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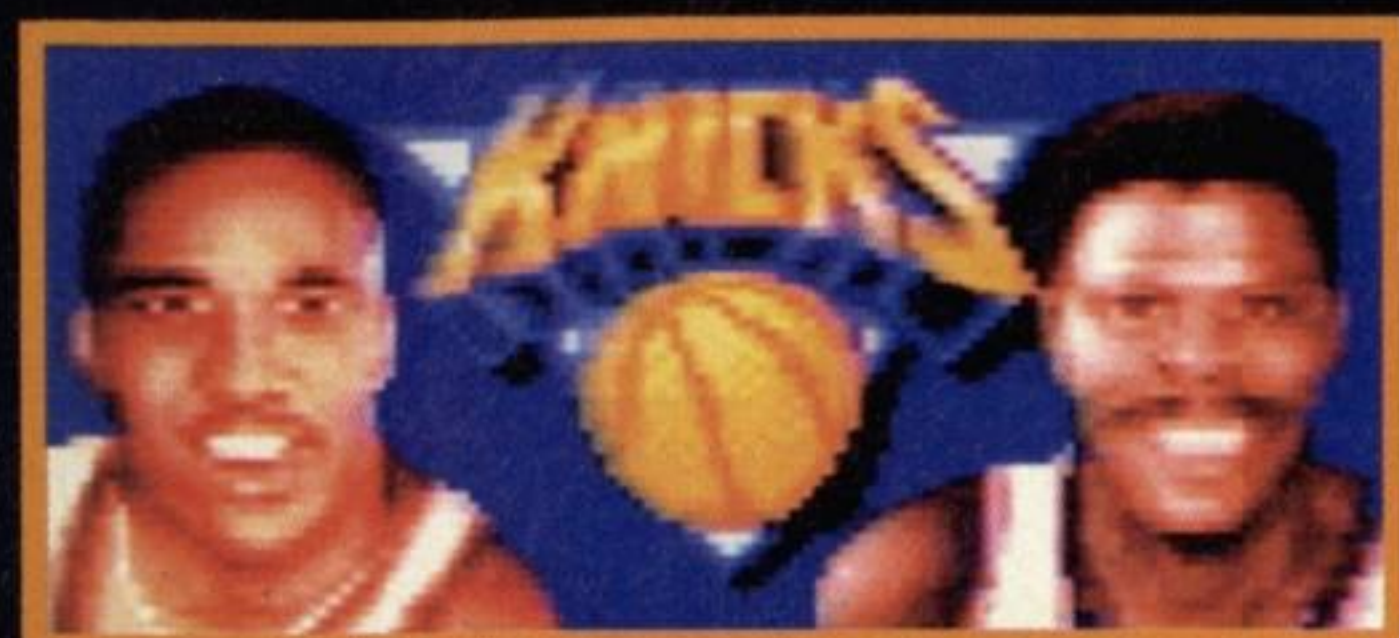
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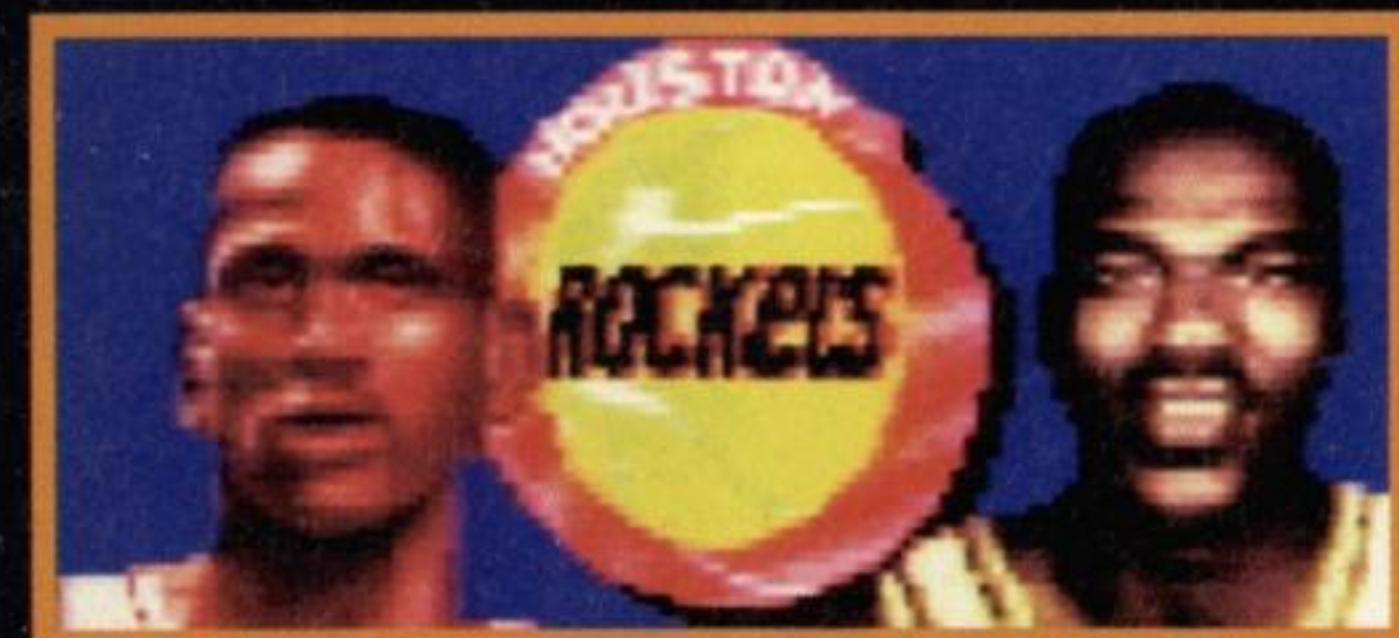
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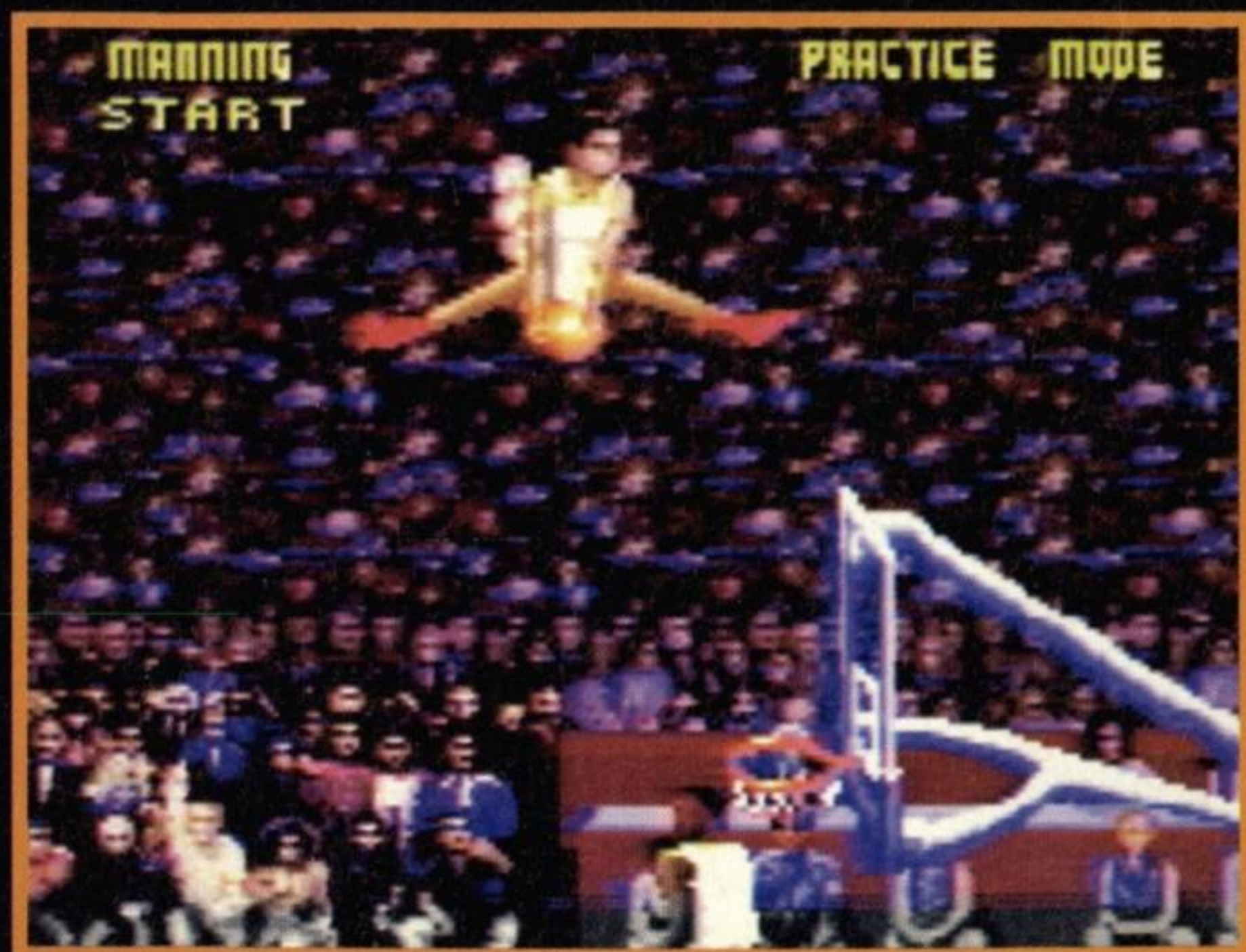
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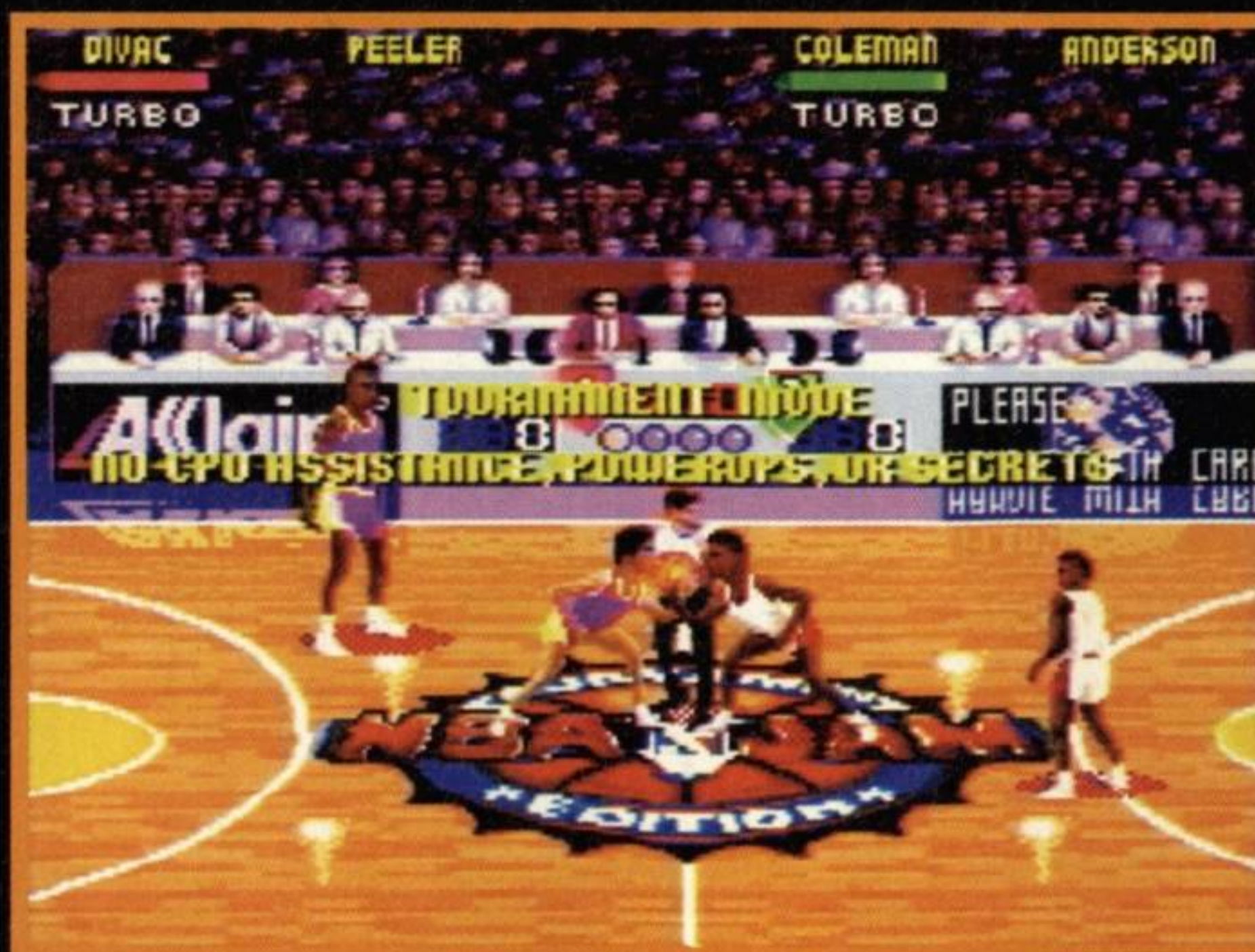


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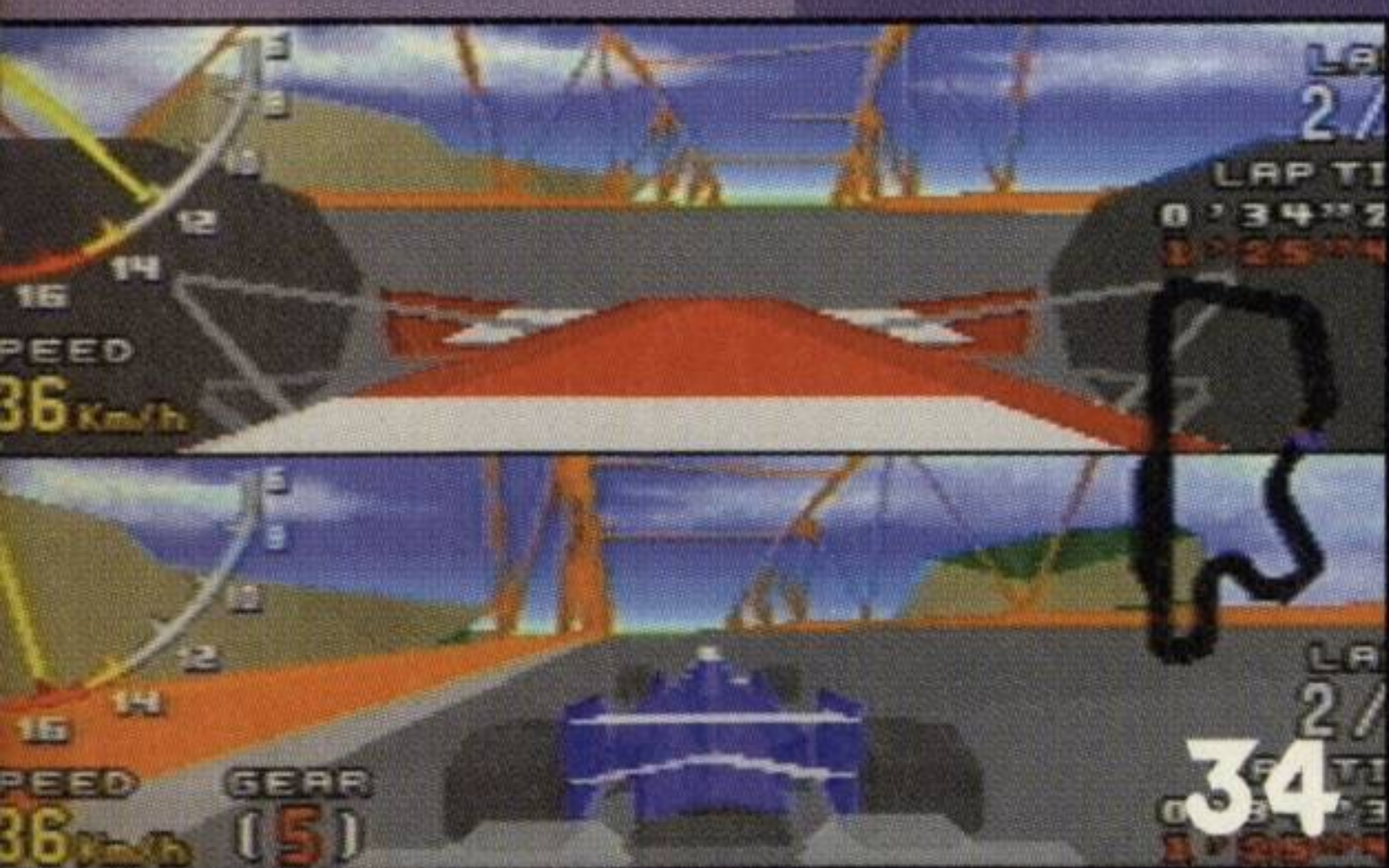


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WIN WIN WIN This month we've got a HUGE, HUGE, HUGE competition where you can win a Playstation, a Saturn, a 3DO and a TV! Too much! Plus you can also win a Wingman Extreme Joystick, Stealth Infra-red 3DO controllers and hot Manga videos

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Multiplayer Mayhem Video games are always much more fun when you're playing another human. We go through the pick of the multi-player bunch...

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Hype it up...

I've been trawling the Net quite a bit recently and it's given me quite a few flashbacks to the early days of video gaming. Back when I was a youngster (like about 12 or so) all adventure games were text-based. Zork was the pinnacle of my gaming life (apart from frantic bursts at Pitfall and River Raid on my Atari 2600) and I never even dreamed that one day a Zork game would feature digitised actors, CD quality sound and full-motion video. Times, they certainly are a changini...

But enough of my old man ramble (let's face it, I'm only 23), what I'm getting back to is the Net and how games are played there. In the MOOs and MUDs that I've been to there have been all sorts of characters, plots and happenings and while it's all text-based, it's a hell of a lot of fun because instead of solving a pre-programmed puzzle or talking to a standard non-playing character, you're actually talking and playing with real people from right around the world. And as we always say here at HYPER, it's not the graphics that are important, it's the gameplay...

Net games are obviously going to increase in sophistication and no doubt we'll be logging in to play Descent or Quake with strangers from the other side of the globe sometime soon. In the meantime, game producers are increasingly looking at multiplayer options for new titles, and it's about time too because let's face it, playing with yourself for too long is not much fun (although I do know some people who can't get enough of it). Check out our article on multiplayer games for our pick of the bunch.

As you might be able to tell from our cover, we've also got the latest LucasArts effort, Full Throttle, for you to perve at as well as the most excellent Road Rash 3 from Electronic Arts. Apart from those hardcore biker fests there's tonnes of other hot games, cheats and news inside, so grab a friend and read it together (and don't forget to enter our amazing competitions either)...

Stuart

The United

Outrageous! Fantastic! Unbelievable! The Colour Game Boy is here! Hang on a sec...lemme read that press release again... Oh, um, well, the cases are in colour (like, grey isn't a colour?). Well, I suppose this is still a good thing...sigh.

Actually the new plastic looks excellent and your favourite porta-gamer is now available in yellow, red, black and a funky transparent case. Who could have imagined the Game Boy could look so sexy. It's time to donate your old and unfashionable Game Boy to a younger relative, and get happening with this must-have new accessory.

But wait, there's more! As well as a sharp new look, the Game Boy is about to be furnished with a host of extremely hot new titles, including a specially converted version of Donkey Kong Country - Donkey Kong Land. The big N claims that the game is fully rendered! That'll be interesting to see on a low-res LCD screen, so we can't wait! Also coming are Kirby's Dream Land 2 and Mario's Picross. Seems there's a bit of life in the old dog yet.

EA Buys Bullfrog

General Motors, General Electric, General Pants - General Games? The world sure does seem to be heading towards a state of multi-national Super-Corporations, so why should games miss out on the fun? Accelerating their rollercoaster ride towards global gaming domination, Electronic Arts have purchased the English outfit Bullfrog.

These clever laddies are responsible for such gaming gems as Syndicate and Magic Carpet. The buy-out fits in well with EA's portfolio of gaming genius. Recent take-overs include Origin (Wing Commander, Ultima) and Distinctive Software (FIFA International Soccer, NHL Hockey).

Conspiracy theorists might suggest it all smells a bit like the Big Brother syndrome, but we don't care. With EA's massive budget and the freedom they usually give designers, we'll blissfully ignore any evil side-effects and happily look forward to bigger, better, faster, more.



...and gives us cheap games

Meanwhile, in these harsh economic times, it's refreshing to see Electronic Arts doing their bit to help out cash-strapped gamers. To make life easier, they have re-released some very attractive oldies at truly stupendous prices...Actually they probably just want to squeeze every last cent out of some older titles - but hey, good games are good games.

PC'ers get Strike Commander, Privateer, Syndicate Plus, Jordan in Flight and Ultrabots - a mighty respectable collection and the prices start at just \$19.95, pretty good for an almost current CD game.

For the Mega Drive, each of the Strike and Road Rash games start at \$39.95, while for \$49.95 you could pick up NBA Showdown 94, PGA European Tour Golf, FIFA Soccer 94 or Andretti Racing. Cor! Go get 'em!

Colours of Game Boy



Kombating on PC

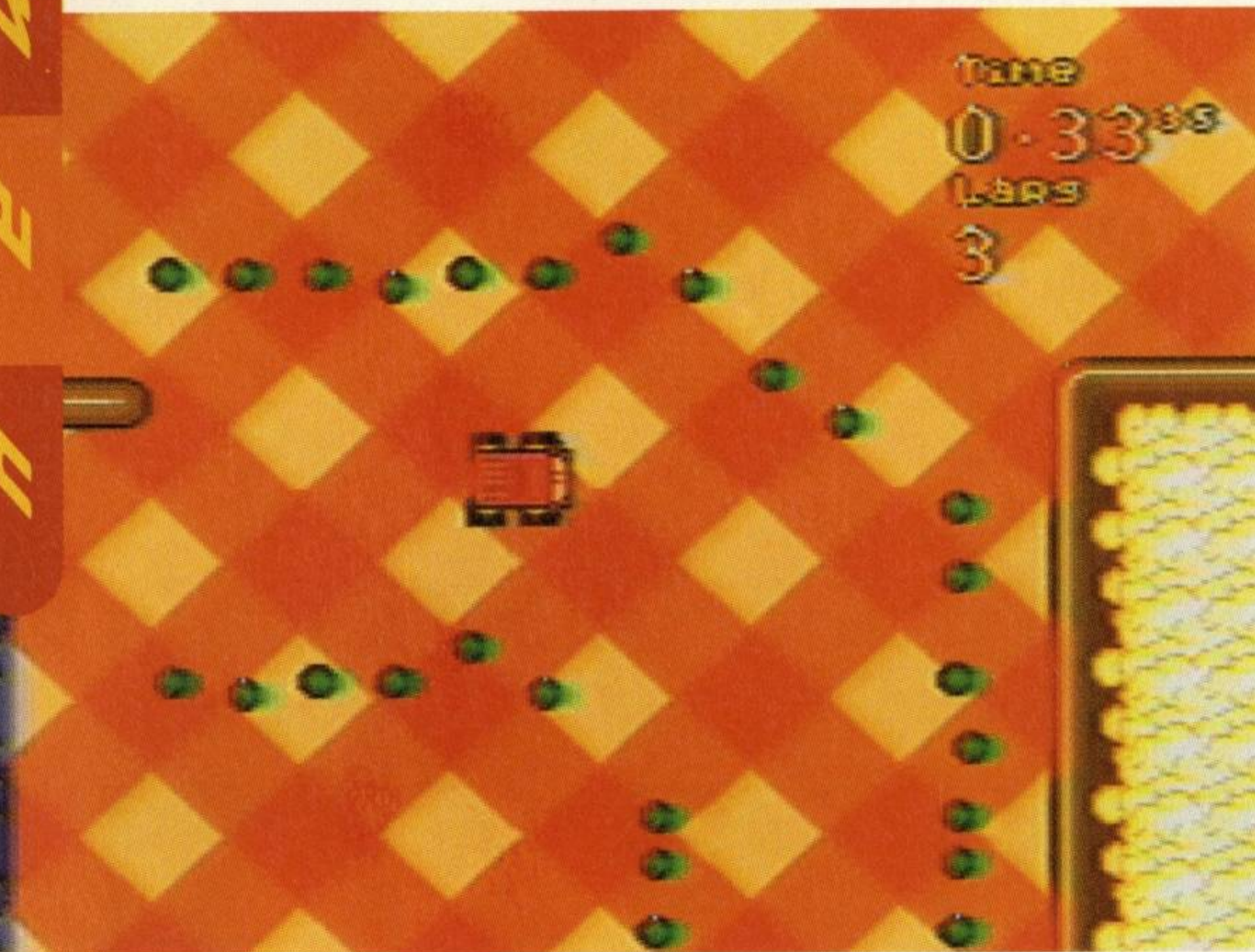
You can stop practising fatalities on your baby sister, because the long awaited Mortal Kombat 2 is making its debut on the PC anytime now. Critics who wrote the PC version off, claiming the game will never make it prior to MK 3 hitting the arcades will sure have blood...er, egg all over their faces. From what we have seen, the game has been well worth the wait. Acclaim have tweaked and enhanced all aspects of the game to such an extent that it promises to give the SNES/Mega Drive versions a real run for their money.

Not only are the graphics larger, crisper and more defined, the sound has also been given a facelift to add a new dimension to the game. For example, don't expect the stock-standard "You Will Die!" vocals from Shao Kahn. His vocabulary also includes new gems like "You weak pathetic fool" and "You are nothing". And the blood! Forget about any bloodcodes, the game comes equipped with buckets of it. Not for the squeamish.

Unfortunately, the game will require some serious hardware to run on. Anything less than an 8MB 486/DX 33 and you can forget about playability. Prepare for the ultimate beat em up to hit your PC! Full review next issue.



Micro Machines 2 goes PC Sega in Deep Water



strategy games alone for weeks.

As a single player game it rates as ordinary, but plug some chums into the action and Whoa Mama! The caper is to race teeny racers around areas of an average house, average except that it's seen in extreme close up. Rip around the pool table, skirt around the sink, blast through the bathtub. It's amazing fun...no, really, it is. There are 51 tracks and 17 different land, sea and air vehicles to play with.

Race rules are a little unusual, but quickly

Oh Yeah! PC players are about to experience a fun rush previously reserved for console freaks, for Micro Machines 2 is coming to the PC. It may only take one play session before they leave their flight-sims and

become addictive. In multi-player mode the points are awarded to the first player to "leave the screen". This happens several times a race, with points tallied at the end. The end-result is a frantically paced race of desperado techniques and fierce concentration.

Micro Machines 2 is coming soon on PC and PC CD-ROM, and believe us, you just gotta get it.

After years of knowing all there is to know about games, Sega of America has finally come to the momentous realisation that it's not just kids that play video games. The shock of this revelation has jolted Sega into action. Some bright spark at Sega HQ figured that if a whole new market of grown-up gamers are hankering for more mature games, then perhaps a few billion dollars more is out there to be made.

The end result of a no doubt intensive market-research campaign is the Deep Water label. The logo shows a sinister looking shark in silhouette, with the connotation being that kids aren't allowed in the deep end because it's mysterious and dangerous. Sounds like a magnetic enticement for kids if ever there was, and the first game on the label will be Eternal Champions on the Mega CD which isn't exactly an "adult" game.

The label will be seen on a new generation of "mature" games though, and will appear across all platforms in the Sega stable - including the Saturn. Sega says they're not trying to replace the current ratings classifications system, merely supplementing it with a more identifiable way for consumers to buy appropriate games.

We think this is a good thing. For years adult gamers have been patronised by ignorant game houses stuck in a mind-set that assumes only kids play games. Grown-ups have to spend thousands for a decent PC setup to access electronic entertainment more in tune with their tastes. Sega of America's move is a refreshing though overdue one, we just hope that their words are followed up by products that make the grade. And that all the Deep Water games come to Australia...



Slip Into The Glove

The quest to find a better alternative to the control pad is surely mankind's most honourable and worthy pursuit, right up there with the search for alien intelligence and a 100% score in Donkey Kong Country. It is with immense pleasure then, that we announce the imminent arrival of what could well be the salvation for long suffering gamers everywhere.

The Glove is more than just an exceptionally sharp looking fashion accessory, it is a gaming interface that provides both intuitive and RSI-free fun. The concept behind its function is beautifully simple. Positioning your hand in a handshake-ready position, the thumb is used to tap your fingertips, each of which corresponds with A, B, C and start. Movement comes with a quick wrist movement for left, right, up and down.

Fast-paced and complicated games like MK2 and SF2 show off The Gloves advantages best. This is not just another gimmick, it works well and deserves success.

Available for both the Mega Drive and SNES, The Glove should be appearing in your favourite game shop soon.



Freaks of the Month



Out-freaking HYPER #15's Raiden is a tough ask, but these two have a certain special quality that makes them contenders. Probably because of their most freaksome faces - which they're not afraid to hide.

Ross and Thomas like listening to Abba Gold on repeat, don't mind a bit of dress-up and think Karaoke to John Denver is a cool thing. Tupperware parties and the study of Gerbils also rate highly on these lad's list of fun things to do.

Their friend, Paul Abad sent us the photo, but didn't say where they're from, which is probably sensible. So wherever you are Ross and Thomas, please stay there. But what the hey, we love you guys because you're freaks!

Exhaustive scientific tests have proven that these dysfunctional misfits aren't the only bizarre beings out there. If you have what it takes to qualify for freak supremacy, then send in those happy snaps with a few words proclaiming your freakability to:

HYPER
Freak of the Month
PO Box 634
Strawberry Hills
NSW 2012

Virtual Fiction

Snow Crash - Neal Stephenson
(Roc - \$14.95)

Vurt - Jeff Noon
(Pan - \$12.95)

Literary ideas about virtual reality have by and large been dominated by the "goggles and gloves" approach first described by William Gibson and later developed into systems such as Virtuality. Some new literature, however, is throwing up new visions of VR.

Jeff Noon's Vurt gives us the most improbable VR medium yet conceived: feathers. And while the idea of experiencing VR by putting a feather in your mouth is patently absurd, Noon's vision of VR as part drug, part television, part shared hallucination and part hyper-reality makes a lot of sense.

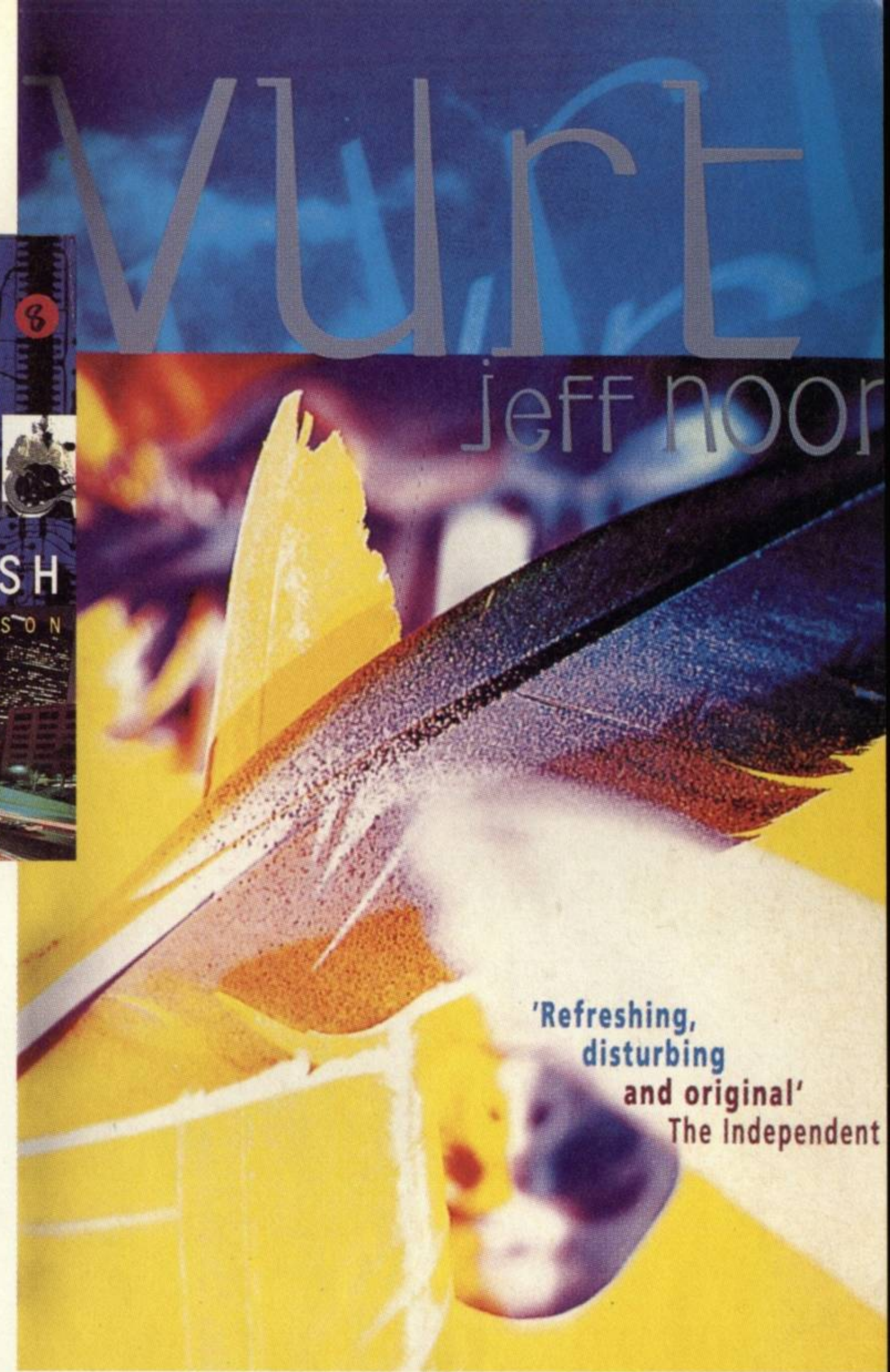
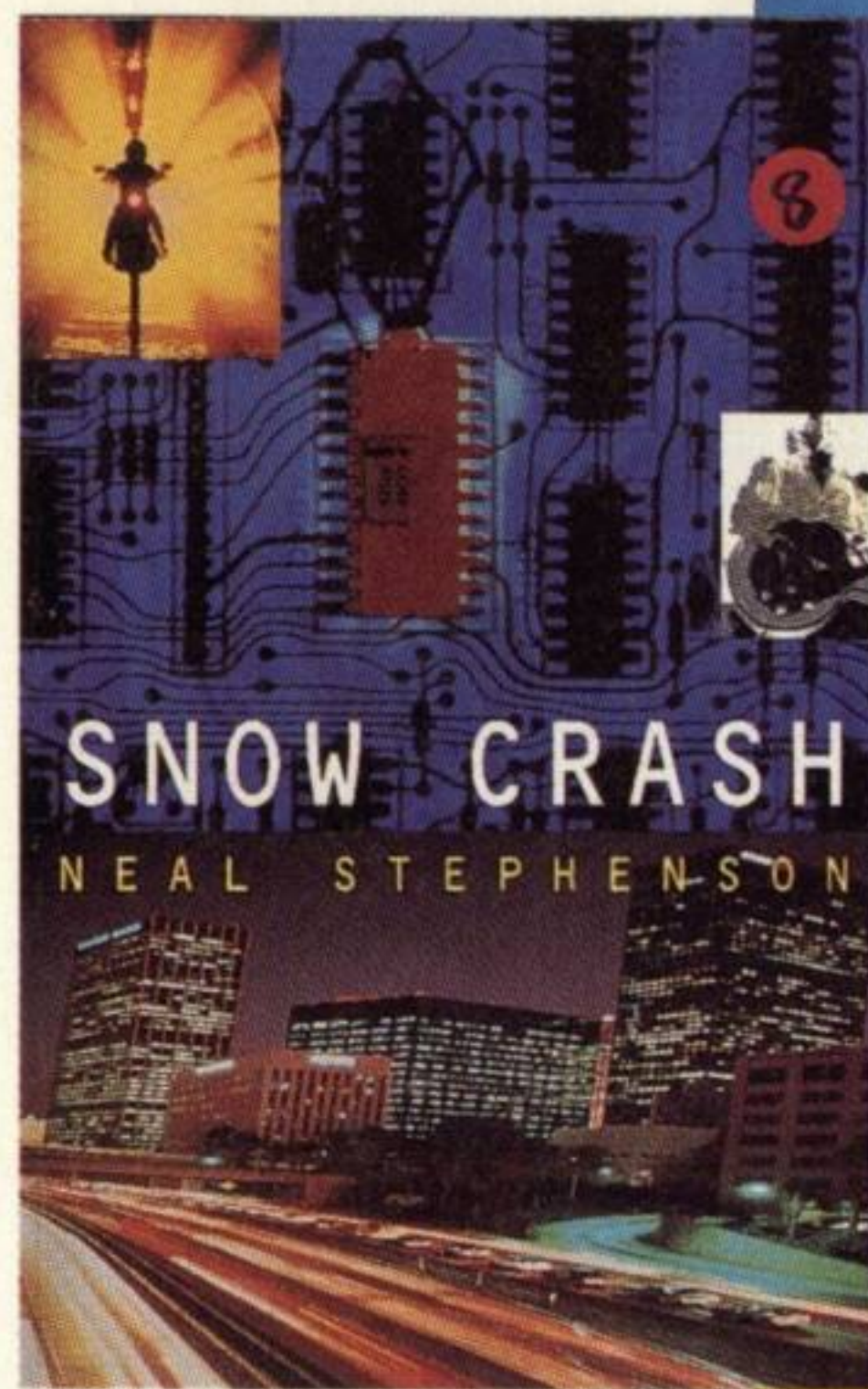
Noon's 'Vurt feathers' are 'programmed' to some degree, and you take them by putting them in your mouth and tickling your tonsils. The novel crashes through an incomprehensible Mancunian landscape of psychic cops, hybrid dog-people, ecstasy inducing bullets, incest and the adventures of a naive young man called Scribble trying to penetrate the inner mysteries of Vurt and swap an edible alien for his sister, who somehow got sucked inside virtual reality. It may sound silly but Vurt is well worth seeking out.

Neal Stephenson's Snow Crash is a bit more sensible, creating a Virtual Street which can be visited by anyone with access to a terminal. The Street is a fully rendered graphical metaphor, in which your computer enables you to build a house or an office, as well as any graphical representation of yourself that you desire.

On the street you can talk to people, exchange data, even indulge in sword fights, as the book's main character, Hiro Protagonist

does with some gusto. That the book attaches the katana wielding Hiro to an incredibly hip skateboard courier, her artificially intelligent skateboard, a Mafia run Pizza delivery franchise (Pizza in thirty minutes or a personal apology from the Godfather), a homicidal maniac with a nuclear bomb in his trousers and a megalomaniacal Christian evangelist who has bought a nuclear aircraft carrier, just adds to the fun. Snow Crash is a swash-buckling romp through a thousand great ideas, and demands your attention.

Simon Sharwood



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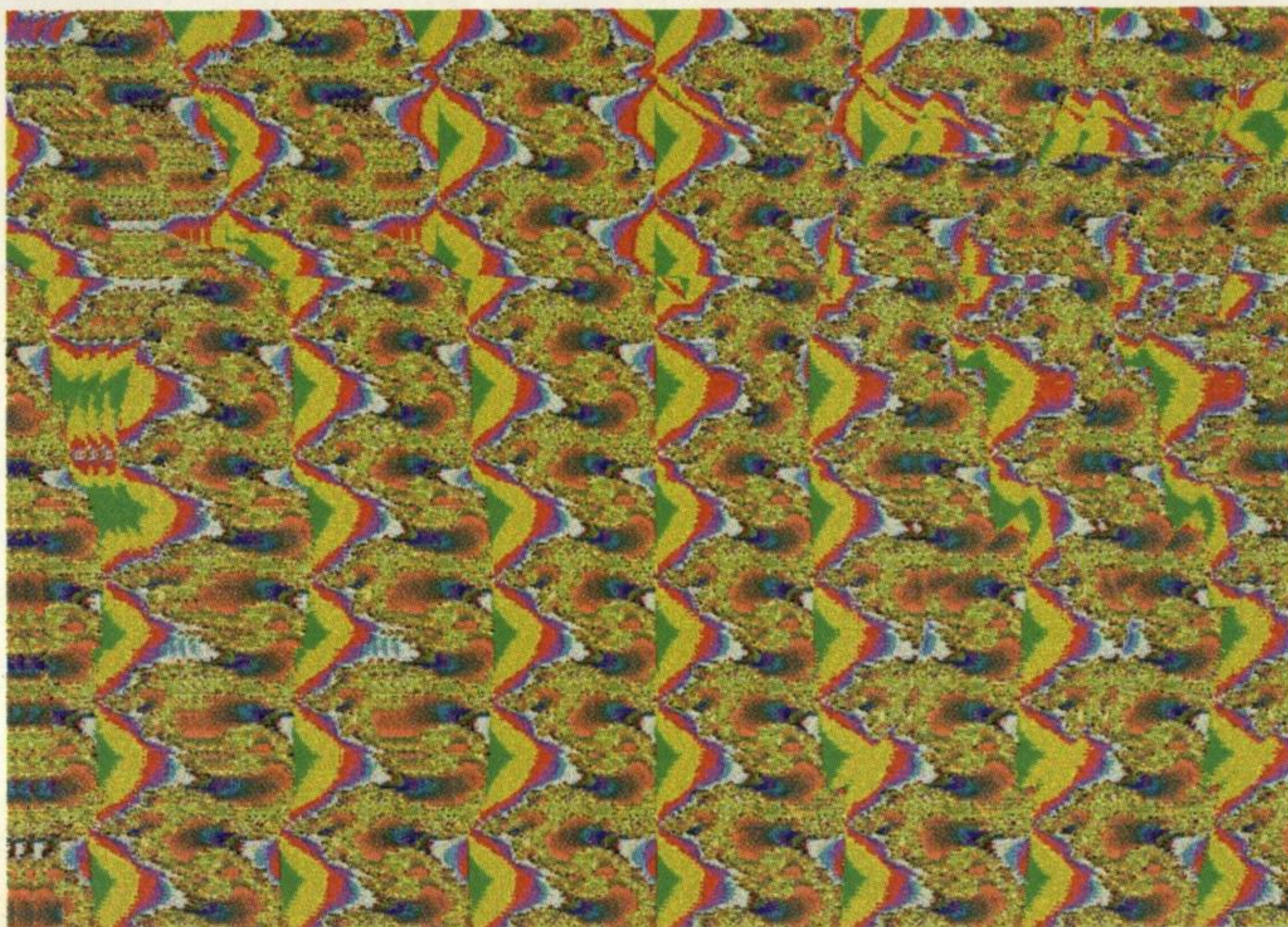
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Magic Eye on the PC



Embracing all that is new and unusual is a fundamental part of the HYPER lifestyle. So the arrival of Stereoworld from gamers Psygnosis had the crew enthusiastically pressing noses to the screen.

For the uninitiated, these seemingly meaningless, yet somehow attractive images are more than they seem. Each holds a secret 3-D image, accessible by an unnatural but easily mastered technique. The caper is to blur your vision and focus on an imaginary point a few inches behind the page, if the image does not appear then try gradually moving your head away from it. Hopefully the hidden image will spring out at you in a sudden 3-D flash - this is the appeal. Have patience Grasshopper, all will be revealed with time and practise.

Now, apart from being suckers for things pretty and completely useless, we do like to look for some inner substance to all this. Psygnosis have obliged with some (debateable) functionality within their new product - it's not just a collection of nice pictures on disk. Apart from some mundane uses like personalised greeting cards and the like, users can play some classic games in 3-D via this strange medium. Lunar Lander like you've never played before is just one treat. Escape (a Breakout clone) is another.

Provided you can train yourself to comfortably view these images consistently, true 3-D gaming is available without expensive paraphernalia. Sure, this is probably just another trendy flash in the pan, but what the hell, it's fun and different - and that's what we like best about it.

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The Next Generation of PC Games

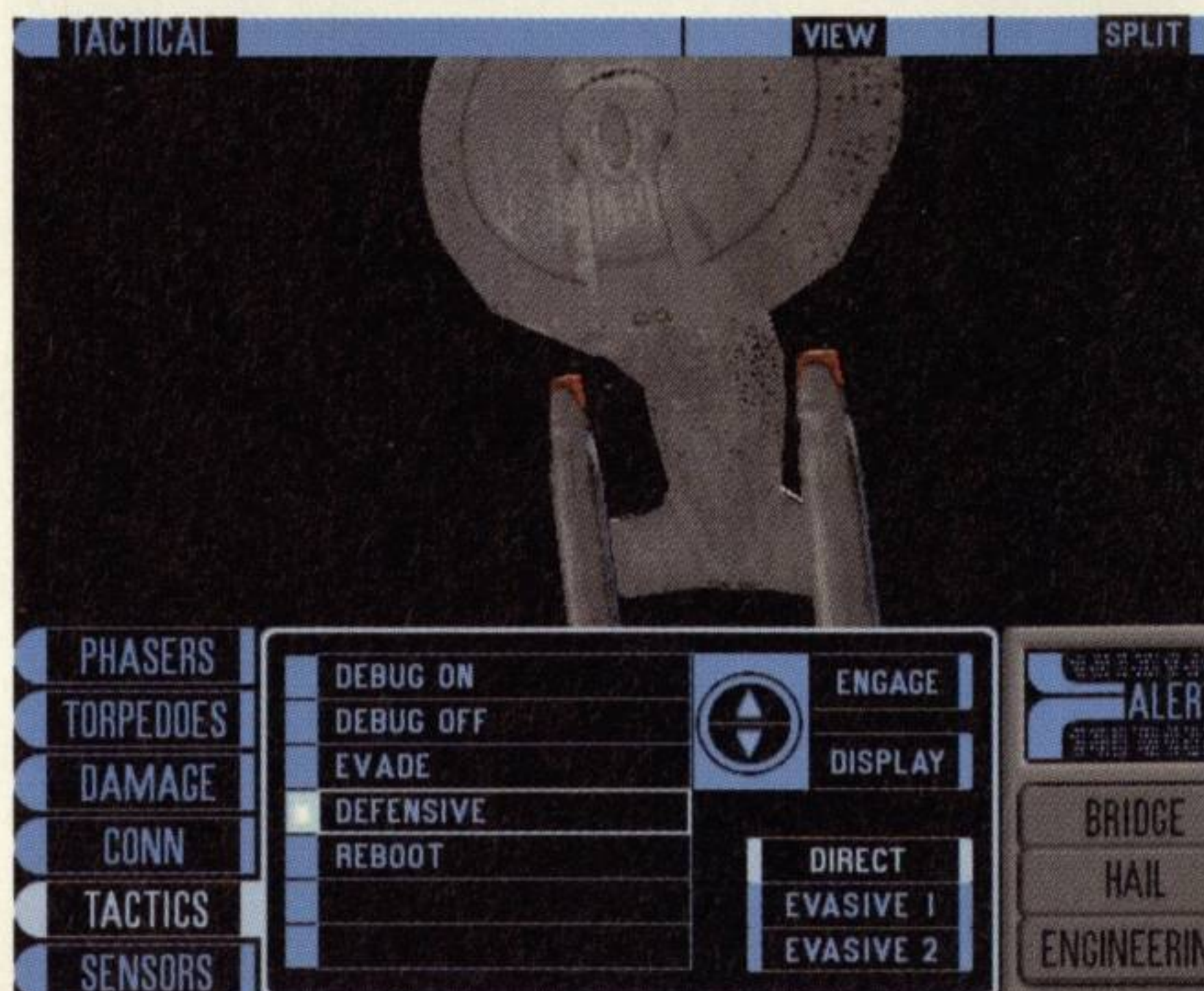
We like the Trek here at HYPER, and we're not afraid to admit it. But even we didn't expect to be completely overcome by the Next Generation PC game that has been on the release schedule for what seems like years. Blown away, we were though. The demo CD Spectrum Holobyte sent us of their almost complete game - A Final Unity, is no less than remarkable. Shaping up to be more than just a run of the mill adventure game, Final Unity looks to be more an Enterprise simulator, complete with away teams and a vast universe.

The bridge replicates the various stations in incredible SVGA detail, the complexity and depth of the starship controls is superb. Gamers will definitely have their work cut out for them with this one, although that's going to be exactly how they like it.

Final Unity is an impressive technical achievement, the game seamlessly cuts from bridge, to planet surface and back to full-screen movie without skipping a beat. You have various resolution options - including a staggering 640x480 in 64,000 colours.

Even more impressive are the crewmembers, some scenes show them in the traditional digitised form (which looks magnificent), but others use a real-time rendered technique which means characters can react according to situations - instead of to a pre-set script.

Official release isn't far off, and from what we've seen, A Final Unity promises to be one of computer gaming's Great Events. We'll be running a big competition in celebration so tell all your Trekker friends.



NETtrawlin'

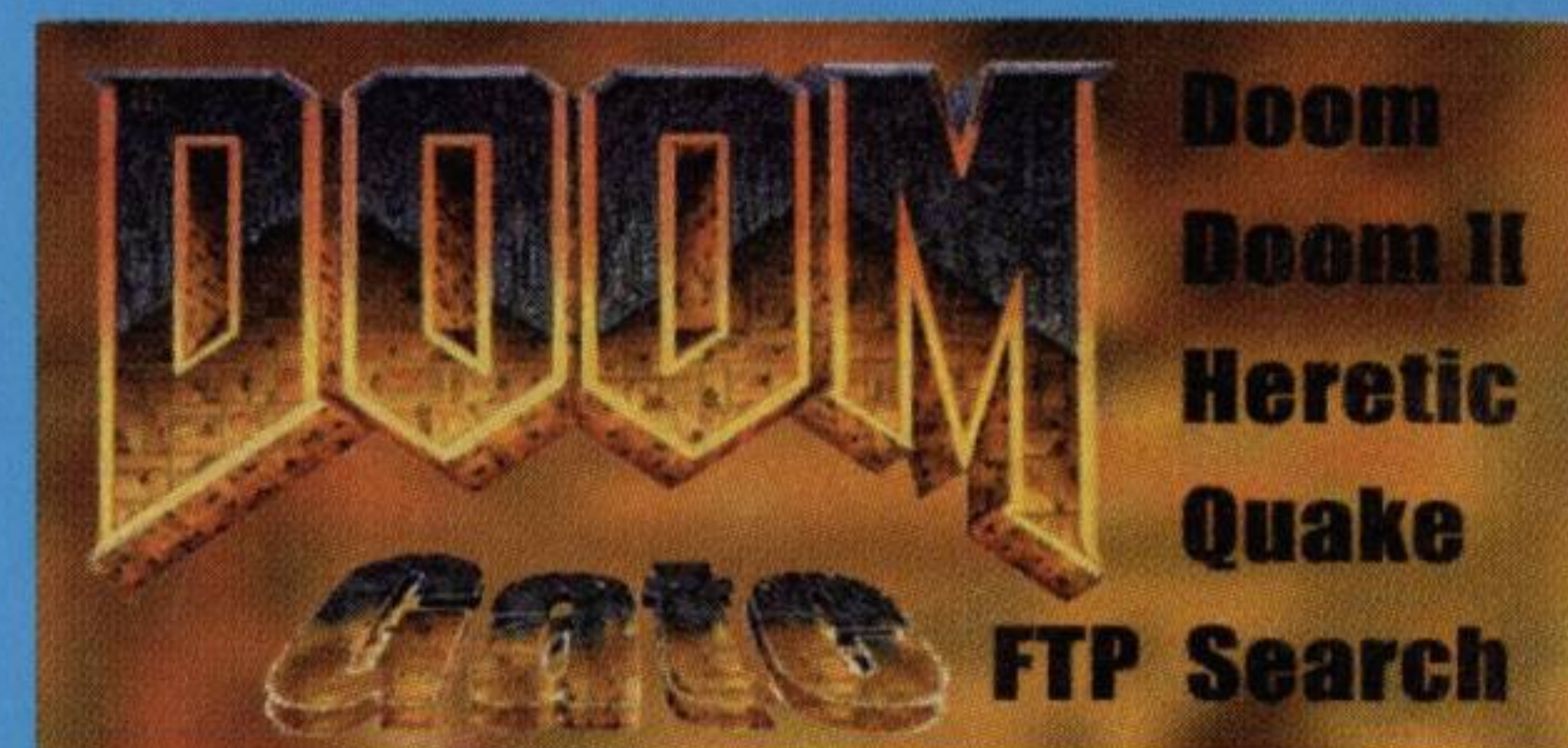
The net is a pretty happening place at the moment, new web sites are sprouting up faster than mushrooms in a pile of fresh cow dung. Trouble is, a lot of them could be described in terms of cow dung too. Lucky you've got the HYPER Net Trawlin' team to tell you what's hot isn't it?

Silicon Studio

Silicon Studio is the branch of Silicon Graphics that deals with the entertainment side of their graphics supercomputers. It's where you can drop in to find out the latest about the development of the Ultra 64 (not very much is being given away yet) and the Virtual Reality Aladdin ride that Silicon Graphics is developing with Disney. There's also info about how SGI's are being used in movies like "The Mask". There's loads of pictures of funky new VR helmets and samples of animation if you're willing to stick around for the download time. Silicon Studio is at: "<http://www.studio.sgi.com/>"

DoomGate

DoomGate started as the place to get info about Doom and all its add ons, but it should probably now be called "Doomlike-gate" since it's got info on Doom, Doom II, Heretic, Descent and a few rumours about iD's coming next generation hit Quake. You can get all the freshest info on the next Doom from here before your friends do, like the fact that iD's next game will be called Strife and will have a cyberpunk theme. Expect it out in the next 3 months some time. DoomGate is found at "<http://doomgate.cs.buffalo.edu/>". You can also look for more info in the following Usenet news groups: alt.games.doom, alt.games.descent, alt.games.quake. If there's not an alt.games.heretic yet, then there will be by the time you read this.



The 3DO Site

This is a home grown site. In other words it's just the effort of a uni student in his spare time, but it's quite well put together and has a few reviews, a few nice Gex graphics and a bunch of cheats and tips for assorted 3DO games. 3DO is putting together an official web site at the moment but in the meantime this will do you nicely if you want a quick fix. The 3DO site is at: "<http://www.zatharusta.ohiou.edu/personal/mcginley/vidgame.html>" the official site will be at "<http://www.3do.com/>" when it's done, so keep trying that one too. There's also an Usenet news group, it's called rec.games.video.3do.

Weird site of the Month

Just to prove that there's a page for absolutely everything somewhere on the net let take a quick look at the site devoted to "Things People have got stuck up their butts". You can see the results of a study done that lists the most popular things that have somehow got wedged up the bodily orifice and there's even X-Rays to download. Of note is a slightly bodgy shot that seems to show a Barbie doll somewhere where it shouldn't conceivably be. The mind boggles at the thought of a "frozen pigs tail" stuck in the nether regions of the human body. If you want to satisfy your morbid curiosity go take a look at: "<http://www.well.com/www/cynsa/newbutt.html>".

Found a new web site worth a look? Tell us about it. send e-mail to frawlin@next.com.au.



Terry Pratchett's

DISCWORLD

You'll find here wizards, dragons, heroes and household hygiene specialists. There is danger here, but there is also custard around the place. Because Discworld is a fantasy world with a low reality threshold. The real world keeps breaking through - but Discworld changes it.

So you'll find here things that you sort of recognise.

Discworld has got photography (tiny imps paint the pictures) and movies (tiny imps paint really fast) and it's even getting a second generation of computers now that the old stone circles don't work fast enough.

However, because it's a fantasy world there are some things it has to have, and one of them is a certain tendency to experience some trouble with dragons.

Unfortunately a dragon is now ravaging Ankh-Morpork, the world's leading city. Many people would consider that this falls under the heading of civic improvement, but what Ankh-Morpork needs right now is a hero. All it's got, however, is Rincewind the wizard, whose only talent is that is not in fact dead yet. He also has the Luggage, the nastiest piece of travel ware in the Universe. With that at his side, there is probably no limit to the thing he can fail to do...

Oh, did I say he? I meant ...you.

Beware of anyone who TALKS LIKE THIS and carries a scythe, and remember that a loaded pun sometimes goes off...

...and have fun.

Terry Pratchett



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Akira

Many have seen it. Many have loved it, and with the video re-release of this anime classic, many more are geared to be infected with Katshuhiro Ottomo's all time masterpiece.

Adapted from the legendary comic first printed in Japan's cutting edge Manga "YOUNG", this 100 000 000 yen block-buster is still the best sci-fi anime to come out of Japan, with full motion animation, cutting edge soundtrack, incredibly detailed backgrounds and a storyline as detailed as the animation.

Set in the post World War Three flux of Neo-Tokyo 2019, AKIRA centres on the story of a teenage motorcycle gang (led by Keneda), who stumble across a secret military project to develop telekinetic humans as powerful weapons. The most powerful of these beings, AKIRA, is stored in cryogenic

freeze in the heart of the city's abandoned stadium.

In the midst of a battle with a rival bike gang, a member from Keneda's group, Tetsuo, crashes into "Number 28", a telekinetic human on the run from the military. The accident triggers off Tetsuo's own hidden powers, and sets him on a path towards the destruction of the city, and into the heart of AKIRA.

There are scenes in the movie that to this day make my jaws drop, including the opening sequences of Keneda's gang riding through the city in a blur of after-images. Katshuhiro Ottomo's AKIRA comic book is one of the most cinematic pieces of sequential art I have ever seen, influencing the new generation of comic book creators in the west, the most noted being Frank Miller. The translation to animated feature was the next logical step; the end product being an all time sci-fi classic.

If you haven't seen AKIRA before, then now is the perfect chance. If you have, then see it again!

10/10

Lenzman

Back in the late eighties Manga Anime started to make its spearhead into the west. Riding at the crest of this wave were two Anime's; AKIRA and LENSMAN. Now, after several years of cinema release, LENSMAN is now finally available on commercial release on video in Australia.

So what is a Lensman? According to the film they're a special breed of warriors from different races around the universe. Empowered by special crystals set in the back of their hands, the Lensman fight a battle of good vs evil against the sinister Boskonian Empire.

The story centres on Kimball Kinnison, a young farmboy on an agricultural planet who "rescues" a dying Lensman pilot from a crash. The pilot, chased by the evil lackeys of the empire, transfers the Lensman crystal onto Kimball in order to keep it from his pursuers. After a desperate escape from his home planet, Kimball joins the Galactic Patrol of Lensman in order to fight the tyrannical Helmuth, the leader of the Boskonian Empire.

Based on the third of E.E. "Doc" Smith's Lensman sci-fi novels, which are also cited to be a major influence on the Star Wars series, LENSMAN is an Anime sci-fi original, with great animation and character designs. Huge in scope, the story tends to move pretty slowly in several areas, with the action scenes well thought out but lacking in suspense. But what LENSMAN lacks in speed is more than made up for in the intricate and often weird characters and concepts that are encountered during the adventure. The backgrounds and special effects are sometimes breathtaking, setting the backdrop to an adventure in the tradition of STAR BLAZERS and MACROSS.

An entertaining Anime that is a must for any animation buff.

8/10

Devil Man

Before the coming of man, powerful and savage demons roamed the Earth vying for power in a cannibalistic frenzy, tearing each other apart or blasting at each other with nuclear bomb like blasts. But the coming of the Ice Age destroyed the stranglehold the demons had on this planet, and they were banished into a long frozen slumber within the bowels of the earth. Fast forward to the late twentieth century, where environmental catastrophes like the Ozone decay and global warming are raising the demons from their frozen hibernation; to awaken into a world dominated by humans....

And thus the stage is set for DEVIL MAN. I'd been hearing about this particular series for a while; with sweaty and desperate friends raving about seeing the non-translated versions. And what a cool piece of work it is!

Based on the successful Manga comic of the same name by Go Nagai, DEVIL MAN is one of the best Gothic horrors I've seen come out of Japan for a loooooong time. It centres on Akira (not the Akira), a young school boy with a "pure" heart and mind who re-encounters an old friend; the not so pure Ryo Asuka.

Ryo, twisted by his fathers suicide, shares with Akira his fathers deadly secret; that demons are threatening to awaken and consume humankind. To fight a demon you must become one. Ryo's father had been possessed, and as a result lost his soul. Only one pure of heart can possess the body of a demon, someone like Akira!

Full of action packed horror, DEVIL MAN had me glued to the screen with it's with it's dark script and beautiful backgrounds. The plot is full on surprises at every turn, with demons leaping out from shadowed corridors everywhere in all manner of horrible guises.

A truly entertaining Anime that'll have your heart pounding.

8.5/10

Genocyber

I remember this series being touted as part of "The Cyberpunk Collection", and I remember goosebumps crawling up my arm. The same sort of goosebumps that occurred when Billy Idol released his "Cyberpunk" album (dooming the "real" Cyberpunk culture to the dancefloors of industrial Gothic niteclubs and the pages of Mondo 2000); and we all know how successful Cyberpunk culture became after that

Well, imagine my pleasant surprise in GENOCYBER, the newest techno-beastie horror anime to hit our shores. Although more cybernetic than cyberpunk, this violent little series is one of the best sci-fi horrors I've seen for quite some time (with the exception to DEVIL MAN); full of violence, action and graphic gore that had me gripping my seat in a slack jawed stupor.

Although based on the comic by Tony Takezaki (of AD POLICE fame), it has it's feet firmly placed on manga and Anime predecessors. Set in Hong Kong, GENOCYBER revolves around a special project to tap into the powerful forces hidden inside all human beings - the Mind Shadow, known as "Chi" (focus young grasshopper!).

Of course there are people like Dr Morgan of the Morgan Institute who want to develop this power into "the ultimate human being with enough power to destroy the universe". Fortunately someone has enough sense to shoot the guy. Unfortunately, he's succeeded by his assistant Dr Kenneth, who mutates and operates on Dr Morgan's surviving children to turn them into Genocyber. What follows is a twisted tale of horror and bloodshed, as victim after victim meets grizzly and gory deaths in the wake of the Genocyber.

The machine and monster designs, not to mention the animated Cybernetic transformations are totally wild. Heads expand, faces split and limbs contort to rude and horrible shapes. The narrative story-telling techniques in Genocyber are probably the weirdest I've encountered for quite some time, but are definitely strong enough to make this anime work...and then more!

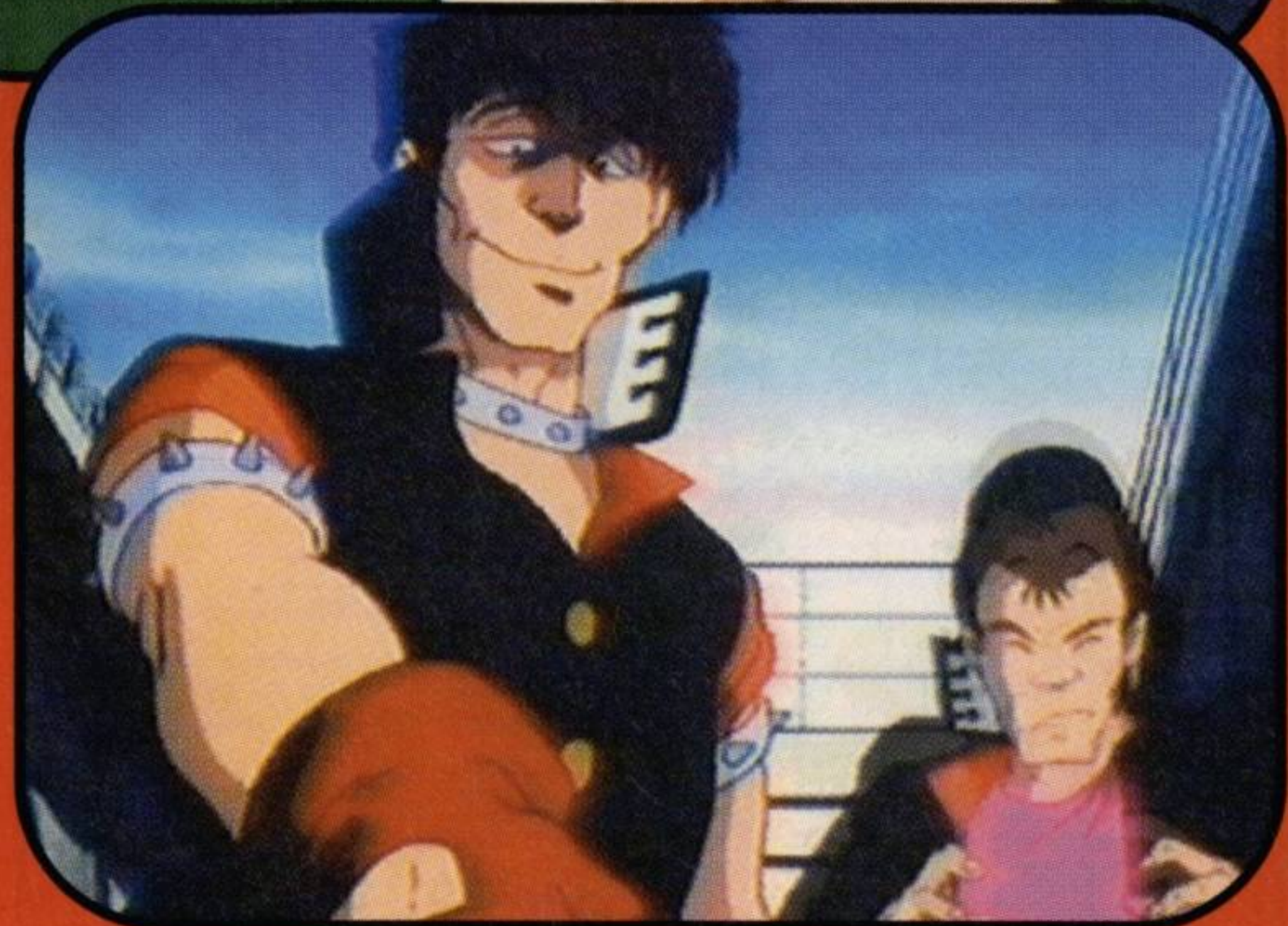
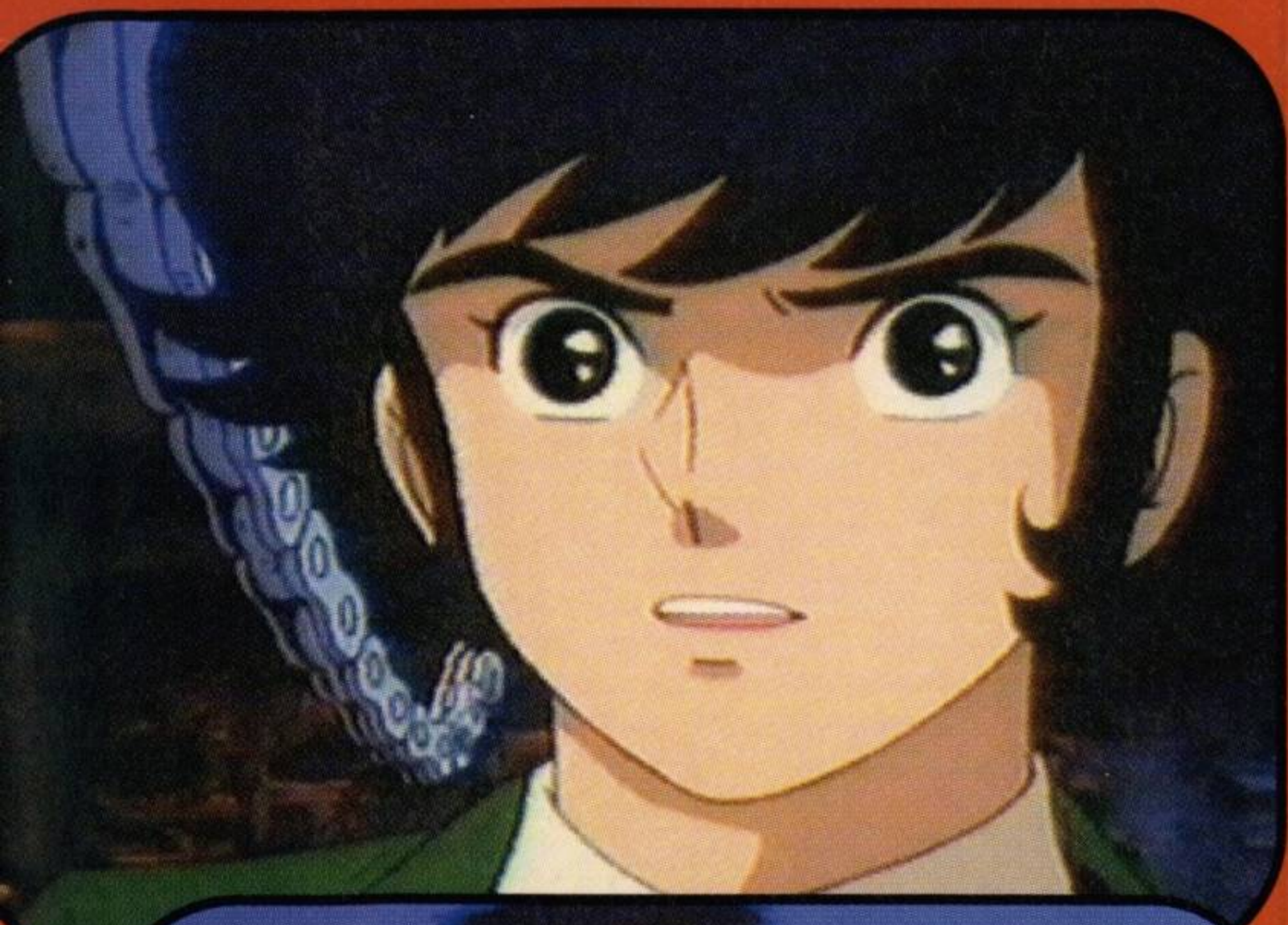
7/10



AKIRA



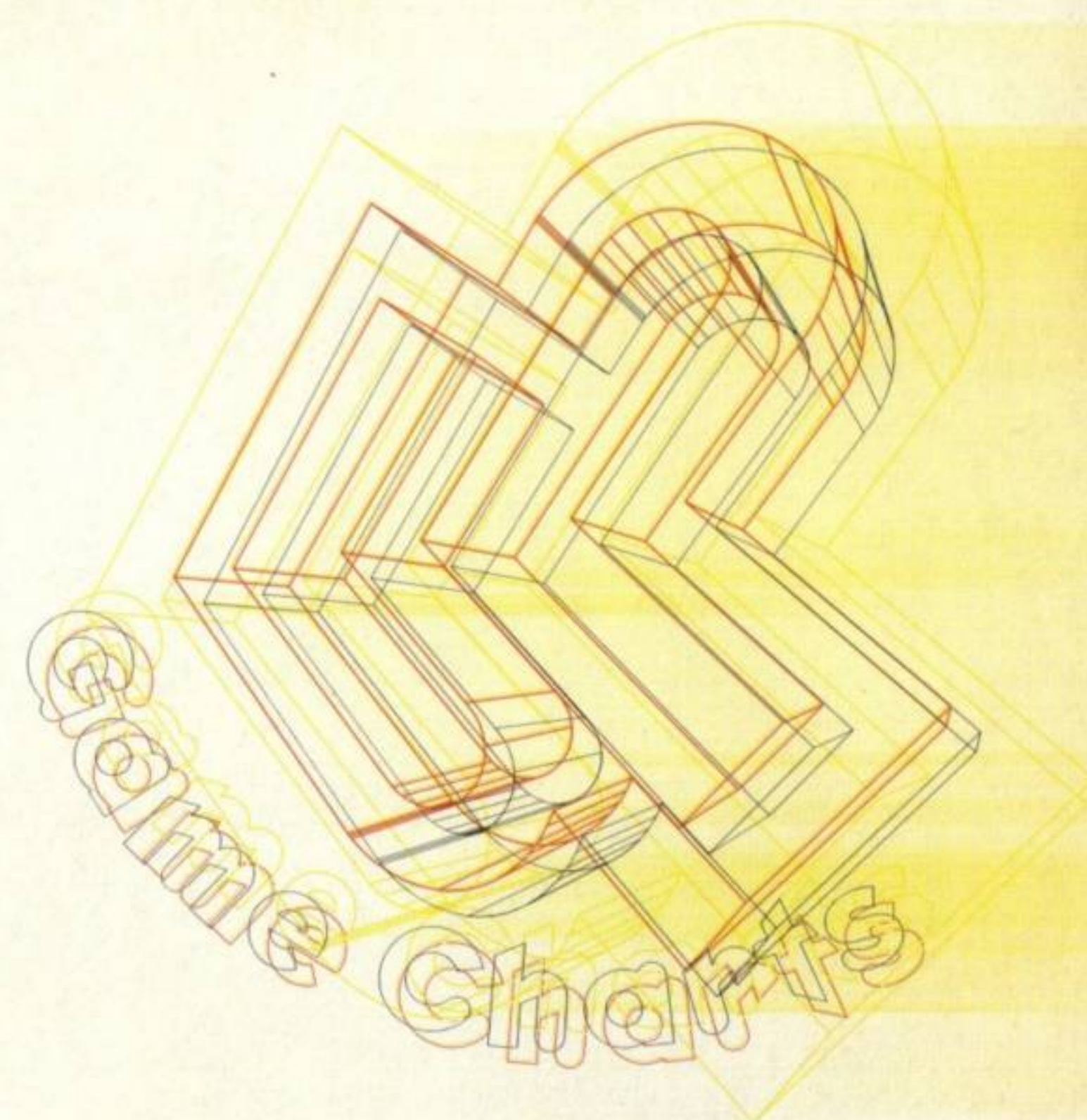
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DEVIL MAN



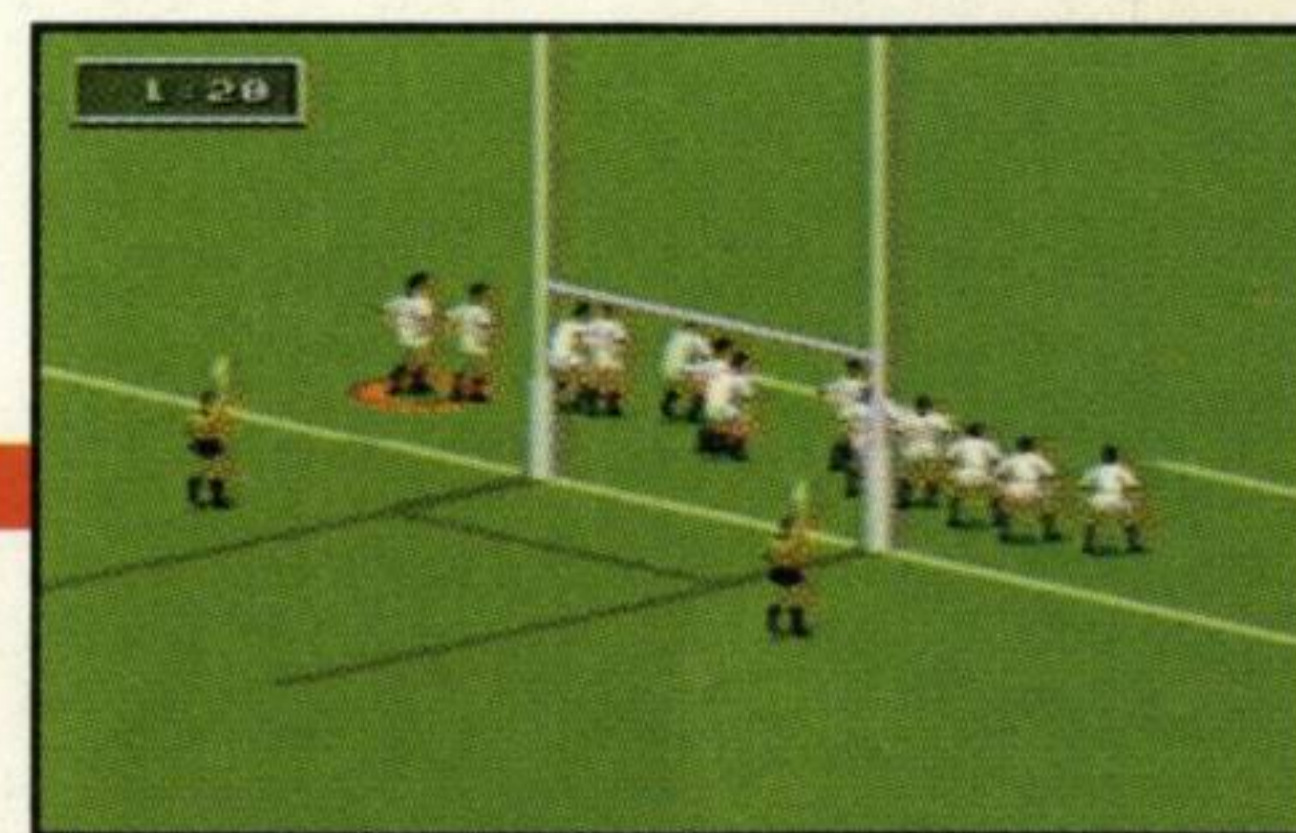
GENOCYBER



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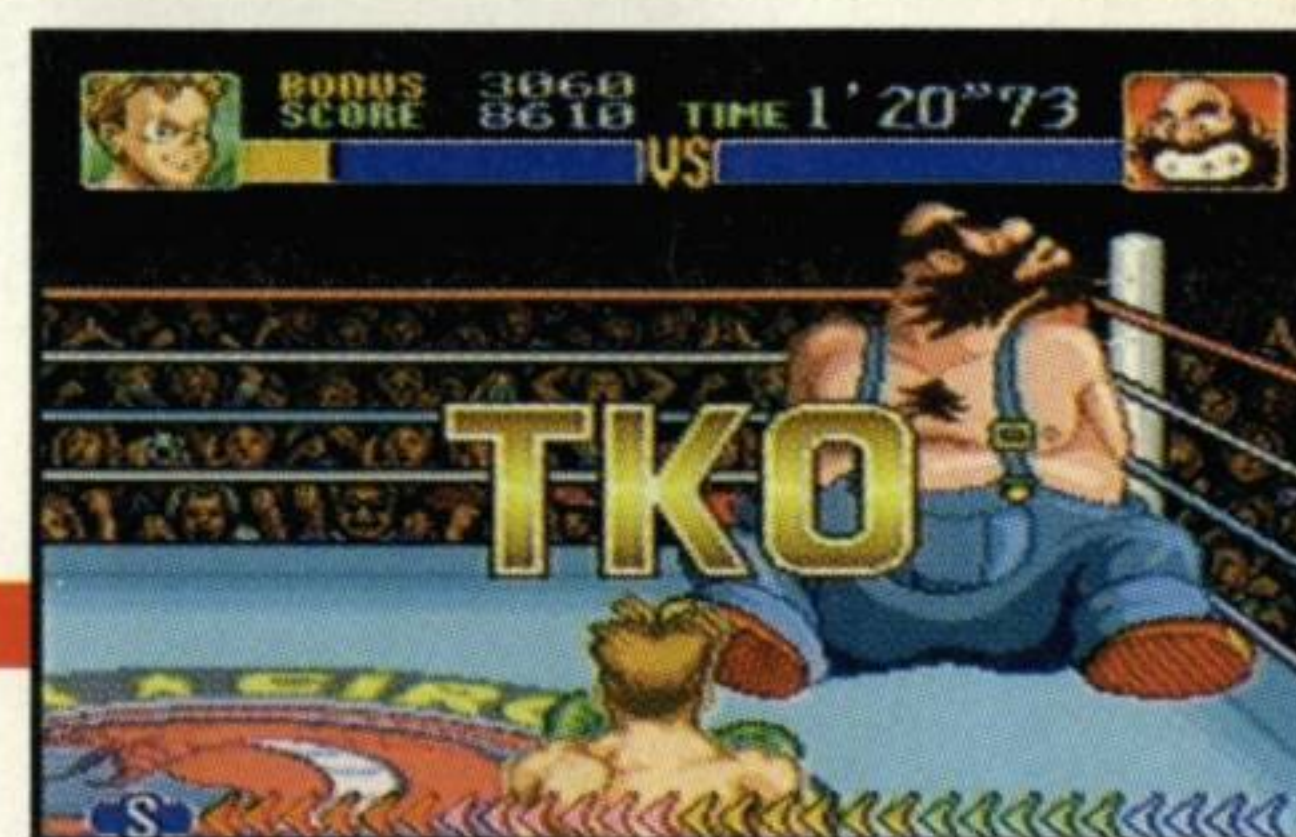
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2. FIFA 95
3. Andretti Racing
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5. PGA Tour 3
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8. Rugby World Cup
9. Earthworm Jim
10. Jimmy White's Snooker



SNES

1. Donkey Kong Country
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3. Super Mario Kart
4. Nigel Mansell's Racing
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6. Mortal Kombat 2
7. Super Punchout
8. The Lion King
9. NBA Live 95
10. Stunt Race FX



PC

1. TIE Fighter: Defender of Empire
2. Master of Magic
3. Nascar Racing
4. Doom 2
5. SimCity 2000
6. Hardball 4
7. Colonization
8. Transport Tycoon
9. Street Rod 2
10. Rags to Riches



PC CD ROM

1. Wing Commander 3
2. Nascar Racing
3. Doom 2
4. Under a Killing Moon
5. US Navy Fighters



Mega CD

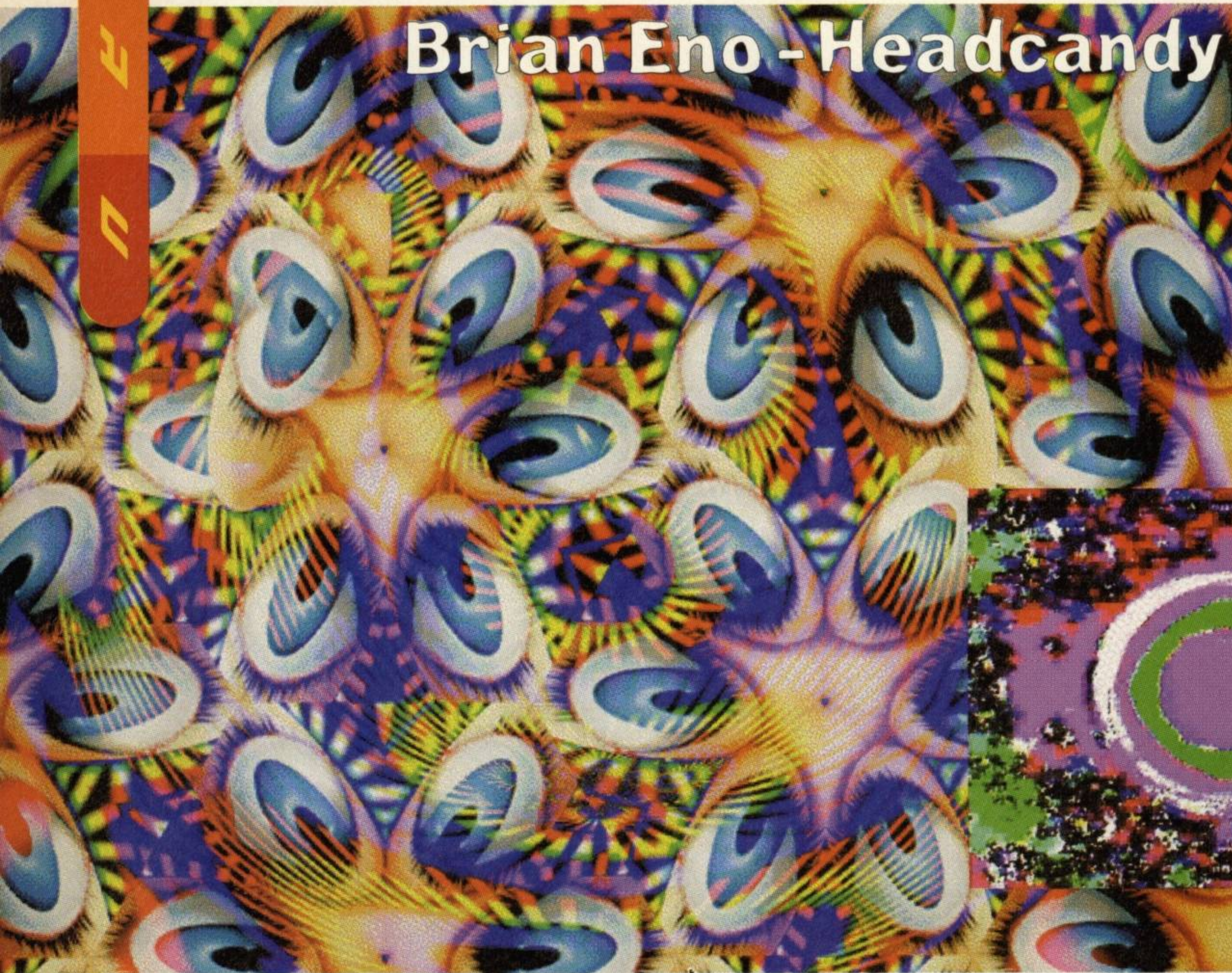
1. Lethal Enforcers
2. FIFA Soccer
3. Formula 1
4. Mickey Mania
5. Ecco the Dolphin

3DO

1. Need for Speed
2. Return Fire
3. Theme Park
4. FIFA Soccer
5. Supreme Warrior
6. Shockwave: Operation Jumpgate
7. Super SF2 Turbo
8. Crime Patrol
9. Rebel Assault
10. Demolition Man

HYPER's 3DO charts supplied by Sprint Electronics

Interactive Music



Brian Eno - Headcandy

It's not often that a new bit of software comes along that has a perfectly appropriate name. Headcandy absolutely nails it. The idea behind this new CD-ROM is to provide a deep cerebral experience, one on par with the alternative that can give you brain damage and a prison sentence.

The CD doesn't have much point to it, which is what we like best about it. Headcandy is simply a highly trippy collection of surreal, absurd and fascinating graphics. Mostly the show is a constantly moving and changing set of patterns, the style is all 70's kaleidoscope-vision and acid-psychedelic.

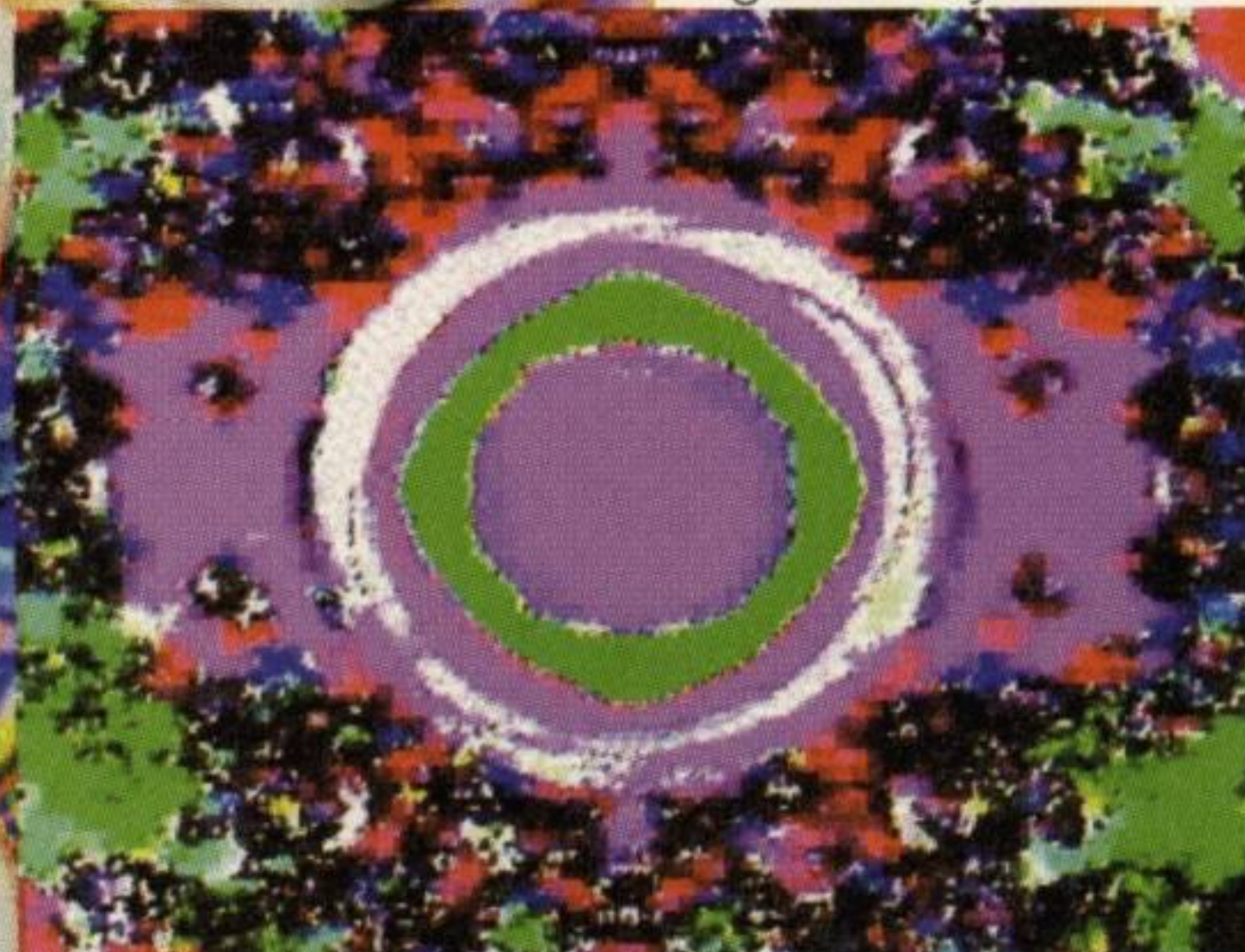
Suitably apt music is provided by Brian Eno, it's a constantly shifting techno-herbal-ambient backdrop to what's on screen and it fits perfectly. It's dead easy to just lose yourself in it. Eno's music has that effect anyway and the graphics provide an enhancement that boosts the experience to new heights.

To further the thrill, the pack includes two prismatic diffraction glasses. If you've never tried them, they produce a rainbow effect

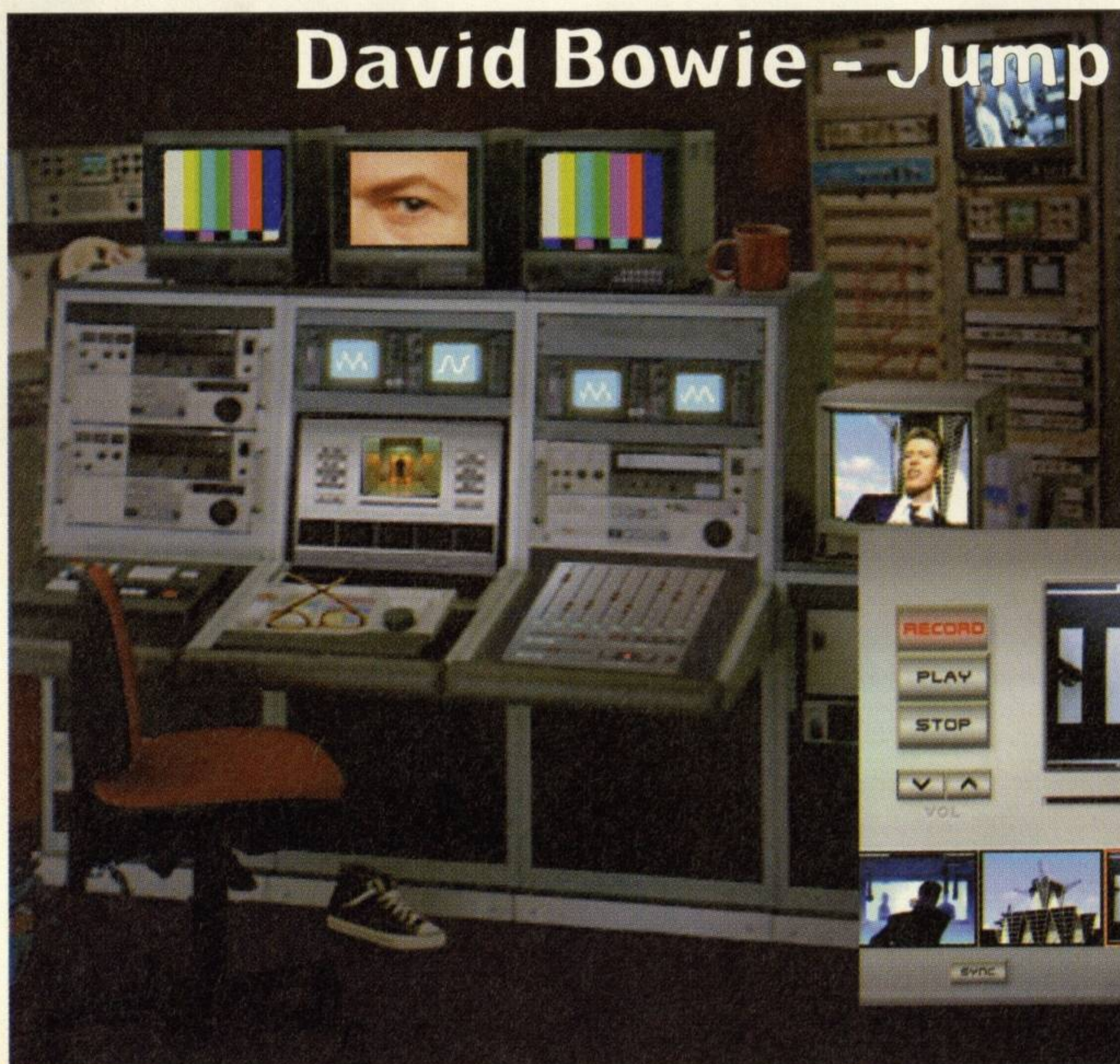
from whatever light-source you look at, in this case the cosmic images on-screen. It's not really necessary to use them with Headcandy, but especially freaky freaks will never take them off - look for them on the bus.

At a minimum, Headcandy is probably the world's coolest screen saver. Practical uses for the disc are more limited, but when did things practical ever appeal? The manual recommends either solitary use or the full-on party-crowd treatment. Seems to us the hordes of party kitchen-nerds

will have a new place to hang out instead of actually talking to people - look for them in the computer-room with the funny glasses on, and ignore the strange smell - it's incense, really!



David Bowie - Jump



For fans only, we say. Full-on, hardcore David loving fans. Fans who don't care how mundane, ordinary and dull he can be, or more to the point - has become.

Let one thing be clear, the HYPER crew gratefully acknowledge the spiritual effect Bowie's music had years ago - the man is a genius. Why then, we wonder out loud, was the need felt to produce a lavish CD-ROM built entirely around what is possibly his most boring song ever? Jump They Say is the centrepiece of the disc, with it you can play mixer with either the video or the song itself.

The video fun has five video sources running, you choose which bit comes in where, just like the Mega Drive's Make My Video series, except with only one song. The Music Mix console is the second half of the fun equation, here you can increase or decrease the seven instruments in the song - as well as a master "David" control. Maximum amusement comes from turning David right up and everything else off, you have no idea how bad it sounds without hearing it, just believe us.

Wow, the fun just doesn't stop. Also included are four other music vid's, alas non-interactive. For a final treat you get an interview with the great dude himself, Dave explains the philosophy behind his Black Tie White Noise album, he speaks at an agonisingly slow pace - probably to save disk space while maxing out running time!

Sorry fans, but there just isn't enough here to hold your attention for more than an hour - and that's pushing it. A

compilation of his finest works with commentary would be infinitely better, even a non-interactive version.



Bands don't get much stranger than The Residents. For starters, they're anonymous - a fact made even more remarkable considering it's been over 20 years since they formed. Secondly, they're just plain weird. If something is new, unusual or undefinable you can count on The Residents having something to do with it.

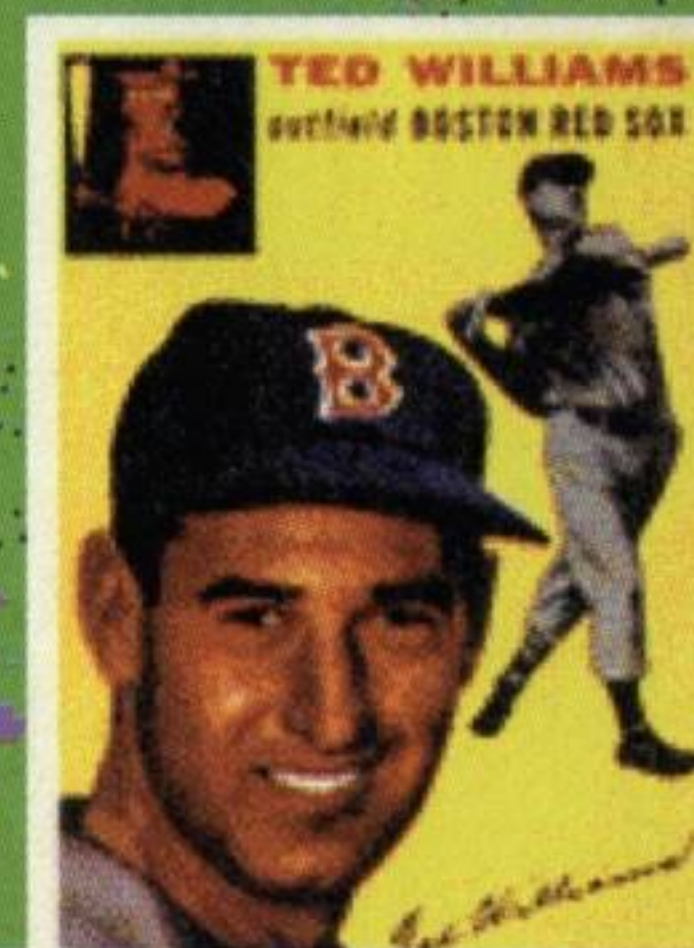
Embracing CD-ROM and twisting it's capabilities to suit their needs is becoming a Residents trademark. Their Freak Show CD-ROM was both bizarre and compelling, it placed you in a circus wonderland with some of the craziest beings ever to grace your screen.

The trip continues with Gingerbread Man. Nine new songs are included, each is typical of the audio wallpaper style that the Residents have perfected, it sucks you into a trance without you even realising it. Playable on any home stereo, the CD offers special treats to computer owners. Each song has its own interactive video clip - although any resemblance to something you would see on MTV is purely coincidental.

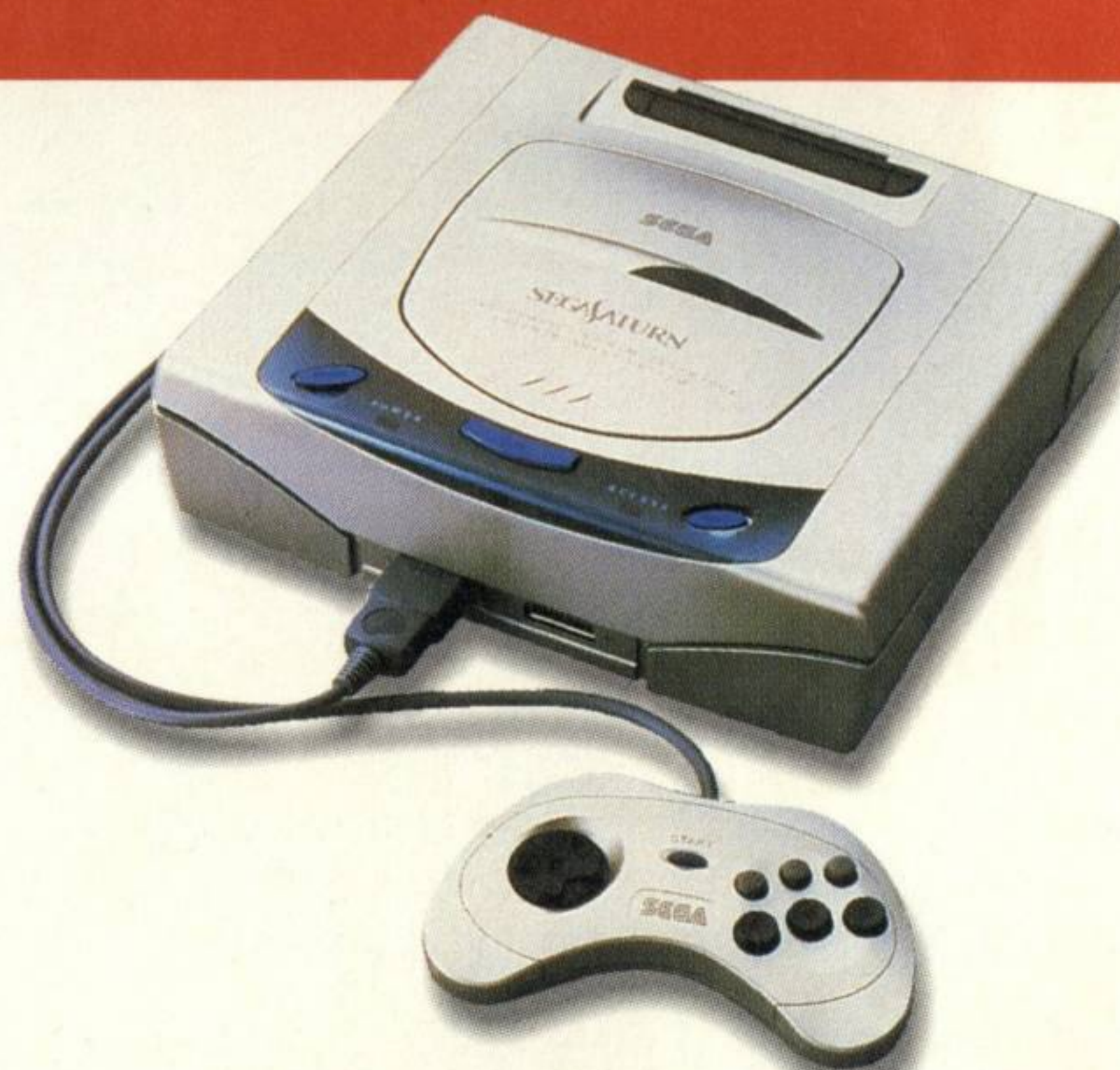
Each of the nine songs/clips focuses on a particular character, like the Confused Transsexual or the Dying Oilman. The video rolls along its merry way if left untouched, mostly showing random graphics against an ever-changing background. The idea though, is to explore, interact and discover. Certain keystrokes will produce audio or visual effects, but because the Residents are evil and twisted the keystrokes randomly change throughout the show. A key may do something wicked once, then an altogether different effect the next time. It's a truly bizarre system which surpassingly holds your interest instead of the expected madness which should ensue. The end-result is that you're guaranteed a new experience every time you run Gingerbread Man.

There is enough variety to keep you enthralled for a few hours, but keep in mind this sort of fun is the late-night, darkened room variety. Ultimately it'll wear thin, but hey, you get an audio CD as part of the deal too!

The Residents -Gingerbread Man



AN IMPORTANT NOTICE



Sega Mega Drive 32x and Sega Saturn Consoles and games purchased overseas or from unauthorised importers may not be compatible with Sega Australian standard products and systems and will not be serviced by Sega Australia.

SEGA®

The Hyper/Phoenix imports

ULTIMATE

Sit down because this



We've teamed up with Phoenix imports and the Zone to offer you the following awesome prizes:

HYPER»»

Q: How many bits do the Playstation, Saturn and 3DO run on?

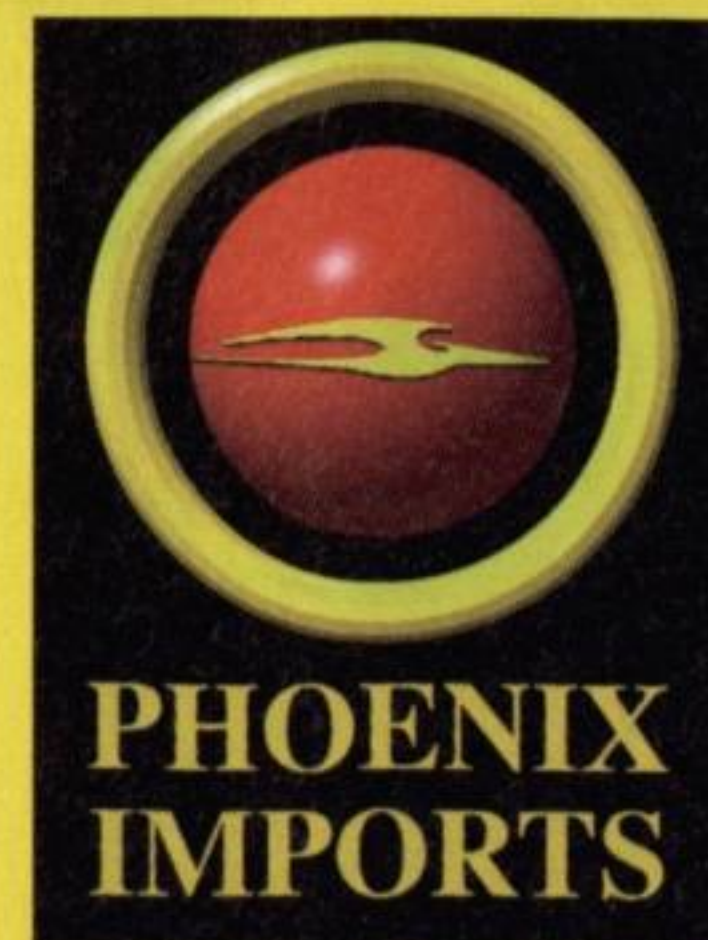
Name: _____

Address: _____

Phone: _____ Age: _____

Answer: _____

Send to THE Hyper/Pheonix Imports Ultimate Givaway
c/- The Zone PO Box 27 Willoughby NSW 2068



1800 62 62 33

GIVEAWAY

competition may make you feel a bit dizzy...



- 1] A **Panasonic 3DO** system with **Super Streetfighter ii X** and **The Need for Speed**
- 2] A **Sega Saturn** with **Virtua Fighter** and **Daytona**
- 3] A **Sony Playstation** with **Toh Shin Den** and **Ridge Racer**
- 4] A **Sony 68cm Multisystem Stereo Television**
- 5] A **years subscription to HYPER** and a **HYPER T-shirt**

All you've got to do is answer the question, fill out the form and send it in to the Zone. During the Zone's 27th May telecast one lucky HYPER reader will be drawn out of the barrel and one of the hosts will play off for the prizes.

TOO EASY, so just do it!

Phoenix Imports specialise in all the high end super systems and are the official Australian Sony Playstation outlet for Sony Electronic Publishing. If you enter this competition your name will be added to the Phoenix

Imports mailing list so you can be regularly updated with all the latest info and prices. Entries close on Friday May 19, 1995 and the judges decision is final and no correspondence will be entered into.

Win Win Win

Free Infra Red

To really appreciate the graphics and sound of the 3DO you have to sit back a bit. You can't really do that with a normal controller as it only has about a metre of cord. That's why we have Infra-red cordless controllers, I suppose.

HYPHER have been playtesting these Stealth 3DO

controllers to death (on Road Rash and FIFA in particular) and we've been forced to give them the Big Rubber Stamp of Approval. They work fantastically and the extra good bit is that the play/pause button is now directly above the control buttons.

Normally retailing at \$89.95, we've going to save

you some cash because we've got 5 to give away thanks to the very attractive people at Sprint Electronics. All you need to do is tell us where the play/pause button is on the new Stealth infra-red 3DO controllers and you can win them.

Send your entry to:

3DO Infra-Red

HYPHER

PO BOX 634

STRAWBERRY HILLS

NSW 2012



Wingman Extreme Joystick

The Wingman Extreme is a very sexy new joystick from Logitech that's perfect for all PC pilots. It uses the same interface as the Thrustmaster, working as either a two or four button joystick and is compatible with all your fave games and flight sims, like Comanche, Strike Commander, Falcon 3.0 and X-Wing.

The extra special features are its beautiful ergonomic design, a four way view switch, a heavy base for serious flying, rubber encased buttons for accurate firing and a seven foot cable so you don't have to have your nose pressed up against the screen. It retails for about \$95 in the shops.

All-in-all the Wingman Extreme is a winner and is another product to earn the HYPHER Big Rubber Stamp of Approval. For your chance to win one (thanks to Logitech) tell us (on the back on an envelope) one of the games you can use this joystick on. Send your entry to:

Extreme Stick of Joy

HYPHER

PO BOX 634

STRAWBERRY HILLS

NSW 2012

Classic Anime Action

Akira is generally acknowledged as THE CLASSIC of Japanese animation/anime/manga - call it what you will. Katsuhiro Otomo's masterwork on post-apocalyptic Tokyo redefined what animation could do and it is just as impressive today as it was in 1989.

Lensman is another classic, being loosely based on "Galactic Patrol", the third of E.E 'Doc' Smith's Lensman sci-fi novels. You'll find some great animation and an excellent storyline in this one.

HYPHER gives you a chance to win both videos (thanks to Festival video) just by getting your pens/pencils/textas/crayons out and drawing a small Manga drawing inspired by a gaming hero.

Send your drawings to:

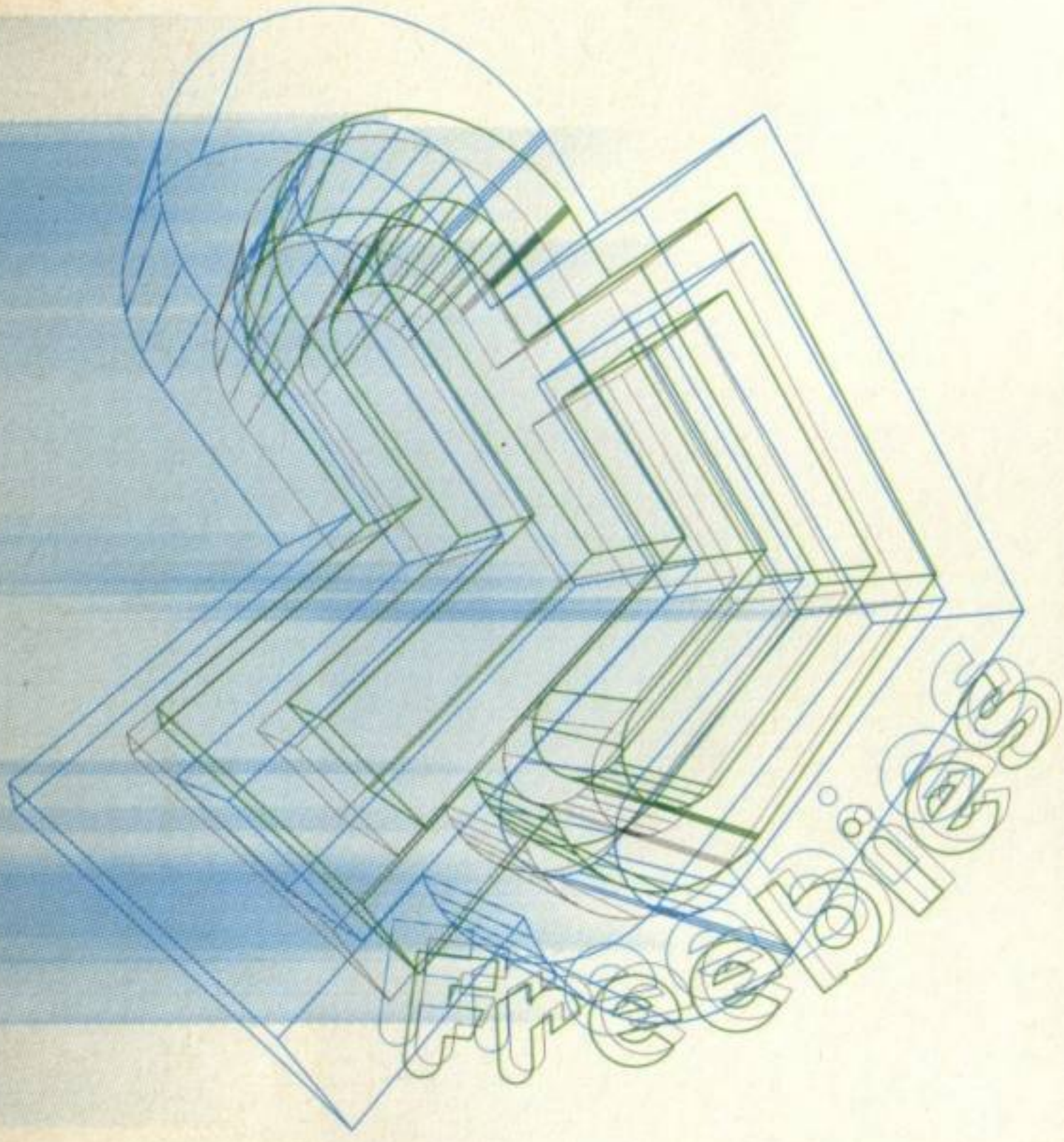
Akira/Lensman Comp

HYPHER

PO BOX 634

STRAWBERRY HILLS

NSW 2012



Multiplayer Mayhem

Some things in life are best done with a friend. Why play with yourself when you can play with someone you love (or hate)? It has been said that multiplayer games are the way of the future (just then, by me). Reasons why are easy to fathom. Your favourite game will eventually wear thin playing against the CPU, as it becomes predictable and routine. Plug in with a chum though, and the game comes alive. Only a fellow human can provide a contest worthy of your skills. Computers operate to set parameters and are generally dull to conquer, while people are free to explore wild new techniques and they cry when they lose.

There's more than one way to beat your friends, and how you take your fun depends mostly on which gaming platform you swear allegiance to.

PC

There is an almost complete lack of decent split screen/turn-based multiplayers for the PC. Only one exception springs to mind, which is Links 386 Pro from Access. Golf translates beautifully as a computer game, and with a huddle of competitors around the screen, the fun is tense but at a civilised pace.

Modem equipped players though, have the world at their finger tips. There is quite simply nothing more fun than death-match Doom. Slingshotting rockets and abusive messages over the line is pure joy, whether it be one-on-one by modem or eight death-freaks by network. Generally you'll need a well equipped modern office for more than 2-player fun, but alternatives do exist. Adventurers Realm (02 809 3148 voice, 02 809 0999 modem) is a multi-line BBS which allows 4-player Doom as well as many other on-line games.

For PC pilots, Air Warrior is an on-line game (call 03 321 3842) where dozens of players can duel simultaneously for the cost of a local call, while Falcon 3.0 on a network allows eight fighter jocks to do it to each other.

More far reaching thrills are available if you're an Internet freak. MUD's (Multi-User Domain) and MOO's (MUD Object Oriented) allow a potentially unlimited number of socially twisted deviates to live out their fantasies. The action is all text-based, operating much like early adventure games, but with real people. They'll happily pretend with you that you're a Thundergod, a Witch or whatever you want to be. Some outrageous stuff happens here, so be ready with an attitude and some imagination.

A slowly emerging standard is appearing on the Internet, just for multi-players. Called the Internet Head to Head Daemon (IHHD), it promises real-time combat with an international selection of foes. Interplay's Descent (previewed last issue) is IHHD ready, while iD's new Quake is rumoured to be another goer, meaning dozens of warriors from around the world can do their blood-letting on a global scale. It's hard to imagine anything more fun. Quake is due around the end of 1995.

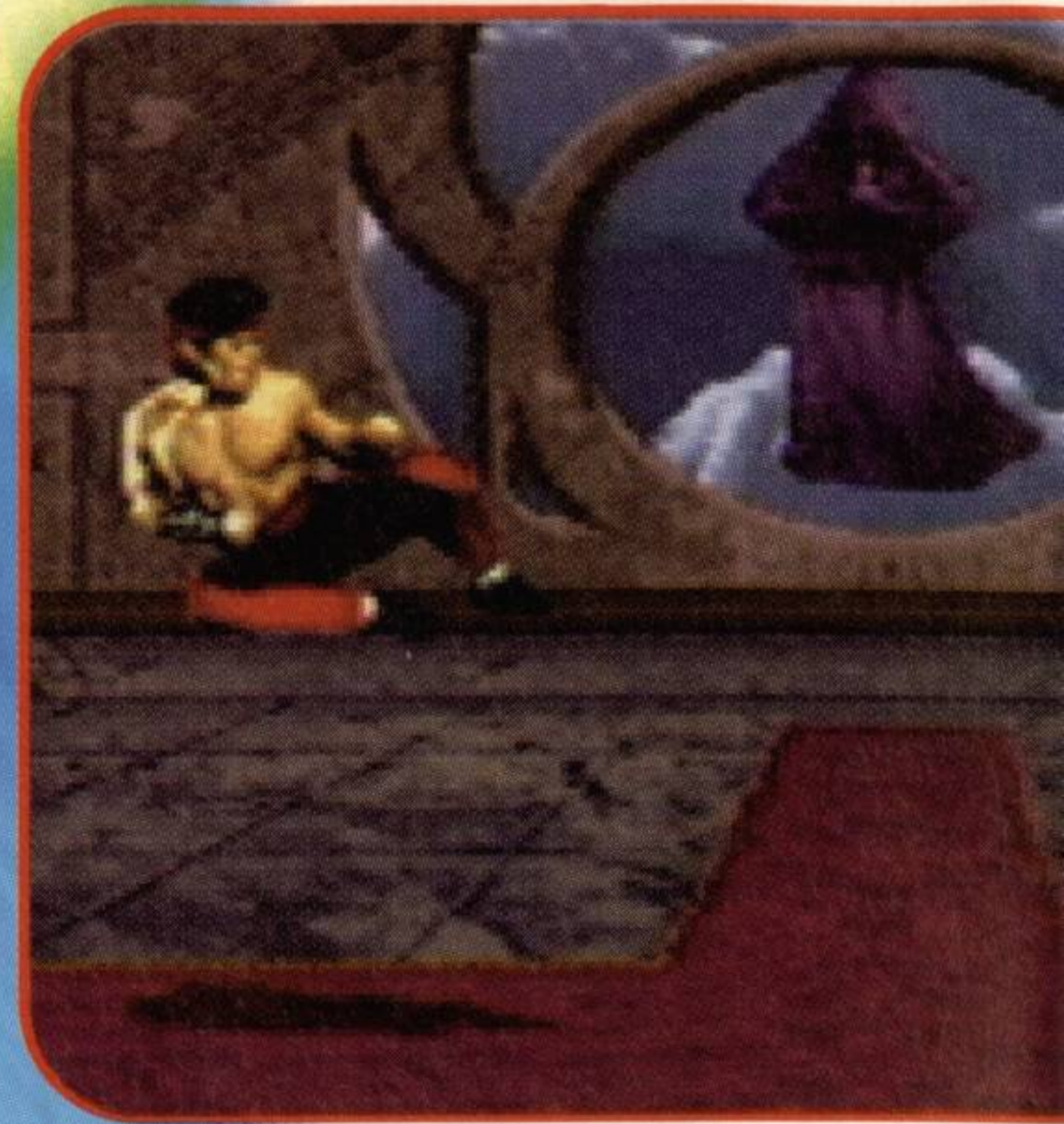
Nowadays a modem is an essential component if your PC is predominantly a games machine. Most new games offer a modem option, provided the gameplay suits it. Even modem-less players are catered for though, just talk your friend into carting all their gear over to your place and hook both machines up by cable (null-modem or lap-link) and you up and running.

Consoles

The fun a bunch of friends can have gathered around a Mega Drive or SNES is almost unnatural. Apart from some excellent games with multi-player options

built in, both machines now have numerous 4-way play adaptors available and lots of compatible games. These adaptors allow up to eight people to duel in the one living room, without any tricky equipment or configuration nightmares. Tis' truly God's gift to the social gamer.

Certain games should only be played against another human. Mortal Kombat 2 and Street Fighter 2 are



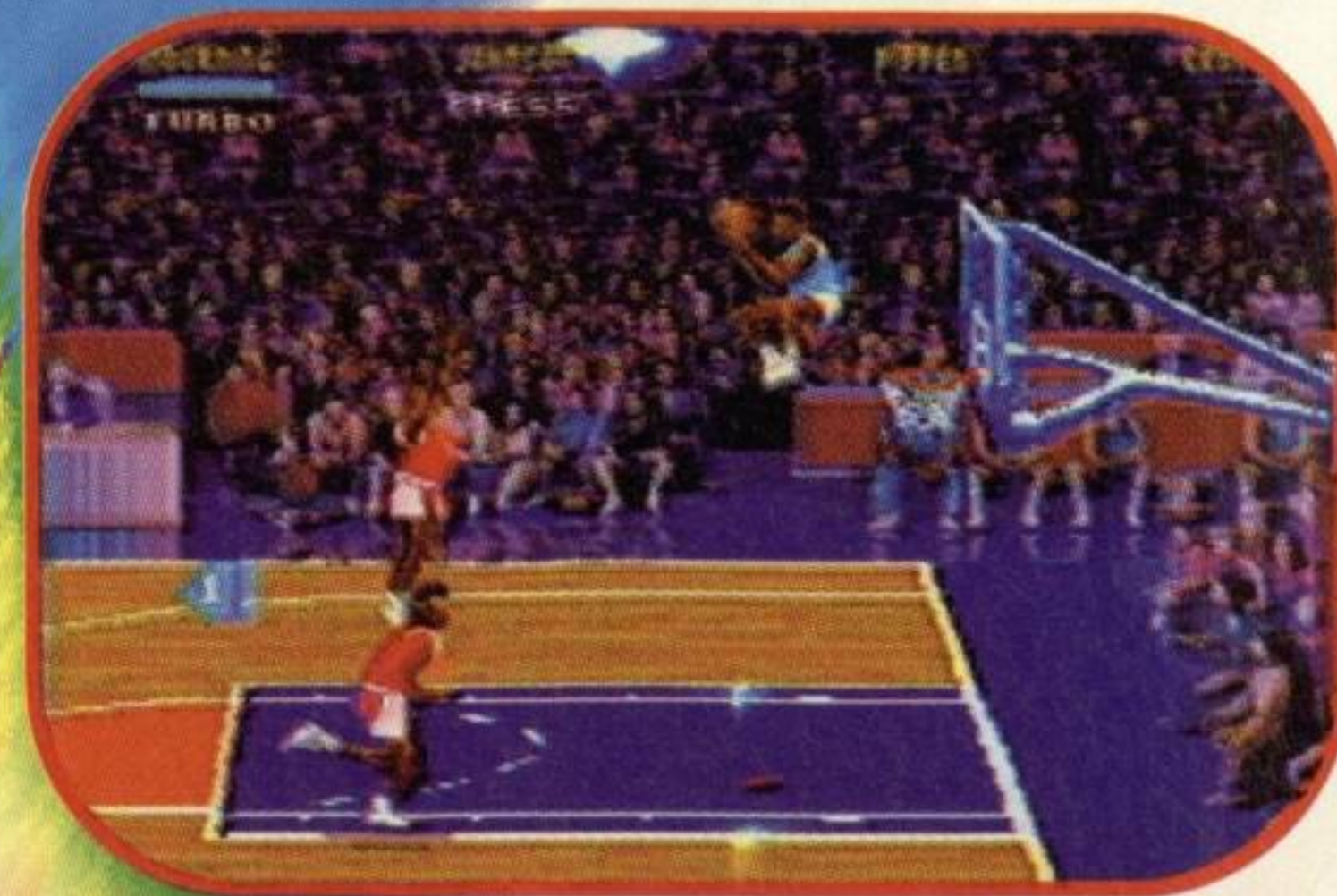
SUPER STREET FIGHTER 2



MEGA BOMBERMAN



NBA JAM





MORTAL KOMBAT 2

perfect examples, the only reason you would want to play the CPU is to brush up on your skills before playing for real. Super Mario Kart is amazing fun against another person, but a little dull by yourself. The awesomely addictive Bomberman is nearly-perfect for multiplayer, and there isn't much out there that's more fun (and still legal).

The J-Card from Codemasters is a particularly excellent idea that allows you to plug in two extra controllers into the actual game cartridge, allowing four players to have it out simultaneously without buying an adaptor. Pete Sampras Tennis is a J-Card and an incredible experience. Playing a doubles match is a new high in the tough challenge stakes, but massive fun nevertheless. Taking this to an extreme is Micro Machines 2, up to eight (yes, 8!) can contend for motoring supremacy by having two players

on each controller. Each player gets half a controller, with the buttons and direction pad each driving a car in the race. The setup actually works well, and is a whole new way of getting to know someone.

Sega of America are pushing their X-band modem quite hard but local Sega folks don't hold high expectations for anything soon. Eventually though, it (or a similar system) will arrive and console owners will probably never leave their homes again. It works on the same principle as a PC modem. Plug it into the top of your Mega Drive and a phone socket and you can play a game against someone on the other side of the country. Hot stuff. Don't hold your breath though, it could be a few years before such a system is locally available.



FIFA SOCCER 3DO

Multiplayer mayhem

TOP TEN MULTI-PLAYER EXPERIENCES

The best games to play when you're not by yourself. Modem games are not included - players have to be in the same room so you can shout at each other a lot.

- Micro Machines 2Mega Drive
- Super/Mega BombermanSNES/Mega Drive
- Mortal Kombat 2Arcade/SNES/Mega Drive
- Streetfighter 2Arcade/SNES/Mega Drive
- Pete Sampras TennisMega Drive
- NBA JamArcade/SNES/Mega Drive
- Super Mario KartSNES
- Donkey Kong CountrySNES
- Links 386 ProPC
- Any EA Sports game -
FIFA, Madden, NHL Hockey, NBA Live etc



FALCON GOLD

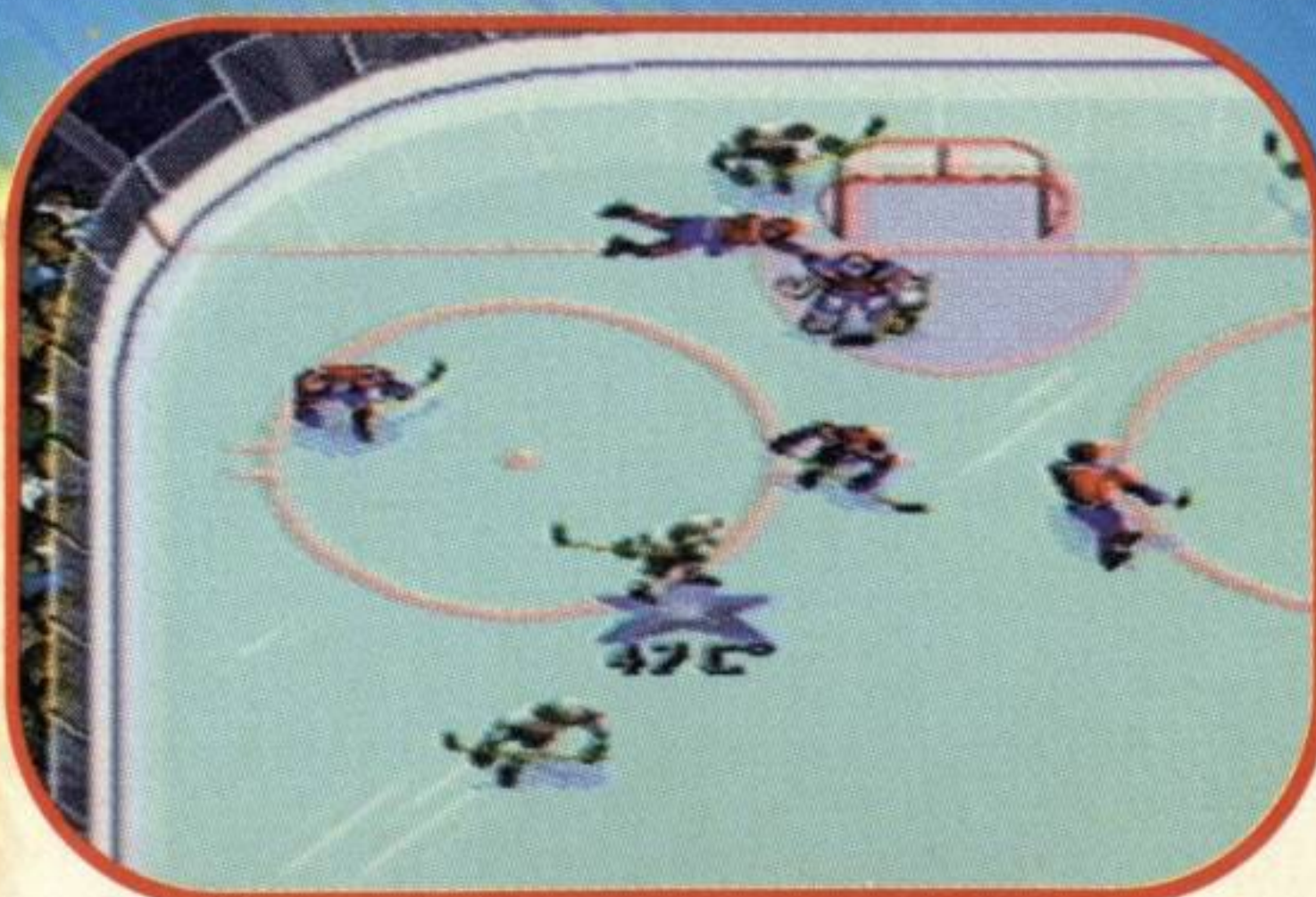


LINKS 386 PRO

DOOM DEATHMATCH!



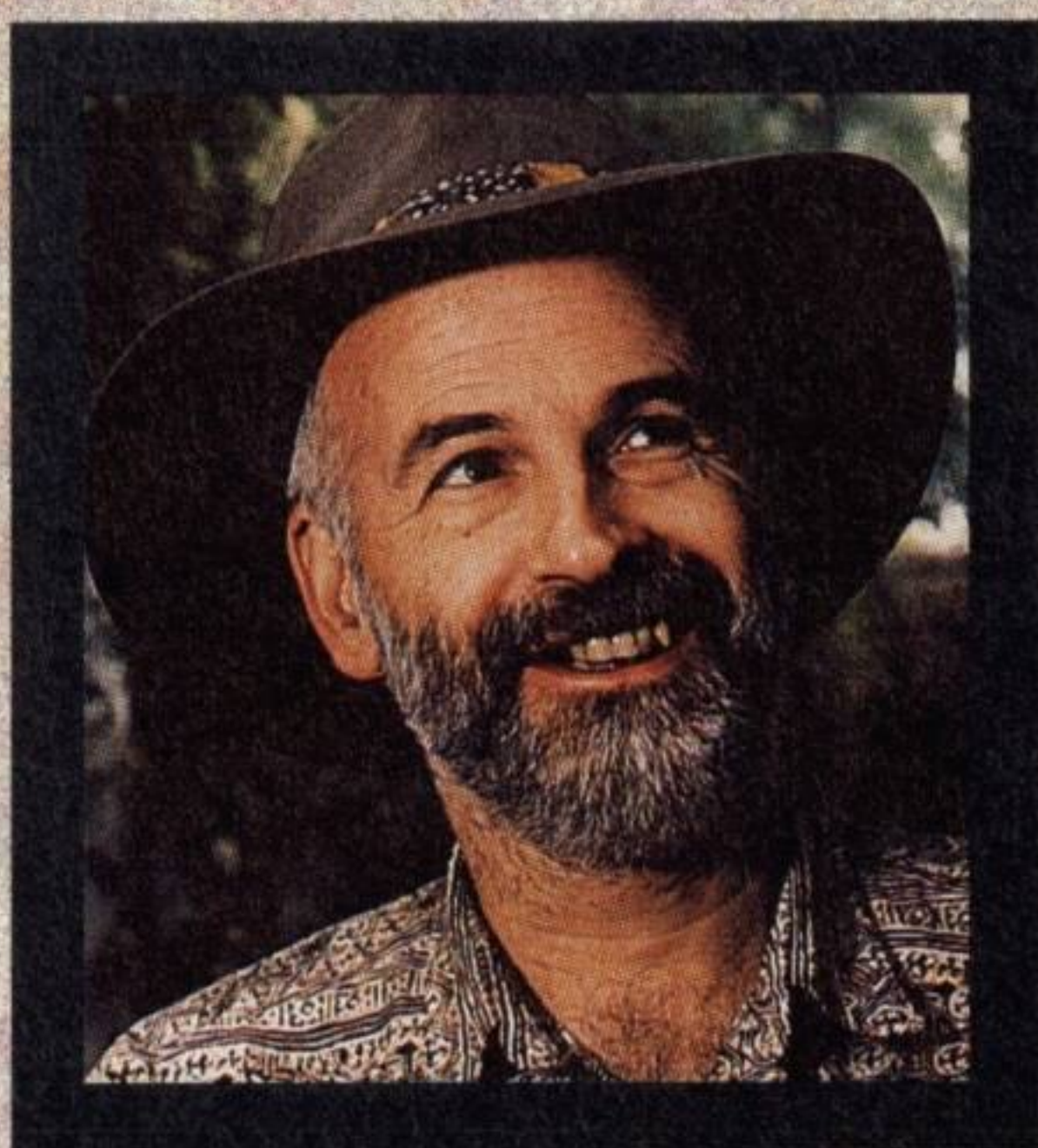
MICRO MACHINES 2



NHL HOCKEY



DONKEY KONG COUNTRY



Terry Pratchett

- The Man [and the Hat] Behind Discworld

There is a bearded man with a hat. Beneath the hat lies magic (plus a bald patch). Not your average pull-a-coin-out-of-your-ear-kind of magic — this is the real thing. It is the magic of dragons and wizards and spells and goblins. The magic of the imagination. >>

by Mark Lingane



Beneath the hat lies eight million words that have populated a mythical planet which is as flat as a pizza- and takes about as long to digest- called the Discworld. And the bearded man who's to blame for it all is Terry Pratchett. With the release of yet another best selling Discworld book ("Interesting Time") comes the game based on the series, by London based but Australian populated game company Teeny Weeny Games.

HYPER got an exclusive interview with the hat...sorry, the man himself about the game.

As the Discworld game is a license agreement, how much influence have you had in the final product?

I know nothing about how to write a game so my involvement was fairly limited although I did get quite involved in the script and, as there are a few Australians working on the project, keeping kangaroos out of the game.

I think my credits, as they will appear on the box, will include shouting at people.

Computer games are known for their lack of subtlety in the humour department. Does the Discworld game have any?

I have to say, maybe because of the large Australian input (laughs), there is a level of subtlety in there. It's about the same level of subtlety as the tactical nuclear weapon. There are some subtle gags but there aren't that many from the books. It is rather more like the very early Discworld books, the ones with Rincewind in. There is a large amount of conversation and there are a fair amount of puns and gags and irony and things in the conversation.

But, I mean, it's not a book. In a book an author can do all kinds of verbal tricks that you can't do on a screen no matter how well you do it. It's a game and has to obey different rules from a book. This is why I have been careful not to get too closely involved. I think I've got involved to level of my expertise and not beyond that because the last thing any competent games designer wants is a book author wandering around, peering over his shoulder and saying "Don't do it like that". I wouldn't put up with it from him if it was the other way around and I wouldn't expect him to put up with it from me.

So how much Oz content is there?

Funny you should say that. I've come down to Australia or up or around to Australia quite a lot, four times in the last five years, and I really love the place, in fact we are coming over for a holiday again this winter and it really is my second favourite place to be. So in the very latest book, called "Interesting Time" (shameless plug) I do actually manage to get Rincewind the Wizard on the continent that which we know so very little about. I think I'm just about sophisticated enough not to have wizards with corks around their hats but don't hold your breath.

How much of the game have you seen and which parts do you like?

It's very hard for me to know because I've had disk and video after video of bits and pieces. I know what the script is so I know how it will fit together. I've seen animation samples, characters and backgrounds. I haven't seen it in full yet although I have seen large parts of it. But I can always think of changes.

We started off making sure things like the Librarian were right. I've dealt with this one way or another for well over a year. I'm now very happy about the Orang-utan/Librarian. There are a whole range of things that don't mean a lot until you play the game. I like the secret handshakes and the way the Librarian swings through the place.

One of the reasons I went to Teeny Weeny Games is because the people concerned knew about Discworld. They knew what it looked like and how things were done.

Will anything be lost in the change from book to screen?

Well, first of all plenty of books and movies have made into games with varying degrees of success.

I don't think it takes anything away from the books. I don't think they become more or less interesting or engrossing because of the influence of the game.

I take the game seriously, as one should do if you are going to put a decent project on the market. I hope it will enhance the books. But I think my job is to write the books and that is what I will continue to do. I don't think it is going to spoil the books. My experience here where we have just done Mort as a graphic novel is that while people may have their own ideas quite firmly fixed about what characters look like they are very interested to see what someone else thinks they look like.

There is also another point which may sound very cynical, but I'm in a no lose situation anyway. Either they'll say that it's not as good as the book or that it is as good as the book and I win either way...

So, what new material can we expect from you?

I've just finished another Discworld book which has operatic overtones. Then I'm doing another children's book - or one that will be marketed at children. I don't know, I might just see what's happening on the continent of XXXX.

Well, you have a large fan base here.

I know. Some of the queues at the signings are longer than the ones in the UK. I met someone who had travelled 600 miles to be there. I know that's not far over there. You (in Australia) travel 600 miles to go to the lavatory but I was dead impressed.

Attention all Discworld Freaks!

Have we got a competition for you!

Psygnosis and Clarecraft have teamed up to offer HYPER some excellent Discworld prizes in celebration of the release of the excellent computer game. The winner of our competition will receive a Psygnosis duffel bag (very trendy) which will be packed with a Discworld book signed by Terry Pratchett, 3 Clarecraft Discworld figures (Rincewind, Death and Luggage) and 2 Clarecraft Discworld pewter miniatures. You'd be paying big money for these collector's items in shops but all you have to do to win them is answer these three easy questions:

Question 1

Which development team is responsible for Discworld?

- a) Teeny Weeny Games
- b) Teeny Tiny Games
- c) Tiny Teeny Games

Question 2

Discworld is...

- a) a flat planet - like a pizza
- b) a round planet - like a tennis ball
- c) a square planet - like a sugar cube

Question 3

Rincewind is...

- a) a wizard
- b) the main character in the game
- c) both of the above

Put your answers (a's, b's or c's) on the back of an envelope and send it to: DISCWORLD COMPETITION

HYPER
PO BOX 634
STRAWBERRY HILLS
NSW 2012

X-Com: UFO Terror From The Deep

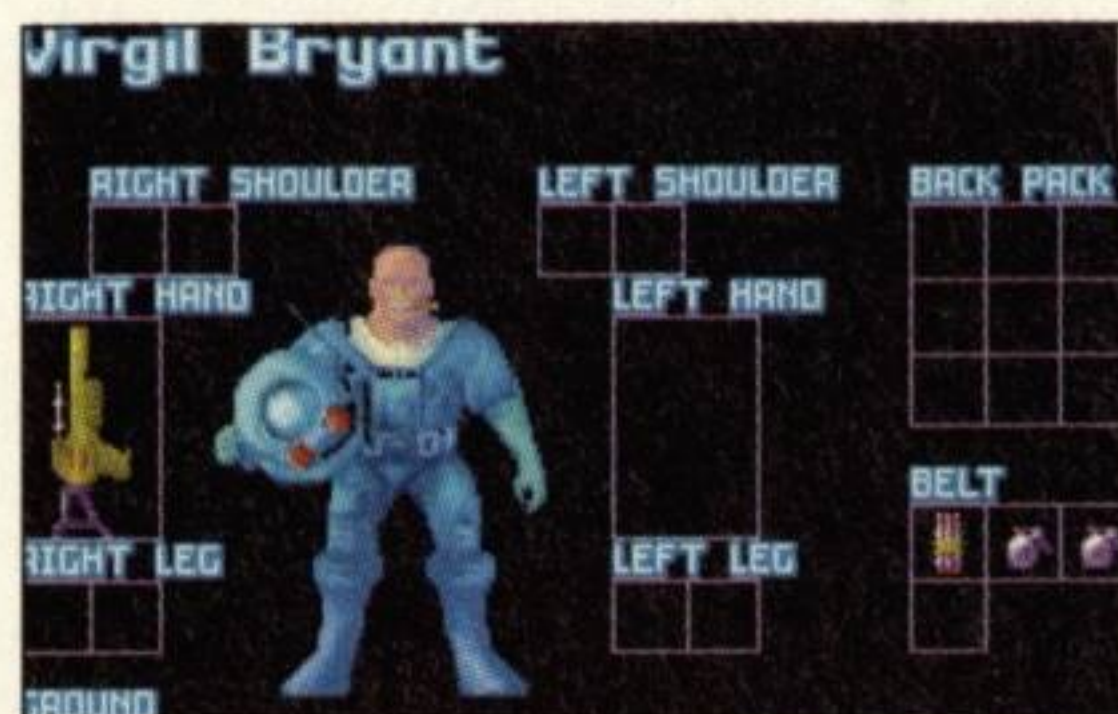
For PC strategy gamers, 1994 was a golden year. Amongst the stand out titles were Masters of Orion, Harpoon II and UFO - Enemy Unknown. Arguments rage over which game engine is superior, but UFO is accepted by all as one of the truly great games.

Playing was an evolutionary journey through a mammoth world of pure design genius, the further the player progressed, the bigger and more complex the game became. Strategy games usually do it the other way around, you start out with a major war on your hands, slowly whittling down the enemy until victory is assured. UFO offered no such clear-cut path, besides immersing the player in a plot of evil skulduggery, it spanned the entire globe for the most part, ultimately moving off planet to the front line of an alien world.

Recognising the cult classic they had on their hands, Microprose worked hard on bringing a sequel to the market as quickly as possible. The end result is X-Com: UFO Terror from the Deep. Big name, big game. The game engine is fundamentally identical, tweaks and enhancements have been limited to graphics and the way statistics and data are presented.

In this round, the foe are an advanced (aren't they always?) alien race who crash landed here while we were still just simple but happy amoeba. Over the ages the aliens remained in hibernation while the ship's computer attempted to repair the damage it sustained in the crash. The aliens are now awake and are picking for a fight.

Being an aquatic race, the combat takes place underwater with a hefty variety of high-tech subs and associated weaponry. Microprose know what we like and UFO No 1 hit the mark. We have no doubt that UFO Mark 2 will be just as good.



PC
Available: **APRIL**
Category: **STRATEGY**
Players: **ONE**
Publisher: **MICROPROSE**



Tir Na Nog



Way, way back in the dark ages of 1985, there was a computer game called Tir Na Nog. It first appeared on the venerable Spectrum, later being ported to the far more powerful C-64. It was a quaint RPG which combined elements of puzzle and beat 'em up action. It was pretty advanced for its time, using the C-64's high-res mode and two-colour sprites. Yes, times have certainly changed.

Great news gamers, it's back! Psygnosis have given the aging classic the full Zork treatment, transforming it into a game of astounding graphics but with the original's charismatic gameplay intact. Naturally this isn't just a visual enhancement, the original version's gameplay style is a common thread throughout the new game, but with about a zillion new things to do.

Psygnosis describe their new version as "brooding and atmospheric Celtic mythology". Well, we just can't wait to check it out, the screen shots look superb, but brooding? A particularly huge main character is one standout point, as is the artwork - this individual style looks like lots of fun to get lost in for a few hours.

With a shortage of decent RPG's to plunder through right now, Tir Na Nog could be just the ticket. The strange phrase actually translates as "Land of the Young" in Celtic, and what it actually means is that none of it's citizens reached any respectable age because it was such a dangerous place to live. Sure sounds like a more rich and colourful premise than some of the crap we're putting up with now.



PC CD ROM

Available: **APRIL**
Category: **ADVENTURE**
Players: **ONE**
Publisher: **PSYGNOSIS**



Full Throttle

When Ben of the Polecats fires up his bike, seismologists worldwide probably think the big one has finally arrived. It's a gloriously ridiculous cacophony of sampled cool sounds that seems to go on forever. There's a bit of Batmobile turbine in there, most of the 500cc F1 front row and possibly the sounds of Bondi Beach on Saturday night. It's both absurd and utterly cool - which is what you can expect from the rest of Full Throttle.

The game revolves around the life of Ben. His gang (the Polecats) have disappeared, leaving him alone with his bike and a plot that can only thicken. Luckily for Ben, he is the most incredibly cool dude that ever there was. Hard drinkin' and hard fightin', for Ben there is no such thing as a problem violence or alcohol can't solve. Fortunately the world LucasArts have created for him suits that attitude perfectly.

It looks like your typical post-apocalyptic/Blade Runner world of the future, except it all seems a tad friendlier than usual - due mostly to the fantastic cartoon-style graphics. People you run into look suitably vicious and talk to match, but Ben comes out on top in most situations just by acting tough, or if need be, mashing some face.

The usual pop-up interface icons contain fun new actions like punch and kick - as well as the usual look and talk. The game uses the "hot box" mouse cursor, it lights up whenever something can be done and saves you having to click on everything likely-looking. Loads of clickable stuff fills most screens, mostly unrelated to gameplay - it's just plain fun. Check out a picture in the bar for example. Ben asks the barman "This your pit-bull?". The barman replies "nah, that's my baby picture". Love it.

Gameplay is far more than the usual adventure gaming fare. To be sure, it's there in all its LucasArts glory - very Sam & Max in style too (a great thing), but Full Throttle has you doing things that would be more at home on a console. There's a lot of bike action, like a Road Rash style combat sequence which makes for much fun.

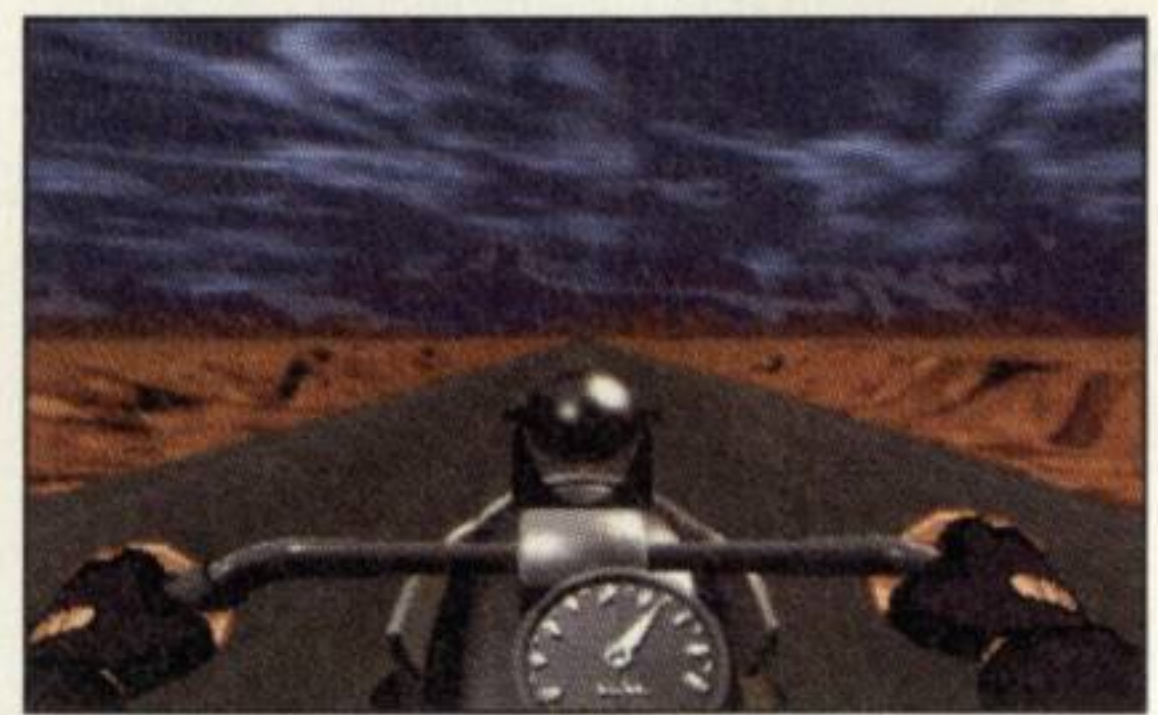
We were completely blown away by the interactive demo that LucasArts gave us. It could be one of their best games ever. We can't wait for the real thing and a full review should appear in the next issue.





PC CD ROM

Available: **APRIL**
Category: **ADVENTURE**
Players: **ONE**
Publisher: **LUCAS ARTS**



Desert Demolition

MEGA DRIVE

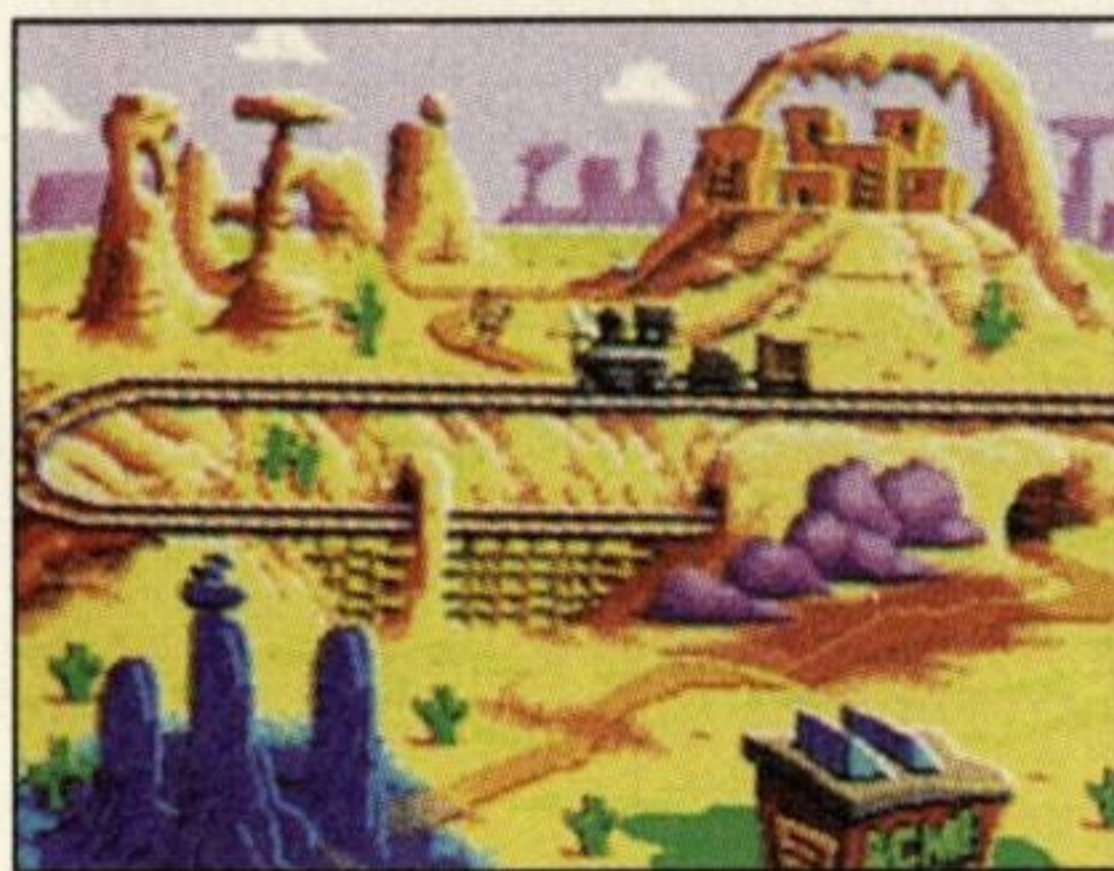
Available: **MAY**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **SEGA**



Beep, beep! If you, like the **HYPER** crew, have fond memories of the antics of Wile E. Coyote and Road Runner then you'll be very pleased to know that a game based on their escapades is coming to the Mega Drive very soon.

You can choose to play as the hapless coyote chasing your prey, or as the lightning fast Road Runner trying to avoid all the traps and obstacles while getting away from the devious dog. Wile E. has lots of **ACME** tools to help him (or hinder him, as the case may be) and the Road Runner has bursts of speed to help him escape.

The animation looks great and the game looks set to be a real interactive cartoon which will no doubt please fans of the show who have always fantasised about controlling the action and finally catching that smug Road Runner. Full review soon.



X-Men 2: Clone Wars

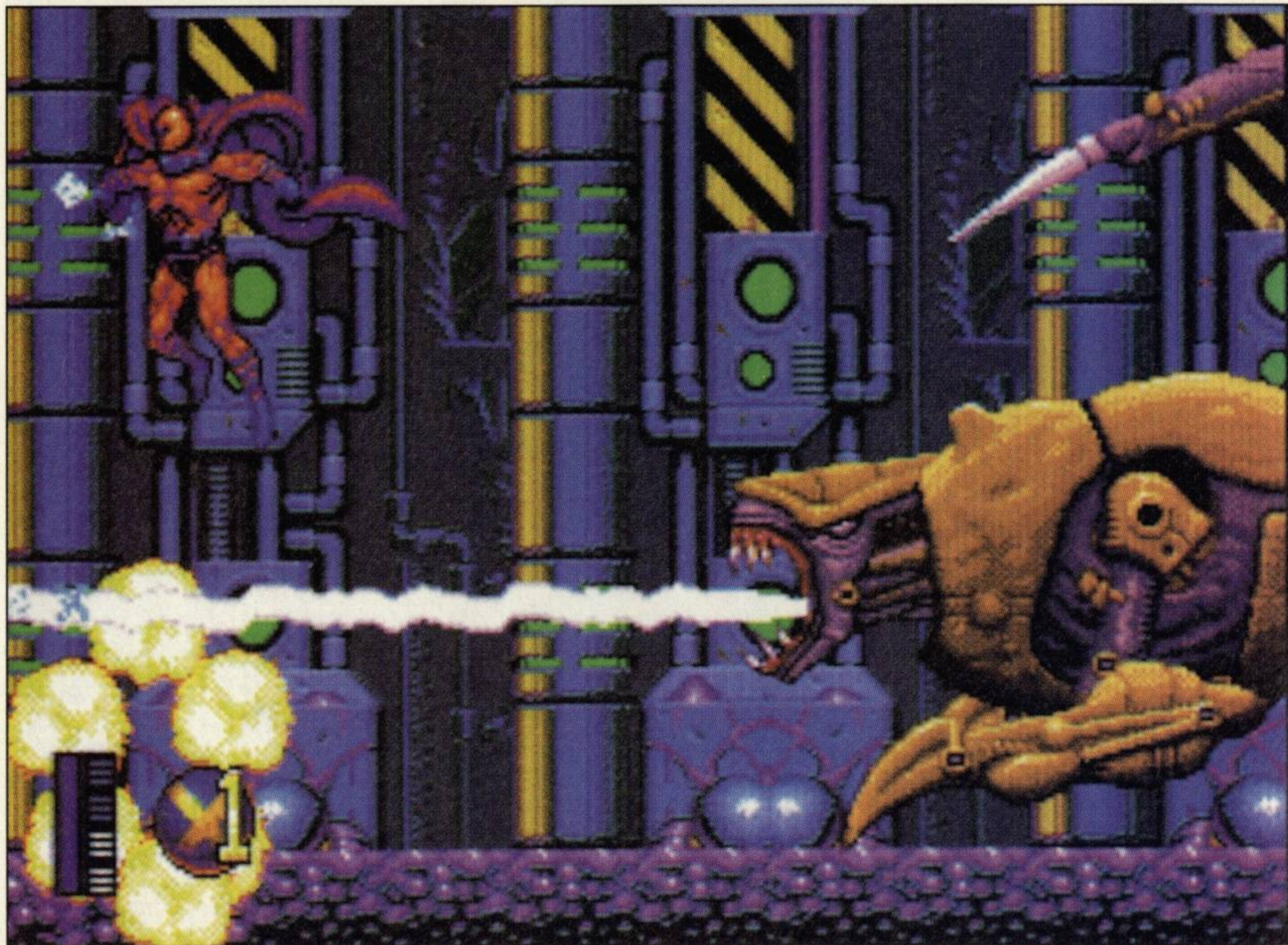
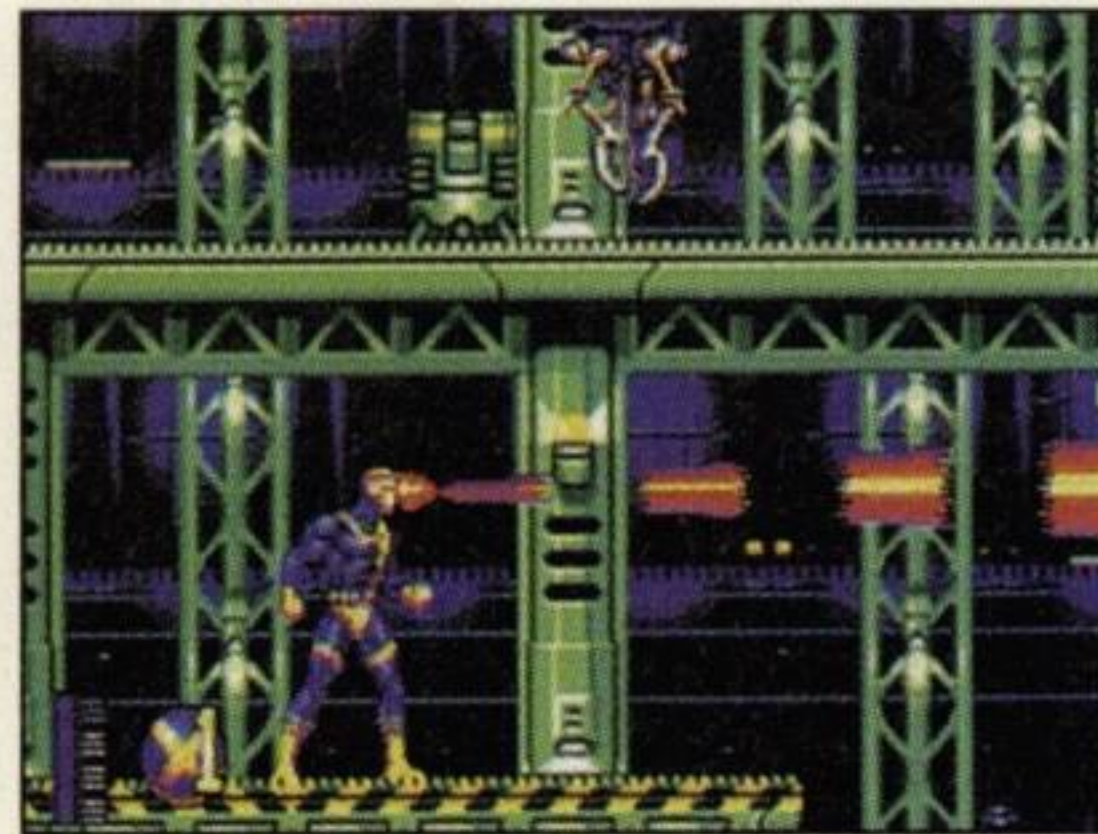
MEGA DRIVE

Available: **APRIL**
 Category: **PLATFORM/BEAT 'EM UP**
 Players: **ONE**
 Publisher: **SEGA**



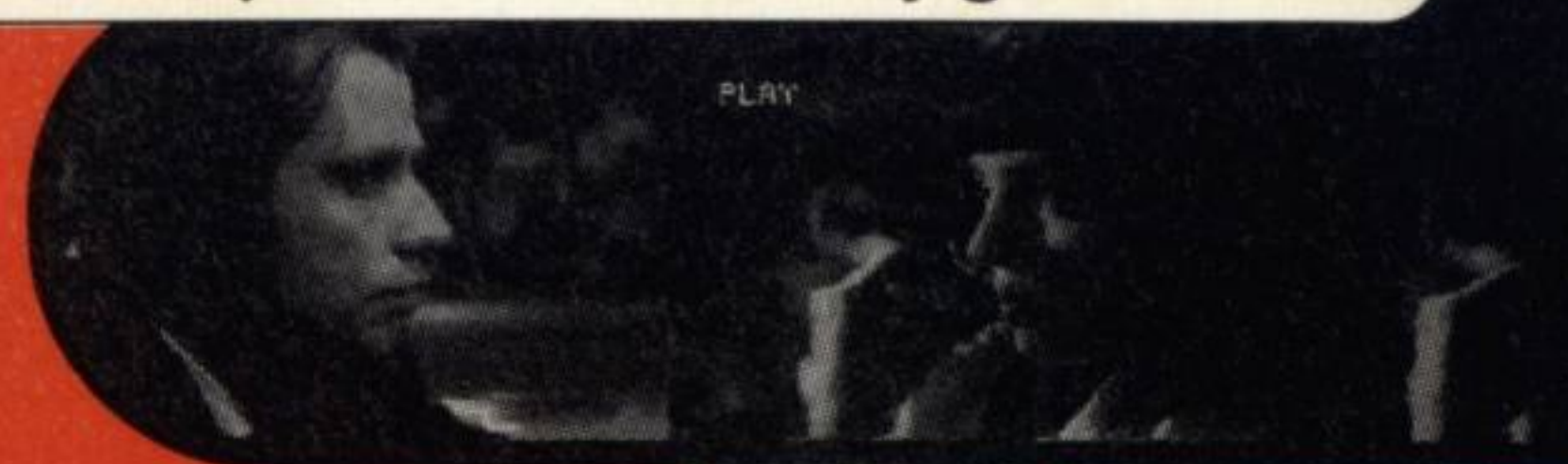
The ever-popular X-Men just keep on popping up everywhere you look and in this new Mega Drive game there's more of them than ever before, because they've been cloned by evil DNA pirates. Apart from the old faves, such as Wolverine, Nightcrawler, Gambit and Cyclops, X-Men 2 allows you to control Psylocke and even Magneto! You get to use your mutant super-powers on such enemies as the Brood, Apocalypse and Magneto's Acolytes

Apart from that it looks like your typical X-Men platformy beat 'em up, with lots of mutant power-ups, 12 levels and bigger sprites. There's also time travel and non-linear gameplay (who!) with different outcomes dependent on player actions. A head-to-head fighting mode is also included so you get to find out who's the toughest X-Man of them all. Mutant freaks should start saving now



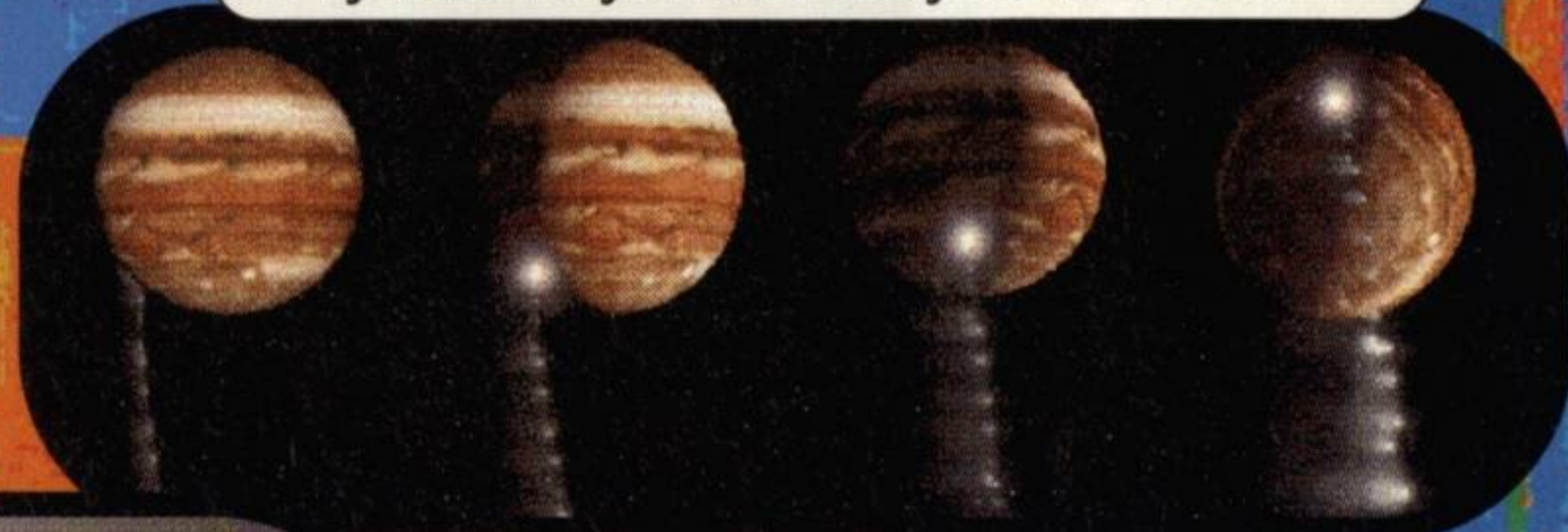
See films like Pulp Fiction before they get released

Catch the Next Wave



You can be part of the growing band of 25 million Internet surfers, send and receive e-mail, access the 50,000 World Wide Web sites, the 8,000 topics from Usenet News, download info from anywhere on the 'Net and chat in real time to people all over the globe! All you need is a computer and a modem.

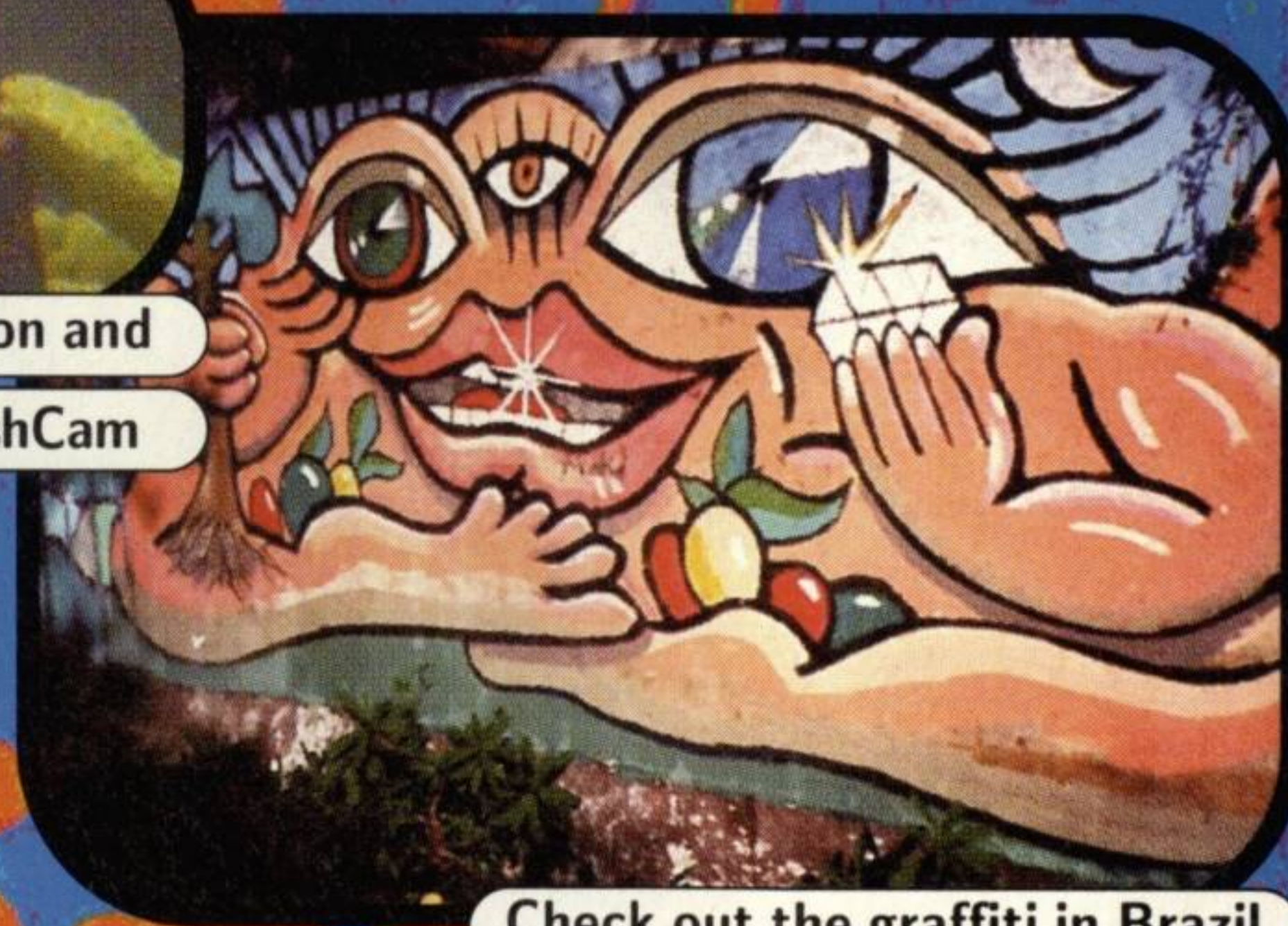
Why wait 76 years to see your next comet?



Visit the Rolling Stones web site



Who needs After Dark? Log on and download the real thing via FishCam



Check out the graffiti in Brazil



See the hot new games from Sega first

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There are plenty of drool-worthy new

but one of the best has to be

Ace Drive

Of course, ARCADE can't ignore one of the most

Mortal Kombat

Mortal Kombat iii

Welcome readers! This month we take a sneak peek at what already has been slated as the hottest arcade fighting game of all time. Forget Streetfighter, Virtua Fighter and Killer Instinct, the buzz on the street is for the most eagerly awaited game of the year - Mortal Kombat III!

At this stage, MKIII is hoped to be released simultaneously with the live action Mortal Kombat movie which is coming later this year to Australian shores! The changes to be made to Mortal Kombat III, are not only going to be cosmetic, but the entire gameplay will challenge the very foundations that MK was built on!

The following information I have gathered is based on information from many different sources, including spending many gruelling hours on the Internet. As to what changes happen between now and when the final version appears, is anyone's guess. For now, read on to

great wars come together once again to face, and I doth quote the big man himself, "The Wrath of Shao Kahn" once an for all! Many of you will be pleased to know that Kano and Sonya (looking rather foxy) are back to show Shao Kahn, a thing or two about chaining them up (or perhaps are they on his side after brainwashing?). Kung Lao is also back, as is Jax.

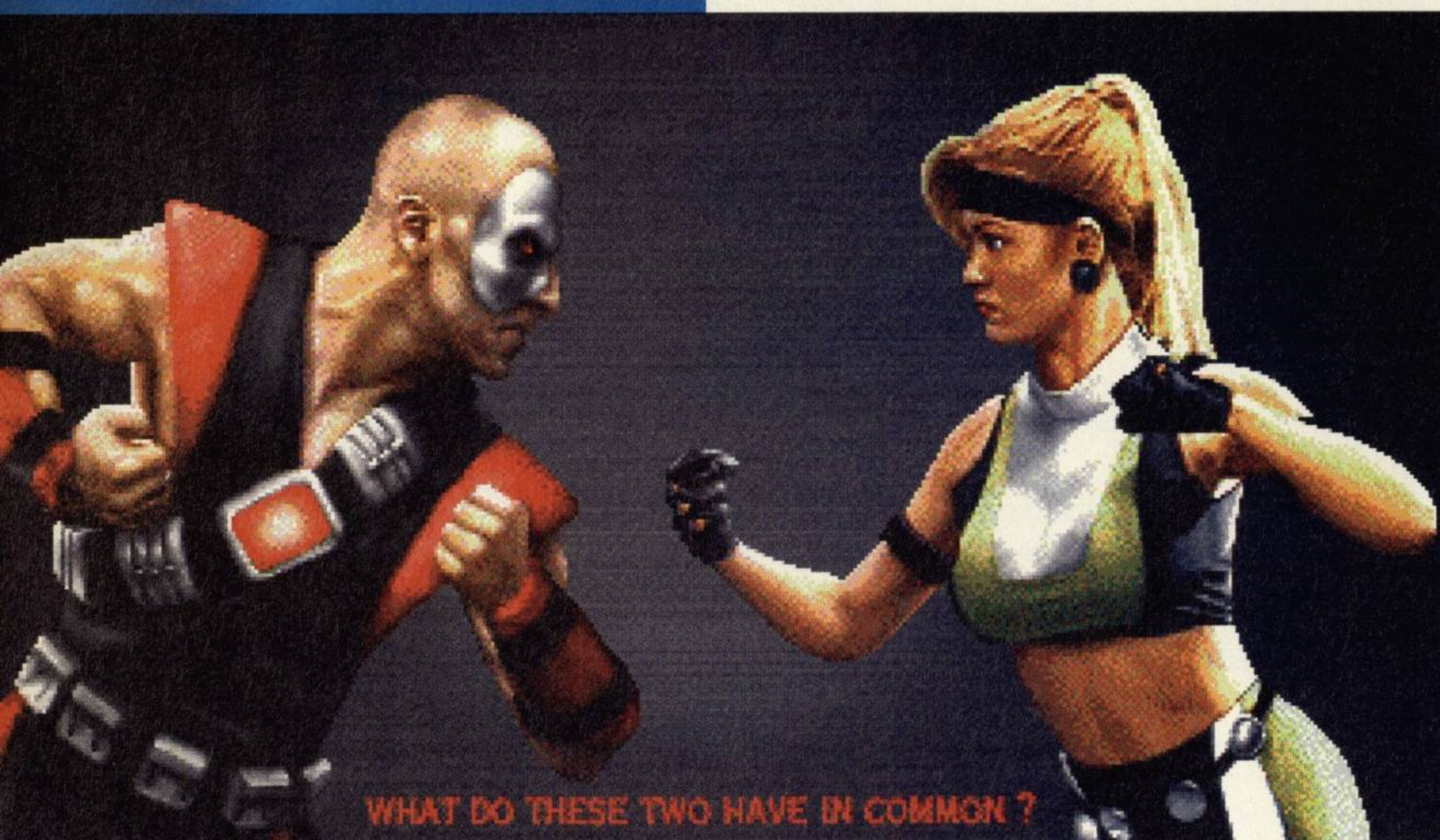
Character changes include the once mighty Jax whom is back with Cyborg Arms - a replacement perhaps for someone performing his own fatality on him? You can bet your butt that there will be more moves, secrets and fatalities than before and a great new combo scheme (Midway did write Killer Instinct....) that will have you spending all your money, your time and your life at your local arcade to defeat all weary combatants that cross your path. But wait, there's more! There will be more secret warp levels, more secret characters and more finishing moves than ever before!

Another exciting thought is that you will never know which version of MKIII you are playing. As Midway tweak and finalise, add and change, upgrade ROMs will be sent to all arcades, so just when you think that you have learnt every special move, defeated all opponents, completed the game, and found every secret MKIII can offer, something else could be added. Another boss? Another ending? Even MORE moves? Who knows. More questions get raised with every possibility.

Now kiddies, get out your bibs, as fresh from the Internet, is a list I have compiled of the hottest goss of what may or may not be in the final version of the great Mortal Kombat III...Take a deep breath and read on...

- There will be an extra button that changes the gameplay completely,
- Midway wrote Killer Instinct, so some Killer Instinct characters will be in MKIII....
- What ever happened to those Nudalities, Animalities and Ren & Stimpyalities... maybe we'll find them in MKIII.
- There will be the ability to sidestep those pesky missiles...
- There will be in-game fatalities...
- You will be able to play as Goro and Kintaro or even Shao Khan??!!

Well, I don't know about you lot out there, but I am frothing at the mouth, convulsing in shorts and skipping with a new vigour for the game ahead. I've said it once and I'll say it again - forget Streetfighter, Virtua Fighter and Killer Instinct - Mortal Kombat III is it! Keep reading HYPHER for regular updates.



WHAT DO THESE TWO HAVE IN COMMON?

find out the story in the third chapter of the Ultimate fighting game saga of all time.

After the events of MKII, it is Shao Kahn that reigns undefeated. His rule of the Outworld and the world that we know has left everything in shambles. Entire cities and familiar landmarks now crumble to their foundations and the days have been plunged into an eerie darkness. So, friends and enemies of the last two

coin-ops in the arcades

ver

the new Namco racing game.

eagerly awaited games of all time,

mbat 3 can he?

Ace Driver

Namco

Well, it seems to be that each company's new racing game is the very best in new technology - that is, until the next game comes out! For Namco to outdo their groundbreaking game, Ridge Racer, is an achievement in itself. Their new game Ace Driver, is without a doubt the smoothest driving you can get your sweaty palms on.

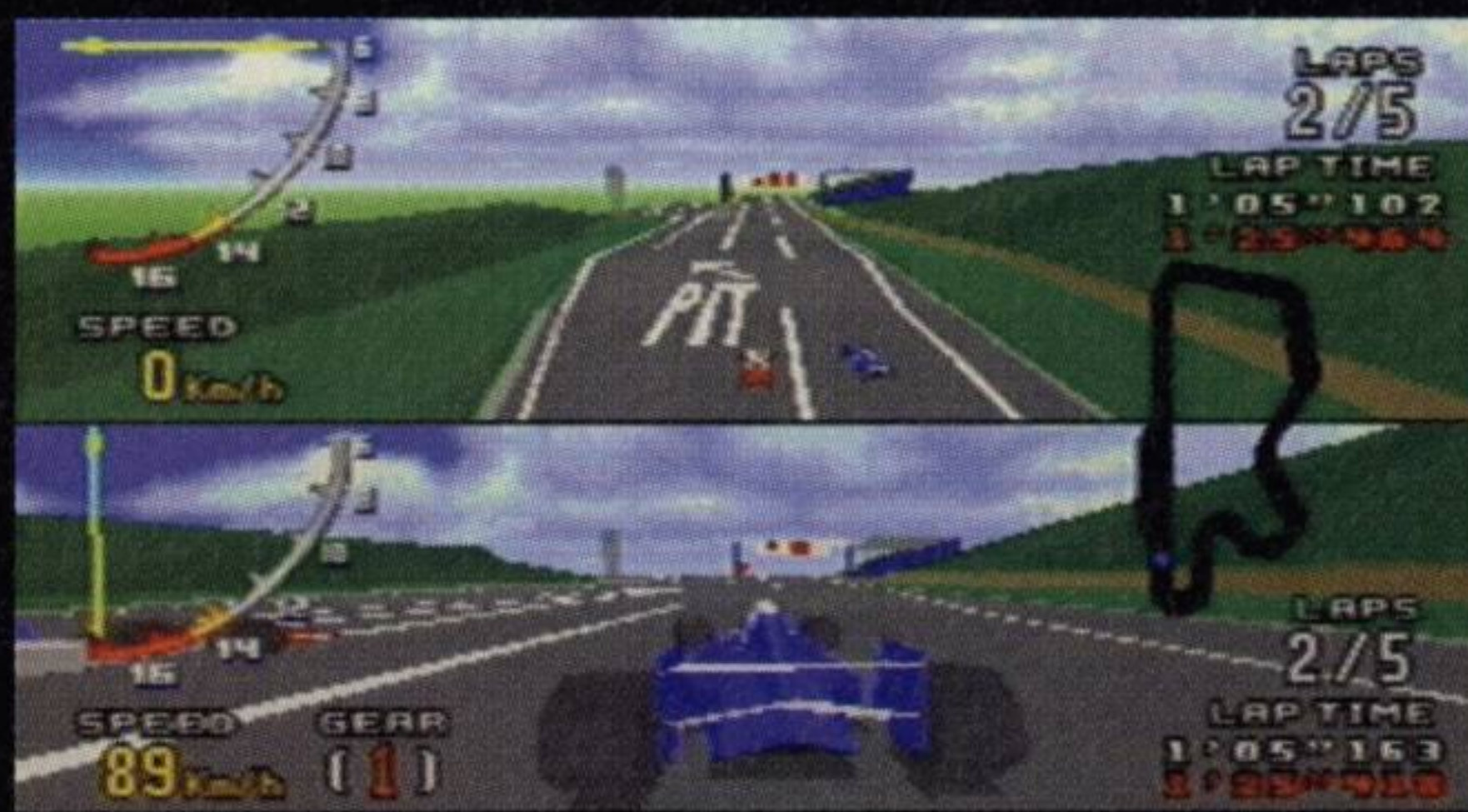
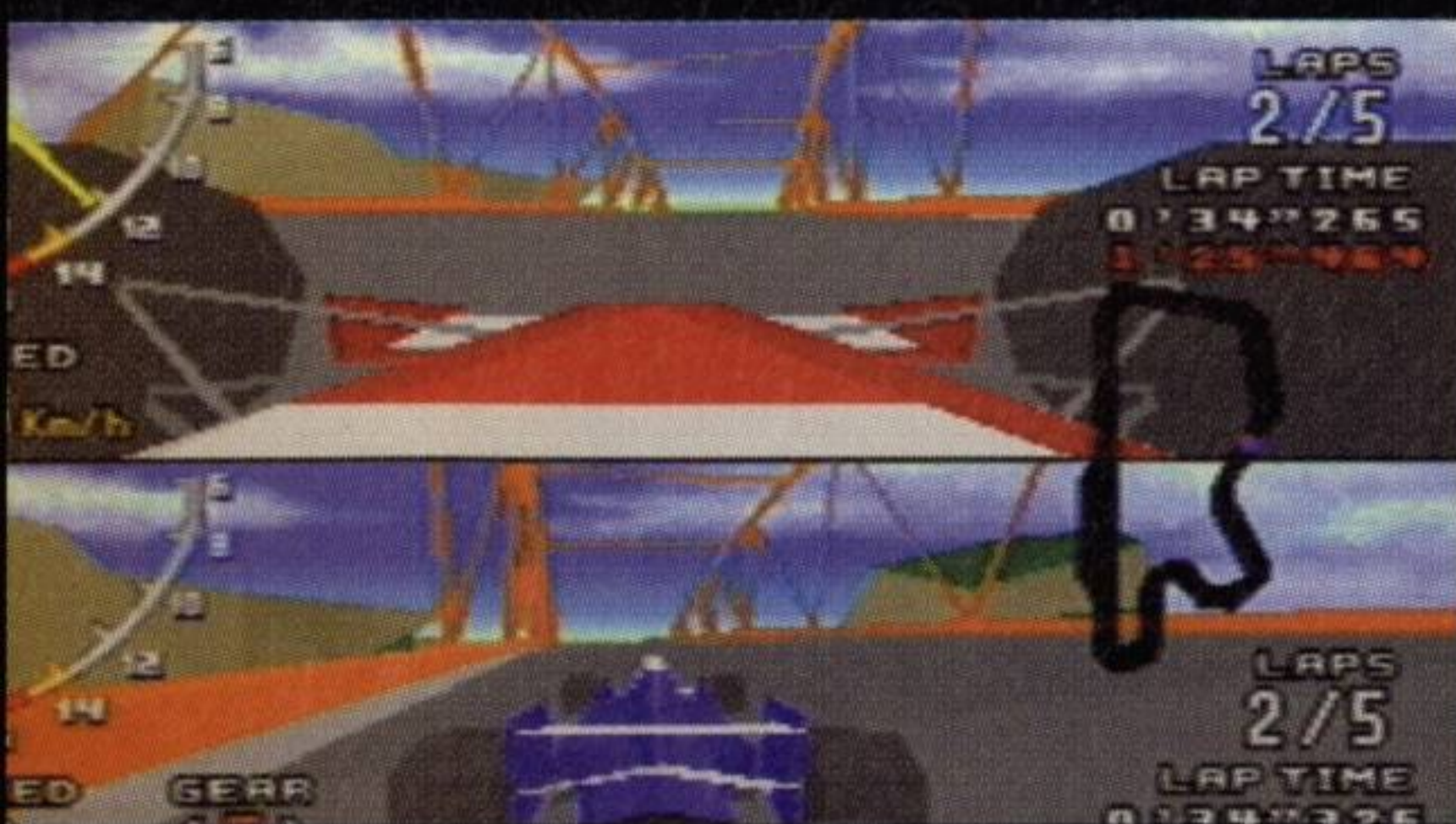
The graphics are an interesting hybrid of all the top latest racing games. Grab some beautifully rendered, extremely fast graphics, some fantastic gameplay and sound, improve on them tenfold and there you have one helluva fast, good-looking game! The gameplay is different in the way that you are not locked out of the race if you choose auto. The advantage of choosing manual is that you can take corners a little better with some sly gear shifting, and if you have chosen Auto, you'll find that you have to brake a little more often.

The standard features are all in Ace Driver, different views of your track are available, but also you can choose what car you want, each one has it's strengths and weaknesses. Most of all, Ace Driver is just so darn smooth! It really is a joy to play and will have you and your mates back for another ride in the hotseat. For the ultimate challenge, Ace Driver can be hooked up to allow 8 people to play each other. Something that I have yet to experience, as most arcades only have 4 driver facilities.

To end this review, I won't say that this is the smoothest driving game ever, but it is the smoothest driving game yet...the ball's now in Sega's court. What's next - Virtua Daytona?



R
A
C
E
R
S



VISUALS

Ooh yeah, watch them polygons fly!

90%

SOUND

Next time they should sample a racing car not a sewing machine

75%

GAMEPLAY

All you can expect from a driving game and a little bit more

85%

review

Virtuaraaci

32X

Available: NOW

Category: RACING

Players: 1-2

Publisher: SEGA

Price: \$99.95

Rating: G



This is the racing game that amazed the world a couple of years ago. My, how times change. The 32X has a special deluxe version though and "Rusty" RUSSELL HOPKINSON straps in for a virtua ride...

Ah, the 32X. It's a brilliant little idea, a genuine console upgrade that allows Mega Drive users to increase the power of their units without blowing out the budget (apparently). An innocuous, mushroom shaped thingy that you slot into your machine, allowing you to access a world of 32 bit processing, 32, 768 simultaneous colours, and DOOOOMMM!!

But I digress.... I'm not here to praise or damn the 32X, I am here to have a look at something that you can stick in it, one of the 32X's flagship games, Virtua Racing Deluxe. As one of Sega's pre-emptive strike games, designed to lure the consumer to not only buy the software itself but to also invest in that little bit of hardware it slots into, Virtua Racing Deluxe has to be good. And it is, but....

Not the Total Experience

Arcade car racing games tend to look best in the arcade, simple as that. Unless you've got a stereo telly, three foot wide with surround sound, you're just not gonna get the total experience. Sitting two inches away from the screen helps but tends to interfere with other day to day necessities like...um..vision, and those epileptic fits are rather debilitating as well.

The thing I like about V.R.D. is being able to change the perspective so that you can treat the game how you want to treat it. If you wanna be Alan Moffat or Mario Andretti, choose View 1 and you're right behind the wheel and mixing it with the best of 'em. If, like me, you want a bit of emotional detachment, choose Views 2 & 3 to obtain a Virtual Scalextric sort of vibe. View 4 allows you to get a Robert Wadlow (the worlds' tallest man, trivia freaks!) playing Scalextric perspective.

Once you've sorted out where you stand vision wise, you'll notice that the game itself looks every bit as good as you thought it might, the polygons rotate with fluidity and grace and backgrounds look almost cinematic. But what's that awful buzzing noise? Oh, it's the sound effects!

Virtua Racing Deluxe has the shittiest sounding engines of any racing game, I've heard lawnmowers at 7am that sound less annoying and my mum's Hyundai has more of a growl to it. The speech is nice and clear and other sounds like crashing into barriers are up to scratch but whoever wrote this music is in need of help. Some of the between game music sounds like reject Toejam and Earl 2 funky stuff but mostly it's the type of "drivin' music" I've hated since I first played Outrun at Timezone. (and you cant turn it off).

Options, Options, Options

The manual transmission is the same as Super Monaco. I personally dislike using the D-pad for changing gears, especially when there's seven, but you can learn to live with it. Still don't feel inferior if you find yourself going back to automatic especially if you're like the outside view, it's infinitely more fun. The choice of cars are Formula One, Stock and Prototype. The Stock car is the most realistic, the Formula One handles like a dog and sounds like a sewing machine and the Prototype just looks too stupid for words!

You can choose between Virtua Racing Arcade where you have to race 15 other competitors and beat the clock, Time Attack, a training mode and Two Player; another take on the Split screen thang....No sir, I don't like it! The lack of a memory means you'll have to record your fastest times and best results on a piece of paper and the options boil down to a simple Easy, Normal and Hard setting.

The instant replay function is only for those who must view every little bit of information available, if you complete a race then instant replay can be accessed, allowing one and all to watch the race as if Channel Seven had been there filming. A charming diversion but one that you get tired of pretty quickly. Still, it must be said that the variety of angles look especially brilliant.

So there you have it, Virtua Racing is just another snazzy lookin' driving game. Racing enthusiasts and Virtua Racing fans will approve (apart from the engine sounds) and innocent by-standers like myself will have a good time reliving childhood fantasies playing the best Scalextric set in the world.

LONGTERM

if car racing is in your blood then you'll never want to stop, i however did -.

80%

OVERALL

Another notch in the 32X's bedhead, but not without a few flaws -

82%

Virtua Racing Deluxe

ROCKO'S MODERN LIFE

Life

Rocko's Modern Life is yet another cult cartoon show from America. We mightn't have the TV show, but we've got the game. ELIOT FISH tries to figure it out...

Well, just like Beavis & Butt-Head, here's another conversion of a cartoon show none of us have yet seen. From the home of Nickelodeon who brought us Ren & Stimpy, Rocko and Spunky are a wallaby and pet dog respectively. They're from — wait for it — "Down Under, Mate!". Yep, those Americans love that sort of stuff, don't they. Well, we can all thank Crocodile Dundee for that. Anyhow, from the looks of utter stupidity on their goggle-eyed cartoon faces, it'd be safe to say that Rocko's Modern Life is a wacky, zany cartoon on MTV or something, and it's such a big thing in the old US of A, that they've decided to force feed it down our throats here in Oz, whether we like it or not. Or have seen the show or not.

Look Out for Spunky

Well after such a cynical introduction, I'm going to eat my own words because Rocko's Modern Life: Spunky's Dangerous Day (don't you hate these long game titles?) is actually a fairly good puzzler/platformer romp. If you could imagine a cross between Lemmings, the Peter Puppy stage on Earthworm Jim and some game with big sprites and frustrating controls, then you'd have, er... RML:SDD (I'll be damned if I'm going to type out the whole title).

You take the role of Rocko the Wallaby and the aim of the game is to stop your pet dog, Spunky, from getting into danger — much like you stop the lemmings in Lemmings from walking off ledges etc. Little Spunky just keeps on walking till he hits something, then he turns around and walks the other way. Life-threatening situation or not. The only way to get Spunky to reach the golden fire-hydrant at the end of the stage, is to manipulate your surroundings, keeping Spunky on the right track and out of danger. From plugging up holes, to flipping Spunky in the air off deckchairs to punching out bulldogs, the game always has you on your toes.

You can stall spunky by dropping bones, chilli peppers and schmoot (which looks suspiciously like nose-goblins) which he stops to eat, giving you time to lower a platform or simply figure out what to do next. And if Spunky's walking the wrong way, you can pick him up and drop him in the other direction. All up, it's a not a very original concept, and one that's been done much better already (Lemmings for one).

Dumb, Fat Sprites

What certainly doesn't make things much easier is the way Rocko slides around as if you're playing the ice stages in Donkey Kong Country. Jump in a certain direction and without a doubt, that big dumb, fat sprite just doesn't go where you want it too. This is not a good thing in such a frustratingly frustrating game as it is. However, with a bit of practice you'll get used to it. But then, if you bathed in horse manure for two weeks, you'd probably get used to that too.

All this aside, I did find myself coming back for another crack at certain levels, so the game does have a certain addictiveness about it. Graphically, things are very entertaining too. There are some great facial expressions, and some crazy looking enemy sprites — all nice and chunky too, except for little Spunky who you're trying to protect. But with only four levels, each level contain four sections, I can't imagine the game lasting a terribly long time. It's hard in spots, but usually that's because of the unresponsive controls more than the puzzles. I'd put my money down, that this cart is best suited for a younger audience — a young audience that's good at games, that is.

VISUALS

Very wacky, crazy, zany and pretty funny too.

81%

SOUND

Not much to write home about. Standard platforming funk.

74%

GAMEPLAY

Unoriginal, but compelling. I hated the controls, but it can make you determined to master...or maybe smash your SNES.

79%

LONGTERM

it's progressively tougher, but the approach is the same throughout.

74%



review

SNES

Available: NOW

Category: PLATFORM/PUZZLER

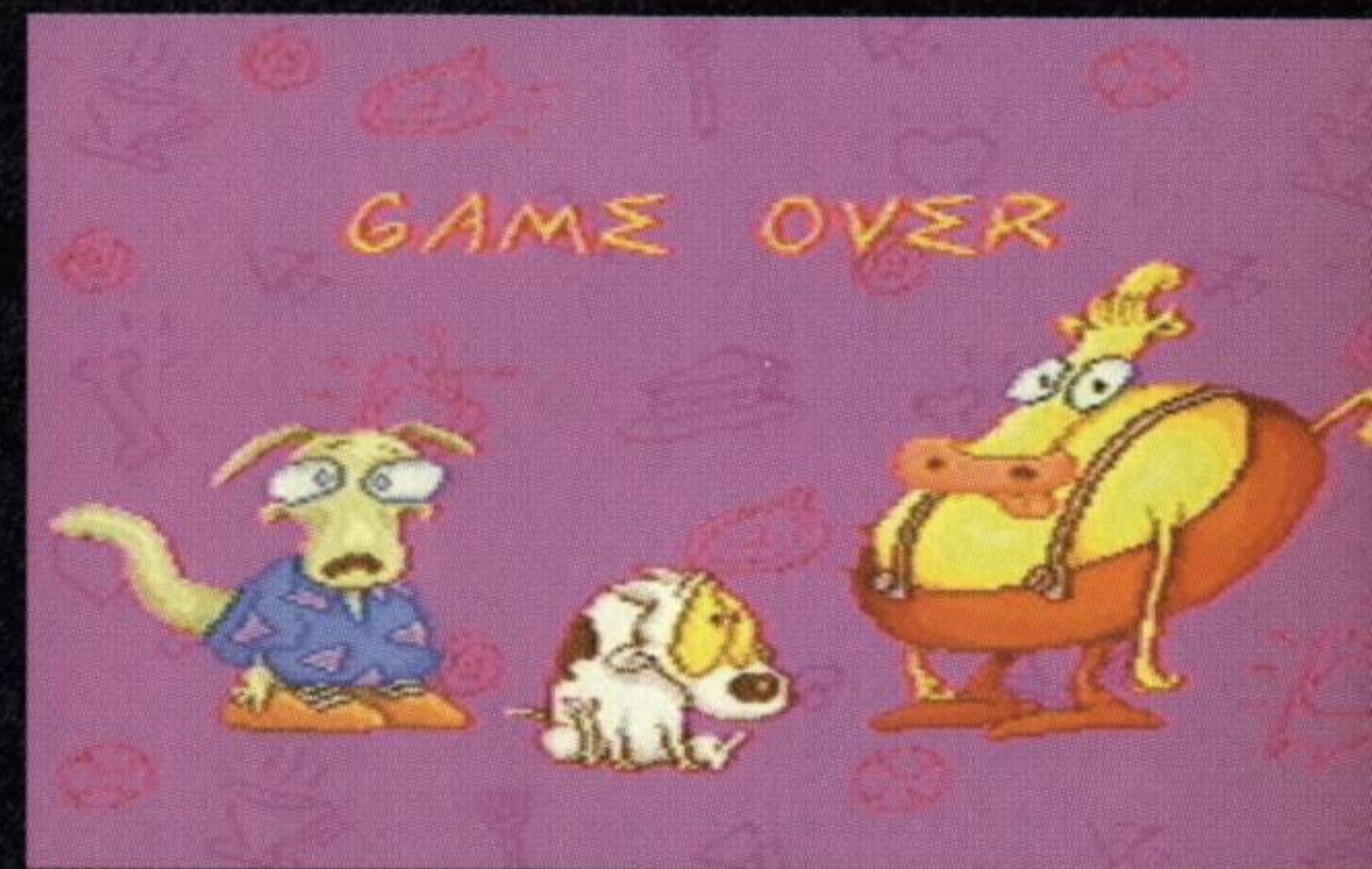
Players: ONE

Publisher: VIACOM NEWMEDIA

Price: TBA

Rating: G

odderm Dangerous Day



OVERALL

Hmmmm, not bad. it makes you like to see what the TV show's about, at least.

74%



VISUALS

Postcard backdrops and authentic looking dead kangaroos. Still limited by 16 bit though - ie a grey strip meandering through a green or brown world.

85%

SOUND

Eeek! Even the monster Superbikes sound like a 2-stroke stuck in first. Incredibly annoying after not too long, but tolerable at low volume.

72%

GAMEPLAY

Addictive and brilliant fun. Two player mode is a bit lame with tiny screens though. Short, fast tracks and upgradeable bikes makes Rash 3 the best 16-bit biker by far.

88%

LONGTERM

It's hard work to get bored with this one, tracks a plenty with enough wholesome goodness to drag you back for more and more.

84%

Road Rash

MEGA DRIVE

Available: NOW

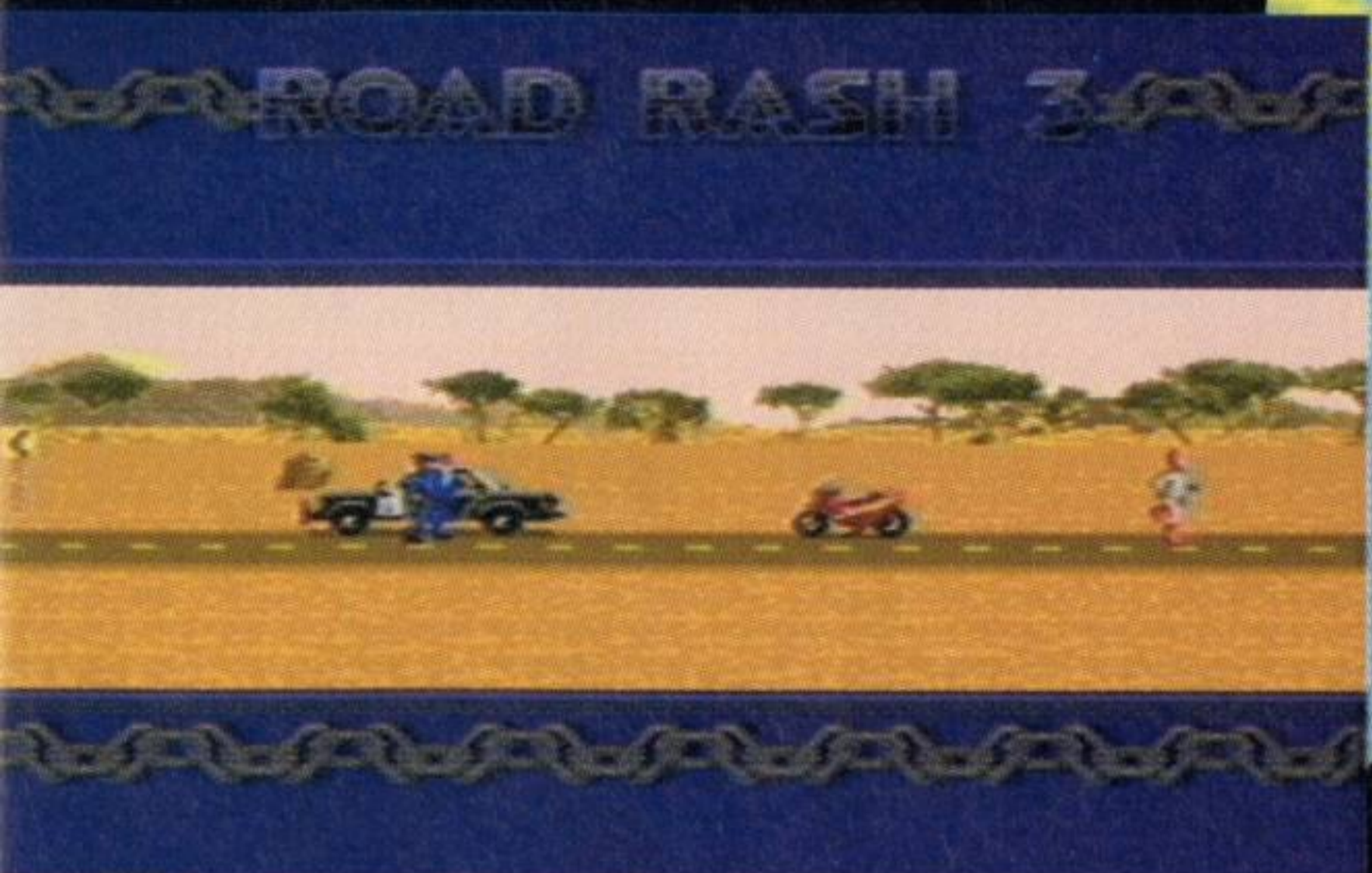
Category: RACING

Players: 1-2

Publisher: ELECTRONIC ARTS

Price: NO RRP

Rating: ??



Fancy wearing a black leather jacket with the wind blowing in your face at 300kmh? How about staring at the TV with a plastic control in your hand? Cattle prod gripped firmly, Ben Mansill goes cruising...

There are gamers out there who have never played either a Road Rash game before. If that includes you, then go right ahead and feel bad, for yes, there is something wrong with you. The classic bike racer is a glorious blend of barely organised competition and gratuitous violence, which equals huge fun.

Given that Rash 2 approached the limits of the Mega Drive's capabilities, version 3 contains mostly superficial enhancements. Visual tweaks have been applied to all areas of the game, while the gameplay has been left mostly intact. Then again, you don't mess with gameplay if it doesn't need it, you make the good things just a little better. And that's what EA have done.

Cash Rewards

While the idea is still to compete over a series of courses, against a bunch of cool street dudes, new features make it a more absorbing challenge. Cash is the reward for doing well. The higher you place - the more you get. In previous Rash's you would shop to stay competitive, buying hotter bikes when you had sufficient moola. Rash 3 follows the same recipe, but adds the ability to upgrade existing machinery. Bigger engines, better suspension, nastier weapons and more. It helps enormously if you're struggling to stay competitive, but can't quite stretch it for a new bike.

There are definitely two ways to play Road Rash 3 - or any Rash game for that matter. There's the "need for speed" approach, where you just avoid the opposition players and go for broke. Or you can take the Mad Max attitude, using pure thuggery to get results. A healthy array of hitting weapons can be purchased, or stolen from other bikers as they swing their thing, the cattle prod being the new top of the range.

All this fun takes place through a variety of countrysides from around the world, unlike previous Rash's which had a strictly American flavour. The tracks are better and there's more of them. There's even an Australian track - complete with dead Kangaroos by the roadside! EA have done their best with the 16 bit system and have achieved great results - although 3DO it's not. The road is your regulation issue winding grey strip, surrounded by plain green/brown/white (depending on where you are). Objects placed along the way reflect both your geographic whereabouts and the skill of the programmers. Buildings have a 3-D look to them - albeit somewhat blocky. Roadside distractions

include cows, mooses and the like. Often they're right in the middle of the road, just past a blind hill or bend. They're possible to avoid with super-fast reflexes, as are the oncoming cars which now travel at a more realistic speed. Old Rash's had cars trundling along at walking pace, Rash 3 has them cruising speedily enough to make passing what it should be.

Get Airborne!

New too are jump-ramps, which occasionally appear along the road. If you're sharp enough to time it right, the ballistic trajectory you are launched on gives a mighty boost to your overall time. Unfortunately they usually appear right after blind corners, harbouring cop cars more often than not, as well. The law is much less of a problem in Rash 3, the cars are easily outrun and cop bikes are a breeze to send sprawling with a deft poke of your prod. Don't try these tricks out there in reality kids, your cattle prod may well end up being confiscated.

Engine sound effects are less than meaty, bikes sound more like a band-saw through metal. The music is a big improvement though, with hard-rock national anthems pumping through your telly. Sadly you can't have music and engine effects, it's one or the other - best to put up with the bandsaw so you know what's going on.

Road Rash 3 has just enough upgrading and progressive advancement to keep you hooked, and it's just the sort of thing for when you feel like rapid velocity with mass carnage.

OVERALL

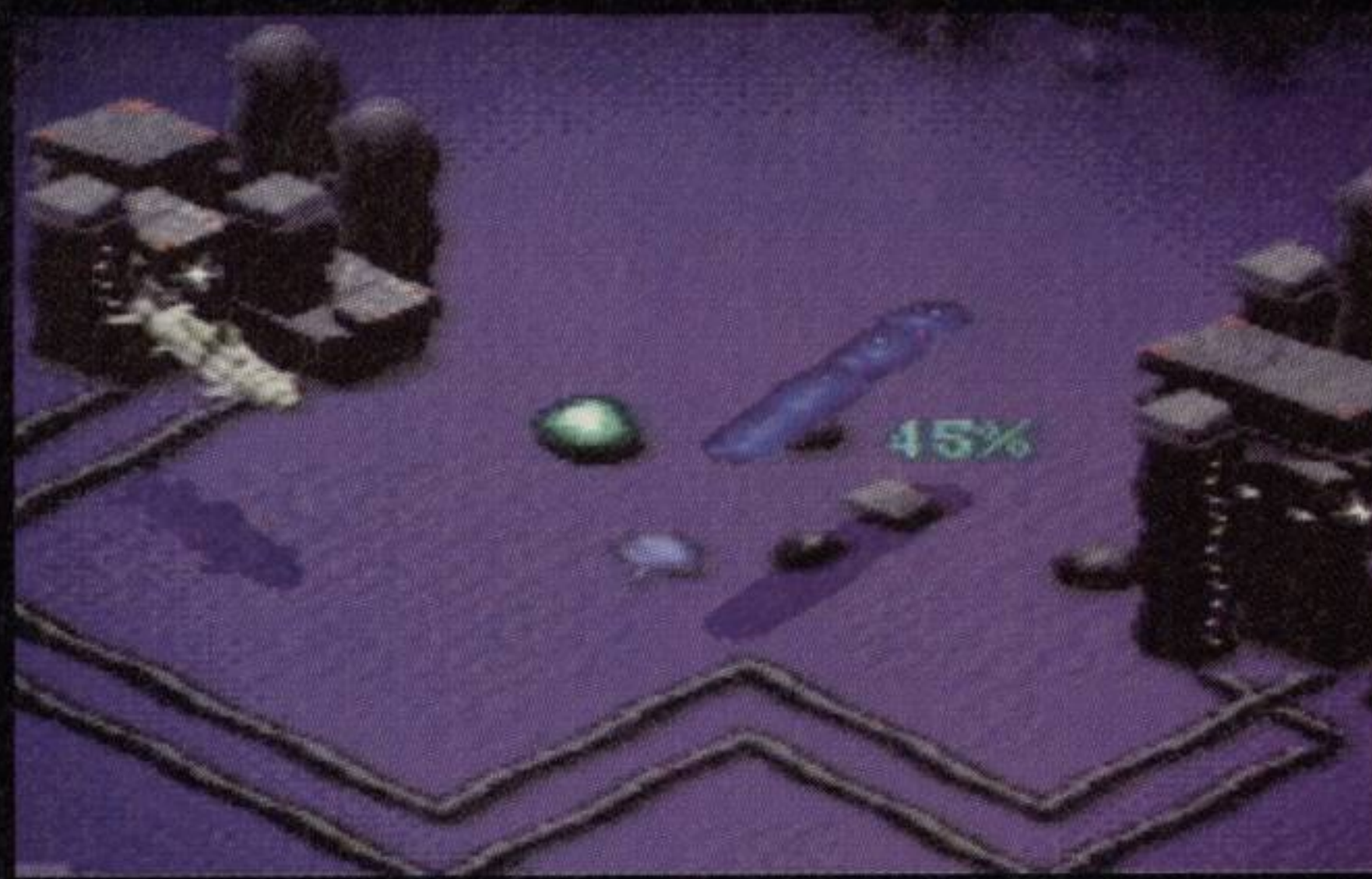
Phew, finished the review, now i can get back to my Superbike and the life of a rebel living outside the rules of society - oh yeah, and go really fast too.

85%

RASH

3

review



SEED

VISUALS

Very nice indeed, but as time goes on it's harder and harder to stand out in this department.

83%

SOUND

Water sounds and a few explosions.

80%

GAMEPLAY

Involved, smooth, lots of options and decision making. Certainly not as involved as a hard-core sim but it never claimed to be, did it?

88%

LONGTERM

Could be longer, but it's not a pushover either.

80%

SNES

Available: NOW

Category: ACTION/STRATEGY

Players: ONE

Publisher: MALIBU

Price: \$99.95

Rating: G

SeaQuest DSV is a heady mix of Spielberg, Stephen Spielberg, The Hunt for Red October and a submersible Star Trek, all rolled into one sodden package.

STRETCH ARMSTRONG is the Roy Scheider of the video game world...

There's nothing quite like it, really. The spray of sea, the smell of salt and the thought of six months underwater with a crew full of able bodied seamen. It's a hole that needed to be plugged and that it was OK to go under it as well.

As with most shows that manage to even limp through one season, dsv is now the subject of a game which, now that I think about it, makes me wonder where that long promised Baywatch game is. They're probably still working on the silicon graphics I suppose. The mere mention of that name and I can almost feel sand in my jocks... but I digress...

No Barf Required

I may not be the biggest seaQuest fan swimming around (I don't hate it, but I rarely get a chance to watch it), but I'm already filled with great respect for the producers of the game and the show. Receiving a game awash with TV license images, I naturally feared the worst - a left to right platformer, sprites that look about as much like the cast of the show as the HYPER crew and backgrounds that someone stole from a bin near the Ecco development office. Hallelujah! I couldn't be more wrong. Someone has actually put some thought, time and effort into this and come up with which looks good and challenges as well. It may not be pushing the envelope but if you can start up a TV licence game and not have to stifle a barf then that's a pretty good beginning.

This is actually a combat/rescue strategy game in the vein of EA's Strike series (Aquatic Strike?), although a little less frantic. It also combines some of the nice look and feel touches of Subterranea, another cool rescue game you may remember.

What's good about seaQuest is the wealth of options and vehicles that are available to you as you set about tackling the long list of missions facing you if you wish to progress through the ranking ladder to become Admiral in the United Earth Oceans organisation.

Your prime vehicle, of course, is the seaQuest dsv 4600 itself, but lurking in its bowels are a bunch of other vehicles which you will have to carefully select and courageously pilot. From the small, tough Crab and super-speedy Stinger right through to the Sea Speeder and gargantuan Truck, each has its own weapons, armour and special features that you'll need to factor in before embarking on a mission. All this fun and I've yet to even mention the Hyper-Reality Probe (I think my doctor has one) and Darwin the Dolphin (clearly the most intelligent of the seaQuest crew), both of which are also at your disposal.

Environmentally Aware & Incredibly Violent

Out on missions you'll flick between the action itself and the Strike-style control panel. At the latter screen you'll receive information updates (ie clues) and have access to navigational information, your other vehicles and a wide array of weapons. The action divides itself between diagonal, top-down perspective in the main, flicking to side-on Subterranea-style views on many of the sub-missions. In both cases the graphics are fine and detailed, if not mind-blowing. The missions, some of which have time limits, involve all manner of activities from the old classics like killing loads of enemies, saving stranded crew, shutting down bomb threats, saving the ocean from chemical spills and even preventing the destruction of the Great Barrier Reef. Yes, you get to be environmentally aware and incredibly violent at the same time - an all too rare mix of enjoyable activities.

Apart from the minor quibbles that it will be over a little too quickly and will be too slow for some (if those two make any sense), this is a fun game that is well worth...ahem, immersing yourself in.

weeSt DSV review

OVERALL

Damned enjoyable underwater strategic fun.

84%

Theme Park review



BERRYGROUND

RIDE COST: 5000
 PEOPLE SO FAR: 0
 EXCITEMENT: BAD
 RELIABILITY: POOR
 CAPACITY (MAX): 1/15

BALANCE: MONEY IN, MONEY OUT, BUS PEOPLE, GATE CASH, SHOP CASH, STAFF COST

1995

AVAILABLE CASH	165402
PARK VALUE	14000
CURRENT LOAN	100000
RESEARCH/MONTH	250
TICKET PRICES	60



THE ROSEBUSH IS A PRICKLY BUT FRAGRANT FLOWER

ROSE BUSH

YEAR END DETAILS

	THIS YEAR	LAST YEAR
PARK VALUE	51,050	14,000
PLANCE	90,775	93,772
AN	100,000	100,000
KIRUH LOAN	150,000	150,000
KINGS	2,038	50,989
RENDED	50,540	50,540
ND TAX	0	0

CLICK TO SELL PARK FOR 82000

CHARTS 1997

RICHEST		SATISFYING	
2	LORD BELLFRY	1	BBB
3	ALAN HORSTED	2	DHARSHAM KUN
4	BBB	3	R NIXON
5	RHINO MALHOOD	4	DR. ZANDINI
6	J KENEDY	5	LORD BELLFRY

EXCITING		BIGGEST	
1	BBB	2	PROF. KEETIN
2	DHARSHAM KUN	3	J KENEDY
3	R NIXON	4	BBB
4	DR. ZANDINI	5	LORD BELLFRY
5	LORD BELLFRY	6	RHINO MALHOOD

AGREEMENTS		PLEASANT	
1	BBB	1	BBB
2	LORD BELLFRY	2	PROF. KEETIN
3	PROF. KEETIN	3	LORD BELLFRY
4	RHINO MALHOOD	4	H JOHNSON
5	SIMON HILL	5	DR. ZANDINI



VISUALS

A shiny, rendered look reeks hard work and quality. Building the game world from scratch will be a new experience to most Mega Drivers.

87%

SOUND

It sounds like... a Theme Park! Lucky that. Buzzing crowds and other festive effects complete the atmospherics of a truly grand game.

84%

GAMEPLAY

Narrow minded blast-freaks will quickly bore of the intricate detail, but anyone with a measurable IQ and some creative yet ordered intellect will love it.

88%

LONGTERM

By its very nature, you're in for the long haul if you like the style. A game which can easily be played dozens of times with absolute satisfaction.

89%

MEGA DRIVE

Available: NOW

Category: STRATEGY/SIMULATION

Players: ONE

Publisher: ELECTRONIC ARTS

Price: NO RRP

Rating: G

MEGA DRIVERS



THE GHOST HOUSE IS A CHEAP BUT THRILLING RIDE WITH LOTS OF SPOOKS FOR LOTS OF PEOPLE. WAIT TILL THEY GET A LOAD OF THE PYROTECHNICS.

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Running amok in a fun park is happy joy no matter who you are, but now Mega Drivers get to play boss and make the world a more fun place to be. Ben Mansill gives his Fairy floss a once over...

Hallelujah! At last the Mega Drive gets a truly excellent strategy/empire building game. Traditionally the realm of the PC, it's finally being recognised that Mega Drivers want more than just variations on the same action/shooting theme.

The big stumbling block to this sort of conversion is the interface. The PC has a mouse and hundreds of keyboard combinations; control pads are far more ergonomic but are fairly primitive when it comes to big time strategy. The good news is that someone at EA is thinking, as playing Theme Park with a control pad is simple yet effective. The buttons bring up menus, items from which are selected with the direction pad. Laying foundations and building happens with a tap of the A button - beautiful.

Micro-economic Management Made Fun

For the benefit of those born yesterday, Theme Park has you designing and building a - wait for it - Theme Park! There's more to choosing where to put the rides and shops though, the game is a full-on exercise in micro-economic management, but don't let that put you off, it's mighty fun. Factors to consider for example, are how much sugar to put in the soft drink (more = hyperactive, bigger spending visitors, but at a cost) and what sort of odds to apply to the roulette-type giveaways.

The game is deep. A huge range of employee types must be carefully chosen; security guards at the gates are a must to keep out "undesirables", and similarly essential are hordes of maintenance workers and cleaners. Non-essential but highly desirable is an army of goofy clowns and entertainers to entice the kiddies. Overdoing it staff-wise will quickly drain the bank, and even a perfectly balanced budget can be thrown into disarray when your miserable employees strike for better wages. They must be placated quickly or it's bye-bye fun park.

The whole idea is to make your park as attractive as possible to the punters, that means balancing their needs for food, drink and fun rides - not forgetting basic sanitary amenities. The ultimate drawcard are the hot rides - some of which you design yourself. A rollercoaster is a must and you assemble it to your liking meccano-style to make it the highlight of the park. If it all comes together well you gradually pump up the ticket prices, being careful not to over-do it and drive the fans away.

Bank loans are available in times of either dire need or brash over-confidence. Your performance and economic status are displayed beautifully on colourful and detailed graphs. Ultimately you want to establish your park as a cash cow and look to the big picture. New parks can be built almost anywhere in the world - including Antarctica! As with any healthy free-enterprise, there's competition too, the CPU is actively controlling other parks in a race for customers. Economic skulduggery is vital, you can buy out other operators, while fending off their attempts to buy your outfit.

Theme Park was incredibly successful on the PC and almost seems better suited to the Mega Drive. It's a game that appeals to just about anyone with patience and a brain. Looking fantastic and sounding spot on are major virtues; big, bright and richly detailed graphics are complimented perfectly by boisterous crowd noises and chatter.

The only off-putter for console traditionalists is that there is nothing to shoot or destroy, but hey, there's more than one road to global domination and cornering the fun market is both the idea behind the game and it's greatest virtue.

OVERALL

Mega Drivers never had it so good. Come and discover what the PC world has been doing for the last year. This is one to buy, not rent.

87%

Toughman at Bo

Something new and different in a boxing game? Could it really be? Is violence the problem or the solution? Ben Mansill takes off his gloves and checks out the ring...

With an Australian character called Sydney Dundee and a Kurt Cobain lookalike with the unlikely surname of Rock, this new boxing game is hammy to the extreme - unless Snoop Jabby Jab is supposed to be taken seriously.

Brutal Head-Bashing

There really truly is a contest going by the name of Toughman Boxing, right here in reality. It's not sport, it's brutal head-bashing and guess what, now you can do it at home in the comfort of your favourite cosy chair.

The caper is to bloody your way through a short series of regional bouts, before qualifying for the big-league of biffa and hopefully skull-smashing your way to the top of the tree of mindless thuggery. In a primal sort of way, Toughman is addictive fun. It's well designed with enough features to have you pounding the control pad for many a night.

The traditional invisible-you format is used, and the opponent faces you, looking through the silhouette outline of your body. It's the only way to do a boxing game effectively. The show is set against different backdrops, reflecting the informal nature of the real contest. You fight in pubs, sawmills and the like, and it all looks fantastic with heaps of detail and colour. Some scenes though are less than parent-friendly, as the pub has patrons hammering away at each other in the background, while bikini-clad babes stroll about. We don't want kiddies thinking this is what Daddy gets up to on Friday night.

Luckily the gameplay redeems this in a big way. Probably due to the unstructured and informal nature of the contest, your moves are varied and interesting. Aside from basic yet gratifying moves like smashing hooks (A and C buttons for left and right hooks), there are bloody upper-cuts and full-on speedball rolling punches. Special moves include the Super Hook and Haymaker, as well as big-time knockout animations if you manage to hit your enemy clean out of the ring.

Rough and Dirty

Each bout lasts three fairly short rounds, with the old faithful power-meter keeping tabs on the state of play. Fighters regain a little of their strength after a TKO, but not enough to make life unfair if you're success is spectacular. Dodging and ducking work well if you're going to approach a fight with any timidity, but best results come from going in full bore with an unstoppable barrage, any hits you take being written off as a calculated loss. That's how Stuart plays Doom, it's a crude but effective technique. This is Toughman, it's rough and dirty with no room for style.

Toughman combines downright silliness with serious competition. The end result is a ripping good time. We played an almost complete Beta version and not a rough edge was to be found. The bad guys were just a smidge too easy to beat, but methinks the final version will have tougher toughmen to round off one hot boxing game.

Extra gaming value is delivered with a two player mode which is perfect for un-winding after a hell day. Longterm thrills may fall a little short though, as once you perfect your style and start to win most of the time, the road to the top is a little too short for lasting satisfaction. Still, the action is meaty, the blood flows freely and for a straightforward concept, there's enough variety to keep you hooked for at least a while.



VISUALS

Lush. The backdrops add a suitable thuggish mood, while the thugs themselves are a perfect caricature of every back street bully there ever was.

80%

MEGA DRIVE

Available: APRIL

Category: BOXING

Players: 1-2

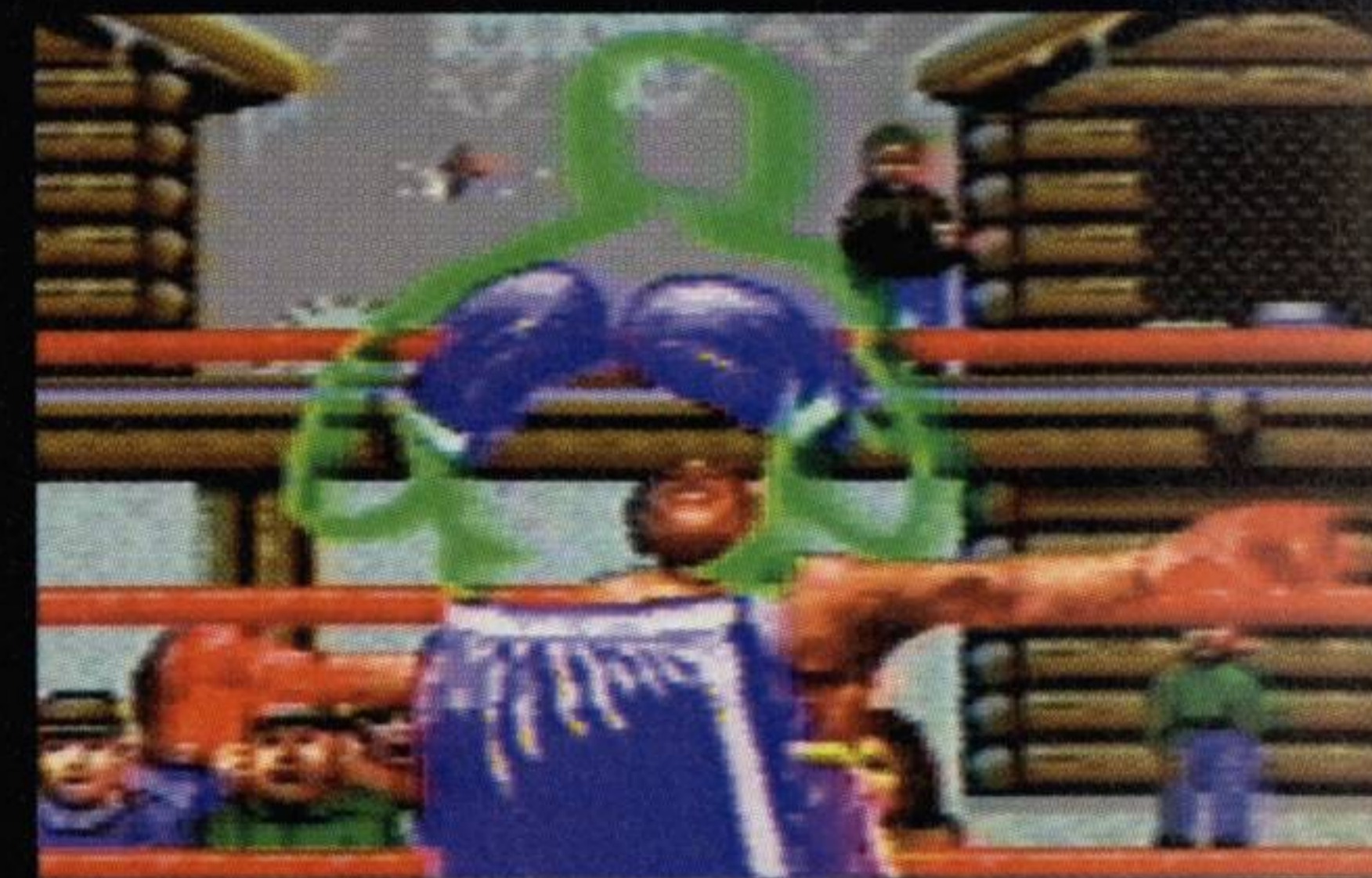
Publisher: ELECTRONIC ARTS

Price: NO RRP

Rating: TBC

review

Boxing Contest



SOUND

White noise is barely discernible as the crowd bustle it should be. Better are the grunts of your primal opponents and the compressed flesh when you get it right.

78%

GAMEPLAY

Boxing games bore me, but Toughman has a base appeal which keeps any tedium well at bay. Combo's and special moves are plentiful and fun.

81%

LONGTERM

Enough variety and combo's to make you want to keep at it. Even when you achieve Toughman nirvana, the action will bring you back for more.

80%

OVERALL

A classic is a classic, no matter how short-lived it is. Toughman is honest, no mucking around fun.

79%

45«

review

Mickey & Minnie the Great Circus Mystery

Mickey and Minnie planned to spend a fun-filled day at the circus but when they got there all the performers had disappeared. RUSSELL HOPKINSON drove them away all by himself just by holding up a sign saying "Crap Platform Game Approaching"

Why do I get the feeling that someone at Capcom said, "Hey, we need another Mickey game fast"? Maybe it's because the plot for this game is wafer thin or maybe because it appears to be hastily assembled conglomerate of just about every platform game ever invented. Indeed, The Great Circus Mystery is so insane, I challenge anyone with an IQ over 10 to find it challenging or indeed fun.

Mickey and his girlfriend, Minnie, have planned on a day out at the circus. Unfortunately an evil Baron (a sort of ghost bull terrier) has inexplicably stolen all the performers and replaced them with ghosts. Not only that but Donald and Pluto are missing too. Being the heroic sorts that they are, Mickey and Minnie set off on a journey through five different areas to find the Baron and defeat him, thus returning law and order to the land. Why didn't they just call the cops? It would have made everyone's life easier (mine included).

Platforming "Mystery"

The game tries to promote itself as a mystery that needs to be solved (hence the title) but really there's nothing mysterious about a game where you go from left to right, jump on platforms and attempt to kill your enemies by jumping on their heads. As for the missing Donald and Pluto, well they turn up quite quickly and bestow magic suits upon you. There are three of these suits and you can make quick changes throughout the "action" depending on which suit is required for the job.

The first is a "sweeper" outfit that includes a Bruce Springsteen style headband and a vacuum cleaner. The vacuum cleaner sucks up ghosts and changes them into shiny coins. The second suit is a safari style suit complete with a grappling hook for those hard to reach places (unfortunately those hard to reach places don't seem to lead anywhere) and the third is a cowboy outfit that includes a magic hobby horse and a pop gun. Each suit will help in various situations and can be changed at anytime but the suits special power has a finite life and must be "refuelled" by finding the appropriate icon along the way. Besides these items, you can collect lives, coins, health and extra points, usually hidden in gold boxes (just like in Alex the Kid). When you get enough coins, it's time to find one of the stores that are hidden in each zone. The shops sell the usual platform game bits (lives, power ups, health etc) as well as magic outfits that use half the power.

There are two bosses for each zone, a minor one which can be killed by jumping on it's head and a major end of level boss that usually requires the use of a magic suit to kill it. All of the bosses are relatively easy to kill but require heaps of hits to K.O. and most drove me mad in the process.

It's a Dog, Not a Mouse

The game itself plays like a dog. Mickey ain't that responsive and you will call him all manner of interesting rude names every time he over jumps a platform and falls to his death. Each level is fairly short and after some you'll be wondering, "Is that it?" and although the instruction book goes on about wonderful things you can do during this game, for the most part it's yet another average platform experience. The magic suits are helpful but they're not the most wonderful innovation in the platforming genre and compared to some of the newer games (or even games from a year and a half ago) it all seems fairly yawnsome. The two player mode allows you to play as a de-facto couple with Minnie joining the fray. It makes some areas easier but also highlights how little there is to do in other levels. All in all the game is fiddly, pretty short and quite dull.

Of course the Mickey Mouse cycle of games have always looked pretty snappy and for the most part, The Great Circus Mystery is no exception but I think anyone over the age of two would find this to be a minor plus. As per usual, the in-game music is totally twee and very annoying.

In an age where the release of Disney games like Aladdin or the Lion King are an event in themselves, Mickey finds himself way back in the field.....retirement time perhaps?



VISUALS

Quite nice as you can now expect from a Mickey game.

79%

MEGA DRIVE

Available: MARCH

Category: PLATFORM

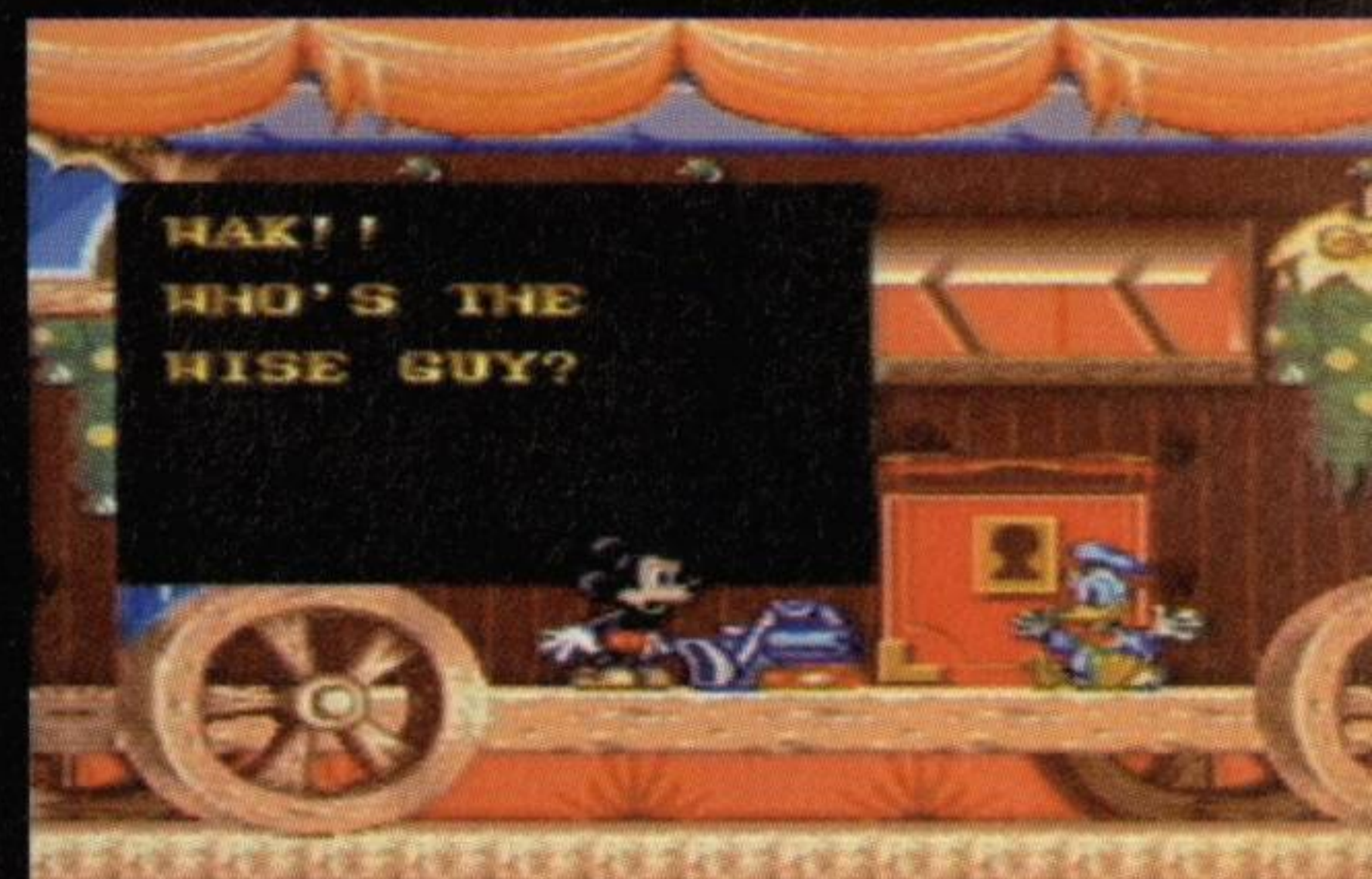
Players: 1-2

Publisher: CAPCOM

Price: \$99.95

Rating: G

Minnie's Circus Mystery



SOUND

Average with some very dumb muzak.

60%

Codes:

1st password: Goofy/Donald/Mickey/Minnie
2nd password: Minnie/Mickey/Donald/Goofy.

GAMEPLAY

Stodgy to say the least.

50%

LONGTERM

It's quite short, and you'll no doubt get through after a couple of spins.

45%

OVERALL

Yawn. We've seen it all before - check out Earthworm Jim instead!

58%

Could BC Racers be the Killer game the Mega-CD so desperately needs?

Did Neanderthals really have motor races? BEN MANSILL explores a new Stone Age...

The simple things are often the best. Often, but not always. Racing games are by nature, simple affairs. There's not a lot of sprucing a game designer can do to make their racing game much different to any other. The easy way of course, is simply to rip-off someone else's hard work.

BC Mario Kart

Mario Kart is a gem of a racing game. The Mode 7 scaling and rotation which the SNES does so well was put to great effect. Having the scenery move realistically in relation to your input was nice too, as the unconvincing mapping of terrain in other "drivers seat" racers like Super Monaco was wearing a bit thin. It's three years since Mario Kart, that's a long time to wait for a Sega clone using the same technique in a racing game.

BC Racers is the Mega CD's answer to Mario Kart. It's from Core Design, so it's no surprise to find the setting is the prehistoric Chuck Rock world. The business of racing in BC Racer is so basic that it charms you into enjoying yourself, no matter how much you want to hate it. The problem though, is that the thrill wears off way too soon, like after only an hour or so. Having only eight tracks with little difference between them compounds the problem. Being just too easy is the proverbial nail in BC's coffin.

Utterly talentless players won't miss out on seeing all BC has to offer, advancing to the following track after the chequered flag falls happens automatically - unless you finish dead last. Winning for the sake of it is the only motivation BC offers to drive you on, and that little challenge will come easy to the most inept amongst us as the game just offers too many ways to make racing a push-over.

Cheaters Win

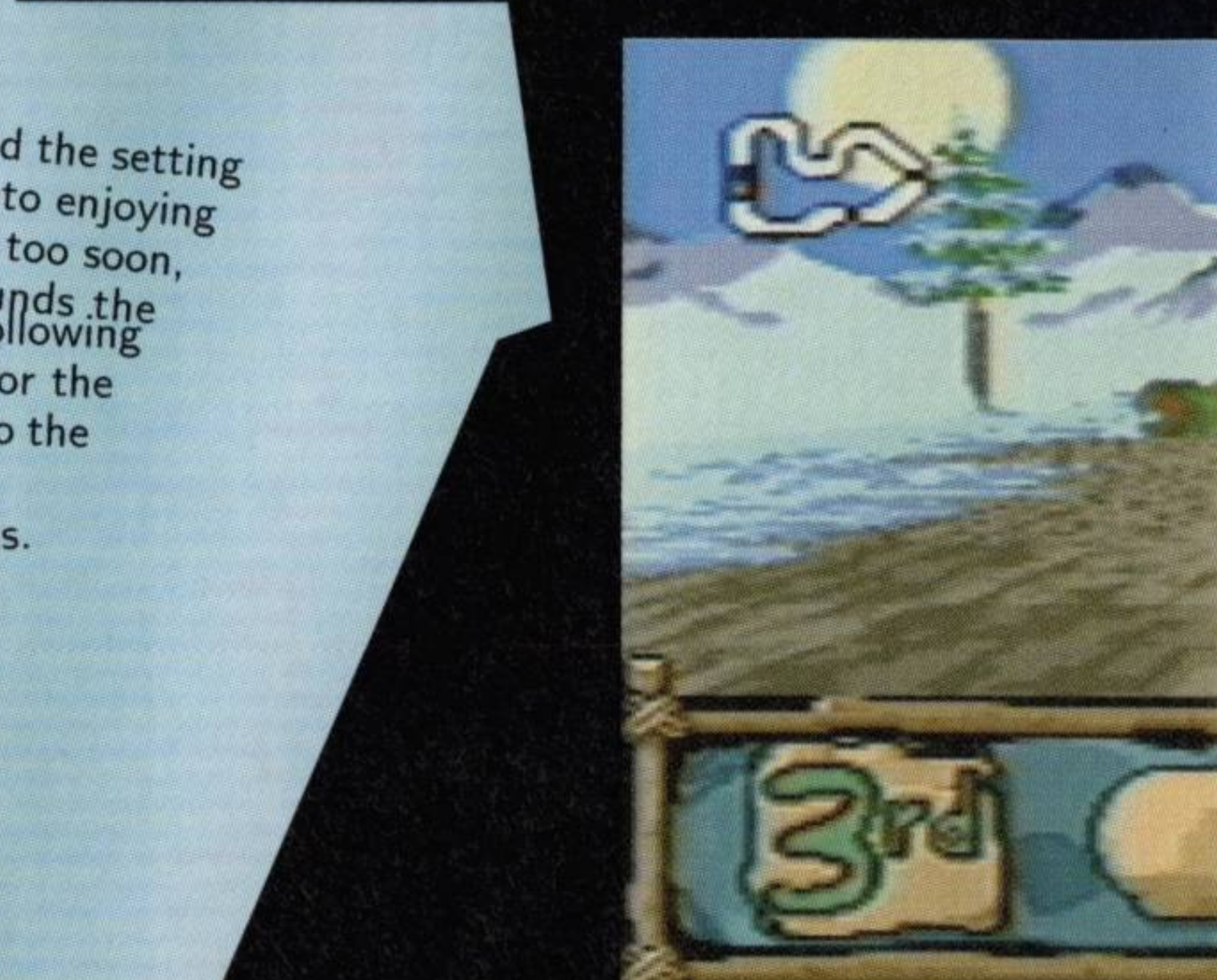
Adopting a no-frills racing style is a tough way to victory, even on the lower difficulty levels. Life gets a little easier though, by making the most of the cheating the game almost encourages.

Cutting most corners via Fred and Barney's front yard usually gives enough of an edge to finish in the top three. It's perfectly legal (in game terms) and is such a reliable race-winner that any iota of challenge is forever lost. More radical rule-bending can be had by simply ignoring the track completely, and paddock-thrashing it straight across the turf. Just hang a sharp left into the bush and keep going until you find another bit of road, this makes it possible to lap opposition cars without ever seeing them. The manual recommends this method, referring to hidden routes through the scrub, in reality the "hidden" routes are pretty damn obvious, provided you cruise a couple of reconnaissance laps. Indulging in a little trial and error will reveal all, and with only eight tracks it won't be long before you can win every race on the hardest level without even trying. What fun.

To be fair, this game is spot on for younger players, the toddlers will have a hoot tearing around the cartoon fantasy land, super simple controls and short races further enhancing its appeal. The scenery usually rushes past too rapidly to appreciate the Bedrock atmosphere, but the glimpses you get are enough to generate a nice cartoonish feel. The eight tracks each wind their way through some radically different scenery - not that it matters much, the road surface seems common throughout. There is a night course in which everything is pitch black, except a tiny bit of real estate directly ahead of you illuminated by headlights. That's as tough as it gets. A couple of other courses have bridges which launch you high into the air, there's no special skill required, as the bike can be steered while airborne. Lame and just too easy.

Road Rash style punching in a regular part of the show, at least at the start when things are more congested. The two player mode lets player 2 do the biff while player 1 has the helm. No head to head option is available though.

While younger players will just love it, BC Racers holds little appeal for more discerning gamers, other than an hour or two of mindless time-killing.



BC

VISUALS

Chunky-style and slightly jerky. The Mega CD's limited colour palette doesn't matter too much though, as the style is very cartoony.

69%

SOUND

Cave-man music is apparently a mix of Egyptian and Didgeridoo - at least according to Core Design. It's incessantly annoying, with a tinny engine no relief.

46%

GAMEPLAY

Tape the accelerate button down and just steer. The races are over too quick for maddening frustration to set in, which is some relief.

56%

LONGTERM

BC Racers will comfortably waste a rainy afternoon, but what are you going to play tomorrow? Not this.

45%

MEGA CD

Available: NOW

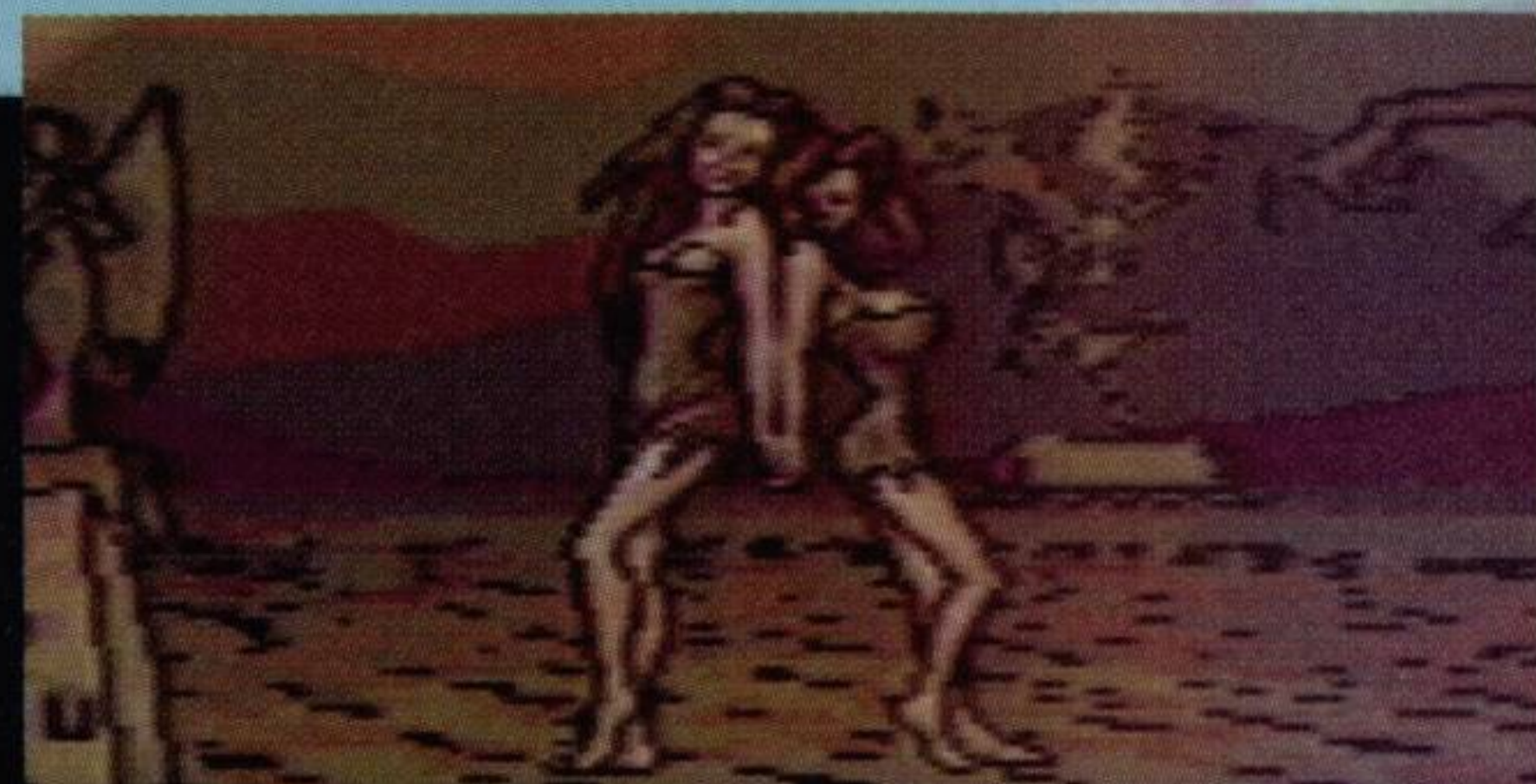
Category: RACING

Players: 1-2

Publisher: CORE DESIGN

Price: \$99.95

Rating: G



Racers

49 «

OVERALL

Not challenging, not fun, not good. Wee kiddies will just love it, but only for a few days.

55%

review

3DO

Available: NOW (IMPORT)

Category: ACTION

Players: 1-2

Publisher: PROLIFIC

Price: NA

Rating: NA

Death, destruction, devastation... fun, fun, fun for fans of combat. ROGER BOLTON is one of those sick little puppies so he got this game to review...

3DO developers seem to have a habit of taking old Amiga games and souping them up with the power of the 3DO: full motion video, CD quality sound, fancy texture mapping and continuously changing viewpoints. Makes sense since the 3DO has that same cutting edge quality which attracted developers to the Amiga in its day.

Fire Power on Steroids

Continuing this trend, Return Fire is "Fire Power" on steroids. The gameplay is nearly identical, you control a helicopter, tank, armoured support vehicle or jeep and attempt to locate the enemies flag, destroy the gun turrets and other defences guarding it, then bring it back to your base. Everything in the game can be blown up, buildings, gas tanks (nice mushroom cloud) walls, gates, even trees, usually the excuse for doing so is that it's in your way and you couldn't bloody well be bothered to drive around it.

On finding the flag you're rewarded by a nice little zoom-in sequence and a quick blast of the Hallelujah chorus from Handel's "The Messiah". If you manage to return the flag to base before losing all your vehicles you get a ticker tape parade. Hey, it's only a piece of cloth guys! As an added bonus you then get to pick a map from the next level where they get bigger and the defences get tougher.

Each vehicle has a role to play; you use the helicopter to scout out the area and find the flag, the tank to wipe out the opposition, the ASV for defence and the jeep to bring back the flag when you've cleared the defences guarding it. Each vehicle has it's own theme music too, and it's all classical: "Ride of the Valkyries" (chopper), "Mars: Bringer of War" (tank), "Hall of the Mountain King" (ASV) and "Flight of the Bumblebee" (jeep). The effect of "Ride of the Valkyries" blaring out in Surround Sound while you strafe gun turrets and helpless foot soldiers certainly did something strange to me, but then I've probably just seen "Apocalypse Now" too many times. Mmmm, I love the smell of charred pixels in the morning.

Squishy Bits

My favourite bit about "Fire Power" on the Amiga was running over all the little men with the tank. It made a wonderful squishing noise and left a lovely red stain on the ground. Well now you can hear that squish in Dolby Surround™ and the blood stain is 3D texture mapped and scaled. Isn't advancing technology wonderful?

The way the game zooms in and out and changes viewpoint while you spread carnage is quite nice, but it almost seems to be done just to prove they can do it, without adding much to the gameplay. The game is quite simple really, and doesn't change at all in between levels, the maps just get bigger with more guns to take out and places to explore before you find the flag. In fact it's far too simple as a one player game, as you get an ample supply of vehicles and it doesn't get really challenging even on the hardest level. However, just add an extra control pad, convince a friend to come over (which should be pretty easy if you've got a 3DO!) and this game really shines.

Head to Head Carnage

In the two player game, you get split screen simultaneous action and race to see who can first find the flag and return it to your HQ. There's much more pressure and scope for strategy since you can choose to either find the flag or gun down your opponent. Use mines and minesweepers for extra excitement.

The tension builds as you both leave a trail of carnage and charred ashes behind you in the search for the flag, and you'll find yourself gripping the joypad with white knuckles and sweaty palms before too long. There's over a hundred maps to battle over, and on the bigger levels the flag is randomly placed in one of many flag towers, so you'll be battling away merrily for quite a while without replaying the same game.

My only complaint about this game is it's lack of appeal as a one player game. They should have put a computer controlled opponent to race against, rather than just let you go against gun turrets and the occasional chopper. The only excuse I can think of is that they either didn't know how or didn't have time to program the AI you'd need. We'll forgive Silent Software for this since as a two player game, I reckon this is second only to FIFA as the 3DO's best head to head battler. Highly recommended if you're into two player mass destruction.



VISUALS

Simple but effective. Nice zooming and perspectives.

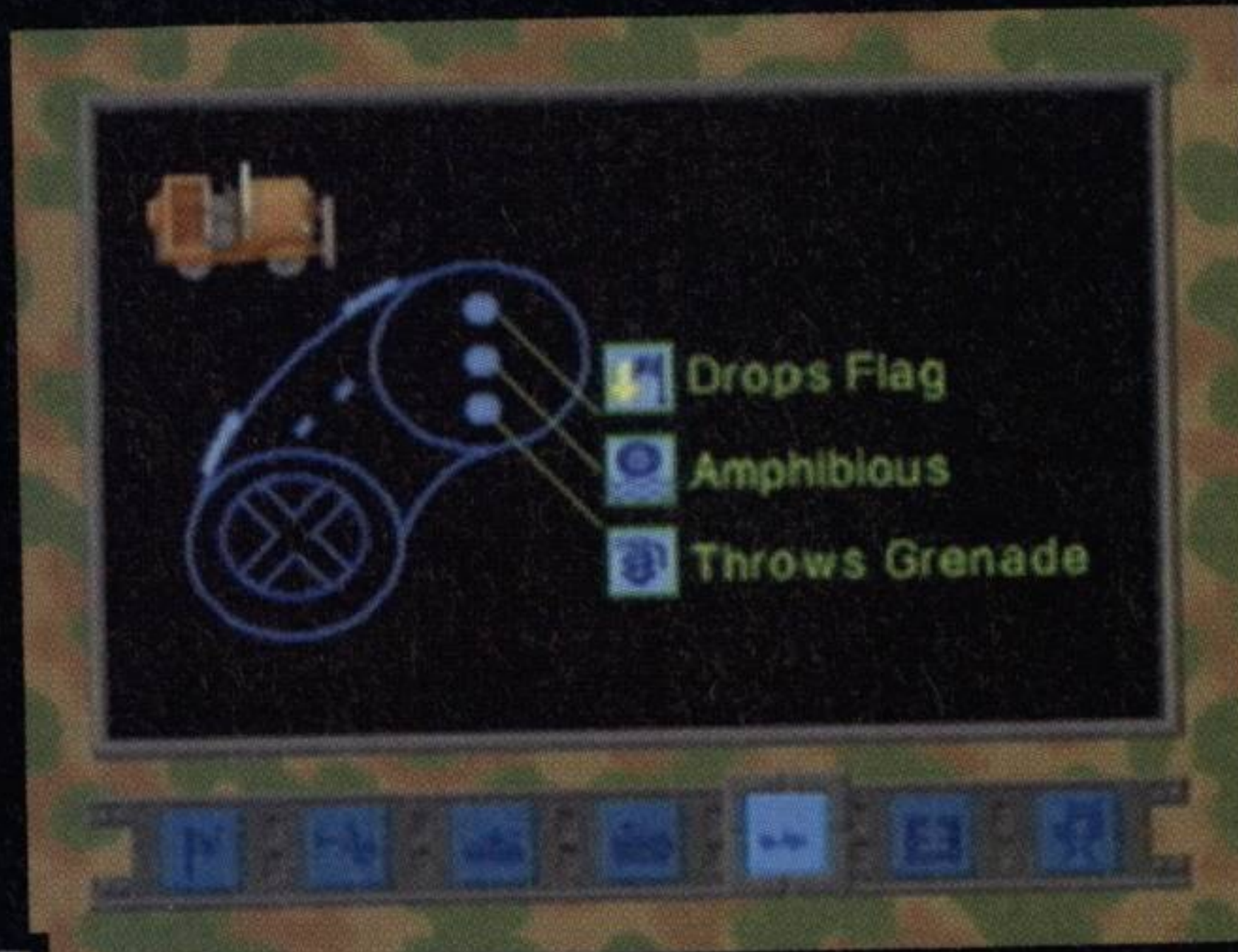
78%

SOUND

Perfect choice of music for the game, and the theme for each vehicle is appropriate. Plus of course there's those lovely squishing noises and explosions.

94%

Return



GAMEPLAY

The controls are a little awkward at first, but it feels great when you master them.

84%

LONGTERM

Lots of maps, as long as you've got a friend you'll keep challenging each other to a rematch.

86%

OVERALL

A great head to head action game, but not much at all as a one player effort.

83%

review



PC CD ROM

Min Requirements: 386DX33; 4MB RAM; 35MB HDD; SINGLE SPEED CD

Available: NOW

Category: ACTION/ADVENTURE

Players: ONE

Publisher: INFOGRAMES

Price: NO RRP

Rating: M15+

review

A10n



VISUALS

Real character and style in the design. Polygonman needs a bit of polish though - but at least it'll run smoothly on a slow machine.

82%

SOUND

Crisp, sparkling 16-bit music, gunshots that go bang and creaky hinges that creak. Footstep plods sound the same regardless of what you're walking on.

76%

GAMEPLAY

Some thinking required - but not much. A murderous attitude is far more likely to yield results than any perceptive detective prowess.

81%

LONGTERM

Better than its predecessors, although still no six-month epic. Enjoyable while it lasts, but it's doubtful you would want to do it all again.

74%

Alone in the Dark

Exactly what can you do in the dark, alone? What possible fun could a gent get up to in such circumstances? **BEN MANSILL** locks the door, turns out the lights and finds out...

Are Infogrames going the way of Sierra? Can we expect a steady stream of sequels to their cash cow, Alone in the Dark? Sure looks like it. Well, at least the innovative French design group can be counted on to do something fresh each time around, can't they?

Edward Carnby, upstanding Englishman, shiny shoes, supernatural super sleuth and man of action. Ed Mark III, slow Texan drawl, dirty boots, gunslinger. Slaughter Gulch, movie-perfect wild west town. A dangerous place to be, even for tough man Ed.

Style Over Practicality

If you've played either of the first two Alone in the Darks, then first things first - no, the graphics haven't been improved one little bit. The bizarre Polygonman still struts his fluid but strangely unnatural way around the screen. He even seems coarser, blockier and of noticeably less detail than the characters in Alone II. Infogrames went with the Polygonman look in the original, because it was a practical way of achieving smooth and believable human movement, with the limited processing power available at the time. Now though, the only explanation for keeping the look is because they want to stay faithful to the style. Better results could have been achieved with more modern techniques, but since when did the French give precedence to practicality over style?

Speaking of style, this game simply oozes it from every screen. The backdrops are hand painted and look superb, somewhat low-res and grainy, but hey - it's art, man. The camera angles shift every time you move a few paces, with any semblance of conventional viewpoints non-existent. Surprisingly, the movement and functionality of the character is unaffected by all this perspective jumping. Even in heavy running combat, a sudden switch from above and behind to ahead and below isn't the least bit disorienting, providing a situational awareness that is useful and necessary.

For the uninitiated, the Alone series combines action and adventure elements in roughly equal proportions, with the heroes task to unravel mysteries of supernatural proportions, as well as kicking a fair amount of butt. Set in the sepia-tone olden days, Alone 3 homes in on the surreptitious skulduggery afoot in the pleasant backwater of Slaughter Gulch. This quaint little picnic spot is infested with murderous evil, some of Earthly origin, some not. Behind it all is an evil scientist (yup, that old cliché) who plans to set off a massive natural disaster in the California/San Francisco region, by detonating a weapon of mass destruction not due for another hundred years. Hope I didn't spoil it for you.

Character Interaction

Lucky Ed biffs and shoots his way through the town, slowly unravelling the plot. Evidence comes together mostly by way of various documents which come into his/your possession, these are either found lying around, or are handed over by sympathetic do-gooders. Character interaction is simply a case of moving close to someone, if something's supposed to happen, it will. Through the course of the game the action moves to enough different locales to make life interesting.

The first two Alone's were fairly criticised for being too short. Fun they were, but it was all over just as you got into your stride. The new effort addresses this problem- and little else. It's bigger and longer (thats gotta be a good thing), but features nothing new or innovative in the gameplay. Indeed, if anything has been altered it's the focus on action over adventure/puzzling. This is not an altogether good thing, considering how poorly the interface copes with it. Big Ed can swing his arms around and perform a rather tasty spin-kick, but these blows are usually ineffectual, best left for emergencies, like when you screw up and run out of ammo. More useful weapons are the variety of prodding implements scattered through the game, knives, sticks, whips - every fetish is catered for. For serious blood-letting though, nothing beats a big gun. The pistol might as well fire a little flag with "BANG" written on it, for all the good it does, but pack a Gatling Gun and everyone's your friend.

A nice touch is the point in the game where you die (really!). It seems to be part of the plot. Provided you have collected a certain Indian Amulet, a sequence follows where you are re-born as a lion. The running and attacking moves look fanatically smooth and realistic, it's a buzz to play and you can't help wishing it would last the whole game.

Straight action/adventure gaming that looks pleasing is what to expect from Alone in the Dark

3. Nothing remarkable or new, but the game style has won fans around the world, there's a reason for that - simple, uncomplicated fun awaits.



OVERALL

Everything about it is slightly different from the norm, but that's the French way of doing things. A bit disappointing that nothing new was done.

78%

Rise of the Triads

Yet another in a long line of Doom clones, Rise of the Triads comes to us from Apogee. CHRIS WHEELER packs his pistols and goes hunting for criminals...

Just when you thought it might be possible to venture back into a game store and purchase a game that didn't have a Doom engine, along comes the latest in a long line of first person shoot 'em ups - Rise of the Triads. Hot on the heels of Heretic, Descent, Dark Forces and the rest, Rise of the Triads (ROTT) is yet another cash-in on the rampant success story that is Doom. While most games this derivative suffer from comparison, ROTT is done with such style that it is hard to fault it beyond the grounds of total lack of originality.

High Velocity Lead Justice

Produced by Apogee games, you play one of five "triad buster" (insert appropriate violent law enforcement officer) types. Your job is to... wait for it... kill every living Triad member you can find. Surprised? To this end you wander through a Doom-esque landscape dodging bullets and traps and dispensing high velocity lead justice to any criminals hapless enough to stray in front of your guns. Not really a Hugo Prize Winner as far as plots are concerned... but then again, who cares.

The graphics are excellent, with a really sinister, moody quality; enhanced by dim lighting and flickering shadows. The gore factor is not as high as Doom but there is sufficient blood and guts to satisfy those spree-killers-in-the-making that lurk amongst us.

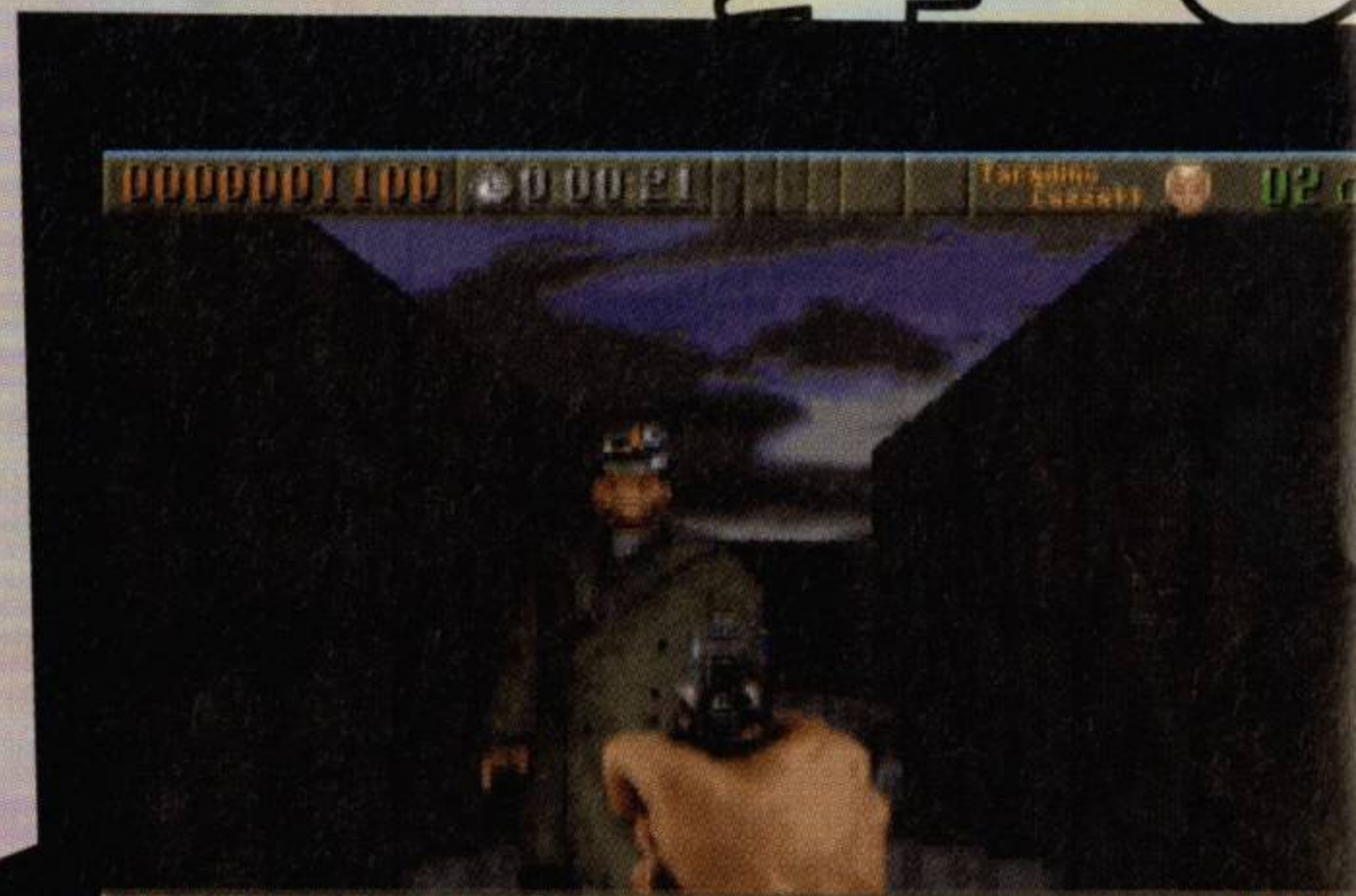
The game-play is completely Doom based; with the same controls (including the strafe) and weapon selection keys. What is new in the game is that there are more in-game obstacles and traps to overcome than in the other games of this style. Lethal pit traps, spears, crushing walls, teleport puzzles, fire jets and others, are liberally spread throughout each level. Another interesting factor is that the game is (loosely) based in reality. As far as I could see (though I didn't finish all the levels), there is no supernatural or magical element to the game; foes are various kinds of Triad bad guy equipped with different weapons and skills. Seasoned Doomsters will find themselves challenged by the odd surprise (watch the corpses, some Triad goons play possum) and excited by the trap orientation of the levels.

Double Pistols & Chaos Missiles

As far as weaponry is concerned, you start equipped with only a pistol, from there you can garner an MP5 sub-machine gun, bazooka, or a rocket launcher that fires various sorts of missiles (hi-ex, heat seeking, or a chaos missile called the "drunk rocket"). The best feature however is the double pistol option. You'll be enacting your favourite scenes from a whole host of John Woo, Hong Kong-style action flicks as you distribute leaden death to all who cross your path. Despite the other high calibre fun available to you, I mainly used the two pistols whilst wandering around.

Other features that work for the game is the Comm-bat options, which allow you (with or without a modem linked partner) to play a series of games set in different levels, with a variety of goals. Games include; Tag, Collector, Find the Triad and a host of others. Think of these as a kind of Death Match option for grown-ups; not only do you have to hunt down and kill your opponent, but you also have the games goal to complete also. This can lead to some nasty ambushes and encounters as your opponent waits for you near the last goal...

All in all this is a good game. Its only real down-side is the fact that it is so derivative. Any game of this style is always going to be compared to Doom, and until programmers start doing something new and innovative within that engine, the comparison will always be negative.



review i a d s

PC/PC CD ROM

Min Requirements: 386DX; 4MB RAM; 12MBHD

Available: **NOW (SHAREWARE)**

Category: **DOOM-LIKE**

Players: **1-2 (MODEM)**

Publisher: **APOGEE**

Price: **N/A**

Rating: **TBC**



SOUND

Nothing neither way

60%

GAMEPLAY

Excellent and intuitive, but still it's not quite Doom.

79%

LONGTERM

Get the shareware version, see how much you like it and then buy the rest of the levels (around 30).

68%

OVERALL

Not a bad filler whilst we wait for Doom III or Quake.

76%

55

PC CD ROM

Min Requirements: 386 SX 33; 4MB RAM; 20MB HDD; SINGLE SPEED CD

Available: NOW

Category: ADVENTURE

Players: ONE

Publisher: GAMETEK

Price: \$89.95

Rating: M15+

Dennis Hopper!
Grace Jones!
Stephanie Seymour!
There's no doubt that
Hell has an all-
star cast, but does it have
five star gameplay? JULIAN SCHOFFEL
tries to avoid all the pits of
fire and brimstone...

Hell is a CD ROM adventure from TAKE2; the people who brought us Star Crusader and Bureau 13. While it does utilise the talents of some big name Hollywood types like Dennis Hopper and Grace Jones, it isn't really in the same league as the multimedia extravaganzas from Origin, LucasArts and Sierra.

Hand of God

It is the future (2095) and Washington D.C. has become an outpost of the fiery underworld. The USA is now ruled by a religious extremist party known as the Hand of God. This means that you don't just go to jail if you break the law, you go straight to hell! While technology abounds (hence the cyberpunk reference in the title), just about all use of it has been outlawed by the Hand of God. As you play the game it soon becomes obvious that the Hand of God is run by a rather nasty individual whose true identity may lend the name of this political party a certain amount of irony (hint, hint).

In the game you can play one of two characters; Gideon Eshanti or Rachel Braque. It doesn't really matter which character you choose because you always travel together anyway (why bother giving you a choice then). Both Rachel and Gideon are actually agents for the Hand of God's Artificial Reality Containment division (who are basically there to stop people having any fun with virtual reality). At the start of the game your character finds his or her name on the Hand of God's black list, so your goal is to find out why while eluding arrest and perhaps discovering the true agenda of this sinister regime.

Syrupy American Drawl

Hell features some very tasty graphics along with loads of digitised speech (too much in fact). I often found myself sitting in front of the screen getting very bored while the characters waded through vast amounts of dialogue. The quality of the voice-acting varies from OK to very shonky (Grace Jones should definitely focus on the twilight of her modelling career). The game itself consists of the usual adventure game activities: go to location A, talk to afore mentioned character, get item, solve puzzle etc. Unfortunately the plot is very linear and gameplay is not as satisfying as it could have been. Let's face the facts here; there's not a 'hell' of a lot for you to do in this game. The syrupy American drawl of the actors (many of them sound like that Shadow Stevens bonehead who hosted American top forty) made it hard for me to identify with any of the characters.

On a positive note the cut-scenes are very attractive albeit letter-boxed and not as smooth as they could have been. The 3D grid map of the city is also a nice touch. Music and sounds are OK but nothing special. All in all, Hell doesn't have a 'hell' of a lot going for it. My advice is to try Noctropolis or BloodNet instead (while both are inferior visually, they beat the Hell out it in the gameplay stakes).

VISUALS

Some really lovely animations and backgrounds, definitely up there with the best of them. The many denizens of the underworld you encounter are fantastically bizarre and colourful.

90%

SOUND

Very clear, sometimes too clear especially when you have to wrap your ears around tons of boring dialogue. The music and effects are fairly average.

75%





GAMEPLAY

Too linear and unexciting. TAKE2 really should have come up with a more innovative approach better suited to such an original plot and cyberpunk theme.

60%

LONGTERM

if the boring dialogue doesn't get you then the odious gameplay probably will.

64%

OVERALL

Another fine example of a beautiful looking CD ROM game which fails to deliver in the area of gameplay.

65%

review



Dragon

Swords, trolls, puzzles,
adventure
- it's yet another beautiful
CD ROM fantasy quest.

JULIAN SCHOFFEL straps on the sword and
puts on the thinking cap...

Dragon Lore is a stylish new RPG from Cryo, the same guys who brought us the original Dune game and the forthcoming Lost Eden. The game comes on two CDs so you can expect the usual glorious graphics and plenty of speech and it's totally mouse-controlled which makes it a cinch to play.

Ethics and Destiny

As is the trend these days, Dragon Lore opens with a magnificent intro sequence. It sure looks good anyway, but the sound is a little tinny. Thankfully the high visual standard is maintained throughout the game. The plot of the game is that you are the son of a Dragon Knight and your father has hidden you away in the countryside to avoid the unwelcome attention of another particularly nasty Dragon Knight. Now you've grown up it is your destiny to also become a Knight, but first you must complete a series of quests to prove your worthiness and attain the votes of other Knights. In order to get the required number of votes you must choose the right course of action in various situations ie. if you kill everything in sight there is no way you'll get the required number of votes, so there are plenty of ethical considerations to be made.

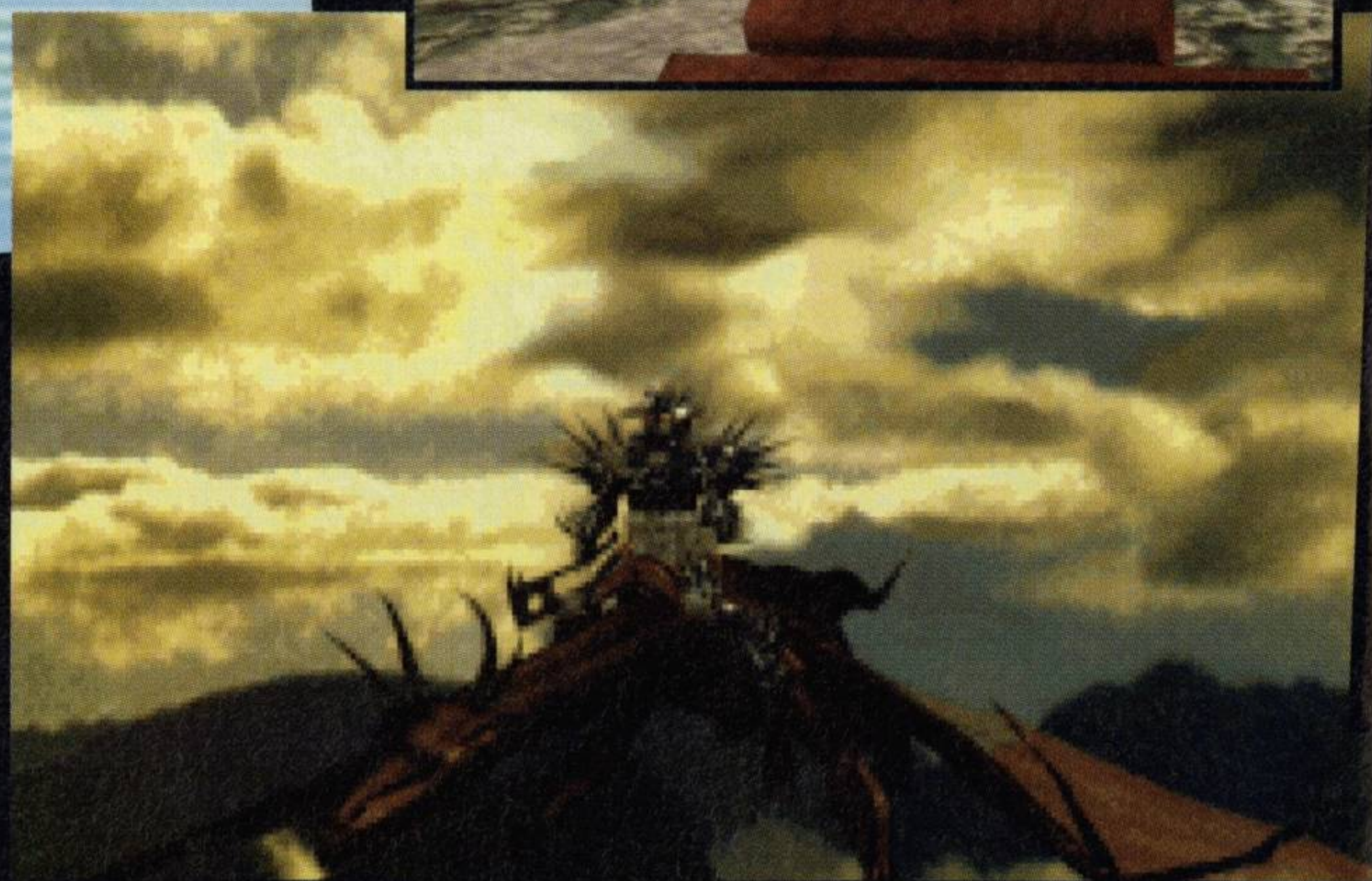
The game itself consists of moving around the gaming world solving puzzles and completing mini-quests. Movement is of the stepped variety (a-la-Eye of the Beholder) although there are plenty of pre-canned animated movement sequences to titillate the old ocular muscles. The puzzles are of the standard RPG variety ie. find missing ruby or kill deranged troll to get sword of Zog etc.

Being a CD-only game you would expect Dragon Lore to have CD quality sound to back up the great graphics. Unfortunately the sound-effects are a little scratchy and really don't gel very well with the rest of the game and while the mouse-controlled interface is easy to use, I still prefer being able to take shortcuts using the keyboard from time to time - but you just can't do this in Dragon Lore.

The Next Myst?

The hype on the box tries to give you the impression that Dragon Lore is the next Myst. Well after playing the game for some time I can't really agree with them. While the graphics are luscious, they aren't as good as those in Myst. The puzzles also lack the complexity of those found in Myst. This brings me to an important point concerning CD ROM games, which have been fairly common place for a year or so now. This means that we've all had time to adjust to the new levels of fancy visuals and sounds and are now starting to concentrate on actual gameplay again. If Rebel Assault was released now it would probably score a 50, because the gameplay sucked and the visuals would be fairly average by today's standards. So while Dragon Lore does look good, the gameplay is really nothing special.

In conclusion Dragon Lore is a fairly solid RPG, although it should probably be classified as more of an adventure game really. After all there are no statistics to muck around with. The reason I classify it as an RPG at all is because you do mould the personality of your character and this does affect the game as a whole. So if you loved Myst you'll probably quite like Dragon Lore.



VISUALS

Great animated cut-scenes and lovely scenery to tramp around in.

85%

Lore

PC CD ROM

Available: NOW

Category: RPG

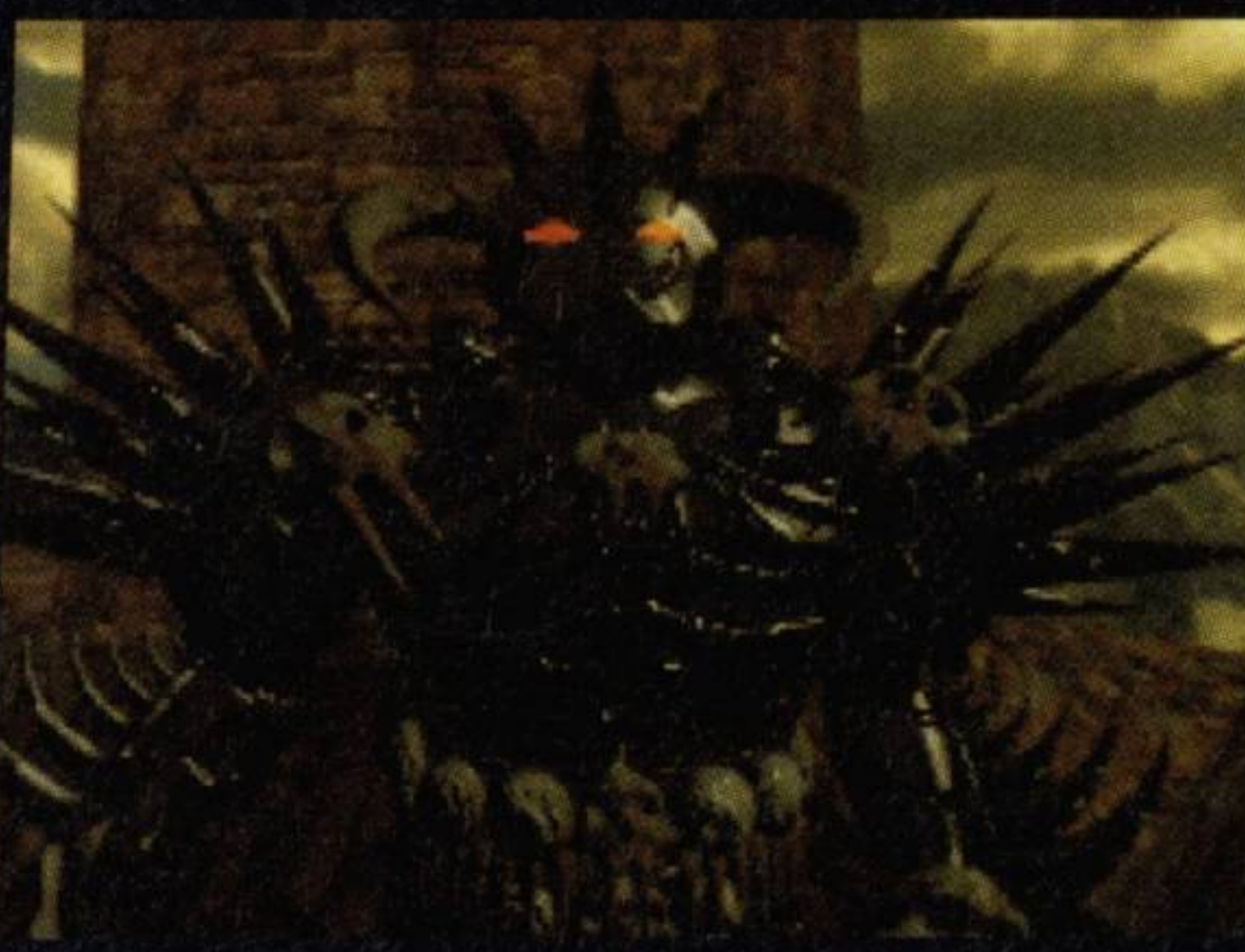
Players: ONE

Publisher: MINDSCAPE

Price: \$99.95

Rating: M15+

Min Requirements: 486DX; 4MB RAM; 8MB HDD; DOUBLE SPEED CD



SOUND

You really expect more from such a visually stunning CD ROM title; sound-effects are scratchy and often sound out of place, speech acting is very ordinary but the music is pretty good.

60%

GAMEPLAY

Nothing particularly innovative here I'm afraid; just point and click your way through the usual array of RPG puzzles and mini-quests.

70%

LONGTERM

If you can adjust your mindset to deal with the puzzles, then the game probably won't last long enough to justify the price.

70%

OVERALL

Another CD ROM visual extravaganza with mediocre gameplay and sounds

75%

PC/PC CD ROM

Min Requirements: 486SX; 4MB RAM; 10MB HDD; MOUSE

Available: **NOW**

Category: **COMIC ADVENTURE**

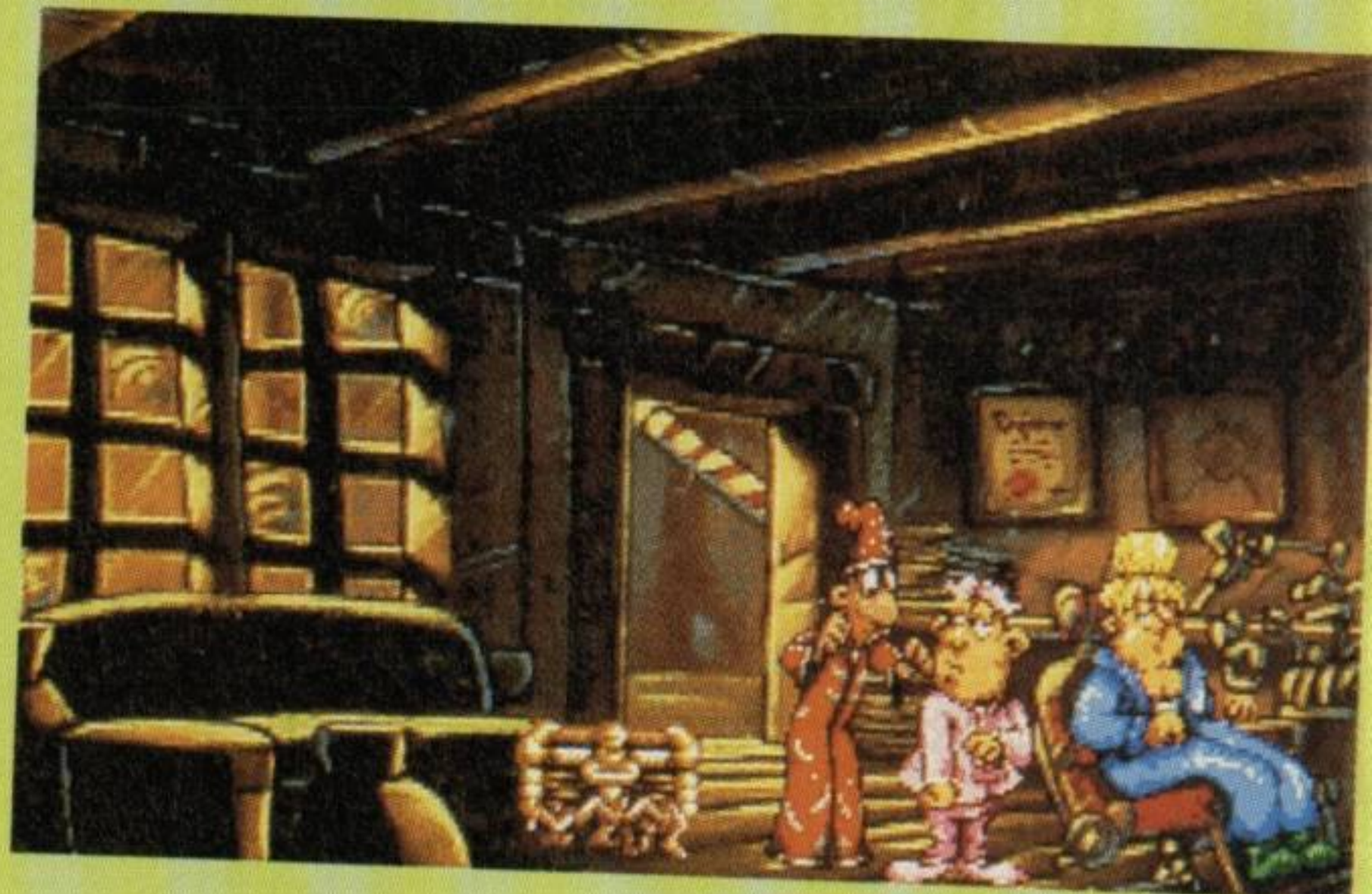
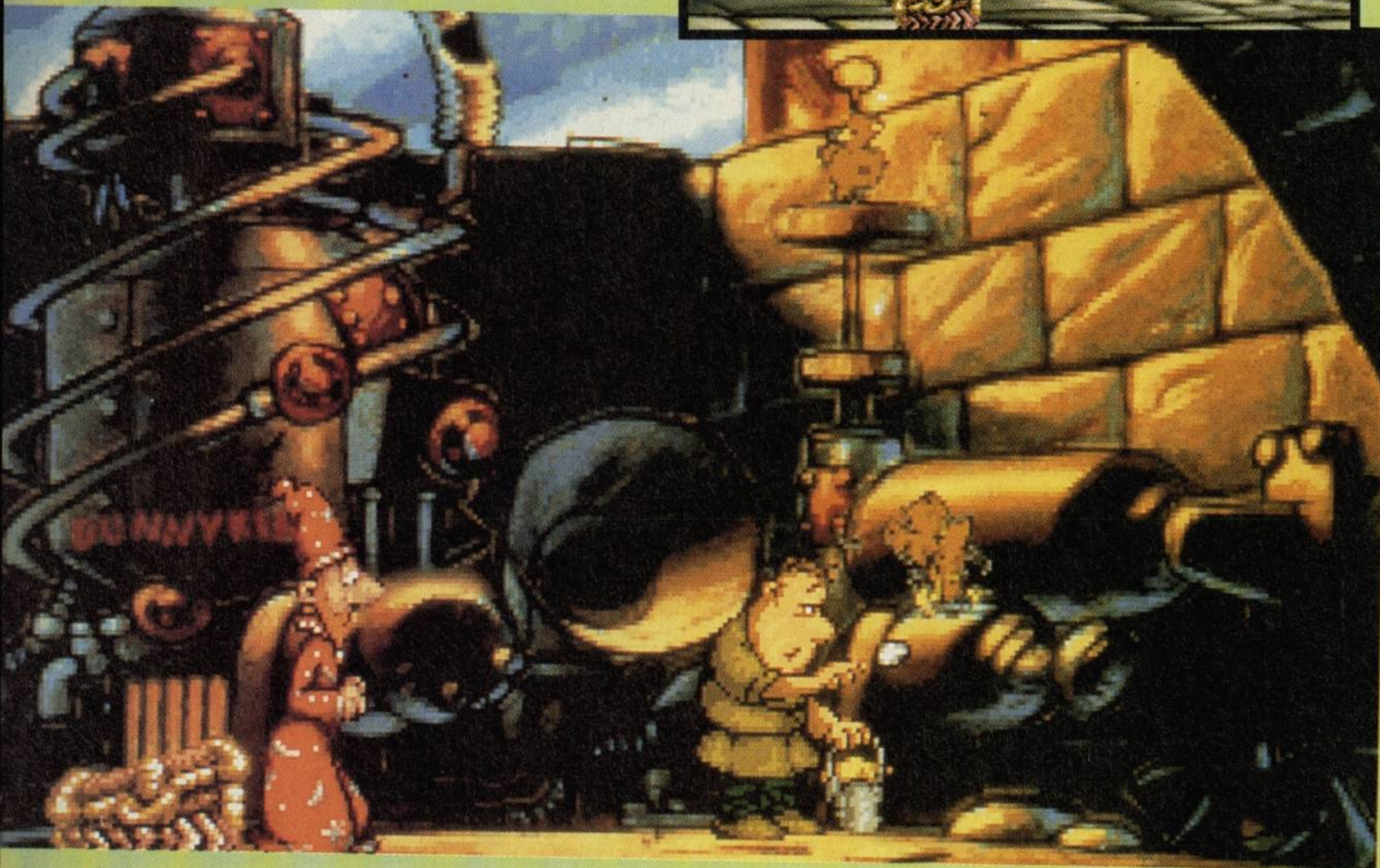
Players: **ONE**

Publisher: **PSYGNOSIS**

Price: **\$89.95**

Rating: **G**

Disco



VISUALS

Detailed characters, Great backgrounds and plenty to look at.

90%

SOUND

Excellent effects and background music. Then there are the voices...

94%

GAMEPLAY

Starts easily and gets harder as you progress. Addictive and fun. Lots of fun...

93%

LONGTERM

it's an adventure. it's meant to last a long time. Something it does successfully...

92%

review world

The Discworld series of novels are about as good as comic fantasy gets and the game conversion has been eagerly awaited by legions of fans. MARK LINGANE was the first in line...



Discworld is no ordinary point and click adventure. For a start it is one of the biggest game licence agreements for this year. Terry Pratchett, author of the Discworld series of books and computer fanatic, has become one of the most successful writers in history of fantasy. His wild stories, currently numbering 18, are all set on a mythical flat world resting on the backs of four giant elephants that, in turn, rest on the back of a giant space turtle. Teeny Weeny Games- a largely Australian staffed company- have taken on the impossible task of creating a computer game version of the book series.

I, like every other reader of the Discworld series, consider myself its biggest fan and I've got to admit to being a bit sceptical about how well it would translate to computer screen. But simply starting up the game puts any fears to rest.

High Calibre Voices

From the outset this game that has plenty of quality humour. Many games that try to be funny have been written in America and are thus, not funny. Well, maybe a little bit funny to some ten year old who doesn't get out much. Discworld is genuinely funny for these three reasons. One, the direct interaction between the characters is good. Secondly, plenty of visual gags go on in the background that you can miss the first time you play. Thirdly, and most importantly, the voices of the characters are superb. They are (in no particular order), John Pertwee (a former Doctor Who), Tony Robbins (Baldrick from Black Adder) and Eric Idle (Monty Python- but you knew that already). Not putting a too fine a point on it the voices really make the game something special. Eric Idle's timing and delivery are fantastic and really suit the role of Rincewind to a tee.

The plot of the game is an original story that's not based on any of the books. Pratchett helped with the script but that's about where his influence stops. It uses the Discworld characters such as Rincewind the Wizard (failed), the Luggage, Death and locations such as the city of Anhk-Morpork and the surrounding lands. It also draws from references from the books.

A group of people, who are initially unknown to the player, have summoned up a dragon. As any fan will know, dragons only exist on the Discworld if someone believes in them. Part one of the story is about just that.

Dragon Detector

The wizards of the Unseen University send forth their "best" which means the most expendable and inept member of their order - Rincewind. They send him off to build a dragon detector and find where the dragon is then to try to sort it out.

And that's just the start of Rincewind's troubles. As he bumbles around, he creates more troubles than he solves. He's to find out where the dragon is and how to get rid of it. Then he has to figure out who is behind the summoning of it.

In the second half of the game he makes a big mistake in all the excitement and brings the dragon back. He'll have to do quite a bit of stuff to get rid of it again. This includes making himself into a hero in the only way he knows how.

Action is controlled via the mouse. Left click once to move Rincewind to a spot. Double click to perform an appropriate action. And click with the right button to examine objects - simple yet effective. The conversation between characters can be directed by the dialogue box that displays a series of icons. These icons consist of a storm cloud (angry), clown (funny), question mark (ask a question) and smile (chit chat) and can be used to get specific actions from the person you are talking to.

Discworld is a game about detail. There are so many little things that make it good. From the Luggage being used as an inventory to send ups of Monty Python sketches, there is a lot to look for. For a computer game there is plenty of subtlety. Pratchett thinks there is as much subtlety as a tactical nuclear war but in comparison to what the rest of the computer industry has to offer it is positively dry.

In the final analysis you have to compare Discworld with the LucasArts point and click adventure collection. Sam and Max, Monkey Island and Day of the Tentacle all set new standards and Discworld is definitely of the same calibre. Its humour is more, well, humorous as well. The voices are more professional and the storyline is more involved and generally more streamlined in execution. In my opinion, Discworld takes the crown for best point and click adventure. Dead brilliant.

OVERALL

Everything seems to have been thought of. Great graphics. Great sound. Good lines. Damn fine game. A definite must for all adventure gamers (especially Discworld fans)...

93%

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Shockwave: Operation Jumpgate



3DO

Available: **NOW**
 Category: **SHOOT 'EM UP**
 Players: **ONE**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **TBC**

The original Shockwave was one of the first games available for the 3DO and really showed what the machine could do as far as FMV, and some pretty damn fancy texture mapping. Shockwave: Operation Jumpgate is not a sequel and doesn't really develop the concept much further, it's really just an add on mission disk. Same game engine, same gameplay.

As in the first game you play a pilot thrown into the deep end of defending Earth from the mysterious alien invaders that were successfully repelled seven years ago in the original Shockwave. After being taught a lesson by the surprise appearance from outer space, the United Nations special forces division puts together a fleet of probes throughout the solar system to give advance warning of a future attack.

Unfortunately it's a little too late and the probes arrive on various planets through out the solar system just in time to witness a few shots of the invaders three legged vehicles trundling around on Mars before being sent a few friendly laser beams by way of welcome. Off you go to Mars to clear the Red Planet of the cowardly mechanical swine, and from there you jaunt across the solar system dealing with the foul menace wherever you find them.

The game looks nicer than the first, mainly because of the spectacular backgrounds. Skimming across the plains of an alien infested Mars while battling flyers and walkers on all sides is quite spectacular. Jumpgate is also substantially harder, throwing you right into the deep end with aliens bombarding you on all sides. As in the first Shockwave the dramatic FMV cut scenes are well produced and do a lot to add atmosphere to what is basically just a very fancy version of Battlezone.

Beware, you must have the original Shockwave to play this game, it needs to find a saved game of Shockwave in the 3DO's NVRAM, so you can just borrow a friend's copy and play it once if you don't have it. If you played the original Shockwave and want more of the same then Operation Jumpgate is for you.

Roger Bolton

VISUALS

88

SOUND

83

GAMEPLAY

81

LONGTERM

65

OVERALL

78

Demolition Man



3DO

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **VIRGIN**
 Price: **NO RRP**
 Rating: **TBC**

This is a game that shows how versatile the 3DO can be. It's sort of an interactive movie, as it takes action-packed gameplay and mixes it with full motion footage from the Sly Stallone movie of the same name. You play John Spartan (Stallone) and your mission is to pursue Simon Phoenix (Wesley Snipes), find his underground supplies of weapons and artillery and then foil his plans to devastate the greater Los Angeles area.

Demolition Man makes use of the 3DO game gun as well as the joypad. The gun is used in shooting scenes reminiscent of the T2 Arcade Game, and the joypad is used in fighting scenes which are similar to Mortal Kombat. There are also tunnel chases using first person perspective (Doom) and even a fast and furious car chase!

The shooting scenes are cool and the 3DO gun performs really well. The options screen has a shooting gallery for practice, although the gun can be calibrated anytime during the shooting frenzy. The digitised fighting scenes look great and have authentic sound effects from Stallone and Snipes. All the basic moves are there (kicking, upper cuts, blocking etc) but the controls are a little fidgety. The tunnel missions are very impressive though. They're similar to Wolfenstein in gameplay, except you have a motion tracker (like in Aliens) to locate Phoenix. It's dark and scary. The car chase adds yet another dimension to the game, and your aim is to catch up to Phoenix's car without running out of fuel or hitting too many civilian cars. You then get into another punch-up.

There are three difficulty settings available and the game can be paused at any time for a password so you can continue the game at a later date.

So, Demolition Man is really four games in one, and the movie footage really does work in making you feel involved in the action. Although the combat and driving sections aren't quite up to scratch, the tunnel scenes and shooting scenes are mad and make this one of the best movie to game conversions around.

Andy Hodgson

VISUALS

85

SOUND

89

GAMEPLAY

80

LONGTERM

82

OVERALL

82

Cannon Fodder



MEGA DRIVE

Available: **FEBRUARY**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **VIRGIN**
 Price: **\$99.95**
 Rating: **M15+**

On March 16th 1968, a US marine platoon under the command of Lt William L Calley Jr. massacred over 300 South Vietnamese civilians in the village of My Lai. Calley was subsequently tried and imprisoned for murder by a US military court. While it may seem strange to comment on these horrendous events while reviewing a computer game, a quick glance at the tasteless and barbaric game that is Cannon Fodder will soon dispel any such wonder.

Ostensibly the game is a standard shoot 'em up, where you control between 2 and 5 marines in a top view environment as they wander around blowing away enemy soldiers. The game starts with a group of sixteen civilians lining up outside an army base; they form a long queue outside the gate, in front of a large, featureless hill. As your men die in the various missions, their unit is replenished from this long line of recruits as small, white gravestones begin to appear on the hill-side. Each recruit is named and a list of both the survivors and the dead appear at the end of each mission in a screen decorated by red, remembrance poppies. During the game you throw grenades and fire machine guns at the enemy soldiers. Usually one shot will kill an enemy, but sometimes they will only be maimed; this leaves them screaming in pain, lying in a pool of their own blood until you execute them with a final shot.

One screen, titled Super Namtastic, has your squad of marines wander into a Vietnamese-style village, blowing up the straw huts with grenades and then shooting the people who run from the ruined buildings.

If it was a good game (and I know lots of people actually think it is), you might be able to excuse all this as an unwitting oversight, but I reckon the game is deadly dull. It is interesting only to the kind of closet Nazi's who get off on playing this kind of lowest denominator trash. I like a good shoot 'em up as much as anyone (Doom is my favourite game), but this kind of garbage only serves to ruin the video game industry's reputation. While I won't support censorship of computer games, I will encourage consumers to give this game the finger.

Chris Wheeler

VISUALS

75

SOUND

55

GAMEPLAY

55

LONGTERM

50

OVERALL

54

Guts



SNES

Available: **NOW**
 Category: **SPORTS/ACTION**
 Players: **1-2**
 Publisher: **VIACOM**
 Price: **TBA**
 Rating: **G**

Guts is obviously a crazy TV show in the States where kids put bike helmets on and run around obstacle courses, throwing balls in hoops and climbing ropes. It may be an exciting game show, but as a video game it sucks the big one.

Primarily a two player game (one player is called training mode — yet it's the same game), you guide your chosen player through a total of four different games. You have to win 700 points in the first three to be able to play the fourth game called the Aggro Crag.

The gameplay is like this — press jump (the player jumps at the basket, suspended by bungee cord), press throw (the player makes a feeble attempt at throwing a ball into the basket). Now repeat this for the three minutes or so allocated to the game. Now remove your foot from the television tube and wake up your friend who you invited around to play video games. Next, guide your player through an obstacle course. Marvel in wonder as your sprite climbs a rope (push up on the control pad). Gasp in astonishment as your player jumps over a block (press jump). Reach the finish line and the far reaches of human mental torture. Hey! Wadda ya know! You didn't get 700 points. So now what? Play it all again!

About the only reason for playing this game is to appreciate the rotoscope style animation of the contestants. The sprites are big and move like the real thing. You can even run them into walls and bang their heads. It's more fun than actually playing the game. OK, with two players the excitement levels creep up the scale a tad. But ultimately this is a stinker. I hope we never have to watch the TV show.

Eliot Fish

VISUALS

82

SOUND

77

GAMEPLAY

52

LONGTERM

49

OVERALL

55

Smash Tennis



SNES

Available: **NOW**
 Category: **SPORTS**
 Players: **1-5**
 Publisher: **NAMCO/VIRGIN**
 Price: **TBA**
 Rating: **G**

Well folks, it's very cute. Maybe way too cute for some of you to stomach. But in a crazy way, I find Smash Tennis to be quite charming. Remember Micro Machines? Teeny sprites but big, whopping gameplay when you round up a few friends? I reckon Smash Tennis would probably slot in quite nicely with the same description. There may be some better tennis games around for your SNES, but some of them take it all a bit too seriously. Smash Tennis is all about pure, simple fun.

The controls are very simple, but I found myself playing it over and over. With a huge range of playing options — involving up to four players (singles, doubles, combinations of computer and human players) an exhibition and tournament mode, a variety of different tennis players to choose from and nine different courts, Smash Tennis performs the honourable function of being a nifty multi-player game. Playing against the computer isn't bad, but having the opposition sitting next to you on the couch makes for a more aggressive and fun game.

The sprites are weeny, teeny things with big heads (y'know these Japanese games), and they run around, dive for the ball, cry when they lose — it's all very cute and certainly aimed at the tennis virgin, but us pros can enjoy it too. Trying to out-wit that babyfaced little sprite was just too enticing. There are a million things that could be improved upon with this game, but somehow it's captured something. Something strangely endearing. Er....

Eliot Fish

VISUALS

65

SOUND

76

GAMEPLAY

80

LONGTERM

75

OVERALL

76

Virtuoso



PC/PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **ELITE**
 Price: **\$89.95**
 Rating: **G8+**

There are two dodgy looking guys sitting in a pub somewhere in Europe, one of them turns to the other and says: "Hey Trev have you seen that Doom game for the PC yet?"

"No mate, what is it?"

"Well it's this sort of really cool shoot-em-up game where you run around blasting things, it looks great, sounds great and has made the publishers a bundle."

Trev stares ponderously into his beer for a while and farts quietly before replying; "Hey I've got an idea, why don't we come up with a game that cashes in on this Doom phenomena, people will buy it thinking it's like Doom and by the time they find out how crappy it is, it will be too late."

"Hey that's a great idea mate, lets give it a rock'n roll soundtrack and call it Virtuoso."

Yes I'm afraid Virtuoso is yet another incredibly poor Doom rip-off. This game is one of the worst I have ever reviewed. The graphics are extremely poor, the purported rock soundtrack sounds like airport toilet music and gameplay really stinks.

You are a rock idol who is sick and tired of having to sleep with adoring fans all the damned time. Yearning some kind of escape from this hellish existence you don a VR helmet and are instantly transported to the world of Virtuoso.

The game itself is a third person scroller (third person because your viewpoint is from behind the head of the long haired, bearded rock star). You move around shooting very poorly animated creatures which promptly explode into numbers representing your score. Not only is the game hideous audio-visually, but it lacks the fluidity of movement essential for this type of shooter. This problem stems from the fact that you stop every time you shoot something, which means that any Doomlike strafing tactics are out of the question.

In conclusion, don't buy this game. It promises little and delivers nothing. Not only that but it also comes at an obscenely expensive price. Avoid it like the plague.

Julian Schoffel

VISUALS

15

SOUND

30

GAMEPLAY

10

LONGTERM

10

OVERALL

15

KA-50 Hokum



PC

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **1-2**
 Publisher: **VIRGIN**
 Price: **\$79.95**
 Rating: **G8+**

About time! A proper helicopter sim is way overdue in PCland. Gun Ship 2000 was the last serious heli-sim, and that's almost four years old. Beautiful as it is, Comanche doesn't cut it for dynamic realism, action thrills being its forte.

The KA-50 Hokum (as Comanche freaks would know), is the Russian equivalent of said hot Yankee gunship. Your task in this sim is to pilot it in an anti-piracy campaign over the South China Seas. Apparently cargo ships are still regularly plundered by speed-boat equipped nasties. Your goal is to protect the interests of free enterprise and democracy - this blight must be stamped out!

Most missions involve rapidly speeding to the rescue of a slow moving super-tanker, then taking out the offending pirate-boat with rockets, guns or missiles. Your base is a frigate, centrally located amongst the islands which are scattered through the area.

Other heli's are available for you to fly, but the only reason you would want to is if your supply of Hokums has been wiped out. That said, the Mil HI-8 troop transport is a choice toy for finishing off undefended areas, thanks to its extreme weapon load.

Some air-to-air fun is involved, the only serious threat though are the enemy Apache's. Big, fast and potent, they are usually found making a beeline for your base ship.

Hokum looks as good as it needs to, but sounds incredible. The turbine start-up sequence deserves max. volume and should be shared.

A superb flight-model is the centre-piece of the game, with repetitive missions being its weakness. Still, it's the first interesting heli-sim for years, and that makes it worth a look, at least.

Ben Mansill

VISUALS

85

SOUND

86

GAMEPLAY

82

LONGTERM

80

OVERALL

83

Retribution



PC/PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **GREMLIN**
 Price: **\$79.95**
 Rating: **M**

Taking the worst elements of Wing Commander II (a great game) and the best of Cyberace (an abysmal game), Gremlin have given the world Retribution to play. This space epic mirrors Wing Commanders ground based interaction and general mucking around, adding to it action sequences that have you flying over some very Cyberace 3-D landscapes - but there is a point to it all.

As usual, the Earth is living under the veil of imminent destruction by an alien species. This time round it's the Krellans that need a taste of your lasers. Retribution has you taking out their ground installations and air cover, all set amid some rather attractive Comanche style 3-D terrain.

As with most fine looking games though, the gameplay lets it down sadly. There just isn't enough here to do. Microcosm/Novastorm fans will love it, the rest of us will get just a tad bored. Worsening the problem is the dicky space fighter you're supposed to "pilot". There are severe limits to what it can do - like going up or down to any reasonable extent. Limited movement on all axis is possible, but it feels like a rubber band is holding you back, the end result being that it just ain't fun.

Compounding the problem is the need to spend an irritatingly large amount of time travelling around your base, before the mission starts. A lot of work must be done before show time, people need talking to for mission requirements and suggested approaches. That's OK, but having them spread around opposite points of a huge space base is pure annoyance.

Inexperienced gamers who just want a quick blast after work/school will probably take to Retribution, but more discerning consumers know better, and will save their gaming dollars for quality.

Ben Mansill

VISUALS

78

SOUND

74

GAMEPLAY

62

LONGTERM

55

OVERALL

67

Star Reach



PC/PC CD ROM

Available: **NOW**
 Category: **ACTION/STRATEGY**
 Players: **ONE**
 Publisher: **INTERPLAY**
 Price: **\$99.95**
 Rating: **G8+**

There is more than one way to conquer a galaxy. There are actually two officially recognised (by me) ways of going about it: the strategy approach, or all-out action. Two leading examples of each are Masters of Orion and Wing Commander III.

Combining both elements has been tried, but with little or no success. Now Interplay has a stab at it with Star Reach, with surpassingly successful results. The appeal lies in its simplicity - this is a "training wheels" strategy game with action in its most basic form to keep you awake. Any of seven alien races (including human) can be played by you, with as many of the remaining lot becoming your foe as you choose. Certain races display particular fighting characteristics, and this is great for long term value, as it makes for wildly differing games.

Action stations and it's a-conquering we go. Steadily moving outwards and claiming planets is the basic go, with a simple selection of resource management and facility building for each new world. This is not a big galaxy and before you have a chance to consolidate your power base, it's under attack from the little green men.

Here your joystick wielding skills come alive, there's no in-cockpit view, instead you control the action from an external view of the battle. I hated it and preferred to play Star Reach purely as a strategy game (there is an option to do just that), but others may thoroughly enjoy it.

An easy interface and straightforward set of objectives make this a breeze to pick up, while the game offers surprising depth and variety. Masters of Orion still rules the genre, but Star Reach is a contender for newcomers.

Ben Mansill

VISUALS

81

SOUND

77

GAMEPLAY

82

LONGTERM

85

OVERALL

82

Desert Strike



PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **EA/GREMLIN**
 Price: **\$79.95**
 Rating: **G**

A Mega Drive conversion for the PC? Some may say it's like putting a Volkswagon in a Grand Prix or even vegemite in a foccacia but hey, there aren't that many shoot'em ups around for us PC types so as they say, beggars can't be choosers. For those unfamiliar with the game, it takes place somewhere in the Middle East (that's Arabia), where General "Extra Hommus and no Taboulie" Kilbaba is causing all sorts of bother with those shiny new weapons we sold him last year.

Your job, of course, is too utterly lay waste to his entire nation without letting any of those nasty journalists take unpleasant photos which might make us look bad back home. To facilitate this you are provided with a chaingun and light and heavy duty missiles. Oh, and an Apache strike helicopter as well. Ammunition and fuel are limited but can be replenished by picking up supplies with a winch. Scores of your own troops have managed to get themselves lost behind enemy lines, probably lured by tales of fakhari rug liquidation sales in downtown Baghdad, and they can be picked up and returned to base to boost your armour points.

The graphics aren't that great by PC standards, but really good if you're trying to convince a friend that you have a built-in Mega Drive converter for your PC. The audio is similar. The action is enough to keep your mind off these things however as you fire salvo after salvo of missiles screaming "this one's for the dodgy spinach triangle I bought last week you b*stards!"

George Soropos

VISUALS

63

SOUND

66

GAMEPLAY

75

LONGTERM

70

OVERALL

74

Warcraft - Orcs and Humans



PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-2**
 Publisher: **BLIZZARD**
 Price: **\$89.95**
 Rating: **M**

Westwood's Dune II brought the previously inaccessible strategy genre to the masses. The pre-Dune II world of strategic conquest was one of hex grids and turn-based complexity. Post-Dune II saw even Mega Drivers launching vast military campaigns, loving every minute of it.

The secret is simply brilliant game design. Westwood have a knack for it and nailed it with Dune II. The game engine proved to be so good that it's been licensed out to third-party developers. Command and Conquer is due anytime now and Warcraft is here for more immediate tactical warring.

The games dynamics are identical to Dune II, right down to the all-important need for resources to keep the show rolling. This time it's gold and lumber that fuels your war machine, instead of the spice Melange. As the resources roll in, your base can be enhanced by either building new structures or upgrading existing ones. Also carried over is the hidden world map, you still have to send recon units out to reveal your battlefield, and this is the game's only flaw - it's more annoying than fatal though.

Being fantasy/medieval, the game's units don't have the sex appeal of the techno-toys in Dune II, but the net results are the same. Archers replace missile launchers, Grunts or Footmen your basic close-quarters combat unit and Clerics and Conjurers the special ultimate units.

Playing as either Orcs or Humans (no practical difference), the idea is to fight through a campaign of missions in which the difficulty steadily increases. A scenario designer is new and should prolong the fun.

Dune II freaks will love Warcraft, their tried and tested tactics will carry over perfectly, while some interesting new twists will keep them alert and challenge in fresh new ways.

Ben Mansill

VISUALS

77

SOUND

81

GAMEPLAY

88

LONGTERM

85

OVERALL

83

Whacky Wheels



PC

Available: **NOW**
 Category: **RACING**
 Players: **1-2**
 Publisher: **APOGEE**
 Price: **SHAREWARE**
 Rating: **TBC**

A Mario Kart clone has finally made it to the PC, right where it's least welcome. If you were unfortunate enough to be born without a brain, or have one that's only a few years old - you'll love this.

Apogee's new shareware/regis for more levels racer, is a game typical of most from their stable - it's just plain dull. Wacky Wheels uses the Mode 7 style that the SNES does so well, but with a complete lack of character. The little carts hurtle monotonously around short circuits that offer little in the way of challenge, even the old-faithful fall-back of nice graphics is a non-starter.

Cute seems to be what Apogee have aimed for, but at the sacrifice of all else. Teensy animals perched atop go-karts are your foes, you can go the hammer with cuties like the moose or a pelican, or there's a Jabberjaws shark and a delightfully whacky dolphin. Groan...

The business end of the gameplay has you turning left a few times each lap, while trying to stay on the track and ahead of anyone else. Yep, that's a racing game for you, but the usual tweaks that make this basic stuff fun are utterly absent. Nothing these speedsters do resembles anything reality has to offer in the dynamics department. Most tracks let you hold accelerate down for the duration, making open eyes the only pre-requisite for success.

Power-ups come by way of hedgehogs, ice-cubes and fireballs, which are lying around everywhere and can be launched at baddies once collected. What fun. Ultra-littlies (under 5's) will find much joy here, but for more mature readers, you've been warned.

Ben Mansill

VISUALS

46

SOUND

52

GAMEPLAY

30

LONGTERM

20

OVERALL

37

On the Ball - World Cup Edition



PC

Available: **NOW**
 Category: **SPORTS SIM**
 Players: **1-4**
 Publisher: **ASCON**
 Price: **\$69.95**
 Rating: **G**

Talk about missing the boat. If Ascon Sports were trying to cash in on last year's soccer fever they're following a cold trail indeed. On the ball they are not. And they haven't really hit the mark with the game itself either.

O.T.B. is a management game with only token player involvement in the actual matches. Your team starts at the qualifying stage of the World Cup and it's your job to guide them through to the finals and, hopefully, to glorious victory as well.

As manager you are able to plan a timetable for your team and yourself which includes press conferences, family days (?), and the inevitable training sessions which are divided into various types: tackling, heading etc. and can improve or worsen your teams performance.

Training is one of the most annoying parts of the game as you are forced to sit through "exciting" graphics depicting your pixelly blokes running about on a lime green skating rink. This is typical of the gratuitous nature of the so called detail in the game. The press conferences are a simple multiple choice mouse clicking exercises, something the Federal Labor party would no doubt be envious of these days, and to top it off, your only input in the actual matches is to take penalty shots at goal by using your mouse button a la Links or any other golf game.

Please stay away from this one if you have a weak heart!

George Soropos

VISUALS	60
SOUND	65
GAMEPLAY	44
LONGTERM	40
OVERALL	46

Soccer Kid



PC

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **KRISALIS**
 Price: **\$69.95**
 Rating: **G**

Bleedin' heck, not the World Cup again? Yes, it's the World Cup, again. But this time the emphasis is more on a traditional platform type game where you are the "Soccer Kid", roaming about in search of all the missing pieces of the aforementioned World Cup. The World Cup is in pieces? Why yes, you fools, it was broken and thrown to all four corners of the world by an alien pirate named Scab, of course!

Your main weapon on this quest is your mighty soccer ball, which can be kicked, headed and jumped on to destroy or avoid the many adversaries you will face. The graphics are...um, cute. Sickeningly cute, in fact! If you've seen Marko's Magic Football on the Mega Drive then you'll know exactly what I mean. Soccer Kid was actually around before Marko though, and the game is actually an Amiga conversion and still has a bit of that look about it. The programmers haven't bothered to make much use of the PCs' extra audio capabilities giving the game a bit of a drab and dreary feel.

Not very inspiring, really. I wouldn't recommend this one to anyone but the terminally bored.

George Soropos

VISUALS	62
SOUND	55
GAMEPLAY	65
LONGTERM	60
OVERALL	62

Marathon



MACINTOSH

Available: **NOW**
 Category: **DOOM-LIKE**
 Players: **1-8 (NETWORK)**
 Publisher: **BUNGIE**
 Price: **\$89.95**
 Rating: **M15+**

I know you're all waiting to hear it, so here goes. . . Doom, Doom, Doom, Doom, Doom. Sheesh! How much longer are we going to have to go on about that game? Mac owners have been praying at the foot of their beds every night for Doom to go Macintosh. Well, their dreams have finally come true — Doom should be out in a few months.

However, Bungie have beaten Doom to the shelf with their own brand of 3D ammo-laced action. It's called Marathon and it's Sci-Fi Doom. And it's good. Very good. But of course, by now, we've all played Doom and the thrill is starting to wear off. Marathon manages to re-ignite that adrenaline pumping spark, and do it in a way that is original (read on) and unoriginal (I mean, it is just Doom in space).

Imagine that now famous 3D smooth-scrolling action, threatening atmosphere and jack-in-the-box surprises. Now add a cool sci-fi environment, insectoid aliens, a huge space-station and an AI computer that you can interact with. Ta-da! You have Marathon. You play the role of a security officer that must defend a massive colony ship called the Marathon, from an Alien invasion. The ships defenses are down, one of it's core computers has gone rampant (just like HAL in 2001: A Space Odyssey), and the colonists are in danger.

After managing to sneak onto the Marathon, you log on to one of the ships AI computers, Leela, who instructs you on your mission. Each level involves a different objective that Leela will explain, giving you useful information and warnings. It may be to shut off some airlocks so that Leela can open a dock and suck out some aliens into space. It may be to re-initiate the Marathon's defense system. Or it may be to simply throw yourself into the recreation area and save a group of colonists under attack by the aliens (I love the way the colonists run around screaming "Arrrgh! They're everywhere!").

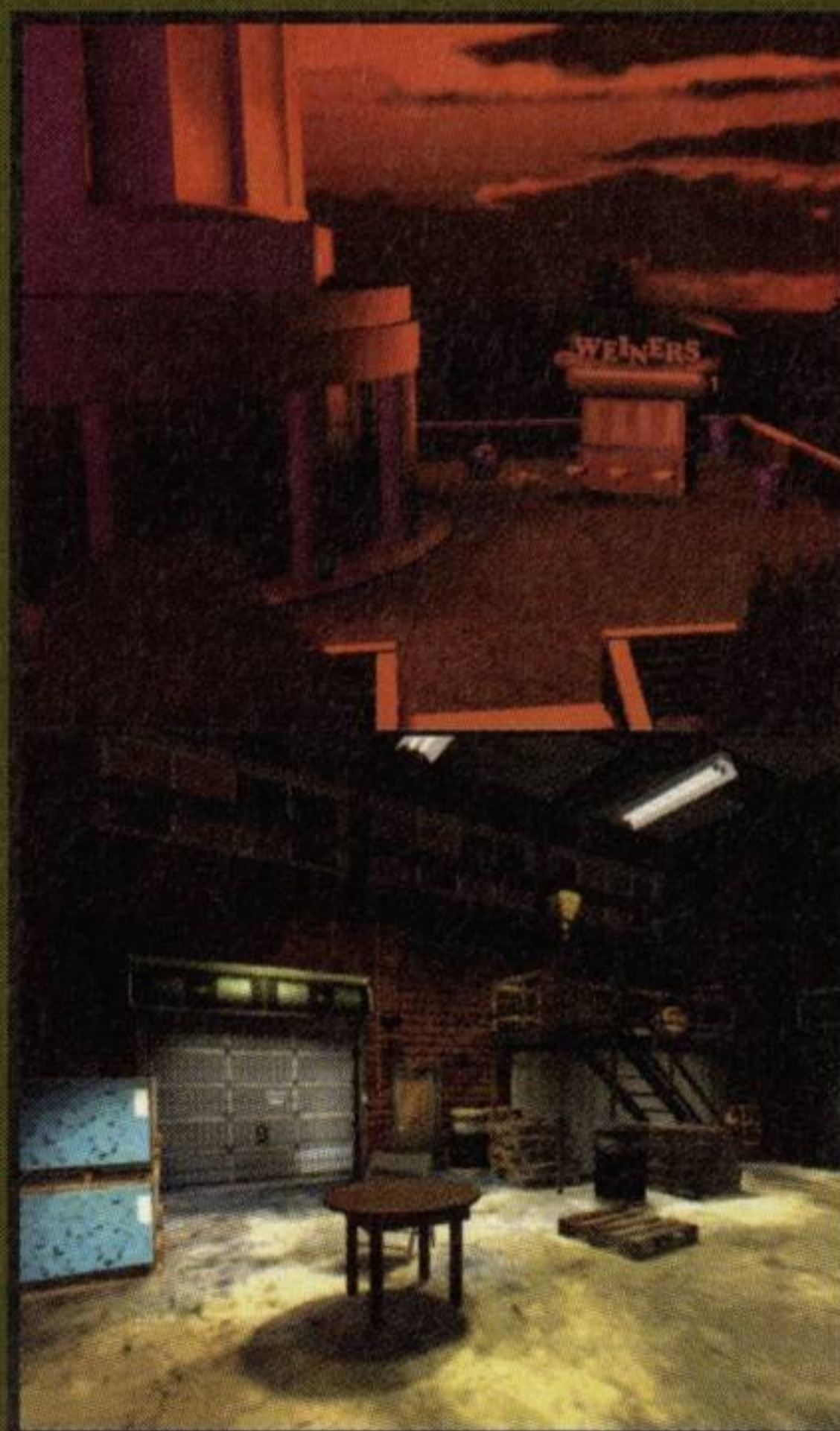
Spanning 40 levels, with gameplay to match Doom and a creepy atmosphere all it's own, Marathon's definitely a winner.

Eliot Fish

Game supplied by Try & Byte (02) 906 5227

VISUALS	90
SOUND	87
GAMEPLAY	93
LONGTERM	89
OVERALL	92

Under A Killing Moon



DAY ONE

- 1) Check fax.
- 2) Get and read all mail and then complete credit card application.
- 3) Use found stamp on application.
- 4) Look at crime computer.
- 5) Leave your office and mail application.
- 6) Go to Pawn Shop and speak to Rook and take case.
- 7) Enter alleyway and get glass shard and examine. (clue)
- 8) Look at footprint in alleyway, look under garbage can and get key from alley. Get batteries from ghetto blaster near dumpster.
- 9) Go to news stand and talk to Chelsee. (clue).
- 10) Get newspaper from in front of the door of the Brew and Stew, examine and read article about burglary.
- 11) Go to Police Station and talk to Mac Malden and reminisce about Martian Memorandum case. (clue)
- 12) Go back to the alley and talk to chocoholic and get him to talk of his addiction, go to Brew and Stew and get chocolate pie and return to alley and talk with bum and get another clue.
- 13) Look under garbage cans for the key from the alley.
- 14) Go to Rusty's Fun House and move mat, enter and look at employees room, look up on the wall for the key, enter and get the balloon from the sink, get the suction dart from the wall. Look at acid tank. Get the toss ring, crossbow, Inspector Burns mask, and the Rusty doll. Combine the dart and crossbow, batteries and doll and then fill the balloon with helium from the nozzle. Look at screen and watch tape.
- 15) Go to your office and input clues received into crime computer, read file on Mick Flemm.
- 16) Talk to Chelsee about Beek Nariz.
- 17) Go to the Coit Tower, give Surgery Gift Certificate to Nariz and then talk to him about all (he should have been the Elephant Man). (clue)
- 18) Go to warehouse and go upstairs and get key, use key on power box turn on, attach Rusty doll to the pulley and then hide behind crates and wait.
- 19) Flemm is spooked and leaves bracelet, get it then open crate and get fireman's uniform and combine it with the Inspector Burns mask, use Flemm's keys to open locked compartment and get strongbox and open it to get jade.
- 20) Return to office. (cutaway)



DAY TWO

- 1) Read Mail.
- 2) Travel to Electronics store and use credit card to enter, then use card on Blue Light special to get new fax.
- 3) Return to your office, get fax #1 and examine.
- 4) Travel to Countess's Mansion and talk.
- 5) Travel and talk to Chelsee.
- 6) Travel and talk to Mac Malden.
- 7) Travel and talk to Rook, then enter alley and open recyclable garbage to get trade paper, examine.
- 8) Travel to Allambra Theatre, talk to Franco and give him jade, then ask about "Mysterious Artefact".
- 9) Return to office and get fax #2.
- 10) Travel and speak to Mac Malden.
- 11) Travel to Knickerbocker Apartments.
- 12) Travel to Electronics store and talk to Hamm Underwood (fraternise) continue until he reveals all about security.
- 13) Use credit card on Blue Light special and get laser blade.
- 14) Return to the Knickerbocker Apartments, open closet door and get trap and fish food, get "Through the Looking Glass" from the top of the book shelf, open aquarium and fill toss ring with water, examine book to get key.
- 15) Enter hallway and look at power box, use loaded crossbow then the toss ring to turn off the laser net.
- 16) Enter library and get birthday fax, examine, get geigger chow from behind the marble obelisk, move mirror and use key on switch lock. Move painting and look at safe, open using combination 101412, get security card and list of bidders, examine both. Look at geigger then combine geigger chow with the trap then use to capture geigger. Get capture noose.
- 17) Go to library and enter secret room, look at statuette, move the painting second row on right, use security card, move empty crate and then use capture noose on statuette.



DAY THREE

- 1) Talk to people about mugging, take Francesca's case, get note from her.
- 2) Go to Brew and Stew and talk to Louie about Sal.
- 3) Go into street and find the garbage can and open it, get note scraps and assemble them. Combine note from Francesca and assembled note to get the following message
WE HAVE CONFIRMED YOUR APPOINTMENT WITH CHASTITY AT THE SUITE IN THE GOLDEN GATE HOTEL AT THE USUAL TIME THE PASSWORD TODAY IS SILICON.
- 4) Travel to Golden Gate Hotel and wear the Inspector Burns disguise and use helium filled balloon, enter Hotel and talk to Ardo Newpop use Authorative and Get right down to business tone.
- 5) Enter "SILICON" get foil from table, enter Hot Tub room, move towel from the drain and look. Look at mounted vase on right of door.
- 6) Enter bedroom and open closet door and take champagne glass, return to hot tub and use glass on water then vase, get cork and examine.
- 7) Return to bedroom and use wire to unlock desk drawer, get shoelace.
- 8) Go to Piano room and get deodoriser magnet, the combine with shoelace.
- 9) Return to Hot Tub and use magnet on a string on the drain to get the screwdriver, use screwdriver on drain and get roll of film.
- 10) Travel to Electronics store and use card on the Blue Light special to get developing kit, combine with roll of film.
- 11) Give photos to Francesca and she talks about Pug.
- 12) Go to Coit Tower and talk with Beek Nariz, end conversation, Talk with Pug (ominously).
- 13) Travel to the Colonels office (cutaway)
- 14) Talk to Eddie Ching (surprise, surprise - a cross dresser).



DAY FOUR



- 1) Travel to Countess's Mansion, look at bird, use foil on bird and get cigarette case, examine, get note pieces from waste paper basket. Get watch from mantel-piece and examine.
- 2) Travel to Colonel's office, move the vase to get emergency disk, turn on computer and use disk. Move face down picture on table, look at photo, open desk drawer (third on left) and get greeting card, examine.
- 3) Travel to Melahn Tode's apartment and talk, give her greeting card, ask about Colonel and key.
- 4) Return to Colonel's Office and use key on locked cabinet, get coded documents, move magazines and get UPEX receipt, examine.
- 5) Return to Melahn Tode's apartment and talk about receipt, examine paper she gives you.
- 6) Go back to the Colonel's office and move painting (aircraft) open safe using combination (5, 7, 1). Get code book and combine with coded documents, examine.
- 7) Travel to Roadside Motel.
- 8) Travel to G.R.S., enter Research and Development Office, get penant off wall, examine, use pass-card on Dubois' computer. Get hex wrench off floor, get mini TV from desk.
- 9) Go to Supervisor's Office and use hex wrench on vent, then use geigger on vent, get mini disk from desk drawer, get passcard from under Eva Schanzee's desk (right leg) use passcard on her computer then mini disk.
- 10) Go to Tucker's office and open desk drawers and get match and combination to Supervisor's safe.
- 11) Return to supervisor's office and open safe with the combination (142235) get viral powder and combine with cigarette.
- 12) Go to the Conference room open desk drawer and get laser disc player, combine with mini disk and TV. Get cabinet key and use on cabinet look at VCR.
- 13) Return to Tucker's office and look at safe and access panel, use A/V equipment, enter safe and get shredded note from waste paper basket, video cassette and Buddha statue. Hide behind bushes in office until clear, examine Buddha and combine winter chip with watch. Assemble shredded note.
- 14) Go to Conference room and use video cassette on VCR.
- 15) Return to office.

DAY FIVE



- 1) Examine assembled note and travel to Bastion of Sanctity.
- 2) Look at Chameleon and the expensive vase on the ledge, get bungie strap from wall, the gemstone from the work of art with the face, get the clamp from the coat of arms, combine all.
- 3) Use match on lethal cigarette, then use loaded slingshot on vase, go to the ashtray and use lethal cigarette on it.
- 4) Look at Alaynah, move the shield and the switch, talk to Alaynah until she mentions Ferrel Puss.
- 5) Go to Broken Skull and talk to barkeep (where's Superman).
- 6) Travel to Roadside Motel and talk to Alaynah, get Susan B silver dollar. (Susan who?)
- 7) Return to Broken Skull and offer silver dollar to Barkeep (still no Superman).
- 8) Talk to Ferrel Puss, play Ferrelette until you win.
- 9) Talk to Barkeep (no stereotype role for Margot) and order manly drink (Nightee Night).

DAY SIX

- 1) In the Arboretum look at door.
- 2) Look at smoke alarm on the wall above the door.
- 3) Look at pile of leaves.
- 4) Open the wall panel.
- 5) Get the lighter fluid, find and get the rake, stone and flint.
- 6) Use rake on pile of leaves, use lighter fluid on leaves, combine stone and flint to create sparks and then use on leaves. (gumby comes in lights out, watch th column Tex, oops)
- 7) Find the Stasis Room, enter, switch on, slide temperature, oxygen ratio, push Adrenalin, electric shock, slide temperature, push Pentothal, Adrenalin, slide oxygen ratio, temperature, slide oxygen ratio, push adrenalin and finally bicarbonate to revive Eva.
- 8) Examine mission paper and get key off Eva, access wall panel and get linkup computer, combine with winter chip.
- 9) Go to the Observatory and get cocktail glass, examine, then find and move plant to expose floor panel.
- 10) Go into the hallway and find pipe and return to Observatory, use pipe on floor panel and get cable combine with link computer.
- 11) Use straw on recessed button.
- 12) Use virus link computer on Moon Child computer.

SIT BACK FOR THE FIREWORKS,
So long crusaders.
Mark Harris



Relentless

Twinsen's Adventure Part Two

Southern Hemisphere



PROXIMA ISLAND

The first thing to do here is follow the pirate's instructions. You'll end up in front of a museum and someone will ask you if you're another treasure-hunter. They'll also give you a coffee pot. Take the pot to the house inside the fenced area (just above your boat) and give it to the Grobo [1]. He'll give you a keypad which will come in handy later in the game. The next thing to do is to get yourself arrested. Just go to the museum, buy a ticket and enter the building. The Rabibunny will set off an alarm and you end up in jail. Once in jail just stand in front of the grate on the wall and press the

spacebar (in normal mode). You'll end up in the city sewers. Now exit the sewers and head back to jail. Nail the whitecoat and talk to the Grobo electrician. He will boast about the museum alarm system. Get your stuff from the locker and crawl down through the small doorway, you'll end up in the sewers again, look around and read the sign. It should tell you about a sewer entrance to the museum can only be accessed from inside the museum. Exit the sewer. Now make your way to the screen to the left of where your boat is moored. Enter the house with the hole in the

wall and talk to the Grobo [2]. He will tell you to find a particular part for the Proto-Pack he is making. Just go to the salesman near the museum and buy a hair-dryer. Take the hair-dryer back to the Grobo inventor and he will give you a Proto-Pack. Now go to the other house in the same screen as the inventor's house and try to open the door. Kill the guard that appears and get his key. Open the door and talk to the Rabibunny. He will offer you a red card if you visit his brother who is being held captive on Principal island. Take your boat back to Principal island.

PRINCIPAL ISLAND

Go to the prison complex and make your way to the cell on the right hand wing of the prison. You'll have to do a quite a bit of gratuitous killing to get there. Now talk to the Rabibunny through the bars [3], then head back to Proxima island.

PROXIMA ISLAND

Go back to the Rabibunny under house arrest, tell him about his brother and take his red card. Now go back to the museum and enter via the door which requires a red card. Go only into the first room and then hop onto the sewerage grate. Now exit the sewer and go to the jail. Once in the jail, push the button near the Grobo electrician, this will set off the museum alarm [4]. Now go to the museum's normal entrance, a Grobo will tell you that the museum has been closed because the alarm went off for no apparent reason. Now go

back to the sewers and enter the museum via the sewerage grate you lowered earlier. Don't step off the grate without first using your Proto-Pack (remember what the Grobo electrician told you about the alarm sensors in the museum floor). Now hover up the stairs and search the museum for two things: the black flag and the pirate's treasure (avoid the guards at all times) [5]. Once you have the black flag and the key from the pirate's treasure you can leave the museum (via the sewerage grate). Now head back to Citadel island.

CITADEL ISLAND

Go straight to the caverns under Twinsen's house (the easiest way is but heading up the rocks at the base of the cliff to the right of the pier) [6]. Now open the door in the cavern and take everything inside (the horn etc.). Now you can open Sendell's seals.

SENDELL'S SEALS

Once you've got all the stuff from the pirate caverns under Twinsen's house you can break open Sendell's seals. Sendell's seals in the Southern hemisphere are located in the following places: the pirate cavern under Twinsen's house, there is one which is accessed from Proxima island (make

sure you go to the first rune stone and get the password before you visit the second one behind the seal), the White-Leaf Desert and the last one is on Principal island. To break the seals just stand in front of them and use the horn. Once you have broken all the seals you can visit Rebellion island.

REBELLION ISLAND

After you have attached the black flag to your boat you can approach Rebellion Island without fear of being shot at. Once you have landed talk to the Rabibunny on the dock [7]. Now go to the trench and talk to the Rabibunny there, he will tell you to visit the rebel camp in the centre of the island, to get there use the car

nearby. Once you have arrived at the rebel camp talk to one of the Rabibunny commandoes there, they will ask you to help them free their commander who is being held captive in a fortress in the Hamalayi mountains. Follow them back to the harbour and take your boat to the Hamalayi mountains.

HAMALAYI MOUNTAINS

Follow the Rabibunnies as they make their way up into the mountains, let them move to each new screen before you do. Make sure you destroy the radio transmitter as well. Eventually the Rabibunny commandoes will capture a tank, jump in and fairly soon you'll find yourself inside the fortress on the mountain.



THE MOUNTAIN FORTRESS

Once you're inside the fortress, kill every clone, soldier and whitecoat you find there. Take every key and open every locked door you come across [8]. Make sure you search any lockers as well, you should find a key in one of them. Eventually you'll find the commander (he is the Sphero locked in the cell), release him and make a note of his instructions. Now follow them by going up the screen to

your right, kill the Grobo guard and crawl through the small door you find there [9]. You should now find yourself in an area outside the fortress. Make your way to the screen on your right. There is a nice little animated sequence where Twinsen gets lost and collapses in the snow, thankfully he does get rescued and awakens to find himself in the ski-fields.



THE SKI-FIELDS

Take the snowboard on your right and walk through any of the sets of flags you can see. Twinsen will snowboard down the mountain to the chair-lifts. You can use the chairlift if

you want but it does nothing to further the game (just a diversion really) [10]. From the chair-lifts make your way to the right and move to the next screen.



THE RABIBUNNY VILLAGE

In this area you will come across strange insect-like creatures, kill any that you encounter [11]. Make sure you rescue any Rabibunnies being attacked by these creatures and talk to them (they supply you with important info). Now go to the village and talk to the head Rabibunny. He will tell you that the village is being terrorised by mutants and that if you can destroy the mutant factory he will open the door of the sacred carrot (No I'm not making this up and I haven't been doing hard drugs). Follow the female Rabibunny and she will open up a hole in the ice. Jump through the hole [12].



THE MUTANT FACTORY

To get to the mutant factory you have to dispose of the Grobo guard out the front. Take his key and then talk to the first Grobo you see inside. He will tell you to stand in front of the transporter while he turns it on. Do as he says and when the gate opens jump in the transporter [13]. You will now find yourself in the mutant factory. Make your way to your right and kill the whitecoat before he operates the alarm. Now continue towards the right until you see a clone, kill the clone, go up the stairs and then take a left. You should find yourself in an area with some tables with mutant parts on them. Destroy the mutant parts [14] (using your trusty magic ball) and then continue to your left. Speed is of the essence here so use athletic mode and run towards the guard

before he sets off the alarm. Kill him and then destroy the green eggs in the pen [15]. You'll know when you've destroyed all the eggs because the screen flashes red. Once you have done this make your way back to the area where you initially boarded the transporter (just use the transporter to get back there). Now get yourself arrested by walking up the steps to the left of the transporter. When the whitecoat comes to release you from your cell, kill him and take his key. Use the key to release the Elf in the cell next to yours. Talk to Elf and take the clovers he gives you [16] (using the card you got from the Elf you released when you broke the Sendell's seal in the White-Leaf desert). Now make your way back to Rabibunny village.



15 I am Raymond the Elf, to show my gratitude, I will indicate the location of the Clear Water Lake to you. It is to the North West, in the Hamalayi mountains (look on your Holomap). If you play the flute there, you will find an important element of the prophecy. And if you have a membership card you can show me, I've something else for you.

RABIBUNNY VILLAGE (AGAIN)

Talk to the head Rabibunny and follow him, once he has opened the door of the sacred carrot walk on through.

Relentless Twinsen's Adventure Part Two - continued

Northern Hemisphere



Move to the screen on your left and kill the guard. Take his key and open the gate. Now kill any guards you see and make your way across the bridge to your right. Open the gate using the appropriate card and again - kill the

guards and take the key. Now make your way down the ladder and open the gate at the bottom. Kill the Grobo guard and walk past the motor-boat [17]. Now take a sharp left and you'll find yourself near the

frozen lake of clear water. Use the flute and watch the animated sequence. You now have the flask of clear water. Go back to the motor-boat and take it to Tippet island.

Once you're on the island climb the ladder and talk to the Sphero, listen to what he says about you needing a Dino-Fly to get to Fortress island. Now Talk to the Grobo guard and remember what he says. Now make your way to the right until you find the Elvis lookalike Rabibunny. Ask him about the Teleportation Centre and the Clone factory [18]. Now make your way to the left until you find the fisherman Rabibunny [pic21.pcx]. Talk to him and take the key. Now use the key on the locked gate to the left of the Elvis Rabibunny. Make sure you don't get too close to the two goons outside the Cafe, use your magic ball on them and they will run away eventually. Now go into the Twinsen Cafe and talk to the

musician and the bartender [19]. To get the guitar for the musician you have to go back to the White-Leaf desert and talk to the hermit. You can get back to the Southern hemisphere by going back to the Rabibunny village, jumping through the hole and then going around the ice ledge. Just kill the soldier with the machine gun and jump down from the ice ledge next to the sandbags [20]. Then just keep moving left and you'll find your boat. When you're back in the White-Leaf desert (use your proto-pack to get across the water as a shortcut in the first screen) give your flute to the Rabibunny hermit and he will give you his guitar. Now take the guitar back to Tippet island and give it to the musician, then talk to the bartender

again. He will open a trapdoor which leads to the sewers. Once you're in the sewers kill all of the crabs and mutant blobs and then use your proto-pack to get across the sewerage (make sure you're standing on the lowest step before you use it or you'll fall in). Now follow the stairs and ladders until you reach the area with the locked gate. There is a hole right next to it. Jump in the hole and you'll find a key as you crawl out. Open the gate and then jump up the gravel pile (in athletic mode). Now avoid the centipedes and climb the ladder to your right. This will take you outside and you'll see the Dino-Fly nearby [21]. Talk to the Dino-Fly and then get him to take you to Fortress island.

TIPPET ISLAND

FORTRESS ISLAND



Talk to the Rabibunny to your left and he will tell you to find the plans for the Teleportation centre. Now make your way back to Tippet island (Take the Dino-Fly back to the Hamalayi mountains and the power-boat to the island, it saves you having to backtrack through the sewers again). Talk to the guard informant [22] and pay him 50 kashes (to get kashes just beat up the goons near the Cafe). The guard tells you that the plans are locked in a safe in the fortress on Principal island.

PRINCIPAL ISLAND

(While your here, you might as well get the clover box Julia told you about, just use your proto-pack to get across the water near her friend's house). Make your way back to the fortress on Principal island. The easiest way in is by killing the guard in the trench to the right of the main entrance (sandbags etc.), kill all of the clones and guards then use your access cards to get through any locked gates. Eventually you'll find a locked

door being guarded by a clone, kill it and then a Supergro will appear. Kill the Supergro and take the key, use it on the door and you will be inside the fortress. Once inside take out the whitecoat before he sets off the alarm. Now make your way down the stairs to your right, kill the whitecoat you find and take his key. Then go back up the stairs and down the other side, kill the clone and open the door at the bottom of the stairs. Run up the stairs

and wait for Funrock to kill the guard and teleport out. Now go into the area where the safe is and open the cell door, the Grobo will give you the key to the safe, open it and you'll find a note and Funrock's saber [23]. Read the note and then take your boat to Citadel island (the easiest way out of the fortress is through the secret door in the cell on the other side of the building - near the where the second whitecoat was) [24].

CITADEL ISLAND

BRUNDLE ISLAND

Go and talk to the Rabibunny architect in the first screen (the one who told you about the secret exit from Twinsen's house), the father will appear and let you into the house, talk to the architect again and look at the plans, now take the ID card, go back to the Hamalayi mountains and take the Dino-Fly to Brundle island.

Once you're back at Brundle island make your way up the path into the next screen. The whitecoat will ask you for some ID, whatever you do don't give him Twinsen's ID - use the architect's instead and he will let you into the complex. Once inside make

your way up the path and to the left. You will see a ladder - climb it. A Rabibunny painter is trying to paint over one of Sendell's seals, stand in front of it and use your horn [25], now jump through the opening.



Remember the keypad the Grobo gave you back on Proxima island; now is the time to use it. Go around the fenced area and to the left, you will see a locked door with a square aperture next to it, use the keypad on the aperture and the door will open [26]. Go inside and take a Meca-Penguin, now go back to the area near the guard (not the whitecoat, the Grobo-Clone) and use the Meca-Penguin. Once the Grobo-

Clone is dead take his key and open the locked door. Make your way up the corridor and kill the next clone, now continue up the stairs (ignore the exit to your right) and search the barrels, you should find a key [27]. Open the door and go into the main control room. Once inside run towards the guard and kill him as quickly as possible (to stop him calling more clones), it's probably best to use Funfrock's saber because

it kills clones with one or two hits. Use the saber or the ball on all of the teleportation devices, they will break and the screen will go red [28]. Now move down the stairs, kill the whitecoat and destroy the computer terminal. After the explosion move to the broken wall and jump over it. Now exit the teleportation centre and go to Fortress island.



FORTRESS ISLAND

Talk to the Rabibunny and follow him into the next screen. Kill the guards and destroy the armoured vehicle, then follow the Rabibunny; he will dig a hole and this is your way into the Clone Factory [29]. Jump into the hole.



THE CLONE FACTORY

Avoid the spurting geysers and jump up till you reach the section with all of the barrels. A big roly-poly creature will emerge out of a hole and attack you. Kill it using the ball or the saber and then make your way up the steps in the top left-hand corner of the screen. Here you will find a key. Now go back to the area to the right of the ladder and turn the wheel [30]. This will drain the pool in the next screen [31]. Now go up the ladder, open the gate and proceed to the next screen. You should see a drained pool with a sharkfin mechanism moving around in it. Jump into the pool and head to the top right of the screen. Here you will be attacked by some flying Grobo-Clone soldiers, nail them with the saber and climb out of the pool via the ladder. Now move to the next screen and kill the guard. Take his key and open Zoe's cell [32]. Once you've watched the animated sequence [33] you'll wake up in a cell. No you haven't done anything wrong and the game hasn't thrown you back to the beginning again,

you're still on Fortress island. Escape from the cell by killing the guard and using the moving platform. Now kill the whitecoats and take the key. Go through the locked door and kill the Zoe-Clone. Now take the key and move through the locked door to your right. Search the locker and get all your stuff back. Avoid the grate in the floor (it's a trap and doesn't lead anywhere). Go through the doorway to your left and you'll find yourself in a room full of inert clones [34]. Don't touch the clones, just go to the wall in front of you (to the left of the tables) and wait for Sendell's seal to appear. Use your horn and jump through the hole. Now stand in front of the rune stone and use the flask of clear water. This will set off an animated sequence in which the Clone Factory is destroyed. You'll then find yourself outside the ruins of the Clone Factory. In the top of the screen you should find a sort of path. Proceed into the next screen and you'll find yourself on the road to Polar Island.



POLAR ISLAND

Keep moving straight ahead up through all of the construction scenes (avoid construction workers and bulldozers). Eventually in the farthest screen (in the top left hand corner) you'll find a bulldozer that is not working. Talk to the Grobo nearby and he'll give you the key to the bulldozer. Go back to the dozer and use it. Don't panic when the dozer seems to be taking you back the way you've come; you need it to get through the rocks blocking the entrance to the next section. Once the dozer stops make your way up the path which goes up the hill. You'll have to avoid other bulldozers and nail a few guards. Eventually

you'll find yourself on a narrow road with a lower section directly in front of you. Jump down onto the lower section (do it quickly before the dozer gets you) and kill the construction worker. Take his key and make your way to the locked gate. Kill the construction worker, open the gate and go through.

Follow the path and watch out for more construction workers. One of them will jump down on you as you go past [35]. Kill the ones above you using your magic ball in discreet mode. Now climb up the green rocks until you reach the top. Here you will find Dr Funfrock and the real Zoe. Kill him using the saber [36] and then use your horn on Sendell's final seal. Jump through the opening and into the final screen. Make your way down the rocks and prepare for the final confrontation with Funfrock (I don't know how he recovered from the last bout of combat). Kill him and the large door will open. Go through the door and you've finished the game! Now you can sit back and enjoy the Endgame sequence.



Julian Schoffel



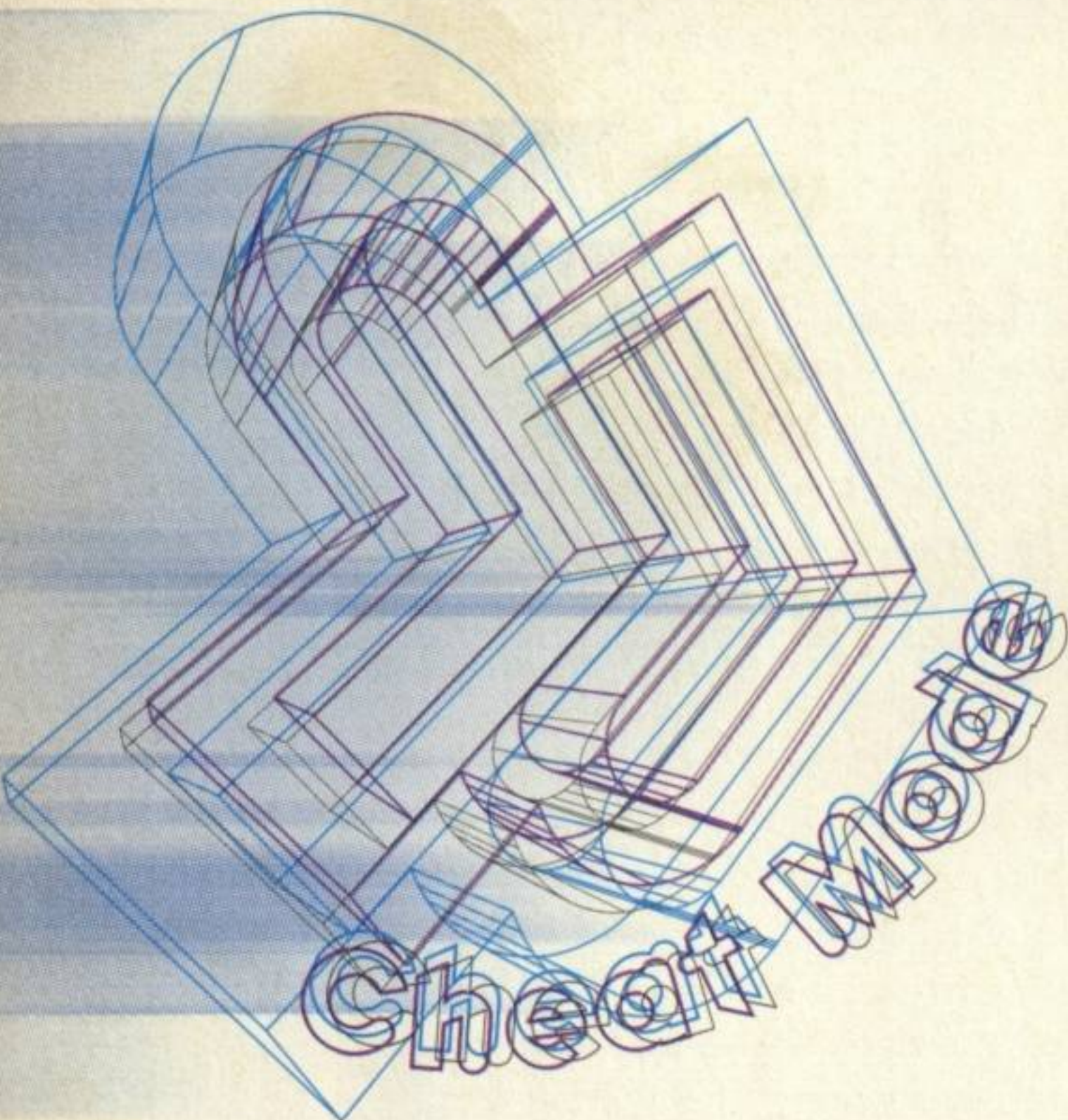


DONKEY KONG COUNTRY

SNES

Start With 99 Lives

Having a bit of a problem with this amazing platformer? Having 99 lives to start with just might make things a bit easier. Play the first level of the game (Jungle Hi-jinks). Finish it and then go back into it and kill yourself (yes, really). When Cranky Kong appears after the Game Over screen take control pad one and press Down, Y, Down, Down, Y (the same code we told you about last issue). You'll end up in the bonus rounds where you can practice and then exit with all the lives you collect. Touch three of the same animal icons and you'll go to a Bonus cave. You can collect as many lives as you want, up to a total of 99. When you think you've got enough (don't be too greedy), press START and then SELECT. You should now start the game with all the lives you just collected.



ZERO THE KAMIKAZE SQUIRREL

Mega Drive

Cheat Codes

This is a very decent little platformer from Sunsoft and here are some codes that will hopefully make it even more enjoyable. Simply press START to pause the game and press these buttons:

Level SelectA, C, Right, A, B
 Unlimited StarsDown, A, B
 Unlimited Hit PointsB, Up, B, B, A
 Unlimited ZerosB, A, A, Up
 Huge Power Up.....Right, Up, B, A, Down, Up, B, Down, Up, B

MIGHTY MORPHIN POWER RANGERS

SNES

Versus Mode

The Mighty Morphin' Powers Rangers suck. How about that for controversy? It's true though. If you've bought one of their games, we're sincerely sorry, but you may want to get a bit more out of the SNES game than just the platform bits. Here's how you go straight to the fighting robots (thanks to our good mate Peter "Brodes" Brodie from Cronulla NSW who also hates this game). Go to the Option Screen and enter this password...er, number - 1 0 0 7. Then bash the living metal out of your opponent.



MICRO MACHINES 2

Mega Drive

Level Warp

One of the most playable and fun games around is this little beauty from English company, Codemasters. Here a tip from Peter Brodie that will allow you to skip levels. During any race leave the track and drive around until you see a grey square with a star on it about the size of your car. Drive onto it and you'll be warped to the next level. Cool!

DEMOLITION MAN

3DO

Blood!

You want blood, we'll give you blood! When you see the title screen, press the top R button on the first controller. Then rotate the direction pad 360 degrees counter clockwise until red splotches of something that looks remarkably like blood appears on the screen. Now whenever you blow away an enemy you'll get to see red bits. Cool!



EARTHWORM JIM

SNES/Mega Drive

Level Skips and Other Codes

We've already given you the Debug Codes that enable you to do just about anything in this game, but if you just want to skip a level that you're having problems with, press START to pause and enter these codes (fairly quickly):

SNES.....A, B, X, A, A + X together, B + X together, B + X together, A + X together

Mega DriveA, B, B, A, A + C together, A + B together, A + B together, A + C together

You can use these codes on any level, and can skip right to the end of the game.

Here are some other codes we've found for the Mega Drive version. Press START and enter these ones for some fun:

Plasma For WeaponC, A, B, C, A, B, A, C

One Free JimB, B, C, C, A, A, A, A

1000 Rounds of Ammo.....A, B, B, B, C, A, C, C

Extra ContinueA, B + Left, A, B, A, B, C, A



PITFALL

Mega Drive

Bug & Level Select

Sony Electronic Publishing faxed us to report that there is a bug in the Mega Drive version of Activision's most excellent Pitfall. The game may crash on Level 8 - the Runaway Car Level, so this is how to avoid it.

The bug should only come into play if you have selected control pad configuration 2 or 3. If you have left it on the pre-selected setting (setting 1) or changed it to configuration 4 you shouldn't have any problems. If you have no control over your character once the opening animation is finished, then you're in trouble. You should reset the game, and make sure you are in control pad configuration 1 or 4. Now use this cheat on the option screen to get a level select:

B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A

You should hear a beep and you'll be able to take yourself to any level (including level 8)

Cheat Codes

Here are a few more codes for the Mega Drive version. Enter at Title Screen:

99 of every weaponA, B, Up, C, A, C, A

CreditsC, Right, Down, C, Right, Down, C, Right, Down

Nine lives at start.....Right, A, Down, B, Right, A, B, Up, Down

SNES/Mega Drive

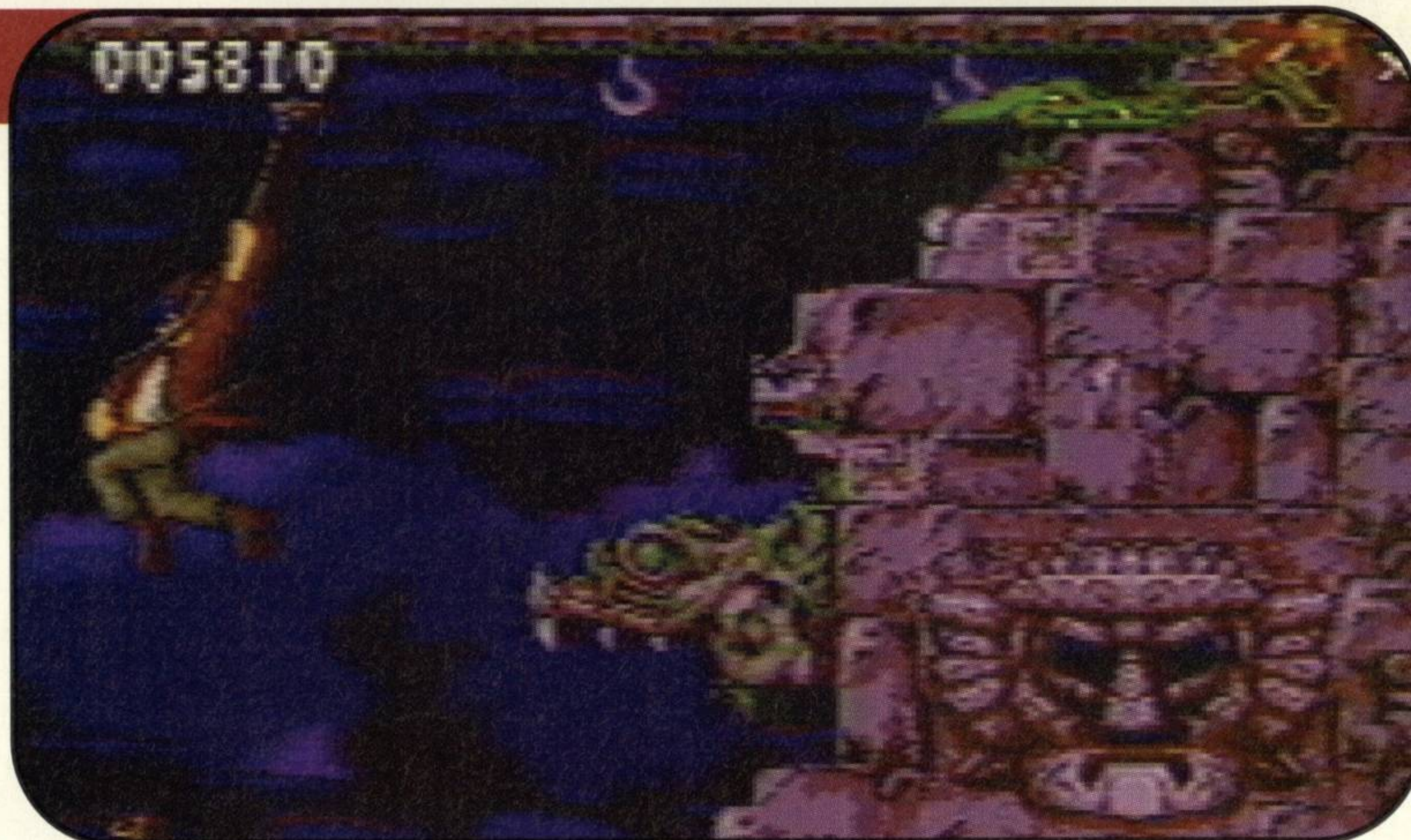
Play the Atari 2600 Version

If you want to go straight to the old classic buried within the new adventure and play with the original Pitfall Harry then you'll have to press the following buttons:

SNES: At the title screen as the boomerang is flying around the START option, press SELECT, A, A, A, A, A, A, SELECT and you'll go back in time.

Mega Drive: Do this at the title screen.

Down, A (26 times), Down.



VORTEX

SNES

Cheat Codes

We've already told you the level codes for this spunky polygon shooter but here are some more juicy codes just for the hell of it.

Infinite lives	JTTSJ	Invulnerability	HVZSM
Level Select	CTGXF	Infinite Ammo	WSVTQ

HARD CORPS

Mega Drive

Arena Combat

The ever reliable Peter Brodie sent us this tip: In the level where you are attacked by the vipers, DON'T take out the guns and the big door you'll come to, but instead go all the way right and climb the scaffolding. At the top there's a guard who will ask you "In the battle arena?". Say yes and you'll go to a special battle arena mode where you'll take on a number of hard boss types. Fun, fun, fun!





MORTAL KOMBAT 2

MEGA DRIVE

Raidens 3rd Fatality

More fun. Chris Clarke knows what he likes, and that's spilt guts.

Do the "Test Mode" cheat and set it on Ooh Nasty and background 6. Play as Raiden and when you get the "finish him" press BACK, BACK, BACK, then BLOCK.

RED ZONE

MEGA DRIVE

Secret Asteroids Game

There are two gamers out there who call themselves "Paris & Cab", we know this because they told us. They also told us this cheat.

Enter CABABABACCC as your password, now you can play the arcade classic - in two player mode if you want!



TOTAL ECLIPSE

3DO

Practise Range & Level Select

"Deadlock" sent these in, we don't know what form Deadlock takes - it may be male, could be female - it may not even be human. Whatever, Deadlock knows a good cheat.

To enter a practise zone with no baddies trying to toast you, PAUSE the game and with PLAY GAME highlighted press: B, A, C, A, B, A, L then press L and R simultaneously, then X, X. A skull will then appear in the window. When it does, press L, A, B, L, A, B, X, X, X.

For the LEVEL SELECT cheat, highlight QUIT/PREVIEWS at the options screen, then hold down X and press B, L, A. Now release X and press B, L, A, B, L, A. Now you should see a level select menu in a new window.

DAYTONA

ARCADE

Weird Stuff

Derrick Ellis likes to make the Jeffry statue do fun stuff when he should be thinking about winning races. Onya Derrick, great attitude.

JEFFRY BREAKDANCES - Come to a complete stop in front of the statue, then hit START to make him boogie.

INVERTED JEFFRY - Drive around the expert track backwards to see Jeffry do a handstand.

PLAY THE SLOTS - On the beginner track, hit the START button to play the slot machine wheel. Three 7's gives 7 seconds, three bars gives 5 seconds and three cherries gives 3 seconds.

WARCRAFT

PC

Cheat Codes

Having trouble subjugating the hordes? Aaron Bilger doesn't, that's because he's cheating! Press enter at the game screen to bring up the MSG prompt at the bottom, then try these codes:

POT OF GOLD
- thousands of gold and lumber.
SALLY SHEARS
- reveals map.
IRON FORGE
- max. shields, weapon strength and animal speed.
EYE OF NEWT - all spells.
HURRY UP GUYS

- speeds up construction.
CORWIN OF AMBER
- enables secondary cheat codes, these are:
THERE CAN ONLY BE ONE
- invincibility to everything except catapults and workers.
CRUSHING DEFEAT

- ends current mission in victory
IDES OF MARCH
- ends current campaign, showing final victory scene.

KILLER INSTINCT

ARCADE

Play as Eyedol

Bob likes a good cheat, he does. This one lets you pummel your opponent as the fearsome Eyedol.

Pick Riptor while holding buttons 1, 2 & 4 and holding the joystick to the left. When the V.S. screen comes up, hold 3, 6 & 5 while holding the joystick to the right. You'll hear "Eyedol" if it worked.



SIM TOWER

MAC

Lobby Bonus

Mac players are usually desperate for decent games, they're even more desperate for decent cheats. Arabella Clauson e-mailed us from Texas with this one.

When creating the first lobby, push OPTION and the mouse button to make it a double decker.

COLONIZATION

PC

Cheat Menu

Go ahead and spoil all the fun, we don't care. Rory Innes doesn't either.

At game screen, hold down ALT and type WIN. A cheat menu will appear at the top of the screen.



UNDER A KILLING MOON

PC

Access all Levels

Unbelievably lazy? No sense of adventure? That's John Bormann and if it's you too, then simply call yourself "EASY" when loading a game, a save game for every level will now be available.

PRIMAL RAGE

ARCADE

Hidden Bowling Game

Weird one this. John Fisher tells us of some non-violent fun (there is such a thing!) hidden within.

In two player mode with any background, both players must play as Armadon. Each must do three simultaneous Spinning Death attacks (HIGH QUICK and LOW FIERCE, then AWAY, TOWARD and DOWN in one fluid move). You should now be able to bowl two frames with the humans as pins and Armadons Spinning Death as the ball.



DONKEY KONG COUNTRY

SNES

Level Warp

Matt Ebb sent this DKC cheat in, the one millionth DKC cheat will probably win something, were not far off!

On the Kongo Jungle level, go to the bent path between Cranky's Cabin and Reptile Rumble. Press "B" when you're right on the corner to warp back to the end of Ropey Rampage, where you can drop down a gap to get a free life. At the second bend, do the same thing to warp straight to Orang-Utang Gang.

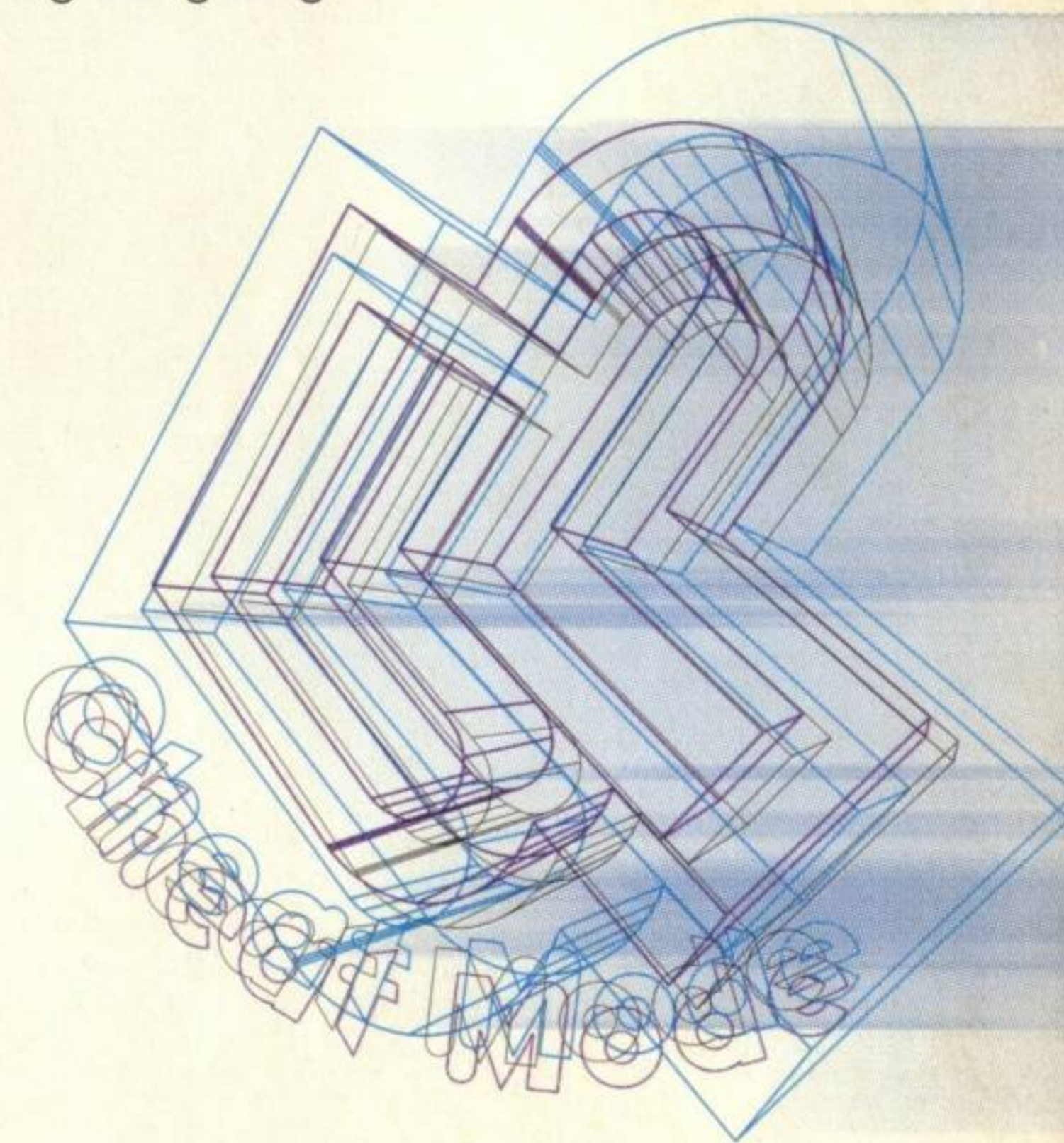
MARATHON

MAC

Level Select

This issue nearly didn't get finished in time, because the crew spent too much time playing this awesome DOOM clone in deathmatch mode. Thomas Keraitis knows the feeling, so he sent us this cool cheat.

Hold down the COMMAND and OPTION keys while clicking "Begin New Game". For Network deathmatch games use levels 27-35.



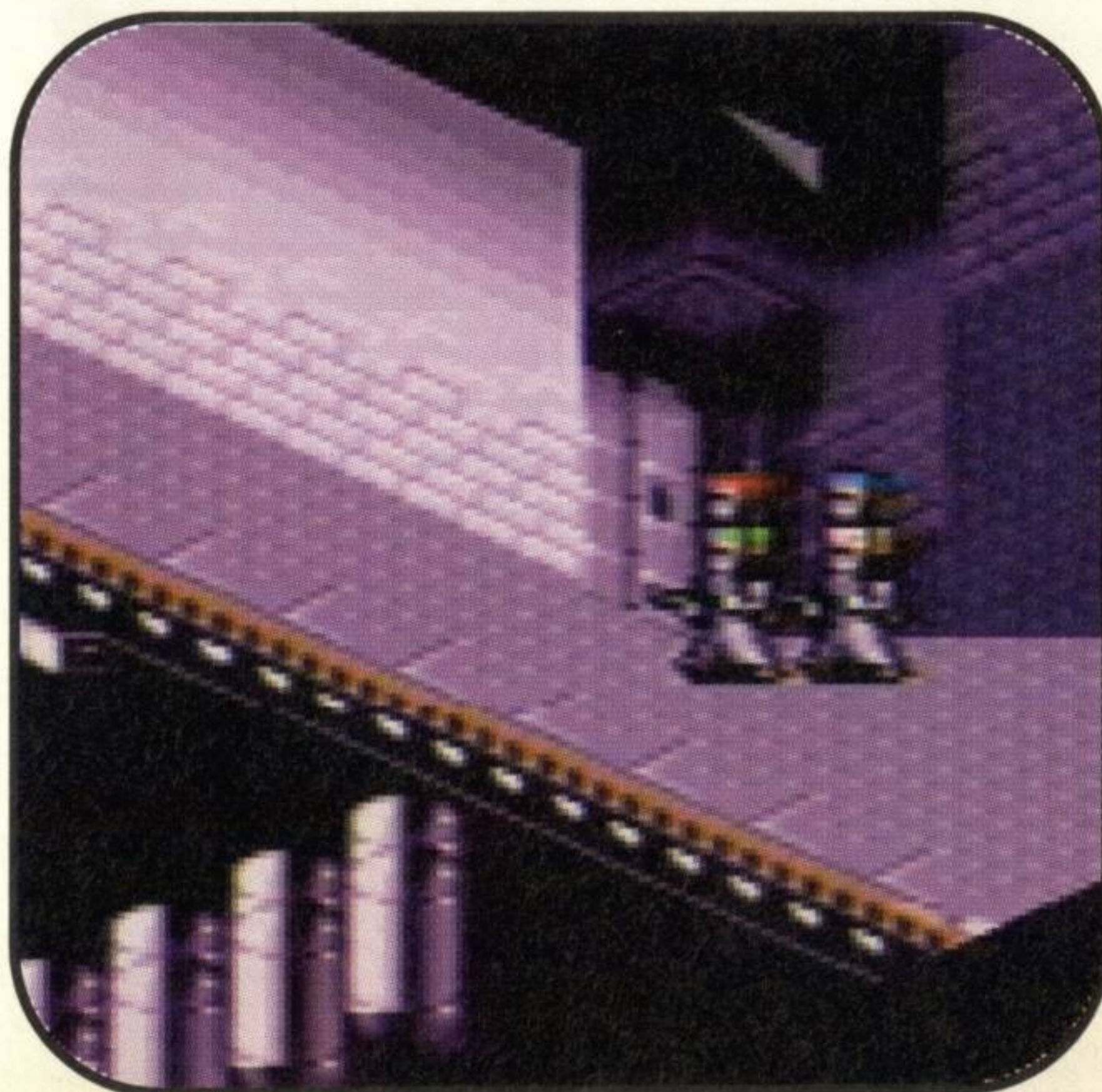
BLACKHORNE

PC

Level Codes

This gem of a PC platformer was reviewed in full in HYPER #16, we liked it and so did Jeremy Sharples - he even sent us the level codes to share the joy.

STRT	-	CGDM - 8
START		TJ1F - 9
DBQ7 - 1		GSG3 - 10
FBWC - 2		BMHS - 11
QP7R - 3		Y4DJ - 12
WJTV - 4		HCKD - 13
RRYB - 5		NRLF - 14
ZS9P - 6		J6BZ - 15
XJSN - 7		MJXG - 16



SYNDICATE

MEGA DRIVE

Lotsa Moola

Two HYPER readers have been paying attention to their fun, we've got a couple of hot cheats to share thanks to them.

Martin Venning says the password 39X4FM000IXQ5 gives sixteen agents, \$3,500,000 plus version 3 weapons and modifications.

While "Milligrub" Mills reckons 24KF9T000000000000074 gives \$10,000,000 plus level 3 goodies and sixteen agents, as well as all but four territories completed.

Letters



We've had enough of looking at our ugly mugs so we thought you might like to have another look at Toh Shin Den from the Playstation. That's much more attractive. isn't it? Don't forget to enter our huge competition and you can win it

Controversy. Burning social issues. Change and evolution. The role of the games media and its responsibilities.

Most people have something to say and they're not afraid to say it. Sure, bucketloads of the usual "what's a good game?" and "which system is better?" letters still pour in, but these are punctuated more and more frequently with intelligent comment. We love it, welcome it and encourage it. Electronic entertainment is a medium growing at an unbelievable pace, and happily the quality and quantity of your letters has mirrored this growth. Criticism and observation is and should be directed at all areas, developers, distributors, us, everything.

Think it then put it on paper (or e-mail). Say something or just rant. Don't keep those sparkling neurones to yourself, share the fun.

**Spill Your Guts
HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012
e-mail to: freakscene@next.com.au**

MIXED BAG

Dear HYPER,
I will not say how much your magazine rules, I can leave that to every one else. But I do have a few questions on my mind I would like you to answer.

1. Is there any news of Capcom producing a SF3 instead of just another SF2 (I think most people would agree The SF2 Series has gone on long enough).
2. Is there any news on how well the new systems are selling in Japan? Which system is the most popular?
3. When is the expected release date of the Nintendo Ultra 64.

I hope you can answer my questions and thank you for not treating you readers like kids, you would be surprised how many mature or adult readers you have accumulated so far. Congratulations on the great mag, and keep up the good work!

James in NSW

1. Capcom are producing a new SF2 using digitised characters from the movie 2. 3DO is selling very well, and both the Saturn and Playstation met a big response when they were launched (which is typical). It's still too early to know who's in the lead 3. End of 1995...but it'll be 1996 before it makes it Down Under

SEGA vs NINTENDO

Dear HYPER,
I would like to get right to the point because you already know that you are legends and I don't have to repeat it. Me and one of my friends keep on fighting about which company is better Nintendo or Sega. In the end we decided to send a letter to the one and only HYPER to answer a few questions for us.

1. Can the Saturn produce effects like the ones in Killer Instinct and Crus'n USA?
2. Which machine is technically superior the Saturn or the Ultra 64?
3. Are Sega or Nintendo going to be releasing any games to the arcades that you know of?
4. In terms of games which company makes better ones - Sega or Nintendo? OK that's it.

From the No.1 reader of HYPER.
HYPERboy

If you really are HYPER's No 1 reader you shouldn't be asking such stupid questions 1. Yes, pretty

much, although those games won't be on the Saturn 2. I haven't seen any final specs for the Ultra 64 yet but it will no doubt be a more powerful machine than the Saturn 3 & 4. Eediot! I'm not even going to bother with these two.

POWER RANGERS SUCK

To HYPER,
You all suck. You should all be shot. You must be the most bias magazine the face of the planet. Just because a game is based on a little kids show you say the game sux as well. Eg. Mighty Morphine (sic) Power Rangers. The show is really crap to most people (not me though) but the game is classic. I own an Atari 2600 and a Mega Drive. The game was action packed and had the best gameplay (but you guys don't know what gameplay means). This game is really hard too because it's so good it keeps you hooked. I have just finished the third level and it took me about two months. I will never buy this magazine again after that review. I mean who reviews these games, my mum?! Who wants a 3DO anyway - I wouldn't swap my Atari for anything. Just because its got crap graphics the games are top notch. Go to hell
Jade Andrews

Jade, we didn't hate the Power Rangers game just because it comes from a kids show. It's just that we thought the gameplay was a bodgy pile of something that resembles poo. If you like it that's fine...stupid, but fine.

STIFLING THE 3DO?

Dear HYPER,
I'd like to say that HYPER's reply to "Heavy Breign" (issue 15, p.78) was not only pissweak, but full of shit. You said: ".. lots of people like platformers.. and one on one fighting games and we have a responsibility to tell readers of the weaker ones so they can.." blah, blah, blah, barf, wheeze, spew. Well this could be true - "lots of people" may, like platformers, but I bet there's also "lots" who hate the bastards as well.

Perhaps the question HYPER should be asking is: are the majority of people who like platformers and fighting games (a) old enough that they can read;

(b) If so, are they able to understand a HYPER review; and (c) if they can, are they going to take any notice of it anyway? Because I for one am certain that if a 9 year old is told repeatedly by 5 of his school mates that the MD version of Power Rangers is the best game ever, he's not going to pay an awful lot of attention to a HYPER review giving it 22%.

So while it seems HYPER is doing the right thing by PC owners (i.e. reviewing most of the highest quality games regardless of what style they may be), when it comes to reviewing console games, you would rather suck up to the fad followers by restricting yourselves to certain types of games which you hope these "lots of people" might like to see in a magazine - regardless of their quality.

Another ridiculous statement was that you only review a small number of 3DO games because: "until more people switch to the 'next generation' machines then we can't really do much". Well after this, I wouldn't have been at all surprised if the next line were to read: 'and I can't get off the potty till Mummy comes and wipes my botty'. Did you ever think that perhaps the majority of people interested in seeing a greater number of 3DO reviews are (like myself) stuck with a crummy old Mega Drive or similar, yet would find a full 2-3 page review of 3DO SF2 Turbo or Off Road Interceptor a hell of a lot more interesting than seeing 4 full pages wasted on drivel like The Pagemaster or Kid Klown.

And contrary to what you might say, HYPER DOES NOT "have a responsibility" to tell MD and SNES owners of the "weaker games" so "they can steer clear". Because if this group of gamers aren't trialing games by rental before buying (regardless of what rating HYPER might give a game) in this day and age, then they're not only rich but stupid too and so deserve all they get. How about showing some of this responsibility towards 3DO owners who don't have the luxury of renting games before they buy, and if you've really got an overwhelming desire to publish detailed reviews of every crap 16 bit game you

can find, for God's sake put them in 'Byte Size' where they belong. This might give you room to include full reviews of some of the quality console efforts.

So next time you're overcome by the overwhelming generosity of cheery games reps bandying about a 16 bit game produced in the relentless pursuit of eternal mediocrity, do us all a favour and turf it straight out your office window. But in the long run it won't matter how much magazines such as HYPER try to stifle the meteoric rise of the 3DO (and the incredibly rapid accumulation of outstanding new games for this system) by shamelessly promoting only those second rate freebies. Because the fact is that at half the price of the Saturn and the Playstation, with well over 50 titles already available, and the 64 bit add-on costing a mere \$A250; the 3DO has already won the "battle" of the next generation consoles before the others are even out of the blocks - and anyone with half an eye can see that.

Yours Sincerely,
Phil Smith
Armidale, NSW

The 3DO has nowhere near won the battle of the next generation - ask Trip Hawkins and he would agree (if he were being honest). It's had a fairly tough time of it in fact and while there are some outstanding games, the money being thrown around by Sony and Sega is definitely a threat to 3DO's market share. We love the 3DO though and we are now reviewing basically all the titles that are released, as we do for the Mega Drive and SNES. We don't choose to review platform games over "quality console efforts" - the sad fact is that sometimes they are the only games that are being released. Your point about renting is almost a good one, but where does that leave us? If we can't review a game because it's available for rental then we're not going to have much to put in the mag (PC CD ROM and 3DO games are available for rental in some places). Anyway, we mostly get games before they're released locally so they aren't even available to rent. Basically, it's really hard for us to cover all bases (we

do our best) and while your opinion is valid (believe me, I know exactly how you feel) you're only one of our many thousand readers. I'm sure we'd get lots more hate mail if we didn't cover Sega and Nintendo titles in detail.

THE KITCHEN'S BURNING DOWN

Dear HYPER,
Re Pagemaster review: Naked Uma Thurman huh? I'm sorry, but even that isn't going to entice me to read a review of a game in anyway related to that execrable little shit Culkin (and I like reading reviews of crap games). Next attention grabbing ploy please.

In reference to the pathetic group of whining under-equipped PC owners, don't feel bad, I'm one too (we are Legion!). It breaks my heart every time I bare-boot my system just to play the most spasmodic, slow-motion game of Doom 2 ever witnessed (and that's even with a teeny-tiny window size too!). To make matters worse, HYPER confronts me every month with copious reviews of drool-inducing, exquisite-looking PC CD ROM titles, seemingly designed especially to inspire me to hold-up a PC shop ('Gimme that CD ROM discovery kit, and all the megs of RAM you got ! NOW!). Alas however, most computer businesses I know are folding too quickly for me to rob them anyway ... (let that be a warning to anyone buying a PC in Queensland that promises a 'lifetime

service guarantee'. Sheesh). Enough complaining!

Obligatory congratulations on the magazine, the mix of previews, reviews, and industry tidbits is a pleasure to behold. However, I would like to see a wee bit more arcade coverage (it's where I spend my lunch breaks).

More Manga and Music reviews please! I know it's a video game mag, but if I can find everything I want in the one place, I'll save a heckuva lot of money buying other rags. Money that could be put to buying Sam and Max and deadlock for my door, just so my room-mates don't interrupt my gameplay with annoying interjections like 'You've got an essay on Post-Modernism due tomorrow' or 'The Kitchen's burning down'.

Sigh.
Sinclair St Sinclair
Bray Park QLD

P.S. Almost forgot my list of annoying numbered questions that always concludes HYPER letters:

1. Is Courtney Love a money-grabbing, no-talent, limelight hogger, or is she really just a mixed up kid?
2. Is the Political Correctness backlash just an excuse for people to be racist, sexist, and homophobic?
3. Is it morally acceptable to throw the Liberal Party off a cliff because with Downer gone they've ceased to be funny?

Thanks for that Sinclair. Your suggestions are duly noted. 1. She's both, but she also writes some pretty cool music 2. In some cases

3. Howard's pretty funny too - look at him!

NOTHING TO DO

Dear HYPER,
I am writing this letter in regards to your feature: ARE YOU NORMAL?

Well I don't think I am, personally. Let me explain... I am 17 years old and go to school. I live in a very boring son of a bitch of a city. There's absolutely nothing you can do here, and when I say nothing, I mean it. It's so boring out here, that there's only about 10 people turning up to see the latest movie on a Saturday night.

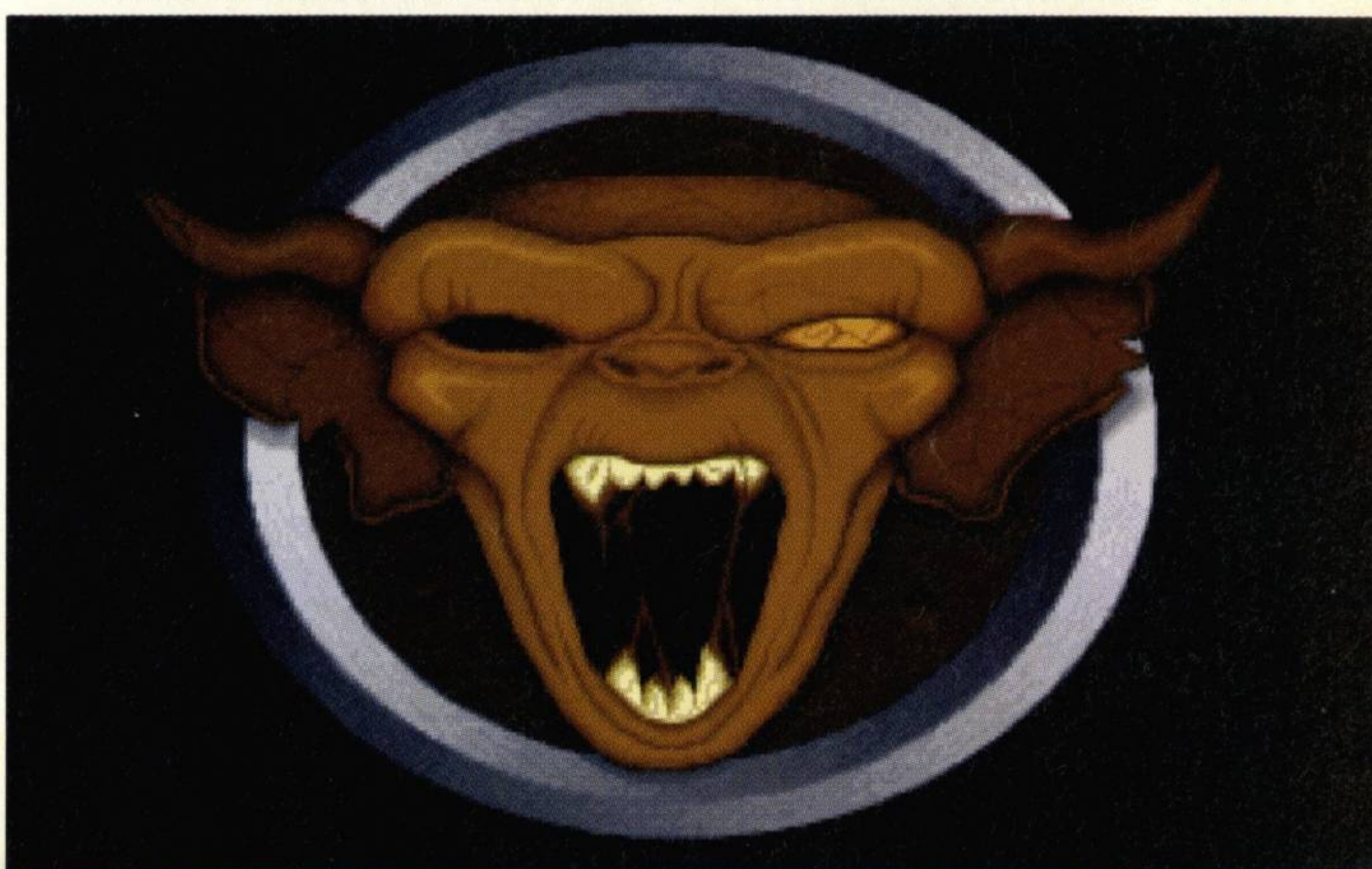
So what else can I do, but play video games? So, when a new game comes out, and I really like it, then I'm capable of playing it for 18 hours on an average Saturday, when I rent the game overnight. On Sundays I play about 8 hours, (recovering from a late night takes a few hours out of my free time). And since I am on school holidays, I can do this almost every second day for the next few weeks, until school starts. Tomorrow I'll call my friends over again and the same thing goes on and on.

By the way, I'm a B+ student, have a girlfriend and socialise a lot when I'm around the people I know. What do you think of this?

Jimmy the Codemaster
QLD

I reckon you're pretty normal Jimmy. It's not your fault you live in a boring town.

JONATHAN SOEMARTOPO SUPPLIED US WITH THIS MOST ATTRACTIVE PIECE OF ART



Letters

ULTRA 64

Dear HYPER

I have some questions about the Ultra 64:

1. Will it have more Zelda and Mario games?
2. If fighting games like Mortal Kombat III come out in the arcades, will they come out for the Ultra 64?
3. Will it have many RPG's?
4. About how much will it cost?
5. What games are coming out on release of the system?
6. When will it be released over here?

T. Jones
Charnwood, ACT

1. Yes. Both those games will make Ultra 64 appearances 2. Yes, you can almost guarantee it 3. It'll have its fair share 4. No idea, but Nintendo are talking cheap 5. Probably Cruis'n USA, Killer Instinct and maybe a Zelda, a Mario and Pilotwings 2...not a bad line-up 6. No word as yet.

BITS AND PIECES

Dear HYPER,

I really like the magazine, and I buy absolutely every single issue released, and as such I was hoping you could help me answer my questions...(please).

1. Which system will the next Streets of Rage game come out on? (I hope it's not a dud like S.O.R. 3)
2. What are the three best multi-player games on the Mega Drive besides the brilliant Micro Machines 2?
3. Which games do you like best out of: Gunstar Heroes, Chaos Engine, Probotector, NBA Jam and Gauntlet?
4. Do you like the Beatles? If not, what type of music gets played in the HYPER office?
5. Didn't you guys get a break over Christmas? You keep churning out these magazines without a stop! Where do you find the time for R&R?

M. Foster
Hobart, Tas

1. No word as yet. I would hope the Saturn 2. Mega Bomberman, Pete Sampras Tennis and just about any EA Sports game - FIFA, NHL Hockey, Madden etc 3. NBA Jam - read our Multi-player Mayhem article for more 4. I like the Beatles, but they're not exactly office music. Nirvana, You Am I,

Magic Dirt, Sabres of Paradise, Itch-E & Scratch-E and Massive Attack all get a spin though 5. R&R. What's that? No, we're continually working here (sniff). If any readers want to show us a good time, just drop us a line.

3DO RELEASES

Dear HYPER,

I am thinking of selling my SNES stuff to buy a Panasonic 3DO, but recently my friend and I hired the console and we had to convert everything from the power supply to the TV and we had to convert everything from the power supply to the TV signals, cords were everywhere! We could only get a black and white reception with an occasional flash of colour and after stuffing around with every lead and port on the back of the 3DO, the picture quality was still crap.

The sound buzzed until we connected a stereo speaker, then the room came alive with the sound of Ken's shadow "Super Combo" from SSF2 Turbo (it kicks arse against MKII)! Now, could you please answer my questions.

1. Since my bad experience with converters and 3DOs, will Panasonic locally release it or the Bulldog soon?
2. If I bought a 3DO from England will it work in Australia, if not what differences will there be (plug connections, leads, etc)?
3. Are there any new Panasonic 3DO's being locally released in production at the moment, I've heard of a HZ-10J version, is this true?
4. Is Return Fire any good on the 3DO?
5. Will there be a Bomberman game on the 3DO? What about one in the "Strike" series, Urban Strike would be really excellent?!?!?

Hope you can help,
Willie Ong
Benalla VIC

1. Panasonic will apparently release the Bulldog locally 2. An English 3DO will be a PAL one, so yes, it should work in Australia 3. The new model Panasonic 3DO, the FZ-10 is now available on import - it's cheaper and top-loading 4. Yes. Read our review inside this issue 5. I would love both a Bomberman and a Strike game on the 3DO. Let's both cross our fingers.

3 CHEERS FOR GOLDSTAR!

Dear HYPER,

Firstly, I just want to say that it's great having a games magazine that doesn't assume that it's audience is all under the age of 18. I'm 21 and still an avid player, so keep up the great work!!

I wrote this letter because I'm sick and tired of video game manufacturers, under-estimation a market; namely Panasonic and their 3DO rejection of Australia. America and Asia got their first glimpse of the 3DO more than 1 1/2 yrs ago, yet the only 3DO's available in Australia are imported. Why isn't Panasonic releasing this machine, when there is a huge market for the product? In Asia, Panasonic is releasing a second 3DO with Mega-CD style flip top, yet again we are neglected. If Panasonics' excuse is that it is waiting for the 64-bit version, than my question is why? The current version is upgradable.

Last month I heard that Goldstar would be releasing the 3DO. 3 CHEERS FOR GOLDSTAR!!! After inquiring with Goldstar I was told that the 3DO will be released APRIL/MAY, but they were still deciding on whether to got for the NTSC or PAL version of the system.

I've been considering whether to purchase and import or wait until Goldstar release theirs. What I am worried about are not only price, but compatibility problems.

I have a few questions:

- 1) Does the PAL version offer letter-box style gaming?
- 2) Will the NTSC version play on any TV?
- 3) Why would Goldstar be deciding between the two, and not just going straight for the PAL version?
- 4) Is the software for the NTSC version compatible with a PAL machine?

FRUSTRATED
Victoria

I have no idea why Panasonic aren't releasing the 3DO in Australia. It's an extraordinarily short-sighted and ill-informed decision. Thank goodness for Goldstar though 1. Yes 2. Not all TVs. Make sure you've got a TV that either accepts NTSC, or if you're using a converter, that the TV has

a V-Hold (because the screen-refresh rate is different between PAL and NTSC systems) 3. They're releasing the PAL version 4. Most software is, especially by EA and Crystal Dynamics, but some people are reporting problems with some games

HOT CHILE

Dear HYPER,

This is your Chilean subscriber writing and I've got to admit that when I read your magazine I get the same feeling that I get when the screen goes dark in MKII (when it means I finally got the Fatality right). And it should because I'm paying about double the price for your mag! And as the local magazines can't answer my needed questions, I have to ask you:

1. What happened to Japanese Final Fantasy VI?
2. Is the Lord of Rings a good game and when will the second and third part come out?
3. Anything on Zelda II for SNES?
4. What's better, a 386 with CD ROM, Sound Blaster, etc. or a 486 with nothing?
5. When do you think it will be worth selling my SNES to buy an Ultra 64?
6. Is there much difference between PAL games and American ones? (i.e. some of the finishing moves for MKII that you printed needed a different button for the American games).

I hope you answer me, and many greetings from this side of the world.

Camilo Klein
Temuco, Chile

Camilo! Can we stay with you next time we're in South America? 1. Final Fantasy III is the English language equivalent 2. No, it's not a good game (on SNES anyway) 3. It'll be on the Ultra 64 4. Tough call. If you want to play some games immediately get a 386 with accessories. Just be aware that a lot of games won't be able to run at their peak performance. It might be better to get a 486 and then save for the add-ons you need. 5. Maybe when the Ultra 64 is released 6. There's usually hardly any difference but sometimes you'll get different codes etc

THIRD TIME LUCKY?

Dear Eds,

Just what's the matter with you guys? I wrote in two perfectly good letters (better than some of the letters you've published anyway) and they haven't been answered to when I ask questions, I want answers! Answer these ones please.

1. When's DOOM and DOOM 2 coming to the SNES? And will they be the same price as the PC version?
2. When I finished DONKEY KONG COUNTRY, in my save slot it said 55%. Does that mean half the games made of secrets and I found bugger-all of them, or what?
3. When DOOM comes to SNES, will it have the same codes as the PC version?

On a finishing note, I'd like to say Up Yours to all those PC freaks who reckon PC doesn't get enough reviews. I did some research and PC gets heaps more reviews than SNES or MD. We're getting screwed, not you! Naa naa na naa naaa!!!

See you later,
A.Fuller

You might think your letters were good but it doesn't mean I did. Anyway, you've finally been published so here are the answers to your fairly dismal questions 1. Don't know. Don't know 2. Good guess. 100% means you've found all the secrets 3. No, you need a keyboard to enter the Doom codes on a PC.

MORE TIMMY ABUSE

Dear HYPER,

Hope you don't mind but this letter isn't to you but to someone else. I refer to, of course, little Timmy Edwards of Bathurst - the walking coma boy. Before I do the inevitable I'd just like to say that not all Bathurstians are total proctologists, as Spaceboy proved in issue 15. No doubt this man is a complete stud. Anyway...down to business.

Well Timmy-boy, it seems you made a big mistake in writing what you did. So I'm challenging you to write in again and prove to all of us HYPER readers the superiority of your brain clots. Perhaps you'd like to say how you think the graphics of MK2 is inferior to that of Ms. Pacman or Pong. Or maybe you'd like to simply enwisen us all on the arts

For Sale

Bargain Mega Drive Games. Skitchin' \$80 NBA Jam \$95 Mortal Kombat \$50 Battle Squadron \$30 Super Monaco GP \$25 Sonic 2 \$20 Altered Beast \$10 Mega Drive: 1x3 button controller, 1 megafire controller \$149 O.N.O Will consider swap or near offer for all games. Master System II: Sonic 2, New AV cables \$89 O.N.O Phone: (075) 465 393 Ask for Liam and hurry.

Sega Master System II plus 6 cool games including Mortal Kombat, Shadow of the Beast, Wonder Boy II. 2 Control pads, 1 turbo pad, instruction manual, all in good condition. \$130 call Rodney (02) 525 Q198.

Atari Lynx, 10 top games, Dinolympics, Pit Fighter, Electrocop, Toki, Rampage, Gauntlet 5, Stun Runner, Xenophobe, Rampart, Shadow of the Beast. Worth \$400 for \$250 Ph (049) 325 229.

Brand new Sega Menacer still boxed with six games, in excellent condition (unwanted gift) will swap for good Mega CD or Mega Drive game- or sell for \$60. Also Mortal Kombat for sale \$49 or swap. Jamie (048) 898 179

SNES with 2 controllers and 12 games- Battletoads, Jurassic Park, Krusty's Fun House, Mortal Kombat, NBA Jam, Robocop 3, Starwing, SF2 Turbo, Smash TV, Super Mario World, Super scope with 6 game cartridge, and Zombie's. \$750 o.n.o. Phone: (066) 285 052

SNES Games: Stunt Race FX \$70, Pocky and Rocky \$58, Zelda 3 \$55, Nigel Mansells Racing \$50, Starwing \$46, Mario World (no box) \$34, Stereo cable \$18. Everything in excellent condition with box and instructions. Phone Anthony on (02) 488 0154

Super Nintendo, 4 Games (stunt Race FX, Bubsy, Street Fighter 2, Super Bomberman). 2 Control pads and 1 joystick. Worth \$700 sell for \$430 Ph: (042) 837 040 ask for Richard.

Will trade Mega Drive with Mega CD, Pro CDX, Night Trap, Wonderdog and Ecco CD FOR Sega CDX. (Portable Mega Drive/CD combo unit) or will sell Mega Drive and CD: \$400. Pro CDX: \$40, Night Trap (U.S.): \$40, Ecco (U.S.): \$50, Wonderdog: \$20 or \$500 the lot. All in excellent condition with boxes etc. Phone David on (03) 889 7680

Mega Drive 2 with Viper Arcade Stick, 6 button pad and two 3 button pads. Includes: NHL' 94, MK 1, Sonic 2, Alex Kidd, and Columns. \$250 Call David: (03) 300 3841

Super Castlevania on the SNES. Excellent condition still with instruction booklet a lousy \$30 o.n.o. Well don't just sit there saying that's cheap get out of your chair and ring Michael now on (08)3818318

SNES games & control deck & accessories: Zool \$40, Donkey Kong Country \$75, Super Bomberman 2 \$80, Super Mario Allstars \$70, Stunt race FX \$75, Super Multitap (5 players) \$40, 2 SN Propads (\$20 each), 2 normal pads (\$10 each), Universal Adaptor \$30, Stereo AV cable \$15, SNES Control Deck \$120. All for \$550. Or will sell separately. Call Steven: (070) 577 164

Mega Drive, 2 control pads, 5 games including Urban Strike, N.B.A. Jam. 2 optional speakers FREE (with stereo cables included.) \$350 o.n.o. Ph: (066) 280931

Menacer light gun with box & instructions and six game cartridge with box and instructions, in perfect condition \$100. Call Jamie: (02) 520 7549

Sega Mega Drive 2 with 5 games. Excellent condition \$150 ph: (08) 388 7062 after 5pm

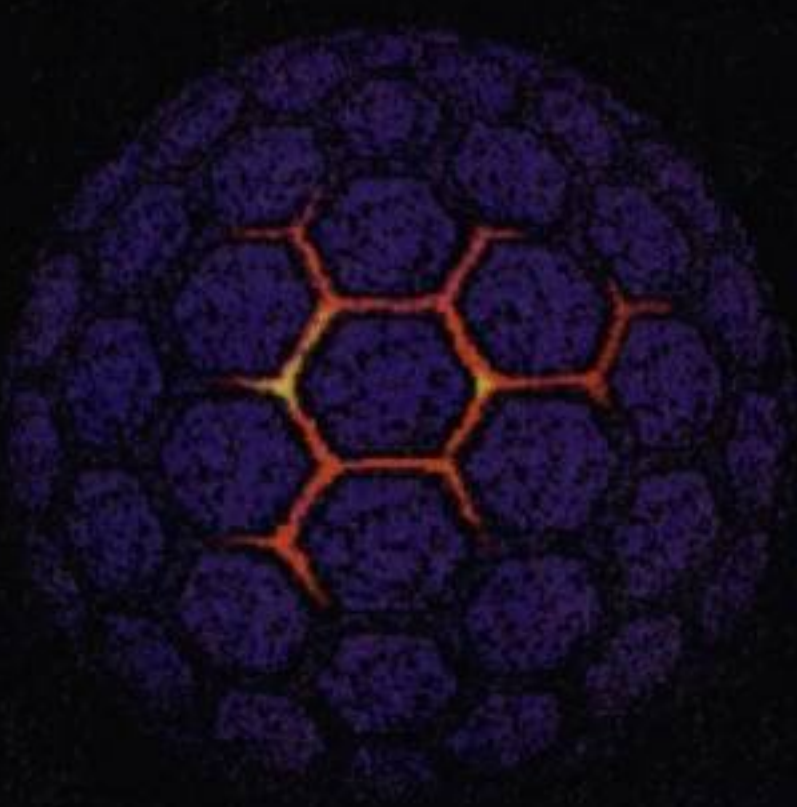
Mega Drive 1 with NHLPA Hockey, Jungle Strike, Road Rash and Columns plus a 3 button Arcade power stick and joystick. \$300. Also Gameboy, excellent condition with Tetris \$70 Ph: (06) 231 4108

Gameboy with 5 great games and Nightsight, All in VGC. Games include Mortal Kombat, Mario 2, Robocop, RC.PRO AM and Tetris. All boxed with instructions. All worth \$350 to sell for \$240, or will swap for SNES with 3 good games. Call (049) 332 337 Ask for Neeraj. Call after 4pm.

Gameboy with Tetris \$60. Games: Super Mario Land \$15. Dr Mario \$15. Fortress of Fear \$15. Alleyway \$10. Kwirk \$10. The lot \$110. Phone Chris (03) 817 3960

Lynx- Shadow of the Beast, Viking Child, Stun Runner & Toki, \$100. Ph: (089) 452 415

PAL Atari Jaguar 3 months old, excellent condition games include Doom, Alien v's Predator, Chequered Flag II, Cybermorph. \$550 o.n.o Ph: (089) 452 415



RBeattie 95

YOU CAN ALL THANK ROBERT BEATTIE FOR THIS ONE

of masturbation. That is, if you can take your hand off your dick long enough to write a letter. Thankyou for your time as I no-doubt inconvenienced you getting off the toilet whilst holding all two inches of your reproductive anatomy.

Love
THE GOAT.
Mooloolaba QLD

Thanks for all your very funny "I hate Timmy" letters but this is the final one to be published. Do you really think he's going to reply?

CONGRATS. WHINGES & QUESTIONS

Dear HYPER
Here's a selection of my congratulations, whinges and questions. To start, it's great to see a top quality Australian publication, so it's hats off to the HYPER crew and their magnificent mag. There are two things that REALLY get up various orifices of mine in your mag, firstly the bloody fools who write in and say "consoles are legendary, but computers are crap", and vice versa. I own one of each (an IBM PC and a SNES), and they both have damn good games on them. Losers who say the above statements probably haven't tried both formats.

Secondly, the Wayne Kerrs in the HYPERmart section that start Mortal Kombat 2, or some other cool game, and then say "now that I've got your attention", or a similar phrase, and go on to say that they are selling

something you wouldn't wipe your butt with! Please don't print my crap. And now for some questions:

1. Approximately when will Doom for SNES be released?
2. Will Road Rash be released on the SNES?
3. When will NBA Jam T.E. be released on SNES? Will it be a lot better than its predecessor?
4. How good a joystick is the Battlestation 2, in terms of quality, durability and price (from #13, p35)?
5. What would be your top 5 SNES games?

Nick O'Shea

1. Not sure. There's been no news on it 2. Not in the near future 3. Very soon, if it's not already. We'll do a full review next issue. 4. Not bad, but there are better joysticks out there 5. Super Metroid, DK Country, Secret of Mana, Mario Kart, Starwing...I think. There are heaps of good ones.

STOP PLAYING DOOM

Dear HYPER,
I wrote this letter while playing DOOM 2. Mum was screaming at me to stop playing or my eyes will hurt and one day I'll go blind (and so on). I just slammed the door and kept playing. Anyway I think your magazine is the best. Your reviews are fab and the news you tell us about things to come in the future is great. (Anyway that's enough sucking up). I'll just get straight to the point. I own a SNES, PC 486 with CD-ROM and would like to get Mega Drive with 32X. Now

to those questions.

1. Do you guys think I should buy a Mega Drive and 32X or just buy more CD-ROM and SNES games? Now I know you're most probably going to say that's really up to you but please say what you think is the best option?
 2. Is there going to be any more great Silicon Graphics games like Donkey Kong Country on the SNES?
 3. Is there going to be Donkey Kong Country 2?
 4. Will Mortal Kombat 3 be on the SNES when it comes to Australia?
 5. When will the Nintendo Ultra 64 bit machine be released in Australia and how much will it cost?
 6. What does the future look like for SNES, because of all the new consoles being released in the next 10 months or so?
- Oh well, I better go because mum is screaming at to stop playing Doom 2 and come to eat tea (can't resist Pizza Hut's Pizzas).

Thank you
Peter Doomz Merlo

1. Buy more CD ROM and SNES games 2. You bet. Uniracers is the next one 3. I would say so, given the enormous success of number one 4. That's not confirmed 5. I DON'T KNOW!!! Please stop asking this question. It'll be in the mag as soon as we know facts 6. The SNES still has an excellent short-term future

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HYPERMART

IBM Games & Mega Drive 2. Colonization \$55, Cannon Fodder, Sam n' Max \$35, Quest For Glory 1, The lost Files of Sherlock Holmes \$15, Fallen Angel \$12. Or will swap THEME PARK for any of the games above. Mega Drive with one game and 6 button \$105. All in good condition. Ph (003) 544 754

Mega Drive Games: Lemmings, Lotus turbo challenge, Taz-Mania and World of Illusions. All boxed with instructions. Mint condition \$160 will separate. Ph: (004) 286 455 ask for Adam.

SNES No Controllers \$90, Program Pad \$50, Viper J'Stick \$50, Action Replay \$40, Action Replay II \$80, Bart's Nightmare (Jap) \$40, DK Country (unused) \$90, MKII (pal) \$90, MKII (Jap) \$30, Mario Kart (pal) \$50, Mario World (USA) \$40, SSFII (USA) \$75, Tourn' Fighters (USA) \$50, Games Converter \$10. Contact Willie on (057) 67 2232

Mega Drive games for sale: Mortal Kombat, Super Baseball 2020 and Sonic 1 & a free magazine, all in excellent condition, the lot \$100. Worth over \$150. Will also sell separately. Ph. (03) 872-3428 after 4pm.

PC Games (3.5"): Day of Tentacle, Kyrandia, King's Quest 6, Quest for Glory 1 & 3, Monkey Island 2. All boxed with instructions. \$50 each (ono) or \$250 bulk. Gameboy games: T2, Double Dragon, Motorcross Maniacs. All with instructions \$15 each or \$30 bulk. Ph Sean on (02) 872 3063.

Super Nintendo Games For Sale- MK 1&2 \$80, SFII Turbo \$60, Zelda III \$50, SFII \$30. Call everyday after 4:30 pm except Tues & Thurs. Ph: (076) 976 119 Ask for Peter.

Lynx with 21 games including Toki, Ninja Gaiden and Power Factor. Worth \$1000+; will sell for \$500 ono, or swap for good SNES games. Ph. Tony on (079) 331 472 Monday to Wednesday after 5pm.

Game Boy with headphones and 2 player adaptor. \$55, 35 in 1 game \$190, (gamers include Super Mario Land 2, Terminator 2, Spiderman 3, Home Alone 2 and more, Also Snow Bros Jr. for \$30. The lot for \$2.60. (No Box for Game Boy but still in good condition) (cases for games). Call Evan in Sydney on (02) 528 9568

Street Fighter 2, Special Champion Edition, American Version with PAL Adaptor, boxed with instructions, excellent condition on the MD, plus 3 computer magazines (worth \$7 each). Will swap for Super SF2 (Can be in any condition at all). Phone Brad on (049) 301 305.

Sega MD2 with one 6-button pad still under warranty for \$120. MD games Mortal Kombat \$50, Sonic 3 \$50 and Sonic \$20. Gameboy games selling at \$15 ea (6 games) 1 Quickshot 3-button pad \$10 and Handyboy for \$30. Phone Matt on Sunday at 4pm (02) 969 6392

SNES system with 2 Joypads (in box) + 10 games, including Stunt FX, Secret Of Mana, Mega Man X, F.I.F.A. Soccer, Pinball Dreams, Wing Commander and Pebble Beach Golf. Plus American and Japanese Adaptor. \$600 o.n.o. Phone (068) 954 134

Ultra Man for SNES brand new boxed \$55 or swap for Mario Land 1 or 2 or Wario Land GB Ph after 4pm Monday to Thursday only ask for Damian: Buyer must live in the South West of Great Southern W.A. Ph: (098) 212 343

Atari Jaguar, as new condition, with control pad and five games Cybermorph, Tempest 2000, Alien vs Predator, Wolfenstein and Kasumi Ninja. Games and console boxed with instructions \$850 o.n.o. Ph Dale on (085) 325 319.

Sega MD 1 (Asian Version - Aus games compatible) with 13-button pad, 3in1 cartridge and 5 in 1 cartridge. Worth \$500 sell \$300. Phone Matt on Sunday at 4 pm (02) 969 6392.

SNES Games - Madden NFL '94 : 93%, NHL '94 : 91%, FIFA International Soccer : 90% \$70 each; \$130 for 2; \$180 for 3. All come in excellent condition with boxes and manuals. Sydney area only. Ph: Adrian on (02) 816-1774 after 5 p.m. weekdays.

MD + controller + box in ex cond. for \$70, is button Sega Arcade stick 2 + box \$40, MK\$25, Sonic 2 \$20, Tazmania \$20, Alex Kidd \$15 Sega Case \$10 or sell the lot for \$150 o.n.o. Ph Tristan on (046) 462 351.

Super Nintendo two control pads, Converter, 9 games including MKII, Streetfighter II Turbo, Mickey's Magical Quest (never released in Australia) Sell the lot for \$600 Blacktown (02) 671 5284

Amiga with 1081 stereo colour monitor keyboard joystick mouse Amiga basic action replay macro assembler and over 40 great games like sensible soccer + lots more only asking \$300 Ph (0470) 878 774.

PC Games. CD: Microcosm \$40, Journey Man Project \$40, Strike Commander \$60. 3.5": Strike Commander & Speech pack \$70, X-Wing & Imperial pursuit \$70, Wing Commander II & Speech pack \$60, Flashback \$40, Comanche & Mission Disk I & Over the Edge \$120, Test Drive III \$20, Terminator \$20, F15 Strike Eagle III \$30, Lombard Rally \$10, Ultrabots \$30, Privateer & Speech \$70, Mortal Kombat \$40 Hardware: Soundblaster \$40, Warrior 5 Joystick \$25, Videoblaster \$250. All with original packaging and manuals. Phone Joe (02)5344078

Mega Drive include 6 b autofire/slow motion control pad, Landstalker \$70, Jungle Book \$45, Mortal Kombat \$40, James Pond 3 \$35, T2 \$35, Sonic and Altered Beast or all for \$400 ono Ph: (047) 878774.

SNES Games, shadow Run, Parodius and John Madden 93' \$50 each. Neil: (02) 542 1030

Mega Drive 2, with Mortal Kombat II and Captain Planet system only 3 months old and games brand new. All instructions included. Sell for \$320. or separate. Contact Bosko (02)6237734

SNES Games, Stunt race FX \$60, Flashback \$50, SF2 Turbo \$50, Mario Allstars \$50, Starwing \$40, action replay 2 \$70. Ph:(089) 452415

Mega Drive and Mega Drive games for sale. Mega Drive \$75, NBA Jam \$65, Mortal Kombat \$50, Sonic I \$20, Altered Beast \$10, The Lot \$210. Ring after 4pm (09)4545997. Ask for Sam or Ryan.

Super Nintendo including 2 joypads, 1 Viper joystick, Universal Adaptor, Games: MKII, Starwing, Super Mario World, Zombies ate my neighbours, SFII, NBA Jam worth \$1000 selling for \$700-\$800. Phone Jason on (02) 9831982. Also selling Sega Master System II with 3 games (Alex Kid, Basketball Nightmare, Casino) \$100-\$150.

Sega MSII, built in Alex Kidd, Lemmings, Special Criminal investigation, Teddy Boy, 1 control pad all boxed \$80 or swap for SNES games. Phone Daniel on (09)410 1879

32X is here... but first you'll need a Mega Drive. I'm selling mine for \$200. It includes 5 games and a half working action replay at no extra charge, 3b & 6b control pads and a shit load of mags. Also if the buyer is one of the first 10 to call, I'll throw in an Atari 2600 absolutely free. (Everything is Boxed) Must sell. Call Skon(or Peter) on (02) 891 4472 (after 5pm)

Atari Lynx with 2 games (Slime World, Hard Drive), car adaptor, good condition, retails at \$240 my price \$120, or will swap for Full Throttle on PC CD Rom or Rise of the Robots on PC CD Rom. Please ring Russell on (070) 408 7207

Swaps

Swap: 5 games, Prince of Persia 2, Sensible Soccer, Elite, Jimmy Whites Whirlwind Snooker and Zool. All originals on IBM. Ph. (076)841 270 and ask for Ben.

SNES Blues Brother, will swap for NBA Jam, Mortal Kombat 2, Super Street Fighter or Stunt Race FX. Call after 4pm. Ph: (03) 830 11 94

SNES games: Super Castlevania, Dragons Lair, Starwing all with boxes. For Super Street Fighter 2 or Mortal Kombat 2. Ask for Sam (079) 875 047.

I want to swap my Mega Drive and NBA Jam, Mortal Kombat, Sonic 1, Altered Beast for SNES with Mortal Kombat 2, (I know it sounds weird but who cares?). ring after 4pm (09) 454 5997 ask for Ryan.

Sega Master System 2 includes 1 control pad and 11 games. Lemmings 1, Shadow of the Beast, Prince of Persia, Rastan, Lord of the Sword, Spell Caster and more. Will swap for 4 or 5 SNES games. Willing to negotiate. Ask for Robert. Phone No. (509) 681 774.

Wanted

Wanted to buy: Desert Strike or Urban Strike on the Mega Drive. Phone Dave after 5pm on (06) 292 6290

Wanted: Strategy games for Gameboy from Gladstone area only 782 055. Will pay reasonable prices.

I would like The Secret of Monkey 2 for (I.B.M.). I would be willing to pay \$50. Ph (043) 234642. PO Box 2250 Springfield. Thank you Rex Taylor.

Wanted: the book for Indycar Racing, must be in good condition. Ph: Luke on (058) 266 242.

Penpals

You can write or send hate mail to me if you're bored enough. I have a SNES, NEO GEO and access to a Mega Drive. I'm into Motley Crue, Nine Inch Nails, and hate chart music. I love The Crow. I'm 17 and I'm really pissed off that the simulcast of the Big Day Out on (on RRR) didn't play my favourite band Ministry, the headlining band. I'm a bored guy awaiting 16-18 year olds, preferable females. Write to Ratt, 4 Glenora St Chadstone 3148.

My name is Michael I'm 11, only write if you have a Game Boy or a SNES or I will have a cow and you must be between 9 and 12 years old. Write to Michael 57 Hickson Street Merewether NSW 2291 or ring (049) 636 820.

Hi, My name is Megan Quintal, I'm looking for a female penpal aged 8 -10 and who has a NES or SNES. My interests are netball, rollerblading, bike riding, Arcade games. Write to 43 The Crescent. Toongabbie. NSW 2146.

My name is Russell Rohde, and I am 14 years old. I am looking for a penpal (male or female) aged around 14. I own an IBM compatible, my hobbies include basketball, soft/baseball, trampoline, and blading. I also like rap music (especially Kulcha and The Prodigy). All letters will be answered Please write to Russell Rohde at 4 Alpinia ave Bribie Island Queensland. 4507.

Hi, My name is Eddie Yaman. This year I'll be in grade six and I'm 12 years old. I am looking for (female) penpals aged 11+. I own a B2600, mid 80's T.V. game. I like listening to music such as slow or hard. My hobbies are collecting HYPER magazines, comics, writing Heavy metal songs such as (Guns 'n' Roses) and other heavy metal songs. I will reply to any (female) penpals. Eddie Yaman, c/- N.B.P.O.D., P.O. Box 389, Kimbe W.N.B.P., P.N.G.

Looking for pen pal female aged between 13 -15 I have a Super Nintendo with Street Fighter 2, Donkey Kong Country, NBA Jam, Mario All Stars, Game Gear with Jungle Book, Cool Spot, Master System 2 with laser ghost and a Macintosh if interested write to: Christian Boakes, 13 Railway Tce, Kadina, South Australia 5554

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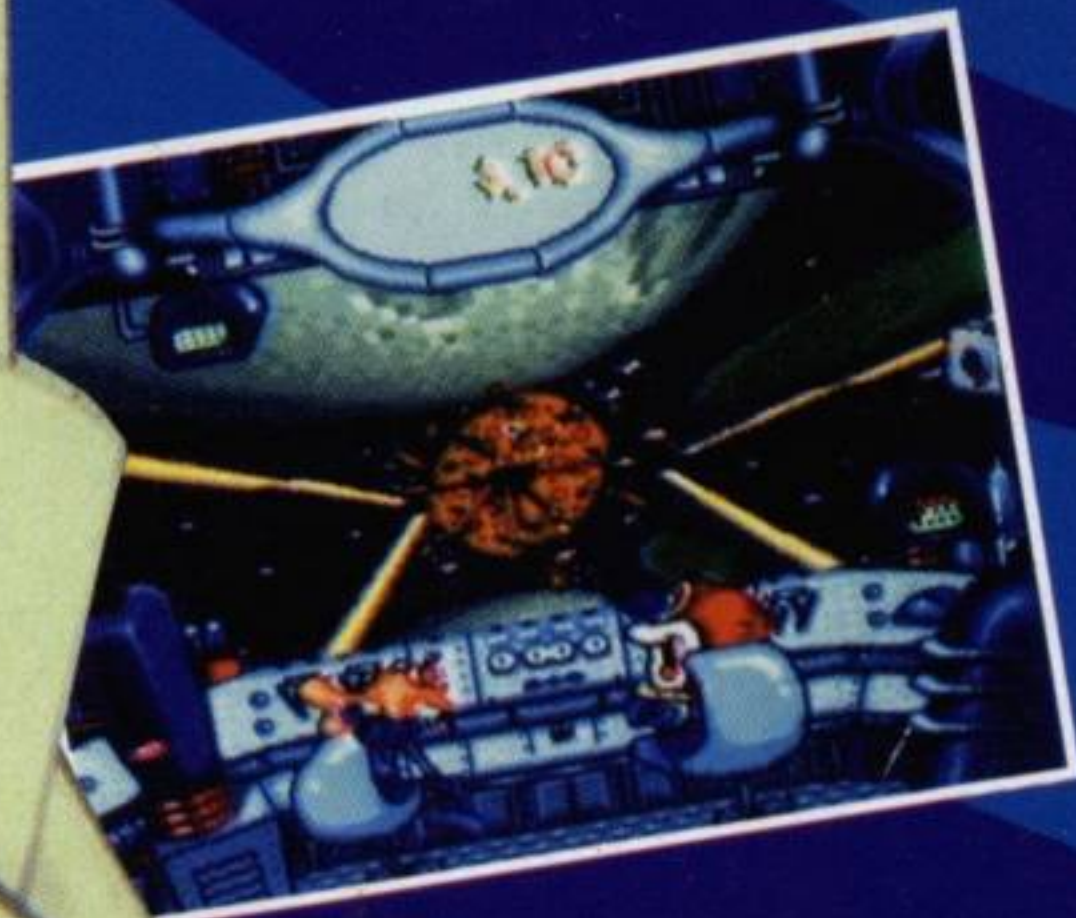
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