.

Konami are bringing Silent Scope Complete to the Xbox. The game will package all three Silent Scope games in one, PLUS include light gun support — the most obviously important feature — that was strangely lacking from the PS2 versions.

Sony America have registered the phrase "shock and awe" as a trademark for possible use in a future PlayStation game, in a move that many view as rather distasteful considering the many lives lost in the war on Iraq.

A gaming freak in Texas recently posted a world record in Grand Theft Auto 3. Mike Morrow, the gamer in question, managed to complete the entire game in 2 hours, 47 minutes and 46 seconds; all in one sitting and without using a single cheat.

SEPARATED AT BIRTH?



Mace Griffin: Bounty hunter

Mad Max: Road Warrior

EGGS-CITING!

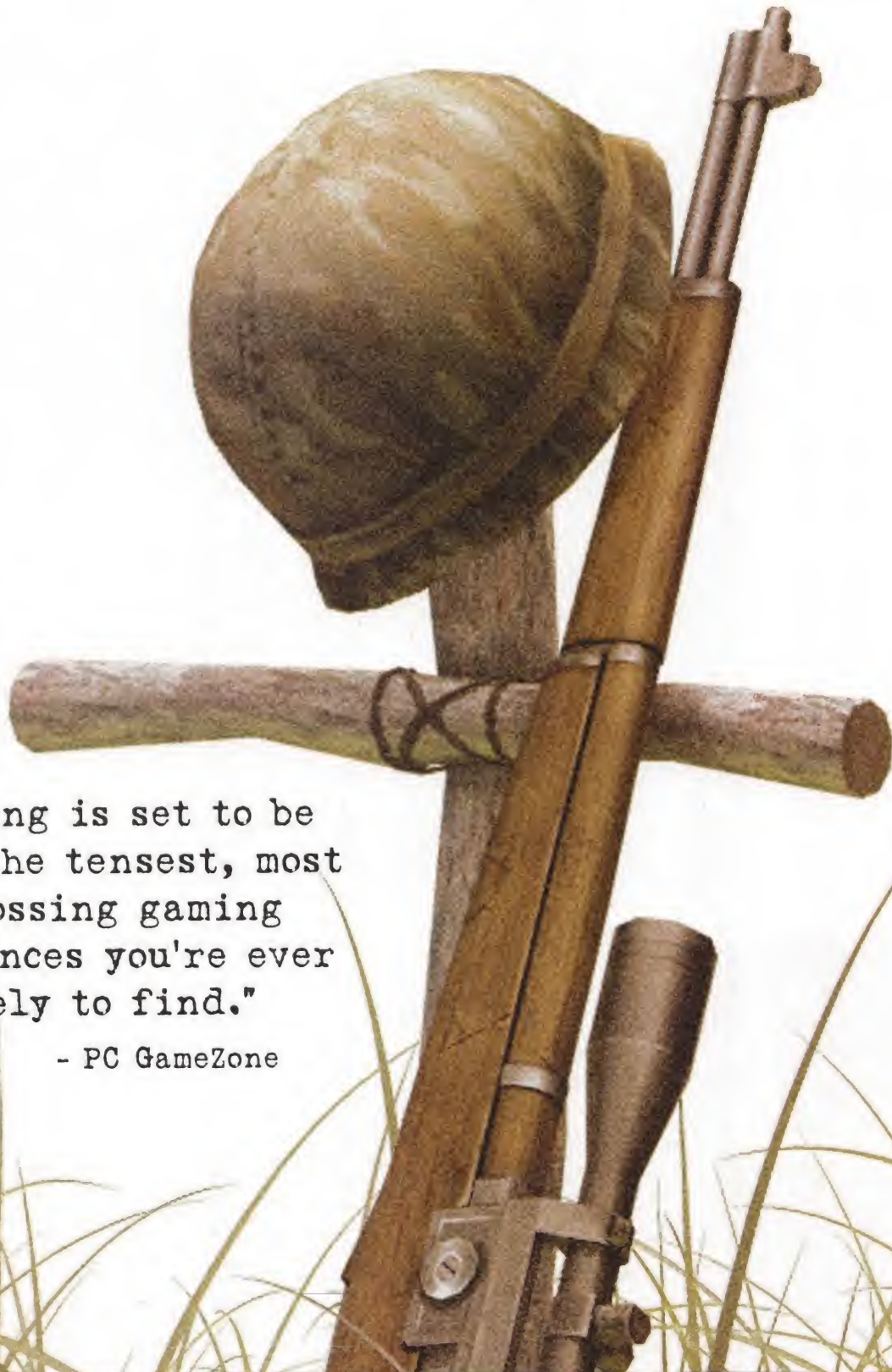
SONIC TEAM HATCH AN EGG

Yuji Naka blesses GCN

✂ Sega's Sonic Team, led by Sonic creator Yuji Naka, have revealed a brand new game — but no, it's got nothing to do with Sonic the Hedgehog! The game is still a platformer, it's exclusive to the GameCube, and it goes by the name of Billy Hatcher and the Giant Egg. Have they been reading James and the Giant Peach or what?

This is the first new character Naka has created since Sonic, so it's all very special. Billy has to save a kingdom from eternal darkness, by using magical eggs to restore the light. Okaaay...





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- PC GameZone

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MUTANTS!

FIDDLE WITH FALLOUT

Full Editor Released

Black Isle has rewarded longtime dedicated Fallout fans with the announcement that the full editor for Fallout 2 has been released. If you wander across the radioactive plains to <http://fallout.blackisle.com/> you'll be able to find a link to download the monster of a program that will allow you to create your very own Fallout 3, in case Black Isle never make it for us.

The editor is confusing, but comes with full documentation, and is an extremely powerful game making tool. Black Isle's Chris Avellone is quoted on the site as saying, "Please keep in mind that this editor is not the holy grail. It was never meant to be released to the public. As a result, you may boot the editor up and realise that it doesn't match your expectations for a commercially-released RPG editor. You may suffer some retina burn. Perhaps a strange itching sensation. Constipation." Any Fallout fan with some knowledge of editors would be a fool to miss out on poking around in there, we reckon.



HOT SCREENS!

PROJECT GOTHAM RACING 2 FOR XBOX
MICROSOFT



FIRST SCREENS!

JAK & DAXTER 2 FOR PS2
SONY



WINNERS

Hyper 114

TENCHU 3

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Winter Lougheed, Qld
Todd Rogers, Qld
Daniel Broadby, Tas

RAYMAN 3

Alexander Krjatian, NSW
John Todd, WA
Denis Konn, NSW
Ben Tumney, Tas
Ben Bourne, ACT

RESERVOIR DOGS PACK

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STARCRRAFT: GHOST

» XBOX / PS2 / GCN
BLIZZARD ENTERTAINMENT

Come out later this year, StarCraft: Ghost is looking more and more spectacular by the day. Finally, we've got a glimpse at some of the vehicles, new enemies, outdoor locations and stills of the Ghost unit, Nova, in action. There's also a peek at what appears to be one mother of a boss fight — how awesome is this game looking?! Blizzard look set to continue their winning streak, as expected. Now, take it in...







deus ex: INVISIBLE WAR

>> PC / XBOX / PS2

WOW-O-METER



CATEGORY: Thinking Man's Shooter >> PLAYERS: 1 >> PUBLISHER: Eidos Interactive >> AVAILABLE: October >>



DX2

16 >> HYPER

If any one game is going to drive PC upgrades this year, it'll be Deus Ex: Invisible War. Everyone is going to want to play this game. It's one of the only big PC titles on the release schedule that is guaranteed to deliver something special. We know this because Deus Ex was one of the best PC games ever devised, and this time around, the same team at Ion Storm Austin intend to deliver a well-oiled and satisfying sequel... and even console gamers get to join in on the love.

So what's it all about? After the many twists, turns and plot surprises of the original Deus Ex, we imagine Invisible War will be similarly loaded with sumptuous character development and a rollercoaster storyline. The team are so hard at work, in fact, that our intended interviewee, Warren Spector, was holed up in his office behind a barricade of notes. Instead, we took our questions to the next best thing — **Harvey Smith**, project director on Deus Ex: Invisible War, and lead designer on the original Deus Ex...

HYPER: A while ago, we heard that Invisible War would follow on from one specific ending of Deus Ex. Is that still the case?

Harvey Smith: We haven't revealed our plan yet. We knew, going in, that we'd have to do something interesting, since Deus Ex has 3 different endings. Invisible War picks up in an interesting way that I can't really talk about...we've done something characteristically weird.

HYPER: Now that JC Denton is an NPC, have you fleshed him out as a character, considering that every gamer out there would have created their own very different JC Denton in the last game?

Smith: Yes, to some extent. He is now the more "optimal" JC, from a story standpoint. He is going to be taking a stand, ethically speaking.

HYPER: Have you had to rewrite parts of the game due to the current political climate?

Smith: Nope. We think asking the tough questions is the right thing to do. Games can be more than mindless diversion. All of our action and story serve an end. We allow players to draw their own conclusions, though.

HYPER: Seeing as the player can be male or female this time, how distinctly different are those two paths through the game?

Smith: Mechanically, the two characters are the same. Their strength, speed and other abilities are determined through (RPG) player-character generation and advancement; as the player moves through the game, the experience is

customised through the choice of biomod powers and play-style. However, in conversations, different secondary characters react differently to the male or female version of Alex D.

HYPER: How are the missions structured — chapters? Checkpoints? Bookended with cutscenes this time?

Smith: Just like last time... into an overarching, multi-act story. The mission breakpoints are seamless — the player moves around, map to map, and is never sure when a mission ends and another begins. More relevant to the player's experience are the story arcs and primary/secondary goals.

HYPER: How do the factional alignments play out through the game? Does the player get locked in through one or two decisions, or can they "float" between factions to see all there is to see? How do these decisions affect the later parts of the game?

Smith: The player can float through most of the game, angering various factions, then pleasing them. This has a fairly dramatic impact on the game — different characters show up at different times and places, they offer support or resistance, and characters die or live based on these decisions.

HYPER: Wow, we see daylight in the game this time! It's a whole new world for you guys to play with — what have you done with it?

Smith: In some cases, you go to a location at night, then return during the day, later in the game. It's really cool — we have this tech feature called "directional light" that simulates a sun or moon. It's very pretty and atmospheric. We knew we only wanted to do "daytime" if we could make it atmospheric.

HYPER: How hard is it to maintain stealth opportunities for players when their character is in broad daylight?

Smith: In some ways it's easier: We use solid objects for occlusion a lot (as much as we use shadows). And you get starker shadows during the day. So the player can hide behind pillars, or within the shadows cast by objects. For instance, the player can move a large object into a room, then hide in the shadow of that object. Also, the challenge with stealth at night is that it becomes too amorphous — there are too many shadows, too much darkness. With pockets of hard light/darkness, the stealth gameplay is all about safe zones and danger zones, from an AI perspective.

HYPER: Stealth gameplay seems to be more about inaction than



What's that guy from Amped doing?



You're pretty cute for an evil assassin



Goddamn lazy guards. Get up you!



I used to be Saddam's body double



Mind if I borrow your shotgun?



I dare you to ask her out on a date.

Have you got SARS too? Oh man...



Go ahead, make my Deus Ex.

action — how do you keep a stealthy game interesting for a player who has to avoid conflict?
Smith: Good question. Along with Randy and members of the Thief team, we've talked a lot about how to make stealth a more active experience. Also, in Deus Ex: Invisible War, the game gets more interesting, in some ways, after the player has been noticed. We have a lot of tools and biomods related to escaping once an alarm has been sounded...

HYPER: How has combat been improved this time around? And tell us about some of the new weapons!

Smith: Right now, David Kalina is working on things like AI-driven voice barks and animations that indicate a guard's state of mind. Matt Baer is working on a system that allows the AI to choose interesting cover points during combat: crouching behind a crate or side-stepping behind a pillar. The new combat AI is really impressive and much more responsive to the player.

Also, we plan on shipping Deus Ex: Invisible War with a much better framerate (which helps combat a lot...). This time we've added some more interesting tools (chain electricity, flashbanger launchers, smoke screen canisters), plus we still support all the old stuff (flamethrowers, sniper rifles, etc). All the weapons have an alt fire mode, all of them can be "modified," and all of them work in concert with certain biomods.

HYPER: How about some of the new gadgets/tools — we heard about something that "melts glass" recently. Elaborate!

Smith: Yeah, we have a bunch of stealth tools. Like last time, we feature a set of proximity explosions (gas, EMP, explosive, "scrambler"), but this time we also have some much cooler weapon mods like the glass destabiliser, which melts glass without making any sound or setting off any alarms associated with a security window.

HYPER: How about the ditching of the skills system... does this make Invisible War less of an RPG?

Smith: We don't think so. We still have character generation and advancement as a core part of the game. Almost all the functionality from the skills have been moved into the biomod system. Not all RPGs have skill systems, in the same way that not all RPGs are level based. For Deus Ex: Invisible War, we have biomods and weapon mods instead of "levels" or "skills".

When creating your character, you choose gender, skin colour, hair colour, and initial biomods. Also, besides character generation and

advancement, we have an interesting story that branches around the player's actions, an innovative take on classic inventory management, an update to the Deus Ex conversation system, and tons of exploration-based (side quest) gameplay. On top of all that, play-style is completely in the player's hands — combat, negotiation, stealth, demolitions, computer hacking, spytech, non-lethal, et al.

HYPER: Do biomods offer the same level of replayability as the skills system did?

Smith: Yeah, we've moved all the functionality we wanted to preserve from skills into biomods. For instance, instead of a "Computer Hacking" skill, Invisible War features a "Neural Interface" biomod.

All the biomods have 3 tiers of functionality, and now they change dramatically from one tier to the next. For instance, tier one of the Electostatic Discharge biomod just charges melee weapons with some additional electrical damage. Tier two adds more electrical damage and some EMP damage as well, so that melee weapons affect bots. Tier three adds to these effects, plus it adds the scrambler effect to the melee attack. So, as an example, the player might pick up a crowbar or the energy blade, and — at tier three of the electrostatic discharge biomod — an attack would impart extra electrical and EMP damage, and it would temporarily reverse the factional alignment of a bot, making it work for the player.

We have almost all the standard powers from the first game, plus an entire set of Black Market biomods — things like the Health Leech Drone.

HYPER: We have also heard about a very special new dynamic sound system you've integrated. Please tell us about it.

Smith: Brian Sharp wrote a cool set of sound systems that query the surface materials of objects, then match up "wood on stone" or "rubber on metal". Also, based on physics, it determines whether a falling object is rolling, sliding or crashing. Some of this is the next generation of sound work done by programmers at Looking Glass Technologies. Right now, Thief and Deus Ex: Invisible War sound amazing. Because we make atmospheric, immersive games, audio is very important to Ion Storm.

HYPER: Will this "realistic" sound system affect enemy AI? For instance, would a guard react to the sound of the player moving furniture around? Or would the player have to do something more obvious like smash a window?

Smith: Yes. (Astute question — this

is something that hurts a lot of games...) If possible, it's always better if the system that allows AI to "hear" is very similar (or identical) to the system that allows the player to hear. Our sound propagation is more or less unified. (Some aesthetic stuff for the player is left out for the AI.) What this means is that once the player learns how sound travels, the player can make assumptions about whether an AI will hear a particular activity or not.

If the player knocks over a vase in an office near a patrolling guard, our system matches "ceramic" to "carpet", then propagates the sound from room to room, attenuating the sound as it travels. So if the guard is outside in the hall, he probably won't hear the vase hit the floor. If the player broke out the office window, however, the sound will then travel out into the hall and the guard will hear the sound.

HYPER: How about shadows – we heard that in Thief III, guards will react to the player's shadow. How does it work in Deus Ex: Invisible War?

Smith: In Invisible War, the player-character does not cast a shadow. (Thief III will explain why in a later interview.)

HYPER: As the original Deus Ex was criticised slightly for its visuals, do you feel the need for Invisible War to compete, visually, with the likes of Doom III?

Smith: I love John Carmack's work. I hope Doom III has great gameplay. Deus Ex: Invisible War has some similar technology, and it looks great, but most of our efforts go into gameplay. It's weird to be working for Ion Storm (for 5 years now), a company that sort of spun off of Id. Some of the Id guys started Ion Storm, then the Ion Storm Austin office spun off, then the Ion Storm Dallas office closed down. What does that make the relationship between Ion and Id? Hopefully, one of mutual respect. Weird.

HYPER: Did the development of the PS2 Deus Ex (Conspiracy) affect some decisions for Invisible War?

Smith: Deus Ex on PS2 taught us a lot about interface design and technological constraint. Also, it taught us that our experience could be brought to the console world.

HYPER: Does having to factor in the need to cater for console control pads restrict some game design choices?

Smith: We haven't backed away from any gameplay we wanted to feature, but of course you have to think about the input device (mouse or console controller). This influences decisions about whether you do mouse-look or auto-aim. Also, the "economy of buttons" forces a welcomed elegance. We want to do a bunch of useability testing (for things like ladder climbing and other forms of movement through the world) before we ship Deus Ex: Invisible War.



Both Deus Ex: Invisible War and Doom III promise lots of really fat guys to shoot at.

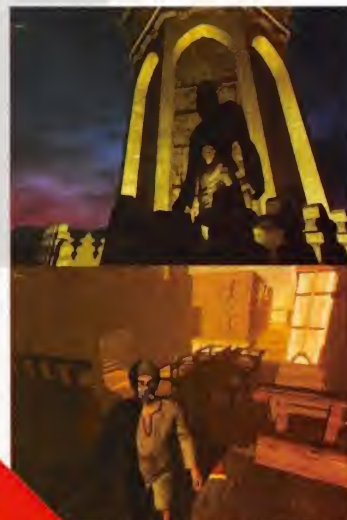
We have almost all the standard powers from the first game, plus an entire set of Black Market biomods – things like the Health Leech Drone.

HYPER: Since Deus Ex came out, what other games have inspired the Invisible War team?

Smith: We're big fans of GTA3! That smash hit game validated a lot of the free-form, open-ended approach that we love.

HYPER: Tell us something about Thief III!

Smith: It looks beautiful. I am trying to avoid learning too much about it, so I can play it during Beta for the first time...<<<



Stunning lighting effects will be one of Invisible War's big visual drawcards.

THE STORY AS WE KNOW IT

»» A few days before the start of Deus Ex: Invisible War, Alex D is roused from sleep and rushed to a secret airfield to be transported away from the only world he (or she, if the player so chooses) had ever known. Confined to a new training facility in Seattle "for his own safety," Alex learns that the city of Chicago, his home, has been hit by a terrorist nanotech attack.

The only fragments of Alex's former world are now confined to the training facility (run by ApostleCorp) in Seattle: Billie Adams (a fellow trainee from Chicago), two other students from the Seattle program, and the expectation that the mysterious rites and trials of his training will lead to a lucrative job as a corporate mercenary and spy. These things too, however, are about to fly apart.

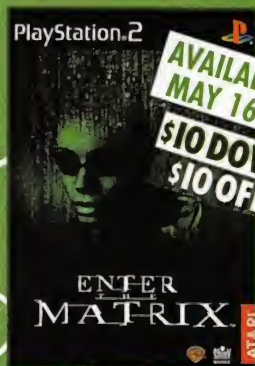
Using Order operatives, Illuminati forces break into the Seattle training facility and free the four test subjects, who are amazed to find that their dormitory-like living quarters are surrounded by one-way mirrors and laboratories full of ApostleCorp scientists – they have been deceived. Each of the test subjects staggers into a fractious world, groping for new loyalties.

The Illuminati attempt to capitalise on the erstwhile students' distress by using agents of both the Order and the WTO to recruit them. They pull Alex left and right, urging him to accommodate their conflicting agendas as he uncovers the truth about ApostleCorp. As Alex peels away the layers of history and works his way up the ApostleCorp command structure, his understanding of the Order and WTO grows as well. He realizes that they are both puppet organizations for the Illuminati and that the real power struggle centers around the Illuminati and the Templars.

From here out, Alex D, originally concerned only with finding a good job, must make decisions that will affect the structure of world society.



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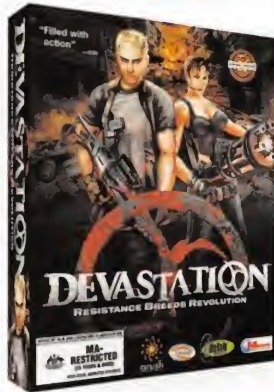
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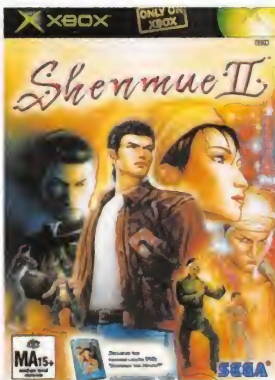


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Harvey Norman

YOUR ENTERTAINMENT SPECIALIST

HAAROWA

KODAK EASYSHARE LS633

Price: \$799

Here at Hyper we love cutting edge technology, but the reality is that the latest and greatest gadgets really don't represent good value for money. You're paying to get it first and to be ahead of the curve more than anything else. The good news, however, is that technology matures rapidly these days, and it's not long before prices come down to an affordable level. Take digital cameras — they have now evolved into a mainstream product, and the market is at the point where you don't have to spend a fortune for a feature-laden camera. Case in point — Kodak's new Easyshare LS633.

MORE VIVID DISPLAY

The beauty of the LS633 is that it combines fully matured digital camera technology with brand spanking new display technology. In fact, this is the world's first digital camera to come with an OLED display, as opposed to LCD. OLED stands for organic light-emitting diode and is a technology we've been keeping an eye on for a while now. The advantages of OLED over LCD are many: a sharper, more vivid display; a refresh rate 1000 times faster; significantly thinner screens; a very wide viewing angle (up to 165 degrees); higher contrast for good viewing quality in almost any lighting condition; and lower power consumption (2 to 10 volts).

An OLED display utilises the light-emitting properties of certain organic substances, laying them in a very

thin array across a surface (such as glass). The power consumption is less than LCDs because Active-matrix OLED screens have electronic circuitry that drives each pixel independently, so only the pixels that are needed are lit, as opposed to LCD where backlights are constantly on across the whole screen. No backlight is required on OLED displays.

Needless to say, the screen on the LS633 looks fantastic, and at 2.2" is a fair bit larger than a standard digi cam's. Using OLED is a definite advantage in terms of the viewfinder and in getting an accurate idea of what your images will look like on your PC. Very nice indeed.

YOU CAN TINKER

Backing up the OLED is a comprehensive feature set. The highest image resolution available is 3.1 megapixels, or 2048x1533 pixels. While this is a fair way off current top end digital cameras, unless you're using it for professional purposes, we've found this size to be about all we need. And of course, if you're pressed for space you also have three other sizes to choose from.

As you would expect, the LS633 can be used in fully automatic mode, or you can tinker with settings yourself. Major modes you can choose from include Night, Sport, Movie, Macro and Landscape, so if your picture subject is dark, moving fast, or big and wide you've got the options to take a nice pic of it. You can also take short videos too. The camera supports ISO 100 — 400 film modes, and has a range of balance, exposure and focus

mode options. It also features 3X optical zoom (37-111mm) and 3.3X digital zoom. The picture quality is very crisp indeed, and for only \$799 this camera represents excellent value for money.

That said, the LS633 only comes with a 16MB MMC card, so you'll have to factor in the cost of getting a much larger card,

because 16MB won't take you far! It also comes with a rechargeable Lithium Ion battery and charger (you can get a docking station but it will cost extra). Getting your images off the camera is as simple as installing the software and plugging it into a USB port.

The LS633's industrial design is probably best described as stylish but functional. It's quite boxy and lacks the sexy curves that many models sport. However, in terms of ergonomics, the LS633 is well put together, with both a thumb-stick and a jog dial of sorts, as well as a selection of buttons that add up to easy access to the different functions.

In all, the LS633 is an excellent mid-range digital camera, and best of all, it's available in Australia before any other country! Well worth a look. <<<

!!! In March, the LS633 was one of two digital cameras awarded with the Digital Imaging Marketing Association's Innovative Digital Product Award



WIRE

LIGHT GUNS

THRUSTMASTER BERETTA 92FS

Price: \$119

» We briefly mentioned Thrustmaster's new Beretta 92FS light gun in our House of the Dead 3 review last issue, but since this is such a solid product we thought we'd give it a bit more of a playtest.

The Beretta 92FS bucks the general light gun trend by going for a realistic design. This isn't a big, goofy gun, it's an "exact replica" of a Beretta, and is officially licensed by Cybergun. It's also considerably heavier than "light" guns that have come before. Whether this is a good thing is up to you. We found that the weight made it feel much more imposing and realistic, but also made our arms tire faster.

NICE AND ACCURATE

There's a big downside to this more realistic design too. The first model we had in to test was an import US gun, and it was black. Black like the night. Mua ha ha! Erm yeah, anyway, due to Australian firearm regulations light guns can't be too realistic looking, so we get the green version (pictured), and as much as we hate to admit it, the move to green makes a big subjective difference. A light gun like the GunCon 2 works well in purple, but this is because it's designed to look funky and futuristic. The Beretta 92FS is designed to look realistic, and in black it looks just that. In slime green, however, it looks more like a water-pistol than anything else. That said, if you're using it with House of the

Dead 3, just set the blood to green and you'll be right at home.

Once you get over the fact that this gun looks like a stool sample from Slimer of Ghostbusters, you're bound to be impressed with its performance. In our tests, the Beretta 92FS was nice and accurate and felt very comfortable in both the standard shooting position and in the exaggerated side-on gangsta position. In terms of navigating menus, the D-pad is a raised disc for your thumb to rest on at the back of the gun and works well. In addition to the trigger and other buttons there's also a reload button on the base of the handle for those wanting to look extra stylish when reloading. Other good news for this gun is the fact that it's compatible with 100Hz TV sets (in addition to PAL 50Hz and NTSC 60Hz models), a feature lacking in other guns on the market.

As a product, we have few complaints with the Beretta 92FS, but at this stage it's hard to recommend. After all, the number of light gun games on the horizon for Xbox can be counted on err... one finger, and at \$119 for the gun alone you're looking at over \$200 just to play HOTD3. That said, if you have the money to spend, Thrustmaster have put together a nice product. Hopefully E3 will see more light gun games announced... fingers crossed. <<



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Prince of Persia

THE SANDS OF TIME

JORDAN MECHNER is the writer/director of some classic PC titles, from *Karateka* and *The Last Express*, to the platforming classic, *Prince of Persia*. When Ubi Soft decided to revive the *Prince of Persia* series for next-generation consoles, they were wise enough to get Jordan on board as a creative consultant. Come with us as we probe him for more questions on the remake that is being handled by Ubi Soft's *Splinter Cell* team...



HYPER: What is your working relationship with Ubi Soft on this title?

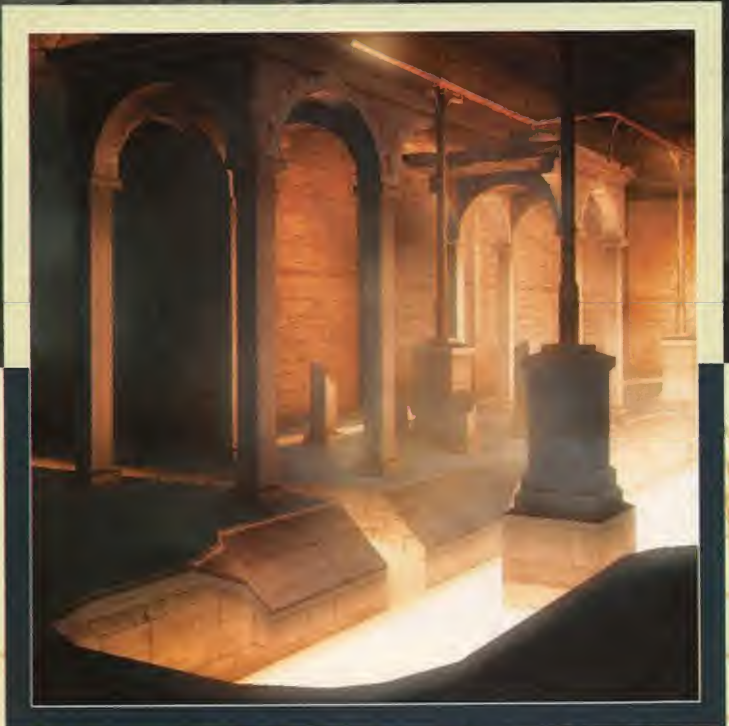
Jordan Mechner: Ubi Soft approached me in 2001 with the intention of reviving the Prince of Persia brand and bringing it to next-generation consoles. Producer Yannis Mallat invited me to their Montreal studio to see the initial animation tests the team had made and to hear their ideas. When I met the team, I realised that this was more than just a business proposition to them. They were out to make a masterpiece. Yves Guillemot and Serge Hascoet, in Paris, made it clear to me that they believed in this team and in the potential of the license, and that Ubi Soft was prepared to make a major commitment to make the best possible game. We then engineered an agreement that gave Ubi Soft the exclusive worldwide license to develop and publish Prince of Persia video games.

Ubi Soft brought me in as a creative consultant to work with the team to make this game the greatest possible artistic and commercial success. They have placed a lot of trust in me by inviting me to come in from the outside and participate

in this project. My main objective in working with Yannis Mallat and creative director Patrice Desilets is to maintain and enhance the unity of story, character and game design. At times I work directly with other members of the team, including level designer David Chateaufneuf, art director Raphael Lacoste, AI programmer Richard Dumas, and game designers Marc-Andre de Blois and Lionel Rico, to give input on specific areas. Overall, I try to stay aware of all aspects of the project, and focus my input on the areas where it will be most valuable.

HYPER: What kind of control do you have over the development?

JM: As a game designer my speciality is telling a story in a cinematic way within the game itself, and not just in cinematic cutscenes. My experience as a filmmaker and screenwriter, as well as my previous games *Karateka*, *Prince of Persia*, and *The Last Express*, taught me a lot which I was able to bring to the team on *Prince of Persia: The Sands of Time*. I worked closely with producer Yannis Mallat and creative director Patrice Desilets to



develop a story that would support and drive the great gameplay elements the team envisioned.

Directing the voice actors' performances in the dialog recording was a bonus. I did this first on *Last Express*, which was a dialog-driven game with over 60 roles. I like to do this job myself when possible, because I feel it's a natural extension of writing the screenplay and designing dialog opportunities in the game. Actors tend to see video games as a day gig, maybe one step above a TV commercial. To give performances that are as nuanced and emotionally powerful as they are capable of achieving in their film and stage work, they need encouragement from a director who is passionate about the story and characters, and can communicate that belief and passion to them.

The cutscenes in *Prince of Persia:*

The Sands of Time posed a special challenge for Ubi Soft's cinematics group, because they are action-packed, often very short, and tightly interwoven with the game play. Because I knew the story so well, I was able to direct the voice actors before the visuals had been created, and give cinematics director Ron Martin and sound designer Simon Pressey final performances to work with at an earlier stage than would otherwise have been possible.

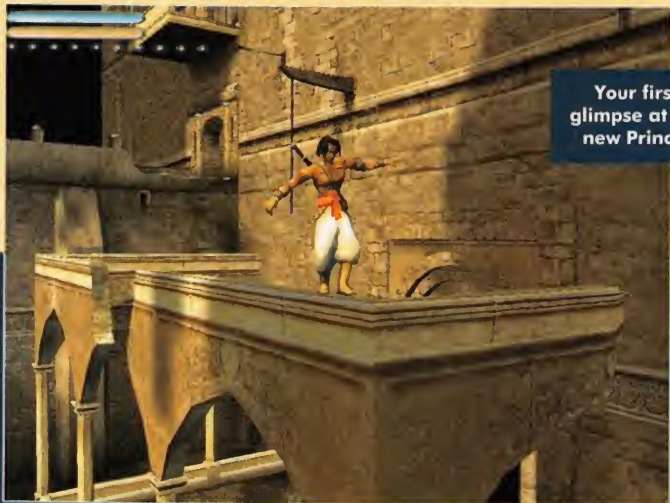
HYPER: Can you explain how the story has been written?

JM: The team had already designed the central gameplay, and were seeking a storyline that would bring this great idea to life. Producer Yannis Mallat, creative director Patrice Desilets and I sat down together and hammered out a strong, simple story, which I





The foyer at Hyper HQ. Nice, huh?



Your first glimpse at the new Prince!

expanded into a screenplay. That was about a year ago. The story has undergone a continuous process of revision, mostly in the direction of tightening, making it cleaner and stronger, bringing out the emotions of the characters, and of course, reflecting the ongoing changes in game design and level design. I'm extremely proud that the screenplay is so tightly welded to the gameplay. The story drives the game, and the gameplay drives the story.

HYPER: What is the philosophy behind the development of The Sands of Time?

JM: Since about 1985 I consider myself a casual, even occasional gamer, so my goal is always to create one of the 1-2 games a year that will excite me and draw me in enough to finish it. For me, the world and storyline are essential. As a player I want to be captivated by an overall artistic experience, not just a commercial product. I want to feel that the game creators have

something to express, and that by playing through to the end I will discover their personal vision. I look for elegance, attention to detail, unity of story and game design as key values, and if I don't find them I tend to lose interest quickly. I hope that all gamers, casual or hardcore, will see and appreciate these qualities in Prince of Persia: The Sands of Time.

Another quality that I think was important to the success of Prince Of Persia 1 is the sheer exhilaration of movement. The feeling that you are one with the animated character on the screen, that you are not just going through mechanical motions to complete the level, but that you're flying—a feeling of joy in your own acrobatic grace. This is much harder to achieve today in 3D for a number of reasons, and it is one of the key values that I hope will excite people when they see Sands of Time.

HYPER: Did your vision of the new game match Ubi Soft's?

JM: My biggest concern was that if there was to be a new Prince of Persia game, it had to be something special and not just mapping the Prince character and universe onto a kind of game that had been done already. The first time I visited Ubi Soft's Montreal studio in 2001, engineer Claude Langlais and character animator Alex Drouin had made an animation test showing the kind of acrobatic game play they envisioned for the Prince. I was blown away by what they had done. It gave me the same little shiver of excitement that I had had 15 years earlier when I first got the Prince up and running on my Apple II. Back then, just running, jumping and climbing was a big deal. Since then, so many games have built and improved upon the basic Prince Of Persia game play, that in order to recapture the same feeling of excitement and magic, the team knew they would have to take it to another level. It was great that they did this test at such an early stage, because it gave everyone confidence that this was going to be unlike any

other game out there.

At my first meetings with the team, we shared a lot of ideas, what we hoped for and what we didn't want. I felt that their ideas were exactly what Prince of Persia needed, and I came away feeling very excited about the potential of what this team wanted to do.

HYPER: How do you see the future of the Prince of Persia series?

JM: I think Prince of Persia: The Sands of Time will be a hard act to follow. This has been one of those rare experiences where a great team and a great idea come together and create something that is more than the sum of its parts. It is a young team, loaded with talent and enthusiasm, and I feel sure we will be hearing more from them in the future! It is impossible to predict how the marketplace will embrace any title, but whatever happens with this one, I know the people involved have put their heart and soul into it, and will look back fondly on the experience. <<



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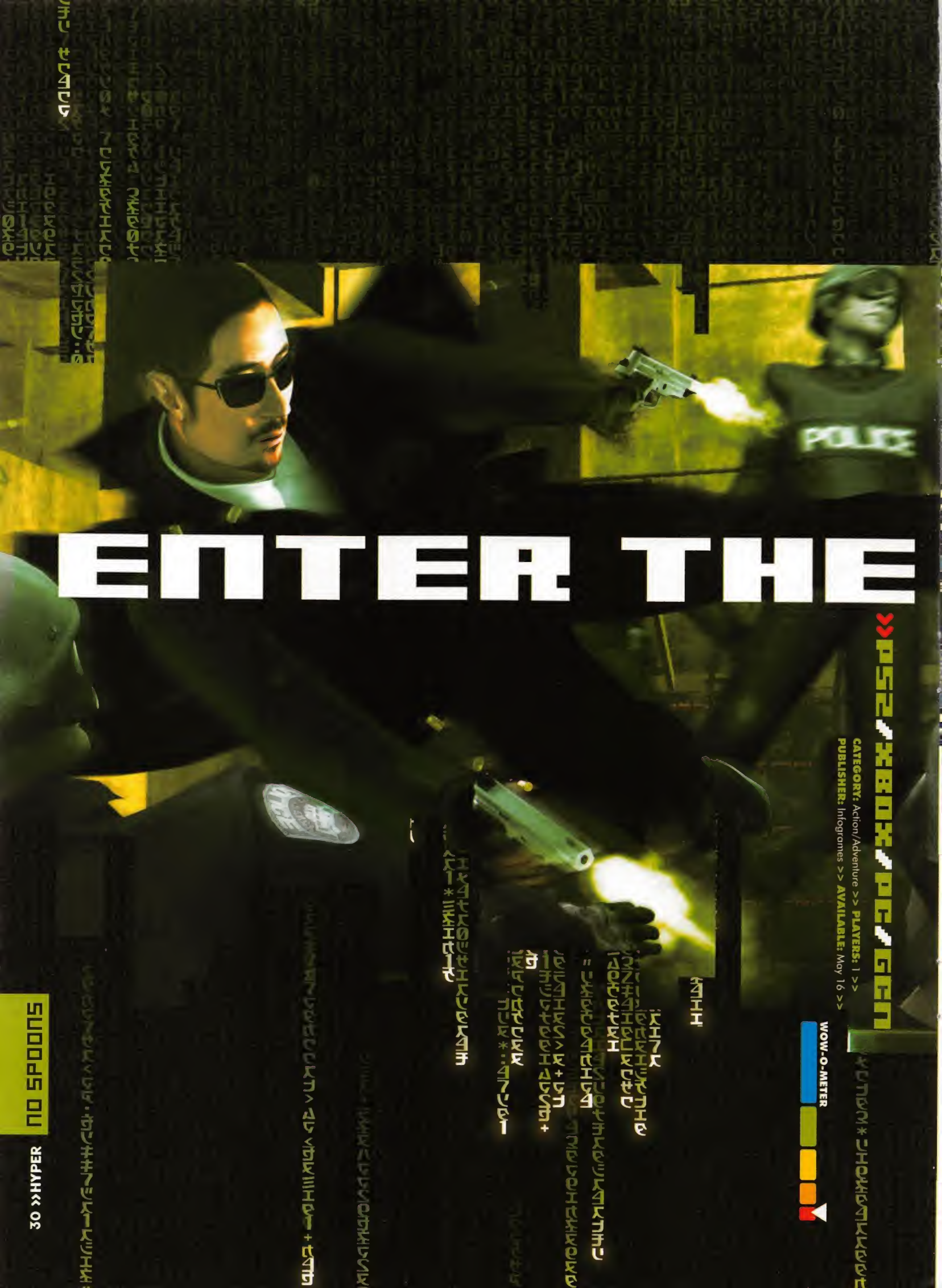
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NO SPOONS

30 >> HYPER

The blend of hand-to-hand combat with gunplay is surprisingly smooth and intuitive.



In game locations have been painstakingly modelled on their movie set equivalents [below]



MATRIX

Enter The Matrix may prove to be a landmark in video gaming. At last, here's a sincere attempt to incorporate a game into a film's production that may alter the way games (and films) are made in the future. There's a new approach in Enter the Matrix that gives priority to the game as an independent creation, not another cog in the marketing clockwork. Thanks to the brothers Andrew and Larry Wachowski, creators of the original *Matrix* and at the helm of the forthcoming feature *The Matrix Reloaded*, we're looking down the barrel of one of the most authentic film tie-ins ever — and a promising game in its own right.

SHINY'S ON BOARD
This approach to the second *Matrix* feature film and the first *Matrix* game is not out of character with the Wachowski's creation. These guys are avowed geeks, as the subject matter of the original attests. *The Matrix* confirms the ultimate X-Files fear: that nothing is as it seems. The world they've created is about (and for) tech-literates, creating, liberating and controlling technology to their own ends. The Muscle War Years of Arnie and Stallone are well and truly dead and have been replaced by the covert stealth manoeuvres of intelligent skilful hacker-cum-ninjas. And geeks, above all, want their experiences to be real.

Shiny Entertainment are one of the most respected development houses on the planet. With titles like *Earthworm Jim*, *MDK* and *Giants: Citizen Kabuto* in their catalogue, Shiny have the respect of gamers and the games industry — so this is truly promising for action fans. But how do the impressive names of the Wachowskis and Shiny translate to a plausible game experience? Can they transcend the blandness of most third person action games? It is these questions that slowly drift from our minds as we watch the opening sequence of Enter the Matrix.

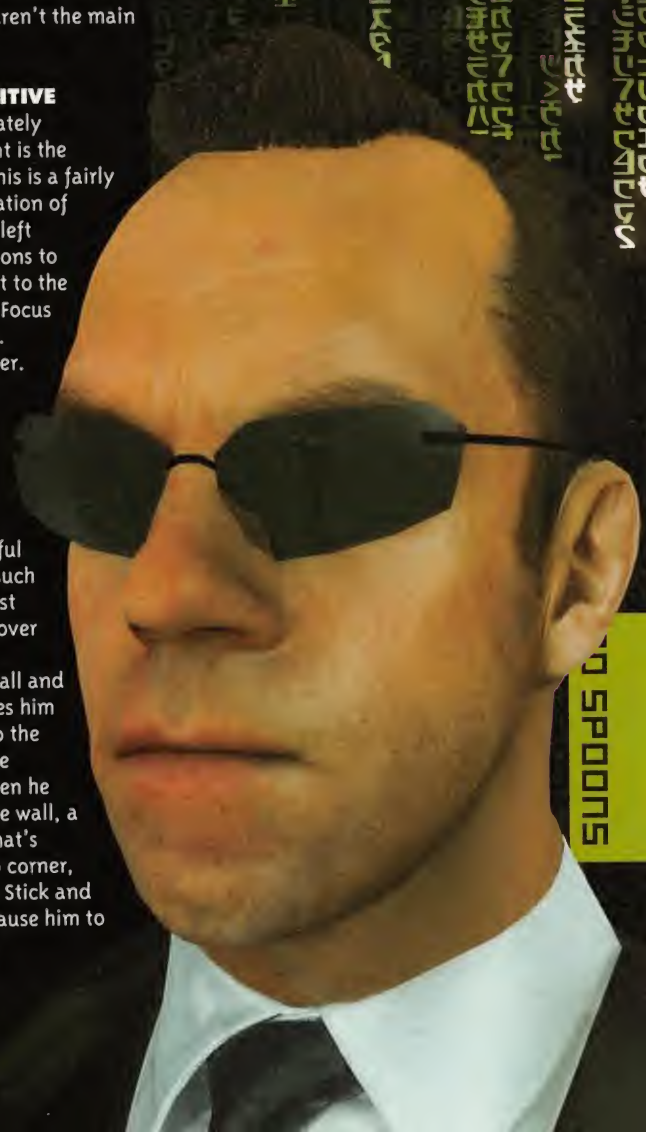
The Hyper crew got the chance to play through the game right on deadline. Split into two campaigns, the player controls both the spiritual male martial artist Ghost and the tough female pilot, Niobe — both of whom appear in secondary roles in *The Matrix Reloaded*. First we take control of Ghost...

Enter the Matrix follows the typical mould of an action/adventure game. The game follows the exploration and combat path that is obviously akin to Max Payne. For variety's sake there will be a small number of driving levels and hovercraft levels where Niobe pilots the Logos against sentinels. In our first mission, Ghost is searching for a package in a safe deposit box with various companions of Agent Smith wandering around. With twin pistols drawn, the gunplay is the familiar, grim John Woo style

violence that we find so hard to dislike. But in contrast to Max Payne, the guns aren't the main attraction.

CONTEXT SENSITIVE

The most immediately surprising element is the control system. This is a fairly familiar configuration of movement to the left Analog Stick, actions to the right trigger and Focus to the left trigger. More on Focus later. The controls are well integrated into the world, the catchphrase "context sensitive" conveniently useful about now. One such example is if Ghost decides to take cover from gunfire. Approaching a wall and tapping Up causes him to put his back to the wall. He can move sideways and when he wants to leave the wall, a tap Down is all that's required. Near to corner, using the analog Stick and the trigger will cause him to peek around the corner



NO SPOONS



I think he just shot a mail pigeon.



High heel to the eye socket. Ouch.

Health 80%

Focus 26%

and take aim at an enemy. The camera pans down for the shootout and it looks pretty sweet.

The targeting reticle is also designed for optimum efficiency. When weapons are drawn, the reticle appears and physical movements are made to aim at enemies, although there is a slight auto-targeting feature. In situations like the one described above, where shots are exchanged from cover, weapons are auto targeting, so that the reticle disappears from view. When you can target, it's there. When you can't, it disappears. This clean design ethic is evident through much of the game.

The "context sensitive" angle is best represented by melee combat. Each punch and kick can be combined with a direction of the analog stick for a different result, so that's at best something like 16 moves. By this logic, you might expect that there would be a bare minimum of combat moves. There are reported to be upwards of 1000 moves in the game because each attack is context sensitive. This means that even if your best tactic is mash furiously (and whose isn't?), the result will be different and exciting. Shiny wants you to have skills, even if you lack them.

PUNCH, PUNCH, KICK, PUNCH

Let's look at some of the possibilities. A straight jab might

chances of a special attack even more likely — these two agents can definitely handle more than one enemy at a time.

The kung fu gymnastics were directed by the *Matrix* Fight Scene Choreographer Yuen Wo Ping and have been modeled on the martial artist stunt performers from *The Matrix Reloaded* so the hand-to-hand stuff is convincing. The fluid thrusts and blows of arms and legs by all in the game (but by the two stars in particular) make this a real eye opener. There's a place for this variety of intense, fast martial arts in games beyond the *Matrix*. This brutal fu mayhem hints at all kinds of third person possibilities in the future...

REALLY NEED TO FOCUS

All of these elements: smoothly integrated controls, the context sensitive attacks, the surprising kung fu antics, are injected with that much more excitement by one function: Bullet Ti... I mean, Focus. The left shoulder button triggers Focus that puts you into the slo-mo action mode that we all lapped up in *The Matrix*. Comparisons with the Max Payne bullet time are not altogether appropriate. For a start, the Focus time is a fraction faster than in Max, we do believe. Max Payne was basically a mouse and keyboard game, and the slo-mo functioned provided extra time to target enemies and shoot them with precision — it had almost no use WITHOUT a handgun.

Focus is certainly useful in a firefight, allowing the player to spray selectively his assailants but with the handy semi-auto-aiming, it's not mandatory in the way bullet time is for Max.

Focus in *Enter the Matrix* is really more about the beauty of the melee combat: being able to closely observe all that is taking place as well as expanding the repertoire of available moves.

In this early mission, Ghost finds himself in an eerily familiar corridor, decorated with marble pillars (!). It is at this point that the Agents Smith bust out the semi-automatics and Focus comes into its own. Mashing as daintily as sweaty palms will allow, Ghost approaches a heavily armed opponent, gives him a kick and punch for good measure then grabs his weapon and somehow uses it to flip the poor bastard onto his arse. By this time the weapon is somehow sitting conveniently in his hands and before you know it, he's pumping away at another sad enemy nearby.

EXPANDING REPERTOIRE

The Focus also allows the familiar running up walls — while shooting, while kicking, while doing anything,

GEEKS KNOW DOS

In a truly inspired example of Geek defeating the Marketing Department, there is a Hacking section of *Enter the Matrix*. Here, players must navigate a DOS shell to unlock various secrets and goodies, using DOS commands... that's right, DOS commands. At the firm request of the film directors, players must use their TYPE, DIR and CD commands in order to probe deep into the system. Selecting the letters of "dir cheats" from a virtual keyboard with a gamepad happens to be quite tedious but should prove a lot more satisfactory with a keyboard. Hidden somewhere inside is an infamous conversation with an anonymous correspondent. It begins: "Knock Knock"



Give him the secret handshake...



really — and the results are spectacular. Focus also changes normal moves into other more spectacular variations. It must be said that the simplicity of actually executing all these amazing moves is remarkable and we suspect a lack of depth may become disheartening. For the time being though, we're happy to look like the martial artists we could have been, had we not chucked it in to play office football instead.

Enter the Matrix will appear on all platforms: PS2, GCN, Xbox and PC. The game is built on a scaling engine so while the older consoles may look a little fuzzy, it's reported that the Xbox and PC versions incorporate reflections and light sourcing from pretty much everything. We don't pretend to understand the technology but we appreciate that the bullets approaching us have our reflections in them — really. Inside sources say that the GameCube version in particular looks stunning.

The detail in character textures is remarkable. Faces and bodies of the characters are very life-like, although there's not a great number of facial movements (as is to be expected). Niobe's jacket looks more like snakeskin than anything we've seen a game before. Character movement is fluid and fast, even strafing and jumping doesn't look ridiculous. Environments have also been perfectly replicated based on the actual film sets and production designs.

STUDIO BACKING

The Wachowski brothers took a major role in the development of the game (with a fully co-operative Shiny Entertainment) using the entire film production in creating an authentic milieu. Enter the Matrix features full FMV sequences of the actual stars of the film on the actual sets, directed by the actual directors. Scripted and directed for the game at the time of filming *The Matrix Reloaded*, we understand the actors were required to learn almost four times the number of lines than were in the film, to complete acting duties for both Enter the Matrix and *The Matrix Reloaded*. There is an hour's worth of FMV courtesy of Reload the Matrix's film crew. This is unprecedented Hollywood support for a game. All the voice

acting throughout the game's non-FMV sequences is also provided by the actors.

It's a pleasant surprise that Enter the Matrix forms a serious part of the *Matrix* universe. This is not a retreat of the film as most tie-ins are. The storylines of the game and of *The Matrix Reloaded* take place concurrently with characters dipping in and out from one into the other. The departure of Morpheus from the film coincides with his appearance in the game. Together with The Animatrix short films, Enter the Matrix is a vital part of the greater *Matrix* that extends beyond cinema releases into a web of multimedia mythology. Enter the Matrix will expand upon and explain certain elements of *The Matrix Reloaded* meaning a fan will get the depth they crave in this companion piece to the film.

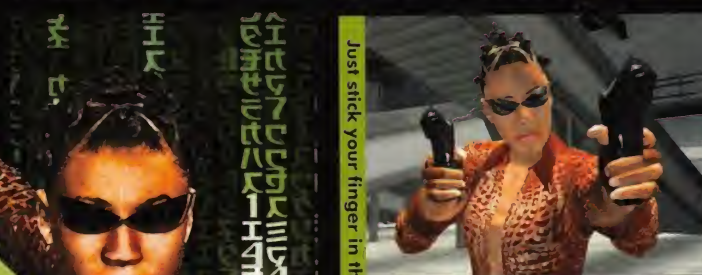
The Matrix has so affected the games industry as a whole, it's odd to think this is the first game version of the franchise. The much vaunted "bullet time" feature was the central attraction to the action of Max Payne (if you discount hammy comic book style cutscenes) and it was lifted wholesale from *The Matrix*. Maybe that's for the best. A game version of the original *Matrix* might have clung too closely to the slow motion Wild Bunch style ballistic ballet as well. Perhaps the extra time and careful planning will bring rewards for all: Wachowski, Shiny, gamer, film fan and geek alike. Enter the Matrix releases the day *The Matrix Reloaded* opens in Australia, on May 16th. <<



"I ain't 'fraid of no ghost!"



Up, up and away...



Just stick your finger in the end...

Ghost or Niobe?

>> The game offers two characters to choose from, and yes, there are actual differences between them. A number of missions will share the same locales but there are many where the two characters explore a different part of the same place. For example, in one level, Niobe must fight through the attic of a castle, using wooden stakes against hordes of enemies including handgun-wielding thugs. Vehicle levels also differ depending on who you're playing as. If Niobe is driving, then Ghost is shotgun, using various weapons to subdue pursuers. The hovercraft flying levels are reserved for Niobe alone. Two genuinely different adventures? We'll have to wait for the final product to see.

NO SPID

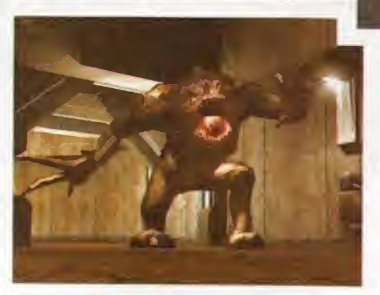
PER 33



STAR WARS JEDI KNIGHT: JEDI ACADEMY

>> **PC** **XBOX** **PS2** **PS3** **WII**

CATEGORY: Third-Person Action >> **PLAYERS:** 1-Multi >>
PUBLISHER: LucasArts >> **AVAILABLE:** Late 2003 >>



WOW-O-METER

Q ark Forces IV? Jedi Knight III? Jedi Outcast II? No... let's just call this one Jedi Academy. Whilst the Jedi Knight series continues on (although it's really the Dark Forces series, okay?), LucasArts have finally realised that the naming system is way out of control. So whilst Jedi Academy appears to be a stand alone game, it comes under the Jedi Knight banner, and thus is officially continuing the *Star Wars* first-person shooter tradition with another foray into the experiences of the Jedi. They've just chopped the numbers out.

own Jedi character. Choose to be human, or one of the many *Star Wars* alien races – Twi'Lek, Rodian and so on. You can choose from different facial types, outfits, body types – just like a good old create a wrestler mode. The result is that players can customise and thus identify more closely with the character they create. Most appealing, however, will be the ability to customise your lightsaber.

Lucas originally intended there to only ever be three colours – blue, green and red; however, the expanded universe has infiltrated *Star Wars* lore to such an extent, that Lucas even caved in *Attack of the Clones* and gave Mace Mindu his

own purple saber. Thus, Jedi Academy is littered with yellow, purple and orange sabers, as well as the traditional colours. You may even choose to wield two lightsabers at once, if you so desire. There's much more emphasis on the saber

Ever since we heard about those deleted scenes from *Return of the Jedi* showing Luke Skywalker constructing his new green lightsaber in Ben Kenobi's old residence on Tatooine, the mysterious task of building a lightsaber has been one of those *Star Wars* secrets we've always wanted to know more about. In Jedi Academy, not only can you design your own hilt, but you can customise your lightsaber to the extent that it becomes double-bladed (like Darth Maul), or one of a multitude of colours. George



Here, you goons, have a free shot at my leg.

IS THAT A SABER IN YOUR POCKET?
 Big difference: this time around you don't play Kyle Katarn, the rogue (Dark Forces) who became a Jedi (Jedi Knight) and then went on to lose the plot, swinging between the dark and light sides of the force like a crazed pendulum. So who do you play? Whoever you desire. You see, Jedi Academy allows you to create your



Here boy,
here boy...
now, **FETCH!**

>> You'll learn pretty quickly that life at the academy isn't just about going to Force class and doing really fast pushups...

this time around, as the sole weapon of choice (you are a Jedi after all). There will still be a variety of guns to use, but guns are for pussies, right?

JEDI L PLATES

Whilst you will take direct instruction from the now NPC Kyle Katarn, the Jedi Academy is actually run by Luke Skywalker (as we saw in Jedi Outcast), so you can expect to be visited and taught by the legend himself (as well as maybe get a visit from a few other classic *Star Wars* characters). However, you'll learn pretty quickly that life at the academy isn't just about going to Force class and doing really fast pushups — out of nowhere comes a galaxy-threatening evil presence that can only be foiled by a bunch of plucky young padawans.

With Raven at the helm once more, we can probably expect to see many recycled assets from Jedi

Outcast (textures, character models etc), and considering that Jedi Academy is going to be released so soon after Outcast, we imagine that will sadly be the case. Just from

looking at screenshots we can see that much has been re-used. However, we hope that the new gameplay elements will make up for other shortcomings.

A branching mission system allows for more non-linear play, as players will be able to select the mission they go on next, as opposed to it being strictly glued together with cutscenes. This could play into the fact that you've still got your Jedi L plate slapped on the back of your uniform, and you'll be needing to acquire new Jedi skills before certain missions will be available and/or beatable. We'll know more once Jedi Academy gets delivered to Hyper HQ, but for now, grab the nearest postpak tube and start practising. 🙌

WHAT WE'D LIKE TO SEE:
Well, we'd really like to see a developer other than Raven make it.



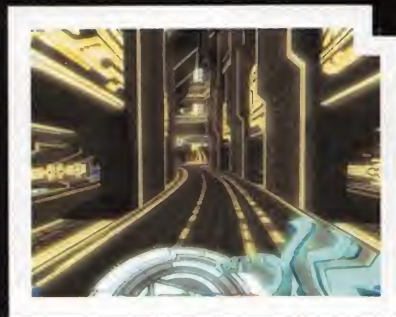
The Jedi jazz ballet troupe.



Always bring a glowstick to a rave.



Sith happens.



TRON 2.0



>> PC CATEGORY: Action/Shooter >> PLAYERS: 1-16 >> PUBLISHER: Disney Interactive/EA >> AVAILABLE: August 26 >>

WOW-O-METER



Eefore *The Matrix*, there was *TRON*. In fact, it was a loooooong time before *The Matrix*... Back in 1982, *TRON* hit cinemas and was an instant sci-fi classic — not to mention a breakthrough for computer generated special effects. Like *The Matrix*, the protagonist was injected into a virtual world that was just as deadly as the real one — the difference here being that *TRON* dealt with the virtual world of videogames. *TRON* was every 80's kid's fantasy.

eye of legendary concept designer Syd Mead (*TRON*, *Aliens*, *Bladerunner*).

The game world is one that is actually existing inside a computer in more ways than one, and as Jet Bradley you'll be faced with hordes of virtual enemies to take out with weapons such as grenades, guns, rods, missiles and of course the ultimate *TRON* weapon, the disc. You'll also be able to equip Jet with shields, gadgets and modifiers, to upgrade him into a more powerful combatant. And if you're not busting your way through combat, then you'll be taking part in cool high-

speed lightcycle chases (again, go watch the film to find out just how cool these things really are).

The lightcycles were in fact redesigned especially for *TRON 2.0* by Syd Mead, as well as the amazing Game Grids that you'll be racing on. Some of the locations include being inside a Power Router, Firewall, Internet Hub, and an Infected Server. But not all of the game will take place in virtual reality, as Jet will have to deal with what's happening out in the real world too.

So how authentic is *TRON 2.0* to the original film? Well, director/writer of *TRON*, Steven

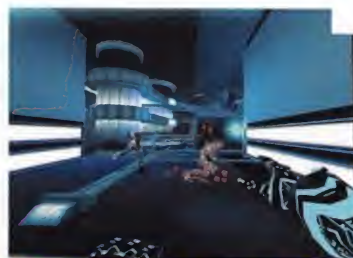
Lisberger, reckons that "*TRON 2.0* follows the vision and true spirit of the film. Monolith have done an incredible job." High praise indeed. We'd like to have seen Lisberger himself a bit more involved (as the Wachowski's have been with *Enter the Matrix*), but considering it's an older cult film, it wouldn't be surprising that maybe the budget wasn't there to get a Hollywood veteran on board.

LIGHT CYCLES

In development by Monolith Productions (No One Lives Forever, *Aliens Vs Predator 2*, *Shogo*) and using their LithTech Triton engine, *TRON 2.0* is a direct sequel to the original film. Players take the role of Jet Bradley, the son of Alan Bradley (the character played by Bruce Boxleitner in *TRON*, who was also the character Tron — look just go watch the film, okay?) in a world that has been conceived under the watchful



So, this must be the disco quadrant?



All PCs look like this on the inside.

DISC BATTLES

However, real efforts have been made to have the game look as authentic as possible. Besides the



Sorry to put you on the spot...

Where does that suit plug in? Ew!

"You, light up my liiife..."

involvement of Syd Mead, nVidia were brought into the development to help create the special glow effect that were so prominent in the original film. Whilst it may require a high-end GeForce card to be able to see it in the game, they are apparently attempting to get it to work to some extent on lower end cards.

Some of the environments are fairly large, and there's a certain degree of exploration that will be needed. Don't let the virtual reality look of grids, light and flat-shaded polygons fool you – TRON 2.0 is a complex construction. You won't be ripping through the 30 odd levels without having to really get to know the different computer locations, plus the various routines.

WHAT WE'D LIKE TO SEE:
Visually, the game looks perfect. Did they nail all those cool TRON sounds though?

The multiplayer aspect of the game also gets to exploit the fact that the Game Grid was the arena in the film where cyber gladiators would compete, and naturally take each other out. Now, up to 16 players can get in there are fight it out, just like we wished we could after seeing the film (another hint to go rent or buy TRON now!). Disc battles between

multiple players should be another highlight. As is the case with other multiplayer shooters that feature duelling, players not involved in the fight can still move about and observe the action from viewing platforms. Disney, Monolith, Littech and nVidia have all really come together here to bring us the TRON experience we've always dreamed about. And do we really have to remind you one more time to get out and grab a copy of the film? <<<

>>> If you're not busting your way through combat, you'll be taking part in cool high-speed lightcycle chases



»» **AMPED 2**

CATEGORY: Snow bunny sim >> **PLAYERS:** 1-8 >>
PUBLISHER: Microsoft >> **AVAILABLE:** Late 2003 >>



Shit, who put that rock there?!



Flap your arms, flap your arms!

Here at Hyper HQ we rank Amped as the best snowboarding game thus far. That's not to say it was perfect — far from it. The fact remains, however, that no other 'boarding game has felt so wonderfully next generation. Now Microsoft Game Studios (MGS) are back with Amped 2, and determined to take the genre to a whole new level. Again.

SKULKING ABOUT

The game looks like it will be structured in much the same way as the original, but with many more layers of depth. To start with, there are now three levels of media challenges — photos, photo sequences and video demo reels. We're really looking forward to pulling off a blistering set of moves under pressure, then watching the footage that results.

The environments in Amped 2 are going to be even bigger than in the original, with more runs than a case of gastric on the sub-continent. The view distance is simply incredible, with the entire course and

surrounding mountains visible at all times. The environments don't look overly detailed, but considering the sheer scope of it all, that's understandable. Plus, there will be plenty of other elements that will help to make the locations as "real" as possible, such as other boarders doing their own thing, people riding the chair lifts and a variety of animals skulking about. Also cool is the fact that clouds moving above the landscape will cast shadows over the entire mountainside. Hopefully there'll be a variety of weather conditions too.

New locations featured in Amped 2 include Australia's own Mt Buller (although the absence of Mt Stegal is disappointing), Laax in Switzerland and Harris Mountain in New Zealand. The best part is that the runs will be tweaked to perfection thanks to "world-renowned terrain park designer" Chris Gunnarson. He's once again helping MGS out, ensuring that runs

flow well, with the right balance and placement of trickable objects.

I CAN'T BELIEVE IT'S BUTTER...

As is to be expected, Amped 2 will also come packing a whole host of new tricks. The most significant is the introduction of a new combo system called "butter" that will allow players to link tricks together using nose and tail manuals. It's like Tony Hawk 2 all over again! At this stage we're a little worried that this will be an inappropriate addition for the genre. Same goes for the addition of flip tricks.

Honestly... flip tricks? Both of these could mess up the elegance of the gameplay, not to mention vault the game from exaggerated realism into the realm of surrealism. Hopefully they'll just add new depth to the gameplay without confusing the controls too much. Time will tell. You'll also have a whole range of more

WHAT WE'D LIKE TO SEE:

300 alt indie tracks don't mean a thing if we never listen to them. More variety please Microsoft!

advanced rail slides, grabs and aerial moves, not to mention stalls and hand/foot plants.

The best news for Amped 2, however, is the introduction of online play (in addition to splitscreen and LAN options) for two to eight players. MGS are, as we speak, cooking up a whole heap of tasty multiplayer games, encompassing both individual and team-based. Online competitions could definitely add greatly to the career mode, and trading replays with friends and downloading new content will be another compelling reason to get Amped 2. <<<

>>PS2/XBOX

BALDUR'S GATE: DARK ALLIANCE 2

CATEGORY: Action RPG >> PLAYERS: 1-2 >>
PUBLISHER: Interplay >> AVAILABLE: Late 2003 >>

Dark Alliance was a surprise hit, somehow blending a good combination of AD&D geekiness with action accessibility. For the sequel, Black Isle Studios are taking over development duties (Snowblind developed the original), and really, we can't think of another dev. studio more qualified! So what's different this time around? Perhaps the most significant change is the move from a very linear play experience to one with branching storylines. This will presumably come down to choices the player makes, but the story may also be quite different depending



on your character class. Speaking of which, Dark Alliance II will have five new customisable characters, each radically different from one another, and with abilities that develop as the game progresses. Players will also be able to utilise a new item creation system to forge your own magical items. DA II is once again set in the Forgotten Realms, uses the 3rd edition AD&D ruleset, and will span four acts and forty levels. Hopefully it will have everything we loved about the original and much more.



Ah, a bath! Gotta wash all this blood off.



>>XBOX

OTOGI

CATEGORY: Action >> PLAYERS: 1 >>
PUBLISHER: Sega >> AVAILABLE: Late 2003 >>

Set a game in feudal Japan and you've already got our attention. There's something about that time frame — the clothes, the weapons, the depth of culture — that is just perfect videogame fodder. Sega know this, and it comes as no surprise that they've just announced Otogi — Myth of Demons, an Xbox exclusive for later this year.

You assume the role of Raiko (if only it was Ridge Racer's Reiko!), an undead warrior type charged with ridding the world of a demon army unleashed on the world to bring about the apocalypse. Although this doesn't sound like anything new, Sega are promising that this won't just be a shallow action-fest. There

will be "deep RPG elements" too, such as upgradeable weapons, magic powers and abilities. The most promising aspect, however, is that environments will be highly destructible. You'll be blowing away everything from trees and furniture through to entire buildings. We hope it adds to the gameplay. Otogi will span 25 missions through massive environments, and along the way Raiko will learn to master 30 weapons and 12 varieties of magic. The visuals look outstanding and you can expect to face off against some seriously huge monsters. Chances are you won't be the only one knocking down entire buildings!



I knew I shouldn't have come down this dark alley...



No, I am not your dinner...

>>PC

BLACK & WHITE 2

CATEGORY: Strategy >> PLAYERS: 1 >>
PUBLISHER: EA >> AVAILABLE: Late 2003

Elack & White 2 is once again set in Eden, except you return in troubled times. War is afoot across the land, with the various tribes claiming that their god is the one true God. Technology has advanced too — your villagers no longer need you to hold their hand for basic tasks, leaving you free to make the big decisions. Do you want to protect your land and people by building defenses and trying to bring about peace? Or are you going to be a power hungry warmonger who builds armies and sends them out to conquer?

Your actions (or inactions) will once again have visible effects on the world and on your creature. Speaking of which, your creature's AI will be even more advanced, and it can now use complex strategies and learn many more abilities and skills. Indeed, your creature will be like a "hero" unit — capable of leading troops and defending your cities. Add in a refined interface, much more obvious indications of your good/bad alignment, an incredibly epic scope and Lionhead are definitely onto something.



TRENDS

ReMixed

>> SHAHIL 'SHAH' AHMED

<http://remix.overclocked.org>

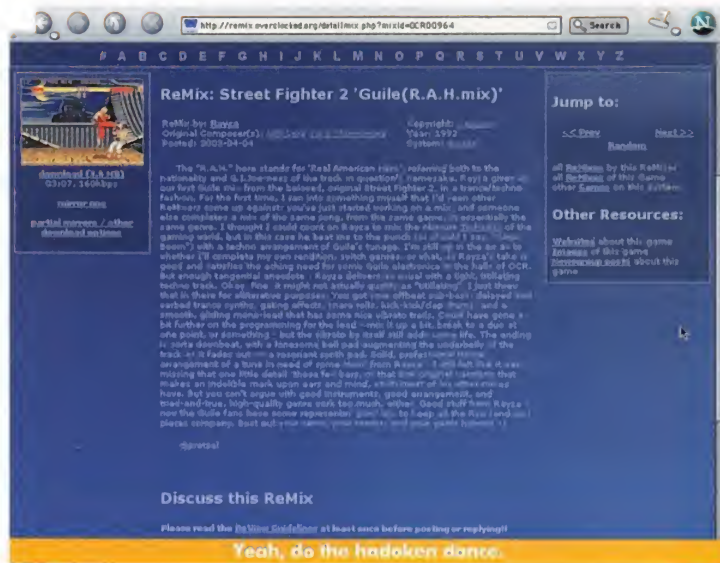
There is still a widespread lack of appreciation for the talent that goes into videogame music — particularly for those catchy ditties back in the days of the SNES. It's the job of people like djPretzel aka David Lloyd — webmaster of OC Remix at remix.overclocked.org — to immortalise those two oh-so-sexy moustache-wielding Italian plumbers, amongst others. Resurrecting the "natty beeps and boops" (p35, Hyper #107) we grew so fond (and sick) of, the growing numbers of Amateur ReMixers pay homage to audio greats like Koji

Kondo (Mario, Zelda), Jeremy Soule (Baldur's Gate, Icewind Dale), Yasunori Mitsuda (Xenogears, Xenosaga) and Nobuo Uematsu (Final Fantasy), to name a few. They bring forth nostalgic tears with wistful classics like Kada/Latex's 'Another World LatexEnding' and Jared Hudson's 'Xenogears: Pilot the Yggdrasil'. And most importantly, they do it for free.

EEK, BAD BOOTLEGS!

Sound like a matter rife with copyright violations? Well, not quite.

"It's non-profit and pays homage to the games and companies in question, so hopefully they'd see it that way as well. Think of ReMixes like free fan art, which gets mailed in to gaming mags all the time and never raises eyebrows — the only difference is the medium," Pretzel says. "OC ReMix encourages buying



professionally arranged OSTs in support of game music."

After all, the term "remix" is a bit of a misnomer; rather than just throw in updated versions of the original tracks, ReMixers reinterpret the classics (and on occasion, the obscure), often rearranging them in entirely different musical genres.

"Think of it as the difference between 'remix' and 'ReMix,'" Pretzel adds.

"Besides, Overclocked Arrangements would have sounded gimp."

Although OC Remix hasn't been bothered by "cease & desist" notices this far, a couple of artists reportedly have — by Japanese companies. There are Japanese composers out

MORE LINKS

Although OC Remix isn't the only site devoted to arrangements, it is the largest collection out there. Version 2.0 of the VGMix site is currently in development and might be back up by time of print, but just in case, we'll direct you to the forums — www.vgmix.com/phpBB2. All the latest files and answers to remixin' queries pop up there. It's newer than OC Remix, but a tad easier for budding artists to break through with it's non-moderated model. If you're hunting MIDIs or an untainted Commodore archive of electronica (where the whole concept began), you might like to visit the following:
<http://VGMusic.com>
<http://remix.kwed.org>
<http://www.c64.audio.com>
<http://retrogames.com>





there who have fan followings that could rival some of those of regular pop icons in the west (Yoko Kanno, Yoshitaka Hirota), and some publishers commission their own official arrangements of popular songs, selling them in addition to the original soundtracks. Outside Japan, however, there seem to be no serious complaints, and you'll understand why once you've heard a few ReMixes.

UGH, BUT IT'S MIDI..

A bit of the older stuff might use MIDI sampling, and a bit of the newer stuff might, but we're in the future now, Toto. Real instrument samples, advanced 'tracking' software, that dodgy microphone and the beat up harmonica in your drawer... all put together in mp3 format. The vast majority of the music at the site has been produced using better soundcards, synthesizers and the rest — and sounds like it, if not! There are even a number of pieces with embedded classical guitar recordings — the most famous of which would have to be AmiEvil's 'Death on the Snowfield' at <http://remix.overclocked.org/detailmix.php?mixid=OCRo0205>.

Not just anything cuts it. Pretzel deals with the mundane task of being the sole judge and juror on whether an arrangement makes it in or not. We're left with an efficient system



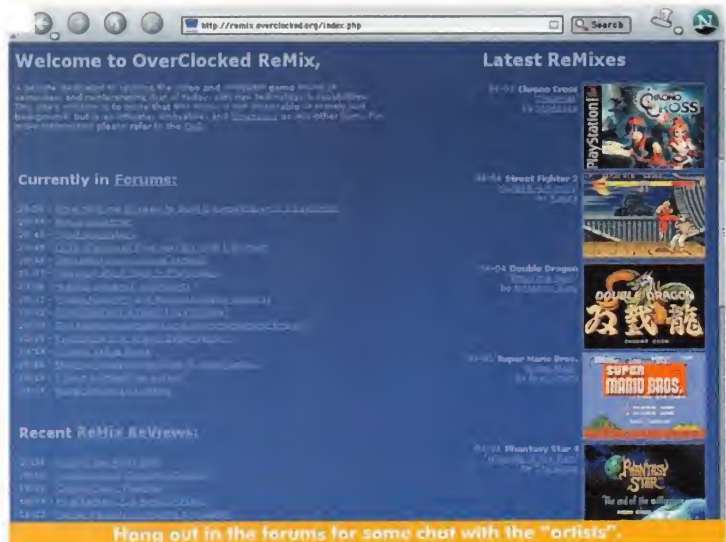
that lets us order mixes alphabetically, by composer, ReMixers, platform or date. The one thing OC Remix doesn't do is order by rank, and that's a conscious decision by djPretzel. Registered users are free to review mixes and guide others, but there is no voting mechanism lest it sway new visitors away from mixes they might have otherwise enjoyed.

From jazz to hip-hop, hillbilly to Swedish death metal, classical to trance or ska to techno, whether it's Shinobi or Final Fantasy X, you're bound to find something that'll strike a pleasant chord. It might not pique your interest quite the same way the mention of bikini-clad plumbers would, but we promise it'll be far more fulfilling. <<<

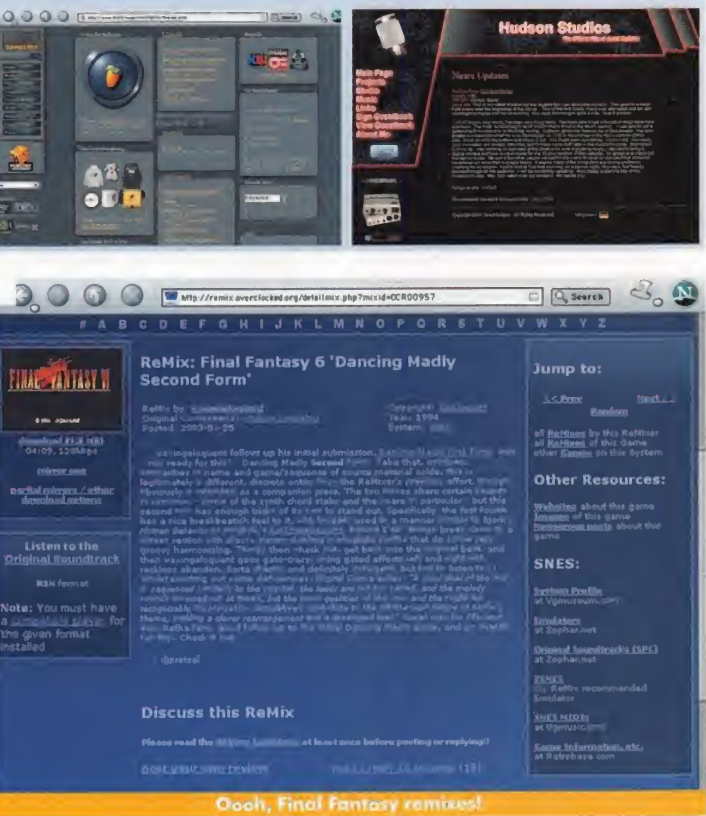
I wanna ReMix!

The ReMixing 101 section at remix.overclocked.org/mixio1start.php covers all your basic queries, linking to tutorials and the like. Fruity Loops seems to be the most commonly used piece of tracking software — www.fruityloops.com. More info on tracking can be found at www.soundtrackers.de. The forums are very welcoming, and no doubt you'll find a patron god or three in there. Most are hoping to move up and into the world of composing for video games, taking their first steps with soundtracks for major MOD projects such as Jared Hudson's work for Half-life's Ghost Ops: The Avalon Project. Check that out at www.ghostopsmod.com, or learn more about his epic orchestral odysseys at hudsonstudios.net

VISIT HYPER ONLINE AT WWW.HYPERACTIVE.COM.AU



Hang out in the forums for some chat with the "artists".



Oooh, Final Fantasy remixes!

BACK OF THE NET



**JACKSON
GOTHE-
SNAPE**

»» Many of you might have already been exposed to it.

The terror of the internet, the greatest threat to the dignity of our world wide web. An ugly, intimidating menace, with the potential to overwhelm the lot of us. A typical case begins quietly enough, through the odd email, or around the pages of a high-profile news service. It develops, involving hobby sites, online auction houses and internet chatrooms. From here the phenomenon simply snowballs, into the cultivation of internally maintained, dedicated sites. Finally, the fusion is complete, as the terror loses even the terror label, and becomes indistinguishable from the other...

The terror is, of course, the senior surfer – old grandpa himself – who is, according to research, taking control of the web. We've all heard stories about the aging population, of the greater proportion of the population over 55. Simple logistics informs us that we should be wary, and statistics back it up. Seniors are the fastest growing online community, including a 40% increase in over 65 net users between 2000 and 2002. Around one quarter of Australians over 55 use the internet regularly.

But should we, in general, as youths, really care? By definition the internet is a tremendously inclusive entity. Yet, through the development of enclaves based around users' habitual existences, virtual identity is still firmly rooted in the physical. Thus, as although the aged use the same font as your twelve year-old cousin, their discussions and interests remain hugely uninteresting, reaffirming the generation gap, and meaning our interaction with seniors will remain unusual, and, as this column suggests, discriminatory.

I do look forward, however, to a scenario that emphasises the strengths of the elderly – perhaps of experience, wisdom, leadership and composure. I'm thinking a MMOG, based in a world where knowledge is king, and where the older generation can regain the respect they deserve.

Links

The Grand List of Console Role Playing Game Clichés

(The grandeur comes of all in that this list is now available in German, courtesy of I see I cannot. I think I can't remember how to say "that big beloved peasant village" in German. It won't do it all by itself.)

There are two people who live a good second RPG more than I: Gargus the First Fighter, Chrono, and Shion of Amalthea and a number of others and wonder and wonder how I have in game development, struggle and usually fail to match. And yet, as I say the first multipurpose to come out of the 21st century, I can't help but being that, sometimes, the same is all value. **WIKIPEDIA** There are updates to have for many popular RPGs. 1 min in. 0.6

Now and central Africa. By the way, see in ref. Last updated December 2002. And if you have



- Sleepyhead Rule**
The teenage male lead will begin the first day of the game by oversleeping, being woken up by his mother, and being reminded that he's going to go to his medieval peasant village.
- "That My beloved peasant village!"**
The hero's home town, old, rural, or peasant will usually be annihilated in a spectacular fashion before the end of the game, and often before the end of the opening scene.
- Thinking With The Wrong Head (aka Rule)**
No matter what she's a succubus or how mysterious her origins are, the hero will always be ready to fight to the death for any girl he met three seconds ago.
- Cubic Zirconium Carotid**
The aforementioned mysterious girl will be wearing a pendant that will ultimately prove to be the key to either saving the world or destroying it.
- Logan's Run Rule**
RPG characters are young. Very young. The average age seems to be 15, unless the character is a decorated and battle-hardened soldier, in which case he might even be as old as 18. Such characters often have traits with multiple anagrams and magic, signs of experience, and never ever admit about their parents being there to come home from adventuring before bedtime. By contrast, characters more than twenty-two years old will cheerfully refer to themselves as washed-up old fogies and be eager to make room for the younger generation.
- Single Planet Rule**

The Grand List of Console Role Playing Game Clichés

project-apollo.net/text/rpg.html

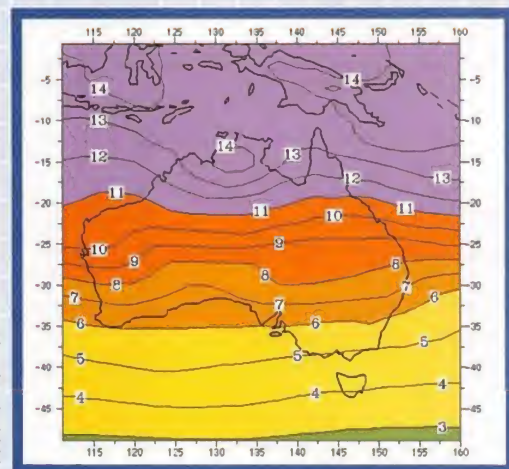
»» One hundred and eighty one of them to date, in no particularly obvious order. Amusing, right on target for the most part, and spiffy for those of us who feel like knocking RPGs – or feel a nostalgic spell coming on. Then again, it might just be a very witty collection of everything the West needs to create a brilliant RPG. Doesn't anybody here study Joseph Campbell's "The hero with a thousand faces" anymore? Oh, and they've translated the list into German to satiate all you Deutschelanders out there.



Lancers Reactor: Fuel for the Flight

www.lancersreactor.com

»» Well, the official Microsoft site barely has anything on the game, be it general news or MOD-wise, so everyone else craving more of a Freelancer kick can drop by the Reactor for all the latest from the community. The forums hold the latest on everything Freelancer, and any issues you're having ought to be easily solved. A host of MODs have been bursting forth with the Reactor as their gateway, and no doubt by the time this goes to print they'll have a few total conversions under way. Hopefully somebody will do something to fix up the multiplayer issues with hacked characters already..



Bureau of Meteorology

www.bom.gov.au

»» Yes! Everything you ever wanted to know about the weather! Predict tornadoes! Localized to the region of your choosing! Forecasts before the news, updated every five hours or so! How terribly exciting! If you're inside regularly enough to beat the News to it, peruse the rest of this issue outside and catch a bit of clear blue sky. Or freezing sleet. We envy you. No, really – I haven't seen the sun in days. On a more interesting note, this official meteorological site also hosts a page of indigenous weather knowledge.



Mystery Videogame Theater 3000

mvt3k.overclocked.org

»» Where would net culture be without the eccentric voyages of Pretzel and Green? Okay, where it was yesterday, but a quick gander through this page and several of the short RealMedia clips should have you irrevocably scarred for life (that is, if you get your foot stuck in the bonfire). In the tradition of Mystery Science Theater 3000 (which made fun of cheesy movies), Professor Pretzel and Green wander through the most bizarre games of all time – and somehow manage to wind together amusing but frightening documentaries in between screams of agony and destroying old games. Hopefully the two writers behind MVT3k won't be hired in place of any of Hyper's talented writers. Like me, right Ed? Ed?

REVIEWS



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»GEN

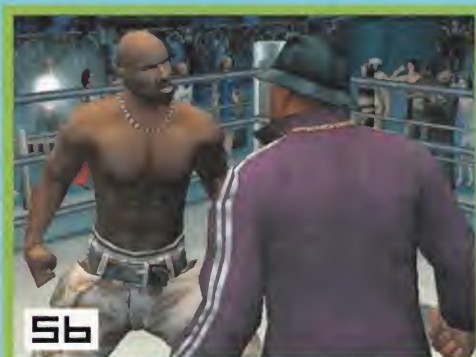
GAME OF THE MONTH

The Legend of Zelda: The Wind Waker

It's been a long time between Links, as they say.



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GAME THEORY

DANIEL STAINES



» Over the past two issues, we have explored issues relating to game narratives and the noticeable deficiency of skilfully developed and engaging dramatic personas therein. If I recall correctly, it all basically came down to one key query: "Why are video-game characters so inadequate when compared to their cousins in other media?"

I have a theory. My theory is that the manufacture of a good character is an implicitly cooperative enterprise undertaken by an author and an audience. The job of the author is to present the audience with both a cleverly constructed personality and an opportunity to engage with it on an intellectual and emotional level. The job of the audience is to take that personality and realise its full potential by 'fleshing it out' with their own thoughts and emotions. This takes skill on behalf of the author, concentration on behalf of the audience and enough time for both of these elements to fuse together. Hamlet, for example, is a classic character because he is both superbly crafted and given enough 'airtime' to interact with the audience on the levels mentioned previously.

This applies to games in two ways. The first is that most video game characters simply aren't given enough airtime to interact with their audience. Character development in a majority of modern games is either restricted to five minute cut-scenes or goal specific one-liners crafted exclusively for the purpose of advancing past the plot to the next action sequence. This simply isn't enough for us to grasp onto, and so the characters suffer in our eyes because of this.

The second way in which this applies here can be seen in the fact that – as a rule – the interactive component of games requires much more attention than the semi-interactive, narrative driven element. Games simply do not allow us to invest any sort of significant concentration into their characters because all of our focus is generally required elsewhere. Wholesale interactivity can be exhausting, and so semi-interactivity (in which personalities are developed) becomes something of a break time for most of us. Who can honestly say they've never skipped-out on a cut-scene to go to the loo? I know I can't.

Can we fix this inherent problem in gaming? I sincerely hope that we can.

game_theory@primus.com.au

HYPER CREW TOP 5

Elliot - Editor

1. Legend of Zelda: The Wind Waker – GCN
2. Star Wars: Knights of the Old Republic – Xbox
3. Soul Calibur II – PS2
4. Championship Manager 4 – PC
5. Pro Evolution Soccer 2 – PS2

Cam - Deputy Editor

1. Legend of Zelda: The Wind Waker – GCN
2. Pokémon Ruby - GBA
3. Enter The Matrix - Multi
4. Slap Happy Rhythm Busters - PSone
5. Sonic Advance 2 - GBA

Malcolm - Art Guy

1. Final Fantasy X-2 - PS2
2. Legend of Zelda: The Wind Waker – GCN
3. Wario Ware Inc. – GBA
4. Soul Calibur II – PS2
5. Slap Happy Rhythm Busters - PSone

Daniel Staines - Reviewer

1. Thief – PC
2. Zelda: A Link to the Past - GBA
3. Unreal Tournament 2K3 - PC
4. Master of Orion 3 – PC
5. Project Gotham Racing – Xbox

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!



The Legend of Zelda: THE WIND WAKER

CATEGORY: Action/Puzzle >> PLAYERS: 1 >> PUBLISHER: Nintendo >> PRICE: \$99.95 >> RATING: G >> AVAILABLE: May >>

ELIOT FISH wipes tears of joy out of his really sore eyes...

The wait for this game has been an immensely difficult one. For some of you, it's been the sole reason you bought a GameCube on day one... at least it was for this editor. Sure, we knew Mario Sunshine would be good, but Zelda... Zelda was the game we reaaaally wanted. Ever since it hypnotised us back on the NES, and then stole our hearts on the SNES with A Link to the Past, the Zelda games have been some of the most beloved console gaming experiences of our time.

Finally, The Wind Waker was washed up on our shores. It arrives with not just the weight of gamers' expectations resting on its shoulders, but the need for the game to inject some spark of success into GameCube sales. Can Link raise

the master sword in victory over both ghoulish obstacles?

INTO THE REALMS

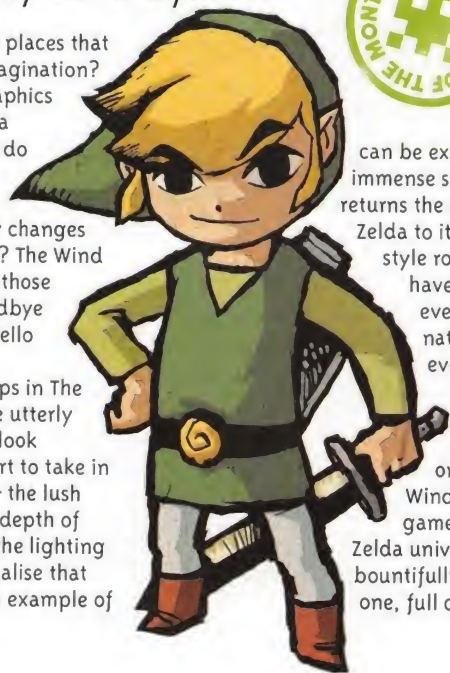
Since the Ocarina of Time on the Nintendo 64 set Link on a path to maturity, gamers expected that more advanced Nintendo hardware would bring a more realistic – and adult – Link. However, Nintendo stunned everyone by revealing the GameCube Zelda as a cartoon-like cel-shaded feast, with Link looking younger than ever. Shigeru Miyamoto's decision to prevent the series progressing into the realms of more visual realism was praised in these very pages, and yet also scorned by many fans. Do we really want our games – especially fantasy games – to become more like real life? Or do we want vibrancy, colour

and fantastical places that capture our imagination? Do we want graphics to dictate how a game plays, or do we want the gameplay to drive necessary changes to the graphics? The Wind Waker answers those questions. Goodbye cruel world... hello Hyrule.

Your first steps in The Wind Waker are utterly joyous. As you look around and start to take in all the details – the lush animation, the depth of field blurring, the lighting effects – you realise that not only is it an example of



how cel-shading can be executed with immense style, but it returns the Legend of Zelda to its cartoon-style roots. It would have been an even more natural evolution to have gone from A Link to the Past on SNES to The Wind Waker. Both games flaunt the Zelda universe as a bountifully colourful one, full of iconic





The Wind Waker is the most stylish Nintendo game we've laid eyes on since Super Mario 64...

characters and rich with symbolism. Whilst Ocarina of Time was a brilliant game, its attempt at a more realistic-looking Hyrule resulted in a sometimes ugly world (although the poor Nintendo 64 hardware certainly didn't help). Now that the visual style has been simplified, there's more room for the artists to breathe, and the result is probably one of the best looking videogames ever made.

SOME KIND OF PROOF

To complain that this new style is "too kiddy" or some kind of proof that Nintendo still want to target toddlers is missing the point entirely. The vibrant cartoon style is a deliberate artistic move to bring the game world to life like never

before. Characters' eyes are big so we can see them express more emotion; colours are flat and rich so we can see the important details in the environments more clearly, and subtle effects are more noticeable — like Link's hair and hat flapping in the breeze. The Wind Waker is a remarkable achievement in proving just how good a game can look without having to use a plethora of visual effects (bump mapping begone!). You can jump right now to the score we've given the game for its visuals. It may surprise some of you, but the reason will be clear when you sit down and enjoy the game for yourself. The Wind Waker is the most stylish Nintendo game we've laid our eyes on since Super Mario 64 blew everyone away on the

N64. Whilst it's not a technological marvel, it's an artistic one. Even the most hardened gaming cynic will be transfixed.

FROM POINT A TO POINT B

Prior to playing the game for ourselves, we had heard that The Wind Waker was the kind of game you could finish in a mere 15 hours — maybe, 20 — tops. Well we can allay your fears right here and now. Any gamer who finishes the game that quickly simply isn't enjoying the game the way it is meant to be played. Taking your time to explore all the locations, delve into the numerous sub-quests, scratch your head over obscure puzzles, experiment with Link's cool items, and generally enjoy all the game has to offer, will result in a good 40 hours worth of adventuring.

The erroneous information on the length of the game has probably been perpetuated by internet reviewers who might have played through the Japanese version of the game by following an English FAQ. Well, as any gamer knows, if you



EVERYTHING BUT THE MONKEYS

Has Shigeru Miyamoto been playing Monkey Island? That's what we'd like to know. There are more than a few subtle hints at this in The Wind Waker that only hardcore fans of the Monkey Island series would pick up on, but the references are definitely there — especially in some of the artwork. The beachy islands, skulls, pirates and boofy landlubbers may just be a result of the seafaring theme, but fans of the LucasArts adventure would all agree that it goes a little bit deeper than pure coincidence. Link even gets fired to shore from a cannon...



Link goes looking for Lord Seafood.



Link photocopies his face.



1st floor, monsters, swimwear, keys.



The "mouth" of the cave, it seems.



Link just planted some "funny" seeds.



Boo Gannon, hiss boo!

MY ZELDA SENSE IS TINGLING

What would a new Nintendo GameCube game be without Game Boy Advance link-up capabilities? The Wind Waker features an item called the Tingle Tuner, a device that is used in conjunction with a GBA hooked up to your GameCube. You don't need a Zelda cart in the GBA, just the GBA itself. First you must rescue the spritely character, Tingle, from gaol on the GCN, and then he'll appear on the GBA screen and to give the player tips, reveal the location of secrets and generally add a bit of novelty to the Wind Waker experience. It's certainly not worth worrying about if you don't own a GBA, but if you do, you'll be able to sleep peacefully knowing you've seen 100% of what the game has to offer.



follow a guide (and thus negate the need to actually figure out the dungeon puzzles for yourself), you can tear through any game in half the time actually necessary. Hell, you could even finish Super Metroid in under three hours if you knew exactly what to do and where to go next. We don't see how anyone could finish the game that quickly and still appreciate all the wonderful surprises tucked away in the game. The Wind Waker is meant to be slowly uncovered, as all good Zelda games are. Bit by bit, you peel away the layers, acquire knowledge and then apply your ever-expanding skills to the array of perplexing puzzles. You never charge from point A to point B, because you usually never know where, what or who point B is... We can assure you, after playing through the game, that The Wind Waker is more than worth the money you've saved up for it. There is so much to do, that detailing too much

of the game in the review would be certain to spoil a few too many surprises. As we romped through the game here at our office, people would pass the TV, shield their eyes and mutter "I didn't want to see that yet!" So let any misgivings you might have about whether The Wind Waker is worthy of its heritage dissolve, as this is very much a classic Zelda game.

DELIGHTFUL MAGICAL ITEMS

In the beginning, you find yourself on Outset Island celebrating your birthday. It's been 100 years since the events of Ocarina of Time, and legend speaks of a hero who will be reborn. Yes, it looks like that hero is you. You set out innocently to rescue your sister who has been snatched by a giant bird, and before you know it, you're on a rollercoaster ride towards your own destiny. You'll meet a band of pirates led by the mysterious pirate girl, Tetra, who take you under their wing. But as you'll soon discover, there's also more to Tetra than meets the eye... When you take on your first

dungeon, the Forsaken Fortress, Link doesn't have the ability to do much more than avoid combat as much as possible, inspiring a stealth-like level in which you learn the ability to hide inside barrels. This is very much an introduction to the story, however, and stealth gameplay never really plays a part in the rest of the game.

Before too long, you'll become preoccupied with acquiring the hero's tools of power — the master sword, the hero's bow, the boots of iron, the skull hammer, the boomerang... and so on. All the delightful magical items that you would expect young Link to require. Whilst you would think that sticking to the formula and the





Links checks his underarms for odour...



Oops, that last step was a doozy.



Link makes mince meat out of anything.



Hmm, only 132 more of these to go!

same old tool-set from previous games would fail to deliver new challenges, you would be wrong. Within the context of sailing around on the high seas, and exploring a variety of mysterious islands, The Legend of Zelda has almost been re-invented yet again. Even for the Zelda veteran, The Wind Waker is still an absolutely addictive and enjoyable game.

The new 3D engine, camera and controls, all work a treat. Unlike Mario Sunshine, which suffered from some poor camera issues, The Wind Waker feels like a polished gem. The controls are never a struggle, and the camera glides delightfully into place. If you can get past the fact that the first-

person perspective is inverted, and that there's no option to change this, you'll find exploring the dungeons and villages a breeze. Whilst there may be a few moments of frustration in lining up a grappling

hook attempt or aiming an urgent arrow, the game feels like it has a level of polish that other games of this nature lack.

SAILING ON THE SEAS

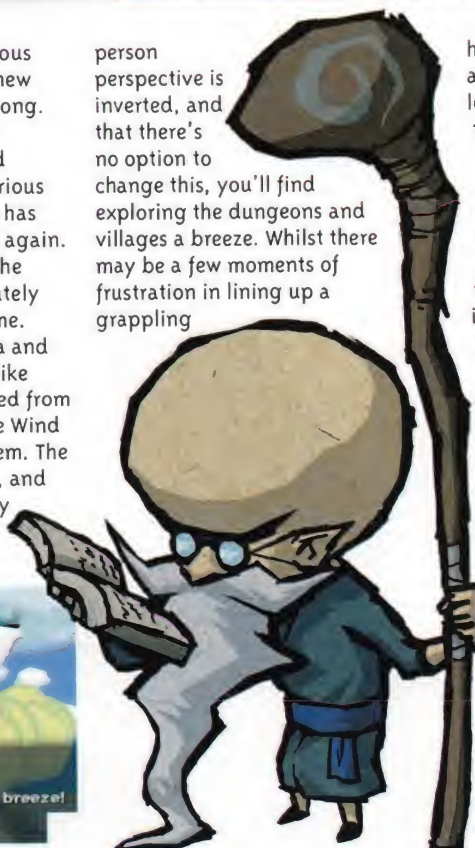
What makes The Wind Waker such a success is just how well-balanced it all is. It's not too difficult, but not a total breeze either; it's large in scope, and yet designed to be easy to navigate; suitably confusing where it needs to be, but never maddeningly frustrating. Where Ocarina of Time required pure dedication, The Wind Waker never gets bogged down in tedious task fulfilling. Yes, it's probably a bit on the easy side, but there's still a lot to remember, and quite a few quests that will take a bit of patience, and you're having fun along the way – and that's the important difference. You're usually juggling a number of things at once, and most puzzles can be abandoned until a later time until you want to tackle it again. This is the beauty of the

THREE ZELDAS FOR THE PRICE OF ONE!

Part of what makes The Legend of Zelda: The Wind Waker such a great purchase, is the inclusion of the N64 Zelda title, Ocarina of Time, reprogrammed for GameCube. Whilst they didn't do anything to the graphics (oh well), the game does play slightly faster, and hey... when you've completed The Wind Waker, you can go back and revisit the previous Zelda game which was an epic in its own right. Incredible value! But wait... there's more. Also included is the Master Quest – what was originally dubbed Ura-Zelda for the ill-fated 64DD – another bonus quest from Ocarina of Time for you to play. All that for \$99.95? We're stunned!



Yep! That's a miillighty nice breeze!





His Australian ancestry shines through...



Link learns the Zelda-boogaloo.

Ready, guy? One! Two!



"I just can't find hats that fit."



You got **Bomb!**

It is, naturally, da bomb.



200



"Here little boy, have some candy..."



This game is so hot!



THE LEGEND OF THE LEGEND OF...

»» The first Zelda game debuted on the Nintendo Entertainment System back in 1987. Link had to explore the land of Hyrule for all the pieces of the Triforce and thwart the evil Gannon... Mmm, sounds familiar, doesn't it? Looks like nothing much has changed over the last 16 years! Whilst the puzzles seem positively primitive by today's standards, The Legend of Zelda is still a fun play, and certainly a golden piece of gaming history. For more info, just check out our Reverse Engineering this issue on page 78!

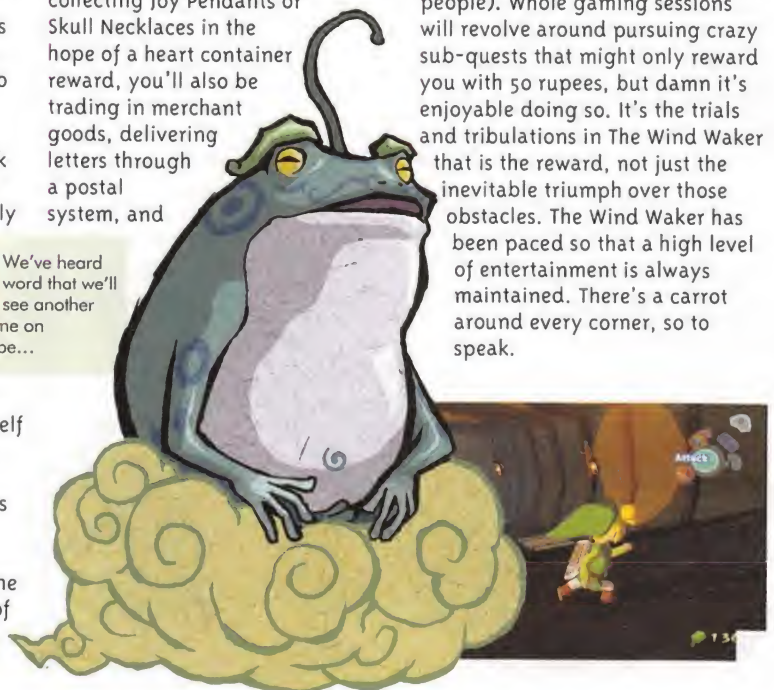
island system – you're able to go around and explore the high seas, and find many tantalising islands and puzzles that promise tasty rewards. You'll even earn your very own island...

Sailing around on the boat (or is it? muaha!) involves hoisting the main sail and angling your craft to take full advantage of the wind direction. Thankfully, the wind direction can be controlled by Link once you acquire the Wind Waker! But sailing on the seas isn't the only place that control of the wind can come in handy... the Deku Leaf lets you glide about like a paratrooper, and you'll have to make sure the wind is taking you where you want it to. The Wind Waker itself is a magical baton that essentially replaces the role of the Ocarina. Conducting certain tunes – such as the Song of Passing that changes day to night – will be a very important tool for getting about the place, and getting to the bottom of a mystery or three.

You'll also be utilising a few different carry bags that nicely divide up collectable goods making it easy to navigate your bloated inventory. Whilst you might be collecting Joy Pendants or Skull Necklaces in the hope of a heart container reward, you'll also be trading in merchant goods, delivering letters through a postal system, and

even taking pictures with a Pictograph (and yes, there's a whole pictograph sub-quest involving taking photos of situations and certain objects or people). Whole gaming sessions will revolve around pursuing crazy sub-quests that might only reward you with 50 rupees, but damn it's enjoyable doing so. It's the trials and tribulations in The Wind Waker that is the reward, not just the inevitable triumph over those obstacles. The Wind Waker has been paced so that a high level of entertainment is always maintained. There's a carrot around every corner, so to speak.

!!! We've heard word that we'll see another Zelda game on GameCube...

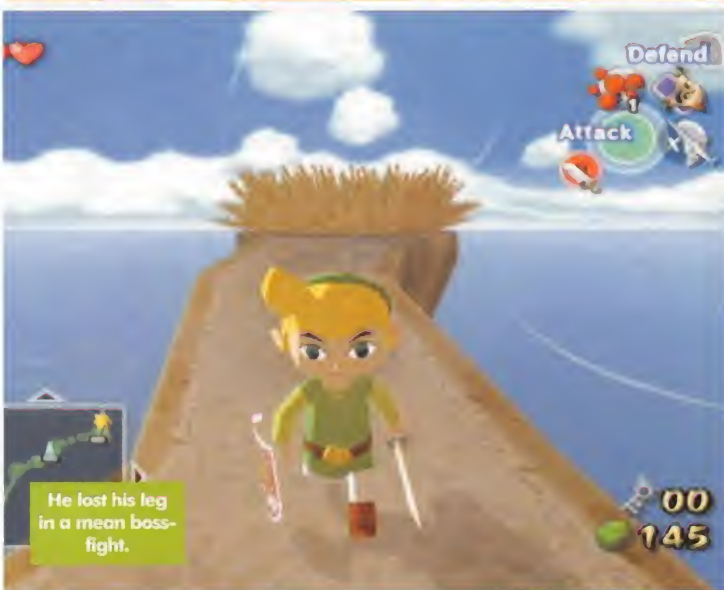




Link gets submerged in a vat of hot butter.



"Did you just call me beak face?!"



He lost his leg in a mean boss-fight.



Okay, you can get worried now.

Boss fights tend to be beatable upon first or second attempt, and Link acquires more heart containers than he ever needs...

A CERTIFIED CLASSIC

Even though you could accuse The Wind Waker of regurgitating gameplay from past Zelda titles (for instance, most of the enemies are classic Zelda enemies, and we all know by now how to deal with them), there are enough fresh ideas to separate it from past games in the series. The ocean exploration (which adds a feeling of non-linearity), and the new gameplay features —

such as needing to solve one dungeon with the help of a second character — help to make this an all-new treat, and not just a best-of compilation of gameplay.

It would be fair to say that the new graphic style does provide a lot of the initial entertainment value, however, once you're over the thrill of playing a brand new Zelda game, the gameplay hooks you in for the brilliant adventure that it is in its own right. The characters

are all charming (and very amusing to boot), and everything is so well thought out that you'll marvel at how well some aspects of the game have been concocted.



If there's any criticism we can level at The Wind Waker, it's that the game doesn't quite offer the challenge of past Zelda games. Boss fights tend to be beatable upon first or second attempt, and Link acquires more heart containers than he ever needs as none of the enemies pose that much of a threat. Thankfully, you'll be having too much fun to notice that there aren't quite the number of dungeons that you might expect from a Zelda title. In any case, you can play Ocarina of Time straight afterwards anyway (it comes packed with The Wind Waker), if you want a more epic challenge.

Regardless of how long it takes you to finish The Wind Waker, doing so is a moment of great sadness. This really is one of those games that you never want to end. Our advice is to take it slow, and enjoy every inch of it, because it's not very often that a certified classic game comes along.



PLUS: Ingenious game design, and a gorgeous cartoon come to life.

MINUS: A tad on the easy side, and lacking a dungeon or two.

VISUALS SOUND GAMEPLAY

96 89 97

OVERALL

97

Pure magic. Games don't get much better than this.



REVIEW

» HYPER 51



Super Monkey Ball 2

CATEGORY: Bubble boy sim >> PLAYERS: 1-4 >> PUBLISHER: Infogrames >> PRICE: \$99.95 >> RATING: G >> AVAILABLE: Now

CAM SHEA examines the path from marbles to monkeys...

Games have certainly come a long way over the last 20 years or so. Think about it.

It wasn't that long ago that we were guiding a simple marble through hideously challenging mazes. A marble I tell you! What a primitive time it was. Nowadays, with the advent of super-fast computing power and designers hooked up to acid drips, we're able to put a monkey inside that marble! What an age we live in!

HAIL TO THE CHIMP!

Okay, so it's a comical reinvention of a classic game concept. But what a reinvention! The original Super Monkey Ball won over many a gamer with its addictive devilish gameplay and festive (they are monkeys after all) party atmosphere. Super

Monkey Ball 2 (SMB2) represents a logical expansion from the first game, doubling the number of party games while also making the gameplay a little more accessible to less hardcore players.

The structure of the single player game has been tweaked a little. In the first title, players chose to attempt Beginner, Intermediate and Advanced sets of challenges, consisting of 10, 30 and 50 mazes each, and with limited lives. Beating the Advanced set was a true demonstration of freaky gaming ability and perseverance because some of those puzzles were incredibly difficult. This system remains an option in SMB2, but there's also an alternative mode of play — the Story Mode. In this mode, you get a nonsensical storyline with

nonsensical cutscenes and nonsensical dialogue, broken up over ten worlds with ten levels each. Lives are unlimited, and you can attempt the ten levels within a world in any order you like. This change certainly makes for a less frustrating game because you can now practice levels over and over until you get them right, then go into Challenge mode knowing the intricacies of the levels to come.

This change has also had a somewhat undesired side effect, however. Since you have unlimited attempts, Sega have introduced far more random elements and wacky novelty design. There are plenty of levels that really don't rely on skill at all — just dumb luck. These take away from the elegance of the concept. SMB is meant to be the

ultimate demonstration of your contempt for, and mastery over, the controller, not of your love affair with the vagaries of chance.

That said, even the skill-based levels are at the mercy of a rogue random element — the camera mechanics. Honestly, why Amusement Vision didn't give us the ability to control the camera with the C-stick and to snap behind with another button is beyond comprehension. What banana leafs have they been smoking? The camera really takes away from the game, preventing you from lining things up and moving as seamlessly as you would like. Bad Sega, bad.

PLENTY OF CHALLENGE

But gawd bless it, it's hard to stay mad at SMB2. At 150 levels strong



PHYSICS EXPERIMENTS.

What do Halo and the Super Monkey Ball games have in common? They both have great scope for physics experiments. In Halo it was about blowing dead bodies and jeeps as far and high as possible, whereas in Monkey Ball it's about bouncing off corners, edges and ramps to vault across levels and take massive shortcuts. You can pull off some absolutely amazing stunts, but if you don't believe us just check out the movies on this site...

<http://minerva.deepfire.net:8080/~aparker/>



Since you have unlimited attempts, Sega have introduced far more random elements and wacky novelty design

there's plenty of challenge on offer, and the levels this time around are more varied and animated — platforms rise and fall; switches pause, play and fast forward elements in the environment; bizarre mechanical creatures move about; paths spiral downwards, flip themselves over and much more... in short, there's a lot more going on. This goes for the backgrounds too. Sega have lavished much more attention on the surroundings, and some of the worlds look amazing. From the tropical jungle and huge waterfall, to treacherous volcanoes complete with lava spewing dragon statues, through to the belly of a whale, it's all good.

Of course, all of the above is only a small slice of what people love

about SMB. It's the party games that are perhaps the real drawcard, and SMB2 is a veritable treasure trove of multiplayer goodness. For starters, the six games from the original have returned - Monkey Bowling, Monkey Target, Monkey Golf, Monkey Billiards, Monkey Race and Monkey Fight, in enhanced mkII form no less. Sega have tinkered with each, adding in new features and options. For instance, Monkey Bowling now has a wicked Special Mode with a range of undulating, curving lanes to play through. Monkey Target is now playable in joyful four-player splitscreen, although the introduction of power ups has taken some of the purity out of it, and

!!! The six new mini-games have to be unlocked by playing the main game modes.

Monkey Golf is no longer just putt putt, and is now more like Mario Golf... and damn good to boot. You get the idea. But what about the six new games?

Say hello to Monkey Soccer, Monkey Tennis, Monkey Baseball, Monkey Boat, Monkey Shot and Monkey Dogfight. The picks of the bunch are probably Soccer and Tennis. Soccer bears only a passing resemblance to the sport, but once you've played a little turns out to be good arcade fun.

Tennis is like Mario Tennis-lite, which is definitely not a bad thing, and at its best with four players. Baseball is also not without its charm, and Dogfight is a nice Star Fox style roaming 3D shooter. The only real duds are Monkey Boat, which is a tedious rafting game, and Monkey Shot, which is an on-rails shooter capable of putting anyone to sleep. Even so, there's something here for everyone, and combined with the main game makes Super Monkey Ball 2 a feature laden and extremely fun package. <<<



PLUS: Monkey magic. Great in single and multiplayer.

MINUS: Random elements. Camera mechanics.

VISUALS SOUND GAMEPLAY

83 74 89

OVERALL

88

Monkey was irrepresible!



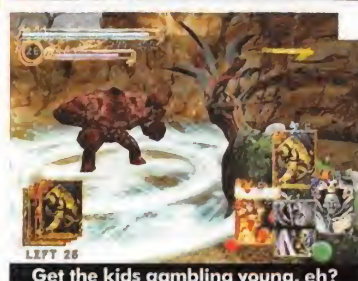
Can you blow bubbles through that?



Oh ho ho, you're such a card.



LOST: One kingdom, hardly used.



Get the kids gambling young, eh?

GCN

Lost Kingdoms II

CATEGORY: RPG >> PLAYERS: 1 >> PUBLISHER: Activision >> PRICE: \$89.95 >> RATING: G >> AVAILABLE: Now >>

LOUISE ALEXANDROU lays her cards on the table.

The first Lost Kingdoms game was released by Activision way back when the GameCube first leapt to life on shelves everywhere, and while it was an attractive enough game, it fell short of the mark in a few key areas. It sported a reasonable storyline and okay graphics but they were in contrast to the incredibly deep card-based battle system that overshadowed the rest of the experience. From Software have ensured that this follow up is absolutely packed with improvements and solid gameplay, not to mention substantial replay value which the first title seriously lacked.

WHY THE GRIMFACE?

Lost Kingdoms II is far more focused on storyline and depth of character personalities, and features a hell of a lot more potential interactivity with the environment. The main heroine's name is Tara Grimface, and at the outset gamers are treated to a very nice introduction to her story, complete with crisp voiceovers (of which the first game had none). Once control of Tara is

assumed, all the effort and consideration From Software put into the menu systems, character design and full-control camera system is immediately apparent.

As the quest begins, gamers slowly learn of all the new features in the game, and the early battles show promising new ways of utilising and understanding the cards Tara uses for combat. For instance, each time Tara uses a card, her skill in that card's attribute will increase a little, while her skills in the other attributes will decrease slightly. Furthermore, if she uses a card that she is not adequately rated for skill-wise, the card will overuse magic stones and force you to rethink your approach.

Cards can be cast in many different ways; holding down the Z button when casting will affect the card with a Power Boost (it will glow blue), making the attack harder and using additional magic stones. Also, casting certain groups of cards can have incredible effects with the cards reacting to each other and forming new attack techniques. Certain cards

can also be combined to form new cards. One useful addition to battles is the ability to target enemies with a quick tap of the C-stick when they're in close range.

ABSTRACT CHARACTER

!!!
The chances of a Lost Kingdom III are very slim, sadly.

The world of Argwyll is far more alive in this sequel, with towns full of people to converse with, flashbacks of storyline in mid-game and many clues and side secrets to be completed. We were most delighted with the ability to re-enter levels and explore at will, a feature that was absent from the first game. From Software even added small re-entry menus for each area to give you shortcuts to the appropriate place. The main world map is beautifully presented, as is the card menu which has innumerable enhancements, and even the loading screens of abstract character art are enchanting.

All kudos go to From Software for an absolute overhaul of the Lost Kingdoms concept, bringing us a game far closer to our original expectations. <<<



PLUS: Solid RPGish storyline to support the battle system.

MINUS: Some attacks occur in rapid succession, trapping you.

VISUALS SOUND GAMEPLAY

79 75 86

OVERALL

85

A very nice improvement over the original.



Reminds me of my ex-girlfriend.



Now that's what I call a hickey.



She could go skiing with those.



PC XBOX PS2 >> GCN

BloodRayne

CATEGORY: Third Person Action >> PLAYERS: 1 >> PUBLISHER: Majesco >> PRICE: \$99.95 >> RATING: MA15+ >> AVAILABLE: Now >>

CAM SHEA loves vampire slayers...

Here's the pitch. Return to Castle Wolfenstein meets Dawn of the Dead meets The Matrix meets Blood (the anime) meets Blade... with a hot chick with jigglng breasts as the lead character. Sold! It's no wonder that Terminal Reality got the go ahead for this game, but it's also not really surprising that they couldn't resolve those disparate "inspirations" into a cohesive experience.

DOWN BY THE BAYOU...

Your character in the game is a Dhampir named Rayne. What's a Dhampir you ask? She's a half vampire that possesses all the strengths of a vampire but none of the weaknesses. She works as an assassin for an underground organisation called The Brimstone Society, who are dedicated to destroying threats of a supernatural nature.

Rayne is a pretty formidable lead character (aside from her monotonous voice-overs). She's nicely designed and truly equipped to deal with any number of adversaries. Strapped to each arm is a massive blade, with which Rayne can literally tear apart enemies (leaving bloody trails and

body parts everywhere), along with brutal kicks and acrobatic assaults. Rayne is also able to tote a gun in each hand, and there's a massive arsenal to pick up. There's nothing quite like leaping into a room with twin machine guns blazing, following that up with some fast-paced slice and dice, then taking out the last guy by leaping on him and sucking his blood dry.

Yes, sucking his blood dry. Rayne is part vamp after all, so instead of picking up health packs, you can heal her by simply sucking the blood out of enemy soldiers. This is definitely one of the most sickly gratifying aspects of the game. Especially since you can fling a harpoon at them, drag them over, kick them to the ground then leap onto their neck. Mmm. It also changes the balance of an action game like this — enemies can both potentially harm you and heal you. A nice touch.

THE WHITE BLOB

As you progress through the game, Rayne learns new levels of attack, as well as gaining several alternative modes of vision. "Aura Sense" is the

first one, and essentially works like night vision, except with the distinct advantage that objectives also show up. Not sure where to go? Just switch to Aura Sense and follow the white blob. This may seem like a bit of a cop out, but BloodRayne is not about exploration or puzzles, it's about combat, and this simplifies navigation nicely. The second mode Rayne earns is essentially bullet time. The game even tells her that she can "literally dodge bullets". Originality anyone? In any case, unlike Max Payne, you can use this mode as much as you like. Want to play the whole game in slow motion? Be our guests. This mode is also the visual highlight of the game, standing out against the generally murky graphics.

BloodRayne has enough competent elements to entertain the average "have a bit of a bash" gamer, but as a whole it feels cobbled together, and desperately lacks a clear vision of what it wants to be. Pity, because it comes close to being a very entertaining game. <<

!!! Suck enough blood and Rayne can go into the heightened damage of Bloodlust mode, then into Bloodrage mode.

REVIEWED ON:



PLUS: Sexy vamps and lots of blood.

MINUS: Bad voice acting. Incoherent game design.

VISUALS SOUND GAMEPLAY

78 65 69

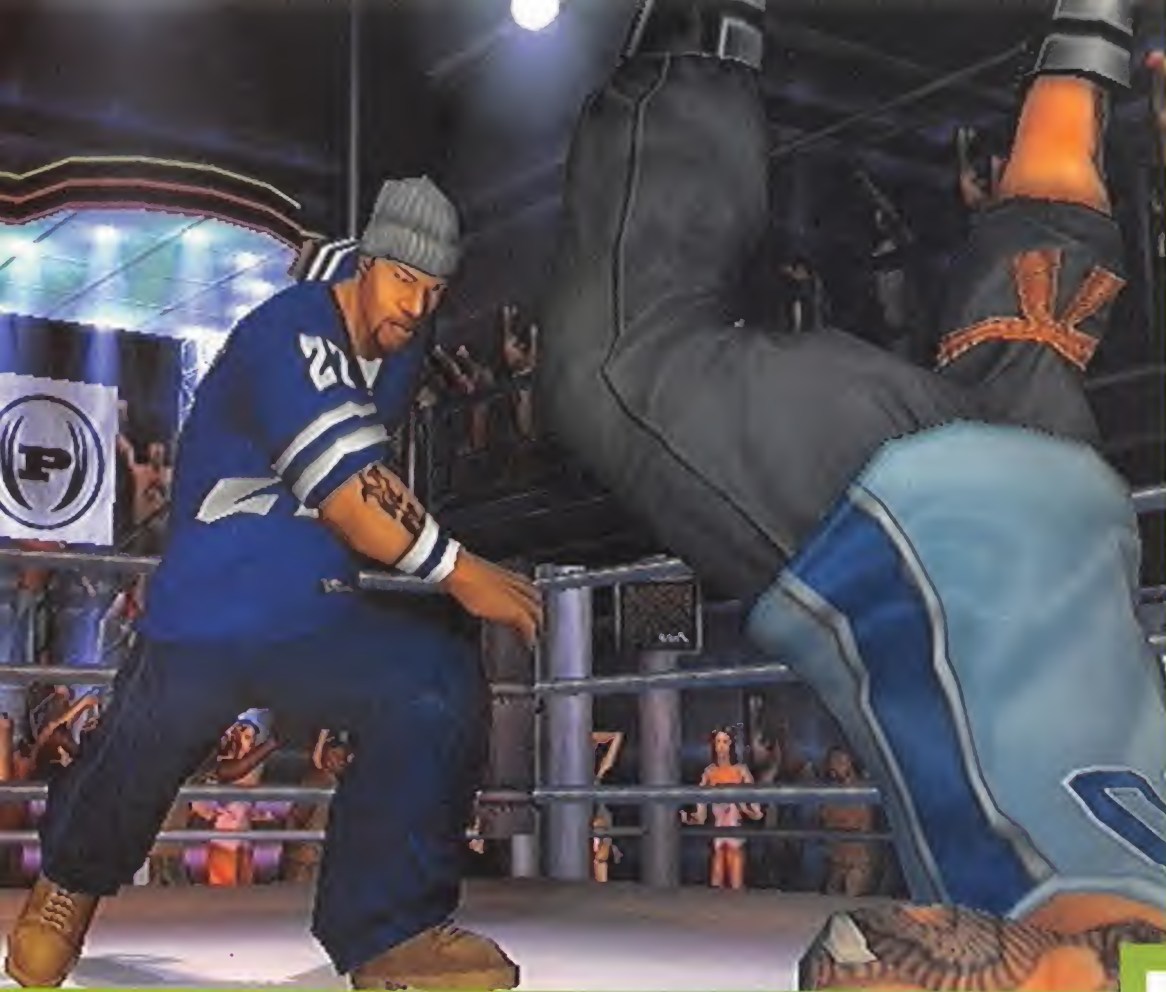
OVERALL

73

The bad slightly outweighs the good.

REVIEW

>> HYPER 55



PS2 GCN

Def Jam Vendetta

CATEGORY: Wrestling >> PLAYERS: 1-4 >> PUBLISHER: EA Big >> PRICE: \$99.95 >> RATING: TBA >> AVAILABLE: Now

LEON SMITH gets biz-ay...

Hip-hop and fighting goes together like Eric B and Rakim, Cam and Philly blunts, and Flava Flav and crack. The very essence of hip-hop is battling your opponent, whether it be a freestyle battle (see Eminem's "8 Mile"), a dance-off (see "House Party"), or a DJ competition. Lately, the battles have become more deadly, with rappers putting down their mics and using their fists or picking up a gun.

HOUSE PARTY - BEST FILM EVER?

Def Jam Vendetta (DJV) takes a more comical approach to the violence plaguing hip-hop by throwing some of Def Jam's finest rappers into the squared circle. The only surprising thing is that it wasn't done sooner. It features almost all of the big-

name stars on the Def Jam roster in an underground, Fight Club-style circuit, and lets you pound the crap out of your favourite (or most hated) MC. Thankfully, it doesn't take itself too seriously, which would have been a fatal flaw - everything is exaggerated and over the top (a trademark of EA Big). If they went the serious route it would have been unintentionally funny.

In DJV's Story Mode, the object of the game is to take a nobody (the character you choose isn't a Def Jam guy) and fight through the ranks of underground wrestling. It's a delicate mix of street brawling and technical wrestling moves, but it's done well. The big guys will stand around and slap the shit out of you, brawling style, while the smaller guys (which technically should be every Def Jam

character - none of these guys are built in the flesh) can duck and move and do a mean Jimmy "Superfly" Snuka impersonation. It's in this mode where you unlock characters, arenas and hoez (that's right, hoez).

Unlike some story modes, the events that take place as you move up the ranks are quite interesting. It's a simple story, but well presented and scripted. It's also quite rooted in hip-hop culture, so you'll be beeped on your 2-way pager to find where your next bout is, and after beating a boss character you'll have to choose between your current ho, or taking on a new ho. No matter what you choose, the two girls will then fight for you. Hoez fighting... this feature alone should make Def Jam Vendetta Hyper's first perfect scoring game.



The only problem is you can only complete story mode with four non-Def Jam characters, which is a disappointment.

Each rapper is quite well detailed, and you can easily tell who is who, even the guys like Capone who are quite nondescript. A lot of work has gone into making each character very unique, such as detailing Redman's jersey, N.O.R.E.'s velour tracksuit, and making Scarface a true playa pimp. The fictional characters also look very detailed, and in the case of



If he lands on that knee... ouch.



A little bit of man-love makes a game.

THE DEF JAM ROSTER

» DJV features Keith Murray, Ghostface Killah, Capone, N.O.R.E., Redman, Method Man, Joe Budden, WC, Ludacris, Scarface, DMX and Funkmaster Flex.

(Note: A certain website asked why several Def Jam artists don't appear in this game. First of all, Public Enemy aren't on Def Jam anymore. Jay-Z is too prissy for this game, if Ja Rule was in it everyone would want to just beat him up and Cam'ron is wack. The only question mark is why LL Cool J isn't featured, but that could have something to do with his shaky contract situation.)



White men can't dress.



He's the king of the bling, er, ring.



The crowd is loving the man on man action.

Reversing grapples and attacks is super-slick and one of the highlights of the fighting.

"WHITE CHARACTER", maybe a little too detailed... Eminem's lawyers should be on the phone soon. The hoiez look tremendous as well.

Everyone has their own home arena, and you'll have to win "on the road" to unlock each rapper. The home arenas match each guy perfectly. DMX fights in - where else? - a junkyard, Ludacris' arena is basically the set of "Southern Hospitality", a club called Club Luda, and N.O.R.E. lives in "Grimeyville". Perfect. The generic fighting pits are also well done, with various shady characters, DJs and crackheads egging on the combatants.

HIP-HOP YA DON'T STOP...

Controls are tight. In terms of attacking moves, you've simply got a button to grapple, a button to block, and then various combos and

variations that execute the complex moves. In defense, L1 blocks punches and kicks while R1 blocks grapples. Easy. Like all great control mechanisms, Def Jam Vendetta is simple, yet complex. Reversing grapples and attacks is super-slick and one of the highlights of the fighting.

Finishing moves are also easy to complete, and while they are brutal, they could almost be performed in real life. The best one would have to be Iceberg's (he's a pimp - i.e. Iceberg Slim), who picks up his opponent with one hand, pimp slaps him with the other, then bends his opponent over his knee before spanking him. It's not as dodgy as it sounds, trust me.

The music. Ahh, the music. There are

plenty of licensed tracks on offer, and they all add an excellent sense of atmosphere. Every track that has been selected is a very aggressive, hip-hop track - no Ja Rule-style R&B. It's almost impossible to hear DMX's "Party Up" or "X Gon' Give It To Ya" without wanting to slap somebody. Also, when you fight a Def Jam boss, their track is playing in the background as well, adding emphasis to their "home court advantage". Each character is also voiced by their real-life counterpart, adding to the authenticity of the game. It's particularly amusing to hear stick-skinny Keith Murray telling you to get your "punk ass" up.

There are a few pieces missing from DJV that would have been welcomed, such as a create-a-wrestler mode. There's also a lack of game modes, and some of the ones included don't make much sense - the one-on-three match option is pretty wack (do kids nowadays still say "wack"?). Still, an excellent way to combine hip-hop and wrestling. And hoiez. <<<

!!! You can find out more about Leon Smith at www.djleonsmith.com

REVIEWED ON:



PLUS: Excellent fighting atmosphere, tight controls.

MINUS: Single player replay value could be limited.

VISUALS SOUND GAMEPLAY

85 90 88

OVERALL

85

A must-have for hip-hop fans.

REVIEW

» HYPER 57



PS2 XBOX GCN

Vexx

CATEGORY: Platformer >> PLAYERS: 1 >> PUBLISHER: Acclaim >> PRICE: \$99.95 >> RATING: TBA >> AVAILABLE: Now >>

DANIEL STAINES begs us to let him go home.

For a game that's supposed to be selling at full retail price, Vexx sure feels like it was made on the cheap. Everything about the game exudes inferiority, like it was made in a few months as a fun side project to divert a bunch of developers working on something actually worth playing. The whole experience is just so breathtakingly mediocre. So mediocre that you almost wish it were bad just so you could at least mock it and have some fun. It's reminiscent of Daikatana in a way... except there's no mosquitoes, frogs or busty Playboy pinups. Well, at least not that we could see.

COOKIE-CUTTER

The primary ingredient that fuels Vexx's ceaselessly monotonous gameplay can be found in the game's cookie-cutter platform mechanics. The game's eponymous protagonist can do everything you'd expect from a platform-jumping hero, but he does absolutely nothing with any kind of flair or panache. Run, jump, super-jump, punch, climb — every single

bit of it is just a matter of going through the motions. During our time with Vexx, there wasn't a moment where we ever felt surprised or engaged or anything other than detached. It's almost like playing the game is reducible to a mechanical operation.

The combat is also bland to the bitter end and reeks of the kind of paucity that naturally leads one to conclude that it was tacked on to make for a longer back-of-the-box feature list. Something comes along that looks bad, you press the square button to punch it. Do this

repeatedly and whatever it is you're hitting will disappear. That's combat for you. There's supposed to be a limited variety of combos on offer to make this more entertaining, but all they really end up doing is highlighting just how utterly pointless fighting is. One simply can't go halfway when introducing elements of combat into a platform game. It's got to be either simple or complex. Sitting in the middle just results in an experience that is both

disjointed and tedious. Unfortunately, this is precisely what has happened in Vexx.

REMAINS STIFF

Things aren't any better on the technical front either. The graphics and level design are exercises in platform game clichés, the music is gratingly repetitive and we're pretty sure that all the voice acting comes courtesy of Acclaim's janitor. Oh,

and just wait until you see Vexx jump. It's like knees don't even exist — his whole body remains stiff as a board from ground to air and

back down to ground again. But hey, who needs animation? Vexx is such a boring character anyway, so why bother putting in the extra effort required to make him move fluidly? After all, that'd just make the rest of him look bad.

Put simply, this is a game of half measures that is almost insulting in its mediocrity. It plays dull, it looks dull, it sounds dull ... it is dull. Don't go out of your way to play it. It's simply not worth the effort. ☹

!!! There isn't a single "vexxing" pun in this whole review! Is that good or what?



Wolverine you ain't, boy.



Surreal, nightmarish... the gameplay.



Biggest. Crack rock. Ever.



This game will leave you cold.

REVIEWED ON:



PLUS: Uh ... it's kinda fun if you're reeeeeeaaally bored.

MINUS: Mediocre in every respect.

VISUALS SOUND GAMEPLAY

60 55 60

OVERALL

59

Excruciatingly average platform gaming.



A stairway to heaven... or maybe HELL!



He's hungry for some BLAU.



Ahh, Hyper readers invade the office!



>>PS2

Resident Evil: DEAD AIM

CATEGORY: Light Gun/Adventure >> PLAYERS: 1 >> PUBLISHER: Capcom >> PRICE: \$89.95 >> RATING: MA15+ >> AVAILABLE: Now >>

FRANK DRY wishes he could shoot the actual TV.

Capcom have been trying to nail this concept for years. This is the fourth attempt at a pseudo first-person Resident Evil shooter game, revolving around using a G-Con light gun for control of your character's zombie popping action. We'd have to admit that they're learning, as Dead Aim is probably the best in this spin-off series so far. However, maybe it was a flawed concept to begin with...

BITE YOUR FACE

You control your character in the third-person, by pushing around with the d-pad on the back of the gun, the side buttons acting as an all-purpose action button. You don't have to select things from your inventory and "use" them, it just happens automatically, making the process as painless as possible with such a control method. Of course, you still have access to your inventory to switch weapons and use herbs etc. A click of the trigger will put you into first person mode, where you can shoot anywhere on the screen, and still use the d-pad to swivel your view to prevent getting chomped on from another angle.

The more noise you make in dispatching enemies, the more zombies get up and attack. The shotgun is very powerful, but draws attention to you — much like the sub-machine gun. Using a silenced pistol will let you sneak by suspicious zombies, by getting rid of the one that's noticed you without saying "hello, I'm over here, come and bite my face!"

Zombies simply lumber towards you, so picking them off is fairly easy. The problem is that no matter how well you calibrate the gun, it still seems strangely inaccurate at times. Head shots to zombies are ideal — and sometimes it dispatches them with one gooey pop — but it's also notoriously unreliable. Sometimes you'll unload 20 rounds into the one normal zombie, and other times they'll collapse with one shot. Dodgy.

PRESSURE TO SURVIVE

To make things more exciting, there are different kinds of monsters. The Elite Hunters, for instance, will leap at you like giant zombie frogs, and

even do little sidesteps to foil your light gun skills. Boss fights are quite difficult, but it's usually to do more with the pitiful control than the fact that they require skill to defeat.

The turning speed with the d-pad is simply too slow, and most intense firefights — especially boss battles — have you fighting with the controls to simply get your character pointing in the right direction. Turning and running from attackers is difficult and cumbersome, especially when you're under pressure to survive!

The adventure itself is very much a simplified Resident Evil. You're mostly looking for keys to doors, and mission critical objects.

There aren't any real puzzles here, as it seems Capcom think the first-person light gun action is enough to satisfy. It's not. Still, the game looks pretty good, and it's creepy enough to have you jump out of your chair a few times. This is really one for the gamers desperate to throw some cash at another light gun game for their collection. It's a quirky distraction, and nothing much more.

!!! Resident Evil is getting another movie sequel... look for it in 2004! Whoo-hoo.



PLUS: Creepy atmosphere, some satisfying weapons.

MINUS: Control method is frustrating, game is too linear.

VISUALS SOUND GAMEPLAY

73 72 69

OVERALL

69

A flawed concept that provides adequate entertainment.

REVIEW

>>HYPER 59



Yager

CATEGORY: Futuristic Flight Sim >> PLAYERS: 1 >> PUBLISHER: THQ >> PRICE: \$99.95 >> RATING: M15+ >> AVAILABLE: Now >>

BRETT ROBINSON sips on a Jagermeister...

Consider videogame introductory sequences: often beautifully animated and sometimes utterly awe-inspiring, by and large they're also a bit of a rip-off. After all, what gamer — newbie or veteran — hasn't marvelled at the cinematic wizardry of the average game intro and dared to hope, however irrationally, that the in-game graphics would be as exquisite? Disappointment is practically inevitable, but not so in the case of Yager — it's one of the most visually stunning titles on any console. Fortunately, Yager is not just a pretty face; the game is great in almost every respect.

SILENTLY SNIPING

You squeeze into the well-worn flight suit of Magnus Tide, an experienced

freelance fighter pilot with a penchant for shit-hot military hardware and an appreciation for the cleansing properties of ale (Dweezle brand, in particular). Contracted by the Protean military, it's your job to undertake hazardous clandestine missions and return with your beloved ship, Sagittarius, intact. The Sagittarius is an experimental craft capable of high-speed forward flight as well as multi-directional hovering — a fighter/gunship hybrid, if you will.

In flight mode the Sagittarius' controls are akin to those of console flight sims, and are therefore relatively straightforward, while in hover mode they more closely resemble those of a first-person shooter. But because the craft can move in three dimensions (instead of the two to which FPS players will be accustomed), performing

complex manoeuvres like circle strafes requires no small measure of manual dexterity. The somewhat tricky controls really are Yager's only negative, as every other aspect of the game is polished to a fine sheen.

Initially, the top brass has little confidence in Tide's abilities, so the first two of the game's 21 missions are given over to training exercises. Fortunately, before you can be assessed on your proficiency at 3-point turns and such, an unexpected turn of events cuts the training regime short. The game keeps the surprises coming throughout, and the only real break in the action comes with the rolling of the closing credits. Mission objectives range from investigating a mysterious radar transmission to recovering a captured Protean aircraft carrier, from rescuing scientists being

held hostage to participating in an all-out assault on an enemy base. On occasion, you'll even man ground-based anti-aircraft emplacements and operate a swivelling gun turret aboard a heavy bomber. Stealth plays an important role in the game, too, so you'll be sneaking around and silently sniping enemies from afar just as often as you'll be swooping in with guns blazing. In short,



It's a dogfight, er... without the dogs.



Could you love an American with a big chin?



This one of those Amsterdam cafés?



Big blue beast of BLAU.



What is a Yager anyhow?



Sit on my face, and tell me that you...

Your compass is bugged dude.



You'll be sneaking around and silently **sniping enemies** from afar...

Yager's missions are varied, challenging and, above all, exciting!

HIVES OF ACTIVITY

It's difficult to adequately convey just how convincing Yager's environments are. There's so much going on around you: civilian pleasure craft flit about with abandon, merchant vessels lurch toward distant trade ports, scavenger drones ferry scrap to nearby processing plants, and all the while pilots and commanders fill the airwaves with their chatter. Even relatively desolate regions are hives of activity, and when you infiltrate an enemy base in a stolen bomber, it's not just a matter of swanning in through the front gate. You'll have to actually participate in a bomber patrol and follow strictly enforced

procedures, and when your subterfuge is on the verge of being unearthed, you'll have to make snap choices between attempting to bluff your way through and shooting your way in. So immersive is this world that it feels as though every action has political and social consequences, and this is what makes playing Yager such an intense experience.

Yager's orchestral soundtrack is incredibly powerful and evocative, rivalling MechWarrior 2's unforgettable score. Individual tracks strike the perfect mood for their respective environments, making you feel at ease in the decidedly chilled-out Free Trade Zone and doing just the opposite in the eerie, ravaged

Bitterfeld region. From the intimidating banshee scream of the DST fighters to the muted thud of rail slugs hitting home, the game's sound effects are excellent.

All these aspects are tied together with a story that'll have you playing for hours on end, just to see what happens next. The numerous subplots, such as Tide's quest to win the affections of his commanding officer, Sarah, and the humour — quite black and satirical at times — that permeates the game are very entertaining. A feast for the eyes and ears, and damned near impossible to put down, Yager is one of those games that makes you yearn for a

massive plasma screen and a thumping home theatre system. However, even when played on more humble set-ups, it's readily apparent that Yager is one of the best games to be had on Xbox. <<<

!!! Skilled players can unlock articulated vehicle models that are viewable in the game's ship database.



PLUS: Amazing graphics, great music and intense action.

MINUS: Controls that can be a little fiddly. Cheesy one-liners.

VISUALS SOUND GAMEPLAY

93 91 89

OVERALL

90

What, it's 4am already?!





XBOX GCN

Godzilla: DESTROY ALL MONSTERS MELEE

CATEGORY: Rubber suit fighting sim >> PLAYERS: 1-4 >> PUBLISHER: Infogrames >> PRICE: \$99.95 >> RATING: G8+ >> AVAILABLE: June >>

CAM SHEA reprises his role as Hyperzilla...

It's hard to say whether a Godzilla connoisseur would be more or less appropriate when it comes to reviewing a game like this. But just so we're clear, I'm not one. I can appreciate the cheese value of the old Godzilla flicks, dig the fake costumes and wacky sets, and crack up at the Mecha-Streisand episode of South Park. But that's about where my Godzilla knowledge ends. Thus, this review is based on *Godzilla: Destroy All Monsters Melee* (DAMM) as both a fighting game and as a spectacle, and less so on the geek value of being able to play with three different iterations of Godzilla.

THE PLANET YOU CALL EARTH...
From the very start DAMM attempts to create a kitsch atmosphere, with the first cutscene featuring a (somewhat)

humorous hammy alien broadcast. They've invaded Earth and just to encourage our inferior race to cooperate, are unleashing a host of genetically mutated beasts from Monster Island into civilisation. Thus, the game starts out with a showdown on Monster Island, then moves on to various cities around the world — Tokyo, Los Angeles, Seattle, London and so on. The first battle is a little underwhelming — the Monster Island location looks very average, with low poly rock faces, poor texturing and a sparse arena to play in. Fortunately, things improve drastically once you get into the city locations. This is where 'zilla and pals are in their element, and it's hard not to smile the first time you pick up King Ghidorah, and slam it into a skyscraper halfway across the city. Or the first time you rip an entire

building out of the ground and fling it across into Megalon's head as he charges at you.

It's good, basic fun, and the game mechanics are very easy to get a grip on. Each monster has an appropriate fighting style, complete with kicks, punches, uppercuts, simple combos, throws and special moves. As you can imagine, the gameplay in *Godzilla* really isn't a finesse job, it's all about knocking, smacking, pounding, charging and destroying. The pace of the game isn't quite as

lumbering as one might expect, however. While most of the monsters move quite slowly, they can cover distances quickly by jumping, and the flying freaks can flit about the environments very quickly. That said, response time on moves is pretty sluggish, leaving you relying on timing and luck in equal measure. There are a few cheap moves in the game too, such as Megalon's ability to dig into the ground, then emerge grasping you





See if you can step on Tony Blair.



The red twirly attack of death!



XBOX VS GAMECUBE

❖ Godzilla: DAMM actually came out on GameCube a couple of months ago. What are the differences? Well, they're largely the same game. Indeed, the visuals are pretty much exactly the same, aside from some quite small changes. The Xbox version, however, has an extra character – Mechagodzilla 3 (apparently from the latest Japanese Godzilla film), and two extra levels – the alien homeworld and an oversized boxing ring.



I can't find the zipper on this thing.



Godzilla takes a dump on LA.



Look at that minty-fresh breath!

Arena sizes are rather disappointing, with radioactive green forcefield walls keeping you in the immediate area

in a hold move... very cheap indeed. The inclusion of a block button is also a little mystifying given how useless it is for cheap moves like this.

Godzilla has a pretty uninspired range of play modes. Adventure Mode is the main single player game, where you must take your beast of choice through round after punishing round of combat, with a final confrontation with Mechagodzilla. Destruction Mode challenges you to do as much damage as possible to the environment within a time limit, and well, it's not what we'd call exciting. Survival Mode takes a similar tack to other fighters, giving you a single health bar to try and waste as many opponents as possible. Versus Mode and Team Battle are self explanatory, and Melee Mode allows you to go head to head

with up to three other monsters in a points-based competition.

MULTIPLAYER'S WHERE IT'S AT...

As you'd expect, it's Melee Mode with three friends where Godzilla is at its most entertaining. It has a similar appeal to good wrestling games, with something there for both beginners and more experienced players, and the added bonus of vast amounts of destruction. Think a royal rumble with monsters and you'd be on the right track.

There are a few things that prevent Godzilla from being the ultimate monster mash, however. Arena sizes are rather disappointing, with radioactive green forcefield walls keeping you in

There are over eleven monsters in the game, including Godzilla 90s, Godzilla 2000, Mechagodzilla, Megalon, Destoroyah, King Ghidorah and Mothra.

the immediate area, and bad fogging obscuring anything much further out. Honestly, the Xbox could render playfields twice this size in its sleep. Surely the idea for a Godzilla game would be battles that spew across entire cities, leaving a trail of destruction in their wake. It's a real disappointment to feel so walled in.

For the most part the visuals are competent but hardly outstanding. The bump mapped monster skin looks kind of goofy and artificial, but in this case it actually works in the game's favour, making the creatures look more like their rubber costumed inspirations. Combined with their relatively high polygon counts and

decent animations, the monsters are probably the highlight of the package. The cities too look pretty reasonable and crumble into rubble quite convincingly, but the sense of scale really isn't there. Whether this works in the context of the license is debatable. Regardless, if you're after some mindless fun, Godzilla is worth a rent. ❖

REVIEWED ON:



PLUS: Authentic monster screeches and screams.

MINUS: Limited replay value.

VISUALS SOUND GAMEPLAY

79 79 70

OVERALL

75

It's hard not to enjoy Godzilla DAMM... for a little while.

REVIEW

» HYPER 63



Let's have a picnic.



My staff is stuck in his head!



High speed cart accident.

XBOX GCN

Baldur's Gate: DARK ALLIANCE

CATEGORY: Hack-n-slash RPG >> PLAYERS: 1-2 >> PUBLISHER: Interplay >> PRICE: \$99.95 >> RATING: M15+ >> AVAILABLE: Now >>

BRETT ROBINSON rediscovers an old PS2 gem...

Xbox and GCN owners may be amply catered for when it comes to quality action, racing and platform games, but roleplaying titles are an entirely different matter. While PC and PS2 gamers are practically spoiled for choice, RPG-loving Xbox and GCN gamers can only look on with a mixture of envy and sadness. Sure, we've got the inimitable *Morrowind*, and more recently *The Legend of Zelda*, but the likes of *Deus Ex 2* and *Crystal Chronicles* are a ways off. In the mean time, we've got *Baldur's Gate: Dark Alliance*, a direct port of the PS2 version, and a competent one at that.

CRATE EXTERMINATION

As roleplaying games go, *Baldur's Gate: Dark Alliance* (BGDA) is more a *Diablo* than a *Planescape: Torment*. Indeed, there are more similarities between BGDA and Blizzard's franchise than any *Forgotten Realms* devotee may be comfortable in admitting. You choose from three pre-configured characters — an Arcane Archer, a Dwarven Fighter and an Elven Sorceress — and begin

the game strolling through the port city of *Baldur's Gate*, but before you can get your bearings you're mugged by a trio of bandits end left for dead. Two city guardsmen revive you and, swearing vengeance, you begin your adventure in the world of Black Isle's creation. Suffice it to say, you'll uncover a sinister scheme in the course of your travels, and the fate of the *Forgotten Realms* will rest in your hands.

Hacking and spell-casting your way through the game's crypts, caves and dungeons, you'll battle mutated vermin and slightly more threatening creatures, accruing experience points (that you'll use to bolster your character's attributes) and collecting gold, weapons and artefacts. You'll also do your bit for the barrel and crate extermination cause, and meet some very interesting characters. Character interaction occurs from a first-person perspective, which is a nice change from the rotatable isometric view that's in effect the rest of the time.

SHAKE THE FEELING

By PS2 standards, the game looks fantastic, but the original was released well over a year ago, and on a console whose user base is rightfully more demanding when it comes to visuals, BGDA now looks less impressive. That said, the lighting and water effects have stood the test of time, and some of the boss creatures are still a sight to behold.

Considering the amount of time that has passed since the release of the PS2 version, though, we really expected a bit more from the Xbox incarnation. Surely Snow Blind Studios, the developer responsible for the conversion, could have thrown in a few extra side quests, monsters and unique weapons? And since the game hardly threatens to overwhelm the Xbox's GPU, why couldn't the capacity for a third player have been added? Yes, the Xbox and GCN versions of *Baldur's Gate: Dark Alliance* are enjoyable, and at times quite compelling, but in the end it's hard to shake the feeling that they could've offered so much more. <<<

!!! When you've finished the game, you can tackle it again in Extreme mode — if you dare.

REVIEWED ON:



PLUS: Nice lighting effects, colossal bosses, two-player co-op.

MINUS: Hackneyed storyline, dated graphics.

VISUALS SOUND GAMEPLAY

80 81 80

OVERALL

80

Hardly revolutionary, but a decent dungeon crawl.



It's almost Dragonball-Zish.



Something tells me the boat is sinking.



Hey, did I spy a crate in there?!



XBOX

Kung Fu Chaos

CATEGORY: Party >> PLAYERS: 1-4 >> PUBLISHER: Microsoft >> PRICE: \$99.95 >> RATING: G8+ >> AVAILABLE: Now >>

BRETT ROBINSON knows the way of the intercepting fist.

Kung Fu Chaos's premise is a simple one: you're a stunt person hired by goofy director Shao Ting to perform fight scenes in his movie. Thus, you'll battle against hordes of bad guys, through environments that react dynamically to your actions but also evolve of their own accord, with the ultimate goal being to produce scenes that'll net the flick significant box office earnings.

MUST BE MASTERED

At the end of each scene, you'll be rated on your performance, with 3 stars being the minimum number required to move on to the next scene. Earn less stars and you'll have to do the scene again; earn more and you'll unlock extra game modes, scenes, characters, costumes, mini games, and other extras.

Some have labelled Kung Fu Chaos the Xbox's answer to Powerstone, and indeed the two titles are similar in a number of ways, but Kung Fu Chaos's fighting engine is much deeper, boasting more than 30 different attacks, counters and combos for every character.

Taunting is often just a novelty in other games, but in Kung Fu Chaos it's a skill that must be mastered because successful taunts temporarily knock out their targets, and pulling off three of them allows you to unleash a special move that wastes just about everything on the screen!

Kung Fu Chaos's terrific level design is what'll keep most players coming back for more. The sets collapse or self-destruct over the course of a shoot, and hazards such as poisonous gas and flying cows really keep you on your toes. The flesh-eating Piranhas and the ravenous T-Rex that inhabit a particular island are also a game highlight, and while there aren't any weapons, per se, you'll find plenty of crates, chickens, tables, princesses, bombs and other items to hurl around.

HOT POTATO STYLE

Although the various single player modes are quite compelling, Kung Fu Chaos really excels as a

multiplayer game. There are two ways to play, Free For All and Teams, and five different play modes to choose from. Lives and Kills should be pretty self-explanatory, while Mojo mode offers hot potato style beat downs, Style mode rewards those who pull off spectacular moves, and Wooden Man mode is a race to destroy the most wooden practice targets. Up to four players can battle it out, but if you're short a friend or two, CPU-controlled bots can be enlisted to round out the numbers.

Humour is one of Kung Fu Chaos's key selling points, but to be honest it's a bit hit-and-miss. Don't let that put you off, though — with a bunch of mates gathered around and some tasty (possibly alcoholic) beverages and munchies on hand, you've got the necessary ingredients for hours upon hours of fast-paced, not-so-wholesome fun. Kung Fu Chaos may not be a five star game, but it consigns the likes of Fuzion Frenzy and Whacked to the cutting room floor. <<

!!! The game's cool '70s soundtrack features classics like Kung Fu Fighting and the theme song from Enter the Dragon!



PLUS: Terrific levels, frenetic and highly varied action.

MINUS: It's less fun played alone, and the jokes fall flat.

VISUALS SOUND GAMEPLAY

80 78 81

OVERALL

82

Crazy, irreverent, and much deeper than similar games.

REVIEW

>>HYPER 65



Delta Force: BLACK HAWK DOWN

CATEGORY: Tactical Shooter >> PLAYERS: 1-50 >> PUBLISHER: EA >> PRICE: \$99.95 >> RATING: M15+ >> AVAILABLE: Now >> REQUIRED: PIII733, 256MB RAM, 32MB Card

MARCH STEPNIK is back, and this time he means business...

Delta Force: Black Hawk Down is a tactical shooter that feels more like the real thing than any other game in the genre. And just in case you missed that big call, we'll run it by you again: more than any other in the genre.

And that's because you're not an uber blau-blau fighting machine, taking down an entire army by yourself, with all manner of sexy gadgetry, in front of an away crowd no less. No. Atypically, and flying in the face of almost all firstperson gaming conventions, there's nothing really extraordinary about you at all (apart from the fact that you pack a heck of a lot of firepower whilst on tour). You're just a soldier: part of a large team tasked with a nasty job, under the command of somebody else. No major delusions of grandeur

here, apart from the usual jingoism of the military machine.

SOME SOLID TACTICS

Instead, you're thrown straight into the fray, not before given some very straightforward objectives to achieve. There's no politicking, no lengthy mission briefings, no clear story tying all the missions together, no colourful and emotive cut scenes — just you, your guns, a squad full of mates and where possible, the support of some serious military muscle (your black hawks, little birds, humvees and all that), and a handful of missions.

What Delta Force: Black Hawk Down does beautifully is immerse you in another world. Centred around the US military and the UN incursion into Somalia of the early nineties, DF:BHD recreates the

problems of peace-keeping in a foreign and unfamiliar place. The towns of Somalia are beautifully presented, with a keen eye for authenticity — warren-like mazes of urban sprawl (which provide plenty of cover for both you and your enemies) populated with militia dressed in civvies and civilians themselves. Indeed, one of the dilemmas you face is just who can you fire on: people with guns shooting at you are fodder, while people fleeing the gunfire are the innocents. To complicate matters, you'll receive flak from civilians who don't want you there, and are quite partial to picking up and hurling stones your way (for some minor damage). Do you shoot them? Well, what would any good military officer do?

Given that you're unfamiliar with the territory, you will be forced to play a very tactical and cautious game, lest you give in to the save/reload monster (and even then, there's a limited number of saves per mission). Some of that can't be avoided, so as well as learning the lay of the land and enemy positions, you will eventually learn — through practice and necessity — some solid tactics.





Gee, I only meant to fire a warning shot.



Where's the elite knee squad?

Say hello to my little friend.



The world as the Hulk sees it.



Road Rage reaches new heights.



Hmm, my gun sight is a little dirty...

Given that you're unfamiliar with the territory, you'll be forced to play a very tactical and cautious game

Most missions are modelled on actual events, some are purely fictitious, and all culminate in the fabled and recently cinematized operation of October 3rd, 1993, where 2 black hawks were shot down. Spectacular and varied – search and destroy, search and rescue, search and capture, for example – they give you a taste of both air and ground support roles in the military. However Novalogic's masterstroke is in the structure of the missions themselves. Almost always a mission starts with a brief period of peace and tranquillity as you ride into the drop zone, before jumping into the thick of things – a stark contrast which gives rise to thoughts of the nature of war. Powerful stuff!

A BIT MORE FUNK
Of course, there's a flipside to the beauty and simplicity of DF:BHD. Yeah, a glossary would help "We've got an MDMDA IN CIVVIES MIA blah-black Tango Delta Burr-Burr, Buh, Thuh-wheep. Take Down, Take Down Op-For SAMMAS Go, Go!". Uh, what? And for those that like to gloat over their achievements, mission debriefing is limited to a few stats detailing how many objectives were completed, enemies murdered, friendly units lost and civilians taken down – that's it.
There really isn't much more to this game than a number of missions slapped together with a

few simple menu screens; customisation is limited to visual, audio, and control preferences. But perhaps the greatest frustration with DF:BHD is with the number of missions themselves. They won't pose too much of a challenge, and before long you'll hit the 16th and final one. This'll invariably lead to multiplayer, and DF:BHD greatest promise (or headache): up to 50 players on a LAN, or 32 over the internet. Time will tell how well the game is accepted by the multiplayer community...
Novalogic has created a spectacular gaming experience, even if it is held together by a very delicate thread. Just don't go picking at it, and you'll be rewarded with a thoroughly engaging – albeit short – action shooter. Consider it the working man's military sim – all of you interested in a bit more funk would be wise to stick with the Rainbow Six series of tactical shooters. <<<

!!! A secret mission unlocks when you finish the game – a US revisionist's dream where a lone delta force operative returns to Somalia a few years after the black hawk tragedies to take out Adid.



PLUS: Beautiful graphics, immersive military action.

MINUS: Very short. AI gets in your way sometimes.

VISUALS	SOUND	GAMEPLAY
89	80	89
OVERALL		
81		

A serious military sim that is also lotsa fun. How about that!



>> PC

Asheron's Call 2: **FALLEN KINGS**

CATEGORY: MMORPG >> PLAYERS: 1-Multi >> PUBLISHER: Microsoft >> PRICE: \$89.95 >> RATING: M15+ >> AVAILABLE: Now

DANIEL WILKS feels strangely alone out here...

Et long after evil conquered the surface of Dereth, Asheron's Call 2 casts players as a member of one of the three good races bent on retaking the planet. Although Asheron's Call 2 is officially the sequel to the popular 1999/2000 MMORPG, it is really only a sequel in name only, as the game has been totally revamped with a brilliant new 3D engine, new player mechanics and new areas to explore. There are some tasty little historical titbits to draw in old players but those new to the series (or genre) should not be put off - Fallen Kings is an easily accessible, if somewhat system intensive game.

DOTTED WITH MONSTERS

Creating a character is a simple matter of choosing between one of

three races - the strong and loyal Lungians, agile and cunning Humans and nomadic Tumerok - and then choosing a sex and skin. The rest is worked out during play. A simple opening mission trains players in all of the skills necessary for survival.

To put it simply, Asheron's Call 2 is all about combat and exploration. Dereth is a ruined world, full of monsters and burnt out cities. Ruin is everywhere. People are not. The land of Dereth is quite empty in terms of NPCs - there are no shops to buy things from, and statues, objects, potions or magical items give many of the quests. The lack of NPC interaction can at times make Asheron's Call 2 seem a little lonely, but it does give players an immense amount of freedom in playing the game.

Whenever a player logs on, all they have to do is check their quest list to see if any need to be completed soon, choose a direction to head in and start running. A comprehensive in game map shows the player all of the points of interest in the surrounding area and the estimated levels required for any quest or dungeon along the way.

The surface world is liberally dotted with monsters, ranging from small and rather annoying vermin (little bipedal rat

things), all the way up to giant dragons, demons and titans.

Each race has three combat skill trees; melee, missile and magic. Starting characters begin with one weapon of each type so they can experiment and choose which path they wish to follow. The skill trees operate much like those in Diablo II - players can choose the direction they want their characters to go, paying their skill experience to raise skills and buy new abilities. Skills specific to a weapon class cannot be used when wielding a non-complimentary weapon, making it impossible to cast





Now we can begin with the operation.



Your arse is going to hit the grass.



Pigeon cam.



We all alone out here, baybee.



Sulu, warp factor 5!



"Er, yes I like your new skirt, Grug..."



Come on guys, let's go play Counterstrike.

As there are no shops in Dereth at this stage, players need to craft their own equipment

spells whilst wielding a missile or melee weapon. Apart from experience, fallen enemies drop items and equipment. As there are no shops in Dereth at this stage, players need to craft their own equipment. To this end, every item dropped (with the exception of quest items) is assigned a material value from one or more of the five elements in the game - wood, stone, iron, crystal and acid. Each crafting recipe demands the sacrifice of items with a set amount of certain elements. The beginning recipes can only be used to make simple items but constant recycling of found loot will boost the crafting skill, allowing the player to make bigger and better items. Unfortunately the crafting system means that most players are stuck with remarkably similar equipment until their craft

skills reach a high enough level that the items require prohibitively rare elements.

BUSY FOR SOME TIME

Strangely enough, for a massively multiplayer game, players can complete many of the quests alone, making it an oddly solitary experience. You can literally run around for days completing quests and killing monsters without seeing another soul. Later missions do require forming a party to take out the more dangerous monsters but the party system comes with its own drawbacks. Experience is shared evenly but treasure is skewed to the player who did the most damage, so support characters (healers, spellcasters) rarely get to pick up

!!! You can find out all about pricing and features at the website: www.asheronscall.com

anything worthwhile. Aside from casual parties, more advanced players are able to join one of three kingdoms; Order, Shadow or Dominion - each with their own specific skill trees and quests. Turbine have promised monthly updates with new quests, items and world events so there should be more than enough material to keep players busy for some time to come.

Aside from the ease of character creation, the first thing that will hit you when you load up Asheron's Call 2 is how stunning it looks - lapping water, astounding skies, bump-mapped terrain, great monster and player animations - it quite easily rivals many of the offline games currently available. Unfortunately the engine is also something of a drawback as it makes the game something of a system hog. Don't even bother trying to play with anything less than a broadband connection either or you'll be dead faster than you can say, "stupid lag". <<<



PLUS: Looks amazing, intuitive mechanics.

MINUS: System hog, sometimes lonely.

VISUALS SOUND GAMEPLAY

90 80 85

OVERALL

84

An engaging and gorgeous MMORPG, hampered by flaws.

PERSONNEL

LEADERS

ESPIONAGE

There are currently 3 leaders in your High Council.



Ousetriumi Eilirisi



KP-610-RUIB



Tasos Igsag

DISMISS SELECTED LEADER

SELECTED LEADER INFO



10% More Experienced Ground Troops



5% Reduction in Diplomatic Relations



10% Increase in Military



Tasos Igsag

The High Council during their meeting against the Council members learned and used some of the most effective ground combat strategies ever devised, and General Igsag going has mastered all of them. He studied the historical records of their revolt in great detail, and learned other secrets from various Bularia officials and followers in

TECHNOLOGY FINANCE EMPIRE PERSONNEL FOREIGN OFFICE PLANETS SHIP DESIGN

CHOOSE PLAYER RACE

SELECT A SPECIES:

BARBARIC CYBERNETIC SAGITTARIAN TITANIAN GELIC MISC

SAKKRA

Barbaric Superior
Environmental Superior
Diplomatic Poor

RAAS

Environmental Superior
Economic Superior
Diplomatic Superior

OREN

Barbaric Superior
Environmental Superior
Diplomatic Superior



CHOOSE PLAYER RACE

SELECT A SPECIES:

HUMAN CYBERNETIC SAGITTARIAN TITANIAN GELIC MISC

HUMAN

Trade Superior
Environmental Poor
Economic Superior
Accuracy Superior

EVON

Environmental Superior
Economic Superior
Diplomatic Superior

PBI

Barbaric Superior
Environmental Superior
Diplomatic Superior



CHOOSE PLAYER RACE

SELECT A SPECIES:

HUMAN CYBERNETIC SAGITTARIAN TITANIAN GELIC MISC

HUMAN

Trade Superior
Environmental Poor
Economic Superior
Accuracy Superior

EVON

Environmental Superior
Economic Superior
Diplomatic Superior

PBI

Barbaric Superior
Environmental Superior
Diplomatic Superior



Master of Orion 3

CATEGORY: Strategy >> PLAYERS: 1-8 >> PUBLISHER: Infogrames >> PRICE: \$89.95 >> RATING: G >> AVAILABLE: Now >> REQUIRED: PII 300, 128 MB Rom, 400 MB HD

DANIEL STAINES looks towards the heavens...

Well, if we ever need definitive proof that good games can be harmful to your health, then here it is. Master of Orion 3 is arguably one of the most enjoyable strategy/management games released in recent memory, but holy crap it's addictive. I've only been playing it for five days and already I've skipped six meals, three classes and a deadline. Ironically enough, the deadline was for this

very review, but that's beside the point. The point, as much as there is one, is that this game is an electronic narcotic of almost unparalleled potency. To be perfectly honest, I'm actually thinking about playing it right now. Excuse me for a second...

THE ENTIRE GODDAMN UNIVERSE

Okay, several hours have passed and I'm back and ready to write, so let's talk about what makes MOO3 an irresistibly addictive experience before the urges start and I have to leave again. Basically, the big thing that this game has going for it is its streamlined simplicity and the inherent user-friendliness that results from that. Like previous games in the series, your job is to establish and maintain a galactic empire with the

end goal of eventually dominating every neighbouring empire and becoming the eponymous Master of Orion. You'd reasonably suppose this to be a fairly complicated task and it can be if that's your desire. Anal pedants can fiddle and diddle with all sorts of complicated spreadsheets, topographic maps and economic reports till their geeky heart's content. The rest of us, however, can simply let the AI handle the mundanities of every day administration and get on with what this kind of game is really all about – conquering and exploiting the entire goddamn universe.

And that's really what MOO3 has been designed for. The game places an acute focus on diplomacy and expansion, allowing players to delegate resource management and manufacturing tasks to the efficient

discretion of computer controlled 'viceroys'. This makes running your empire reasonably intuitive and also allows for more experienced space despots to manually tweak AI controlled variables to get maximum efficiency out of everything they do. In short, what Quicksilver has attempted to pull off here is a perfect balance between accessibility and complexity. And they've succeeded too, for the most part.

MILITARY NUMBER CRUNCHING

However, there are some problems with MOO3's heavy emphasis on imperialist expansion and political machination. The first is that military conquest simply isn't that fun. While it's entirely possible to manually create fleets of





I am also the master of Uranus!



Soon, they'll all be mine! MINE!



Gee, this is just like doing my tax.



I'm going to build a Death Star.



Mmmmm, pages of stats!



The planet leader is a zucchini.

Rival empires will consistently barrage you with useless trade contracts and insulting diplomatic entreaties

juggernauts with which to terrorise all space and time, most players will simply leave the creation of their armies to the automated control of the computer because it's simply too tedious to do otherwise. The AI is of course quite competent in this capacity, but it does have a way of making you feel detached from the entire military arm of your empire. This is especially true when considered in light of the fact that most battles tend to be exercises in military number crunching more than pitched struggles for the fate of the galaxy. War, basically, becomes something of an annoying distraction – particularly if you didn't start it and did very little to provoke it. And this is where we come to another problem with MOO3

– the adversarial AI. When it's on your side, the artificial intelligence in MOO3 is great. It does pretty much everything you'd want an administrative AI to do. When it's controlling a rival empire, however, things start to get a bit fruity. The basic fact is that it simply lacks the subtlety required to successfully and convincingly partake in the political tomfoolery that this game allows. Rival empires will consistently barrage you with useless trade contracts and insulting diplomatic entreaties for absolutely no reason at all. Other times they'll threaten war with no provocation and then contact you the next day to offer a mutual research agreement

!!! Join your fellow MOO3 freaks online at: www.infogrames.com

treaty. To be perfectly honest, it seems like many of the diplomatic scenarios are simply randomly generated without reference to those instances that would affect the way two empires interact with each other. This sadly makes much of the politics that takes place in MOO3 rather unconvincing. It's engaging still, but not quite as engaging as all the options would have you believe.

And that, come to think of it, is pretty true for MOO3 as a whole.

While it does offer players the opportunity to manipulate the nuts and bolts of a stellar empire, the effects these manipulations have are not always evident and so ends up feeling somewhat superficial as a result. However, if you choose to cut Quicksilver some slack in this regard, then MOO3 is an extremely polished, streamlined strategy management title that excels with its unique brand of ultra addictive gameplay. Speaking of that, I think it's about time for another session... care to join me? <<<



PLUS: Streamlined, intuitive, detailed, addictive

MINUS: Conquest feels a bit empty, questionable AI.

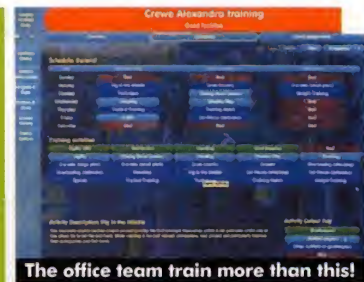
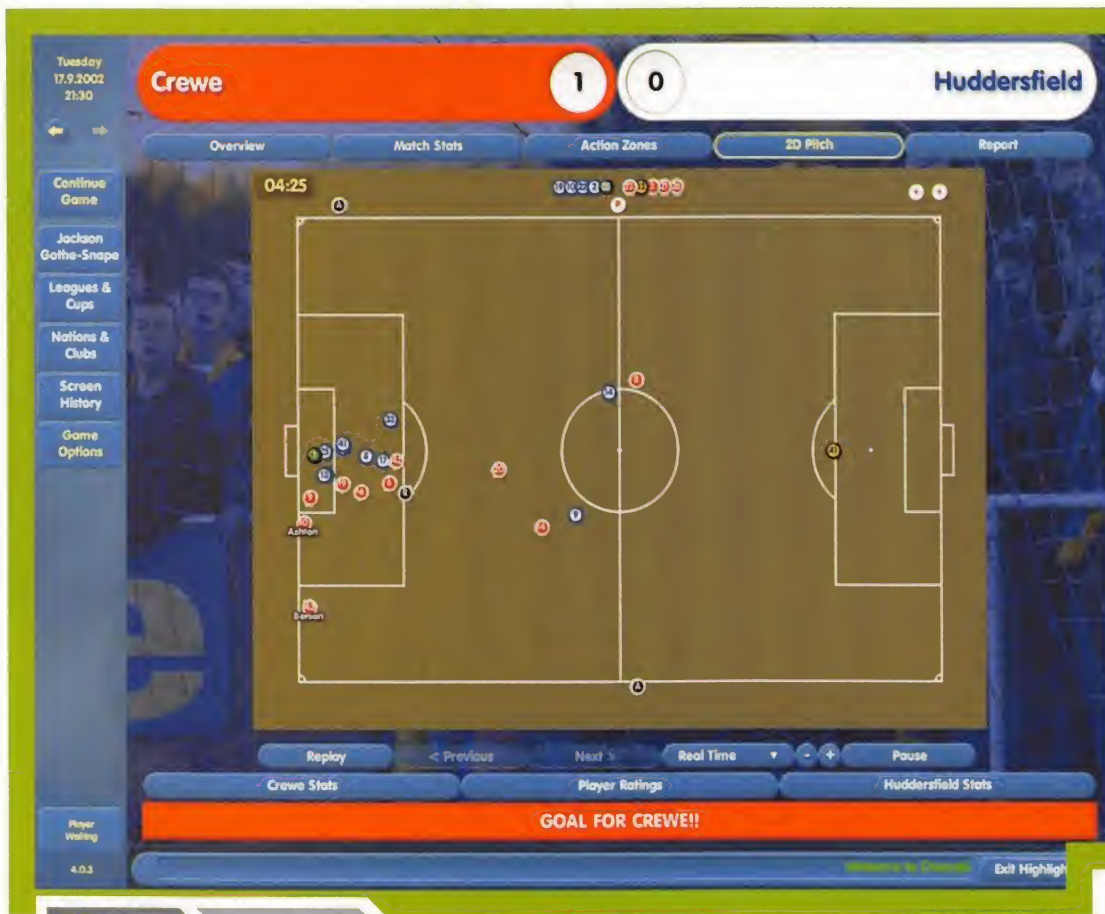
VISUALS SOUND GAMEPLAY

79 70 89

OVERALL

80

Intuitive and involved strategy gaming.



The office team train more than this!



Now that's a confident formation...



Is there a stat for "diving"?

PC MAG

Championship Manager 4

CATEGORY: Football Management >> PLAYERS: 1-multi >> PUBLISHER: Sports Interactive >> PRICE: \$99.95 >> RATING: G >> REQUIRED: P3 800, 256mb RAM >>

JACKSON GOTHE-SNAPE nutmegs the keeper...

The best years of my life were stolen from me by Championship Manager. A fourteen year-old's charm and innocence quashed as I was consumed with laziness and addiction. Yet, I harbour no resentment towards the series. It is, after all, the greatest recreation of the world of soccer in any videogame. Compelling stuff indeed.

CRUDE ENGINE SPOIL

You see, up until CM4, the series relied on player and match statistics accumulating over the course of ninety minutes, as well as written commentary describing the more dramatic moments. It was a system that made CM the most popular PC game in the UK — developers Sports Interactive had it down. Which is why CM4 is so controversial. It marks the biggest ever change to the franchise: a two-dimensional match engine. Progression was needed, but with such a change they have sacrificed that for which they owe all their success: the player's imagination. While commentary was used to spark images in the mind — images that were, by tapping into

personal footballing experience, as perfectly formed as a memory — the 2D match representation only reveals imperfections. With every quirky, unrealistic movement from Michael Owen, you are reminded that this is, unfortunately, nothing but a game.

The 2D engine is simply not refined. At the time of writing — with the game only out for a couple of weeks — two patches had already been released to address game balancing issues (among more serious things), and a major enhancement pack was planned for mid-May. These won't stop the 2D engine coming across as, visually, the most uninspiring, sub-Sensi, freeware circa 1991-reminding crux of a game in recent memory. Having said all that, the new 2D engine does offer a more descriptive tactical experience — though whether it can ever attain the accuracy of imagination is questionable.

THE NATURE OF BUGS

Still, CM4 does have some great features. Few games can compete with 39 playable leagues. The accuracy of

many is questionable, but the fact that, as CM fans, we typically complain about incorrect playoff structure in the second Danish football division only emphasises the standards set by the series. I once read a review of CM2, which read "if a strange event ever occurs in CM, you question why the relevant real-life football association brought it in". True authority.

Also, the new interface, and the ease of customising, "skinning", one's own CM version are definite advantages, while transfers dealings are much more complete. Training has been overhauled, and the youth system extended.

However, the plethora of bugs in the first release, from irrational training results to transfer moneys being paid to the purchasing team, to the worst bug of all, where the score can actually change without warning during the course of the match, means that the boxed product of the game is inferior to most beta releases. Still, if the developers successfully fix the faults as planned, this will, in theory, be big rubber stamp material. <<<

!!! If you buy, make sure to go straight to sigames.com for the patches...



PLUS: On paper, everything.

MINUS: In reality, plenty.

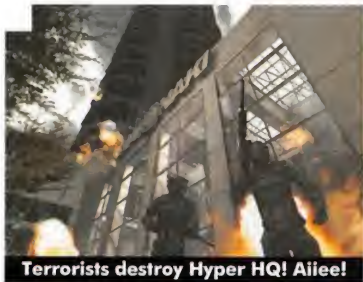
VISUALS SOUND GAMEPLAY

30 40 79

OVERALL

77

Bugs deflower the king.



Terrorists destroy Hyper HQ! Aieee!



Now that's what I call gibbed.



The scope is bigger than the gun...



PC

Devastation

CATEGORY: FPS >> PLAYERS: 1-Multi >> PUBLISHER: Mannacom >> PRICE: \$89.95 >> RATING: MA15+ >> AVAILABLE: Now >> REQUIRED: PIII 700, 256MB RAM, 3D card

FRANK DRY doesn't mind a bit of devastation every now and then.

First Person Shooters continue to come and go. We're at that point now that even big titles such as Unreal 2 are failing to deliver anything outside of the predictable parameters of the genre. Whilst the future may hold a game or two to break the mould once again (Deus Ex: Invisible War, Doom III), for now we'll have to be content with an array of mediocre shooters to get our gun-toting jollies.

COOKIE-CUTTER

First up, let us pose a question: what other game do you know of in recent memory that required you to download a whopping 67MB patch? Yep, at the time of writing this review, there was already a monumental patch available to download to address the plethora of problems that plague the version of the game you get in the box. The game probably shouldn't have been released until they'd nipped out all of the bugs and errors, because if you're still on a 56k connection, there's no way in hell you're going to bother downloading a patch over

the 67MB mark. It is so ridiculous, it boggles the mind. The sad fact is, the patch really does improve the product — especially the multiplayer side of things, which is ironically the game's strength.

Created with the Unreal Warfare engine (amongst other tools), Devastation is set on a futuristic Earth that is — wait for it — devastated. Bet you didn't see that coming. The gameworld is a very convincing one, and the level designers have really gone to town in creating a complex and detailed playground. In terms of the single player game, missions are fairly involving, and there's a decent array of weapons and gadgets to experiment with. The creators have done their best to allow the player a fair degree of freedom, but most of it is illusory. Devastation's gameplay is certainly a notch above your cookie-cutter FPS, but it still struggles to deliver anything above average — much like Unreal 2. You can't help feeling that you've done it many times before, and it may be hard to get motivated to finish the game.

!!! What the Hell is Eminem doing on the Devastation box art? Quick, call the lawyers...

KETTLE OF FISH

Multiplayer is a different kettle of fish. This is a very solid set of weapons, and a nice selection of maps that provides some very satisfying multiplayer FPSing. There are your standard selection of game types too. It's very solid, and a lot of fun.

There are two different modes of play to Devastation: Arcade, which allows for relentless gunplay and huge, phat deatmatch action; and Simulation, which limits the number of weapons you can carry and generally requires more "skill" and tactical knowledge of the map to emerge victorious. Whilst there are no bots for you to polish your multiplayer skills on, the single player game does feature AI controlled (to an extent) team mates that you can order about to get the mission done. Considering the complexity of some of the levels, it must be said that the AI is pretty good.

If you're starved for shooter play, Devastation will probably satisfy. <<<



PLUS: Good rapid FPS action, pretty visuals.

MINUS: Nothing strikingly original about the gameplay.

VISUALS SOUND GAMEPLAY

87 84 75

OVERALL

76

A tasty, digestible shooter.

REVIEW

>> HYPER 73



A private Marilyn Manson performance. Lucky!



PS2

Clock Tower 3

CATEGORY: Survival Horror >> PLAYERS: 1 >>
PUBLISHER: Capcom >> PRICE: \$89.95 >>
RATING: M15+ >> AVAILABLE: Now >>

The Survival Horror genre now seems to have many shape and forms. The term was once reserved solely for the zombie-blasting action of the Resident Evil series, but has since grown to accommodate the slow-paced puzzle-solving spookiness of Silent Hill, the chilling ghost-photography of Project Zero, and now the schoolgirl-warping-through-time eeriness of Clock Tower 3.

With Silent Hill 3 just around the corner, it's hard to play Clock Tower 3 and not cringe at how poorly slapped together it feels, considering we know there's much better quality Survival Horror releasing soon elsewhere. If you're desperate to fill out your quirky Japanese Survival Horror collection, then you might consider giving this one a look, but it's certainly not the best example of the genre.

As a very proper English schoolgirl, you return to your family residence to find that mummy has vanished, and a creepy old guy is living in the house. Before you know it, you've back in wartime England and you're running for your life from a big guy with an axe. Then there's all this stuff about collecting personal artefacts to send ghosts back to heaven or something... whatever. Though it has its share of spooky moments, Clock Tower 3 is just not very engaging gaming.

Frank Dry



They say Redfern is going upmarket.



PC

1503 AD: The New World

CATEGORY: Strategy >> PLAYERS: 1 (8 after patch) >>
PUBLISHER: EA >> PRICE: \$89.95 >>
RATING: M15+ >> AVAILABLE: Now >>

Combining aspects of games such as the Caesar and Age of Empires series along with its own earlier 1602 AD success, Sunflower has outdone itself, creating an involving blend of city building, trade, strategic thinking and warfare. Although it takes a little getting used to, a good read or two of the built-in help system and a lot of experimentation, the immersive nature of the game is surprisingly easy to get the hang of.

1503 AD doesn't really provide much of focus on warfare, with only a limited number of units — at least compared to the 130+ eurocentric structures you can build! Wars are incredibly costly, both in terms of military maintenance and in the extensive resources required for extended skirmishes. Sure, you could build a fortress for unit creation, but you'll need an armory for weaponry, iron for your swords, iron ore and charcoal for your smelters, charcoal burners to convert wood to charcoal, and ore mines and wood cutters before that. Not to mention prior research at a school. Trade becomes more of a necessity than an option, at least for the first few hours of play.

1503 AD will steal you away for hours — which is both a good and a bad thing. The intense micromanagement with complex, intertwining and interdependent production lines provides for a game sometimes irritating, but overwhelmingly addictive at the same time. For you builders and 'real' strategists out there, though, it's a gem.

Shakil "Shak" Ahmed



I think we took a wrong turn.



PS2

Dakar 2

CATEGORY: Racing >> PLAYERS: 1-2 >>
PUBLISHER: Acclaim >> PRICE: \$89.95 >>
RATING: G >> AVAILABLE: Now >>

If your idea of a good time is falling over for no apparent good reason, or running into plants made from a combination of titanium and office partitions (time and time again shown to be the two toughest materials in gaming) then Dakar 2 is the game for you. This muddy looking (not in a good way) sequel to Paris-Dakar Rally offers nothing new to the rally genre but instead gives players a huge selection of poorly handling vehicles, invisible (and deadly) terrain features, uninspired tracks and low frame-rate multiplayer.

Players are given two single player race modes to choose from — arcade and campaign (essentially just a 12 stage time trial). Arcade includes single race and time trial both of which can be played over 12 unlockable levels spanning from Paris to Senegal. Each race can be entered with either a motorcycle, car or truck but unfortunately the racing engine doesn't show a great deal of difference between each class of vehicle, aside from the fact that motorcycles seem to flip for no reason more often than cars or trucks do. The only real point of interest in Dakar are two desert tracks in which players must use GPS tracking to locate the five checkpoints needed to finish the race. Ultimately, even these levels are not particularly interesting either. If you only play one rally game this year, choose something else.

Daniel Wilks

VISUALS	SOUND	GAMEPLAY	OVERALL
80	73	65	67

VISUALS	SOUND	GAMEPLAY	OVERALL
84	79	88	84

VISUALS	SOUND	GAMEPLAY	OVERALL
61	58	50	50

ARCADE

» TIM LEVY

Time Crisis 3

NAMCO

Why would you pay \$12.50 to see the latest B-Grade action flick when you can pay, say, \$14 (depending upon your shooting skillz) and actually participate IN the movie?

Like any good sequel (even if it is a sequel's sequel), it has to draw on its predecessor's strengths, rid itself of any weaknesses, and take the whole package to a new level (unlike the Highlander 2 movie). Not only has Time Crisis 3 (TC3) kept all the cool stuff — such as the duck and reload function — but it has also added the option of using different weapons, added superior graphics, and some very innovative shoot-out scenarios. It all adds up to an intoxicating 45 minute game that will test your reflexes, trigger-finger strength and aiming abilities to the max.

NICE PLEATED PANTS

Starting off on the coast of Astigos Island (somewhere in the Mediterranean), you (Alan Danaway) and your buddy (Wesley Rambart) are VSSE agents posing as big game fishermen who are investigating a rumour that the evil Dictator of

TIPS:

- If you see a red soldier, take him out first, as he is an elite trooper with advanced fighting abilities.
- The more you shoot each individual yellow soldier, the more bullets you obtain.
- Take plenty of coins. Once you start the game, it is worth seeing it through to its fiery end.

Zargorias, has installed nuclear missiles somewhere on the island. The Zargorian coast guard, by using their binoculars, can see that you both look more like two guys who work in a men's fashion retail store (instead of two burly seagoing fishermen) and send out some troops to get some 'day off' casual-wear tips. Thinking that the 'jig is up', you go totally overboard and do a two man version of the WWII D-Day landing. Just by yourselves! Attacking a huge island festering with hundreds of soldiers! Foolhardy? Whatever... sometimes you've got to do the dirty work yourself, which in this case, means going in and searching the whole island for the elusive nuclear missiles — just mind you don't get your nice pleated pants dirty.

After taking out tens of bad guys on the beach with your (default) 9mm pistol, you discover that you can use their discarded weapons to increase your firepower. Machine guns, shotguns and explosive bullets can be obtained from shooting yellow soldiers or hidden packages. These new weapons are a very welcome addition to the TC franchise, as it not only makes the game

more gratifying, but it also creates new strategies to get through the game. In general, it is best to use your pistol early in each of the 3 areas of all 3 stages and use the other weapons to suit the situation, such as the machine gun for waves of



It's important to do your killing in style.

paratroopers, or shotguns against fast moving motorcyclists, or explosive bullets against tanks, gun emplacements or end of stage bosses.

WEAPONS OF MASS DESTRUCTION

Whilst some shooter scenarios can become quite samey after a while, TC3's pace of the action is very well scripted, unrelenting and holds your interest to the end of the game. After storming the beach, you will go through a whole range of scenarios including searching a cargo ship, engaging in trench, street and jungle warfare, as well as battling it out in a missile launch pad. Additionally, you will have to take out helicopters, planes, tanks, jeeps, motorbikes and gun emplacements as well as some very mean end of stage bad guys.

Time Crisis 2 has had a long life in

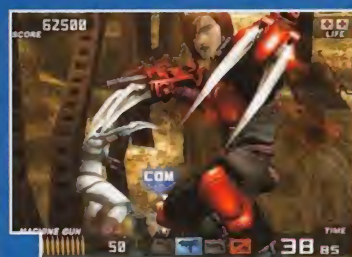
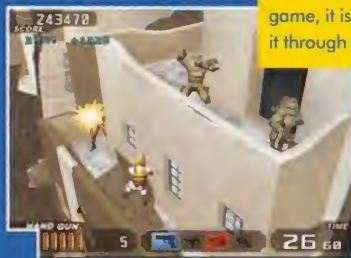
the arcades and TC3 does not let the franchise down at all. It is going to be a game that you can go back to time and time again, just to try out the different weapons, increase your accuracy and locate hidden bonuses. On top of this, it is fantastic in two player, and once again, both characters take different paths, thus virtually giving you two games in one. Love it!

Importantly, the game is also very 'now', as it is about invading a country (albeit with only two guys) in search of weapons of mass destruction... which is kinda ironic seeing that the weapons of mass destruction end up being you. <<

OVERALL

9.8/10

Thanks Galaxy World
Thanks Party Marty for the photo skillz



COIN-OP

» HYPER 75

Sonic Advance 2

CATEGORY: Platformer >> PLAYERS: 1-4 >> PUBLISHER: Infogrames >>
 PRICE: \$69.95 >> RATING: G >> AVAILABLE: Now >>

As much as we love the Sonic games, the truth is that they're based on pretty simplistic gameplay. Fast, flashy and cool, Sonic is as close to being an "extreme platformer" as the genre gets. After all, what other platform games are there where the enemies are almost irrelevant and you're often moving so fast that you can't see the path ahead? Of course, if you stop analysing Sonic and simply play it, the reasons why Sega have had so much success with the series become obvious... it's damn good fun.

SMOKING IT UP IN ICE PARADISE

Sonic Advance 2 builds on the foundation Sega created with the original GBA title, but does so with gusto. Courses are huge and lush, the pace is frenetic, the art design is slick, and the character animations are charming. Most importantly, the level design is wonderfully entertaining and complements the intense speed well. Each course



Lord of the rings.



His ring is getting a little hot.



Into the ring, head-first!



is packed with Sonic staples like speed boosts, jump pads, tubes, fans, loop the loops, corkscrews, quick changes in direction and grind rails, but Sega have also worked hard to make each zone distinct. Along with each theme comes a host of zone specific gameplay elements, such as bouncy musical keyboards in Music Plant, bobsled runs in Ice Paradise and multi directional windmills in Sky Canyon.

As polished as Sonic Advance 2 is, however, there are a few game design problems. The difficulty isn't very well balanced, as the first four zones are too easy, while the rest of the game is quite hard. And by "hard" we mean frustrating. The

further in you go, the more Sonic Advance 2 relies on trial and error gameplay. Unfortunately, bottomless pits and annoyingly positioned enemies and spikes just don't cut it any more. It's especially disappointing because Sega aren't far off getting it right. There are sections where they've used the labyrinthine nature of the levels themselves to create simple but fast-paced "puzzles" (we use the word liberally) based around loops and changes of direction, and these fit the game beautifully. With more of this style of design and less reliance on cheap tactics Sonic Advance 2 would have been unstoppable. So close... and yet so far.

YOU'LL CREAM YOURSELF...

Even so, it's hard not to be won over by the simple charm of Sonic Advance 2, and after you've beaten the seven-and-a-bit zones (with two levels and a boss battle each), there's the added depth of unlocking and playing through them again with Knuckles, Tails, Amy and newcomer Cream. Yes, Cream. And let's not forget the unlockable Tiny Chao Garden mini-game and link-up options.

It's refreshing to see Sega take a break from pimping all the old Sonic games over and over again to produce some new content. Given that this is one of Sonic's best outings to date, we wish they'd do it more often! A must-play for Sonic fans. **Cam Shea**



VISUALS	SOUND	GAMEPLAY	OVERALL
89	82	85	88

»»GBA

Wario Ware Inc.

CATEGORY: Japanese insanity peppers >> PLAYERS: 1 >> PUBLISHER: Nintendo >> PRICE: \$69.95 >> RATING: G >> AVAILABLE: TBA >>

Developed in the jungle primeval by the inmates of a Guatemalan insane asylum (maybe), Wario Ware is one of the most bizarre games we've ever had the privilege of playing. Most games, whether it's a sports simulation or an RPG, try to create a consistent world for the player to become ensconced in. Wario Ware does the exact opposite, refusing to

let the player settle. Instead, players are bombarded with mini-game after mini-game. Most last no more than a couple of seconds, and there are literally hundreds of them.

One second you're karate chopping blocks of wood, then you're picking a nose, then you're playing F-Zero, then Donkey Kong, then Duck Hunt, then you're putting out a fire, then you're parking a car,



Not quite Pro Evo 2, but hey.



We gotta hand it to Nintendo...



Wario gives it to a poor goomba.



then... you get the idea. Anything and everything has been used for inspiration, from classic Nintendo games through to the most mundane of daily activities. The art style is just as varied too - one game might look like a child's sketch, the next is in pseudo 3D.

It's a schizophrenic concept, but the simple and intuitive controls make it easy to pick up and play. The downside to this brand of game design, however, is a very distinct honeymoon period. At first it's a revelation. A complete riot. You've got to show your friends. What a



The sun shines out of his arse!

trip! I can't believe this is a Nintendo game! How many games are there? This is so bizarre! But it's not long before the initial novelty wears off and the quick-fire simplicity of the games goes from strength to weakness. Despite the lack of long term appeal, the intensity of that initial period of discovery is truly refreshing. Good one Nintendo. **Cam Shea**

VISUALS	SOUND	GAMEPLAY	OVERALL
80	80	75	79

»»GBA

Golden Sun: THE LOST AGE

CATEGORY: RPG >> PLAYERS: 1 >> PUBLISHER: Nintendo >> PRICE: \$69.95 >> RATING: G >> AVAILABLE: Now >>

Sequel RPGs that actually SEQUEL the story of the original aren't that common, thanks to games like Final Fantasy and Chrono Cross. This makes it easier to gather new fans who don't feel betrayed for being Holly-Come-Latelys. The Lost Age on the other hand has a whole twenty minutes of

back story to get through before you play at all.

Despite the extended intro, some questions remain: What the hell is everyone following Felix for? Why is Jenna an "enemy" of Isaac and Garet? Why won't they tell us what they're doing?? What the hell is going on here???

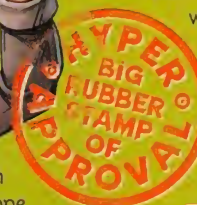
If you can suspend the desire to understand anything of the story, then The Lost Age is very easy to pick up. The game uses the same engine as the previous game but provides new Djinni (think Pokémon) to use in combat, new items, new statuses and new Psynergy (magic). It's fair to say Camelot nailed the formula of puzzle solving and combat the first time around, so they're not changing any of it.

Environmental interaction and problem solving is where the Psynergy comes in. One of the new Psynergy abilities is Lash, which allows you to fling lengths of rope up to distant platforms and so continue through the cave/mountain/temple. With new characters classes, spells and



animations, this is familiar but refreshed RPG territory.

One of the finest Japanese RPGs ever - it's certainly up there with the Chronos and FF7 - the continuation of Golden Sun is a blessing. Another in the series, no more, no less, The Lost Age is superb. **John Dewhurst**

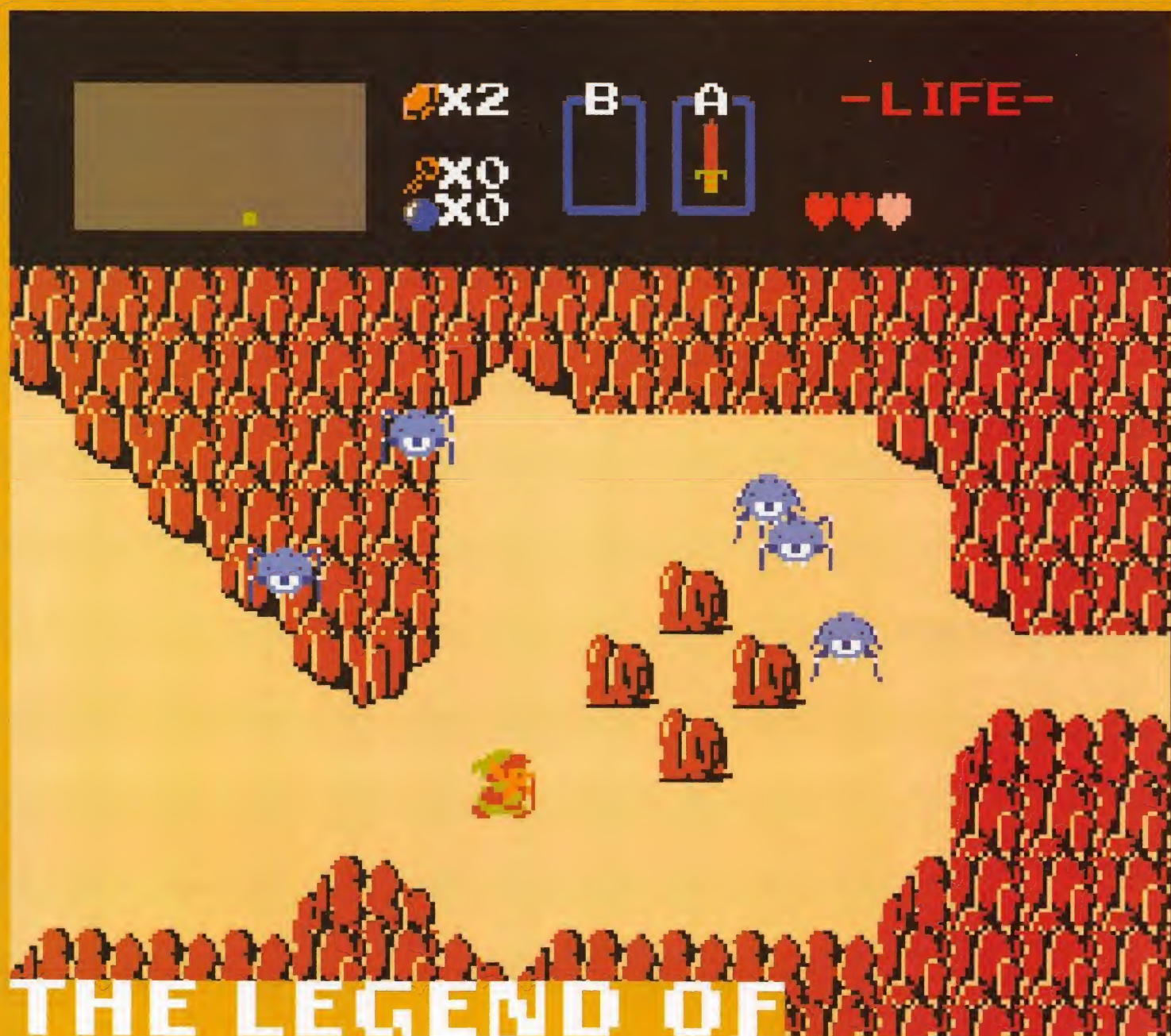


VISUALS	SOUND	GAMEPLAY	OVERALL
90	95	95	93



GBA REVIEWS

»»HYPER 77



THE LEGEND OF ZELDA

>> DANIEL STAINES



THE OMINOUS PINK SKY OF DOOM



LET ME GUESS - LAVA WORLD?



HOW'S THAT STICK GOING TO HELP?



LOOK OUT FOR THOSE GIANT SNAILS!



WHAT ARE YOU, A PUSHER?

THE YEAR IS 1988, the day is a Saturday and the event is my next-door neighbour's 8th birthday. Trying to ignore the high pitched wails of Bon Jovi's You Give Love a Bad Name coming from next door, a tightly clustered group of people – including myself – are gathered in a small, tastefully decorated living room singing Happy Birthday around a large birthday cake adorned with eight glittering candles. The singing stops, the cake is eaten and then the moment that every kid in the house has been waiting for finally arrives: the opening of the presents.

A GOLD CARTRIDGE

We all watch with silent anxiety as the birthday boy makes his way through the pile of gifts sitting in front of him. A pair of undies from grandma, a MASK figurine from Uncle Lou, a Southern Comfort t-shirt from Aunt Pam (who we later caught drinking metho in the back shed) and a new He-Man figurine from yours truly all came under his exacting gaze and received various grunts of semi-approval. He obviously wasn't interested in the plebeian presents we had to offer, and we knew why too. He was getting something special. Something in special wrapping paper, something in a rectangular container ... something with a gold cartridge inside. He was, we knew, getting the original The Legend of Zelda for the NES. And I hated him for it.

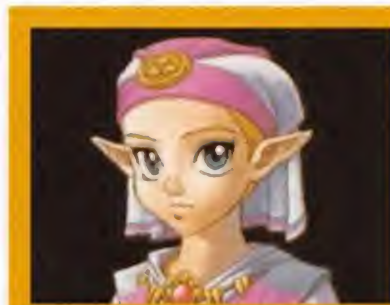
Released in the US in mid 1987 and here soon after, The Legend of Zelda was a groundbreaking game in pretty much every respect. When my next-door neighbour and I played it for the first time, we were overawed by just how BIG the game was. We'd done our time with other RPGs back in the day, but never got into them simply because we were young and they were all heavily text based. But this-! It was as close to a living, breathing alternate reality as a video game had ever come. There were trees, mountains, rocks, rivers and caves. There were Tekties, Leevvers, Octorocs and frightened villagers that could only say the same thing over and over again. It all looks rather terrible by today's standards, but back then we were awe struck by the sheer splendour of the game's chunky visuals. We thought Link's blocky visage was a pixel perfect rendition of an angry, sword-wielding bunny. Until we actually found out he was meant to be an elf, that is.

And battery backup! Oh, how we adored battery backup. Those of you used to 80 gig HDDs and removable memory cards probably don't appreciate how much of a relief it was to be able to save your progress in a game anywhere you like, but prior to The Legend of Zelda restarting a game from a set position would often entail entering long and complicated passwords that could include anything from alternately cased letters to ancient tribal symbols known only to a select group of hardy archaeologists and scholars. But thanks to Miyamoto and his cohorts, we suddenly found ourselves with the ability to store up to three games at once! Of course, you had to make sure to hold down the reset button while switching the console off otherwise the cart would apparently explode in a

cloud of lethal toxins and kill everyone within a ten-mile radius - but that was a risk worth taking if my neighbour and I could play two games simultaneously, damn it!

CRAWLING THROUGH DUNGEONS

Another area in which The Legend of Zelda blazed new trails for game developers everywhere was that of dungeon and puzzle design. You know those games that you play now where you walk around a never-ending series of dank rooms pushing crates and killing baddies? Zelda did that over fifteen years ago. Like every game that succeeded it in the franchise, the original Zelda game was all about getting quests, crawling through dungeons to find goodies and solving a crap load of action based puzzles on the way. And although it was NES game aimed at a youngish audience, I can tell you from first hand experience that some of the puzzles Link had to navigate in order to save his beloved princess were bloody difficult. And not just for an eight year-old



Zelda's the GIRL?!

One of the most interesting – and baffling – things about The Legend of Zelda was the fact that it was even called The Legend of Zelda. The main character's name, after all, is Link. In fact, I remember the day that I cottoned onto to this fact and told my neighbour that we'd actually been wrong the whole time and that the bunny with the sword was actually named something different to what we'd been calling him all along. He called me a liar and told me to leave the house. What a bastard.

hopped up on red-cordial and sherbet sticks, either. We played it again recently and still found our brains being taxed more than expected. How many other console games from that era stand up to the test of time as well as that? Not many, that's for sure.

The Legend of Zelda is easily one of the most important video games ever made. Sadly, my experience with the game ended becoming

soured because my neighbour and I had a fight about how to beat Gannon after I called him a "useless, dying turd". But everything before that point was pure Nintendo magic at its very best. The Legend of Zelda kicks arse. <<

PLEASE
LOOK UP
THE MANUAL
FOR DETAILS.



CHEAT MODE

Welcome to Cheat Mode, first introduced into Hyper back in 1993 when the magazine launched! It's been missing for a few years, but now it's back with all the latest, coolest cheats and tips.

PS2

The Sims

On the main menu screen, press all four shoulder buttons at once. Now you can enter cheat codes, including the following:

MIDAS: Unlocks all two-player games, all locked skins and objects.

FREEALL: Makes all objects cost nothing.

PARTY M: Unlocks the Party Motel two-player game.

SIMS: Unlocks Play the Sims without having to play through Get a Life Dream House.

IKEA ON SPEED

This is a really fast and easy way to lay down wallpaper, and tile in a big or small room. Make sure you are pressing and holding **L1** or **L2** then press **X** - this will lay tile or wallpaper in a second instead of using the slower click and drag technique.

The Getaway

DOUBLE HEALTH

Enter this code during the opening movie: **Up, Down, Left, Right, Square, Triangle, Circle.**

ARMoured CAR WEAPON

While watching the FMV before the title appears, press **Up, Down, Left, Right, Square, Triangle, Circle.** If done correctly you should hear the sound of a woman moaning.

SKIP SOME FMV SEQUENCES

To skip lengthy FMV sequences press the right Analogue Stick button (**R3**). Note: This won't work on all the cutscenes.

Contra: Shattered Soldier

GET 30 LIVES

Use *Controller 2* and enter **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** at the main menu and get 30 Lives instead of three.

GET 99 CREDITS

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, Circle, Square, Select.** This



will give you 99 credits with which to play a two-player game.

GALLERY

Clear the game with an A ranking.

DATABASE

Clear game with a B ranking.

THEATRE

Clear game with a B ranking.

Theatre movies are unlocked as follows:

SATELLITE

Clear game with rank C or less.

RETURN

Clear game with rank B.

TRIUMPHANT RETURN

Clear game with rank A.

KONAMI MOVIE

Clear game with an S ranking. Note: To achieve an S ranking, you cannot die at all, but you may retry a stage without incurring a score deduction.

ENDINGS

Beat the game with an A ranking to get an alternate ending and unlock Level 6 in Training Mode.

Beat the game with a B ranking to get Level 5 in Training Mode, plus the Theatre and Database options.

Unlock more stages in Story Mode

by doing the following:
Level 6 - Clear level 5 with rank A.
Level 7 - Clear level 6 with rank A.

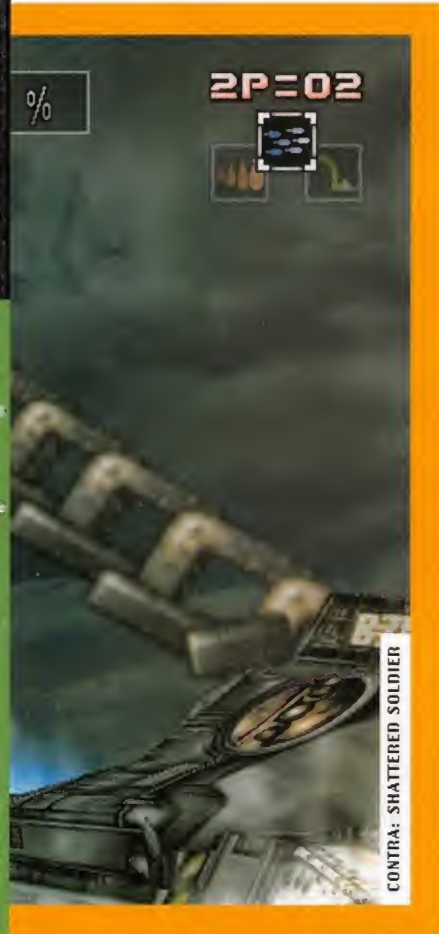
Unlock more training stages by doing the following:
Level 5 - Clear level 5 on normal.
Level 6 - Clear level 6 on normal.
Last Boss - Kill last boss on normal

Deus Ex: The Conspiracy

To activate a cheat, go to the Goals/Notes/Images screen and press: **L2, R2, L1, R1, Start, Start, Start.** This will bring up a menu with the following options:

God
Full Health
Full Energy
Full Ammo
Full Mods
All Skills
Full Credits
Tantalus





CONTRA: SHATTERED SOLDIER

Hitman 2: Silent Assassin

LEVEL SELECT

At Main Menu enter **R2, L2, Up, Down, Square, Triangle, Circle**

UNLOCK SAWN-OFF SHOTGUN

Beat any two missions with a Silent Assassin ranking.

UNLOCK SILENCED HARDBALLERS

Get a Silent Assassin ranking on any mission.

UNLOCK THE M4

Earn a Silent Assassin ranking on the St. Petersburg missions. Once you complete "Invitation to a Party", you unlock the M4.

Enter these codes during gameplay:

INVINCIBILITY

R2, L2, Up, Down, X, R2, L2, Ri, Li

ALL WEAPONS

R2, L2, Up, Down, X, Up, Square, X

SLOW MOTION

R2, L2, Up, Down, X, Up, L2

FULL HEAL

R2, L2, Up, Down, X, Up, Down

PUNCH MODE

R2, L2, Up, Down, X, Up, Up

GRAVITY

R2, L2, Up, Down, X, L2, L2

LETHAL CHARGE

R2, L2, Up, Down, X, Ri, Ri

BOMB MODE

R2, L2, Up, Down, X, Up, Li

NAILGUN MODE

R2, L2, Up, Down, X, Li, Li

MEGAFORCE

R2, L2, Up, Down, X, R2, R2
(restart level to remove effects)

Onimusha 2

UNLOCK EASY DIFFICULTY

To unlock Easy difficulty, die three times and continue, and that mode will be automatically unlocked. You see, if the game thinks that you're hopeless...

UNLOCK HARD DIFFICULTY

To unlock Hard difficulty, complete the game once.

UNLOCK MAN IN BLACK MODE

To unlock Man in Black Mode, beat the game once. The Man in Black Mode allows you to play the game as the man in black. Run through the game and collect film rolls in order to unlock game FMVs.

UNLOCK ONE-HIT KILL MODE

To unlock One-Hit Kill Mode, beat Team Onimusha Mode. One-Hit Kill Mode is the same game, except you can only damage enemies with one hit kills.

UNLOCK TEAM ONIMUSHA MODE

Beat the game once to unlock team Onimusha Mode, a special mini-game that allows you to play sections of the game through with a series of characters.

Ratchet & Clank

BIG HEAD MODE (CLANK)

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Flip Back, Hyper Strike, Comet Strike, Double Jump, Hyper Strike, Flip Left, Flip Right, Full Second Crouch**.

BIG HEAD MODE (ENEMIES)

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Stretch Jump, Flip Back, Flip Back, Flip Back, Stretch Jump, Flip Back,**

Flip Back, Flip Back, Stretch Jump, Flip Back, Flip Back, Flip Back, Full Second Crouch.

BIG HEAD MODE (NON-PLAYER CHARACTERS)

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Flip Left, Flip Right, Flip Back, Flip Back, Comet Strike, Double Jump, Comet Strike, Hyper Strike**.

BIG HEAD MODE (RATCHET)

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Flip Back, Flip Back, Flip Back, Full Second Crouch, Stretch Jump, Full Second Glide**.

HEALTH AT MAX GIVES TEMPORARY INVINCIBILITY

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Comet Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4)**.

MIRRORED LEVELS

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Flip Left, Flip Left, Flip Left, Flip Left, 3-Hit Wrench Combo, Hyper Strike, Double Flip Right, Flip Right, Flip Right, Double Jump, Full Second Crouch**.

TRIPPY TRAILS

After beating Drek, go to the Goodies screen and perform these moves to unlock the cheat: **Wall Jump (x10!), Double Jump, Hyper Strike**.

Red Faction II

BOUNCY GRENADES

To make the grenades bounce like crazy hi-bounce balls, go to the Cheat screen and enter this code: **Circle, Circle, Circle, Circle, Circle, Circle, Circle, Circle** (that's **Circle x8**)

GIBBY BULLETS

To activate gibby bullets, go to the Cheat screen and enter this code: **Circle, Circle, Circle, Circle, Triangle, X, Circle, Circle**.

GIBBY EXPLOSIONS

To show gibby explosions, go to the Cheat screen and enter **Triangle, Circle, X, Square, Triangle, Circle, X, Square**.

RAIN OF FIRE

To enable Rain of Fire, on the Cheats screen and enter: **Square, Square, Square, Square, Square, Square, Square, Square** (that's **Square x8**).

SUPER HEALTH

To get Super Health, enter this code at the Cheats screen: **X, X, Square, Triangle, Square, Triangle, Circle**.

THE DEAD WALK!

To make the dead traipse about, go to the Cheats screen and enter this code: **X, X, X, X, X, X, X, X** (that's **X x8**).

UNLIMITED AMMO

To have unlimited ammo, go to the Cheat screen and enter this code: **Square, Triangle, X, Circle, Square, Circle, X, Triangle**.

UNLIMITED GRENADES

To have unlimited grenades, enter this code at the Cheat screen: **Circle, X, Circle, Square, X, Circle, X, Circle**.

UNLOCK ALL CHEATS

At the Cheats screen, enter **Square**,



RATCHET & CLANK

Circle, Triangle, Circle, Square, X, Triangle, X.

UNLOCK DIRECTOR'S CUT

To unlock the Director's Cut, go to the Cheats screen and enter this code: **Square, X, Circle, Triangle, Circle, X, Square, Triangle.**

UNLOCK LEVEL SELECT

To play any level, enter this code at the Cheats screen: **Circle, Square, X, Triangle, Square, Circle, X, X.**

UNLOCK RAPID RAILS

To unlock rapid rails, go to the Cheat screen and enter this code: **Circle, Square, Circle, Square, X, X, Triangle, Triangle.**

WACKY DEATHS

To see some bizarre death sequences, go to the Cheats screen and enter this code: **Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle, Triangle** (that's **Triangle x8**)

XBOX

Robotech: Battlecry

MASTER CHEAT LIST

To enter cheat codes, highlight Options, hold **L + R**, then press **Left, Up, Down, A, Right, B**, and **Start**.

Invincibility: **SUPERMECH**

Unlock All Awards: **WHERESEX**

Unlock All Stages: **WEWILLWIN**

Unlock Multiplayer Stages: **MULTIMAYHEM**

Faster Gun Cooling: **SPACEFOLD**

Faster Missile Restock: **MARSBASE**

Faster Gun & Missile Refills: **MIRIYA**

One-hit Kills: **BACKSTABBER**

One-hit Sniper Kills: **SNIPER**

Unlock All Paint Schemes:

MISSMACROSS

Inverted View Mode: **FLIPSIDE**

Disable All Cheats: **CLEAR**

Buffy the Vampire Slayer

MULTIPLE PLAYERS IN STORY MODE

Turn on the Multiplayer Arena code, and begin to play in an Arena. When you exit, load a saved game from Story Mode. Then, any time you encounter an extra character during the story, press **Start** on the



second controller to take control of that character.

PLAY AS DARK BUFFY IN ARENA

To see what it's like to play as Evil Buffy (if only in Arena mode), go to the Extras screen and enter this code: **Black, White, Y, Y, Black, Black, White, Black, Black, White, Black, Black, White, Black, Black, Black, Black, Black, White, White.**

UNLIMITED HEALTH

To have unlimited health, go to the Extras screen and press **Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y, Y.** A scream will confirm correct entry.

UNLOCK NEW ARENAS

To unlock new Arenas, go to the Extras menu and press **Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black.** You will hear a scream and four Arenas will show up on the screen.

Star Wars Jedi Knight II: Jedi Outcast

HAVE ALL MULTIPLAYER CHARACTERS

Go to the Extras menu and then the Cheats screen. Enter the code **PEEPS** to have all multiplayer characters.

LIGHTSABER AVAILABLE FROM THE BEGINNING

Go to the Extras menu and then the Cheats screen. Then enter the code **FUDGE.** This way, you won't have to wait until later in the game to get the Lightsaber.

INFINITE HEALTH

Go to the Extras menu and then the Cheats screen. Enter the code **BUBBLE** to have infinite health.

INFINITE AMMO

Go to the Extras menu and then the Cheats screen. Enter the code **BISCUIT** to have unlimited ammo.

UNLOCK ALL FMVS

To unlock all FMVs go to the Extras

menu and then the Cheats screen. Enter the code **FLICKY.**

UNLOCK DEMO STAGE

To unlock the extra stage, go to the Extras menu and then the Cheats screen. Enter the code **DEMO.**

UNLOCK SEVEN LEVELS

To unlock the first seven levels of the game go to the Extras menu and then the Cheats screen. Enter **CHERRY.**





DOA: XTREME BEACH VOLLEYBALL

NINJA

DEAD OR ALIVE XTREME BEACH VOLLEYBALL

and **Right** Triggers, then push **A** and you will get it.

NITROUS OXIDE

To get the Nitrous from the Used Parts shop, you will have to lose at the Drag Races on a day ending with '5' (for example, 15, 205, etc). Return to the screen for the Parts Shop after the Drag Race. It will now be (for example) day 16, 206, etc. There will be a question mark at the end of all the parts, after the turbos. If your car has a turbo or if it does not appear, get out then go back in and it should appear.

Dead To Rights

UNLOCK ALL CHARACTERS

Press Start to start a new game, then on the New Game screen, press **U, D, U, D, L, R, R, Y, X, X**.

Rayman 3: Hoodlum Havoc

BUGS!

There is a blue bug that hides in various levels in a quiet place — look at this bug in the first-person perspective and hold your gaze. You'll earn points!

Serious Sam

UNLOCK CHEATS

To unlock the cheat menu, go to the main menu and then **click in and hold the left thumbstick** and then press **Black** button, **White** button and **Y** button

Phantom Crash

GOD MODE

On the main menu, press **X, Y, B, A, BACK, WHITE, UP, DOWN, UP, DOWN**.

SKIP INTERMISSIONS

To skip any intermission sequence, hold **L+R** and **click both analogue sticks**

Dead or Alive: Xtreme Beach Volleyball

FORCE A REPLAY

After winning a point in the volleyball game, you can force a replay by holding **L** after the point is scored.

X-RAY VISION

It is reported that you can see the girls virtually naked, save for small stars that cover their nipples. At the pool, let your girl lay down on the chair and wait for the menu to go away. Now move the camera so that you're looking at the girl's body through the visor (the camera at the girl's head). You'll notice that the swimsuit vanishes if the camera is positioned correctly. It won't work with every girl/swimsuit — so experiment!

BMX XXX

CHEATS GALORE!

Level select: **XXX RATED CHEAT**
 Stage select: **MASS HYSTERIA**
 Play as Amish Boy: **ELECTRICITYBAD**
 All bikes:
65 SWEET RIDES
 Amish Boy's bikes: **AMISHBOY1699**
 Hellkitty's bikes: **HELLKITTY487**

Itchi's bikes: **ITCHI594**
 Joyride's bikes: **JOYRIDE18**
 Karma's bikes: **KARMA311**
 La'tey's bikes: **LATEY411**
 Manuel's bikes: **MANUEL415**
 Mika's bikes: **MIKA362436**
 Nutter's bikes: **NUTTER290**
 Rave's bikes: **RAVE10**
 Skeeter's bikes: **SKEETER666**
 TripleDub's bikes: **TRIPLEDUB922**
 Twan's bikes: **TWAN18**

Launch Pad 69 level: **SHOWMETHEMONKEY**
 Rampage Skatepark level: **IOWARULES**
 The Dam level: **THATDAMLEVEL**
 Las Vegas level: **SHOWMETHEMONEY**
 Roots level: **UNDERGROUND**
 Sheep Hills level: **BAABAA**
 Syracuse level: **BOYBANDSSUCK**

Night vision mode: **3RD SOG**
 Happy bunny mode: **FLUFFYBUNNY**
 Ghost control mode: **GHOSTCONTROL**
 Super crash mode: **HEAVYPETTING**
 Green skin mode: **MAKEMEANGRY**
 Visible gap mode: **PARABOLIC**

All FMV sequences: **CHAMPAGNE ROOM**
 Bonus Movie 1 FMV sequence: **THISISBMXX**
 Bonus Movie 2 FMV sequence: **KEEPITDIRTY**
 Dam 1 FMV sequence: **BOING**
 Final Movie FMV sequence: **DDUULRRLLDRSQUARE**
 Las Vegas 1 FMV sequence: **HIGHBEAMS**
 Las Vegas 2 FMV sequence: **TASSLE**
 Launch Pad 69 1 FMV sequence: **IFLINGPOO**
 Launch Pad 69 2 FMV sequence: **PEACH**
 Rampage Skatepark 2 FMV sequence: **BURLESQUE**
 Sheep FMV sequence: **ONEDOLLAR**
 Sheep Hills 2 FMV sequence: 69
 Syracuse 1 FMV sequence: **FUZZYKITTY**
 Syracuse 2 FMV sequence: **MICHAELHUNT**
 The Bronx, NYC 1 FMV sequence: **LAPDANCE**
 The Bronx, NYC 2 FMV sequence: **STRIPTease**
 UGP Roots Jam 2 FMV sequence: **BOOTYCALL**
 Park editor: **BULLETPoint**

Sega GT 2002

EASY MONEY

Unlock the GT40 Concept car from the Season 1 Official Races. You can buy it for \$150,000 then sell it for \$185,000 to \$195,000. It only takes about one or two game days to sell it, for a \$35,000 to \$45,000 profit.

FREE LICENSE

Go to Official Race and when you get to License Test, press **A, B, Y, A, A, X, Right Trigger**.

GLITCH: FREE PART/UPGRADE:

Purchase any part/upgrade for any car and have the exact amount of money in your total money. You will receive the part/upgrade for free. For example, have \$10,000 total money and purchase a Tuned ROM upgrade priced at \$10,000. You will get the part for free and \$10,000 will remain in your total money.

FREE DODGE VIPER

Go to the Car Shop and click Dodge, then go to the Viper. Hold the **Left**



CHEATS

»HYPER 85

GAMECUBE

Baldur's Gate: Dark Alliance

PLAY AS DRIZZT!

Choose to start a new game, choose any character, but then hold **L** and **R** until the game starts.

Die Hard: Vendetta

BIG HEAD MODE

Go to the main menu and press **R, R, L, R**.

EXPLODING FISTS

Press **R, R, Y, B, X, R, R** on the main menu.

FLAME ON

To turn on Flame On, press **X, Y, B, X, Y, B** on the main menu.

HOT FISTS

Press **L, L, X, B, Y, L, L** on the main menu.

INFINITE HERO TIME

Press **B, X, Y, Z, L, R** on the main menu.

INVINCIBILITY

For Invincibility, press **L, R, L, R, L, R, L, R, L** on the main menu.

LIQUID METAL MODE

To get Liquid Metal Mode, go to the main menu and press **B, Y, X, B, Y, X**.

PIN HEADS

To use Pin Heads, press **B, X, Y, B, X, Y** on the main menu.

SMALL HEADS

To use Pin Heads, press **L, L, R, L** on the main menu.

UNLOCK ALL LEVELS

To go into any stage, press **X, Y, Z, Z, X, Y, Z, Z** on the main menu.

The Legend of Zelda: The Wind Waker

GET HERO'S CHARM

Once you have the Cabana Deed from the schoolteacher, collect 40 Joy Pendants for her. As a reward, she'll give you the Hero's Charm. When this item is equipped, you can see your enemies' hitpoints.

GET HURRICANE SPIN

Collect 10 Knight's Crests and then return to Orca on Outset Island. He'll be very impressed and teach you the new cool spin attack that uses up magic power.

Medal of Honor: Frontline

BULLET SHIELD

Enter **REFLECTOR** on Enigma. Beware that bullets penetrate the shield if you get too close to enemies.

CLEAR MISSION WITH GOLD STAR

Enter **SEAGULL** on Enigma.

GOD MODE

Pause and press **B, L, B, R, Y, L, X, DOWN**.

INVISIBLE ENEMIES

Enter **HIDENSEEK** on Enigma.

MOH TORPEDO

Enter **BIGBOOMER** on Enigma.

DIE WITH ANY SHOT

Enter **FLAWLESS** on Enigma.

RUBBER GRENADES

Enter **BOUNCE** on Enigma.

SILVER BULLET

Enter **SILVERSHOT** on Enigma.

UNLOCK EVERYTHING

Enter **BALLOWAX** on Enigma.

Outlaw Golf

BIGGER BALL

During gameplay, hold **L** and press **Up, Up, Up, Down**.



SMALLER BALL

During gameplay, hold **L** and press **Down, Down, Down, Up**.

TURN OFF WIND

During gameplay, hold **L** and press **Up, Left, Down, Right, Up, Left, Down, Right, X, X**.

UNLOCK EVERYTHING

To unlock everything, start a game with the name **Golf_Gone_Wild**. This will unlock all golfers, courses, and clubs.

Eternal Darkness: Sanity's Requiem

GAME CLEAR BONUSES

Beat Eternal Darkness once for the "Credits" option.

Beat the game twice and you will have the option of playing any of the chapters you want.

Beat the game a third time and you can activate invincibility for the chapter select mode.

Super Mario Sunshine

RETURN TO THE AIRPORT

Once you've beaten the game and saved, you will be able to go back to the Airport. For the price of 10 coins, a boat close to the clock tower where you find Yoshi will take you to the Airport level.

SUNGLASSES AND HAWAIIAN SHIRT

Look for a man with black sunglasses in the hub world (he's at the beach, close to the fruit stands) or in most of the other levels and talk to him. When you've got 30 Shines, he'll give you a pair of sunglasses to wear, which will darken your screen. Note, the sunglasses will disappear the moment you step into another level or restart the game. The same guy will also give you a Hawaiian shirt, but you've got to do some work first: finish the game. If you've saved your game after you beat the last big boss, you'll be able to get your shirt anytime you talk to this guy.



FAST LIVES

Go to Pianta Village and choose the episode titled "Piantas in Need" and save all the Piantas. The villagers who gave you blue coins before will now give you 1-ups instead.

SECRET MOVES

Sprinkler Backflip: While spraying water forward (standard nozzle), press the A button to perform this backflip that sprays water at the same time.

Water Slide: Create a small puddle of water in front of yourself, then perform a dive. You'll slide forward on your belly, until you cancel the slide by pressing A.

Yoshi Sprinkler: Pressing R sends Mario's water whizzing everywhere even whilst riding Yoshi!

PC

FIFA 2003

MASTER CHEAT LIST

Open your soccer.ini file in your FIFA Soccer 2003 directory. Add the following lines and change the 0 to 1 to activate the desired cheat.

```
CHEAT_UNLOCKED_TEAMS=0
UNLOCK_TOURNAMENT=0
AGGRESSIVE_TACKLE_CHEAT=0
CHEAT_EQUAL_TEAM_STATS=0
CHEAT_RANDOM_TEAMS=0
DEMO_MODE=0
ONE_ON_ONE=0
PRACTICE_MODE=0
AUTO_TACKLING=0
WINDOWED=0
ABSOLUTELY_PERFECT_GOALIES=0
```

Impossible Creatures

In order to activate these cheats, press the tilde key ~ during gameplay. Type the cheats into the console and hit Enter to activate them.

```
Get All Buildings - cheat_buildings
Higher Rank - cheat_rank
Kill Yourself - cheat_killself
More Coal - cheat_coal(number)
More Electricity -
cheat_electricity(number)
```

Dungeon Siege

During gameplay, press Enter to bring up the console. Then type any



of the following phrases to utilise the cheats. Put a plus (+) in front of the code to turn it on, put a minus (-) in front to turn it off.

```
zool: Invincible
chunky: Always Chunky
superchunky: Chunk Factor
version: Show Game Version
drdeath: Max Stats
shootall: Clicks Not Required
sixdemonbag: +150 in All
loefervision: No Fog
xrayvision: No Textures
minjooky: Very Small Character
maxjooky: Very Big Character
checksinthemail: 9999999 Gold
movie: Record a Movie
mouse: Enable Mouse
rings: Enable Selection Rings
potionaholic: Gives 3 super health
and mana potions
faetehbadgar: Gives full set of
newbie gear
sixdemonbag: Gives 6 high level
summon spells
sniper: Long Tom Artillery
```

Tom Clancy's Splinter Cell

In order to disable these modes, press the "tab" button and type in "walk"

EXTRA HEALTH

Hit Tab and type **HEALTH**.

FLOAT ABILITY

Hit Tab and enter **FLY**.

FREEZE ENEMIES

In order to stop your enemies in their tracks, press the Tab button and type in **PLAYERSONLY**.

GET RID OF ENEMIES

Press the Tab button and type in **KILLPAWNS**.

INVISIBILITY

Hit Tab and type **INVISIBLE 1**.

MORE AMMO

Hit Tab and type **AMMO**

NO CLIPPING MODE

In order to activate this cheat press the Tab button and type in **GHOST**.

STEALTH STATS

To see how loud you are, how visible you are, and some other stats, hit Tab and type in **STEALTH**.

TURN OFF INVISIBILITY

Hit Tab and type **INVISIBLE 0**

Age of Mythology

To activate these cheats, press Enter during gameplay, input the cheat, then press Enter again.

```
ATM OF EREBUS : 1000 gold
BAWK BAWK BOOM : Get the
chicken-meteor god power
CHANNEL SURFING : Skip to next
scenario in the campaign
CONSIDER THE INTERNET : Slow
down units
DIVINE INTERVENTION : Use a
```

previously used god power

FEAR THE FORAGE : Get the walking berry bushes god power

GOATUNHEIM : Get a god power that turns all units on the map to goats

IN DARKEST NIGHT : Make it night time

ISIS HEAR MY PLEA : Get the heroes from the campaign

I WANT TEH MONKEYS!!!! :

Monkeys galore

JUNK FOOD NIGHT : 1000 food

L33T SUPA H4X0R : Faster build

LAY OF THE LAND : Show map

MOUNT OLYMPUS : Full favour

O CANADA : Have a laser bear

PANDORAS BOX : Get random god powers

RED TIDE : Makes water red

SET ASCENDANT : Show animals on map

THRILL OF VICTORY : Win game

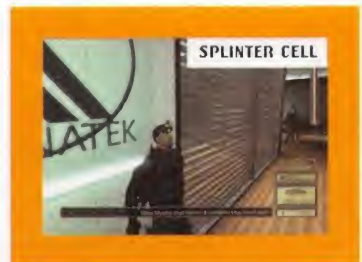
TINES OF POWER : Have a forkboy

TROJAN HORSE FOR SALE : 1000 wood

UNCERTAINTY AND DOUBT : Hide map

WRATH OF THE GODS : Get the Lightning Storm, Earthquake, Meteor and Tornado god powers

WUY WOO : Have a flying purple hippo





Reviews

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! All scores are out of 10.



Hana-Bi

AV CHANNEL, MA15+

From writer, director and main star Takeshi 'Beat' Kitano, *Hana-Bi* (also known as *Fireworks*) is the somber tale of a sublime tough guy driven to bank robbery. Detective Nishi (Kitano) is a man of very few words (very, very few) dealing with immense feelings of guilt and responsibility. Nishi is tormented with the knowledge that his wife Miyuki is terminally ill with Leukaemia, with guilt over the fatal

shooting of a fellow officer and the crippling of his partner and friend Horibe, that leaves him suicidal but with a passion to paint.

After leaving the force, Nishi finds himself in debt to the Yakuza, and robs a bank. Still pursued by the gangsters, Nishi goes on his last journey with his wife and provides Horibe with art supplies for painting. Nishi has an air of indifference throughout most of the film, however the silent moments between husband and wife are beautifully tender. The film is marked with many outbursts of violence (in true Kitano style) that are tempered with displays of love and scenes of serenity. The extras on the DVD are few, but there is an interesting retrospective on Kitano's previous works. **Rebecca Izzard**



You can't fool me with that wig!

MOVIE: 8 **EXTRAS:** 6

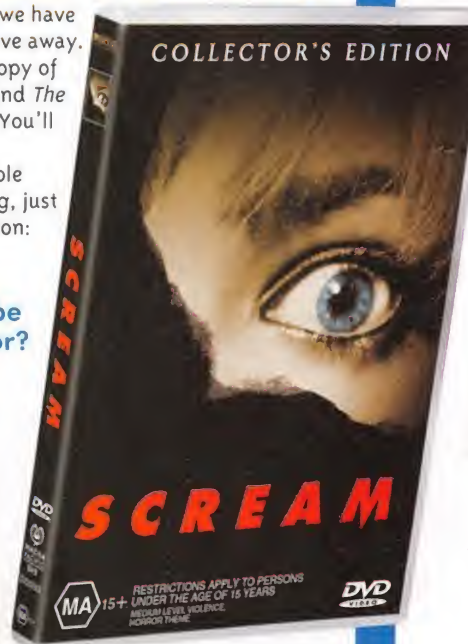


"You know, we forgot the chessboard."

WIN A TERRIFYING DOUBLE PACK!

Thanks to Magna Pacific we have five DVD double packs to give away. Each winner will receive a copy of *Scream Collector's Edition* and *The Blair Witch Project*. Eeshk! You'll definitely need the brown underpants on for this double header! To be in the running, just answer the following question:

What could S.C.R.E.A.M. be an acronym for?



Put your answer on the back of an envelope along with your name and address, and send it to: **Acronym Adventures, Hyper Magazine, 78 Renwick St, Redfern, NSW 2016**

Insomnia

UMBRELLA ENTERTAINMENT, M15+

Stellan Skarsgard stars as Jonas Enstrom, a cop who can't get no sleep in this brisk, cold Norwegian thriller (remade in 2002 in the US by Christopher Nolan.) Enstrom's been sent to Northern Norway from his native Sweden to help solve the murder of a schoolgirl. While there, he makes a serious error, and then magnifies the problem by trying to cover it up...

Insomnia's all about the hunter, not the hunted, and that's what makes it interesting. We know who the killer is early. The real story is Enstrom's, and the real dilemma is how far he's willing to go once he embarks on a journey of deceit. Then there's that pesky twenty-four hour Norwegian sun keeping him awake...

If you saw the Al Pacino/Robin Williams version you'll find this original an intriguing companion



Can't sleep? Just watch this movie.

piece; while a lot of the remake is shot-for-shot, you can also see where Hollywood's stepped in (like making the female lead "perky.") If you've seen neither version, try this one, if only because Norway's a little more exotic than Alaska.

A stylish, quirky cop movie.

Christopher Johnson

MOVIE: 7 EXTRAS: 2



Blurred

MAGNA PACIFIC, M15+

In the tradition of *Animal House* and *American Pie...* this film is not.

Supposedly a "teen comedy" set during schoolies week, *Blurred* is actually a moralizing, preachy mess. Don't believe the promotional material, which would have you think it was going to be wild or at least a bit risqué. This film is tame. No one has sex, and anyone who drinks or takes drugs is ultimately portrayed as a loser. The director actually makes sure to show a big close-up of a sign saying "Party Safely" towards the end, and climaxes with the two most annoying, non-drinking, sickly-sweet characters



deciding they want to "be friends." Cue third-rate Aussie pop song...

The ensemble cast is dreadful, with the notable exceptions of Travis Cotton and Mark Priestley, who bring real energy and life to their roles as a couple of horny drongos. The editing is choppy, the script banal, the music insipid.

Australia is far more socially progressive than the US, so why is our attempt at a teen comedy actually an anti-drugs and alcohol advert in disguise?

Extras include bad deleted scenes and annoying out-takes, but also a reasonable short film called *Mate* by director Evan Clarry and amusing on-set footage by Cotton and Priestley. **Christopher Johnson**

MOVIE: 3 EXTRAS: 5



The limo cost more than the movie did.



"You're cheating on me you, you... bitch!"

Swimfan

ICON HOME ENTERTAINMENT, M15+

Since it's not a credited remake of *Fatal Attraction*, *swimfan* must be called a rip-off, but at least it's acknowledged. The first thing Aussie director John Polson says on the extra featurette, *Girlfriend from Hell*, is that they wanted to make... *Fatal Attraction* in high school. And they did. Evil Temptress Erika Christensen claims she based her performance on Glenn Close's. There's even a deleted scene that's a direct homage

to the boiled bunny sequence...

You know what you're gonna get, and you get it. Luckily, *swimfan* is quite well made along the way. Polson shoots in richly deep, crisply stylized blues; the first half is briskly and excitingly plotted, and the acting is surprisingly intricate and quirky. Unfortunately the second half throws all plausibility out the window, and loses the viewer's interest. Polson admits on the commentary that they re-structured the whole third act after shooting was finished, and it shows. The ending is ludicrous, boring, and a cop-out.

That said, it's a stylish affair, and if you want a teen thriller, this is probably one of the better ones.

It's a great pity Polson is joined for the commentary by stars Christensen and Jesse Bradford, who shamelessly and annoyingly hog the microphone. **Christopher Johnson**



She's lapping it up.

MOVIE: 6 EXTRAS: 6

CKY 4

STOMP, R18+

People who enjoy Jackass look out! This is along similar veins to the popular MTV show, however, it's more akin to where that phenomenon first began. Before there was Jackass there was a skate video called Lanspeed. The thing about Lanspeed was that it was less a skate video and more a video of pranks, skits and stunts — sound familiar? CKY4 is a no-holds-barred 60 odd minutes of absolute mayhem. It's everything you



wouldn't see on Jackass, but still remains funny. The boys in CKY4, Bam, Ryan Dunn, Raab Himself and more, all offer up creative skits, interesting music (all by them — look out for the Skeletor song), crazy stunts, and incredible skating. Sure there's the odd excrement piece here and there, but it's a small price to pay. CKY4 is slick, funny and entertaining, if you like Jackass and want a little more edge, look no further.

MOVIE: 6 EXTRAS: 3

Up + Triangle, X + down-left + Square, Up, Down, X, etc.



Callan

UMBRELLA ENTERTAINMENT, M15+

Qirty Harry meets London and kills it. One of the great things about the DVD revolution is the spawning of companies like Umbrella Entertainment, who are releasing fascinating fare for those of us who would never have gotten to see it otherwise (e.g. *Insomnia*.) *Callan* is a true rarity: the barely-seen movie-length remake of the pilot episode of a gritty, practically forgotten British television series about a retired Secret Service hitman wooed back into the assassination game.

Edward Woodward (you loved him in *The Equalizer*) plays the eponymous Callan as Clint Eastwood with a conscience: he loves to kill but is a little nervous about it. No



matter, give him a Magnum .45: his blood-lust runs hot before his (literal, kitchen) kettle boils. Look, it's very dated. The sets are crappy and some of the support cast are jaw-droppingly awful. But Woodward is simply great, and if you dig Michael Caine when he was still a likely lad; if you've ever liked *Madness* (the band); if things like *The Prisoner* and *M15* turn you on, you'll probably have a great 101 minutes with this. I did. It's good British assassination fun. And you get a Woodward interview on the features too! **Christopher Johnson**

MOVIE: 6 EXTRAS: 5



"Trust me I'm a dentist!"

WIN AN I-SPY DVD PACK!

■ Eddie Murphy and Owen Wilson may be a rather unlikely team, but the result is a few hours of comedic chaos and some crazy espionage along the way. Columbia Tri-Star Home Entertainment are celebrating the release of *I-SPY* on DVD (June 11), by offering **FIVE** packs including the DVD, an **I-SPY mirror**, **I-SPY pen** and **I-SPY t-shirt** (in girls and guys sizes).

To be in with a chance to win one of these packs, answer the following question:

Name 5 Eddie Murphy films.



Put your name and address on the back of an envelope along with your answer and post it to: **I-SPY PRIZES, Hyper, 78 Renwick St, Redfern, NSW 2016.**



ANIME

Transformers

CATEGORY: ACTION
PRODUCTION COMPANY: SUNBOW
PRODUCTION INC/HASBRO
DISTRIBUTOR: MADMAN ENTERTAINMENT

Eased on the original Transformers series of the 1980s, this film marked a changing of the guard in what was one of the defining cartoon series of a generation. In the near future, the Autobots and Decepticons take their war across different star systems as they are unwittingly pitted against each other by the planet-eating monstrosity, Unicron. It's already made a tasty meal of an Autobot moonbase, and it's now headed straight for Cybertron.

WELLES AND NIMOY
There are many memorably moments: Prowl, Ratchet, and Ironhide are all dead; Megatron finally lays the smack down on Starscream (as Galvatron); and

Optimus Prime dies, making way for a new leader of the Autobots to wield the power of the Matrix of Leadership (no, not the one that's got you enslaved).

It's an amazing rollercoaster of an animated action flick, introducing characters who were, at the time, mere prototypes on the drawing board. They included Ultra Magnus, Springer, Kup, Hot Rod and the Sharkticons. At that time, however, the cartoon series had only gone as far as Season 2, so mega-bots like Bruticus or Superior are a no-show — but Devastator and the Dinobots (particularly Grimlock) kick some major arse.

If you are one of the original Transformers fans, there is simply no excuse for not owning this DVD. It's superbly animated even by today's standards, the music is extremely '80s, and it has some great voice work from legends like Orson Welles and Leonard Nimoy.



Argh, I can't bend my arms.



If I had a mouth, I'd say, "Blau!"

ANIMATION 9 **PLOT:** 7 **OVERALL:** 9

Jin-Roh: The Wolf Brigade

CATEGORY: ACTION/DRAMA
PRODUCTION COMPANY:
PRODUCTION IG/BANDAI VISUAL

Why are we reviewing this again? It just got a local release through Kaleidoscope. That's why. A haunting allegory of Little Red Riding Hood, Jin-Roh is a twisted post-modern tale that takes

place in an alternate history in which the Nazis won the Second World War. Japan is ruled under an iron fist, where the will of its policy-makers are enforced by elite squads of heavily armed Special Forces units. One of their members, Constable Fuse, comes to question the politics of those he answers to, and thus begins the

unravelling of a confusing web of political intrigue.

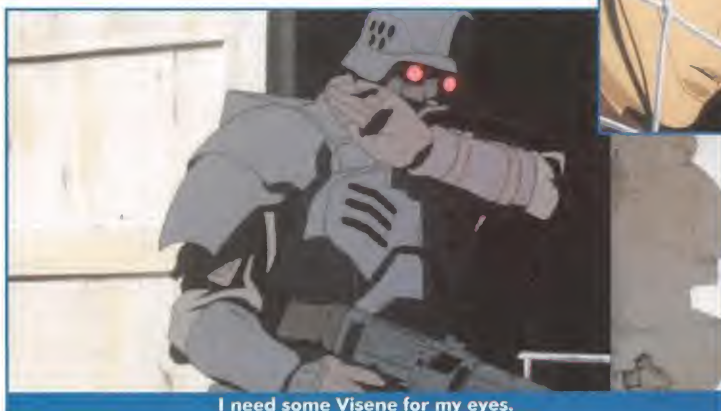
SOCIAL DECAY
It's never clear who or what Fuse can trust — even some of his own colleagues are

after his blood. What becomes clear, though, is that the world that Fuse lives in is mired with a cancerous social decay. It's more of a thematically driven story, using simple devices to show there is a faint glimmer of hope in the world as Fuse finds a love interest. But being thematic, the final, brutal, gut-wrenching conclusion is as inevitable as it is sobering and depressing.

As a work of animation, this collaboration between Mamoru Oshii and Production IG produces less of



It's Inspector Rex!



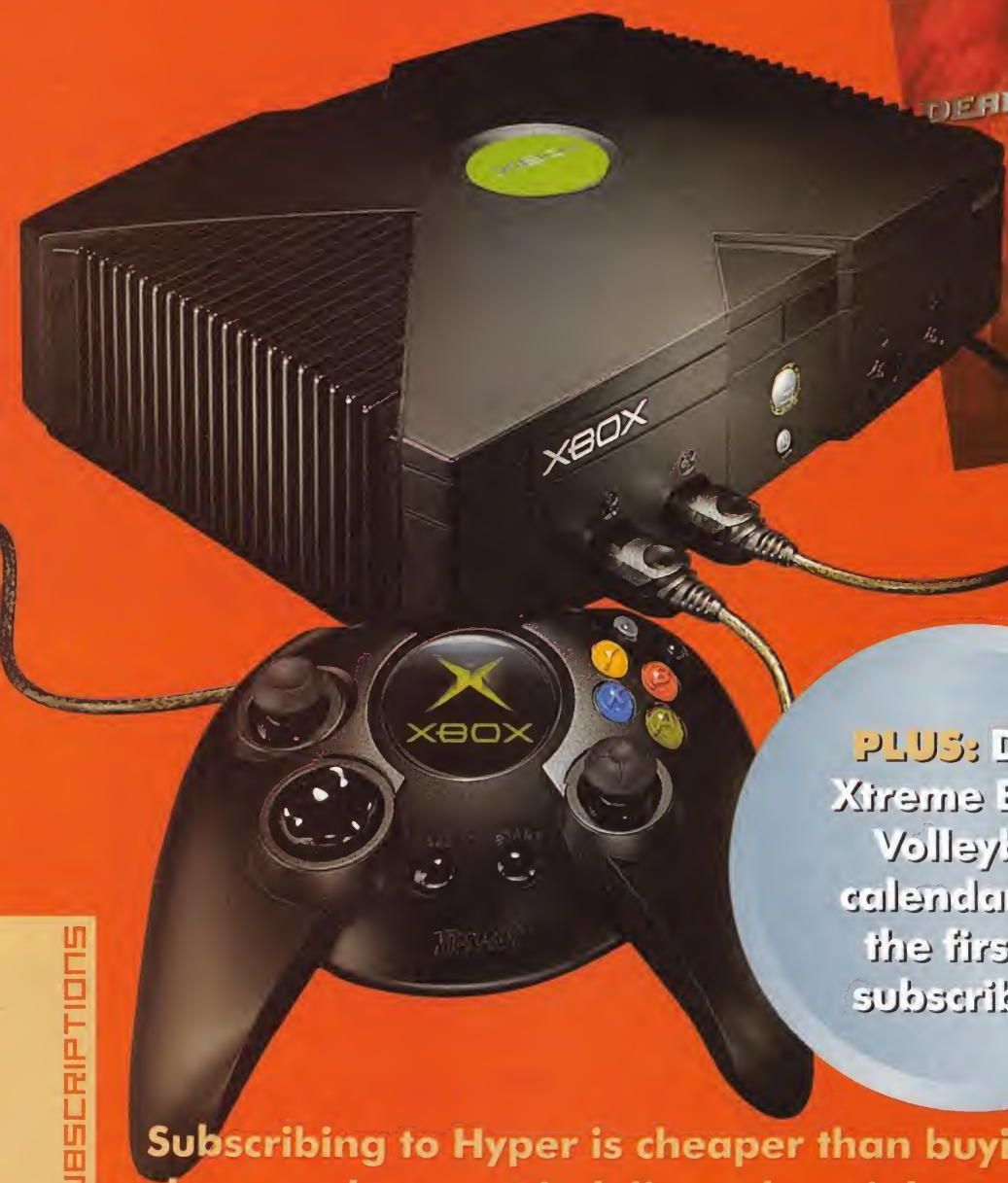
I need some Visene for my eyes.

ANIMATION 9 **PLOT:** 8 **OVERALL:** 8

the flashy thrills of Ghost in the Shell, opting instead for a more subtle, decadent and visceral experience. Computer-generated effects are barely noticeable (which is the way it should be), and the surround sound effects are simply magnificent to absorb. The action is few and far between, but like a crucible it boils over with nasty results.

Arty, gloomy, but still a great story, Jin-Roh is a great movie for those with the patience for such films; the rest should be wary not to mistake the cover image for some kind of fun-filled futuristic shoot-em up.

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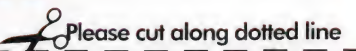
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FALLDOWN

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OH, OH THE
TRUCK HAVE
STARTED TO
MOVE!

Q. MY FAVOURITE PIECE OF DIALOGUE IN A VIDEO GAME IS...?



Game dialogue typically ranges from banal to brilliant. Either it's the hilarious cracks in Sam & Max ("I'd be peeing my pants if I wore any") or the brain-dead mutterings in Resident Evil ("What IS it?!"), but in the end it all adds up to entertainment. Here are some of your picks...

HYPER FORUM

We all have 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...

❓ "What film would make a great videogame, and why?"

Responses will be printed in Hyper 118.

E-mail: 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.

DROID DIALOGUE

My favorite piece of dialogue in a video game is "Humanoid Must Not Escape" from the arcade classic Berzerk. Okay, it's a bit old, but I still love the robot voices, "Chicken, fight like a robot!"

Cheers,
Martin

THREEWOOD TALKS

My fave piece of dialogue in a video game is: in Monkey Island 4, when you actually get to Monkey Island, if you keep asking the old guy (I forget his name) for help, one of the new questions Guybrush can ask is: "How do I get off this f***ing island?!"

It still makes me laugh.
Jamie Gosson

SIGNS OF DEMENTIA

"Another visitor? Stay a while... STAY FOREVER!" the famous(?) loading vocal from the Commodore 64 classic, "Impossible Mission". A good friend of mine had the speech cartridge for his TRS-80 (which he thought was the shit back in 1983, but was only fun for typing in QWQWQW to hear it talk back gibberish) but hearing my C64 speak for the first time was nothing

short of a revelation back in the mid 1980's. I will never forget Dr Elvin Atombender's voice at least until dementia kicks in, which having now showed my age can't be far off now.

Pete Barker

FALLOUT FUNNIES

My favourite piece of dialogue in a videogame would have to come from Fallout 2. This game is the king of all dialogue in videogames. All those memories of pissing people off, then pulling out a bozar and blowing them limb from limb. How could I forget all those times trying to talk your way into Navarro only to be caught by the Drill Sargent slacking at your post? Good memories my friends.

The funniest memory and probably the best dialogue ever created – yes, ever – is when you enter 'The Hole' for the first time. You are greeted by Frankie a local bar keeper who is spun out half the time on drugs and has a tendency to attack if you stick around for more than a minute. "Welcome to The Hole" he says, "The best bar in all of the wastes". You look around for a keen moment and reply "Now I know why you call it a hole."

"Get out of my bar," Frankie snaps. "Make me." This is about the

point where Frankie tries to kill you. I always made good use of the crowbar in his back room to solve this problem.

Thomas Read

DON'T HIT US

Okay, I think I've got them. And the nominees are...

In third place: From Metal Gear Solid 1. Snake's second run-in with Raven. It goes like this... Raven: "You know of the World Eskimo Olympics?" Snake: "Yeah, I know it. You must be a real threat in the muk-tuk eating contest!"

The silver goes to: Also from MGS1. Snake has just shot down a Hind helicopter and as it hits the ground a massive fireball erupts into the air. Snake: "Well, that takes care of the cremation."

With the gold: From Metal Gear Solid 2 (I'm a Metal Gear freak, so sue me). The colonel has just gone nuts. Colonel: "I hear it's amazing when the purple stuffed worm flapjaw space with the tuning fork does a raw blink on Hara-kiri Rock! I NEED SCISSORS! 6!"

Gotta love it. Please publish this or I'll come to Redfern and hit you with a pool floaty.

Falcon

WHAT IS IT?!

My favourite piece of dialogue in a videogame is from the 1996 release of Resident Evil on the (good ol') PSX. So many cheesy lines. Lines including "Jill, here is a lockpick. It might be handy if you, the master of unlocking, take it with you" - Barry. And, "That was too close. You were almost a Jill sandwich." - Barry. Jill giggles "You're right! Barry, thanks for saving my life".

But the best one, by far, was "No! Don't come this way!" - Albert Wesker, moments before he gets skewered by the Tyrant monster.

Back in 1996 when a friend and I used to play this game together, this was the pinnacle of 3D games, and this dialogue was ground-breakingly real. Haha how naive we were. It also saddens me that they didn't keep these lines in the remake for old times sake.

Oh well, the remake has a few cool lines in it too. "You're a bit of a mess up!" - Albert Wesker. Makes me laugh, since they won't say f**k in the game.

I don't think there are any lines out there funnier than the acting in Resident Evil.

Scott Nofriends

SIMONS SAYS

Dear Hyper,

This one took me a while to think about but I decided to go with a glistening piece of chat from Deus Ex.

On the outside part of Area 51, if you don't kill Simons in the underwater construction site, he runs out to you and says to JC, "You keep running away, but I'll always be behind you, like your reflection in a hall of mirrors." JC gruffly replies, "That makes me one ugly son of a bitch."

Either that or the debate about humans and computers with the AIs like Morpheus or Helios.

Face it, I really couldn't come up



"This rod will be your doom!"



"I may weep openly, Sam..."

with a good piece of dialogue outside Deus Ex, but who cares?

Wardie

ROCKIN' OLDIES

Without a doubt, the most hilariously memorable piece of videogame dialogue is Soul Calibur's Killik saying, "This rod will be your doom".

This is followed very closely by the whole Giants: Citizen Kabuto cutscene collection. Timmy's grandpa rocks.

Phracta

TAKING THE CAKE

My favorite piece of dialogue in a videogame would have to be in Conker's Bad Fur Day. Our hero Conker has just defeated Jugga The Knut, looks around and spots Miss Prehistoric. And the thing he says next cracks me up every time.

"I think we should go up there and give those babes a visit; I mean I'm pretty determined to get something out of this."

That piece of dialogue is what everyone would say in that situation, well the guys anyway.

But that's my small piece, so enjoy, oh and if anyone is interested in my opinion for worst game dialogue, I think Harry Potter and Chamber of Secrets, would take the cake on that one.

Luke Henderson

IT'S-A METAL GEAR!

Hey guys at Hyper,

Now, I think dialogue in good games is what makes the experience ten times better than what it already

is. This may not be the most favourite bit of dialogue in games but I would have to say it is the most well-known. I can guarantee on my life, don't quote me on that, that if you haven't said it then someone has said it to you in a cheesy Italian voice: "It's a me Mario!"

Anyway back to the question. My favorite bit of dialogue is not actually spoken. It is from the original Metal Gear on NES. It is due to bad translation and says "OH, OH THE TRUCK HAVE STARTED TO MOVE". Also "I FEEL ASLEEP".

Thank you for your time.

Ted Danson Monkey Clown Pie

THE VOICE OF VINCENT

The first thing that came to mind automatically when I read the next topic was a piece from Vincent in Final Fantasy 7. Before you go and fight Sephiroth in the last battle, if you talk to him he says some awesome stuff.

"The time for flying is now past."

"Our battlefield is now beneath the earth..."

"The gate to tomorrow is not the light of heaven, but the darkness of the depths of the earth..."

Well that's all I have to say. Ta.
Jeffrey Wong

AND OF COURSE...

Dear Hyper,

How are you gentlemen!

Favourite piece of dialogue in a game?

Honestly, you chumps... er, people... must be kidding. There's no discussion behind this, who can forget that godlike usage of the English language in Zero Wing?

All your base are belong to us!

Of course, there were other marvelous lines in that piece of gaming gold, such as the cheerful "Somebody set up us the bomb", and the surprisingly useful "You know what you doing".

Why, you can even pick up chicks with the sexy "Main screen turn on" quote.

One site even has the All Your Base Karaoke Disasters, featuring such groups as Nirvana, The Doors and The Beatles.

So in conclusion, Zero Wing really is the game with a million uses.

For great justice,

Oreo Xander



CATS: HOW ARE YOU GENTLEMEN :D

MAIL

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GOOD OVER BAD

Grodnag Udar!

Why are some people so mindlessly crappy? I refer to one of my friends. He's been playing games for years and years now, so inexperience is no excuse for his gross crappiness. I lent him Eternal Darkness. Rather than play this masterfully crafted piece of interactive genius, he preferred Cel Damage. His words on the matter (hefty paraphrasing here) were something like this - "Eternal Darkness is just like RE (remake) but with crappy graphics. Cel Damage is fun, especially the flag-chasing bit." Oh dear. This fella reckons that Kingdom Hearts is dark and sinister, and that's why he likes it. Keep in mind that he is in his late twenties.

Maybe I'm being a little cruel, but how can someone like such dross mediocrity as Kingdom Hearts, and even worse, the digital nosebleed that is Cel Damage and not give Eternal Darkness a go? So I suggest that you include two ratings with all future Hyper reviews. One could be just like they are now, and the other could be for gimps who couldn't tell a good game if it was jumping up

and down on their tools, shouting "Its-a me, A good-a game!"

These secondary ratings could factor in things such as mainstream appeal, easy controls, dumbed-down gameplay elements, etc. to give an indication of what the average gamer out there would think. After all, most of the games-buying public would only really need to read the second score to determine if the game was good enough to "Mash activator button" to after a night out on the piss.

The appreciation of top-quality titles isn't for everyone, after all. Failing this you could go round to my friend's house and beat pisser out of him, kicking him very hard in the goolies for me.

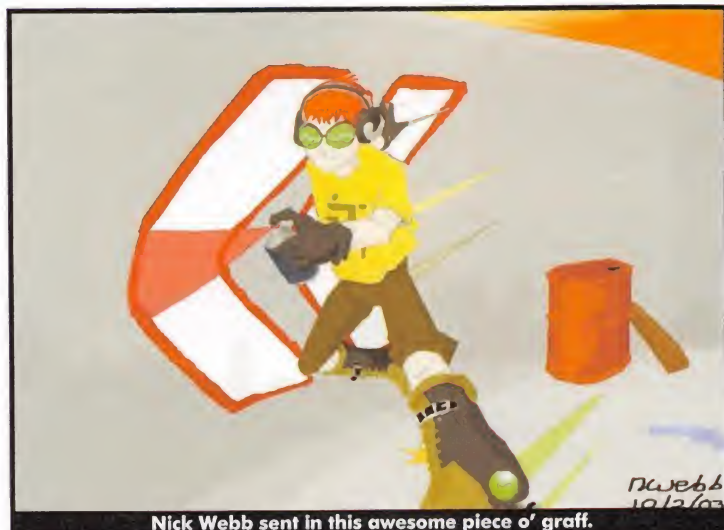
Thanks,
Fatman

*Dear Fatman,
And you call him "friend"?*

HAS THE CUBE MELTED?

Hi Hyper crew,

Long time reader from issue 1, bought every issue. Anyway that's



Nick Webb sent in this awesome piece o' graff.

as far as arse kissing goes with me. I'm just writing to give you some sad news - the Gamecube looks like it's going to be a dead console in Australia.

Last week I picked one up at K-mart for \$149, bargain really but from what I've been told by two EB stores all K-mart, Big-W and Grace Bros are offloading all GameCube stock at silly prices and won't be stocking them anymore. I think one of the few stores that will stock them is EB. Damn shame really cause it's a fine piece of hardware gimped by Nintendo's poor excuse for marketing. Oh well, one less console I'll be buying games for. On the plus side I get to play all the greats like Mario and Metroid for low low prices when I buy them second hand.

RIP Gamecube. Your parents should be sued for neglect.

Cheers,
Scott

Dear Scott,

Whilst the current situation is certainly troubling, let's try not to give up on the GameCube just yet. Just take a look at our Zelda review this issue - just like Metroid Prime, this game will help to shift a few Cubes. As long as the stores are stocking them, I guess...

HEARING VOICES AGAIN

To HYPER >>>

In the mail section there have been some letters about 'hearing voices'. I think I know what happens.

If you constantly hear the same noise repeatedly it is stored in your subconscious (think: Dali paintings) and whenever you hear a similar noise it registers as the repeated one. It can similarly be achieved with 'repetitive motion injury'. Example: You're playing SSB in training mode with 1/4 speed. You've played for 10 minutes and you are asked to take the bins out the front. You start moving slowly but then you speed up when you see something fast. (It happened to me)

The moral of the story; take regular breaks, brush your teeth etc. (wait scratch that).

Work it out people.

SA-X

We don't know what he's on about either.

KISSY KISSY

G'day Hyper gang, As the law tells us, I must do some serious arse kissing. "KISS" There you go.

Moving on, I have a GameCube and am gonna buy Metroid Prime aka "the greatest game ever created" and a couple of other games, cos I've got a bit of cash in hand. But I'm not sure what to buy or whether to keep my cash and save up for games coming out later.

1. When are Final Fantasy: Crystal Chronicles and Legend of Zelda coming out?
2. Do you know if FFXII will come out on GCN?
3. What is the most played game at

CAPTION THIS!

**PART 41
WINNER**

Mathuran G is the winning captioner this month, as he's the only one who didn't send in a caption about getting head.



**Uh... can somebody get this thing off my foot?
It's really starting to hurt.**



Rob Lee shows us what it would be like in Cam's Mansion.

Hyper?

- In your opinion, what is the worst game of all time?
- What did you give MOH: Frontline?

By the way, I played an Xbox recently and I can't see why everyone is against it. It has some of the most awesome graphics I've ever seen and Halo would have to be one of the greatest games I've ever played. (I haven't played Prime yet :P) People out there in this universe, before you criticise the Xbox, try it out. You'll be surprised at how good it is.

Adios amigos,
Boco

Dear Boco,

- The Legend of Zelda is hitting stores about now. There is no release date for Crystal Chronicles yet, as the game is still in development.
- There's virtually no information



Luke McFarlane created his very own fake GBA shots. Amazing!

on FFXII yet, so...

- Pro Evolution Soccer 2 on PS2. We probably played it every single day for about 6 months.
- Universal Studios on GameCube.
- We gave it 88%, reviewed on the PS2.

LIKE EATING THINGIE

Dear Hyper people,
in response to Kami's letter 'Lacking in Depth' I would like to say that he's just a nerd who thinks that he knows everything about games (you guys are all right 'coz you're all get paid to be nerds). TimeSplitters 2 is one good game that screams VARIETY. There are enough boring arse games that try to be realistic. Seriously how many games are there out there that let you to make monkeys, calamaries and girls with big tits explode?!?! Besides it has lots and lots of pretty colours too, unlike many other shooting games that are made up with booooring colours & booooring futuristic settings. It's like eating thingie with all the good stuff in it that explodes and stuff. That's all I've got to say. Print this letter 'coz I want free stuff.

Jules

Dear Jules,
Have a Hyper No Prize.

A POLL OF HIS OWN

Hello Hyper people.
So, I was watching TV the other night and I thought to myself "Who the hell watches Backyard Blitz?" Wait, no, what I thought was this: "Gaming is becoming a mainstream form of entertainment. Why isn't there any decent, regular TV show about gaming? Surely there'd be an audience for it." Yes, I am aware of a show on Fox Kids, but it's never on and when it is it's six months out of date. And my mind sprang back — how many years? Two? Three? — to Hyper TV. My memories of it are

CONTRA: THE PERFECT DRUG

CONTRA: Shattered Soldier is the best PS2 game ever made. Why? Well because... Because it brings me back to the days when electronic gaming was all about having fun. Because it includes the hottest graphics of today, but never puts them in front of gameplay. Because the CG intro is absolutely fantastic, but never presumes to be something that it isn't. Because I miss the rush that only this game apart from ALL OTHERS can give me. Although CONTRA absolutely reeks of style, excellent graphic design and crazy guitar riffs, it never lets that get in the way of a fantastic gaming experience.

It has managed to elevate me to the much sought after state of gaming Nirvana that I have never quite attained since the good old days. You know, that place of bliss that us gaming junkies can only ever hope to get close to, but never quite achieve. I have never felt anything quite like it (not for years), and this only serves to remind me of how games should be.

Forget long winded cut scenes with dubious anime qualities and morals (MGS2), throw away your first person shooters that all seem so familiar (Red Faction(s)) and flush your toilet to the screams of that annoying freaky rodent sidekick (Jak and Dexter). CONTRA will kick all their arses... including yours. This game may be hard to get through, but who cares when it's this much fun. The five levels included + bonus... leave me gasping for air and more... more... more... Give me MORE CONTRA DAMMIT and that's the only criticism of this game you will ever hear me utter.

Those of you who are saying "Bo's boy", "Atari Head" and "burnt out gamer" had better think twice. CONTRA is for everyone and not just us old boys (28) who feel so jaded and disgusted with today's style of bland and boring games. If playing CONTRA is a rollercoaster ride, then this one never comes down. For a game with such a simple repetitive premise, run & gun, it never gives up or becomes boring. Playing it is like perfecting an art form because it teaches you how to play perfectly as you go. What kills you only makes you stronger.

CONTRA will drag you 'youngins' into the REAL future of gaming, where classy visuals can only go so far and annoying story lines will only imitate the Hollywood nonsense of today's mostly dull blockbuster movies.

CONTRA will show the new generation of gamers what it is really ALL ABOUT. CONTRA makes my friends who hate games beg me to pass over the control and it sticks a big "up yours" in the faces of all those games that are so ridiculously overproduced that they forget how to be fun. Put simply...

CONTRA KICKS ASS!

Thank you KONAMI...
CONTRA: Shattered Soldier is the perfect drug.
Jason "Theres nothing daggy about the 80's" Long

Dear Jason,
You've left me no room for a reply! Ailie!



You've won a Microsoft® IntelliMouse® Explorer for PC! Best. Mouse. Ever.

The IntelliMouse® Explorer is an ergonomic optical mouse with five re-programmable buttons and an excellent feel for serious gaming!

blurry, to say the least, as back then I hadn't discovered Hyper yet. What I do remember is good, though. Is there any chance of reviving this one-off program? I think the time is ripe.
Another topic now. Reading your list of Top 50 Games inspired me to hold a poll of my own. It worked like this: I went back to the first issue after the GCN was launched in Australia. Then, I went to the "Hyper Crew Top 5" in every issue since. Each time a PS2 game was in one of the top fives, that counted as a vote

for the PS2, and the same for the PC, Xbox and GCN. The results were:
-Xbox and PC tied for last place, with 24 'votes' each.
-GCN came second, with a slightly more respectable 36.
-Way ahead, with a whopping 88 votes (51%) was the PS2.
What conclusions can I draw from this?
First, the PS2 is far in front of its competition in terms of the number of good games on the system. Games that earned it the most votes

MAIL

included GTA 3 (which you were all still playing something like 5 months after its release), FFX, Pro Evo Soccer 2 and GTA: Vice City. The GCN is by no means in last place in the console race, with 50% more playworthy games than the Xbox. The PC and Xbox are struggling to keep up with their competing platforms, with just 14% of the vote each. (The fact that I could only draw three conclusions from my research tells me I may have wasted half an hour of my time.)

An important thing to note, however, is that many of the Xbox's most-played-by-you games were launch titles. Halo and PGR, for example, both fall into this category, but were not counted towards the vote because they were all played out before the GCN was launched. This may have contributed to the Xbox's poor results in my poll. Also, the PS2 had some very big games launched in the period between the GCN's launch and now, which could account for its majority vote. My poll may not, therefore, indicate the true standings of each console in the platform war.

Until the statistical urge next takes me,

**Scott Stevenson
(AKA The Real Cel Shady)**

*Dear Scott,
You also didn't account for the fact that the Top 5 always involves a different reviewer each issue, and not all our reviewers own all the consoles or even have a decent gaming PC. There's also the fact that some of us have odd love affairs with very niche games - so it definitely couldn't be considered a fair evaluation of all the software that's out there. Nice try though.*

HALF-LIFE 2?

Hey Hyper,

Great mag, but I'll get to the meat of the letter. What the hell is going on with Half-Life? I mean was there ever supposed to be an actual second Half-Life (not a remade one)? I mean how could they not have started work on one let alone finished it after the success of the original, not to mention Counter-Strike, Team Fortress classic, Day of Defeat and lots more. I just can't make sense of it. Just a few questions if you don't mind...

1. What score did each of the Quake games receive from you guys?
2. Is there ever going to be a Total

Annihilation 2?

3. What in your opinion is the best survival horror game?

4. I heard someone talking about being able to get a different operating system for their Xbox, trueness or falsification? Thanks guys.

**Crouching Hampster,
Hidden Monkey**

Dear CHHM,

Half-Life 2 has been in and out of development ever since the original came out. Like many other PC games before it, it vanished into the murky depths of development hell until very recently. It seems that the game is back on track, and we'll now a lot more about it in the coming weeks. Expect to hear a brand new Half-Life 2 announcement very, very soon!

1. Quake: 96%, Quake 2: 96%, Quake 3: 95%.
2. Total Annihilation 2 is supposedly in development by Phantagram Interactive, with a release date set for late 2004.
3. Well, if we stick to the strict definition of the genre, then we'd probably say either Resident Evil or Silent Hill.
4. Well, some people have hacked the Xbox and got Linux running on it and stuff like that... but why bother? Don't you want to play games on the damn thing?



Mark Lin gets inspired by Dynasty Warriors.



Scott Brackenreg rocks!



Chad Layer sent in this ominous Samus Aran pic.

PS3 DREAMS

Hyper Dudes,

G'day, firstly let me say wot a great mag. I recently had an idea about how cool the next new generation consoles could be, for instance PS3 might (and should) be compatible with Sony memory sticks, and also be compatible with all the latest CDs like CD-RW, DVCD, SVCD, DVD-R that kind of thing. And wireless hand controllers for the current PS2 should be made, that would be sweet don't you reckon? Secondly, questions:

1. After Rugby 2004 will there be a 2005 and so on?
2. Wot do u guys at Hyper think of the new X2 Wolverine's Revenge, I think it looks like the most RAW X-men game ever!

Thanx 4 ur time, keep up the good work.

Toddy

Dear Toddy,

There are third-party wireless controllers for PS2 out already.

1. As long as they keep selling, they'll keep pumping them out.
2. To be honest, we thought it was a pretty boring beat 'em up. A real disappointment. The movie should be much better...

PENPALS!

Dear Hyper,

My name is David, I'm 19 and I live and work on a cattle station in North East Western Australia. It's very hot, and I miss my mum.

David

Dear David,

My name is Eliot, I'm 32 and I live and work for a games magazine in Redfern, NSW. It's very cold, and I miss my mum.

The Official Australian Games Chart

Compiled by Inform in association with IEAA

TOP 10

PlayStation 2 Games Over \$50

W/E 9 March 2003
RETAIL SALES

1	◆	GTA: Vice City	Adventure
2	◆	The Getaway	Adventure
3	◆	The Sims	Strategy
4	◆	Mortal Kombat: Deadly Alliance	Action
5	◆	Kingdom Hearts	Adventure
6	◆	Grand Theft Auto 3	Adventure
7	◆	Sly Raccoon	Adventure
8	⊕	Burnout 2	Racing
9	⊕	Red Faction 2	Action
10	▼	Dragonball Z: Budokai Fighters	Action

TOP 10

PlayStation Games Over \$40

W/E 9 March 2003
RETAIL SALES

1	◆	H Potter Chamber Of Secret	Adventure
2	▲	Digimon Rumble Arena	Action
3	▼	Tony Hawk's Pro Skater 4	Sports
4	▲	Lilo & Stitch Trouble Pardse	Adventure
5	▲	FIFA 2003	Sports
6	◆	Space Chase Pack	Compilation
7	▼	Stuart Little 2	Adventure
8	⊕	Jinx	Adventure
9	▼	Tomb Raider 3&4 Cllectors Pk	Adventure
10	⊕	Final Fantasy Anthology	RPG

TOP 10

Game Cube Games Over \$40

W/E 9 March 2003
RETAIL SALES

1	⊕	Resident Evil Zero	Adventure
2	⊕	LOTR: Two Towers	RPG
3	▼	Super Smash Bros: Melee	Action
4	▼	Super Mario Sunshine	Adventure
5	▼	Mortal Kombat: Deadly Alliance	Action
6	▼	Starfox Adventures	Adventure
7	▼	Mario Party 4	Family
8	⊕	Rayman 3 Hoodlum Havoc	Adventure
9	⊕	Crash Band: Wrath Of Cortex	Adventure
10	⊕	Spyro: Enter The Dragonfly	Adventure

TOP 10

Xbox Games Over \$40

W/E 9 March 2003
RETAIL SALES

1	▲	Tom Clancy's Splinter Cell	Adventure
2	▼	Mortal Kombat: Deadly Alliance	Action
3	⊕	LOTR Two Towers	RPG
4	▲	Tom Clancys Ghost Recon	Strategy
5	▼	Medal Of Honor: Frontline	Action
6	▲	LOTR: Fellowship	Adventure
7	⊕	Halo - Combat Evolved	Action
8	▼	Dead To Rights	Adventure
9	⊕	Project Gotham Racing	Racing
10	▼	Tiger Woods PGA US Tour 03	Sports

TOP 10

PC Games Over \$30

W/E 9 March 2003
RETAIL SALES

1	⊕	Master Of Orion 3	Strategy
2	▼	C & C Generals	Strategy
3	▼	The Sims Deluxe	Strategy
4	◆	Tom Clancy's Splinter Cell	Adventure
5	▼	The Sims Unleashed	Strategy
6	▼	Sim City 4000	Strategy
7	▼	Age Of Mythology	Strategy
8	◆	WarCraft 3	Strategy
9	⊕	IGI 2: Covert Strike	Action
10	⊕	The Sims Vacation	Strategy

TOP 10

Game Boy Advance Games Over \$40

W/E 9 March 2003
RETAIL SALES

1	◆	Dragonball Z: Legacy Goku	Action
2	◆	Zelda: Link to Past/4 Swords	RPG
3	▲	Game Watch Gallery Advance	Compilation
4	▲	Mario Kart Super Circuit	Racing
5	▼	Harry P Chamber Of Secrets	Adventure
6	▲	Super Mario World Advncd 2	Adventure
7	▼	Yoshis Island: SMA 3	Adventure
8	⊕	Medabot: Rokusho	RPG
9	▼	Metroid Fusion	Action
10	▼	OTR: Two Towers	RPG

TOP 10

All Full Priced Games

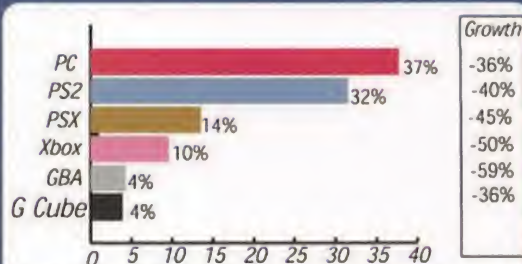
W/E 9 March 2003
RETAIL SALES

1	◆	GTA: Vice City	PlayStation 2
2	◆	The Getaway	PlayStation 2
3	⊕	Master Of Orion 3	PC/MAC
4	▼	C & C Generals	PC/MAC
5	▲	The Sims Deluxe	PC/MAC
6	▼	The Sims	PlayStation 2
7	▼	Mortal Kombat: Deadly Alliance	PlayStation 2
8	◆	Kingdom Hearts	PlayStation 2
9	⊕	Tom Clancy's Splinter Cell	PC/MAC
10	⊕	The Sims Unleashed	PC/MAC

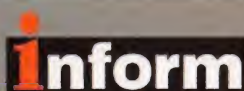
MARKET WATCH

All Games by Platform

Mar 02 vs Feb 03
RETAIL SALES



- ⊕ New Entry
- ◆ Non Mover
- ▲ Up from last week
- ▼ Down from last week



Charts can be viewed at www.informbd.com.au as part of Inform's comprehensive database of online market intelligence, updated weekly.



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Soul Calibur II and many, many more!

Hyper 117 >>

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David Jones



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