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Zork Nemesis  
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# *Ridge Racer Revolution...*

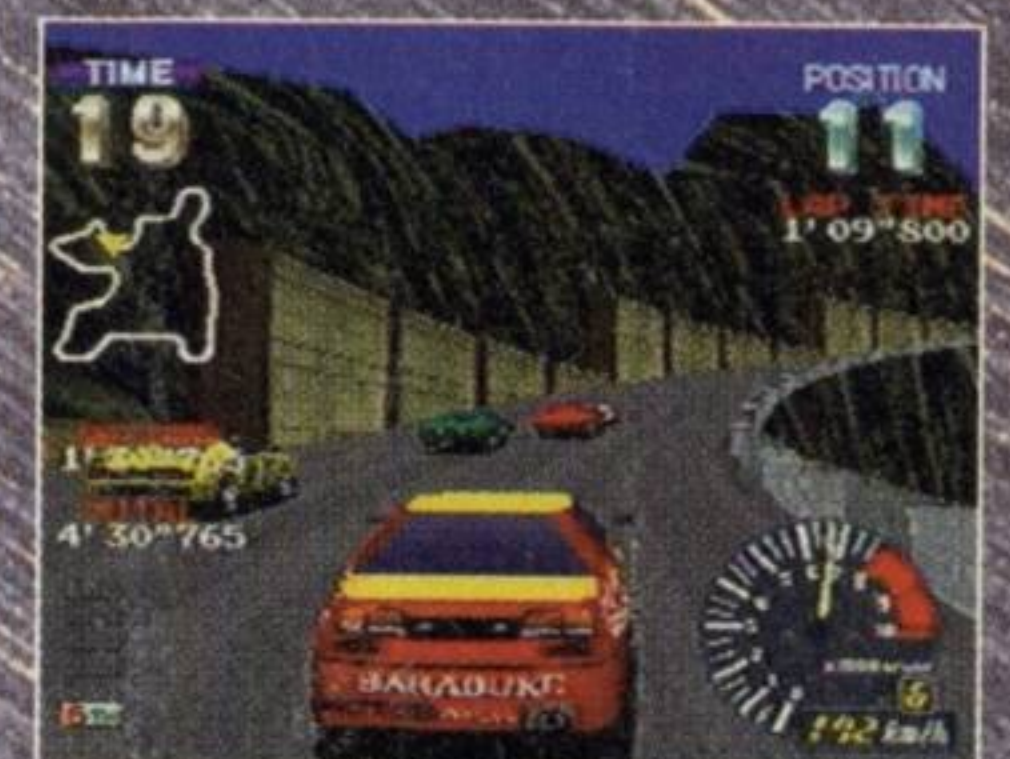


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# HYPER



By the time you read this I'll probably be in America. No, I'm not fleeing the country or taking a long holiday (even though I need it), I'll be at the Los Angeles Electronic Entertainment Expo, which is more commonly known as the E3. The first E3 happened last year and immediately established itself as the world's premiere computer and video game show. All the major players will be there showing off their latest and **sexiest** pieces of software and hardware. There'll no doubt be a few **surprises**, but here's some of the **HOT TIPS** that have already been leaked to the press.

Nintendo will be revealing their new wonder machine, along with the first batch of games such as **Mario 64** and LucasArts' amazing **Shadows of the Empire**. They're definitely hoping to impress the visiting world media so we can expect big things from them. Talking of LucasArts, they'll be there in force with **Jedi Knight** (THE MULTI-PLAYER SEQUEL TO DARK FORCES) and **TIE Fighter vs X-Wing** leading the charge.

**SEGA** and **Sony** are both likely to produce Internet browsers for their consoles, which could be very exciting, depending on how they're doing it. **Sega** should have a whole range of hot arcade conversions for the Saturn, like **Fighting Vipers**, **Virtua Cop 2** and **Manx TT Superbike**, and hopefully **Saturn Sonic** and **Nights**, which is an amazing looking game that comes from the creator of the blue, spiky hedgehog. **Sony** are being fairly tight-lipped but we'll

no doubt see their **F1 simulator** in action and lots more third party software for the PlayStation. We'll have comprehensive E3 reports over the next two issues, but in the meantime sit back and feast your eyes on the games that are currently available. My

faves in this issue are **Toy Story**, which could be one of the last great 16bit platformers, **Panzer Dragoon 2** (which looks amazing!), **Zork Nemesis** and **Deep Space Nine: Harbinger**. But they're only the tip of the iceberg. If games get any better I'm not going to have a social life at all!

studgrt

## The MindDrive The Ultimate Player to Computer interface

Soon you won't be able to complain about your joystick not moving left properly, or your mouse clogging up with fluff. Why? Because you'll be controlling the whole thing by thought alone! We brought up the MindDrive in our September issue last year, and now it looks like it could be with us any moment now. This could potentially be one of the biggest advancements in the use of computers in over a decade. The MindDrive hardware is simply a sleeve worn on the index finger. It takes readings from your skin, like electrical conductivity, pressure, temperature, pulse rate, etc. and somehow the MindDrive interprets this data and turns it into signals to be used for controlling computer applications.

The MindDrive has been developed by a group known as "The Other 90%", and this hasn't happened overnight... they've been toiling away for over seven years now. Nor has this been a case of the little guy with a bright idea who just went at it, as there's been over ten million dollars (US) invested in the MindDrive. With the implications of what this means for technology though, \$10 million doesn't seem that big. This breakthrough won't just be affecting the games market, it'll be grand scale. There'll be applications in education, business, science, the works.

Think about it... no more dragging your mouse around, clicking on things... you'll be sitting there watching it happen. No more broken joysticks from mastering those special moves, you'll just need quick thinking now. More importantly is the barriers that this will break for the computer illiterate; people will just have to think what they want to happen, rather than learn confusing techniques and jargon. There hasn't been a change in price since September, it's still \$150 US, which all things considered is quite affordable.

The MindDrive is not going to be one of those things that has no support software. Already there are going to be ten entertainment and education titles available upon its release, with another eight titles available soon after the launch. Miramax Films (a Walt Disney company) have just made a big investment in The Other 90% Technologies, and you can be sure other companies will be approaching these developers.

The MindDrive will firstly be available on PC, with plans to have the Mac version out later this year. There's still no independent reports on the effectiveness of the technology and we're not quite sure how much hype and press release information we should believe, but we'll get to the truth as soon as we can. It's definitely out there...

## Winners

You're all winners if you read HYPER but here are some people who are actually receiving prizes.

- Aerosmith/Rev X Comp:** Chris Coulthard from Hawker in S.A
- Issue One Comp:** Andrew Marshall (QLD), Sean Whelan (Tas), Suneta Singh (NSW), Ross Brandli (WA) & Peter Richards (Vic)
- Sprint Comp:** Stan Kourt (Vic), Jarad Heller (Vic), Sally Pryce (NSW), Stewart Williams (NSW)

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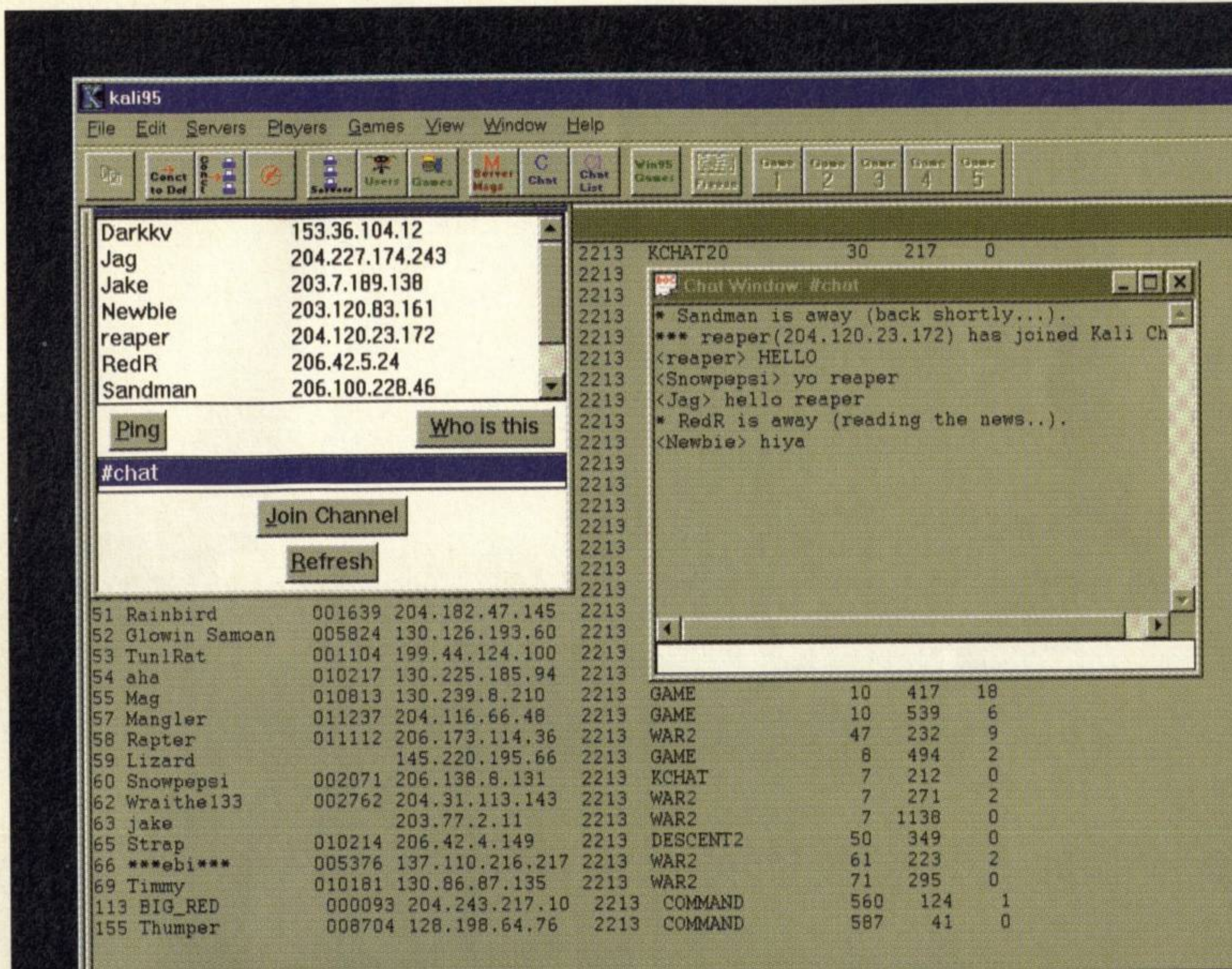
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This CD-ROM is yet to be classified by The Office of Film and Literature Classification Board.

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## Kali - The Future of Multiplayer Gaming

in the past, buying a strategy, flight sim or action game usually only allowed you the option of playing it through once, or maybe twice, with the computer as your opponent. Over the last couple of years game developers have wised up to this and in an effort to give you more bang for your buck they now often include a multiplayer option.

There's simply nothing like playing a human opponent via a modem connection or over a network. The unpredictable nature of the human mind breathes new life into games like Doom, C&C, Warcraft 2 and so on. While playing against one opponent using a modem is fun, network play gives you the chance to team up with a friend and demolish up to six other human-controlled opponents.

Unfortunately there's no guarantee that you'll be able to get hold of a friend to play whenever you feel like it. And let's face it - most of us don't have access to an iPX network outside of work, school or uni. Wouldn't it be great if you could always be sure of finding some good multiplayer opposition whenever you felt like it - 24 hours a day, 7 days a week, 365 days a year? If the answer is yes, then a new program called Kali could well be the answer to all of your prayers.

Kali is a little TSR (Terminate and Stay Resident) program which uses your internet connection to simulate iPX (a network connection routine standard established several years ago by Novell) network protocol. So after you've dialled up your internet service provider in the usual way, you invoke the Kali program and log on to one of the many Kali servers around the world. Here you'll find a list of people all interested in one thing - multiplayer gaming!

Once you're on a Kali server you just head into Kali-chat and organise a game of whatever you fancy with one or more like-minded players. You can either start up a game of your own or join someone else's. All you need to do is go to the IP address of whoever's setting up the game.

Kali was created by Jay Cotton. Jay's first foray into the world of internet gaming was through idoom/ifrag, a program he created with Scott Coleman, which allowed people with Ethernet connections to play Doom/Doom2 over the internet. They then went ahead and wrote Kali. Scott Coleman now works for interplay, so Jay Cotton has taken over Kali's continuing evolution and development.

Currently there are two versions of Kali - a DOS version (which is a bit of a pain to set up correctly) and a Windows 95 version (only a beta at this stage). I've been using the latter and believe me, it's as easy as pie. Just download the Windows 95 beta from the Kali web site (<http://www.axxis.com/kali/getkali.html>) and away you go. Make sure you use the Windows 95 32-bit winsock to connect to your ISP (internet service provider). Take note: the shareware version of Kali times out after 15 minutes, to stop this you need to register your copy of Kali - in Australia this can be done for \$35 through Powerup PH: (07) 3899 3366.

The only problem with Kali is the often unpredictable quality of your connection (don't even bother if you're using a modem operating at less than a 28800 baud rate). Currently, Australia doesn't offer the same high quality internet connections as those found in the States and elsewhere. This slows networked games (C&C, Doom2 etc.) down and makes gameplay jerky. Until good old Telstra pulls its finger out, the only way to get high quality internet connections in Oz is by either: using a very expensive iSDN line and modem or getting a permanent Ethernet connection to the Net.

Regardless of the current speed problems, Kali is obviously going to revolutionise computer gaming over the next year or two, so get into it now and go kick some American butt at Doom or Warcraft or whatever your fave game is. The future is here and we like it a lot.

## Ultima Online

Ultima Online is a multi-player role-playing game designed for real-time adventuring over the Internet. It's still in the testing stages at present but eventually, thousands of people will be able to access this fantastic world around the clock and interact simultaneously with each other and the entire world. Set in the Ultima universe, Ultima Online enables players to adventure in a truly ongoing world. A world where battles are fought with might and mind, alliances are formed and shattered, and both enemies and friends are just as interested in wealth and power as you are. Slay a dragon, form a government, join a guild, craft and sell wares, and meet your friends at the tavern, all while playing Ultima Online. JS





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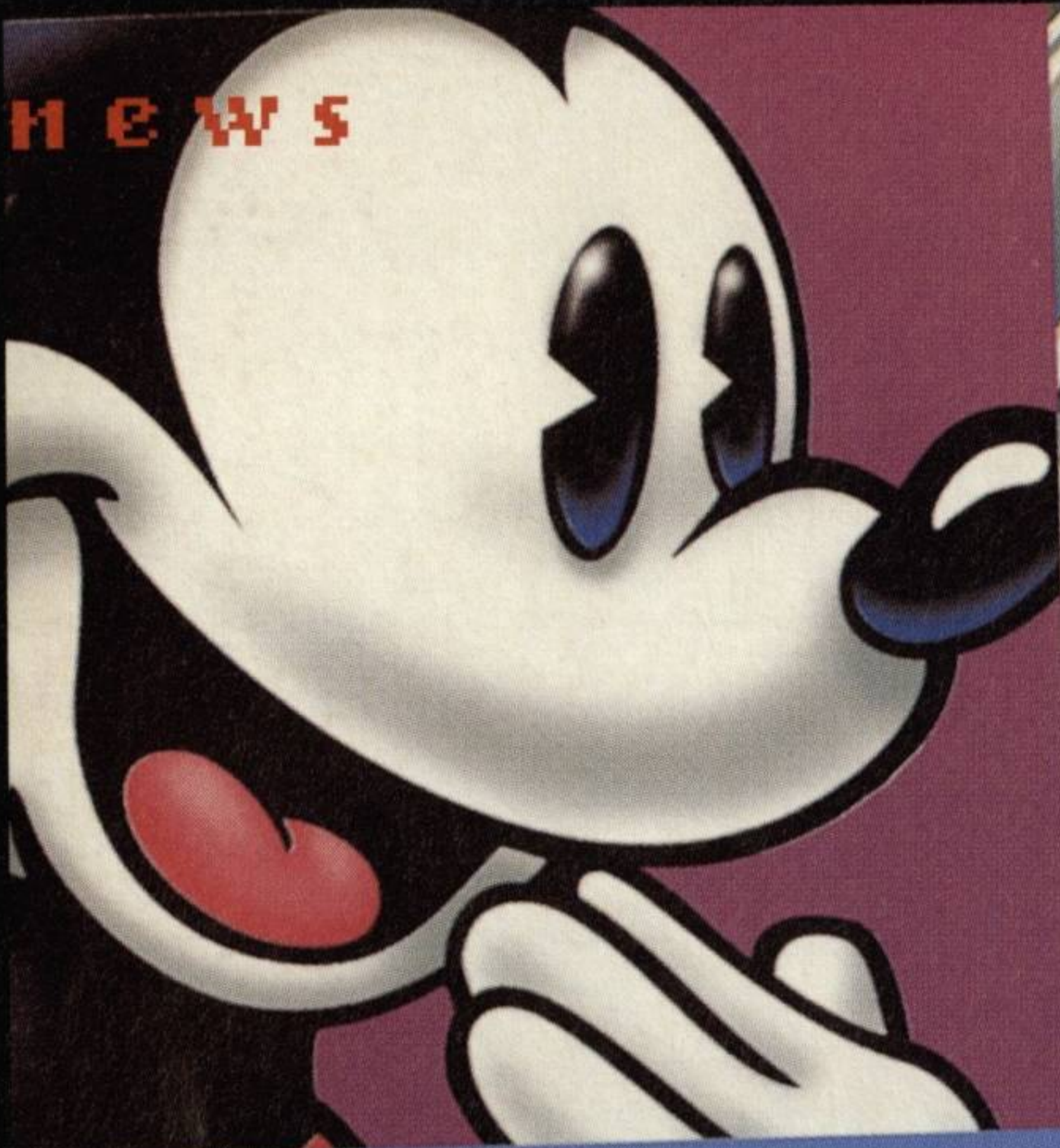


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## Disney Goodies

In keeping with the Toy Story/Disney flavour of this issue we thought we'd pass on some information about what other animated stuff can or will soon be found on your computers. This latest range of Disney tie-ins are not simply games, they are, in fact, "interactive family entertainment packages". Wow!

Toy Story is naturally the BIG one, so there's the Toy Story Screen Scenes featuring over 40 beautiful images from the visually wondrous movie which can be used as screen savers, turned into jigsaw puzzles, or just decoration. The Toy Story Animated Storybook looks cool with short sequences from the movie, activities, and a picture book presentation for you to follow the story and improve your vocabulary. Delving slightly into the past there's the Pocahontas Screen Scenes and Animated Storybook, both quite similar to the Toy Story ones. Then there's the Lion King and Aladdin Activity Centres for lots of (supposedly) educational (but fun) games, puzzles and shorts from both movies. And the Winnie The Pooh Animated Storybook (he's sooo cute), the Lion King and the Mickey & Crew Print Studios (which are what you'd expect - you know, for calendars, cards, etc); and GameBreak! (five very silly but cute little games, including a Disney-tied Frogger, Pinball and Columns).

Obviously, these are all aimed at kids - "For ages 5 and up" is a recurring theme. If you've got a son or daughter, young brother or sister, who adores any of the above Disney movies then they will love these graphically gorgeous, sonically sumptuous delights too. Especially the Storybooks.

## Alien Delay for PC

Our cover game last month was the excellent Alien Trilogy from Acclaim which we said was available on PlayStation, Saturn and PC CD-ROM. Well it's already out on PlayStation, the Saturn version should be here by the time you read this, but unfortunately the PC version has been delayed to around August. Why? We know not. So we're sorry for all you PC Alien fans - you're just gonna have to wait to fry the killer xenomorphs...or maybe you should buy a PlayStation!

Roadshow New Media (the distributors of Alien Trilogy) would also like to apologise for the incorrect 0055 number that appeared on the huge "Win a PlayStation Games Library" competition. It doesn't really matter though now as you've got another chance to win a Games Library in this issue. The correct number is 0055 21012.

## Nintendo's Bulky Drive

More news on the Ultra/Nintendo 64. No, we're not going to tell you it has been delayed yet again. Instead, this concerns the so-called "bulky" drive add-on. You may recall that this drive is an expansion unit that provides additional RAM to assist with particularly large games and also for saving games. What we can now tell you are a few of the official Nintendo technical specifications:

- Data Access Time:** 150 milliseconds (twice as fast as the PlayStation and Saturn CD drives)
- Data Transfer Rate:** 1MB per second (over three times faster than the PlayStation and Saturn)
- Size:** Each disk 64 MB (44MB read-only, 20MB read/write)
- First game:** Zelda
- Price:** Rumoured to be around \$US150

## OVERFLOW

As we told you last month (in what actually turned out to be a bit of a world exclusive, but we're not into bragging), Nintendo have been working on a colour portable game system, which they've codenamed "Project Atlantis". It's being developed by a team in Cambridge, England and apparently it's due for release in at least one territory (our guess is Japan) by the end of the year.

The machine will not be compatible with any other hardware currently available, and it will be based on 32-bit technology. Development tools have been sent out to selected companies all of which are under strict Non-Disclosure Agreements. More news when it breaks.

*You want true 3D, but there's no way you would wear one of those ridiculous VR helmets or put on a pair of embarrassing red and blue 3D glasses, so you've been playing Duke Nukem 3D with your nose pressed up against the monitor instead. Well, thanks to Infinity Multimedia you may never have to chance radiation sickness ever again. Using a rapid series of 2D images, viewed from a range of different angles and perspectives, this American based company claims to be able to create realistic 3D images on a flat screen without the need for any silly accessories to be worn. They hope to use this technique in developing several arcade games sometime soon.*

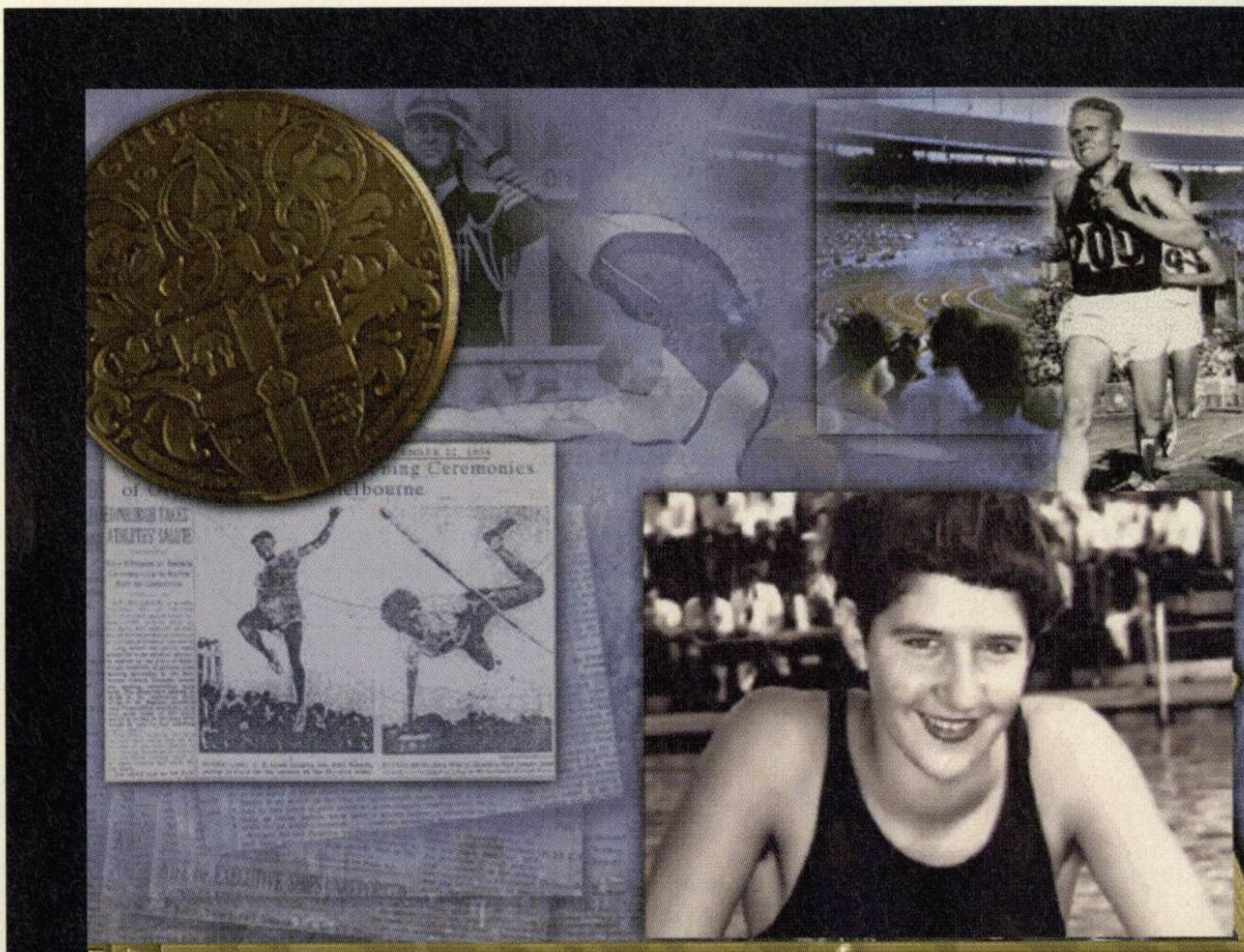
Starwave have plans to release a CD-ROM game called Castle Infinity, that will only be playable over the Internet. The game is aimed at the younger market, but of course any online game development will lead to bigger and better things. The package will sell for \$10 US, as a preview, which can then be registered for \$40.

*Disney Interactive seem to really be getting into top gear fast, their first release Toy Story looks like a winner, and now there's more news that they have plans to release a PC game based on their upcoming film The Hunchback of Notre Dame. The game is scheduled to be out overseas some time this Winter. We'll be keeping our eyes open to see if Disney's going to becoming a big force in the game development industry.*

Trekkies everywhere rejoice! Spectrum HoloByte has managed to secure the participation of the three main actors from the film Star Trek Generations film for the upcoming Win 95 CD-ROM based on the movie. William Shatner, Patrick Stewart and Malcolm McDowell (this guy just loves being in computer games) will all be acting out their roles for the game development. We think poor old Mark Hamill just got upstaged!

*Sega have recently announced a significant price drop for the Saturn in America. The Saturn was selling for \$300 US, and now the price has been cut by \$50. That's a 17% price cut, which is nothing to be sneezed at. Sega seem to be very confident that the price cut will help them get a bigger slice of the market. And their "remixed" Saturn will be even cheaper when launched later this year.*





## A Golden Olympic History

It's only natural in this Olympic year for us to expect a bit of cash-in merchandising of the multimedia variety, and the first cab off the rank is S.E.A.'s Olympic Gold. The usual problem with products like this is that they tend to be rushed out to meet demand, because the demand is usually fuelled by the associated publicity which only lasts for a limited time. Well fear not, S.E.A. have got their timing right but fortunately don't seem to have been in a rush to get there.

Olympic Gold is a huge and very well produced resource for all the trainspotters and fans out there who have always wanted to have the sort of information access previously only available to TV station researchers and the Olympic Committee themselves. This extremely thorough piece of software has everything you'll ever want to know about the Games. There are individual presentations on all of the games with a rundown of the great performances and highlights from each one, the Olympic history of every country that has ever competed, a complete list of every athlete who ever won Gold at the Games (no, I'm not kidding), along with a photo and brief history of their achievements. You can check out the history of all the events that have ever been part of the games and examine their rules and regulations in a 3D rule book, find out exactly why water polo players aren't allowed to wear floaties, why 12 foot catamarans don't have torpedo tubes and why long distance runners can't carry firearms. There's also a section on special topics of interest such as merchandising, women in the Games and the drug scandals.

The whole package is very well presented, solid and carefully thought out with many hypertext links to guide you about. S.E.A. is an American company but they have thankfully avoided any bias in their commentary apart from the inevitable accent of the speakers.

Olympic Gold is fully endorsed by the International Olympic Committee which is a pretty good recommendation in itself and it really is a good product and a fantastic resource to have around if you're a sports fan.

GEORGE SOROPOS

## LucasArts LineUp

One of the premiere game developers in the world, LucasArts, has just announced the new titles it will be launching this year. These games will be unveiled at the upcoming E3 show in May but we've got the sneak goss.

First up is Jedi Knight which is the long-awaited multiplayer sequel to the superb Dark Forces. It follows the tale of Kyle Katarn and his education in the ways of the Jedi. Should be bigger than huge.

Sticking to the Star Wars universe (hey, that's where the money is!), X-Wing vs Tie Fighter will be the first multiplayer combat simulation set in the Star Wars universe and will, of course, let you and a friend battle it out for the glory of the Empire or Rebels (you get to choose). Of course, there's also Shadows of the Empire for the upcoming Nintendo 64 and in other Star Wars game news, Dark Forces and Rebel Assault 2 are almost ready for the PlayStation.

As for non-Star Wars stuff, Outlaws (for the PC) is said to be inspired by Sergio Leone's Spaghetti Westerns of the 1960s (which is a VERY good thing) and it's a first person adventure with multiplayer capabilities. We're excited already. Also on the schedule (but we don't know much about them) are Myth Adventures (for the PlayStation and Saturn) and Ballblazer (for the PlayStation). More news on these when we give you the big E3 report in the next couple of issues.

## READERS REVIEW

### Barrack (AMBROSIA SOFTWARE) READERS REVIEW BY MATTHEW SHEPPARD

Ambrosia Software, one of the most dominant game company in the Mac world, first rose to fame with the release of shareware version of Asteroids called Maelstrom. Since Maelstrom, Ambrosia has released a variety of other games, all shareware, the latest of which goes by the name of Barrack.

Barrack begins with a square shaped field containing a number of balls bouncing off the sides. You control a cannon with the mouse, which, when fired, sends out two lines from its sides, either horizontally or vertically. When these lines reach the edge of the field, they divide it and any section not containing a ball is removed.



Once 80% of the field is removed, you proceed to the next level. The player begins with 6 lives which you lose when a ball strikes a line as it is being drawn. This may sound like a lot but if you are not careful you can quite easily lose all on the first level. Alternately, if you do well, its quite possible to get 20+ lives by the start of the second level through a combination of multipliers and bonuses for clearing more than 80%.

Barrack is one of those games, like Tetris, which you play for fun. There is no concept of winning the game, the number of balls and their speed simply increases until you lose. As Ambrosia put it; you're born and then you die, the idea is to have some fun in between. To really enjoy Barrack, you need someone to compete against on score. There are many hidden tactics which, once mastered, can give you massive scores, especially in the first few levels where there are not too many balls to contend with.

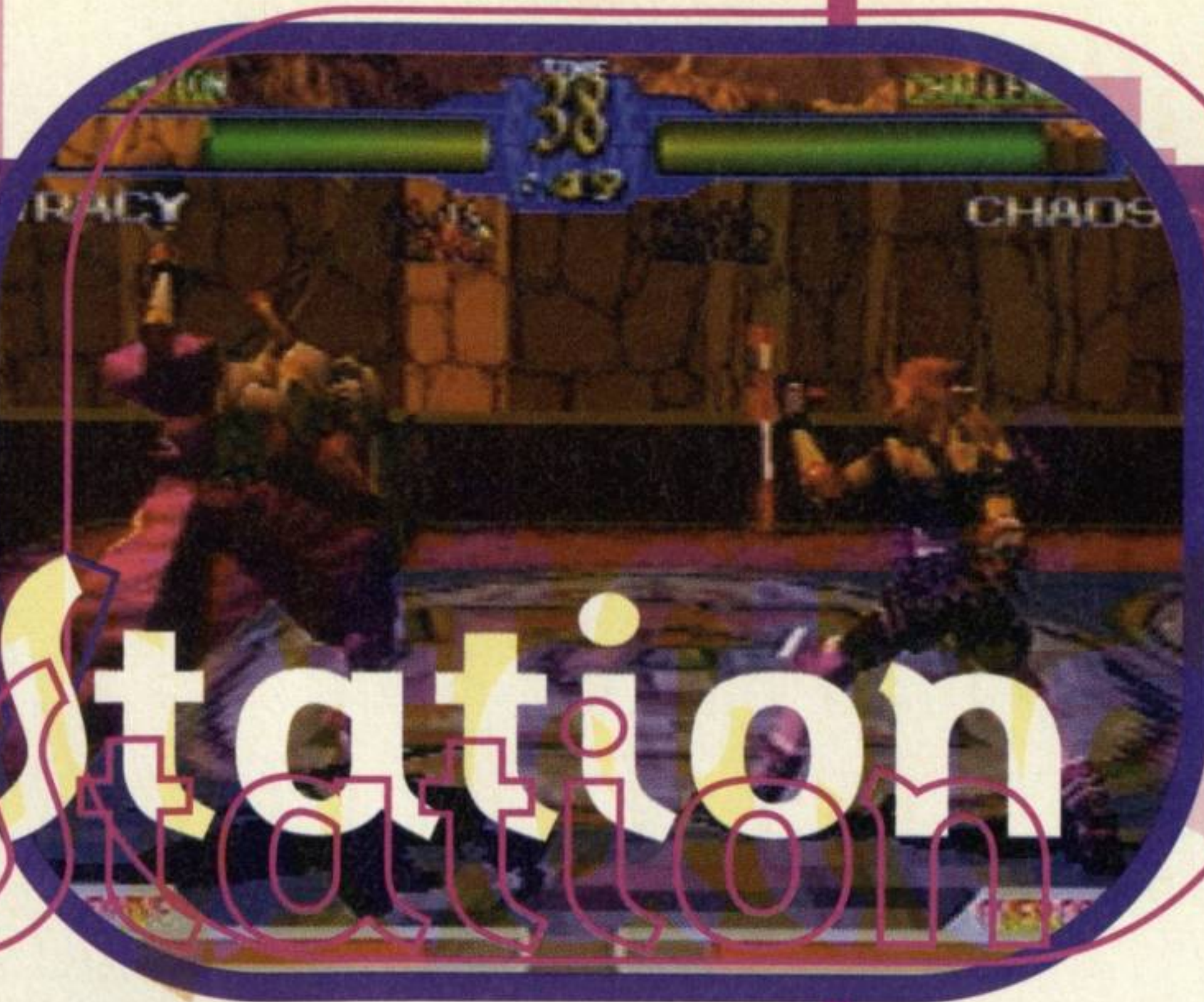
The graphics are very good for what they are, but don't expect anything revolutionary. The sound effects are excellent and the music, while simple is quite reasonable. Gameplay is the game's strongest point, once you're hooked, your life will revolve around it for weeks. The longterm score is basically irrelevant, as if you don't like it, you don't have to pay for it, but I for one will be playing it for some time to come.

As a final note, before you start playing the game, you really should take Ambrosia's advice and find yourself a soccer ball, then spend a few hours kicking it against a wall and yelling "Take that, you stupid ball". It will make you feel much better later.

GRAPHICS 87%  
SOUND 80%  
GAMEPLAY 95%  
LONGTERM 85%  
OVERALL 90%

PlayStation update

# PlayStation



## BATTLE ARENA TOSHINDEN 2™

The original Battle Arena Toshinden was a worthy initiator to the power of PlayStation software. Few titles have come close to the graphical detail that this title displayed, however, Takara have been locked away developing a sequel; Battle Arena Toshinden 2.

Battle Arena Toshinden 2, believe it or not, is graphically superior to the original. With Gouraud shading more audacious than ever, backgrounds that are more varied and detailed, and fighters that have been meticulously re-designed; this sequel has an even greater sense of depth.



The new battlegrounds include a platform in the middle of the sea that is sure to give you motion sickness, an urban wasteland of towering skyscrapers with cars going through an underpass, a free flowing river through a canyon, and the moody mountain landscape complete with wolves and a full moon. In some of these battlegrounds an innovative light-sourcing technique has been used so that fight begins in darkness and the sun slowly comes up to brilliant daylight.



Battle Arena Toshinden 2 features four new characters; Tracy, the baton wielding American Police Woman; Chaos, a 30-something Sri Lankan with a devastatingly effective scythe; Gaia, the old boss has become an opponent who you can now beat any time; and Master, the possessor of a mighty sword!

Check out the review in this issue.

Available: June/July 1996

RRP: \$99.95



Expected Classification

For hints 'n tips call the: PlayStation PowerLine 1-902-262-662\*

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## PERIPHERALS

### Discover a new TWIST in steering

The Namco neGcon controller is a revolution in joystick design. Instead of using a four-pronged directional bar to signal the four standard directions (up/down/left/right), the neGcon divides itself into two halves which can be independently twisted either left or right - giving you precision steering. The neGcon will be available to coincide with the launch of Ridge Racer Revolution in May.

Some of other neGcon compatible games include: Wipeout, Ridge Racer, Tekken, Need for Speed (EA title), F1 (July), Air Combat, Assault Rigs, and many others.

RRP: \$89.95

Available: May 1996



### Adding to the gaming experience!

Multi tap means simply, more players can enjoy the PlayStation at the same time. The adaptor allows up to 8 players to simultaneously compete on a growing list of Multi tap compatible games. The Multi tap plugs into the Controller Port, allowing four player action.

A second Multi tap is plugged into the second Controller Port, allowing 8 player action.

The Multi tap is compatible with adidas Power Soccer (see Review this issue) and Total NBA '96 - the ultimate sporting experience.

RRP: \$89.95

Available: NOW



### SPECIAL OFFER:

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#### AWESOME PERIPHERAL COMPETITION

FOR YOUR CHANCE TO GET INTO THE TWIST OF THE neGcon - tell us what score Ridge Racer Revolution has been given in this Issue and why you need a neGcon in 10 words or less.

OR

FOR YOUR CHANCE TO GET INTO MULTI PLAYER ACTION - tell us what score adidas Power Soccer has been given in this issue and why YOU need a Multi Tap in 10 words or less.

.....

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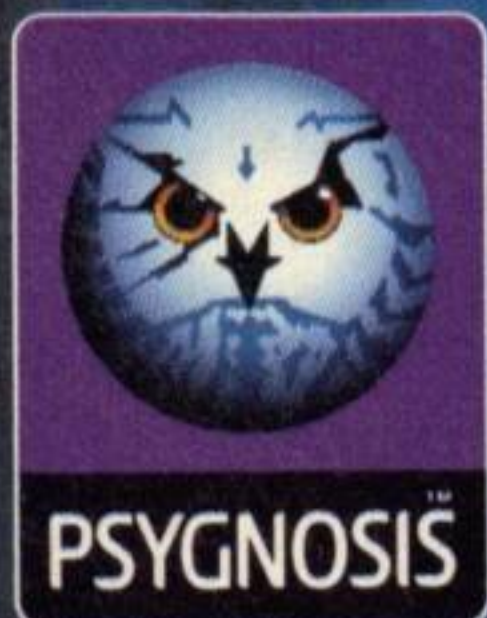
I already own a Sony PlayStation Yes: ..... No: .....

If you've already got a PlayStation what games do you have? .....

1. Competition closes Friday, 12th July 1996. 2. Judges decision is final. No correspondence will be entered into. 3. The contest is a game of skill and as such, all entries are judged on merit.




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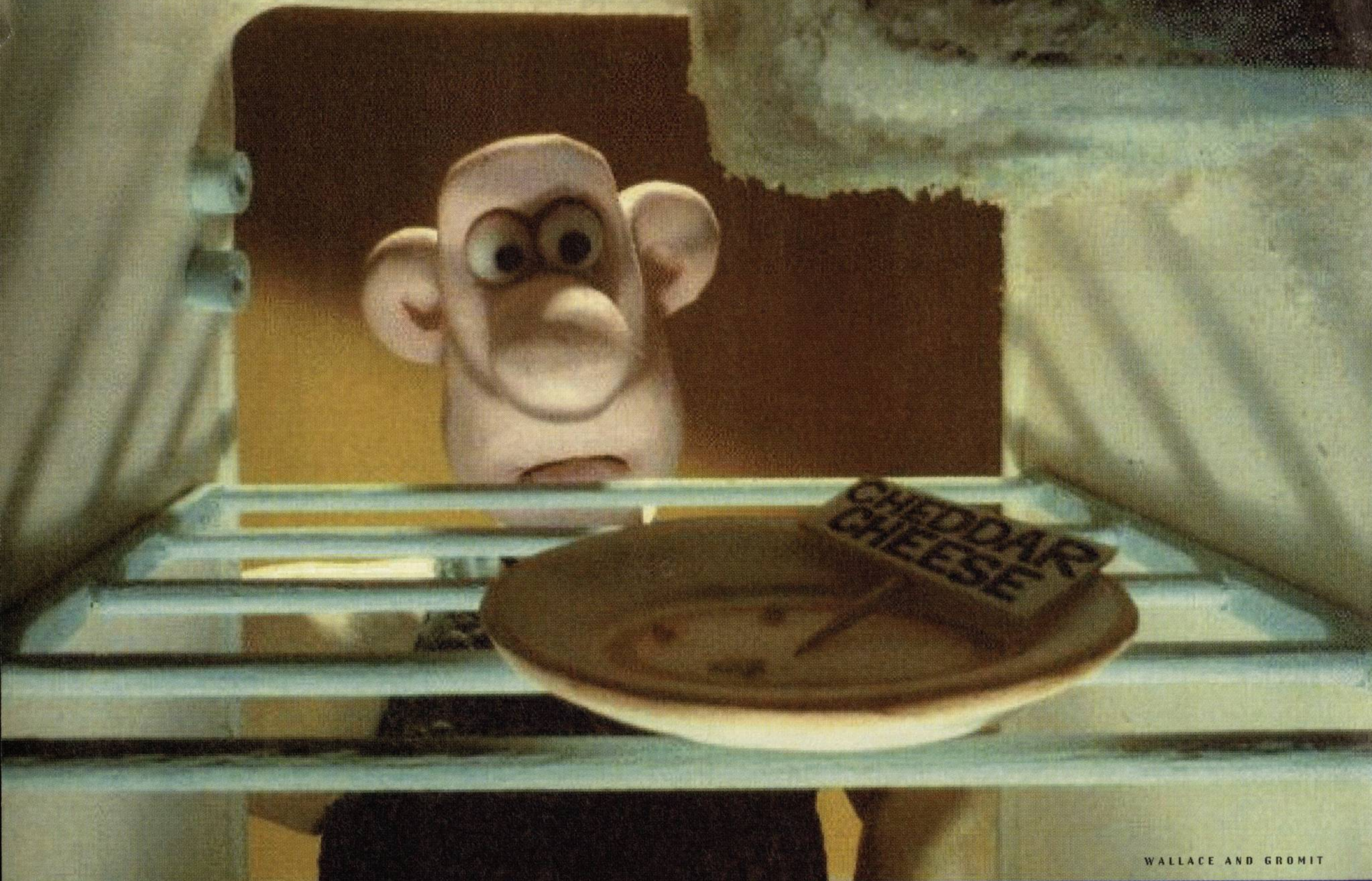
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net trawlin'



WALLACE AND GROMIT



We've trawled and trawled... AND ENDED UP WITH A LOT OF JUNK. But after carefully picking through the stinky debris, we've come up with some cool, colourful sites. All the action is brought to you live (almost) by ELIOT FISH and his favourite Search Engine.

**AARDMAN ANIMATIONS**

Wallace and Gromit was one of the coolest pieces of claymation to hit the screens in a very longish time. Of course, the Net is flourishing with sites devoted to Nick Park — the animator in question — as his Wallace and Gromit series has reached cult status. Visit <http://www.ast.cam.ac.uk/~jla/aardman.html> for a stack of great images and MPEGs of the animated feature to download. Don't forget the cheese!

**SCI-FI TV**

OK, seeing as though I gave Star Trek: Voyager all that valuable space in HYPER last time... here are some links to other Sci-Fi TV shows that are currently screening or er... have recently been axed (one or the other!!). Space: Above and Beyond have a lovely site at <http://www.foxnetwork.com/Prime/FoxFaves/SpaceEarthz> is struggling at <http://www.umsa.umd.edu/Johnw/Earthz/EdenAdvance.html>

SeaQuest DSV is a dull show and has an equally yawnish site at <http://www.phoenix.net/~leigh/SeaQuest/> and Babylon-5 has two excellent-looking sites at <http://pathfinder.com/Babylons/> and <http://www.babylons.com/>

**DIGITAL MUSIC**

There are plenty of 'zines on the Web, and plenty of music zines at that. However, there was something about POP-i Digital Music Zine that I thought was rather special. They had lots of cool interviews to read, with audio samples of the interview to download, lots of links and a fun page all about the "Most Irritating" song they could find that day/week. You download the snippet and hear it for yourself. What I heard was truly awful. They're at <http://popi.com/> and they're waiting for ya.

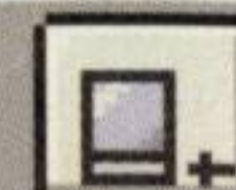
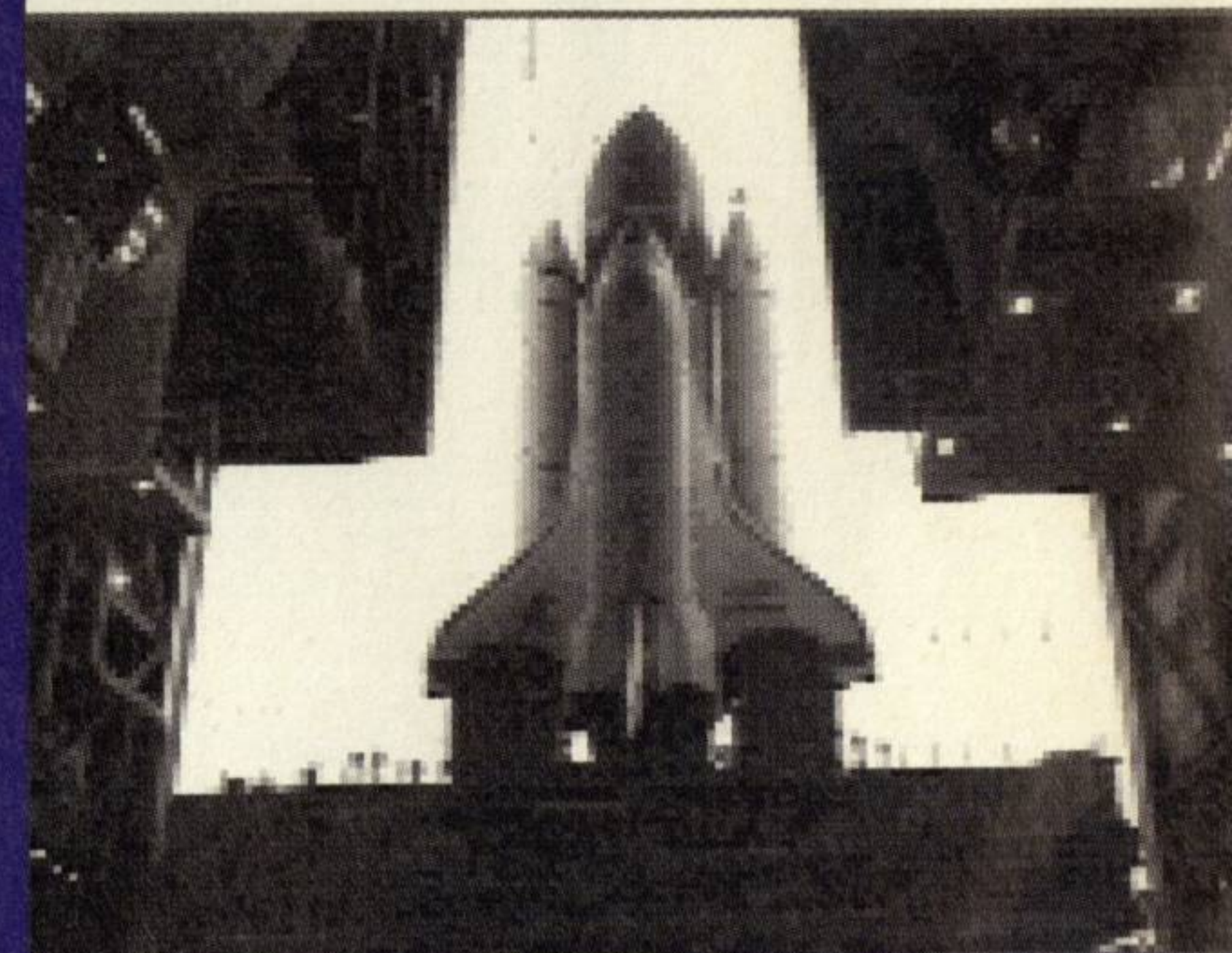
**NASA TV**

Thanks to the wonder of modern technology, NASA are now offering an interesting little feature at their website called NASA TV. All you need is a CU-Seeme application, and you can be watching Space Shuttle take-offs, landings, astronauts messing about in orbit and UFOs observing the entire planet going-ons in the background (maybe)... all via your web-browser on your very own computer. Check it out at [http://btree.lerc.nasa.gov/NASA\\_TV/NASA\\_TV.html](http://btree.lerc.nasa.gov/NASA_TV/NASA_TV.html) it's all very fascinating. Really it is.

**AGGRESSIVE SKATING**

What is the aggressive skating association? Well you'll just have to contact <http://www.entrepreneurs.net/asa/> to find out. Hey... it's about people who skate in a "menacing" fashion, usually involving "rad" tricks and generally "sick" manoeuvres. There are interviews, pics, comps and everything you wanted to know about Boarding, Blading etc. etc. Cool.

**NASA TV**



3.3 fps

63 Kbps (39 cap)



# TUNNEL B1



IT'S COMING...  
ARE YOU GAME?





## Vampire Princess Miyu

From Vlad the Impaler to Anne Rice's adventures of the vampire Lestat, humankind seems to have a morbid fascination with undead humanoid bloodsuckers. Nowadays in the late twentieth century it seems to be in vogue for vampires to apologise for sucking your blood (like in *Forever Knight*, for instance) or to stand on a stage in full Goth gear playing an electric guitar.

The Japanese love vampires. They love the western concept of Dracula; all the holy water and garlic and all that jazz. Now Vampire anime is available in this country. enter VAMPIRE PRINCESS MIYU!!!!

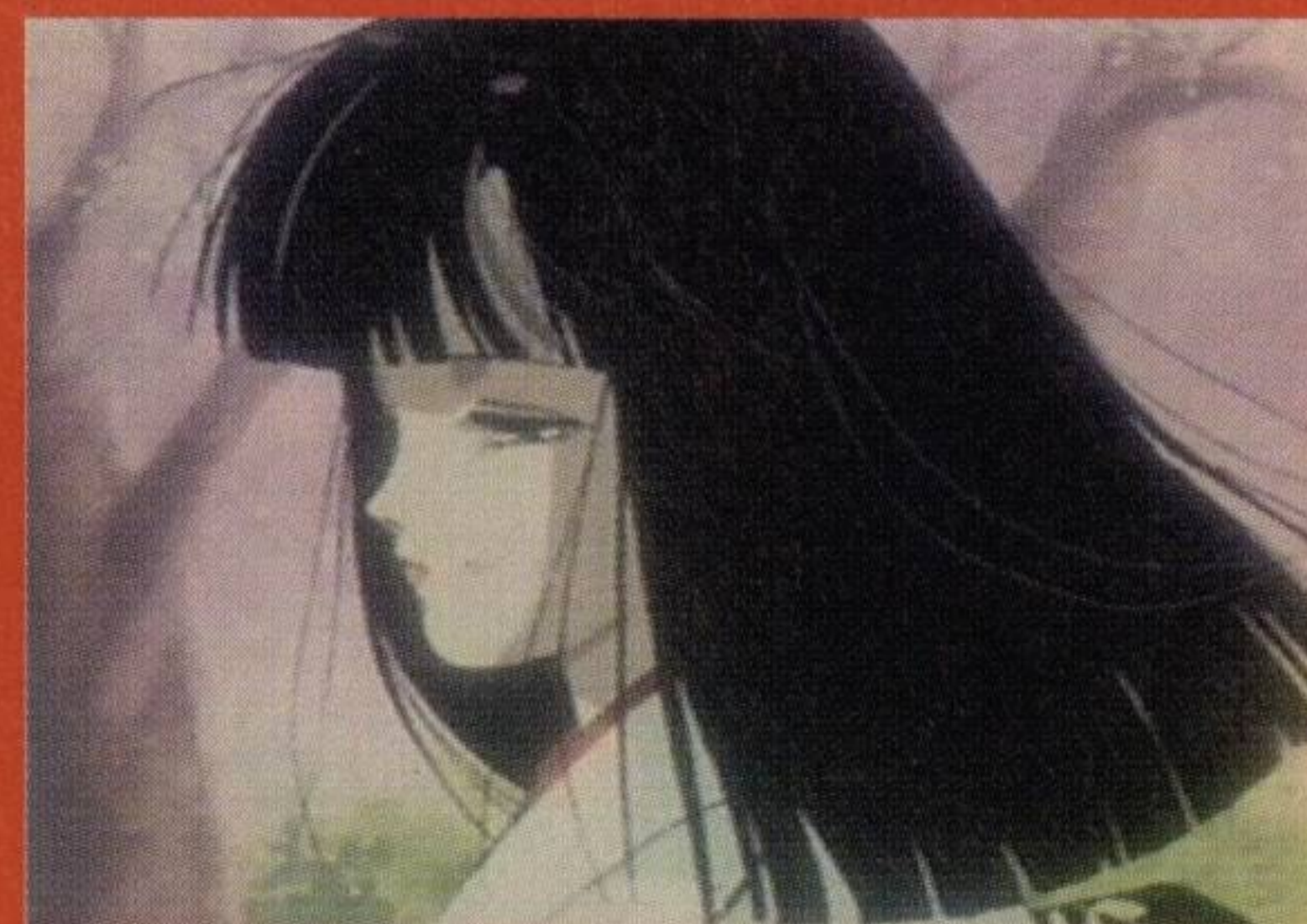
A cute Japanese schoolgirl by day, Princess Miyu is actually a vampire hunter in a long line of killers whose job it is to locate demon gods from the abyss and to protect them from human kind. Using her supernatural powers for good, she also preys on her victims to sustain her unholy life force; both an enemy and friend of humans.

PRINCESS MIYU is not a hack and slash journey into blood and gore. It's a creepy and weird take on the vampire genre; where the narrative centers more on the strange lives of the demon gods and their victims. The slow and atmospheric mood established in this anime help propell the interesting and tasteful narrative; supported by a beautiful animated world.

A great little series that's worth a look.

RATED PG. DISTRIBUTED BY SIREN ENTERTAINMENT

8/10



VAMPIRE PRINCESS MIYU



FATAL FURY



MAD BULL 34

## Fatal Fury- Legend of the Hungry Wolf

The 1990's dawned and two things became certain. Bill Gates was going to be the richest man this side of planet earth, and computer games were here to stay. Six years, several hundred thousand games and some very bad Jean

Claude Van Damme films later and we're starting to see the computer game invasion into Manga Anime. There's SF2, Toshinden, Dark Stalkers, Samurai Shodown, Virtuaraping a new female police officer. The bad guys Fighter and the latest release to these shores; FATAL FURY!

Terry and Andy Bogard are brothers who witness the results where Mad Bull is shot several times in the brutal and senseless murder of their father Jeff, cuts spraying blood everywhere. When all hope seems lost down in his prime by weirdo bad guy and underground boss Geese Howard. Still being kids, they're sent off into

the world to develop their martial arts skills. Only after ten years can they return to Hong Kong, where they will strive against each other to inherit the family's Martial arts secret...the HURRICANE PUNCH!!!!

As heinous as the plot sounds (hey, whaddyashores. Its narrative structure and storyline is a test in expect?!!!!) FATAL FURY is an entertaining and action packed anime. Blood spurts that bright shade of red, whether slashed from the wound or beaten out of a well animated mouth. The story is as mindless, moronic and unbelievable as the SF2 anime movie; but like SF2

you've got to enjoy FATAL FURY for what it is. It is fairly entertaining, especially if you're a fan of the game. FATAL FURY: LEGEND OF THE HUNGRY WOLF is the first in a series to be released from Kiseki. A fully animated

FATAL FURY movie is due for release mid this year, as well as another OAV release. Highly recommended for fans of the game and anime buffs alike.

8.5/10

RATED M. DISTRIBUTED BY KISEKI

## Mad Bull 34: The Manhattan Connection

Mad Bull and his partner Diazaburo are staking out a drug bust. Down on street level their lieutenant is date arriving. The cops are sprung. An all out gun battle

results where Mad Bull is shot several times in the brutal and senseless murder of their father Jeff, cuts spraying blood everywhere. When all hope seems lost down in his prime by weirdo bad guy and underground boss Geese Howard. Still being kids, they're sent off into

the world to develop their martial arts skills. Only after ten years can they return to Hong Kong, where they will strive against each other to inherit the family's Martial arts secret...the HURRICANE PUNCH!!!!

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7.5/10

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# DESCENT

STRAP YOURSELF IN AND PREPARE TO GO DOWN!

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Hang on to your senses as you pilot a 360 3D rollercoaster ride from hell.

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Wicked

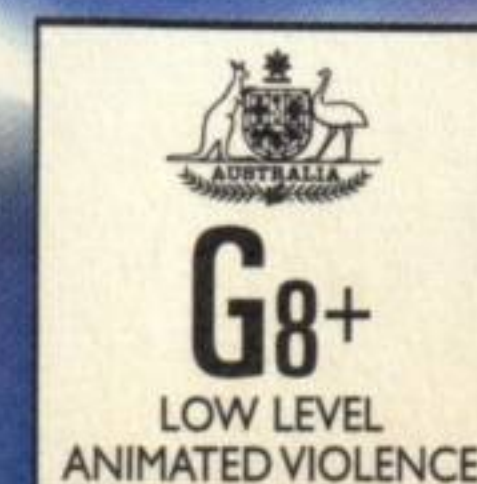


Now on PlayStation

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-Gamemaster

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*Another lucky subscriber out there is going to acquire a slice of hardware that no gamer should be without... the VL-BUS*

# 3D Blaster



3D games are the go, and with one of these hum dingers in your PC, you'll be running circles around your buddies! We're talking \$650 of bottom booting power here. Win this thing and you'll make new friends, get a promising career, live happily ever after!

Yup... We're GIVING a 3D Blaster to a lucky subscriber this month (thanks yet again to **Creative Pacific**) And hey... even if you don't win, you'll still be getting your mitts on HYPHER as soon as it's out, every month for a year...

*so who cares if you lose?*

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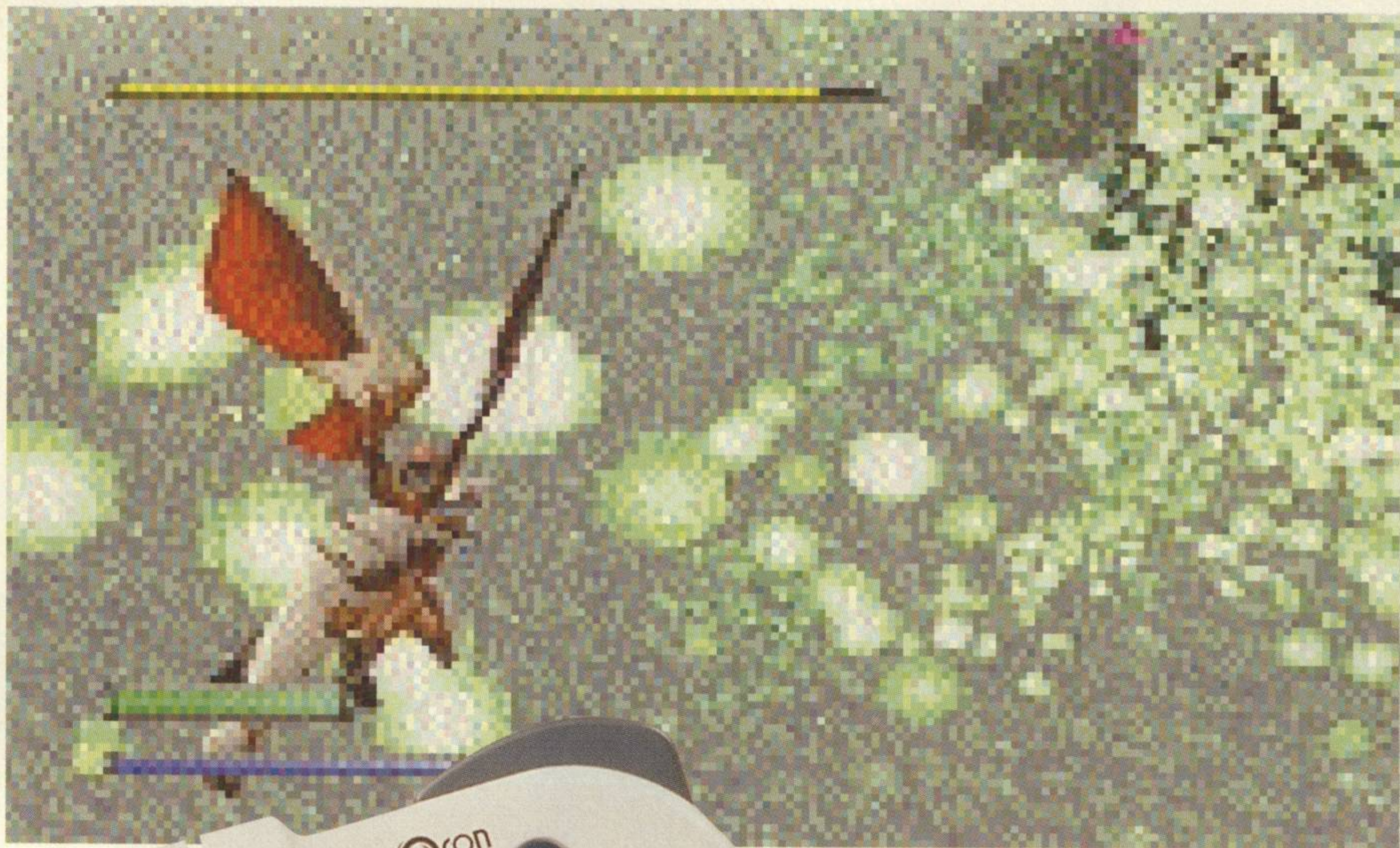
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**HYPHER**»

0032



## Negcon Controller Comp

Lucky Playstation owners have your opportunity to pick up the Namco NEGCON controller! "What the hell is a NEGCON?", you ask? It's every racing gamers dream come true!

Why so? Because it's a Playstation controller that is essentially split in the middle, so you can twist the controller left or right without taking your fingers off the buttons. It's analog kids! So, the more you twist, the more you steer! So you'll soon be slicing your lap times in half... well.. maybe, but you'll certainly have the edge now! Of course NEGCON controllers don't grow on trees, but thanks to Sony, we're gonna give THREE of them away! That's right three of you will be saving yourselves \$89.95, because let's face it.. if you're serious about racing games.. you'd be buying one.

To have a chance at finding one in your mailbox, just answer this simple question...

Name a Playstation game where a NEGCON controller would come in handy

Just send your answer to...

**Namco Negcon Comp**  
HYPER PO BOX 634, Strawberry Hills, NSW 2012

## Panzer Dragoon II

Girls, boys, and others will be bursting with excitement to know that they can soon be playing the latest shoot 'em up game from Sega... PANZER DRAGOON II. We liked it so much we gave it our prestigious Big Rubber Stamp of Approval.

Thanks to Sega, we're giving away a copy of this jawdroppin', eyepoppin' extravaganza to two lucky readers... assuming they can answer this tricky question...

What is Sega's big new robot fighting/shoot 'em up game in the arcades?

Just send your answer to...  
**Panzer Dragoon Comp.**  
HYPER  
PO BOX 634  
Strawberry Hills NSW 2012

## More War!

We can already hear all you wargame enthusiasts bouncing in jubilation! Yes, extra levels for Warcraft 2! The new title is called MOREWAR "The Return of the Horde". So you can watch little knights hacking the unclean orcish vermin from the face of the planet, or vice versa. There's 100 new levels of real time strategy to be played through folks.. that'll enough to keep you bouncing for weeks!

Zone Multimedia have kindly given us a couple of copies to give away to the Hyper reading populace.

"Hold on!" you say, "I'm not into that fantasy mumbo jumbo! I wanna reduce more military hardware to scrap metal!" Well guess what? We care about the Command & Conquer junkies too! So does Zone Multimedia, and they gave us two copies of the COMMAND COMPANION, the extra levels pack! It also includes a level editor so you can create your own missions. Just like Morewar, there's 100 levels.

Each of these giveaways are worth \$39.95... so we're going to be saving 4 lucky HYPER readers some bucks.

To win you'll have to tell us the publisher for both Warcraft and C&C.

Write down your answers, and tell us which of the two games you'd like most and post that envelope off to...

Wargame Competition  
HYPER, PO BOX 634, Strawberry Hills NSW 2012

## charts

### PLAYSTATION

1. Total NBA
2. Need For Speed
3. Doom
4. Alien Trilogy
5. D
6. Magic Carpet
7. Road Rash
8. Worms
9. Krazy Ivan
10. Loaded

### SATURN

1. Sega Rally
2. Virtua Fighter 2
3. Virtua Cop
4. F1 Challenge
5. World Series Baseball
6. Thunderhawk 2
7. Wing Arms
8. Mystaria
9. D
10. FIFA 96

### 3DO

1. Foes of Ali
2. Killing Time
3. Need For Speed
4. Deathkeep
5. Shockwave 2
6. Battlesport
7. Dragon's Lore
8. Road Rash
9. Syndicate
10. Space Hulk

### PC CD ROM

1. Warcraft 2
2. Wing Commander IV
3. NBA Live 96
4. Command & Conquer
5. C&C: Covert Operations
6. Crusader: No Remorse
7. Need For Speed
8. Destruction Derby
9. Mission Critical
10. Theme Park

### MEGA DRIVE

1. Light Crusader
2. NBA Live 96
3. Mortal Kombat 3
4. Earthworm Jim 2
5. John Madden 96
6. Sonic & Knuckles
7. Mario Andretti Racing
8. Micro Machines 96
9. Primal Rage
10. Brian Lara Cricket

### SNES

1. Secret of Evermore
2. Donkey Kong 2
3. Yoshi's Island
4. Killer Instinct
5. Doom
6. Mechwarrior 3050
7. Mortal Kombat 3
8. Earthworm Jim 2
9. Megaman X 2
10. Theme Park

freebies

# WIN a PlayStation



ALIEN TRILOGY



JUPITER STRIKE



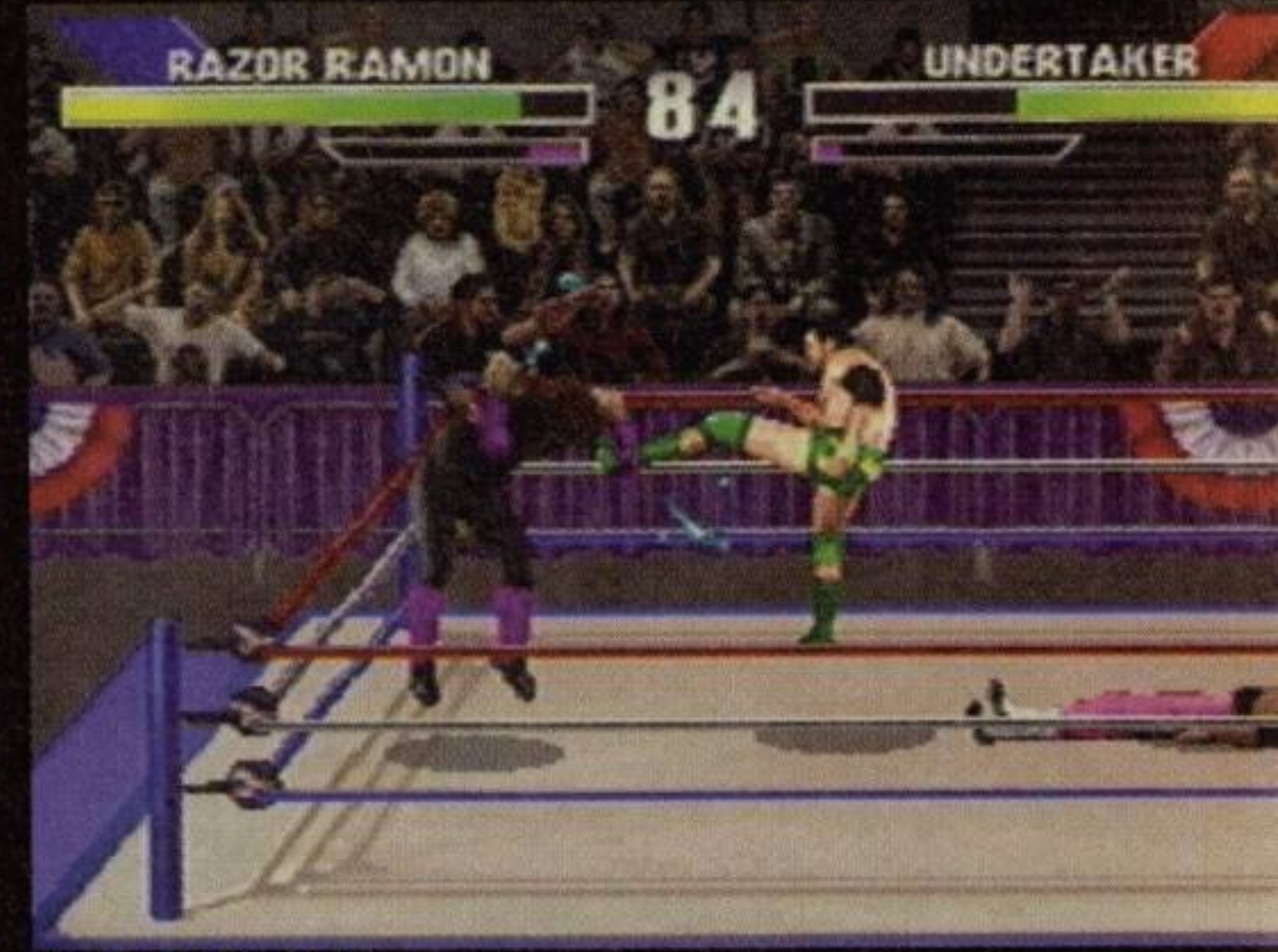
NBA JAM



STREETFIGHTER THE MOVIE



WORMS



WRESTLEMANIA



ZERO DEVIDE



CASPER



DESCENT



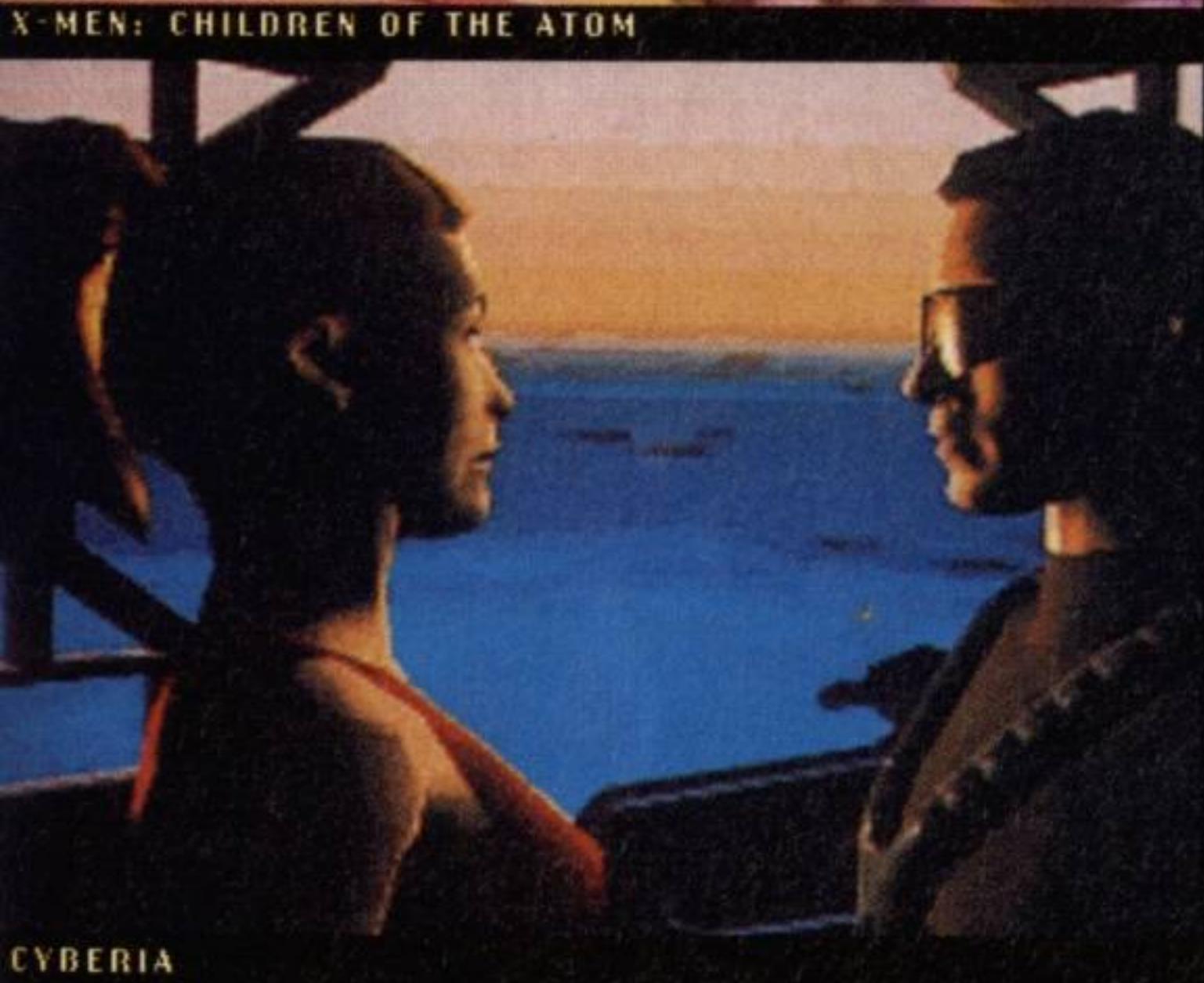
REVOLUTION X



RISE 2: RESURRECTION



# n Games Library



So, you've forked out the bucks for a PlayStation and now you're in need of some hot new games. Look no further then, because we've got a whole library of PlayStation titles for you to win.


Roadshow New Media are the big new player in Australian games distribution and they've got some hot game publishers under their belt such as Acclaim, Ocean and Interplay. They've giving away 20 of the best titles from these three labels, and the winner will also receive one new Roadshow New Media PlayStation release every month for the next 12 months. For the mathematically challenged, that adds up to 32 PlayStation games! **HUGE!**

These are the games you can win initially:

- ACCLAIM
- Wrestlemania
- NBA Jam
- Streetfighter The Movie
- Jupiter Strike
- D
- Alien Trilogy
- Revolution X
- Quarterback Club
- Rise 2: Resurrection
- Big Hurt Baseball
- X-Men: Children of the Atom

- OCEAN
- Worms
- Powerserve
- Zero Divide
- True Pinball
- Viper
- Offensive
- INTERPLAY
- Cyberia
- Descent
- Casper

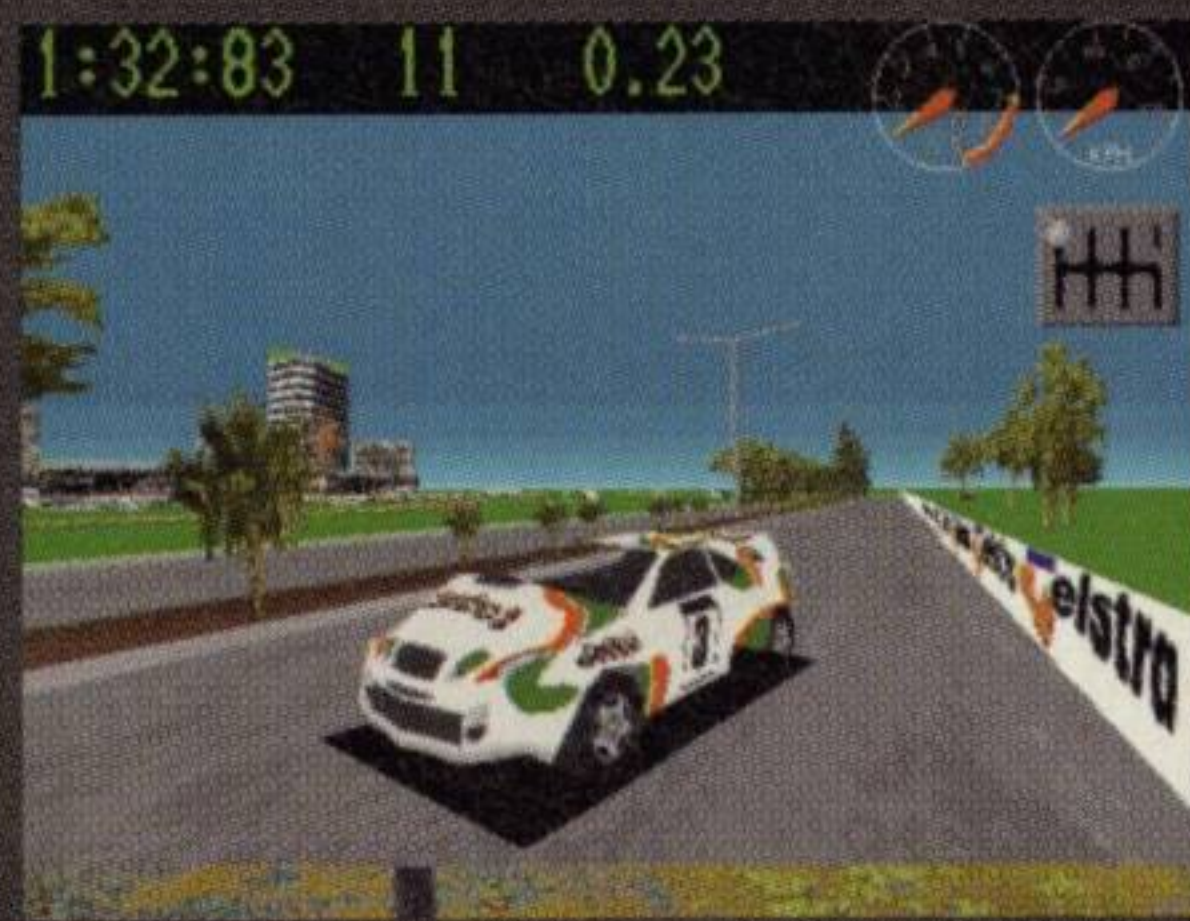
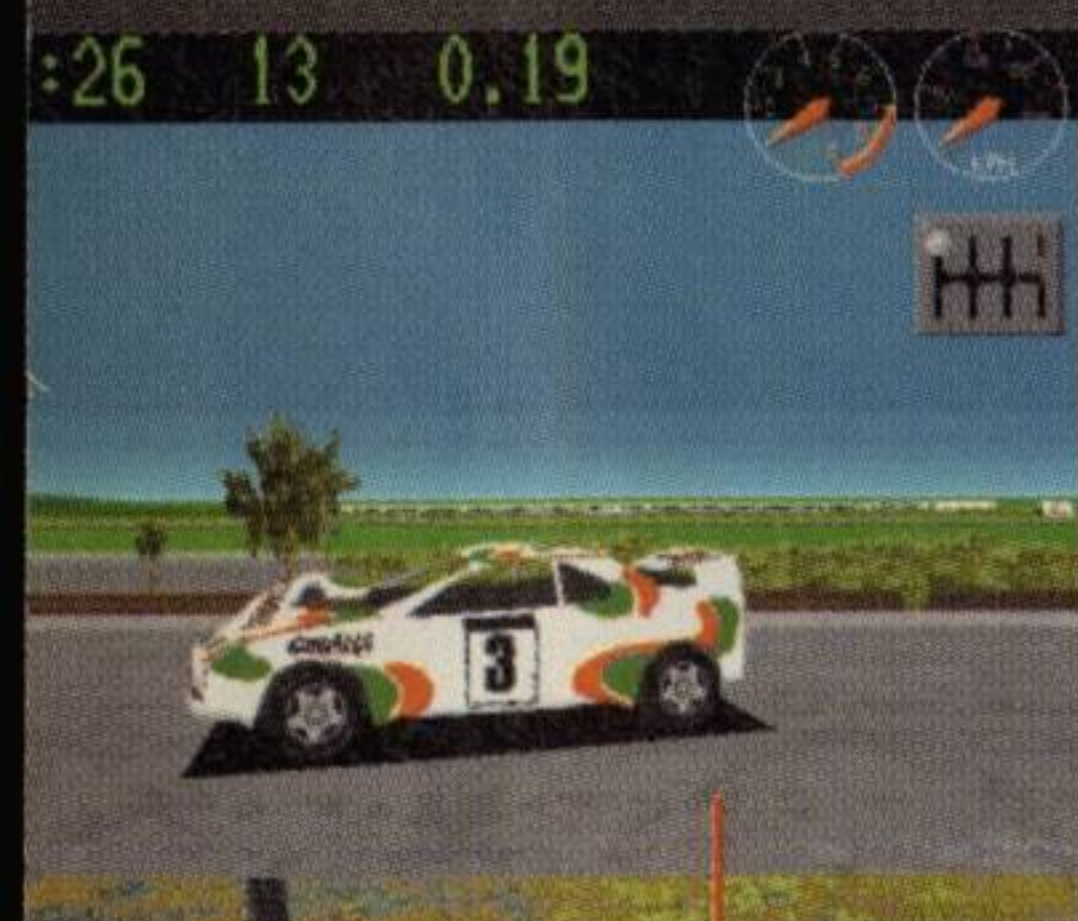


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 Address \_\_\_\_\_  
 Answer \_\_\_\_\_ Postcode \_\_\_\_\_

# SILVER LIGHTNING



In the grand scheme of things, Australia has a very small market for video game entertainment, not due to any lack of enthusiasm, simply because of population. In the software development business, the developers tend to exist in an area with a strong market, like the UK, Japan or America. There's no problems developing here, it's getting something published that's the big hurdle.

In July 1992, Paul Turbett formed Silver Lightning Software. Based in Perth, he began on his path to realising his dreams as a successful software developer. Silver Lightning released their first game a month later, a shareware shoot 'em up called Starfire. This was enough to help SLS find agents in the UK, Germany and the US. Around 500 copies were registered.

Silver Lightning's next release came out in January '94, another shooter called Star Hammer, which found them another agent in Holland. After much hard slog, SLS completed their first commer-

cial game, Trial By Magic. It was released in Australia last October, and is currently awaiting release in Europe.

Trial is an RPG set in an underground world, with 25 levels for the player to overcome. It wasn't an audio-visual feast, but the gameplay was there and it certainly wasn't a bad job for a first release.

SLS have a more interesting project in store for us though, a project that was kicked off with the addition of Stephen Handbury to the management team in July '95. While running

a computer games store in Perth, Stephen did some market research by talking to the customers and getting a vibe for what people were hungry for, what we were all missing. The answer was a realistic rally driving game for the PC. This is where things have really started to fall into place for SLS. Straight away SLS met with Keith Hedgeland of Spike Motorsport for assistance in making the physics of the game as close to real as possible. Keith would be playtesting, informing the SLS crew just how close they were to nailing the feel and realism of a rally car.

For those not familiar with the World Rally Championship, Australia is actually considered to have some of the best courses in the world. What better reason than that do you need to base this Australian made game in Australia?

At the end of last year, SLS approached Events Corp for endorsement of the Australian leg of the World Championship, Telstra



# An Aussie Games Developer Going Places

Rally Australia. By January Events Corp gave the big thumbs up and what nicknamed "the Rally Game" became Rally Australia.

SLS are very serious about the attention to detail, and strong assistance from Events Corp has helped them endlessly. SLS have their hands on exact contour maps of the various courses, which means Rally Australia will be one of those rare driving games where you're actually driving on a faithful reproduction of the real thing. We're not just talking about the track turning left and right at the right time, we're talking buildings in the right spot, with the building faces made from digitised photos.

You get realistic turbo backfire, the lot. The sound is all sampled from the respective car, so if you're driving a Subaru, you'll be hearing sampled sound from a Subaru engine. Events Corp have been pulling strings for SLS, giving them great tapes of WRC footage which is normally a nightmare to acquire due to licensing, so expect Rally Australia to have some great FMV to dazzle you all. There's lots of work on the little things too. When you select a car, all the digitised screen shots from that point will be related to your previous choices. No random slide shows here. Rally Australia will have both simulation and arcade modes, to cater to your driving preferences. SLS are making sure both versions are playable, as there's no point in being so realistic that only a rally driver could play.

Silver Lightning knew that 3D was the way to go with a racing game, and grabbed the Vertec 3D engine... which they subsequent-

ly binned, determined that they could do so much better. Building the engine up from scratch they've now got something they're really happy with, and will no doubt be using for a while yet. The cars in Rally Australia are the showpiece, made up of more polygons than you can poke a stick at.

At the time of our meeting with Stephen, SLS was in the process of finding a publisher, and things are looking more than positive. The Rally Australia project should be completed any moment, with SLS just working on optimisation and final details.

SLS have aspirations of doing a PlayStation version, as they're keen to get hold of the machine's fantastic 3D graphics capabilities. Maybe Rally Australia will become Sony's answer to the awesome Sega Rally? We can only hope.

Stephen himself is fan of games like DOOM, the original F1 Grand Prix, and is a big fan of strategy games, particularly the real time wargames. We asked Stephen what we might be seeing in the future from SLS, and it seems they're entertaining two ideas. There's talk of a motorcycle game, utilising the same 3D engine as Rally Australia. More definitely is the notion of a real time 3D wargame, with multiple sides, and a nice twist of character to the overall feel of the game.

The HYPER crew are all keen to see how SLS fare. It'd be a big step forward for Australian software developers if they can pull this one off... fingers crossed!



# PlayStation™

## Namco Museum Piece™

### Volume 1



PAC-MAN



BOSCONIAN



Galaga



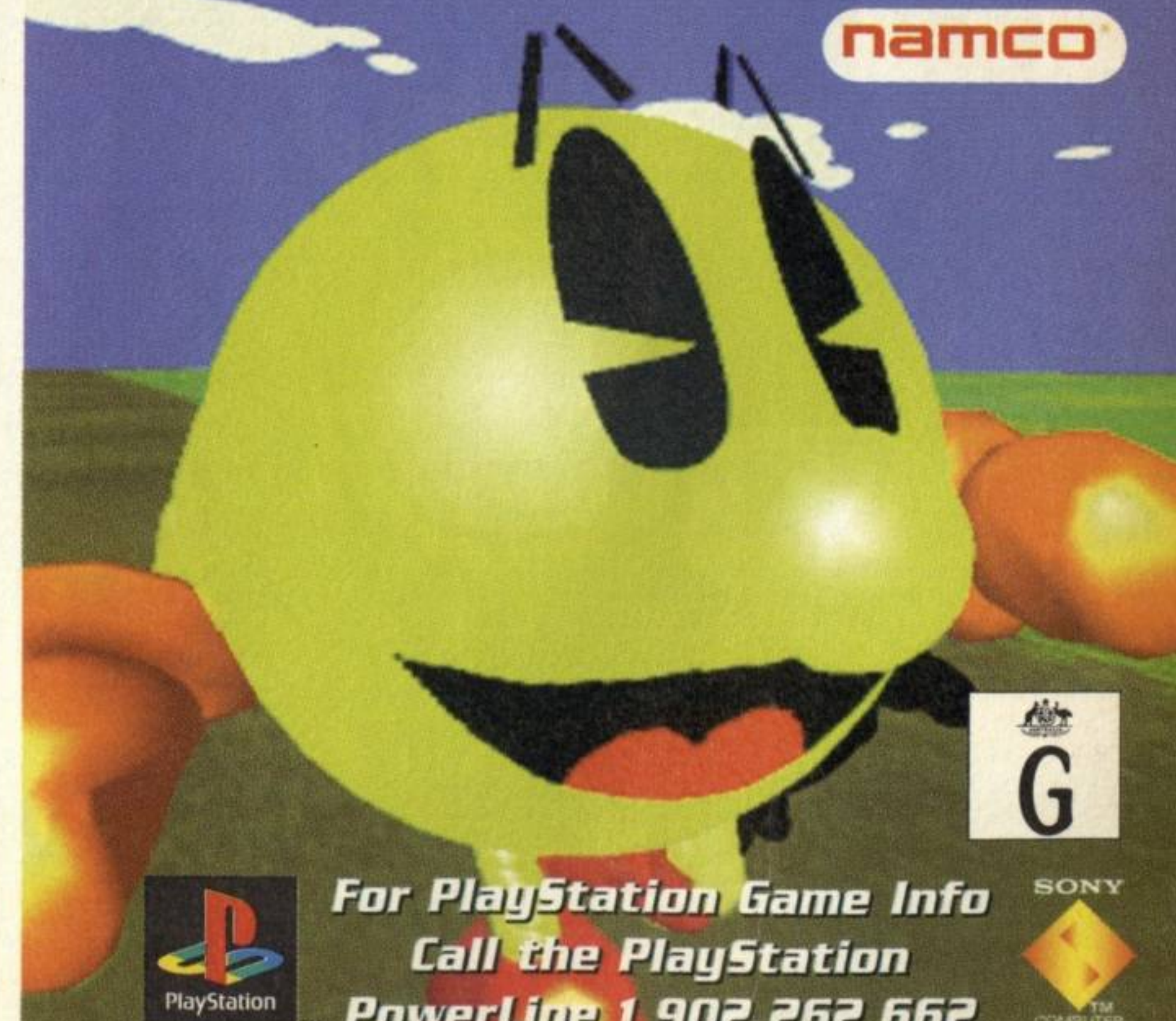
NEW RALLY-X



Great Value!

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Available: May - June

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G



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## Nights

Saturn

AVAILABLE: SEPTEMBER  
CATEGORY: 3D ACTION  
PLAYERS: ONE  
PUBLISHER: SEGA

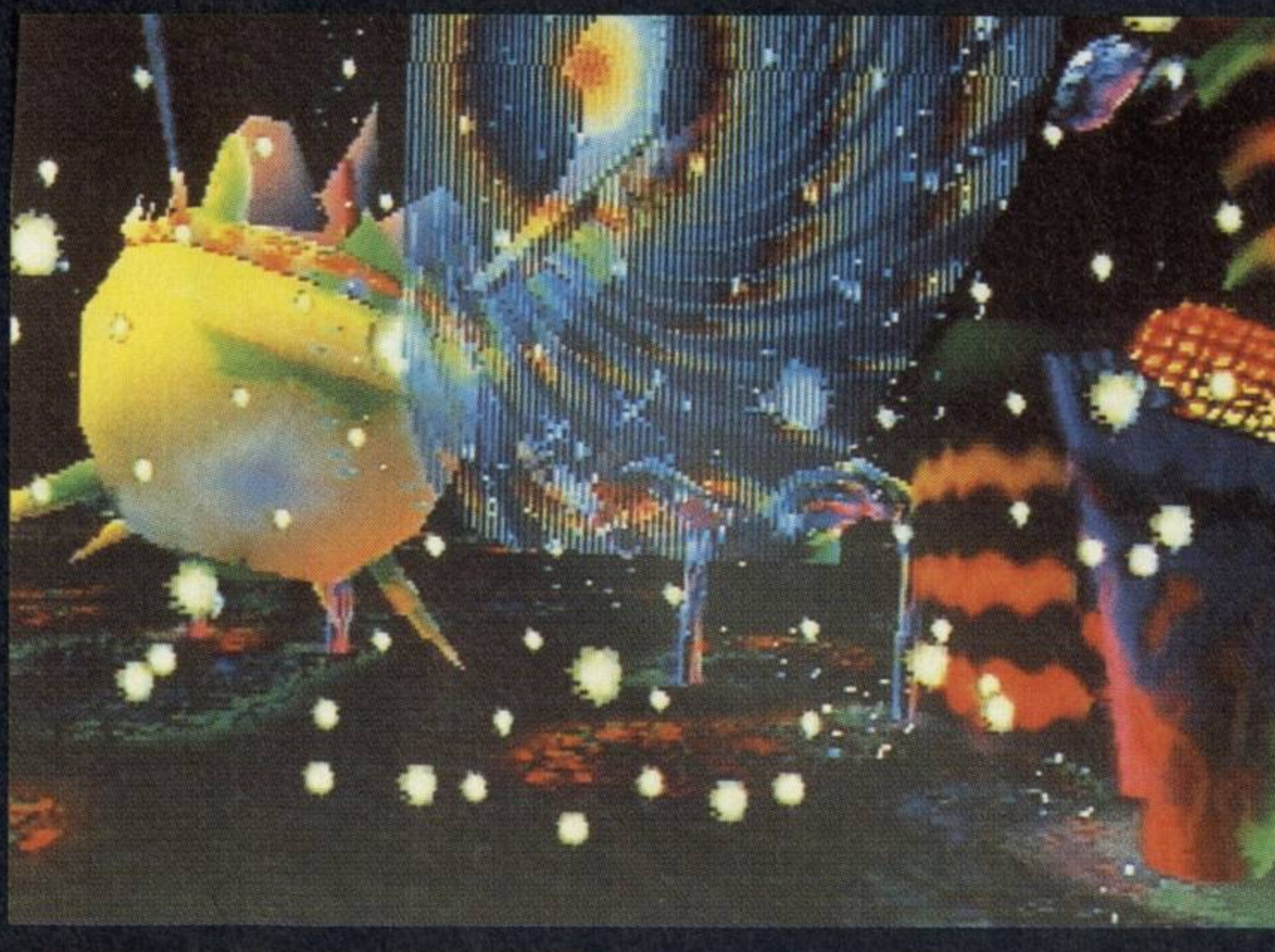
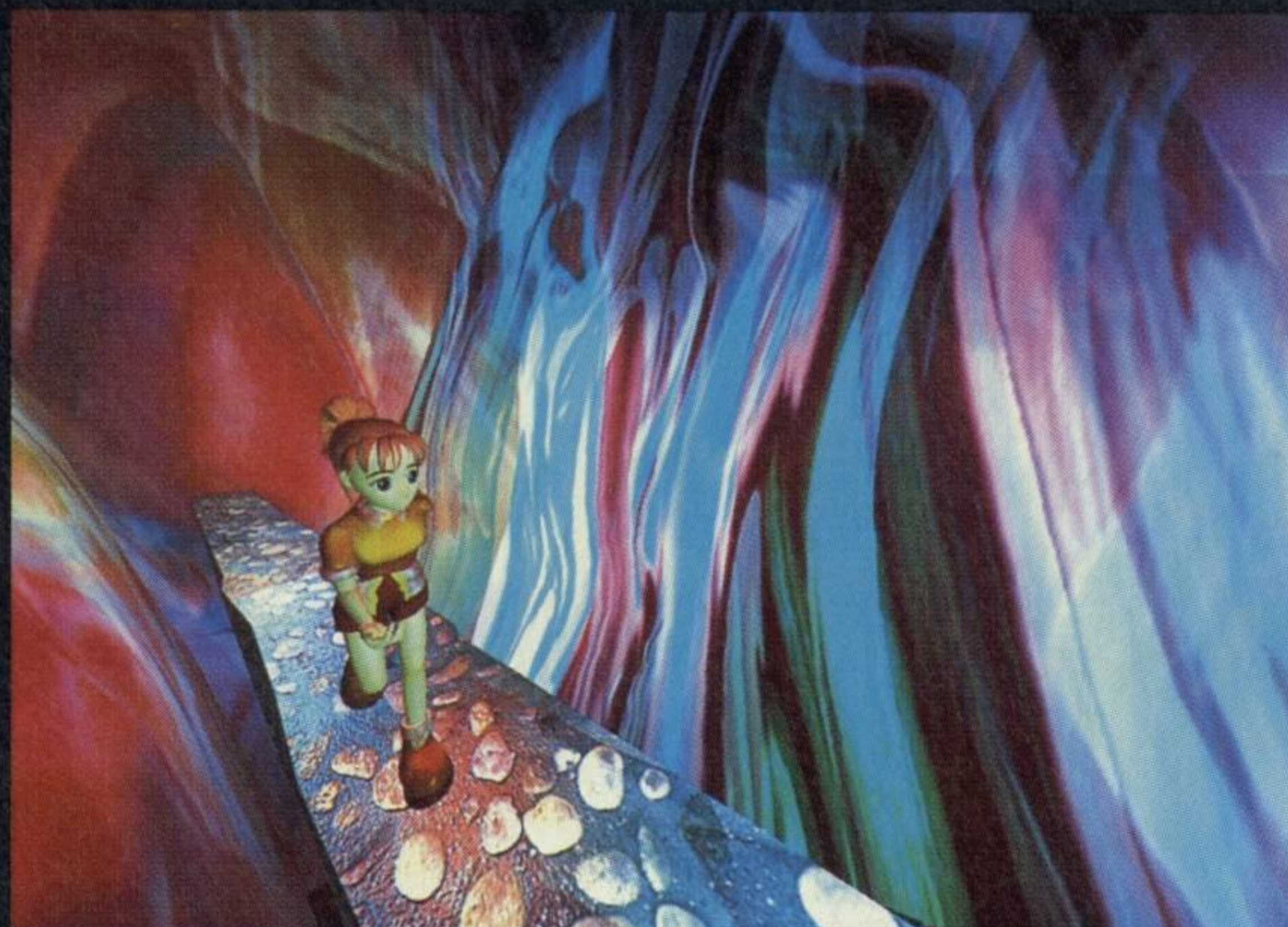
Sega have tended to pull out the occasional big gun as opposed to lots of little ones when it comes to their software releases for the Saturn. Sega are now grinning from ear to ear as they prepare to aim their biggest gun yet at the 32 bit console world. Yuri Naka, the man who brought us the all time classic platform game Sonic the Hedgehog, has teamed up with the old Japan based Sonic team, and has been working on what Sega believe to be the most amazing 3D flight game yet.

The screen shot's we've got are so fab they look like something out of a Manga film rather than a console game. Sega claim that the 3D worlds in Nights feature unsurpassed quality in smoothness and free character movement, all thanks to new development tools used by Naka and his crew. Nights looks to incorporate the dynamics of a flight sim with the speed of a racing game, all with 360 degree flight.

There's a plot too, by George! You play as either Elliot (boy) or Claris (girl), and are joined by Nights, the main character of the game. You clamber in Nights body and fly off into a madcap dream world in an effort to save the realm of Nightopia from the evil ruler of Nightmare. It's your job to ensure that good dreams triumph over nightmares. As one would expect, the dream worlds look wildly surreal and picturesque. The game will feature rotating camera angles to help add that extra realism needed for the player lose themselves in the game.

Sega promise that Nights will include a variety of different music of multiple styles. Although we imagine that the gamers will be so caught up in the visuals that they may not really notice.

With the game rumoured to feature the blinding speed of Sonic, in a super smooth 3D environment, we could well be looking at the new king of the console action game world here. Obviously brimming with confidence, Sega seem certain that Nights will be an absolute headache for Sony and the forever awaited N64. HYPERS will keep you informed as to any further news about Sega's big bid for the 32 bit crown.



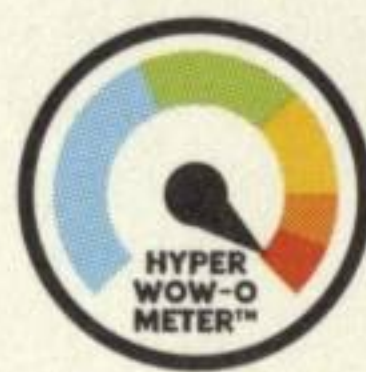
previews





## Tekken II PlayStation

AVAILABLE: JULY/AUGUST  
CATEGORY: 3D FIGHTING  
PLAYERS: 1-2  
PUBLISHER: NAMCO



Finally.. we got a look at what promises to be the best console fighting game thus far, Tekken II. If you're wondering if it's really just more of the same, well.. yes.. but better. There are now 23 selectable characters; 10 to start with and 13 to earn the right to play. That's heaps, girls and boys! The whole thing just looks like someone's been polishing it for a year... None of those dodgy title screens or C64 style menus, it's all spiffy. There's been a bit of Virtua Fighter II cloning done in the way of options and so forth, with a whole mess of different styles of game. There's straight up playing, survival games, time based games, and team games, so you can potentially have a bunch of people over and have a big Tekken tournament. Best idea of the lot was the inclusion of a practise mode, which puts your joystick movements on screen and has a bunch of options within itself. Looks like there's all the old moves in there, with more thrown in on top, especially with chances to link big hits in at the end of combos.

There's video cut scenes for all the characters finishing sequences now, making it much more enticing to want to finish the game with the boss characters once you've got the option to use them. Some of the scenes are amazing to say the least. It's all silky smooth as you'd expect, with the frame rate being vastly superior to the arcade game... just like the first Tekken PSX game pooped all over it's arcade predecessor.

The overall speed of the game seems to have increased noticeably, so for those people who thought the first game was too slow (you just never played anyone competent!), you should give Tekken II a bash, coz it's almost as fast as the Toshinden games.

Of course there's an old Namco game thrown in at the beginning... this time it's Galaxions.

Enough said at this point. It's gonna be GREAT. We'll no doubt be giving it the full review real soon, complete with bad Tekken quote jokes and all. The HYPHER crew will make sure you've all got cheats and play guides to help you get the most out of what looks to be the next king of the 3D console fighting games.



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# Bad Mojo

PC/MAC CD ROM



AVAILABLE: **MAY**  
CATEGORY: **ADVENTURE**  
PLAYERS: **ONE**  
PUBLISHER: **PULSE ENTERTAINMENT**

There have been lots of CD ROM adventure games now, and no small amount of them have been presented with a dark theme. Bad Mojo not only looks dark, it looks dirty, disgusting, and utterly repulsive. Don't get us wrong here... that's what makes it good! The general gist of things goes something like this...

You are Roger Samms, a rather miserable individual who messes about with a family heirloom, which happens to be cursed in such manner as to turn you into a roach! If the novelty of playing roach isn't enough to entice you, the sheer realism and atmosphere will.

You guide your roach through the back alleys, fetid kitchens, sewer pipes etc of San Francisco, desperately searching for some way to return yourself to human form. The standard playing mode looks like some sort of pre-sequenced video streamed movie.. but it's not! You're running the show.

So what could a roach possibly do that's going to fit into an adventure game? Well, the things of everyday life that we overlook can be a deadly test for your average roach. You'll need to be extremely careful not to end up as Spider-chow, or to be squished mercilessly by the monstrous paws of that tabby cat you've seen prowling about your apartment.

Looking at the samples we've got our mitts on, the whole thing just looks ridiculously promising. The acting actually looks pretty darn good, no Hollywood wannabes reading off cue cards. Gobs of time and money have gone into this one. The flashy magical effects and cut scenes look superb.

It looks like it'll be one for the gamers with great powers of observation. However, it's not for the squeamish as there's dead rats, roach infested hovels and lots of ickyness in general.

If the gameplay is as interesting in the complete version as the demo we've been messing with, it'll no doubt be going under the big rubber stamp of approval.



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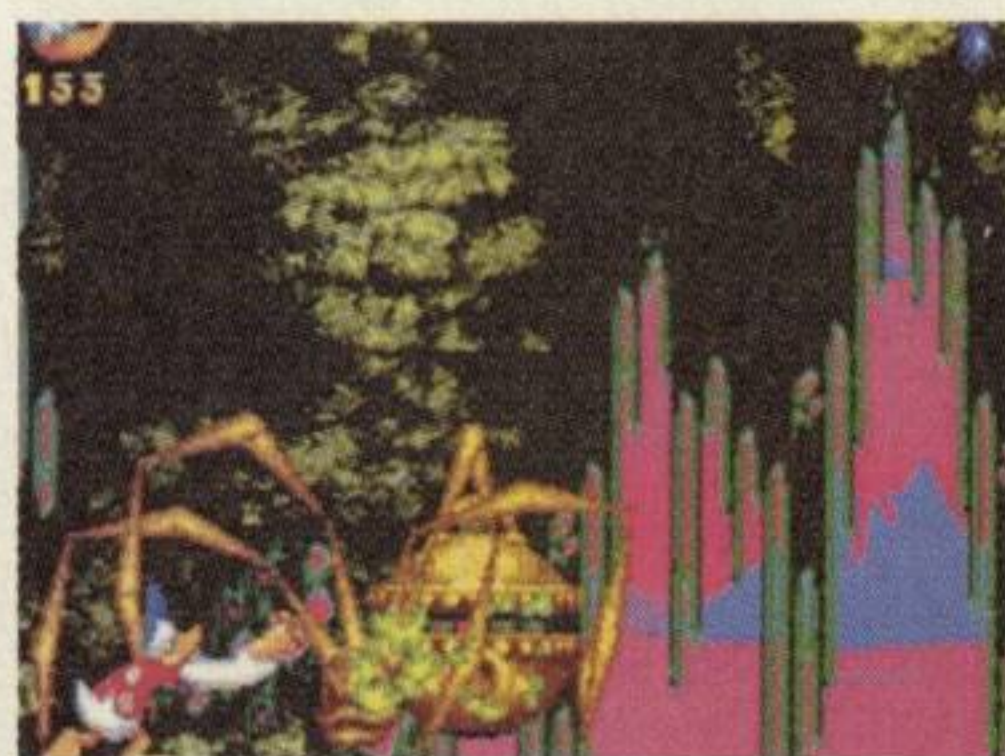
# Maui Mallard

## MEGA DRIVE/SNES



AVAILABLE: LATE '96  
 CATEGORY: PLATFORM  
 PLAYERS: ONE  
 PUBLISHER: DISNEY INTERACTIVE

Mega Drive and SNES owners feeling slightly despondent right now should perk up a little at the news we hear of Disney Interactive releasing...could it be?...a new 16bit game? Oh yes, and it's a platformer, too. But let us not dwell too long on that. Maui Mallard is the star's name, and he betrays an eerie similarity to Donald Duck. Or rather, he is an exact Donald Duck look-alike. Or, if you prefer, he's as close to being Donald Duck as is possible without actually being Donald Duck. And he's called Maui Mallard. Not Donald Duck. And if you think we're crapping on, you're absolutely right. But hey, this is a platform game, what else can we say? OK, OK...you win. It'll be a 32 Meg cart for a start and apparently the level design and character animation are top class. Maui takes on different personalities throughout the game, so one minute he'll be a gunfighter and the next a ninja warrior. There'll be the usual tricks, traps and secrets and all in all, Maui Mallard looks like it might be fun although we'll have to wait until we play it before we can give it a standing ovation. At least it's a new game for the old 16bit machines, so a few cheers for that then.



# Baldies

## PC CD ROM

AVAILABLE: JULY • CATEGORY: STRATEGY • PLAYERS: 1-4 • PUBLISHER: ATARI

In ancient times... well a few years ago... a game hit the Amiga that made the heads of all the wargame/empire gamers turn, that was Mega-lo-Mania. Atari have rehashed the idea in the form of Baldies. The general idea is to turn your handful of chromedome colonists into the fathers of a nation of shiny topped citizens. The game all takes place on a series of islands, which you can build up or strip away as the game progresses. The actual mechanics for the game are really quite simple, which in this case turns out to be a real plus.

Your baldies run about aimlessly through the countryside until you give them a purpose. You can designate different tasks to each Baldie as you see fit. There are the workers, who seem to be preoccupied with the propagation of their race (which is a scary thought since they're all men). Of course, there are the militant little soldiers, whose main responsibility seems to be to beat the living crud out of one's opponents.

Baldies can be assigned to erect new structures, and patch up damaged ones. The last type of Baldie is the most amusing, the scientist, who not only invent the devilishly fiendish traps and weapons, but also undertake the task of delivering them to your opponent's door.

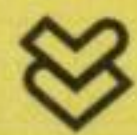
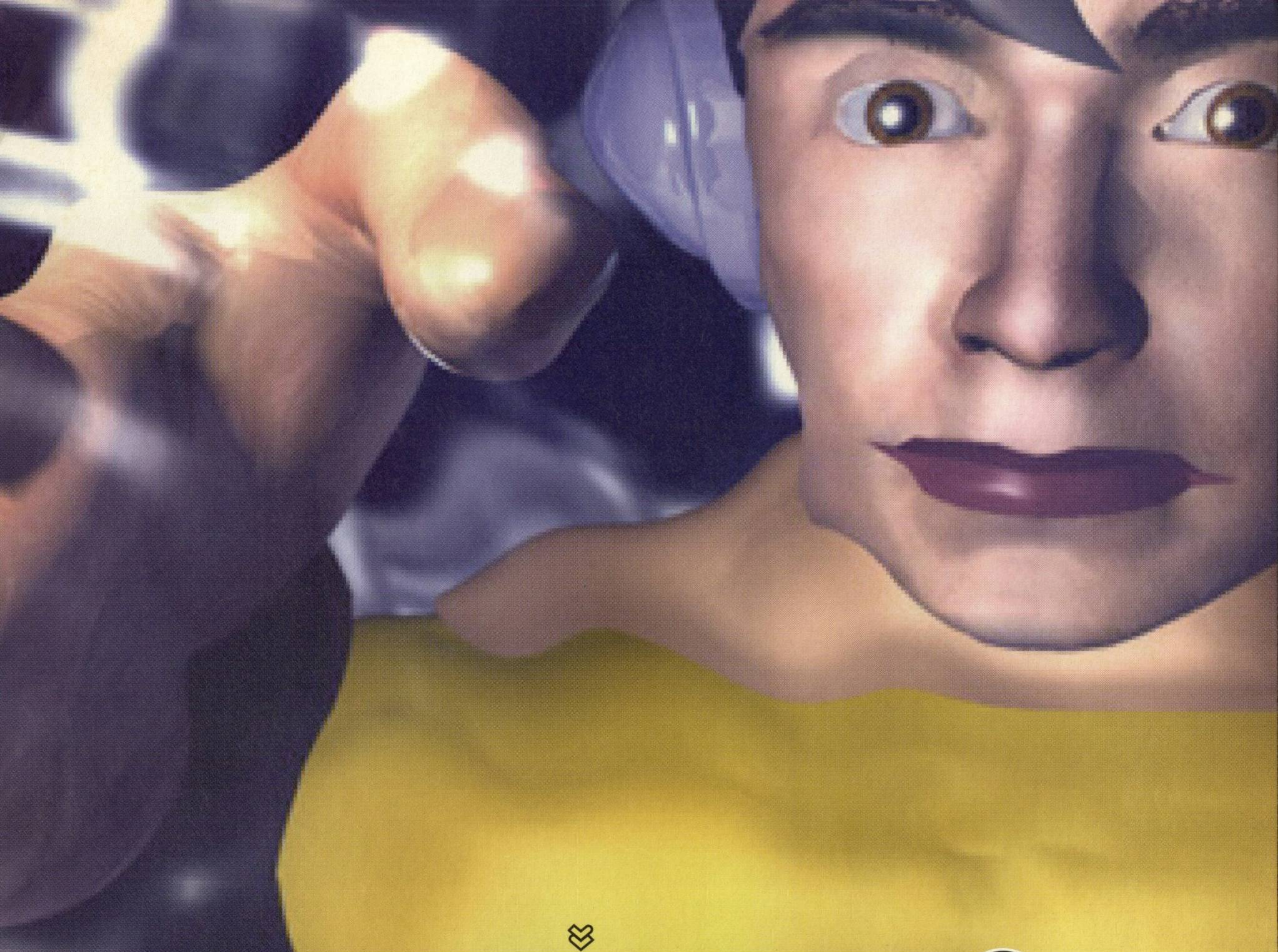
The graphics aren't revolutionary, but they're very cute. Lovely family values ideas are included, like the ability to pick up small furry animals and drop them onto landmines, or better still, try dropping Belamy in front of the playful fox and see what happens. There's amusing little sound effects to go with the visuals, as you would expect.

Your opponents appear to be apes which stands to reason.. erm.. right? We haven't had a chance to see how the game plays over the modem or across a network, but one would assume you play a different breed of Baldies as opposed to a bunch of hairy primates.

Hopefully the final version will see the ability to have more "global control" over your Baldies, as they end up breeding way too fast for you to control them all with the existing interface.

Being as cute as it is, this one looks like it'll be a hit for those keen on real time network gaming as opposed to the hardcore civ/wargame players.





## Time Commando

### PC CD ROM



AVAILABLE: **JULY** • CATEGORY: **ADVENTURE** • PLAYERS: **ONE** • PUBLISHER: **EA**

Adeline Software are the French developers responsible for last year's highly-acclaimed *Relentless: Little Big Adventure*. They were also formerly part of the Infogrames team that created the legendary *Alone In The Dark* series. You can understand then, how eagerly we are anticipating their next release.

*Time Commando* looks, on first impressions, just like a graphically-enhanced version of *Alone In The Dark*. Indeed, this is not all that far from the truth since, predictably, *TC* is yet another third-person 3D action/adventure. However, there are three major differences. One, is that all the characters look incredibly solid, thanks to shading techniques similar to those used on *Twinsen* and his friends in *Relentless*. Not only is it a big step on from the flat polygons of *Alone In The Dark*, but it is also a marked improvement over *Relentless* too.

Two, is the outstanding quality of the backgrounds. As you can see, these beautiful, hi-res landscapes are the equal of any current adventure titles. This is all the more impressive when you realise that the view actually moves around to follow your character. Yep, the third difference is that *Time Commando* sees the abandoning of *Alone In The Dark*'s fixed point camera angles. So, rather than awkwardly switching between views, the camera now glides, sweeps and pans (and whatever else moving cameras do) around the action. This is how we have always imagined a genuine "interactive movie".

What may not be such a good thing, however, is the apparent stronger emphasis on combat. The basic fighting elements to both *Alone* and *Relentless* were their weak points. If Adeline intend to increase the fighting aspect in *Time Commando*, they had better make sure it is a huge improvement upon their previous games. Still, they seem to have managed to do so with the graphics, so we see no real reason to doubt their abilities to do similar things with the gameplay.

On the evidence thus far, *Time Commando* could easily be one of the games of the year.



## Horned Owl PLAYSTATION

AVAILABLE: JUNE  
CATEGORY: SHOOT 'EM UP  
PLAYERS: 1-2  
PUBLISHER: SONY



Horned Owl is yet another first-person shoot 'em up in the vein of Virtua Cop, where you move throughout a level "on rails", so to speak, guiding a cross hair over the unrelenting enemy. This one is more like Revolution X, in that it doesn't boast jaw-descending 3D visual trickery and probably isn't all that great. Interestingly, the graphics have been designed by one Masamune Shirow, the guy responsible for top manga films like Appleseed and M-66 Black Magic. And more interestingly, Horned Owl is one of two new titles to make use of the Playstation's first gun, Konami's Hyper Blaster. Just because it uses our name does not mean we endorse it. We may do, but we haven't seen one as yet. We would like one, however.



## Super Turrigan 2

SNES

AVAILABLE: TBA  
CATEGORY: PLATFORM SHOOTER  
PLAYERS: ONE  
PUBLISHER: OCEAN



Turrigan is now a fairly old name in the world of platform shooters, but a very good one. The first appearance for Turrigan happened several years back on the good ol' Amiga. Referencing this to the last SNES Turrigan game though, number two is looking like more of the same, except a tad more violent. For those that haven't indulged, you play a would-be hero in a suit of power armour, battling your way through seemingly endless hordes of alien invaders. It's a common plot, but Turrigan always did it well.

Word from overseas suggests that this one's going to be a hit for all the SNES owners. The graphics look rather damn nice, sound and gameplay are reported to be just as good. Super Turrigan 2 looks to rely on its playability and its naff array of kick-bottom weapons to win the gamers over as its predecessors have in the past.

One thing that's puzzling, screen shots don't seem to suggest any two player option, and there's been no mention of it from overseas... So we can only hope.



"It makes pretty much every PC game we've ever seen  
- Doom included - look slightly dull. Honestly."  
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Final Fantasy VII  
PLAYSTATION



AVAILABLE: TBA  
CATEGORY: RPG  
PLAYERS: ONE  
PUBLISHER: SQUARE

With RPG giants Squaresoft pulling out of developing for the SNES, they have now turned their attention to the PlayStation. The first fruit of this will be the next chapter in the inexorable Final Fantasy series, Final Fantasy VII.

To look at the Playstation version after previously playing it on the SNES, you wouldn't think they had the slightest connection whatsoever. Where are the tiny little characters? Where have the primitive backgrounds painted with primary colours disappeared to? Where indeed, because FFXVII is a gob-smackingly good-looking game. Lush scenery, spine-tingling lighting effects, awesome vistas and eerie shadows, all complemented perfectly by great, solid, polygonal characters. There are three characters for you to control, though sadly it seems that there will be no multi-player option as in Secret of Mana (something to look forward to in FFXVIII then). Cloud is the main character (the little spiky-blond guy with the enormous sword), while the other two, Aerith (the pink-trousered girl) and Barret (the very tall, green-trousered bloke), are companions who can be picked up along the way.

The main view is not simply restricted to the traditional top-down forced view, as different perspectives are used to, no doubt, heighten dramatic tension. This will also be used to great effect in the fight scenes, where you can move a camera around the entire arena to see the action from almost wherever you wish. Apparently the same turn-based combat system will be used, but you can expect (and hope for) enhancements and added complexity.

Spread across two CDs, FFXVII will be a huge RPG and due to its peerless pedigree, one of the best as well.

	LIMIT	HP	MP	TIME
クラウド		1540/2500	120/150	
エアリス		1468/1930	270/310	
バレット		2590/3540	000/000	



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## Streetfighter Zero 2 (Capcom)

After countless variations on the all-time classic game, Streetfighter 2, Capcom has released the best version to date. After ignoring SF2 for a while, this version has seen a resurgence of interest from arcade junkies who are lining up to battle it out for crown of supreme streetfighter.

So what's new? The whole game has been restyled and upgraded and looks fantastic - it's a graphic designer's dream. Attention to detail has been increased with the backgrounds being digitised and characters dusting their shoes, adjusting their gloves etc before combat. A triple power meter has also been added, and when activated allows a devastating combination of techniques on your opponent. There is now a "Zero Counter" as well, which enables your character to block an attack and swiftly follow through with a counter attack.

Goodbye to Blanka and Guile and hello to a new array of charismatic characters. Joining the old cast are:

- Gen** - a master at the crane and mantis styles of Kung Fu
- Rolento** - a baton twirling evil army officer type
- Sakura** - a cute Japanese school girl
- Birdie** - an English meathead punk
- Guy** - looks like he escaped from Streets of Rage and Maya who have escaped from the jungle in search of a fight.
- Sodom** - a truck driving grid iron player
- Charlie** - Guile's brother
- Rose** - a vampish sash whipin' lady
- Adon** - a Thai kick boxer

Some of these 'new' characters are actually escapees from the original Streetfighter game.

So now there's been Streetfighter, Streetfighter 2/Hyper/Turbo/Champion/Alpha etc etc but this one is definitely (I promise) the best to date. This version has given a fresh face to the long line of imitations.

\*\*\* 1/2



## Time Crisis (Namco)

Although at first this may seem like another gun toting polygon adventure similar to the Virtua Cop series, there are a few bonus "reality enhancements" which increase the intensity levels. For a start, your gun feels heavy and has recoil. Gone is the point off-screen to reload - your character had to duck instead, and this is controlled by a foot pedal. But don't think you can blast off a few rounds, duck and then dust a few more bad guys, 'cause this game ain't called TIME Crisis for nothing. Every time you reload you are wasting valuable seconds. Every time you miss the bad guys it gives them an opportunity to hide from you, again wasting valuable seconds. Throughout the game there are certain bad guys who will give you bonus seconds (they're usually cowards trying to run off the screen).

Throughout the game the baddies are wearing colour co-ordinated outfits. The blue guys are incompetent and couldn't hit a barn door. Brown and green guys will hit you in a couple of seconds if you let them but orange dudes must be taken out ASAP! Helicopters are also a pain too, but just aim at the pilot. Also remember that the brown guys control the heavy weaponry so pick them off before they get to their guns. There also jumping freaks, making dashing attacks and then jumping back, so shoot them at a distance or get ready to duck, as one scratch from these lice will cost you a life.

There are two ways to play, one being the "Story" and the other being timed, and you select one of three stages and have unlimited lives. At the end of each stage you will meet the traditional end of stage boss. This is definitely an absorbing game and takes the arcade world a step closer to virtual reality.

\*\*\*



## Killer Instinct 2 (Midway)

After witnessing the comic style of Streetfighter Zero II, Killer Instinct 2 is a return to the dark side and lends itself to a world somewhere between the mystical dark ages of sword and sorcery and the far future.

The graphics are stunning, with all characters being well rendered, endowed and, of course, sexy. Backgrounds also look fantastic and are interactive in that, for example, you can fall into a fire lamp causing a little flare up on the screen. Some characters have been ditched from the first game (Riptor, Chief Thunder and Cinder) and have been replaced by Kim Wu (a Nunchuka wielding kung fu expert) and Tusk.

A disappointment (for me) that carries over from the first game is that the weapons used (by most characters) are only good for short range attacks. Kicks (and combos, naturally) are still the way to go. The special moves also prove fiddly to execute (either that or I can't read properly) and the joystick movements used are fairly non-conventional.

Apart from minor quibbles (and the fact that it's not a major jump on the first game), this is a challenging game with an interesting array of characters.

\*\*\* 1/2

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# SNES/MEGA DRIVE Toy Story

AVAILABLE: NOW • CATEGORY: PLATFORM • PLAYERS: ONE • PUBLISHER: DISNEY • PRICE: TBA • RATING: G

Disney have been releasing animated movies for years, each one more successful than the last. DAN TOOSE takes a look at their first game release as Disney InterActive, and likes what he sees...

Now I've never been a keen platform gamer, I was that unhip dude down at the games store that ignored Super Mario Bros, Sonic, Zool and the like. Disney have really grabbed my attention though, with their first release, Toy Story. The fact that Psygnosis were involved in the production helps explain why this game looks so damn good. It's nice to see a game that's based on a movie, where the plot and graphics are faithfully reproduced, and yet it manages to actually remain a cool game.

What makes or breaks a platform game is playability and interesting gameplay. Simply bouncing from one ledge to another picking up flashing dots gets dull. Toy Story is set out as a series of little missions, each having varied guidelines for success and failure. You may be leaping onto a balloon pump to send a dinosaur flying back into his toy box... Freeing little army men so they can perform their own little missions... Tearing through an open air obstacle course to prove you're not old hat... Running over innocent toys in a RC car... it goes on and on.

Playing with your Woody

As Woody (toy cowboy hero extraordinaire), you have to run, jump, whip, duck, drive, ride and fight your way through the deadly realms of your owner's bedroom, Pizza Planet (it's a shop, not a location from a B-grade sci-fi spoof), the bedroom of evil neighbouring brat Sid, and the treacherous streets of suburbia.

There are seventeen of these missions in all, and they definitely get progressively harder. You're never stuck doing the same thing over and over; one minute it's a racing car game, next it's a platform game, and even a 1st person perspective game is there within the guts of the dreaded arcade claw machine!

The first thing that one notices though, is the exceedingly cool graphics. I don't care what some people may say about the 16 bit machines, this stuff looks rooly purty! Woody moves and sways about constantly (F.A.B. dad!), glances over his shoulder if you sit still, wobbles and teeters if you push him to close to the edge... and it's all smoother than a slippery dip coated in Dairy Soft!

Not only has care been taken with the feature character, but the support cast have all been carefully attended to. Buzz (new fab space ranger toy) shows you up in a race to prove toy supremacy by doing graceful somersaults, posing gallantly and showing off his spacey gismos. Even Hamm the pig waddles about just like you'd expect to see.

The background graphics aren't as flash; not bad, just not flash.. tending to a very basic wall or skyline, with rather plain bookshelves and desks, etc. as the only real relief. There are moments of exception though, like the first big fight scene against Buzz... and to the game's credit, at least the backgrounds are fairly interactive (ie. you can whip over piles of blocks, jump onto things to trigger devices etc.)

Toy Story not only looks nice, it sounds pretty spiffy too. Unlike most platform games, the music doesn't drive you nuts, changing with each level, and being of a reasonable standard in the first place.

A Polite Buzz

More importantly than the variety of background jingles is the lovely array of sound effects, particularly the little speech samples... nothin' better than a well earned "Yahoo!". Your nemesis, Buzz is an awfully polite chap, "Here it comes!" he cries before trying to toast your ribcage with his laser. Nifty puffing sounds with the balloon pump, the crack of your pull string snapping as you whip it out, the screech of RC car tyres sliding along open floorboard!

Thoroughly playable! No moaning to your best friend that the game ripped you off with that last jump you didn't quite make, everything's really cut and clear. The controls are really responsive and you'll know what you're doing straight away. No premature hair loss due to excessive confusion and frustration, the trusty Etch-A-Sketch briefs you on each new mission. The only thing that was lacking here was some sort of password feature. Sure, the challenge will be there for ages for you... but do you really wanna have to play the first level ten squillion times before finishing?

Looking at the differences between the SNES and the Mega Drive versions; the SNES version just seemed that little bit more colourful and polished. Nothing really in it though.

If you loved Toy Story, the movie, then you'll love the game... all the characters are there, and they've been recreated almost perfectly. If you're a platform-head then this is a must have... Even if you're not, take a look at this one, because it might just be different enough to make you change your ways. An all round gem!



A WOBBLING WOODY



WHITE MEN CAN'T JUMP?



LOOK, PIGS CAN FLY!

**VISUALS 94** - Pushing the 16biters to their limit.

**SOUND 92** - Catchy tunes and fab speech for all!

**GAMEPLAY 90** - This one's just a bit too playable I'm afraid.

**LONGTERM 86** - There'll be many a blister finishing this one, folks.

**OVERALL 92** - The most amusing and entertaining platform game in a while.



# ry



STOPI THIEFI

DINO-PROPULSION DEVICE?

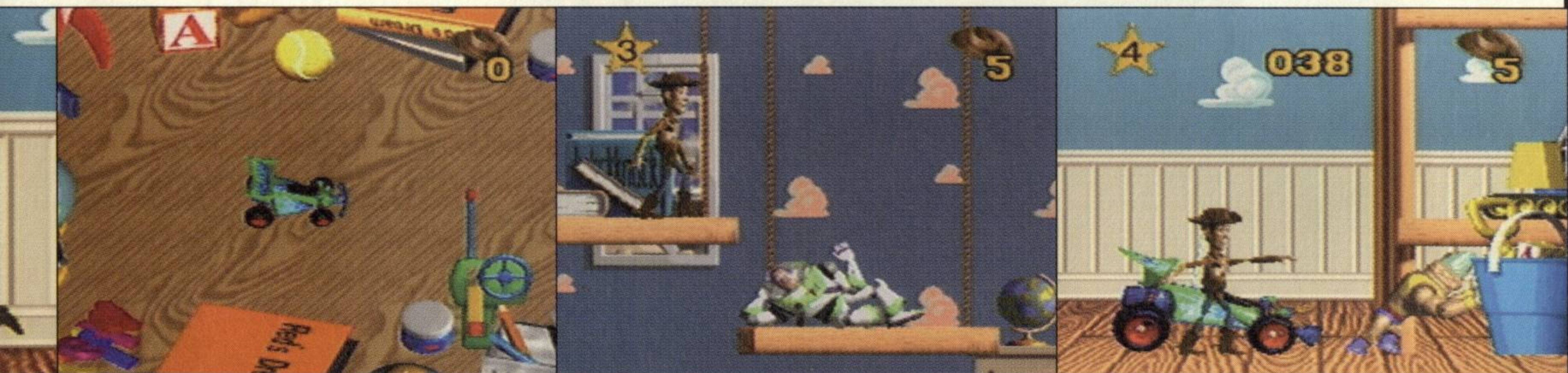
THEY MAKE YOUR WOODY SEEM BIGGER!



DANGLE YER WOODY

BWARE BUZZ'S BIG BUTT BALLS!

WHERE ARE YOUR BALLS BUZZ?



BURN RUBBER WITH YOUR WOODY

HI MUM!

A LITTLE TO THE RIGHT

# Battle Arena

AVAILABLE: NOW • CATEGORY: FIGHTING • PLAYERS: 1-2 • PUBLISHER: TAKARA • PRICE: \$99.95 • RATING: N/A



GOTH POWER!



ICKY.. MORNING BREATH.



GREAT BALLS OF FIRE!



OW! GARDENING TOOL TO THE RIBS!



MASTER! WATCH OUT FOR URANUS!



TOTAL CHAOS



FLYING TWIRLY KICK OF DEATH!



THE STAR STUDED CAST



OH NO! URANUS IS TEKKEN A BEATING

**GRAPHICS 94** - Very, very impressive detailed rendered characters and 3D backgrounds.

**SOUND 84** - Poppy guitar and techno tunes and the best Japanese actors attempting to do Scottish accents that money can buy.

**GAMEPLAY 88** - It's loads of fun, especially in two player battles but the animation and responsiveness could be better.

**LONG TERM 90** - Beating the hidden character will take a while then there's endless hours of multiplayer mayhem to master.

**OVERALL 90** - A damn fine fighting game. It doesn't quite match Virtua Fighter 2 but it's the current PlayStation fighting champion.

# Toshinden 2

The 3D fighters just keep on coming, but lucky for PlayStation owners, they keep on getting better too. ROGER BOLTON goes back to the Battle Arena and you'd better watch out, 'cos he's got his sights on Uranus...

Hmmmm, ridiculously over the top Manga characters with silly Scottish accents and totally bizarre special moves. It can only be the return of Toshinden, and this time there's even more magic and mayhem as you fight for dominance of the Battle Arena.

#### Faster, Smoother, Bigger

Battle Arena Toshinden 2 is faster, smoother and bigger than its predecessor. There's now 11 characters playable at start and four boss and hidden characters, all of which are playable too. The new characters include Chaos, a totally demented Sri Lankan who is somewhat strangely described as an "Executive"; the former boss Gaia, now revealed as a Japanese master monk, and a spunky female cop called Tracey who sports two electric tonfas. Way cool!

After you manage to beat all the normal characters you'll face the four boss and hidden characters. There's a very cool looking winged angel rather unfortunately called Uranus (and we can't use that for at least four jokes this review then our heads are really up Uranus), the psychic sword throwing Master, the return of the lightning fast Sho and the sinister and mysterious Vermilion who rather unfairly fights with a shotgun in one hand and a pistol in the other. Once you've beaten them they're all playable so you can have hours of fun playing with Uranus.

The old characters have all been given new more detailed costumes and a whole batch of new moves. In fact, there's a vast abundance of moves with which to smite your pathetic foe. There's now moves to attack downed opponents, running charge moves, ways to rise and roll from attacks when grounded and full range of desperation and secret moves. It's not quite got the variety of Virtua Fighter 2, but the number of moves is impressive and adds a lot to gameplay compared to the original Toshinden. There's also the overdrive metre, that you power by performing special moves and when fully charged allows you perform one off devastating combinations that will leave your opponent gasping.

#### Take A Look At Uranus

The gameplay has been considerably improved from the original which, especially in two player battles, tended to involve continuously diving to the side attempting to out flank your opponent. Blocking is now far more effective than diving out the way and there's less opportunity for cheap moves that hit your opponent again before they can even stand up. Toshinden 2 still suffers from the overuse of special moves, and one button fireballs mean that the ordinary moves don't tend to get used much. Of course, you can switch this off but the default setting makes it fairly easy to beat the computer after only a few hours of play.

Virtua Fighter 2 is still the game for real connoisseurs of the 3D fighter, and nothing quite compares in terms of the quality of the motion capture and pure gameplay. Nevertheless, Battle Arena Toshinden 2 is a fun fighting game that doesn't take itself too seriously and lends itself to some extremely silly moments. It's brilliant as a two player game and is guaranteed to keep a room full of onlookers amused as they watch Rungo pummeling the silly fairy again with his huge club. And it will be a truly special moment when you finally manage to beat Uranus around the ring.



THE STANDOFF...



DUKING IT OUT ON A BIG SURFBOARD.



GIRLS WHIPPING GIRLS!



review

saturday

# Panzer Dragoon



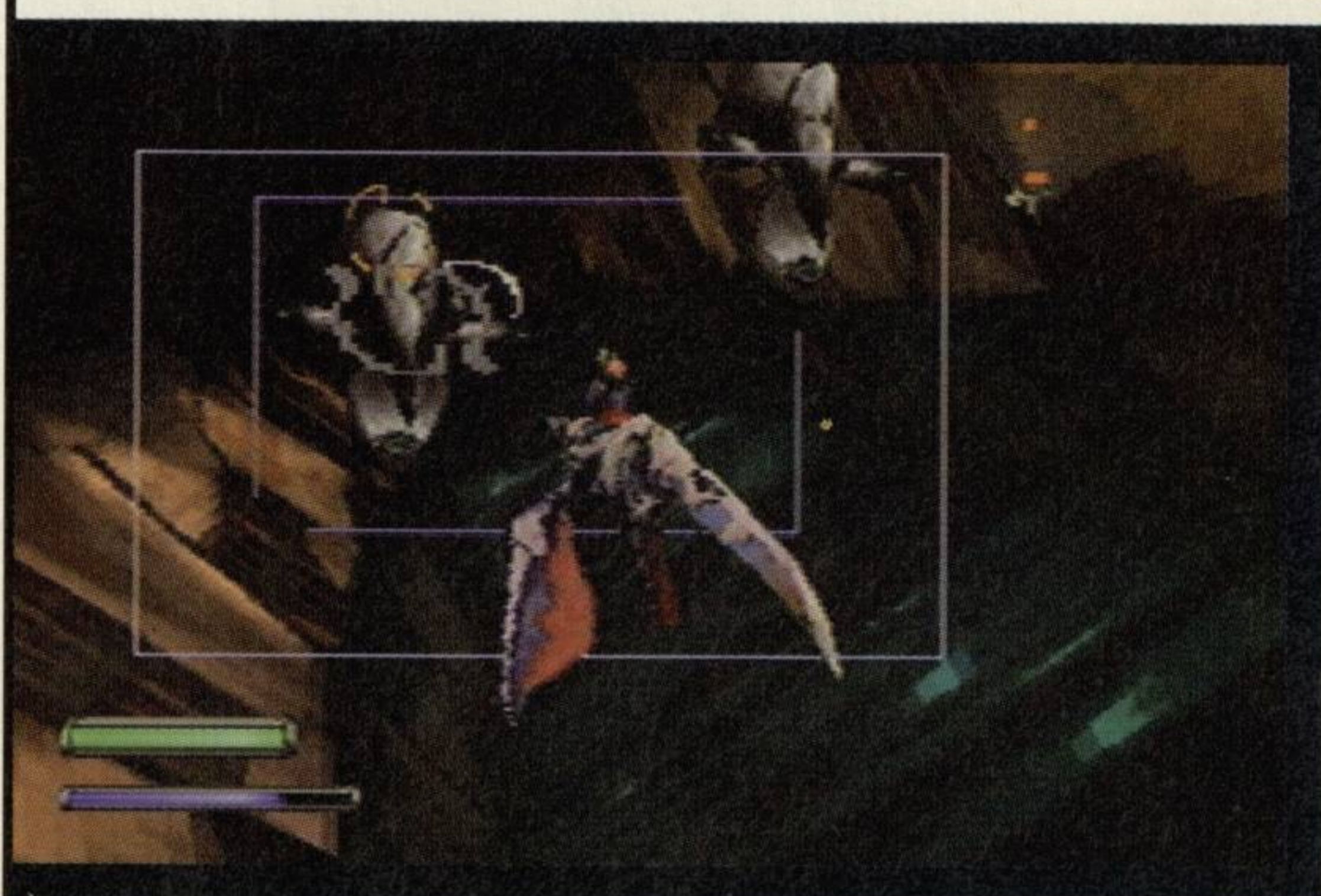
EAT FLASHING RED STUFF YOU THINK YOU!



NEVERENDING STORY?



LOBSTER ANYONE?



FLOATING NASTIES



GUIDED LASERS ARE REALLY HANDY



THERE'S SOMETHING BIG COMING...



AVAILABLE: NOW • CATEGORY: ACTION • PLAYERS: ONE • PUBLISHER: SEGA • PRICE: \$99.95 • RATING: TBA

# panzer II



EE! FLYING CATAPILLAR OF DEATH!

**VISUALS 97** - If you think those screen shots are nice, just wait till you see it running.

**SOUND 88** - The classic adrenalin pumpin' movie score style works nicely.

**GAMEPLAY 93** - It's spiffier than the first, and a complete joy to play.

**LONG TERM 60** - If the game wasn't so nice that you'll want to see it all again, this score would be lower.

**OVERALL 97** - If it was lengthier we'd be close to giving it a three digit score. Stunning.



IF IT'S THERE.. BLOW IT UP!

**In the seemingly endless stream of shoot 'em ups, once in a while a game manages to turn heads with something different. Panzer Dragon turned heads, and Panzer Dragon II had DAN TOOSE'S head twisting right off.**

What's more fun than an action packed 3D shoot 'em up that involves heavy firepower, nasty monsters and huge end-of-level bosses? Bugger all really. Panzer Dragon set a new standard in 3D shooters, by firstly providing a feast for the eyes with fast flashy graphics, and secondly by using the novel concept of being able to look around and fight opponents coming at you from all directions.

Well what's changed? Plot? Hell, who needs one.. you're out to kill! Well, okay.. there is a vague one. You're a dragon rider who raises a cute little dragon baby into a strapping young winged lizard. While teaching the youngin' to fly a bunch of thugs waste your outpost, leaving you as the last guy on the planet who can do something about it.

#### **A Beast Between Your Legs**

The only thing about the plot that is significant is the fact you're on a growing dragon. At first the beast between your legs can hardly get up at all. However as the game goes on you'll soon be flying high. Your steed also gains firepower as it ages.

The biggest thumbs up with Panzer II has got to be the graphics, they're definitely a step up from the first game, and they were dazzling enough as it was. Things have become less blocky, but what's really made a difference is the new ability to look up and down, adding a lot more depth and feel to the game. To further improve on things, Sega have now made sure you can move all over the screen, giving you more ability to dodge stuff as opposed to having to kill it before it kills you.

Things don't seem to slow down much either, whether it's just you and a floating glob, or if you're slugging it out with an enormous monster that's got more polygons in it than anyone could manage to count. The fact that Panzer II is aware of what's around you at practically every angle, and still canes away with some of the best 3D graphics we've seen yet has us paying homage to the gods of 3D engine design.

The music is the cliché melodramatic soundtrack that one has come to expect with such a game, but it's very apt here, so no real complaints. Sound FX are cool too, however a little more "BOOM" after nuking the end of level bosses wouldn't have gone astray. You're likely to be blasting away into a big corpse asking, "Is it dead yet?"

Playability? You bet! You grab the controller and you're off straight away with an immediate feel for what's going on. Nothing has changed since the first game when it comes down to the basics of moving your targeting sight around and nailing the buggers. You still hold down your B button and sweep the sights over as many baddies as you can.. then let rip with the guided laser beams. Locking onto more enemies means more damage from each hit rather than less, so it's worth it to take the time to lock onto as many targets as possible.

#### **Short But Sweet**

Each level takes you to a funky new setting that will no doubt have you spending a little bit more time gawking at the scenery than you really should be. Enemies make use of the environment, diving under water, slipping in and out of view through the trees, all that fun stuff. The water looks amazing... not only does the surface look really nice, but it looks stunningly realistic when you have opponents moving about underwater, the transparencies will make you drool with delight.

The levels can be quite challenging, but we're wishing they were a bit more challenging than we'd found them. The HYPER crew were all rather miffed and let down when they played through the whole game in around an hour and a half! Sorry, folks but when you're getting blown away by the best shooter you've ever played, the last thing you want to see is the end... well not right away anyhow.

Perhaps the special "Pandora's Box" feature which lets you play back at any level in the game was made to compensate for this. We'd rather see a few more levels though, or enough nasties about to make the game a lot tougher.

Despite it's length we still give it a whopping thumbs up. Regardless of what sort of games you're into, Panzer II will knock your socks off. We just hope it won't knock yours off as fast as it did ours.



THAT WAS CLOSE!



# Adidas Power

AVAILABLE: NOW • CATEGORY: SPORT • PLAYERS: 1-4 • PUBLISHER: SONY • INTERACTIVE • PRICE: \$99.95 • RATING: G

**Finally, after years of dry simulations, soccer gets a bit silly for the PlayStation. DAVID WILDGOOSE screws on his titanium studs before taking the field...**

Two of my personal favourite games ever would have to be FIFA '96 and Virtua Fighter 2. The former because, well, it's soccer isn't it? And soccer is fantastic. As well as being a hugely playable and demanding game. The latter, VF2, is superb because it is similarly playable and challenging, but also one of the most intuitive games I've ever had the privilege of experiencing. Clearly, both are top games, and your life is sorely inadequate if you own only one or neither.

What has this to do with Adidas Power Sports Soccer? Well, imagine a genetically-engineered hybrid of FIFA and Virtua and you will have a pretty good picture of what Adidas is. It is, as we said in our preview last month, a "fighting game with a ball".

**Looks Hot**

It looks amazing, and is undoubtedly at least the equal of Actua Soccer in terms of the best-looking soccer game around. While the in-game screens may not match the beauty of the intro sequence - which, it has to be said, looks as good as that Predator boot ad featuring Eric Cantona, Patrick Kluivert, Paolo Maldini, Ian Wright, etc. But without the Demonic Spawn of Satan. The Predator boot itself pops up on occasion, but that is to be expected, I guess, owing to the Adidas sponsorship.

Yeah, the graphics are superb. The animation is a tad jerky and ungainly, but the array of movements and the sheer style in which they are done is ample compensation. Another thing I liked was the weight of the ball - it seems genuinely heavy, and not at all like a large ping pong ball, the "Thwack!" when you thump a goal bound volley helps enormously here. You can feel a real difference, believe me.

Soundwise, Adidas slips slightly. The commentary is less a description of the match, than simply there to provide extra colour. It doesn't call the names of the players, for example. In return, there is the option of six different commentators - English, French, or German, and of either sex - which nearly makes up for it (none are as funny as the Japanese guys commentating in the Saturn's Fi, sadly). And the crowd noises are oddly subdued, only getting noticeably excited when a goal is scored.

You can select two different modes - the usual Simulation or Arcade options. In Sim (the FIFA mode), you play a normal, straightforward game of soccer. Special moves are kept to a minimum and the emphasis is on technical accuracy. However, it is not soccer-ly enough. By that, I mean it doesn't play a good enough game of soccer. For one, your team-mates are, on the whole, imbeciles. They rarely take up good positions, and seem content to just stand still a good portion of the time. This is particularly disturbing when it is your defenders who are doing it. And the passing can be a bit dodgy at times - take your thumb off the direction button just that microsecond too early and your pass could end up anywhere, and not, for instance, where you had intended.

Real anal soccer freaks (like me), will also be disappointed by the absence of real teams and players, replaced by things like London Highbury (for Arsenal) and silly puns like Corrymore (for Collymore). It's not bad though, and is only just behind Actua Soccer as a sim. It is certainly better than Striker.

**Plays Hard**

It is in Arcade (the VF2 mode) that Adidas really shines. All manner of legal and not-so-legal moves are available from the subtle shirt pull to hold back your opponent's nippy striker to the scything two-footed tackle right through that smart-arse winger's kneecaps. With the competence of the referee turned down to "blind" you can also (often) get away with a leaping, Cantona-style, karate kick to a player's head. Equally impressive is the back heel flick, where you step over the ball, deftly lift it onto your heel then flick it over your head whilst sprinting at full pace. As is the Predator kick, where you cleverly juggle the ball before smacking it at the hapless goalkeeper who gets barrelled over and can only watch helplessly as the ball thunders into the netting.

All these special moves, plus many others, are accomplished as if you were playing a fighting game (though, truth be told, not one as complex as VF2) and come complete with bright bursts of flame (for the tackles and outrageous shots) or dazzling flashes of light (speed boosts, dodges, other forms of showing off). Predictably, you are soon less concerned with how many goals are scored and more with how many players you can "tackle". This is a good thing.

Adidas Power Sports Soccer is a great game with some nice ideas, but it doesn't explore them fully, and falls just short of becoming a true classic. Still, it's terrific fun, especially in "fighting" mode.



JUST KICK THE BLOODY THING!

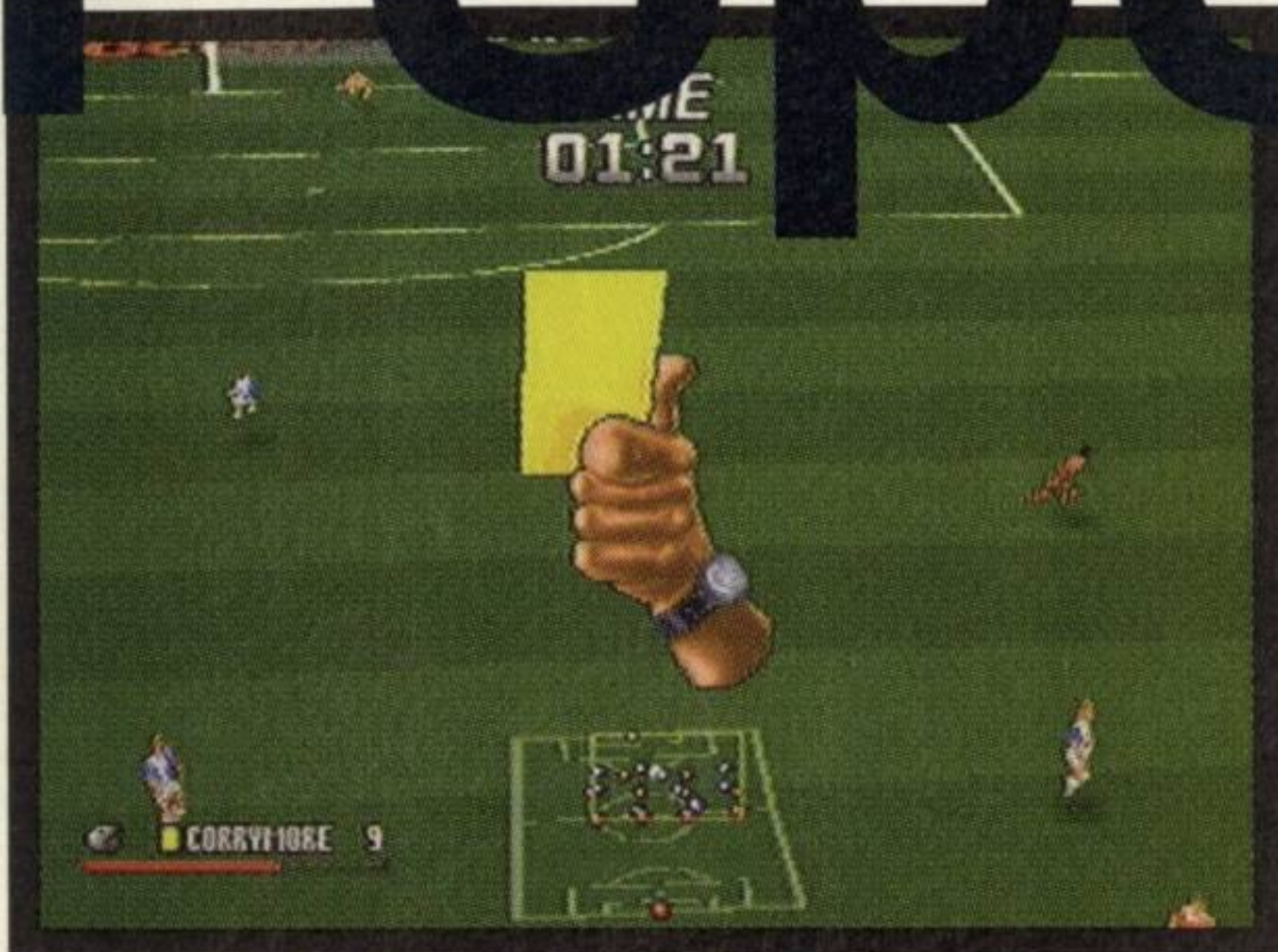


WHAT ARE YOU TWO DOING?



REHASH YOUR ONLY GOOD MOMENTS

# Hyper Sports Soccer



AND YOU CAN GO TO YOUR ROOM WITHOUT ANY SUPPER!



MMM... A BALL NEAR A GOAL



STOP SHOWING OFF AND GRAB IT



IT'S MINE... AND YOU CAN'T HAVE IT!



THE DODGEY WAY TO WIN



TAKING A NAP IN THE NICE GREEN FIELD



DANDRUFF CAM



SHOOT NOW YOU DORK



THIS GUY JUST DOESN'T WANT TO SCORE

**VISUALS 92** - Highly impressive. Could still improve the animation though.  
**SOUND 75** - Not bad, but more suited to the arcade style than the simulation.  
**GAMEPLAY 92** - Once again, the gameplay better suits the fighting mode than the FIFA mode.  
**LONGTERM 85** - Cups, leagues, tournaments, the usual. Plus a great game.  
**OVERALL 88** - FIFA Fighter, anyone? Yes please.



HEADING INTO THE HAIRPINS



HARD LEFT NOW!



JAMAICA MON?



NICE CAR.. SHAME ABOUT THE COLOUR



TEKKEN THAT CORNER HARD!



NOW WHY CAN'T I PICK THIS ONE?

# Ridge Racer Rev

**Ridge Racer is Namco's aging champion racer and to boost its longevity they've given their arcade classic a grease and oil change. ANDY HODGSON lines up on the starting grid...**

Namco's hugely popular racing game Ridge Racer was, without a doubt, the main reason the PlayStation sold so well in Japan when it was first released. Ridge Racer was, and still is, huge in Japan and is a certified arcade classic world-wide. The PlayStation version was almost arcade perfect but now it has got the "remix" treatment.

The new version offers quite a few features such as new tracks, new cars, better control, more detailed graphics, new music, a link-up option and most importantly, more challenging and addictive gameplay.

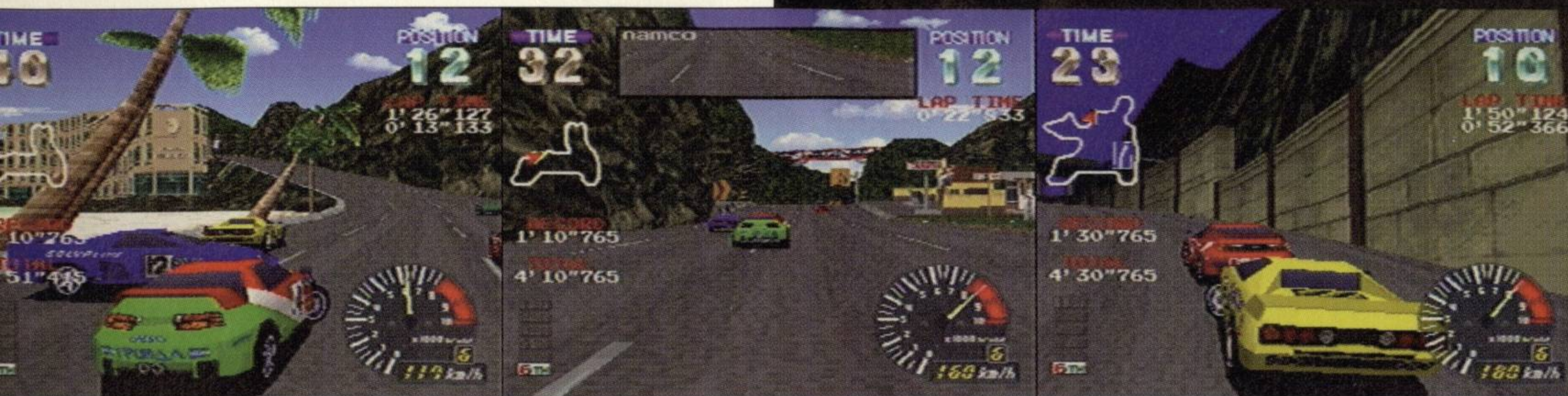
#### **Spectacularly Glitch-Free**

The visuals on Ridge Racer Revolution (RRR) are nothing short of spectacular. The cars, roads and scenery have been cleaned up considerably, providing crisp, solid-looking graphics. The scenery is more interesting, with rich colourful settings such as a tropical beach road with aqua blue waters sparkling in the sun. There are also mountain roads with tunnels, cliffs and sharp turns that will make you dizzy. The hairpin turns will frustrate you at first but with some practice you'll be screaming around them like a demon on wheels. The few faults that the original RR had, such as object "pop-up" has been minimised, as has the slow-down when several cars are on screen at the same time. There are also fewer glitches on the road - this is one smooth ride in the direction of polygon perfection!

The attention to detail is excellent and although incidental, the front wheels of your car can be seen turning when using the car in front view. It actually makes a big difference when steering and correcting your slides. The cars have better handling and cornering is a lot easier. The "in-car" view now has a rear view mirror and this adds lots to the gameplay. Blocking cars behind you is heaps of fun and the game even encourages you, with comments from the announcer like "Get ready to block!" and "You got 'em!" etc.

The gameplay can be described as bliss, especially if you're an arcade driving freak like myself and the new tracks are a joy to drive on, being well designed and hard enough to





CALL A PANEL BEATER NOW!

ERK.. I'M COMING LAST

HOT ON YOUR TAIL



LOTS A NICE OVERHEAD THINGIES

NICE TUNNEL

SLIDIN' ALL OVER THE PLACE

# voluntarily

keep you on your toes at all times. The new course has two extensions and if you win all three you can try them backwards (around the track, not driving backwards, although that's an idea!). There are three selectable game modes; Race, Time Trials and Free Run. Free Run is another new feature which allows unopposed, unlimited racing to get you used to the tracks. The link-up facility offers arcade-like racing competitions with a friend, but remember, you're going to need two PlayStations, two TVs and two copies of the game! If you have all that though, you'll be pleased to know that the link-up doesn't slow down the frame rate at all - it's clean and fast racing fun.

### New Tunes and More Secrets

RRR has excellent sound, including new music tracks and remixes of the original RR tracks. The announcer's voice has a lot more to say and this time seems to actually make accurate comments at the appropriate moment! You can still pause the game and put in your own music CD, just as with Ridge Racer and when you drive past the grandstands the crowd goes wild, making you feel like a true racing legend.

If you've got what it takes, not only can you get the secret black car but now there's a secret white angel car as well. There are other secrets to be found in the game, including baby mode, where all the cars are tiny, but the tyres remain big. Weird, huh?

RRR is an excellent game and offers many improvements over the original. It's faster, smoother and even more addictive. The track layout is ingenious and will keep you playing non-stop and if you have a Negcon controller or a PlayStation compatible steering wheel (like the Per4mer), it's about as close to a true arcade experience that you'll be able to get at home. Let's hope that Rave Racer is coming to the PlayStation soon. Namco's racers are just getting better and better.

**VISUALS 95** - Woah mamal Even more attention to detail than the original and the glitches have been ironed out.

**SOUND 92** - Pumping tunes and an announcer who seems like he's actually watching the race!

**GAMEPLAY 90** - Arcade racing fun - pure and simple.

**LONG TERM 80** - If you love Ridge Racer (and you should know by now if you do or not) then you'll play this until the next Namco racer comes out.

**OVERALL 88** - Definitely an improvement over the original - although there's not much here that demands purchase.

**When graphic adventures hit the shelves, the brains of this world rub their hands eagerly in anticipation. This much hyped Gothic nasty rolled into HYPER and who better to tackle it than the morbidly dressed DAN TOOSE?**

Never before have I seen so much hype over an adventure game before its release. There have been posters all over the joint, which is the sort of stuff that tends to happen with action titles like Mortal Kombat. So you get to thinking that this one's gonna be special. You assume that to have that sort of money pushed into a game's advertising the game would have to be ultra cool...

You know those games where you start off knowing diddley squat? Here's another. You play Laura Harris, daughter of Richter Harris, a guy who usually patches up the injured, only now he's taken to pulling them apart. He's sitting pretty in his hospital with some hostages, and you're going in after him to try and find out why he's become a psychotic killer. Stepping inside you're soon swallowed by a shimmering glob that spits you out into some strange dining room... you're now on your own.

**Ultra Smooth**

When you start to watch the opening scene of D, you'll be beaming. You're greeted with some ultra smooth cut scenes and it only takes seconds to realise that immense amounts of work have gone into the game. Scenery that looks picturesque enough just drifting by comes to life, amazing rippling effects will have your jaw dislocating. The eerie world before you is mostly seen in first person perspective, you turn about, move forward, grab things, open doors, blah.. When it's not first person, you get movie like cut scenes of Laura moving cautiously about the place, her face reacting to everything around her. If Laura's miffed, scared poo-less or stumped, you know about it right away. Regardless of what's going on (apart from when you swap CDs), it's all seamless. Visually, it's the best graphic adventure around.

Naturally the visual experience would be ruined if the sound was cruddy, and it's not. Liquids go plop, Laura breathes heavy, doors creak... all very realistically. Sometimes Laura's footsteps are way out of sync, but it's not going to upset you or anything. The cliché horror music is kept to a minimum really, which helps in a big way. Nothing worse than hearing a perpetual onslaught of cheesy theme music. When something of consequence is happening you get some music, which is how it should be.

**Linear, Obvious & Annoying**

Despite all of these positives, D is the biggest load of crap I've had the misfortune to play in quite some time. The whole thing is really a big video sequence with you having to push a few buttons to make it go. You've got two hours to finish the game, that's it... no save.. not even a pause option! Essentially there are about a dozen things to figure out for the whole game, and it's all quite linear except for a section that involves a rotating room (ever played Myst girls and boys?), which is possibly the most annoying part of the whole game.

In the rotating room you have to turn a wheel that makes the doorway behind you line up to a different exit. That'd be fine, except the game interface is not what one would call fast. Simple, yes. Fast, no. You click left to turn to the next option left, etc. So turning the wheel and checking the exits takes several minutes, and it's the most mundane act. For a woman that has two hours to complete her quest or be stuck in this hellish realm forever, Laura takes her bloody time about things. She's more worried about dusting her coat than the fact she's got thirty minutes to live.

Most of the puzzles are just a bit too obvious. The preview footage gives you the first clue you need, from there all it takes is a little exploration and you'll soon have it all figured. Just make sure you walk to every point you can and try and use all your objects you collect, and everything will be pretty clear. The different ways that the clues are presented look really nice, but who cares if it's all too obvious.

D attempts an action scene, which really just involves hitting left, right or the action button at the right time. You're actually told when to do so, which makes it quite pointless. Even more pointless is that when you have a sword swiping into you, you just fall into a pit, rather than falling to pieces. A little more consequence of actions and a save game feature would be far better than this mundane, repetitive sequence. The only point of consequence is right at the end of the game, where an incorrect action results in a message reading, "BAD ENDING". Yes, it was, wasn't it? Now you'll have to go through the whole thing again to get a "GOOD ENDING". I love dark themes, I love graphic adventures... but not when they play like this.

**VISUALS 95** - This is where all the work went. Utterly seamless.


**SOUND 88** - It's so rare to find this much good taste applied.

**GAMEPLAY 50** - Poo-eell Out with the pooper scooper.


**LONGTERM 20** - I gave it ten percent for each hour you'll play.

**OVERALL 50** - You can't forget depth and gameplay in an adventure game, but unfortunately I did.


AVAILABLE: **NOW** • CATEGORY: **GRAPHIC ADVENTURE** • PLAYERS: **ONE** • PUBLISHER: **ACCLAIM** • PRICE: **\$99.95** • RATING: **MA 15+**




LEND A HAND THING!



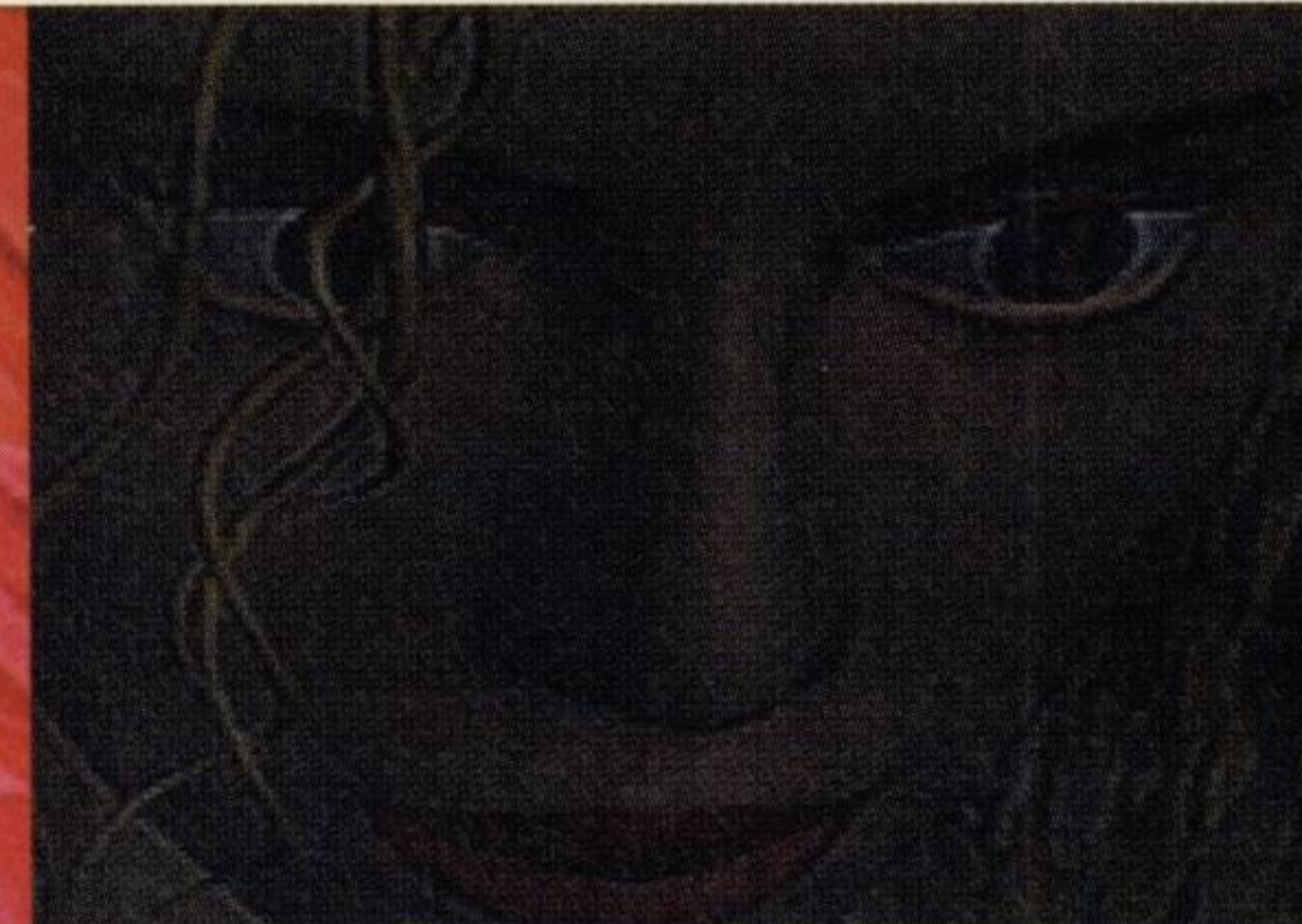
NOT A GOOD HAIR DAY




AND I THOUGHT I WAS UGLY..




WAS THAT REALLY A PANADOL TABLET?




SLUGGED IN THE STOMACH?




VANDALS R US




I'LL PAWN IT OFF AND LEAVE HIM!



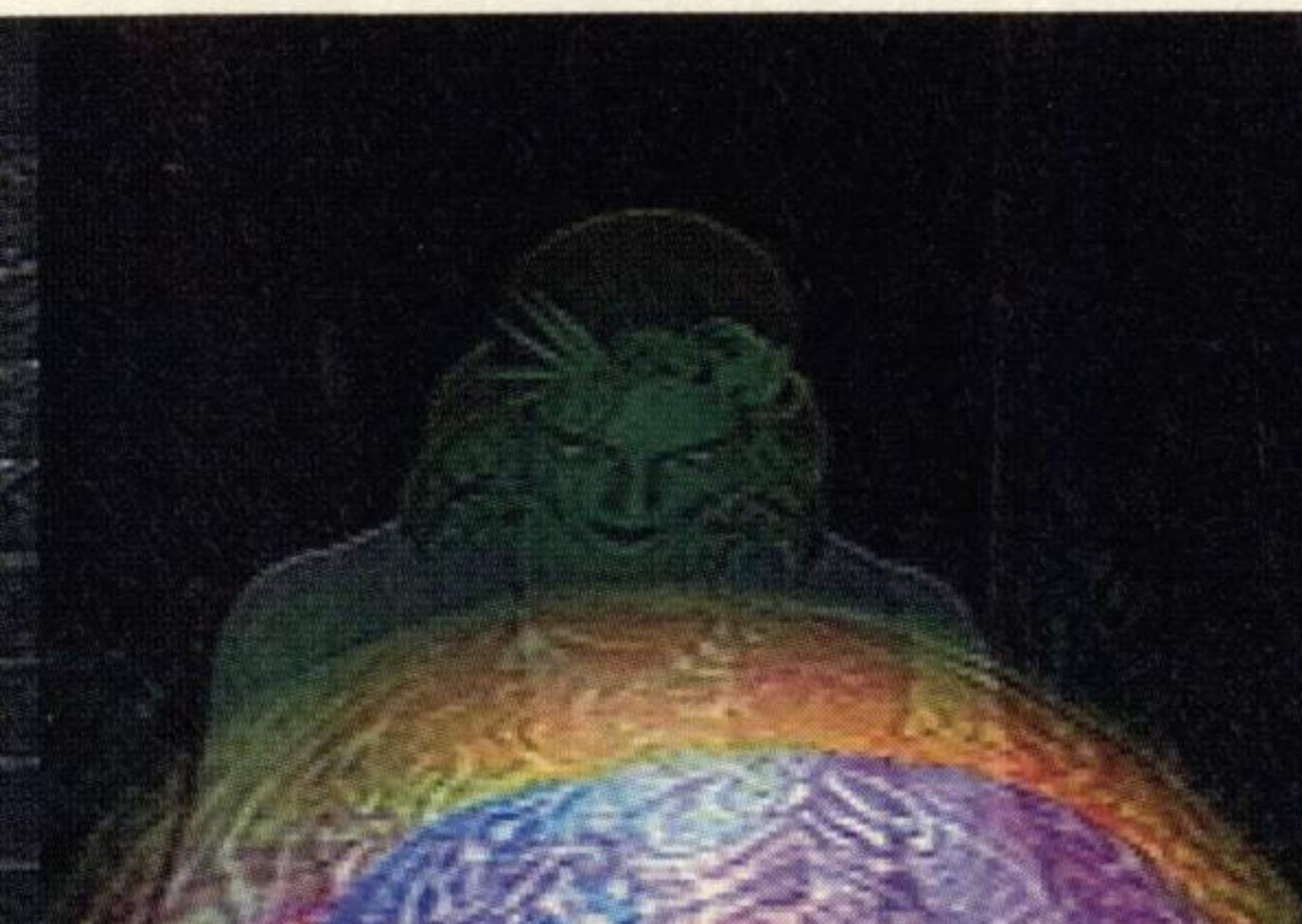
SIT UPS ANYBODY?



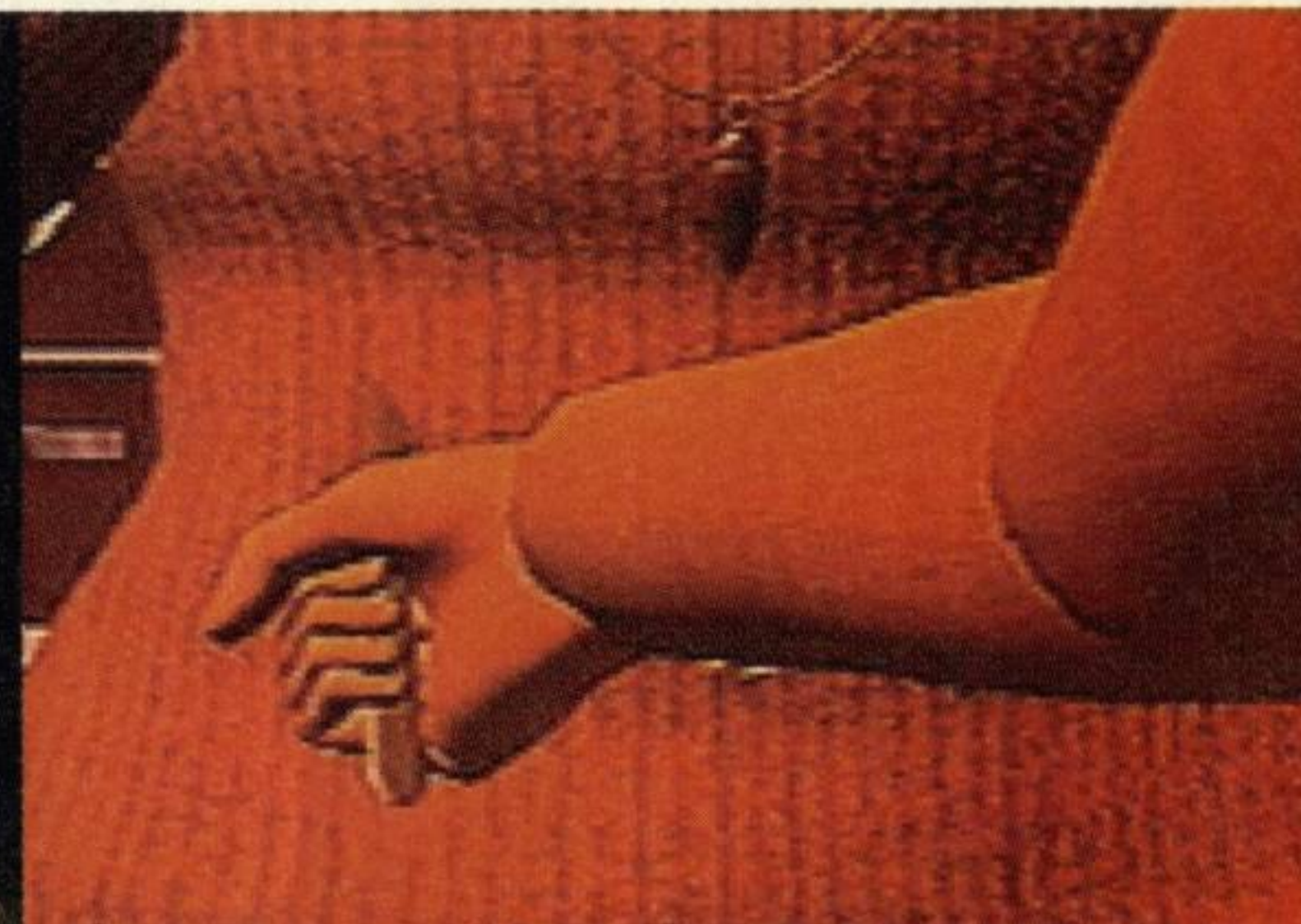
I NEVER WAS A MORNING PERSON



YOU'RE NOT HERE TO HELP ARE YOU?



IT'S MY NEW SHINY THING!



MUM, I'VE GOT A TUMMY ACHIE



I WANNA BE THE ONE WITH THE POINTY HAT!



WHAT ARE THOSE TWO GIRLS DOING MUMMY?



EAT FLAMING GOO YOU CONAN WANNABE!



WE'RE JUST HAPPY TO SEE YOU!



GETTING DOWN AND DIRTY



COME GET IT SQUIRT!



OWW.. THAT'S HOT!



AEROBICS ANYONE?



COUGH! HACK! SPLUTTER!

AVAILABLE: NOW • CATEGORY: BEAT 'EM UP • PLAYERS: 1-2 • PUBLISHER: SEGA • PRICE: \$99.95 • RATING: M15+

# The Duel

**VISUALS 80** - Some nicely drawn visuals and zooming effects, plus good looking fireballs.

**SOUND 70** - Typical. Just typical. Same old annoying beat 'em up music. Oh well.

**GAMEPLAY 80** - Plays great like all 2D beat 'em ups before it, but aren't we ready to move on?

**LONGTERM 75** - There are ten characters to go through, and the two-player option will make it last a while.

**OVERALL 76** - It's OK but Streetfighter 2 clones just don't cut it any more. Give me 3D nolygons baby!!

**If we had a golden axe we wouldn't waste it by hitting people. No, we'd sell it to the highest bidder and go on a holiday. NINO KALOGEROPOULOS, on the other hand, wants to hit people...**

Just when we thought that the video game industry had given up its Streetfighter 2 cloning days for good, Sega releases Golden Axe "The Duel" and proves us all wrong. The fact that this game is a Streetfighter 2 clone instantly tells us that this is more of the same old, outdated stuff. Right? Well actually, it's not all that bad as it's similar to Samurai Shodown, which was probably the best Streetfighter 2 clone made. So you see, there is hope for this title after all. Some hope anyway...

#### Old Style, Old Plot

The game is based on the old Sega classic, Golden Axe, which was a fantastic side scrolling beat 'em up; a sort of medieval Double Dragon. Unfortunately, the only thing which has remained the same in Golden Axe are the characters. Everything else has obviously changed since the title is now a one on one fighting game. As far as the storyline or concept is concerned, you've no doubt heard it all before. The game features a group of fearsome warriors, the best in the world, who battle it out in various locations to determine who the best warrior is (Ahhh, the originality of the beat 'em up...). There are a total of ten characters to choose from. All your typical fighters are in there, including the young male heroes, the beast-like freaks, and one or two female characters thrown in for good measure. In the tradition of Samurai Shodown, each character wields a blade or weapon of some sort. When a clean hit is achieved with a blade, be ready for some blood-spraying effects! In addition to the standard punch and kick attacks, each character possesses a large variety of special attacks such as projectile firing and long-range attacks. The special attacks are all relatively easy to pull off, and are achieved by Streetfighter-style joystick combinations. Overall the game handles very well and the controls will be familiar to you. Basically, if you've ever played Streetfighter 2 or Samurai Shodown, you'll be right at home as the game plays exactly the same.

With gameplay that is identical to fighting games that were available three years ago, Golden Axe would have been a complete stinker if it didn't have some half-decent visuals to offer. Fortunately it does. The animation is very fluid and all the characters are well drawn. Some of the projectiles and magic attacks are quite impressive. Kain Blade in particular has a very nice looking fireball. The most impressive feature of the graphics though would have to be the zooming camera. The camera zooms out as the characters on screen move further away from each other. When fully zoomed out the camera provides a view of the entire stage, with the characters appearing quite small on each side. Although this zooming feature is nothing new (Samurai Shodown, Art of Fighting & Killer Instinct all have zooming cameras), it is still impressive to watch. So although this game can't compete graphically with the 3D fighting games of today, it's still a decent 2D show.

#### Magic Super Moves

Another feature of this game, which has recently become somewhat of a trend in all beat 'em ups, is a power up gauge. This is a bar at the bottom of the screen which fills as your character accumulates enough magic energy. Once the bar is full, your character is able to pull off a super move. Also, the speed of the game is adjustable, which is a great option as it enables beginners to slow things down, giving them a chance to become familiar with the controls, before progressing to a harder speed. In terms of sound, this game falls a little short of general expectations. The sound effects are OK; all of the standard grunts & groans are in there. It's the background music which lets the game down. Sure beat 'em up games have never been famous for their background music, but in some stages Golden Axe just becomes unbearable. The music was particularly bad in the stage with the furnace-type thing in the background. I almost blew chunks....

Generally, Golden Axe is the kind of game which could have been great if it was released a couple of years ago. Unfortunately, it's a case of being too little, too late. When compared with the likes of today's next generation fighting games, Golden Axe just fails to get your adrenalin running. That's not to say the game is total crud. It is simply a little out of date. Streetfighter 2-type games dominated the video game scene for a couple of years, and rightly so. But those days are over. Now we are being dazzled by incredible new games like Virtua Fighter 2, Tekken 2 and Toshinden 2. These games look and play incredibly and that is why Golden Axe "The Duel" will only appeal to beat 'em up purists who still enjoy playing Streetfighter 2.



KNOCKED HIM FOR 6



DUMB AND DUMBER

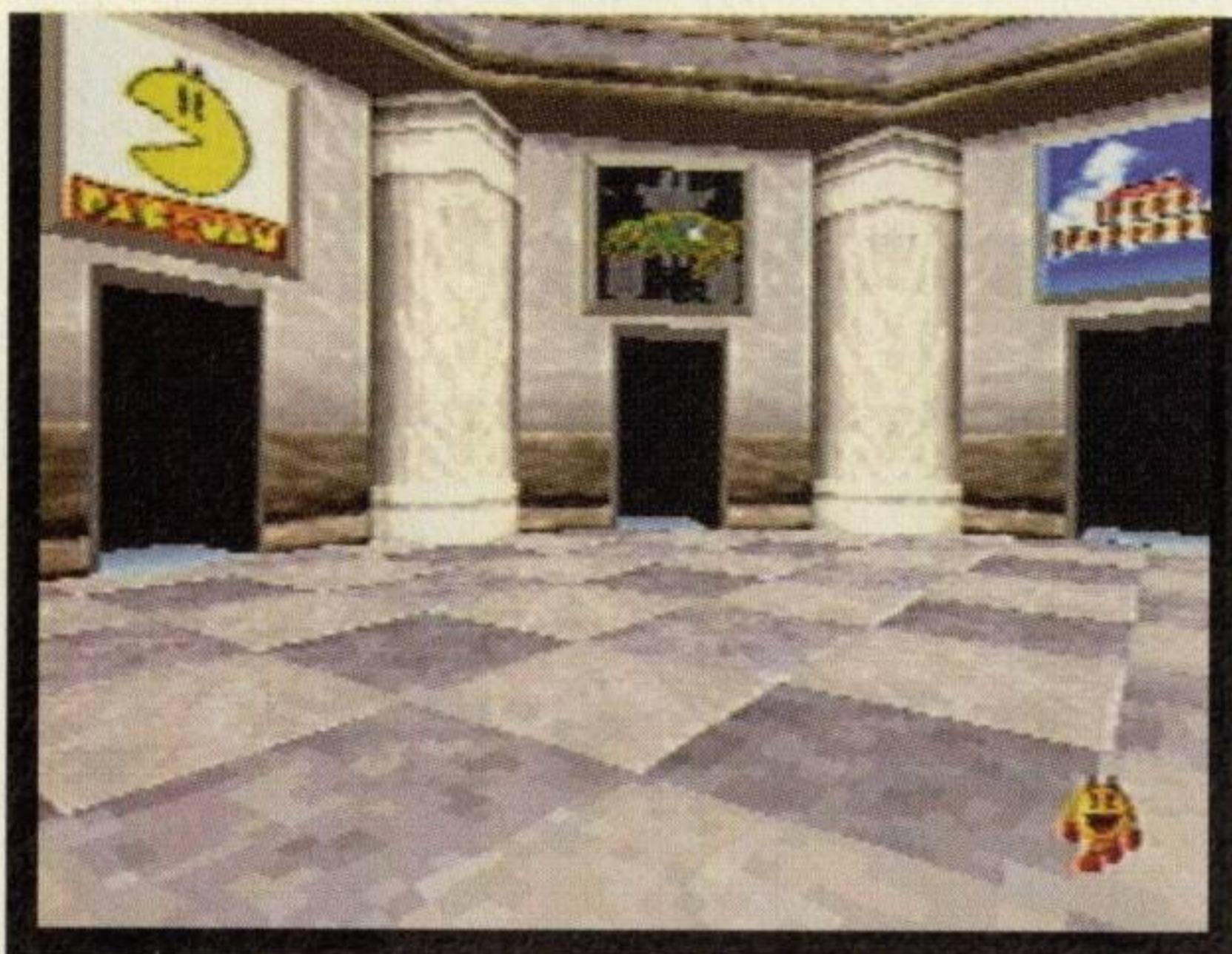


I SHALL SMITE THEE WITH MY THING ON A STRING!

# Golden Axe

AVAILABLE: NOW • CATEGORY: ARCADE CLASSICS • PLAYERS: 1-2 • PUBLISHER: NAMCO • PRICE: \$89.95 • RATING: G

# Namco Museum



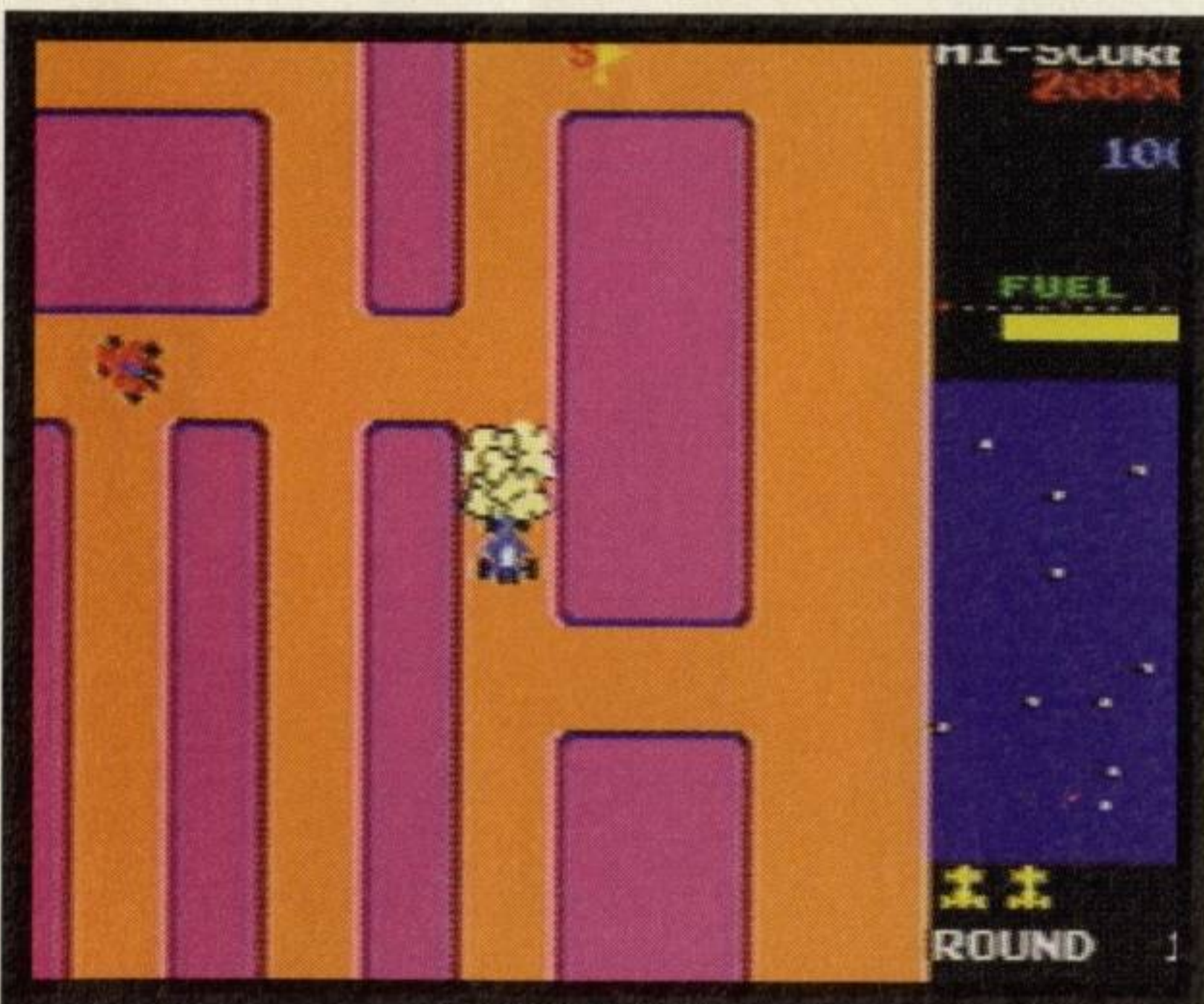
BETTER THAN LOOKING AT OLD BONES



HMMM.. BLOCKS AND STUFF



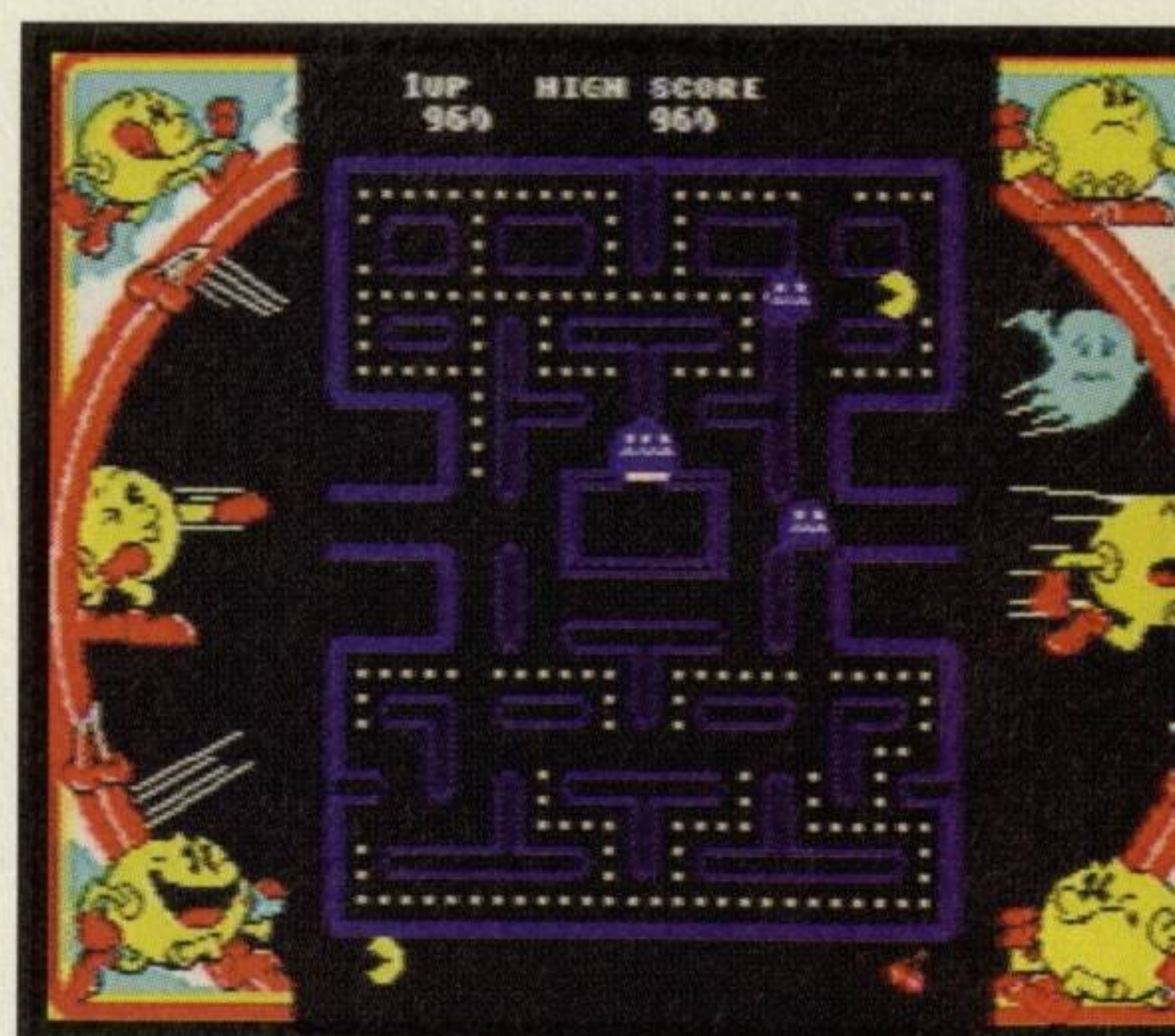
GOING OFFROAD



DUMPIN' SMOKE



OOPS



IT'S LUNCH TIME!



ONE OF THE ALL TIME BEST



GETTING SUCKED UP!



OOPS.. I USED RAM TACTICS.

**VISUALS 75** - Ranging from bad to poor, the graphics in these games shows how far video games have come.

**SOUND 28** - Not a lot of time and effort went into soundtracks either...

**GAMEPLAY 80** - Here's where the games shined though...and they still do, mostly.

**LONGTERM 74** - Old-timers will pull this out regularly just so they can reminisce.

**OVERALL 80** - Thanks for the memories, Namco.

# Piece Volume 1

Namco have certainly lifted their profile in the video gaming market recently, with stunning new titles for the PlayStation and arcades. Now they're turning their attention back to the '80s and **ANDY HODGSON** is there doing the time warp...

Get ready to turn back your clocks and enjoy arcade perfect reproductions of some of the most classic video games in history! Namco Museum Piece 1 is the first in a set of five "classic" game compilations to be released and features 6 games, including the original Pac-Man, Galaga, Rally X, Pole Position, Toypop and Bosconian. Let's take them one at a time...

#### **Pac-Man**

Pac-Man is Namco's mascot, in the same way that Mario represents Nintendo and Sonic does Sega, and in the 1980's he was probably the best known game character in the world. In case you weren't there or you're forgetting things, Pac-Man started a certified craze, with a Pac-Man cartoon, toys, other assorted merchandise and, of course, Ms Pac-Man, all emerging to cash in on the simple, yet highly addictive, arcade game. Playing it again now, I can see why the Pac craze began. This is a game that you should all know and love, regardless of your age. It's presented just like the original table-top, with all music and sound FX fully intact. During the set-up screen difficulty settings can be adjusted and one or two players can munch their way through those classic levels. So much fun it'll drive you crazy.

#### **Galaga**

What a cool game! Galaga would be my main reason to buy this disc. Again, this is the exact arcade version of the classic space shooter. You'll probably be able to check this as Galaga machines can still be found in some arcades and corner stores, and rightly so as this game is completely timeless. It featured one of the first "power-ups" in a video game and also started a trend with the challenging stages. It's great with two players and again, difficulty can be set by using 3 or 5 ships, and extra ships are awarded at 20 000 and 70 000 points. The added extra bonus - you can save your highest score on a memory card so you can prove it to all your friends!

#### **Rally X/New Rally X**

Rally X is actually similar to Pac-Man in gameplay, except you've got tiny cars buzzing around maze-like streets rather than a big yellow mouth and ghosts. You've got to avoid other cars and rocks but pick up flags - simple, but fun. There are two versions of Rally X here, with the newer one being a slight update with better music and more levels. Can be huge fun if you're in the mood.

#### **Pole Position**

Pole Position is an odd game to include in the first collection. As the name suggests, it's a driving game. It features some very basic graphics and is unfortunately pretty crappy. Serious, older arcade freaks will enjoy the game purely from a sentimental point of view but newcomers used to racing games like Ridge Racer and Wipeout won't spend very much time driving around these tracks.

#### **Toypop**

Toypop is a cutesy action/puzzle type of game, a little like Pengo and with a slight storyline to boot. Not too interesting but the levels are varied and the music is hilarious.

#### **Bosconian**

This is another space shooter that's similar to Asteroids, except that the object is to destroy space stations and fighter jets. A lot of fun, in general.

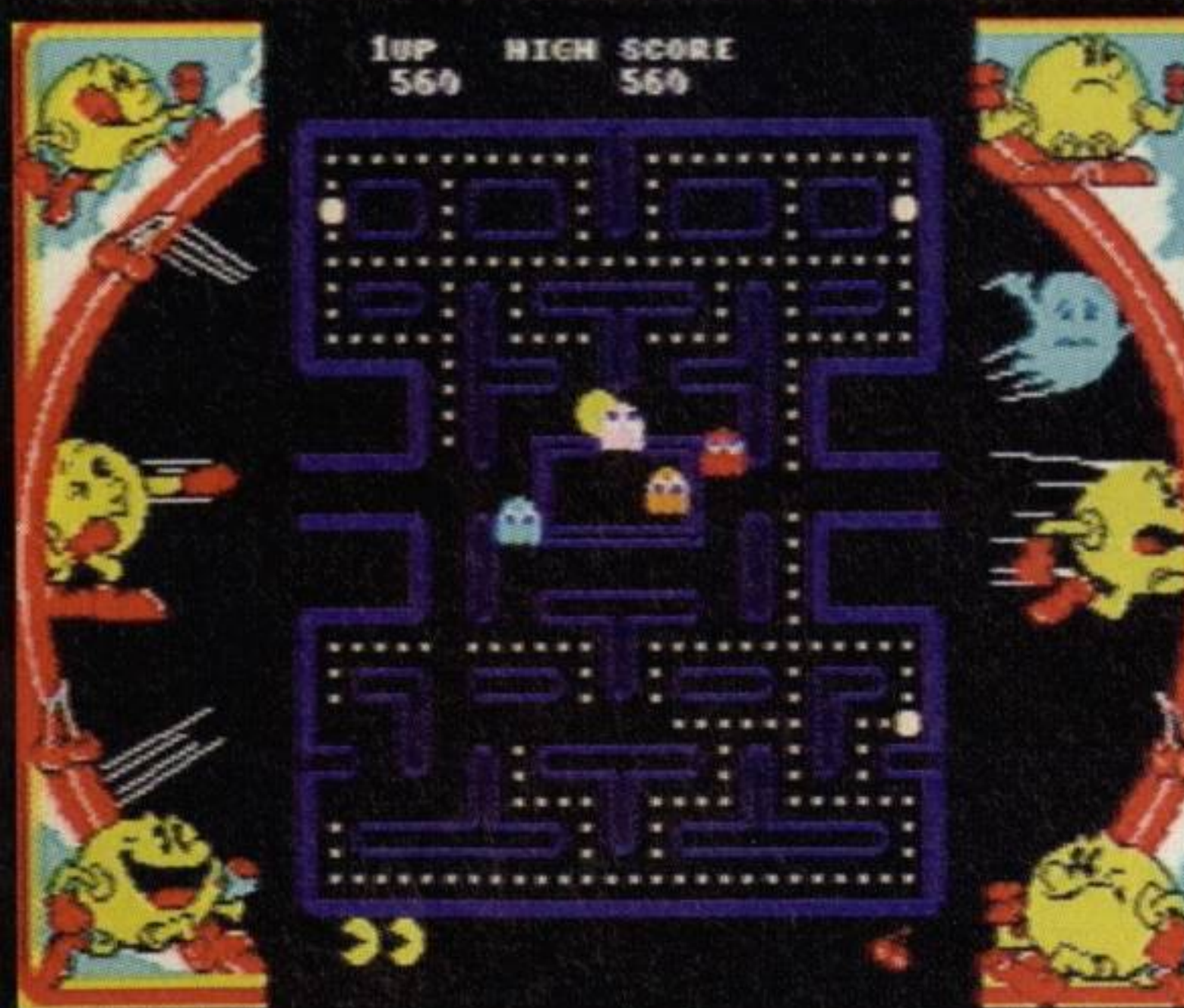
#### **The Museum**

In addition to the games, there is a virtual museum that you can visit in a smooth first person perspective. There are exhibits of each of the 6 games, explaining their origins, showing facts and figures, circuit boards and other interesting bits of information. Arcade diehards and nostalgia buffs will enjoy it but it's really only worth a couple of visits.

As a compilation of ancient classics, the whole package is a highly enjoyable experience. Some may find the games a little difficult, but you've got to remember that they were designed to be coin gobblers. Younger players will most likely find Museum Piece very boring very quickly as they're used to '90s 3D worlds and polygon crunching processors. For me though, it was like re-visiting an arcade from my youth - lots of fun!



THIS DOESN'T BODE WELL



HE SLIMED ME...



WHY'D THE CAR HAVE TO MISS?

# EarthSiege 2

The original EarthSiege was stomped underfoot by the power of Mechwarrior 2. Now we get the fightback. **GEORGE SOROPOS goes fighting with metal monsters...**

AVAILABLE NOW • CATEGORY: ACTION • PLAYERS: ONE • PUBLISHER: SIERRA • PRICE: \$99.95 • RATING: G+  
 MINIMUM REQUIREMENTS: 486/66, 8MEG RAM, DOUBLE SPEED CD (HAI!)  
 RECOMMENDED: PENTIUM133+, 16MEG RAM, QUAD SPEED CD, SOUND CARD WITH DAC AND MULTI BUTTON CONTROLLER.

According to EarthSiege's future history, mankind created the artificially intelligent Prometheus and the artificially stupid Cybrid warriors to take all the unpleasantness out of warfare. Why go out and get blood all over your socks when you can get a big dumb robot to do it instead? Of course, after a while Prometheus came to the conclusion that anything soft and squishy must be in need of a good stomping and so the machines turned on their masters (as machines often do in these situations), and came down to Earth from their Moon base with mayhem on their metallic minds.

### A Massive Improvement?

Sierra have been gushing about this one for a while, claiming a massive improvement over the original EarthSiege (well, it'd want to be, wouldn't it?) and promising a bigger, meaner and more enjoyable challenge to the legions of Mechwarrior 2 fans everywhere. Well, um, not quite. Sierra seems to have again lived up to its reputation for producing games which "would be great if it wasn't for...". EarthSiege 2 introduces a few interesting new ingredients to the metal monster genre but, unfortunately, has a lot of "if it wasn't for..."s as well. Considering the obvious comparisons that can be made with Mechwarrior 2, I'll run through the most pertinent ones so that Mechheads can get an idea of what they're dealing with here. Firstly your Mechs move slower in EarthSiege... a lot slower. They walk slow, they turn slow and their reverse speed is so abysmal that the favourite Mech battle tactic of reversing, dodging and blasting will leave you wallowing like the proverbial sitting duck. "That's OK", you may say, "as long as the Mechs have other abilities to make up for it". Sorry, you don't even get jump jets.

Earth Siege 2 boasts "Real 3D Terrain" for you to muck about in and there is indeed more of a feeling of realism in the way that you move across the terrain. But any kind of enthusiasm you may develop for this will soon evaporate in battle when your mech gets stuck between two pieces of debris the size of milk cartons and stands there like a punchdrunk boxer waiting to get pounded by his opponent. This is a MAJOR annoyance in the game and one that had me throwing things around my bedroom in frustration (don't worry, it was only soft squooshy things like my flatmate, his girlfriend and their dog). I know what tactics I'd use if I were Prometheus; throw a whole bunch of bricks on the battlefield, spread out the banana chair and sit back and giggle while the silly humans stumbled, tripped and bumped into each other like some sort of mechanised Three Stooges movie!

### Weapons Are Cool

Missions are structured in a familiar way but don't make as much sense as they do in Mech2. Admittedly, you get over fifty of them as opposed to sixteen but they do sometimes seem completely silly. Weapon chaining, grouping and linking facilities are all there and you won't have to worry about getting hot under the collar, as EarthSiege weapons stay cool, man!

EarthSiege 2 has a few major differences to other games of this ilk; it enables you to scavenge weapons and material from all of your victims (if you haven't totally fried them of course), and use them to develop new technology and build new Mechs! There is also a flying Mech called the Razor which unfortunately isn't as much fun as it sounds. It's very hard to steer accurately and therefore very hard to aim your weapons accurately, so, basically it's a bit of a lemon.

As far as sexy graphics go, E2 looks pretty good with nicely texture mapped mechs and structures and a wide variety of psychedelic beam weapons. The terrain however is pretty much always the same and you'll need a fast PC to see it all at its best. The game audio is quite good too, lots of different types of explosions, zaps, creaks and groans accompany you in battle along with an evocative ambient soundtrack.

Your squadmates are a cheery looking bunch who can be given comprehensive instructions from a lookdown display in your cockpit. They're a bit more on the ball than your Mech2 chums but don't have as much initiative as the excellent team in TerraNova. Also, there's no ejector mechanism in E2 Mechs so you have to be a bit more careful how you use them. They improve with experience so wasting them on suicide runs is unwise.

Overall, I'd say the main problem with EarthSiege 2 is simply the speed of the Mechs (as well as that dreaded debris). Their ungainly pace makes it impossible to manoeuvre into tactical position before the enemy is breathing down your neck, hill climbing becomes a strange form of Zen meditation and throwing your Mech into reverse just says "come and shoot me, I'm stupid" to every enemy in sight. And I know this isn't because my computer is slow (it's a P133), it's because the people at Sierra are! When your speedo is telling you that you're going 70Km/H and the buildings outside are moving past you at walking pace you know something just isn't right.





SORRY! THAT WAS MEANT FOR HIM



HE'S NOT LOOKING TOO GOOD



IT'S EVIL ROBOT USSES!



I WANT ONE FOR CHRISTMAS DAD!



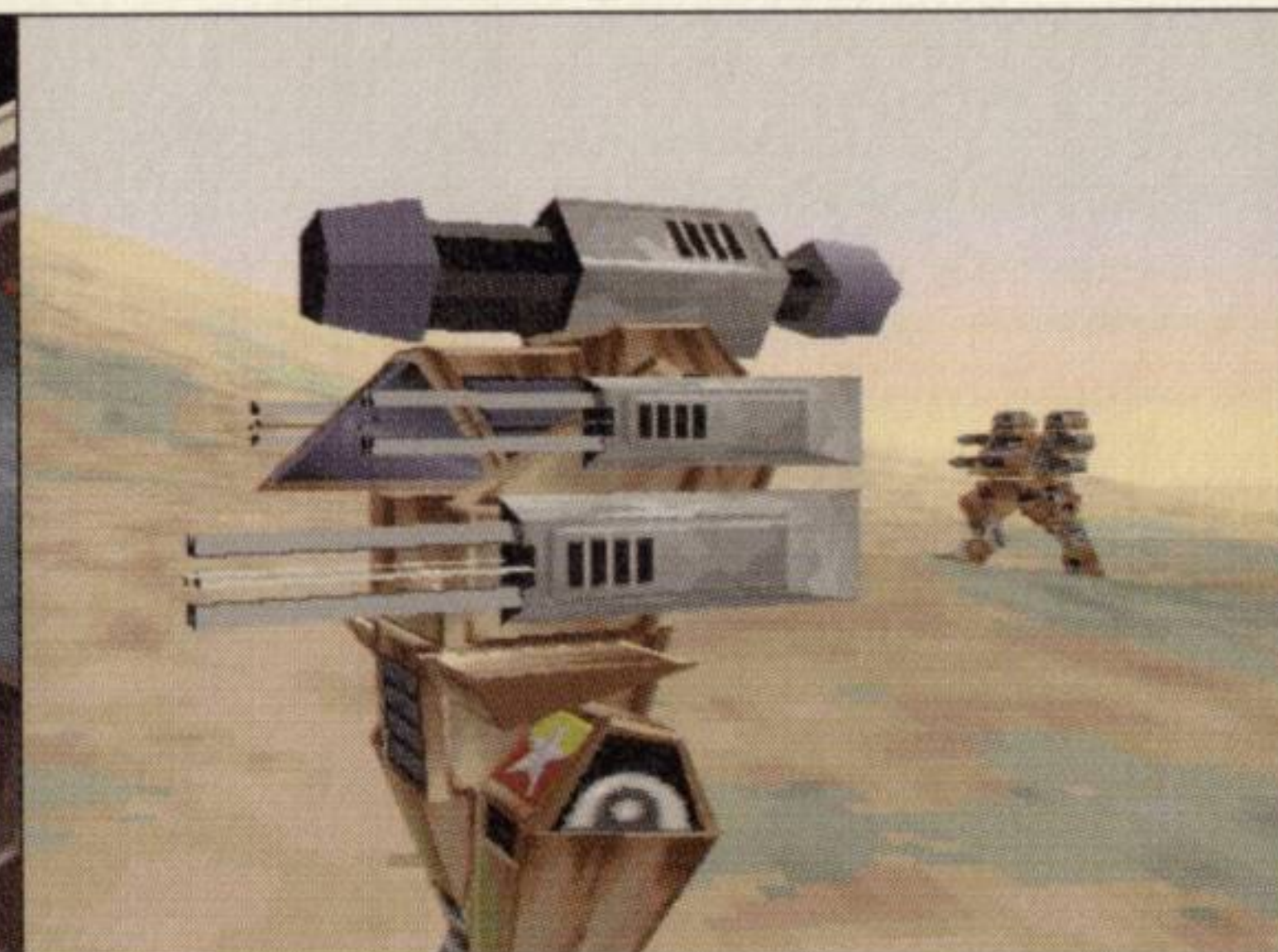
I THINK I GOT HIM



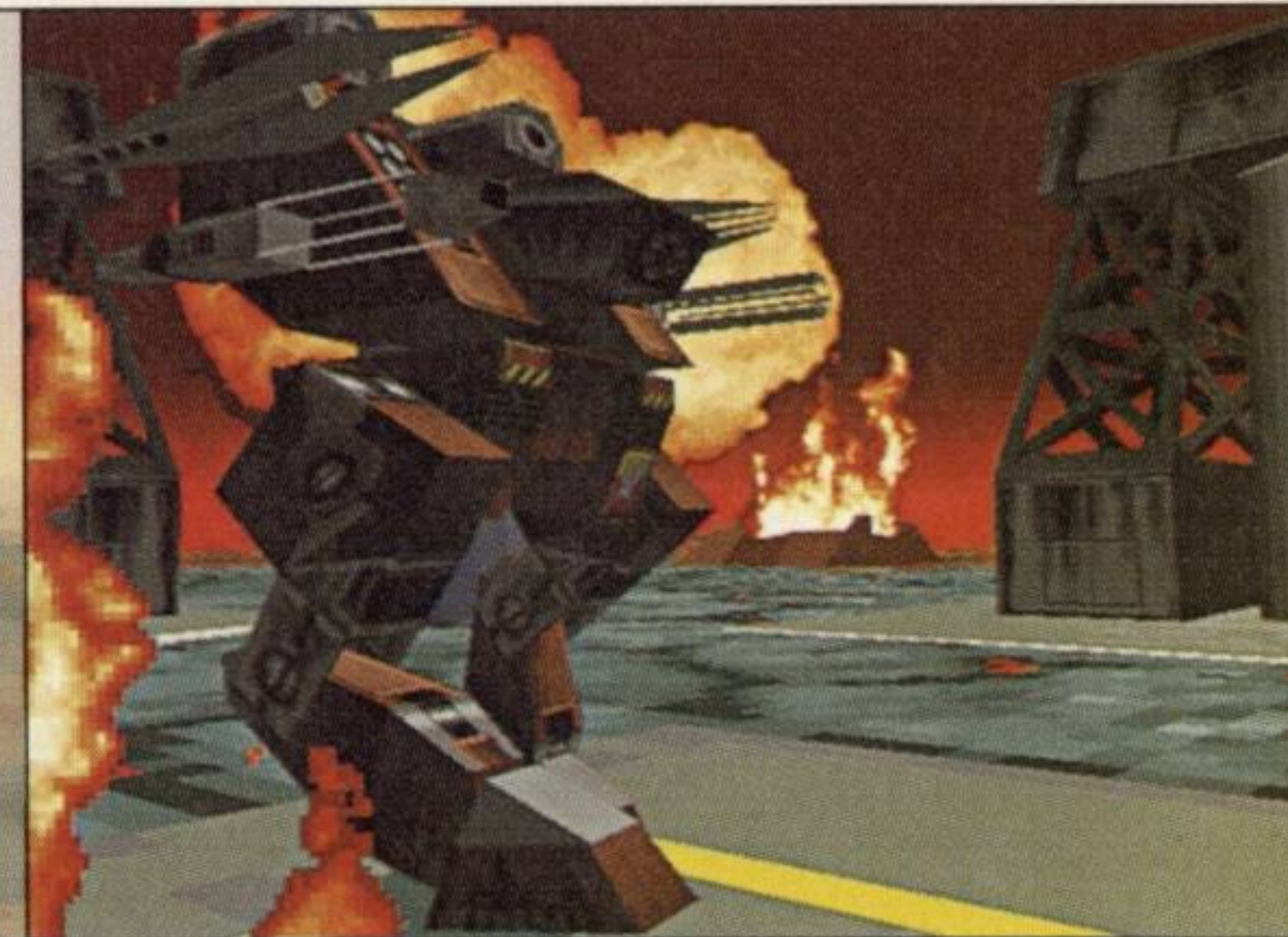
I HATE TO KILL YOU.. BUT...



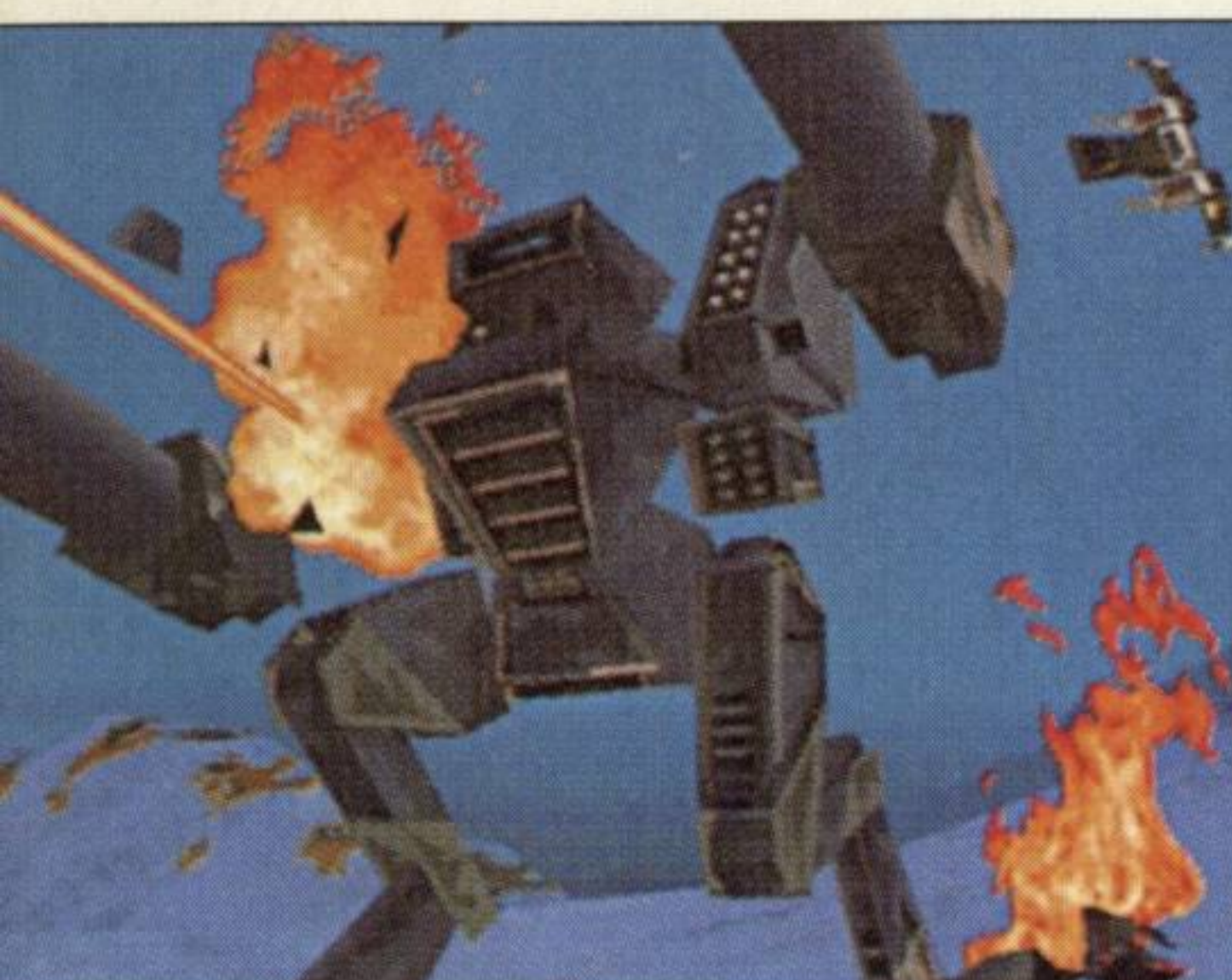
I'M FALLING OVER!



LOOK! IT'S THE GOOD ROBOT USSES!



A FRIENDLY NEIGHBOURHOOD FOR SURE



TEKKEN HITS..



DEATH FROM ABOVE!



NOW DON'T GO FALLING TO PIECES ON US!

**VISUALS 88** - Great texture mapping and big chunky explosions. Terrain is a bit monotonous though.

**SOUND 85** - Good variety of effects and moody music.

**GAMEPLAY 75** - Basically, not as much fun to play as Mech2 and nowhere near as much fun as TerraNova. Bit of a disappointment really.

**LONGTERM 65** - Lots of missions, which in this case means lots of frustration!

**OVERALL 75** - Could have been a contender but let down by several major problems.

sa

Looking Glass Technologies, the creators of Ultima Underworld and System Shock, are back with bells on in this sci-fi action epic. GEORGE SOROPOS plugs in, boots up and doesn't want to come back...

AVAILABLE: NOW • CATEGORY: ACTION • PUBLISHER: LOOKING GLASS TECHNOLOGIES • PLAYERS: ONE • PRICE: \$99.95 • RATING: M15+  
MIN. REQUIREMENTS: PENTIUM60, 8MEG RAM, SOUNDBLASTER AND 2X CD ROM,

sa  
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Before I say anything else I'd just like to come clean about the fact that I've spent the last three days straight playing this game (all thirty eight or so missions), and am currently suffering from that sense of loss and confusion all gamers feel when their immediate reason for living suddenly evaporates into an anticlimactic end of game video sequence. When a game does this to me, I know it's good!

**Fighting Evil Earth**

Terra Nova is a Mechwarrior type blastathon set in the far future when the imperialistic Earth Hegemony is trying to forcibly annexe the Centauri colonies which they helped establish 150 years previously. The Centaurians, the good guys, are descended from the clans who tried to escape the bureaucracy of the single Earth government by colonising the moons of Jupiter. Real estate was doing nothing there so they then packed up and shot off to the Centauri system. Now the success of the colonists has worked against them with their old foes eyeing the riches of the rebel clans with envy. And so it was that Strike Force Centauri was established from the finest and most hygienic warriors from all the clans, with you, Nikola (that's your name sunshine and there ain't nothin' you can do about it), being the best. Stands to reason, of course.

Anyone who has played the Wing Commander series will be familiar with the overall format of objective based missions interspersed with a slowly unfolding FMV story, sessions in the briefing room and dribbling over your medals in the display cabinet. The story takes up the now all too familiar "traitor in our midst" theme but does it quite well and manages to keep you guessing till the end. One strange thing however is that the story runs out about two thirds of the way into the game and then it's no more FMV. I think the programmers decided to add a few extra levels without bothering to tell anyone in the story development team!

So down to the meat and spuds - what do you do? Well first become familiar with your PBA. That's your Personal Body Armour, in which you do all your skewering, deep frying, pulverising and maiming. It comes with four weapon slots (two in the recon. model), jump jets, a zoomable image enhancement and targeting display, a cigarette lighter, sun roof, one slot for an ASF (that's an Auxiliary Suit Function to you, buddy) and the latest in bodily function evacuation technology. The ASFs are cool; things like suit repair devices, a mine laying gadget, and even one that drops laser turrets which automatically target and shoot your pirate and Hegemony foes - awesome.

The destructive devices at your disposal are various types of beam weapons, which use energy but don't create heat problems like in Mechwarrior, and projectile weapons such as grenade and missile launchers. The sight of a bunch of Heg clones blown into a swarm of flying arms and legs by a well placed missile is a joy indeed.

**Detailed & Intelligent**

Your missions are the standard; guarding/destroying convoys, demolishing strategic bases/weapons and just plain slaughter on a massive scale. Up to three teammates can accompany you on your missions and Terra Nova allows you to give them more detailed commands than in either Mechwarrior or Wing Commander. They also behave much more intelligently than your team-mates in those games, having a lot more initiative and independence, if you want them to, of course. There is also a custom mission builder but it is very limited in scope and it's actually hard to design a mission that is difficult enough to be a challenge. So you won't find much use for it except for setting up training runs.

All that said I have to admit that Terra Nova is a bit of an enigma. If you want to find fault with it there are actually a lot more things to whinge about than in Mechwarrior. For one, the control mechanism is abysmal. For some reason Looking Glass spent countless hours and dollars developing this game and then didn't even bother to include a routine to allow the player to set his or her own control keys, and the ones that you're stuck with take a lot of practice to get used to - in fact, I'm probably still not used to them now! On top of that it doesn't support Thrustmaster or any of the other multi buttoned sticks of joy out there either. You may also find it odd that a game with a stated processor minimum of a Pentium 60 has 'SVGA' graphics that are actually only 320 x 400 (which is technically extended VGA guys!) and need 16Meg to run. It may have something to do with the fully texture mapped terrain and the complex enemy AI or just dodgy programming, I don't know. In this sense the game is slow and most people will only be able to play in 320 x 200 mode, which looks decidedly chunky to say the least.

What's this enigma business then? Well, I got bored with Mechwarrior after about the tenth mission and have never bothered going back to it, but Terra Nova, despite its faults, had me hooked from the beginning and when it was all over I felt lost. I didn't want it to end! What greater praise can you give to a game than that?



THAT'S GOTTA HURT!



BOTS IN BITS!



CALL WINDSCREENS O'BRIEN

**VISUALS 88** - Processor and memory hungry but not really that flash

**SOUND 92** - The audio is great, especially the comments from your team-mates.

**GAMEPLAY 95** - This is what counts, and if you're prepared to learn the key commands Terra Nova has it in spades.

**LONG TERM 86** - The mission builder is pathetic but a 'Multiplayer Pack' is promised which should give Terra Nova an extended life expectancy.

**OVERALL 92** - There's a couple of niggly problems, so it can't be described as an "all-time classic". "Flawed masterpiece" is a better description.



IT WAS THE ONE ON THE LEFT OFFICER

UGLY LOOKIN' CRITTERS

MMM... TECO DASHBOARD



GOOD THING I BROUGHT MY JUMPER

GOTCHA!

PYROMANIA PARADISE



NOT THE WELCOMING COMMITTEE?

SIT STILL WHILE I'M KILLING YOU!

HANGIN' OUT AT HQ

# ZORK NEMESIS

**Zork returns yet again to tease and torment gameplayers - in the best possible way, of course. JULIAN SCHOFFEL returns to the magical, mystical Underground Empire...**

I suppose I should start this review with a question: what is Zork? Those of you who have only been tinkering with PCs for the last few years are probably mystified by the pomp and ceremony accompanying any new Zork-related release. Zork is, I suppose, the great granddaddy of modern adventure games. The idea behind Zork was initially conceived in the late 1970s by a computer science research group at the Massachusetts Institute of Technology. The first game was text only and went by the name of 'Dungeon'. But this game was designed on a mainframe and it wasn't until the early 1980s that Zork finally made its way onto the PC. Since then, the Zork series has gradually evolved from text-only to the multimedia epics we're familiar with today. Zork has retained an extremely loyal following which continues to grow with each new release.

**Forbidden Art of Alchemy**

The latest adventure game to be set in the Zork universe sees the player embarking on a quest to defeat the evil Nemesis: a demonic creature who has murdered the Great Alchemists of the Empire and damned their souls to hell. To complete your quest you'll have to travel through five worlds, learn the forbidden art of Alchemy while solving numerous puzzles and gleaning information about the ill-fated Alchemists from the many notes, artefacts and other objects scattered about the place. Of course, you'll also frequently have to avoid imminent death at the hands (or claws) of the Dark One himself.

From the outset the high production values of Zork Nemesis are obvious. The graphics are stunning (interestingly enough, they were designed by the illustrator of Batman Forever and The Godfather III, while the video sequences were directed by The X-Files' Joe Napolitano), offering a 360 degree viewing perspective; there is a marvellously ambient dynamic soundtrack (created by Hollywood's Academy Award-winning Soundelux Media Labs) and some very wicked puzzles to solve. The game reminds me of Myst, particularly with its five different worlds to explore: the Castle, the Asylum, the Temple, the Conservatory and the Monastery.

Like Myst, each of these five worlds has a unique graphical style ranging from the spiritually grandiose Temple to the dark and alienating Asylum. When you combine this with the richly detailed Zorkian history and mythology, you have a game which is absolutely chock full of atmosphere. While the player navigates through this lavish terrain in the usual 'point and click' way, the game also includes a panning feature the likes of which I haven't seen before: Activision's Z-Vision technology allows a 360 degree perspective within pre-rendered 3-D environments. It's almost as if they have taken a really long picture file and bent it into a circle with the player at the centre.

**The Dark Side of the Zork**

The game comes with a beautifully presented journal of the late 'Agent Karlok Bivotar'. This is obviously intended to help guide the player on their journey and includes detailed maps, notes and drawings. The Zorkian humour, so prevalent in earlier games of the series, is a little on the sparse side in Nemesis. The game concentrates on the darker side of the Zork universe with some of the puzzles being just a tad on the gruesome side: one of these involves the player reassembling a dismembered body.

The strength of the Zork series has always been the depth and detail of this fictitious universe. This is no different in the latest instalment. Zork Nemesis is the first game since Myst, which successfully transported me (convincingly) to another world. The game runs a treat under Windows 95 (although there is a DOS version on the same disks) proving that Microsoft's Direct X really does provide fast, high-colour graphics, video and animation under the Windows GUI.

I found Zork Nemesis to be a challenging, highly entertaining title. If you like adventures in the Myst vein, regardless of whether or not you've played other Zork titles, you should get a lot out of Nemesis. While Zork Nemesis is certainly similar to Myst, it is by no means a mere imitation but a groundbreaking adventure release in its own right.

**VISUALS 95** - Magnificent, sumptuous, moody, evocative - need I say more?  
**SOUND 98** - With one of the best soundtracks I have ever heard in a PC game and some great effects, Nemesis will have your head-buckles in a state of bliss.  
**GAMEPLAY 85** - The interface is fairly no-nonsense and very intuitive allowing the player to concentrate on exploration and puzzle-solving.  
**LONGTERM 93** - With so much to explore and enjoy, the player can expect plenty of late night sessions.  
**OVERALL 95** - If you're into darkly beautiful adventure games, you'll absolutely love Zork Nemesis.



E-GAD! A DOOR!



TRES SUAVE INTERIOR DECO



WOW! BLANK PAPER!

AVAILABLE: **NOW** • CATEGORY: **ADVENTURE** • PLAYERS: **ONE** • PUBLISHER: **ACTIVISION** • PRICE: \$99.95 • RATING: **G8+**  
MIN REQUIREMENTS: **486DX2/66; 8MB RAM; 16-BIT SVGA CARD; 2XCD**



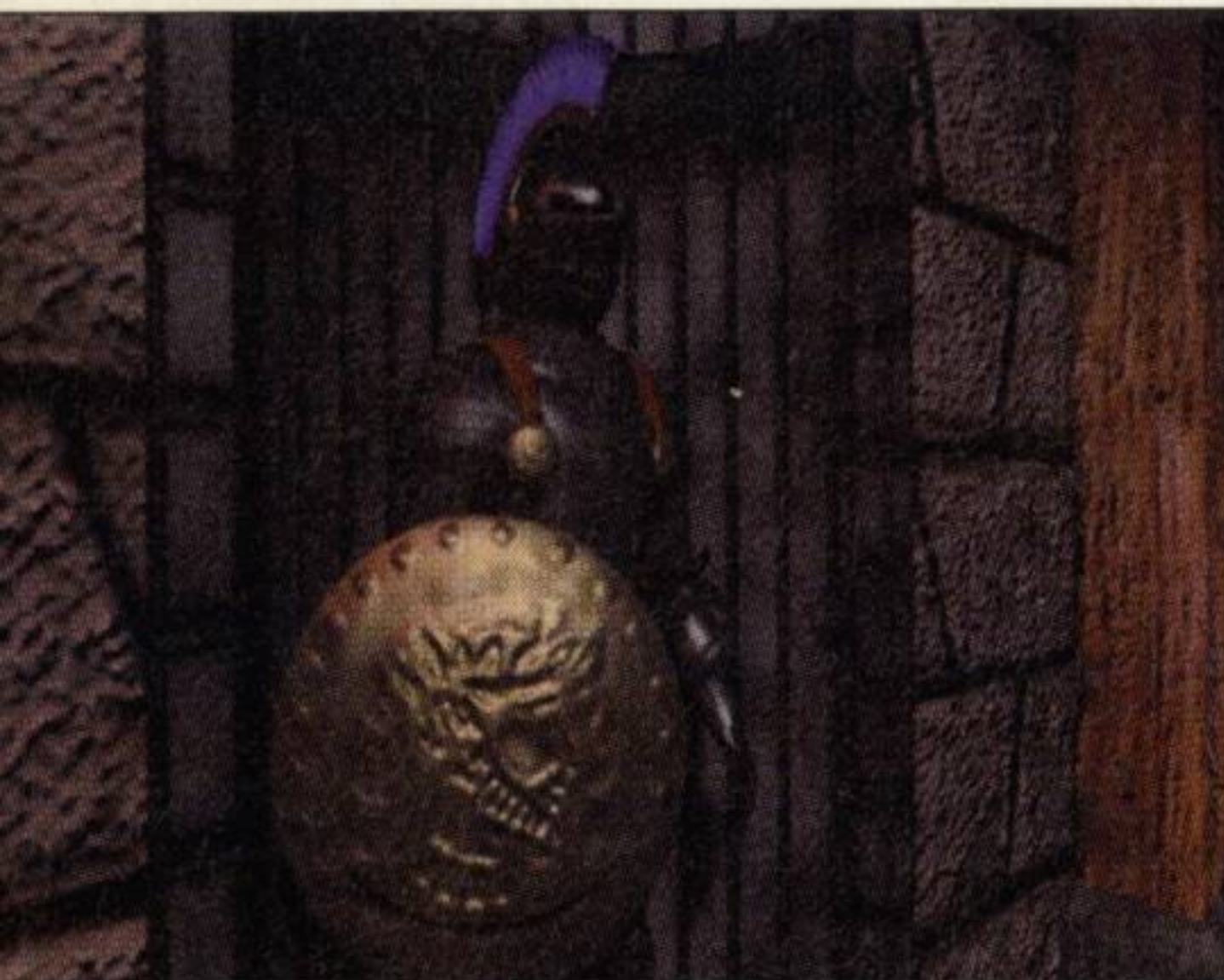
WHY AREN'T THE SCIENCE LABS AT SCHOOL THIS COOL?



HMMM... TECO STUFF



YET ANOTHER PLACE TEEMING WITH PEOPLE!



YOUR WARDROBE IS LIKE TOTALLY DATED DUDE



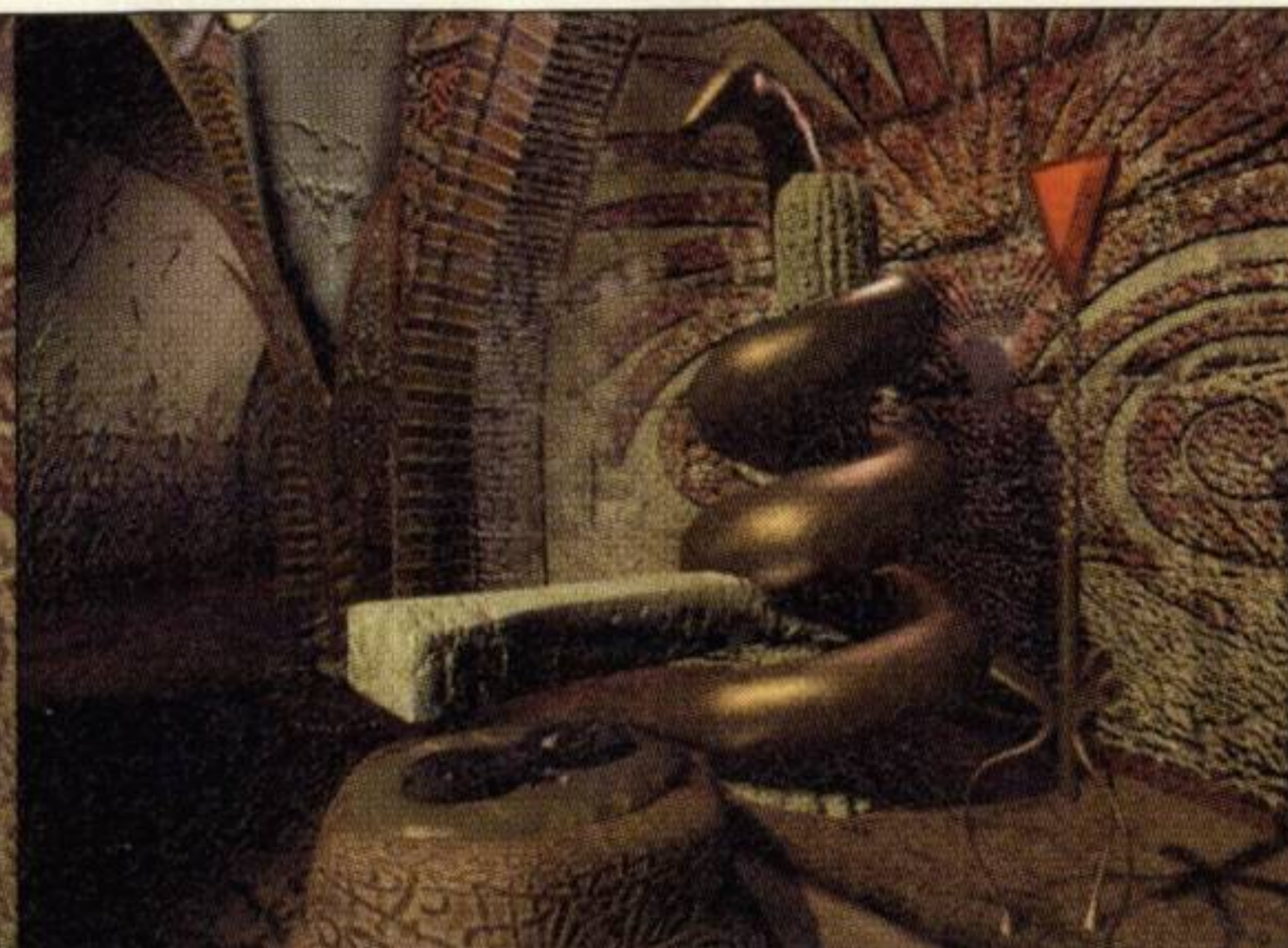
QUIT LOITERING AND PUSH OFF



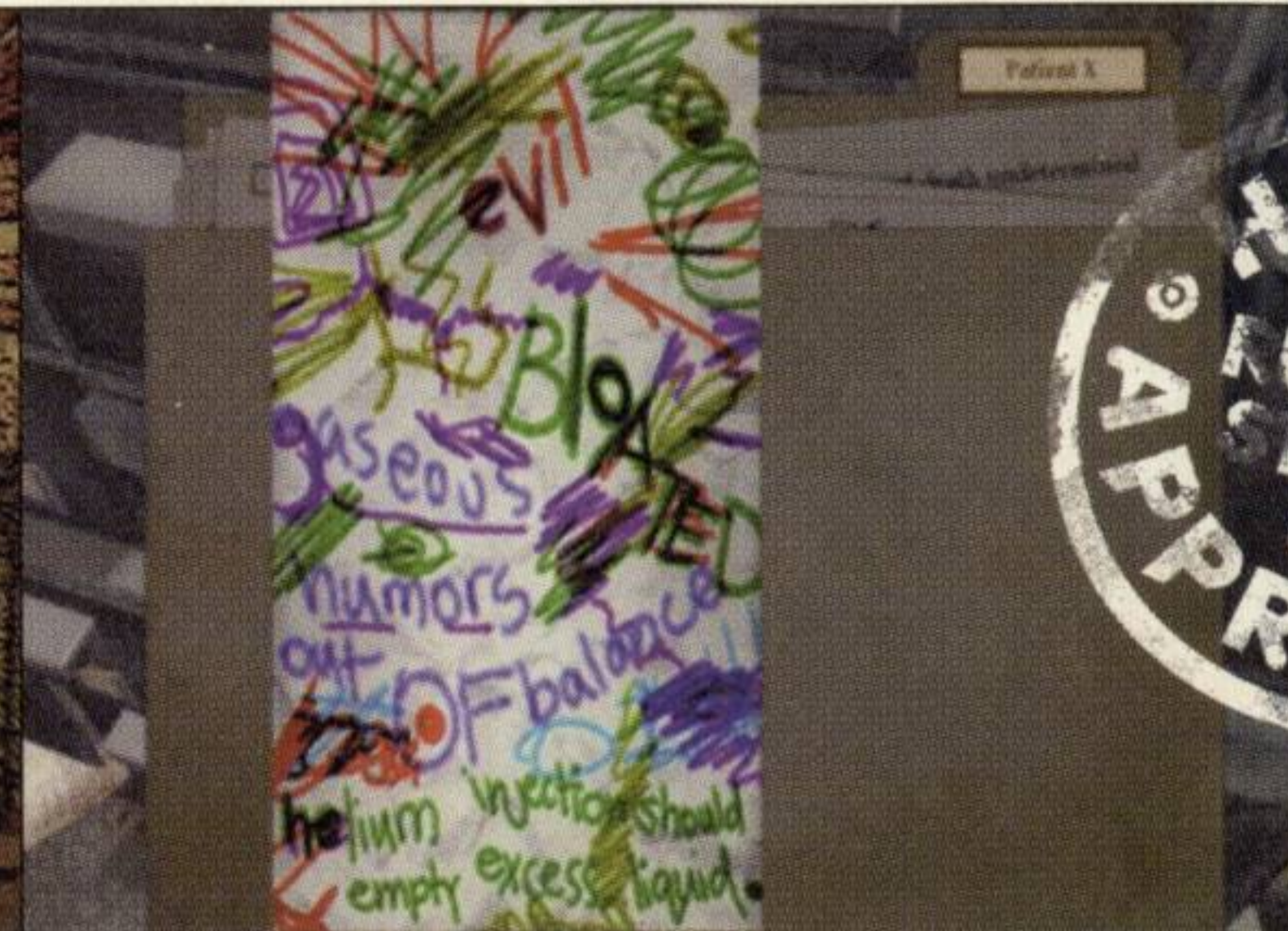
LOOK NUM! A WALL!



I GAVE AT THE FRONT OFFICE MAN



SNAKE WITH A STONE THING



DAMN KIDS!



# Ripper

Jack the Ripper has somehow found his way to the year 2040. Christopher Walken and Burgess Meredith (the Penguin in the classic Batman TV series) have also warped to the future and GEORGE SOROPOS is the HYPER recruit being bundled into our time machine to join them...

You've surely all heard the story of Jack the Ripper, that dapper Englishman who liked nothing better than to don his top hat, throw on his cape and head off into the London fog for a spot of recreational disembowelling. He was never caught and made to pay for his crimes and the fact that his identity still remains a mystery, despite countless silly TV specials, gives him an almost mythical place in our history as a potent symbol of evil and a reminder that people in waistcoats are never to be trusted. Ripper takes advantage of this ready made symbolism by invoking his name and recreating his crimes but updating the legend with virtual reality, nanotechnology and the Blue Oyster Cult.

#### Future Killer

Ripper is set in the year 2040, where the Net has become a multi-layered second world directly interfaced with peoples minds and constructed by Net 'architects', where science can recreate a dead person's memories and where New York cops (Christopher Walken's "Magnotta") still talk with Italian accents. A nasty killer is on the loose doing horrendous things to his victims that has the experts baffled and the carpet cleaning industry rubbing its hands with glee. Your part in this is played through your surrogate, Jake Quinlan, a crime reporter who seems to be the only person the Ripper trusts to communicate with. This doesn't mean that he likes you or anything though as he attacks and almost kills your girlfriend!

Atmosphere is important to any horror story and this one has loads. Forget "D" and visiting the armpit of your soul, Ripper poops all over it. The characters ooze the sort of ambiguity that makes you think they're all up to something, the graphics intimate a sinister Gothic futurism that makes you think danger could be around any corner, and the soundtrack keeps those neck hairs suitably upright. The live action sequences combine with the rendered graphics flawlessly and even though movement is all pre-rendered and feeds off the CD ROM as you go there are enough choices to be made and things to play with to suppress the feeling of being led around like a bull at the Easter Show.

Ripper isn't all FMV though and there are sections, notably in Cyberspace, where "arcade" style combat (gasp!) takes place, adding a nice bit of variety to the proceedings. Those fiends at Gametek have come up with some very cryptic puzzles to throw in your way as well. Some may say too cryptic as they are very difficult indeed and may turn off younger or more inexperienced gamers completely. No difficulty levels to be set here I'm afraid.

#### Enigmatic Acting

Now, do I compare Ripper to a film, or to a game? A question that reviewers and manufacturers will increasingly have to ask themselves in the future if the interactive movie is to step out of the novelty mould and be taken more seriously by the entertainment industry. Christopher Walken, Burgess Meredith and John Rhys Davies head up the cast of Ripper giving performances that could be best described as enigmatic. Put simply, if they had always performed to this standard none of them would now have much of a career to speak of! Admittedly, they don't have a fantastic script to inspire them, and Walken can't be expected to do much with lines like "She'd have to have 20 more pounds and 50 less IQ points for me to be interested", except sound like a tired old cop cliché. The rest of the cast unfortunately has to ham it up to a similar extent with the best performance probably coming from the cigarette smoking and terribly unhygienic coroner slopping around in the morgue.

These things are all quite forgivable in a game context however and could be seen as adding a bit of light relief to a grim and gory tale. Gametek's choice of the Blue Oyster Cult's "Don't Fear The Reaper" (which some of you may remember as being the only good thing about that dreadful mini series "The Stand"), as the title track is a winner, but this seems to be the only contribution by those old English rockers to the soundtrack and the phrase "featuring the music of the Blue Oyster Cult" may be a bit of an overstatement.

Nevertheless, compared to other FMV adventure games, Ripper stands out by having some great ideas, good entertainment value and for providing a thorough workout for the old noggin. The story unfolds in a multi layered and reasonably unpredictable way and if you don't mind a bit of overacting (did I say a bit?) it will engross you quite quickly.



GRANDPA GOT STUCK IN THE MICROWAVE!

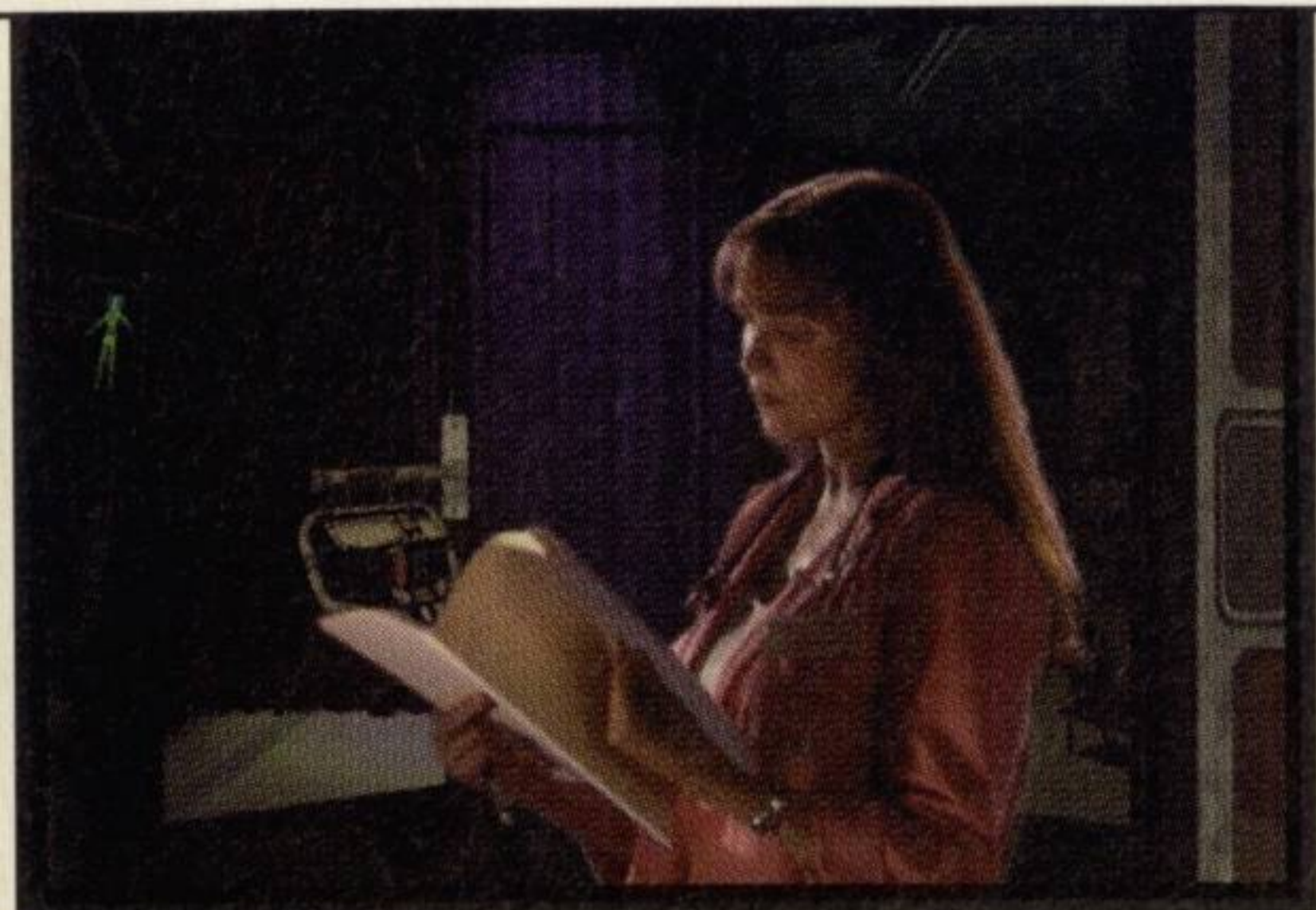


WHAT IS IT MANI?



I BOUGHT MY MED DEGREE AT K-MART

AVAILABLE: NOW • CATEGORY: ADVENTURE • PUBLISHER: GAMETEK • PLAYERS: ONE • PRICE: \$89.95 • RATING: MA15+  
MIN. REQUIREMENTS: 486/33, DOUBLE SPEED CD, SOUND CARD, 8MEG. RAM. RECOMMENDED: PENTIUM 90+, HEX SPEED CD.



TELL ME A STORY MUM



WHAT'S THAT JUNK ON YOUR FACE DUDE?



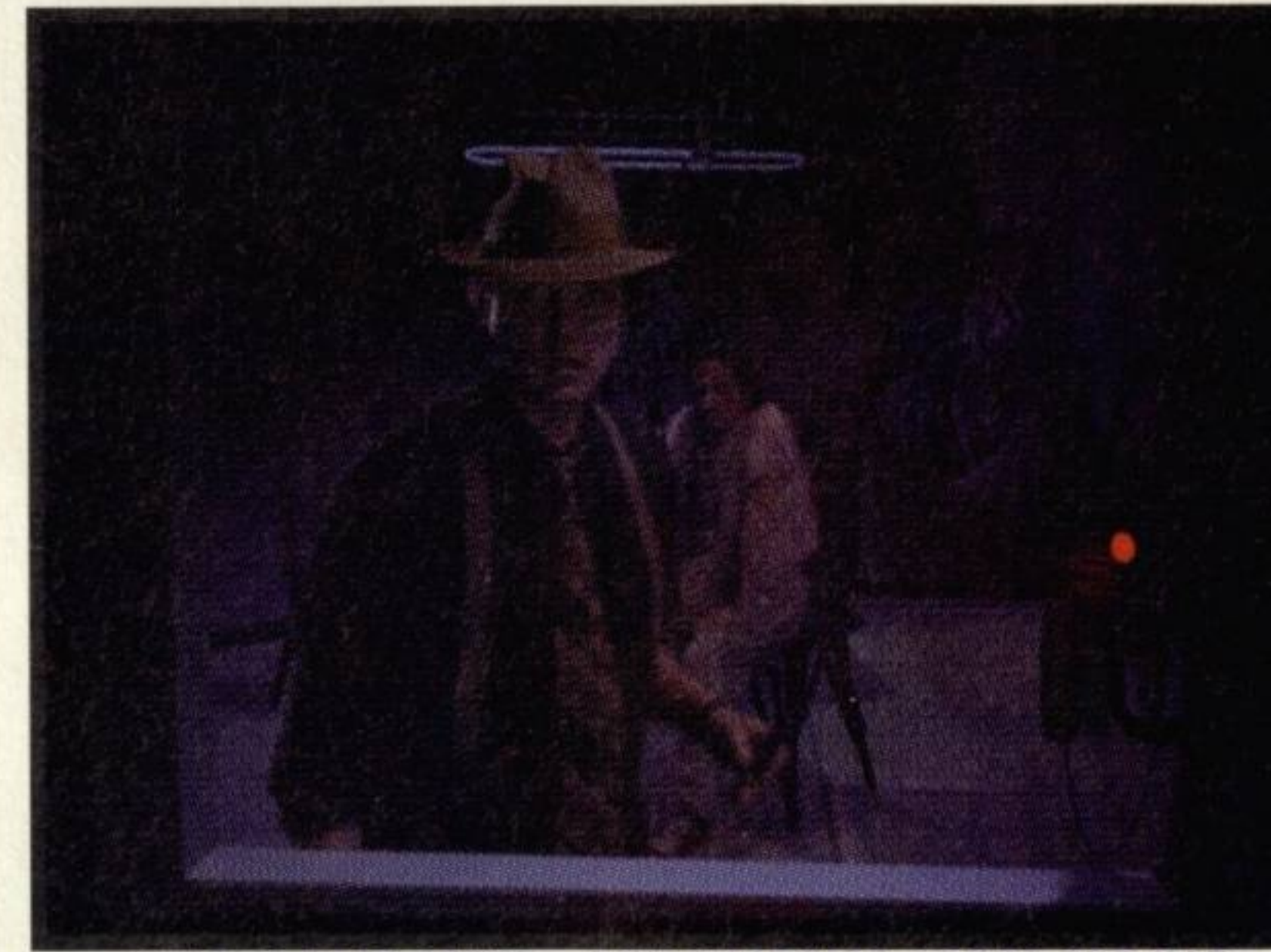
HEY CHRIS.. NICE HAT



THIS LOOKS RATHER OMINOUS



THIS IS OBVIOUSLY A FEEL GOOD GAME KIDS



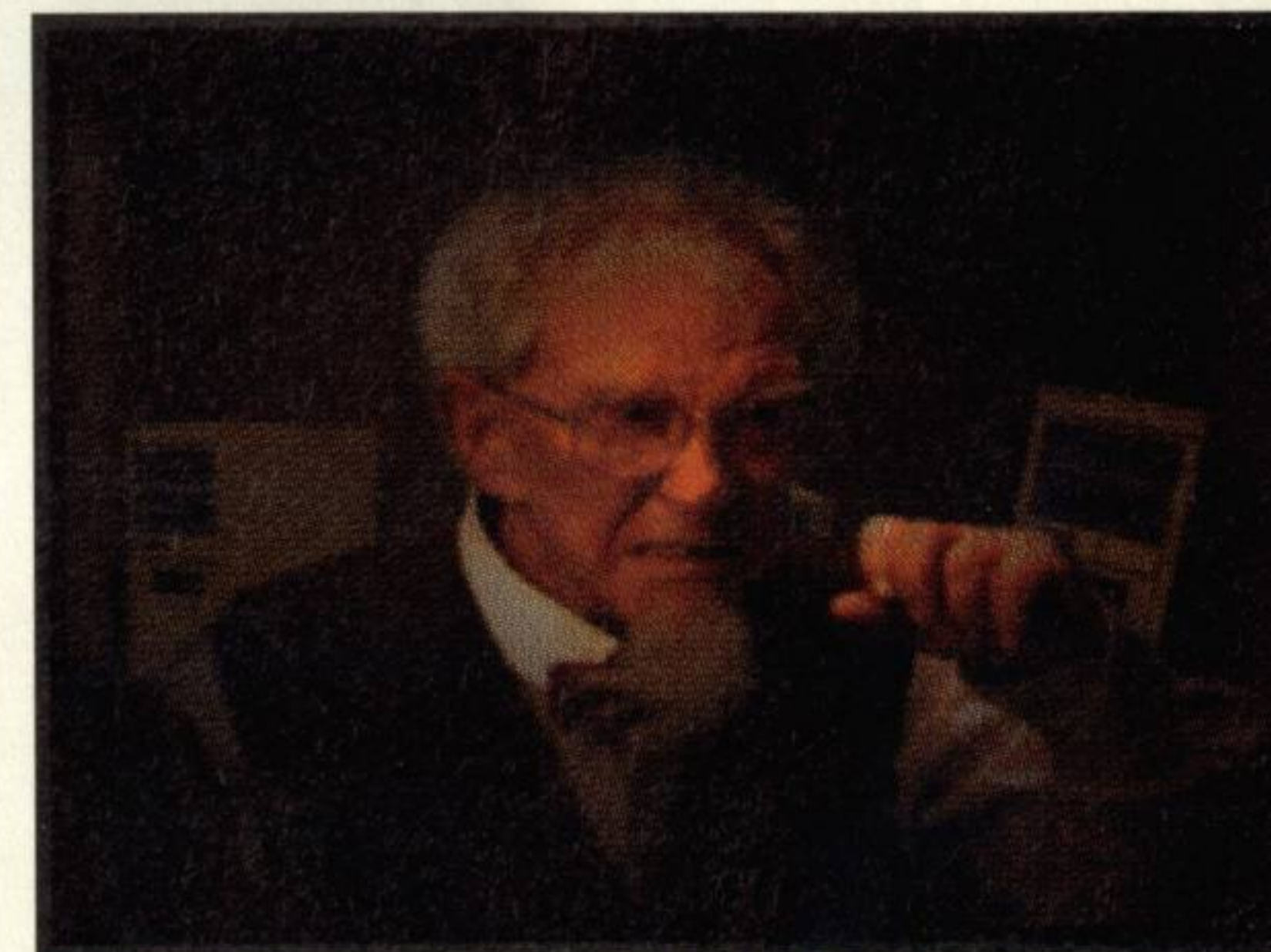
TAKE IT EASY CHRIS.. I WAS KIDDING ABOUT THE HAT



YOU'RE OPERATING ON A BLOW UP DOLL?



CHRIS, LISTEN TO HYPER.. LOSE THE HAT



CHUFFED TO SEE YOU TOO POPS

**VISUALS 92** - Very nice rendered graphics and well shot video.

**SOUND 89** - Very important to a horror game and has been done well here. Cool title track

**GAMEPLAY 88** - Fun and tricky but would be an awful bore with anything less than a quad speed CD ROM

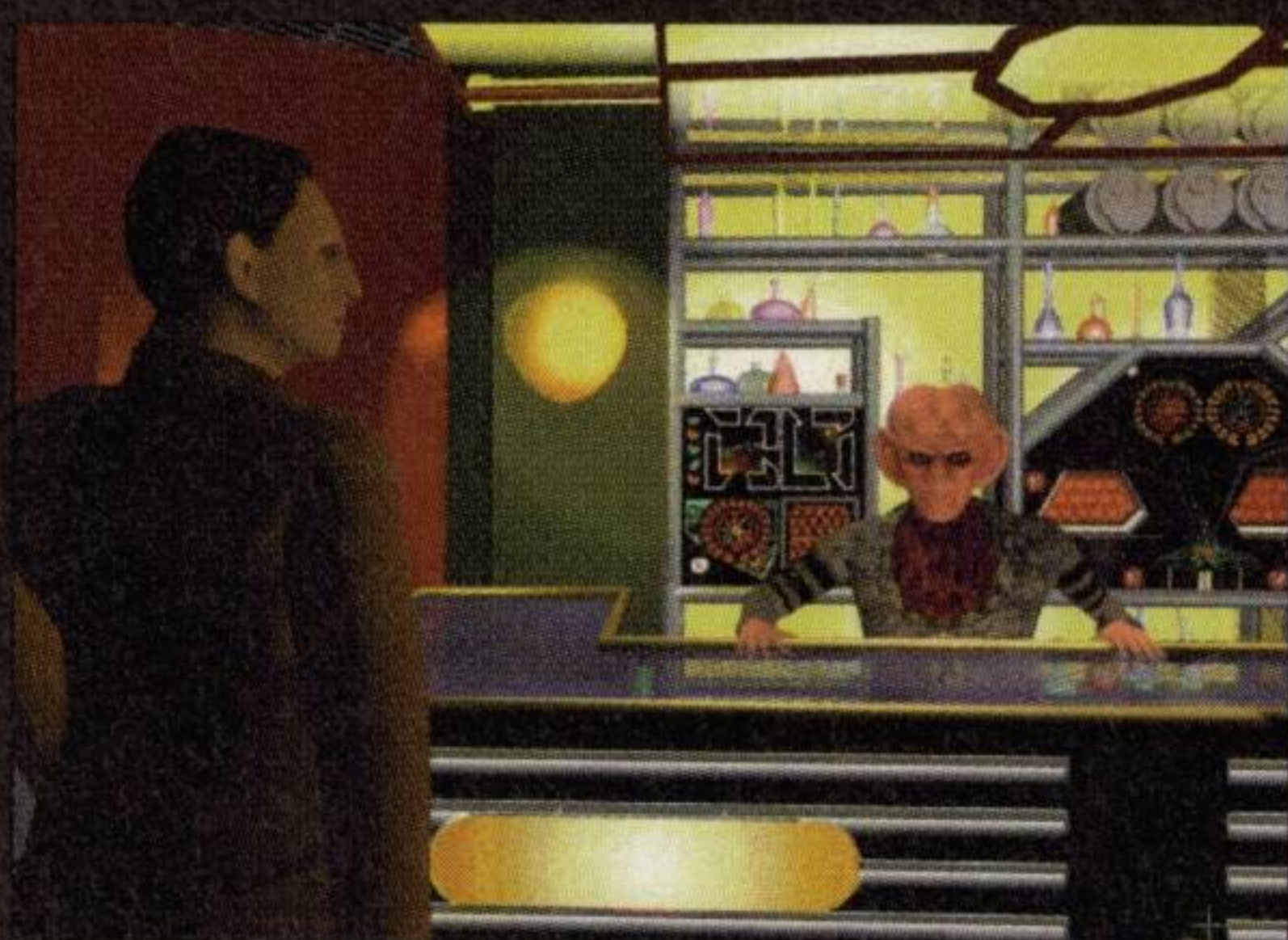
**LONGTERM 84** - Six CDs of scariness should last a while

**OVERALL 89** - One of the best FMV adventures around. Well worth a splurge.

review pc/mac cd rom

# Deep Space Nine

AVAILABLE: NOW • CATEGORY: ADVENTURE • PLAYERS: ONE • PUBLISHER: VIACOM • PRICE: \$99.95 • RATING: GS+



YOU'RE THAT TALL AND YOU'RE ASKING ME FOR ID?



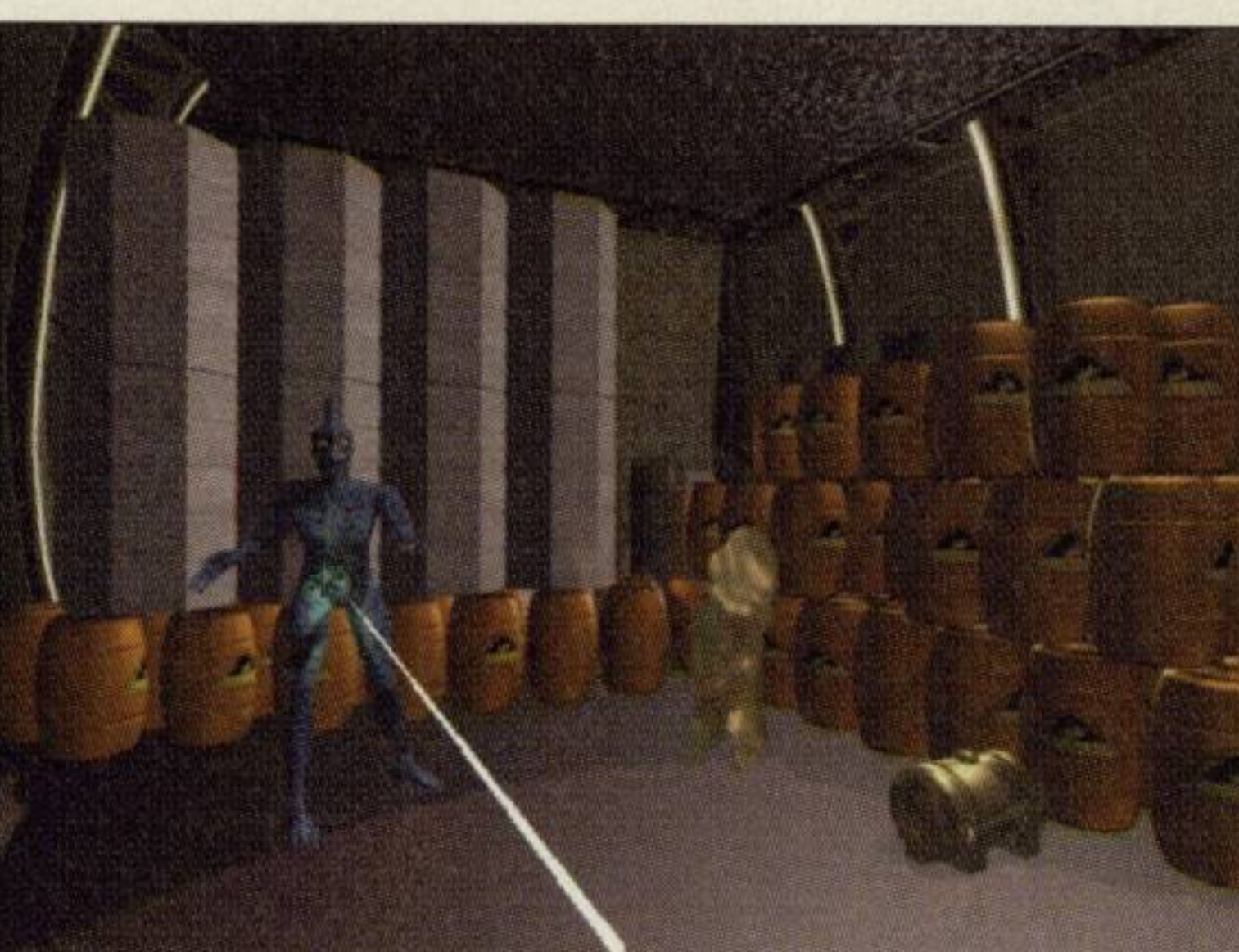
GET YOUR HANDS OUT OF YOUR POCKETS!



ONE FALSE MOVE AND THE GIRL GETS IT



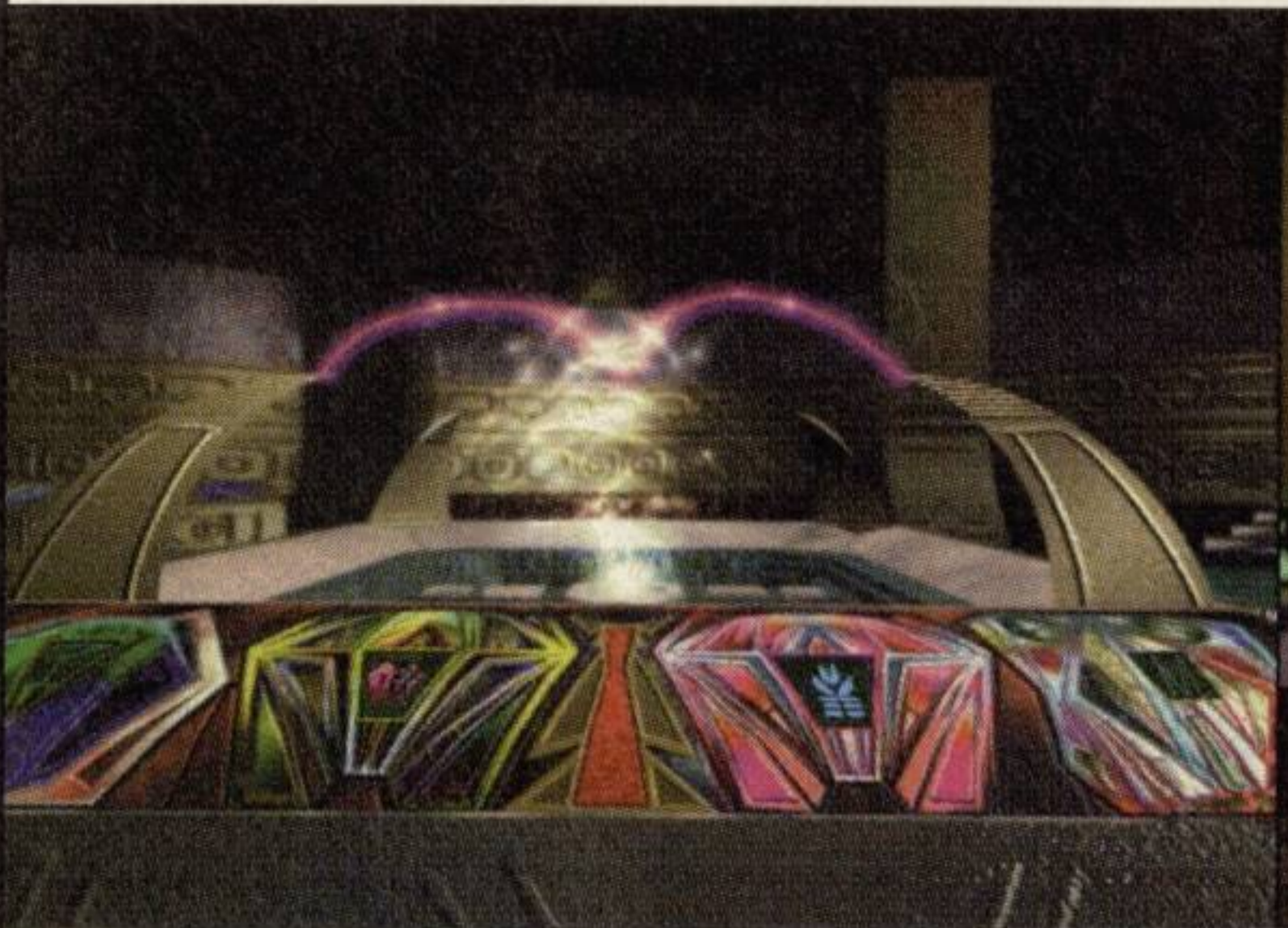
NOT A USER FRIENDLY CONTROL PANEL



BEWARE THE INFAMOUS PEEING ALIENS



NOW YOU'VE WRECKED IT!



OOH! SPARKLES



ODO ON THE LEFT, FREAKY THING ON THE RIGHT



ON THE EDGE OF THE LEDGE



**VISUALS 89** - Beautiful stills, but the characters lack expression. A proper 3D engine would have been wonderful.

**SOUND 92** - The dialogue is wonderfully realistic. Hardly any annoying repetitions. Effects could be improved though.

**GAMEPLAY 87** - The adventure part hits the spot perfectly, but the unnecessary "arcade" sections leave much to be desired.

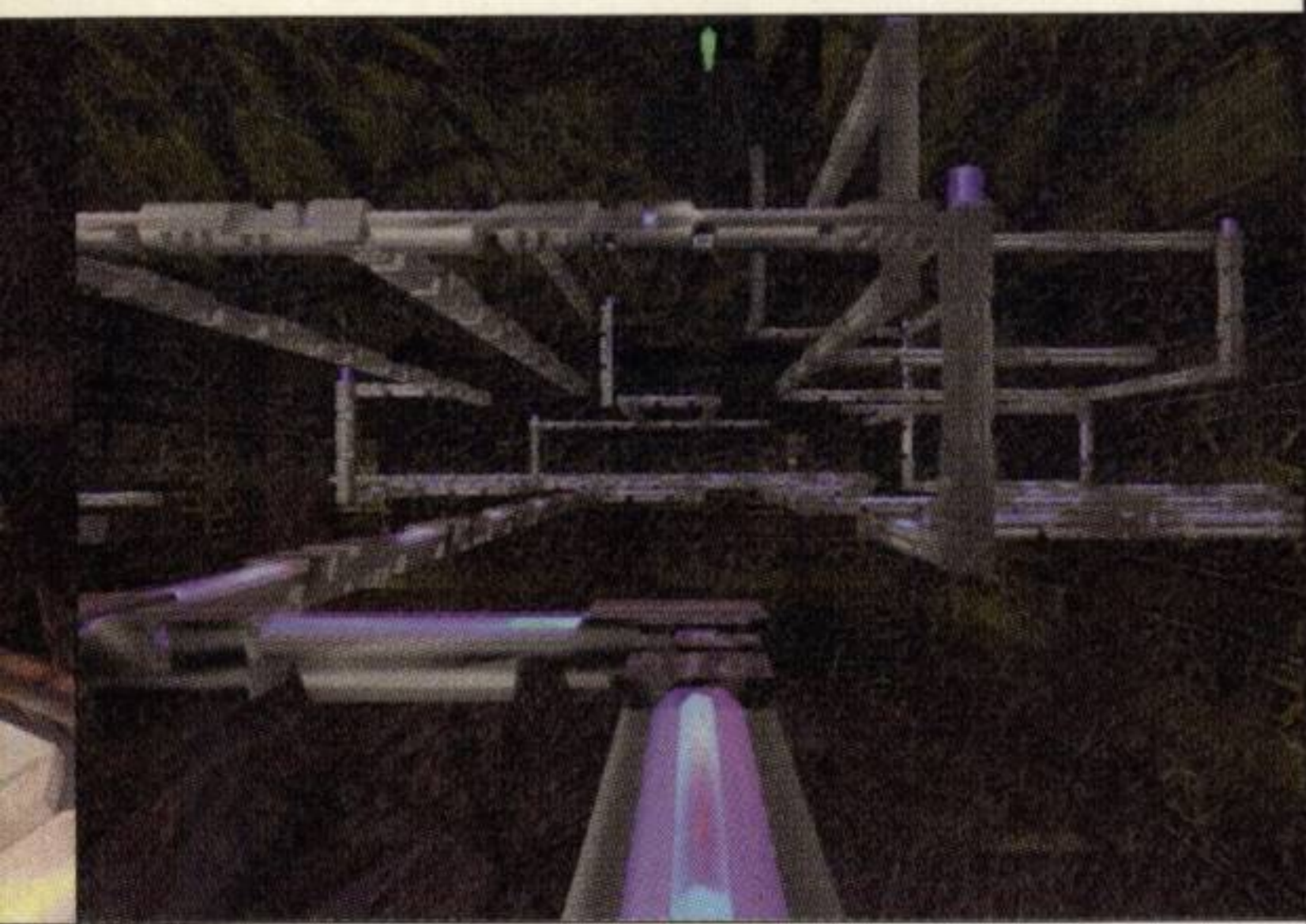
**LONG TERM 80** - Quite lengthy (2 CDs!) and you can go back to explore some different routes.

**OVERALL 88** - A quality adventure game. Far better, in every way, than any previous Star Trek effort.

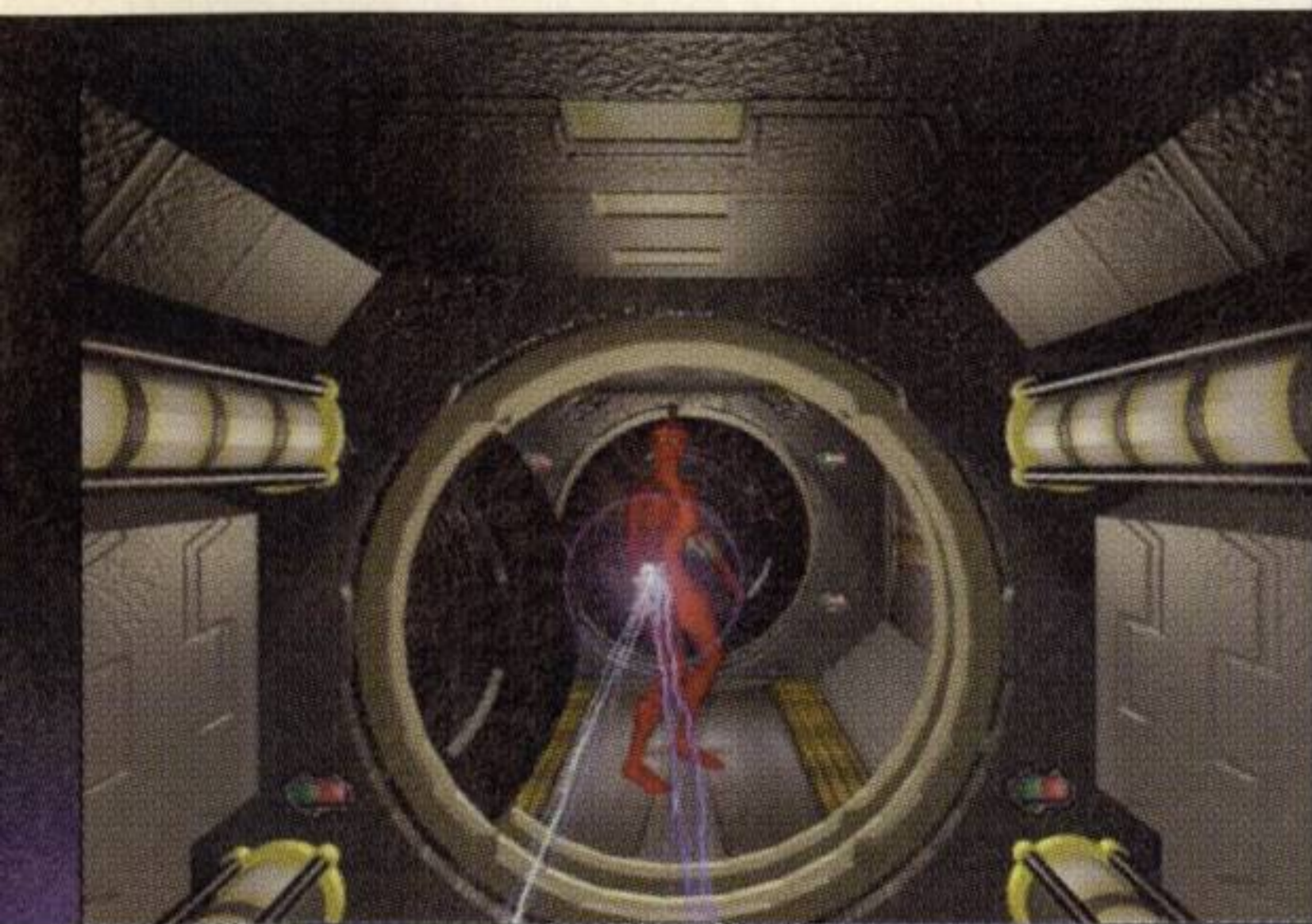
# ne: Harbinger



FREAKY LOOKING RED DUDER - WE THINK IT'S AN ALIEN



MORE SCI-FI TECHY BITS. COOL



ARCADE ACTION IN AN ADVENTURE. WHAT NEXT?

**Deep Space Nine, the TV show, hasn't quite received the adulation or rabid cult following that the Star Trek: Next Generation and Voyager crews enjoy. That may all change after Trek fans take a look at Harbinger. DAVID WILDGOOSE goes through the wormhole...**

It starts badly. You are ambushed and attacked in the Gamma quadrant; the screen wobbles, spins, shakes to give the impression of a ship out of control; your nearly-destroyed ship limps through the spectacular wormhole; radio contact constantly breaks up into an avalanche of static; cut-scenes show the impending collision with the Deep Space Nine space station; you survive. Obviously.

But it's all so poorly done that at no point do you feel even vaguely anxious about what is happening. Criminally, the cut-scenes actually reduce the pace, rather than add to it. It's quite a relief when it's all over and the sublime DS9 opening credits begin.

#### **Murder and Mystery**

I'm not a Star Trek fan, but I will admit to enjoying Deep Space Nine. Perhaps because it is less "Star Trek" and more just a drama series set in space, if you know what I mean. And so it is with the game, Deep Space Nine: Harbinger. You are cast as a diplomatic envoy, arriving on DS9 to take part in official Federation talks. Unfortunately, you show up at a particularly bad time. The station is caught up in a plasma storm and has been almost entirely evacuated. Only a skeleton crew of Sisko, Kira, Dax and Odo remain, plus a few others whose ship was forced to return to the station.

Thankfully, the Ambassador that you were supposed to meet with is also still on the station. Thankfully, that is, until you find him dead in his quarters and you become involved in a murder investigation. It is clear that you are not one of the suspects though, because Odo's scans determine that the Ambassador died several hours before you arrived on DS9. Further scans reveal, somewhat disturbingly, that there are several unaccounted for lifeforms aboard the station. Meanwhile, Sisko, Dax and Kira are attempting to deal with an attacking force of drone ships that followed you through the wormhole and are now seemingly intent on destroying DS9 too.

It's a great set-up - a murder inside and an invasion outside - and somehow the two are inextricably linked. The plotting is brilliant with just the right balance of interaction with the other characters and solo adventuring and problem-solving. Care has been taken to make the puzzles diverse and interesting, not relying on the old sliding-block or colour-matching nightmare all the time. (There are a few of these still stubbornly refusing to leave, but I suppose they can be tolerated.) For example, right at the start when your damaged ship docks with DS9, Odo comes on board and asks you to repair one of the computer panels while he checks another. So you take a look at it and click on a few things to see what they do. You know you're not an expert on such matters (neither you or your character) and, importantly, Odo knows this too, so you can ask him for assistance if you need it. It's like a hint option that has been completely integrated into the gameplay and it works extremely well.

#### **Making A Difference**

The atmosphere of the TV series is maintained through getting all the major actors in the show to do the voices for the game. Not only is the quality exceptionally good, but since the game is quite dialogue heavy in parts, it really does feel like you are watching the show. Except, of course, that you aren't simply sitting back and watching passively, you get to input your ten cents worth regularly, so you can at least feel part of the team, even if your decisions and suggestions don't radically alter proceedings. You can make a difference, but not a dramatic one.

Visually too, it feels like the TV series. The images, as you can see, are almost photo-realistic SVGA and accurately represent most of the areas of the station we see in the show - from Ops to the Promenade, Quark's bar and holo-suites. Scenes off the station are equally impressive, with the huge, cavernous rooms of the Scythian Citadel especially superb. But, great as the graphics are, you can't help wishing that developers, Stormfront, had got themselves a decent 3D engine. These Myst-style point-and-click games are always very slow and often disorienting too - both things which a good 3D engine can easily rectify.

The only real complaint I have though concerns the so-called "arcade sections" that rear their heads from time to time. All of them are point-and-click shoot 'em ups like Rebel Assault and are, on the whole, immensely irritating. Okay, so the ones where you are stalking the invisible Red Lycotians through the empty, eerie corridors of DS9 are heart-stoppingly scary, and I suppose the ones where you and Kira are flying a run-about and tackling the drones head-on are just passable, but the ones where you are wandering the Citadel being constantly sniped by drones almost ruined the game for me. This section of the game consists of take a step, shoot, shoot, save, take another step, shoot, die, reload, take a step, die, reload, take a step, shoot, shoot, save, die, reload, etc, etc. Did no one at Stormfront bother to play through this part properly? It's horrible.

Fortunately, the rest of the game is excellent. Deep Space Nine is (with one noted exception) a well-designed and very rewarding adventure. Anyone who appreciates the show (or a good adventure game) will be very satisfied with this.

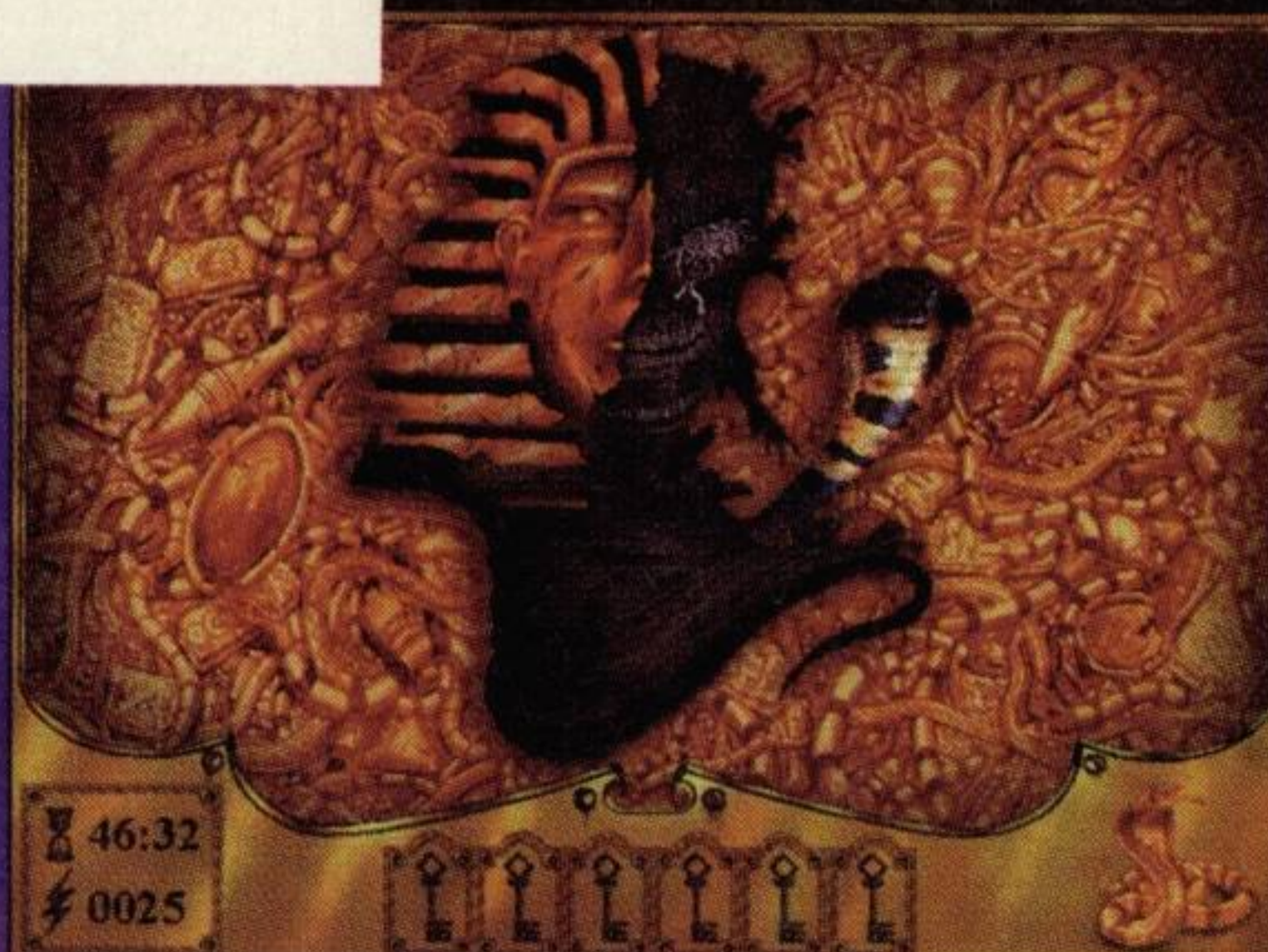
review pc cd rom

# Atmosfear: The

AVAILABLE NOW • CATEGORY BOARDGAME • PLAYERS 1-6 • PUBLISHER EMG • PRICE TBA • RATING G



A BATS EYE VIEW OF THINGS



YOU SURE IS UGLY



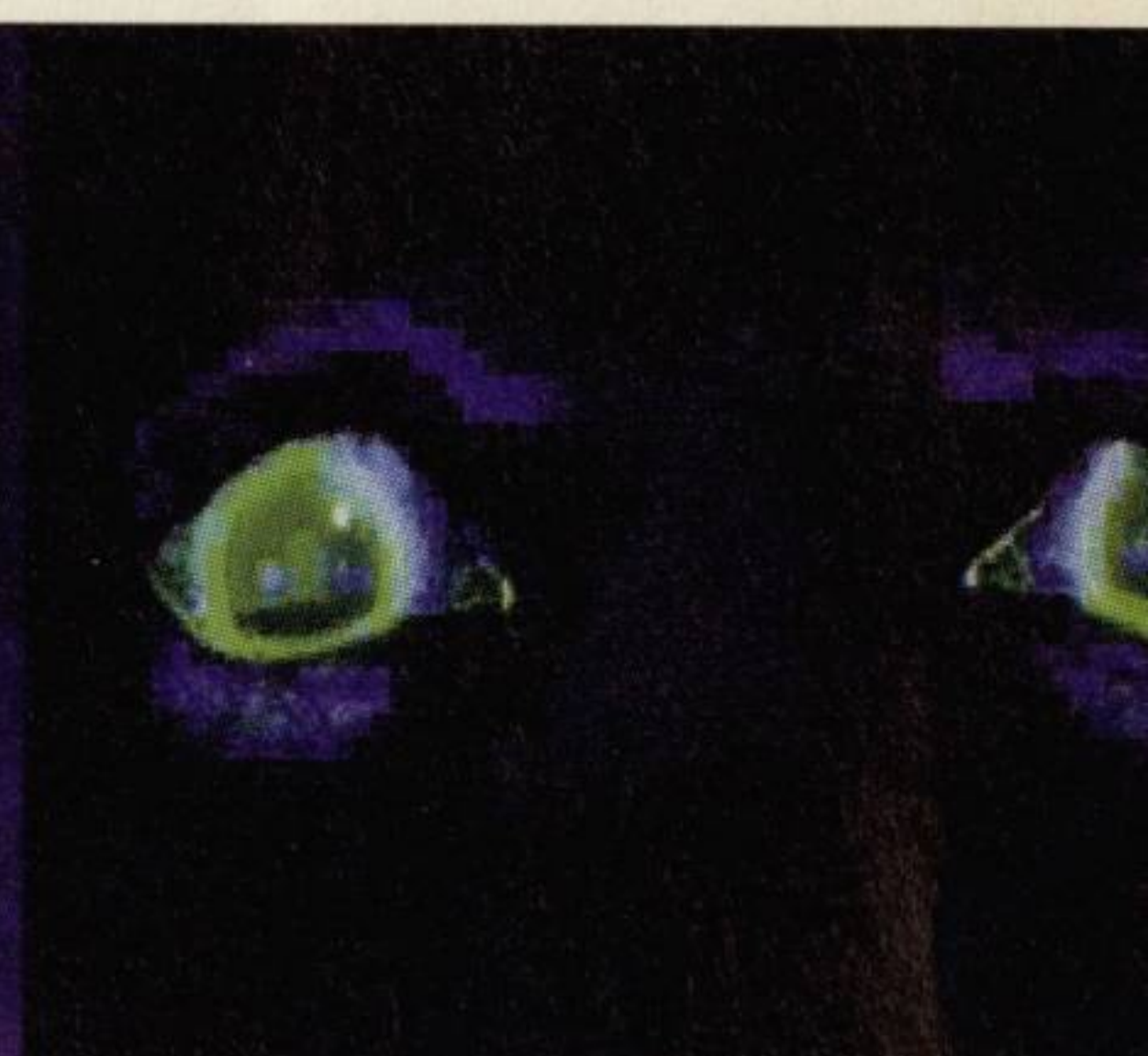
MMM... BOARD THING



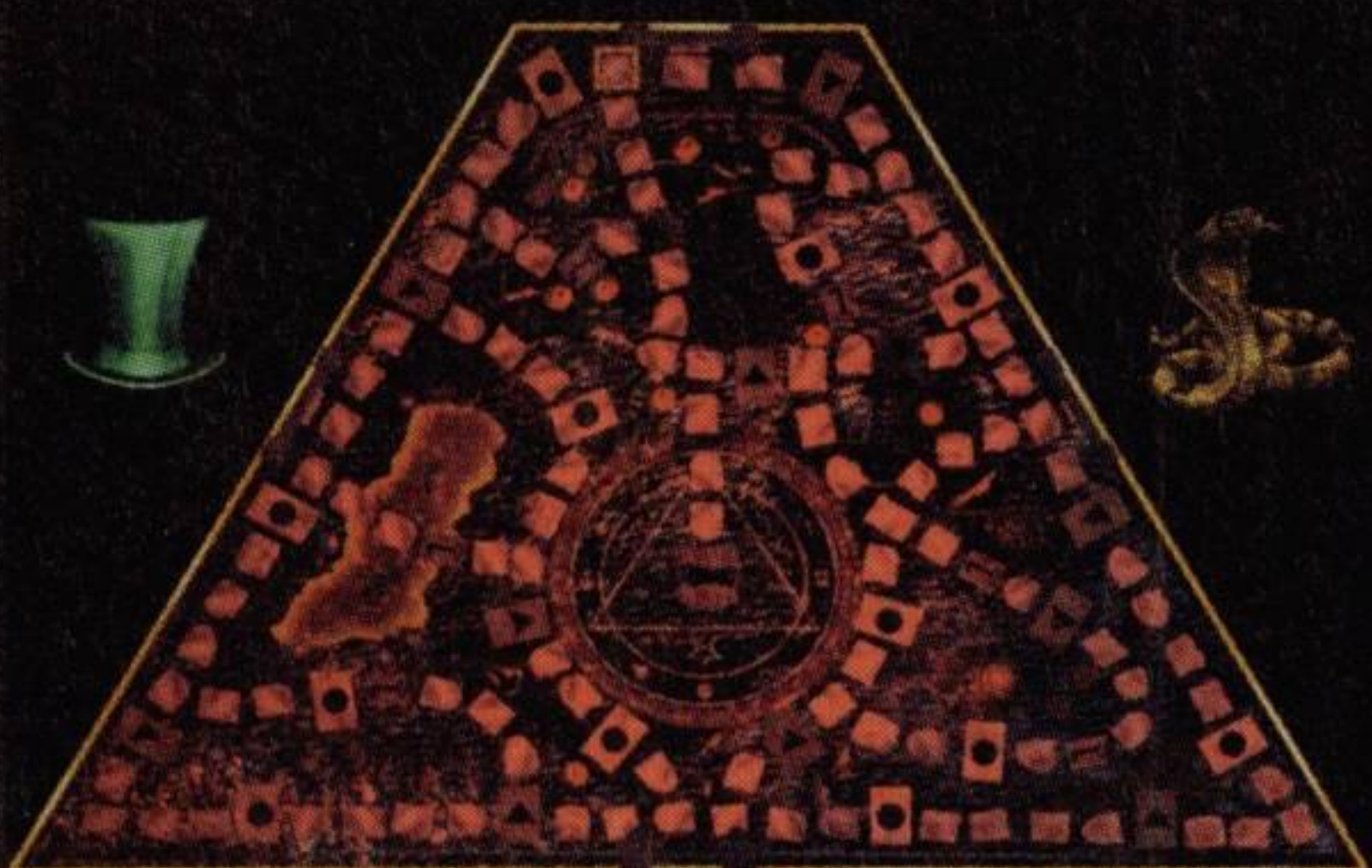
I'M NOT PAYING YOUR DENTAL BILLS LADY!



I'LL TAKE THE ONE ON THE LEFT



DEFINATELY NOT VISENE EYES



AUTOMAP FUN FOR THE WHOLE FAMILY



SESAME STREET FLASHBACK?



YUP.. IT'S A GATE

**VISUALS 88** - Tasty 3D board game environment. Atmosfear's strong point.

**SOUND 64** - Yeah, there's speech, but it's very un-witty. Music comes on a separate CD.

**GAMEPLAY 62** - The few tactical bits are either unfair or left to chance. Otherwise it's left to the luck of the dice.

**LASTABILITY 66** - Not too good for one player, but a group of friends might keep at it.

**OVERALL 68** - This could have been better but it's worth a look. Maybe a sequel will come up with improvements.

# Third Dimension

What was the world's number one video board game is now out on PC. DAN TOOSE runs up to face the Gatekeeper, who promises to put him through misery... is that something to promise a reviewer?

It's been done before with titles like Monopoly, but it'd be fairly safe to say that board game conversions are few and far between. Why is this so? Well, let's face it, people like to have something in their hands. The entourage of snooker/pool games out there haven't emptied out the pubs, have they? Here's a board game though, where one can actually understand the transition to computer game, mainly due to the involvement of video sequences.

#### Your Greatest Fear

Atmosfear is a game where one to six people can compete against one another in a nightmarish land in a quest for power. Players select one of the notorious Harbingers (nasty evil monster dudes/dudettes), then select their greatest fear, and then head off into the game. It's not a game show, but there's a cheesy host to the contest anyway... The Gatekeeper, who only ever seems to appear as a set of eyes in bad need of some drops.

The game is split up into eight board areas, six of them being the home provinces of the Harbingers, one being an underground tunnel connecting them all, and the last being the final approach to the Gatekeeper. Players take turns at rolling dice to move through the provinces and search for the keys to unlock the doors from each Province, and ultimately to enter the centre board to face the Gatekeeper. As an alternative to actually moving, the players can "duel" one another in an attempt to steal their keys, or to place a curse upon them.

A great deal of work has obviously gone into the graphics for Atmosfear, wandering through the Provinces is a somewhat gloomy, yet very picturesque way to kill time. It's all SVGA 3D graphics and it doesn't require a killer machine to run quickly. Not a lot of animation throughout Atmosfear, except when you start the game and get a fly-by of your Province, which shows off the effort that's gone into the game areas. The Harbinger screens look thoroughly disgusting, which is of course the idea, spiffy graphics in abundance.

There's no music on the game CD, but there's a extra music CD included which has suitable atmosfear-ic sounds that are synced to the gameplay, so if you've got a spare CD player near your computer you should whack it on for the full effect. Instead of music in the game, you've got the Gatekeeper taunting you as you struggle through his dreary demesne. We hope you're fond of the words "Maggot" and "Twit", because you'll be hearing them lots. "Peek-a-boo" is also one of the Gatekeeper's common taunts, which makes us wonder what's happened to horror film characters since we last went to the movies. In general the taunts and comments lack wit and impact, which is a pity because this could have been a strong point for the game. There are other little sounds here and there, like your footsteps, stone container thingies grinding open etc, but with a CD ROM game, you'd expect a bit more.

#### Fate, Luck & Skill

Since Atmosfear is based on a board game, you can't expect the gameplay to be revolutionary, as it's all based on simple ideas. The game has a time limit, and each turn has a time limit as well, both of which can be adjusted by the players at the beginning of the game. There are only two aspects of the game that allow players to use skill and tactics. The main aspect is making decisions on which paths to take whilst travelling through the Provinces, so they can get to the locations they're after. Real skill is involved when players duel against one another. Duelling is done by having the players adjust a meter that represents a percentage of their power, so it's all skill of mathematical judgement and of memory, since the player's actual power score is displayed only at the beginning of their turn. One thing that makes this unfair is that whoever selects their percentage second has the advantage of seeing how much power their opponent has invested in the duel.

There are bonuses and penalties all around the boards, with players able to collect power bonuses for their duels, and to just as easily lose them by some rotten twist of fate. Just when you thought you were safe strolling into a rather plain looking square, the Gatekeeper can penalise you on the spot, or put you into some sort of contest... like a game of Blackjack.

If you're going to play alone, there's a difficulty rating that can make the game either dead simple to win or utterly impossible. We'd strongly recommend you play the game with friends though, because all the novelty is going to be in cursing your buddies (or your family), not in seeing the end of the game.

All in all, Atmosfear is let down by a lack of variety in sounds and gameplay. It'll keep a group of younger gamers amused for hours, but will otherwise impress only the hard core board gamers.



I BET SHE PICKS HER NOSE!



I HATE FLOATERS



IS THAT A PYRAMID OR A CASINO?

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## Descent

PlayStation

AVAILABLE: NOW  
 CATEGORY: ACTION  
 PLAYERS: 1-2 (LINK-UP)  
 PUBLISHER: INTERPLAY  
 PRICE: \$99.95  
 RATING: GS

Let's just cut to the chase: *Descent* on the PlayStation is awesome! While I found the Macintosh version mighty cumbersome to play using the keyboard, the multiple (customisable) buttons on the PSX pad made piloting a breeze, which let me enjoy the exhilarating blasting action! You're the pilot of a hoverjet and your mission is to destroy automated mines that have gone a bit loopy from alien intervention. There's also hostages to rescue! Essentially, it's *Doom* in a jet, but as many of you know, it's the full 3-D environment of the levels that set it apart from other first person blasters.

Besides the odd bit of slowdown, *Descent* on PlayStation moves very smoothly (especially compared to the version running on my low-end PowerMac!). In addition to some graphic enhancements: the various lasers cast coloured reflections on the walls as they speed down corridors and rooms (a great touch), there's also more overall detail and the addition of some CG cut-scenes make things more interesting. While the intro is rather dull, the scene where your craft escapes the flames of the exploding mine after you take out its fusion reactor makes completion of a level even more satisfying! The new music also sounds much better than the dinky Casiotone-ish tunes on the Mac.

Enhancements aside, it's the sheer playability that make *Descent* so good. Enemies lurk around corners or in the shadows and attack suddenly, which definitely gets your heart rate going. The level designs are incredible: massive and sprawling, so working out how to get around is a challenge in itself! While the 3-D map may look overwhelming at first, it's quite easy to use. What I really like is how the exit isn't in the same chamber as the reactor and you'll have to remember exactly where it is when the reactor goes, otherwise you'll be nuked along with the mine.



If you're into first person shooters and have conquered the too-short but otherwise excellent *Alien Trilogy*, then *Descent* is your next must buy! While it lacks the terrifying cinematic atmosphere and fantastic 'sets' of the former, the mindbending 3-D freedom offered here gives it a totally different feel and the increasingly complex level designs and aggressive enemies will ensure that you'll be hooked for quite a while! Those of you who have been put off by the PC and Mac controls should take another look, as this game simply too good to dismiss. The two player linkup is another plus. Just don't forget your sick bags!

VISUALS 90  
 SOUND 90  
 GAMEPLAY 96  
 LONGTERM 95  
 OVERALL 94

AMOS WONG

## Extreme Pinball

PlayStation

AVAILABLE: NOW  
 CATEGORY: PINBALL  
 PLAYERS: 1-4  
 PUBLISHER: EA  
 PRICE: \$99.95  
 RATING: G



I'm feeling a little "Extreme-ed out" just now, after playing and reviewing *Extreme* this, *Extreme* that and *Extreme* everything over the past few months. So what does Stuart hand me? *Extreme Pinball* for the PlayStation. Hey, I've already reviewed this in its PC incarnation, so maybe I can just repeat what I said in that and hope no one notices. It worked for *FIFA 96*.

Well, I could, I suppose. Except, I would be lying. You see, *Extreme Pinball* (PC) was half-decent. It wasn't the greatest pinball sim ever, but it was reasonably playable and moderately enjoyable. *Extreme Pinball* (PlayStation) - purportedly exactly the same game, featuring exactly the same four tables, same options, same graphics, same music, same sound effects - is, on the other hand, dire.

How is this possible? A couple of reasons. One, the view you get of the table is incredibly small. You only see roughly just over a quarter of the table on screen at any given moment. Now, the PC version had a small view, but I don't think it was quite as tiny as this. What it means is that you have no real idea where any of the targets are above you and, consequently, it becomes difficult to judge how well-designed the tables actually are. The *Monkey Mayhem* table is actually quite clever (after determined play on the PC revealed), but here you're never going to get the chance to find this out. The second problem is that the ball moves unusually slowly, doesn't really "feel" right, and so fails to inject any excitement. Third problem is the horrendously long loading times for everything - it takes ages to load a table and then equally long to quit back to the menu screen.

To be perfectly honest, I hated every minute I played this.

DAVID WILDGOOSE

VISUALS 65  
 SOUND 70  
 GAMEPLAY 50  
 LONGTERM 35  
 OVERALL 40

## Wing Commander 3

PlayStation

AVAILABLE: NOW  
 CATEGORY: FLIGHT SIM/ACTION  
 PLAYERS: ONE  
 PUBLISHER: ORIGIN  
 PRICE: \$99.95  
 RATING: MA15+



Origin's space ace masterpiece finally hits the PlayStation. Many folks were jumping up and down in anticipation of this version, expecting a vast improvement over the PC game due to the PlayStation's wonderful knack of handling lots of polygons with ease. In case you've had your head in the sand (or somewhere more questionable), *Wing Commander III* is flight sim set in space, pitting the Human race against a bunch of large cats with a bad attitude known as the Kilrathi. You play Colonel Christopher Blair, and he's represented by that poor guy who'll never play a movie role that doesn't involve flying a spaceship, Mark Hamill. You're assigned by Admiral Tolwin (Malcolm McDowell) to join the TCS Victory in an attempt to drive the Kilrathi back their home planet and finish this war for good.

What makes WC3 special is the interactive storyline. It's not just a case of do the missions and get a shiny lump of metal at the end... Every time you fail or succeed in a mission you affect the storyline of the game. Not only does your flying affect the storyline, so does your personality (or lack thereof). You get to suck up to your crew mates, or be a total twonk if you like.

As a flight sim, WC3 is very nice. You get all the sort of options you'd really want in a game like this. An assortment of different ships to fly, a host of different guns and missiles with which to obliterate your furry opponents. Since you're the *Wing Commander*, you call the shots... ordering your wingman about as you battle your way through space.

The graphics are lovely, the PSX handles this sort of thing really well... although I was expecting more of an improvement over the PC version than there was. The cut scenes are flawless, but the animations of the crew on the ship are quite jerky compared to the PC, this being due to the PlayStation's lack of RAM.

The sound for WC3 is better than good... great SFX for all the weapons and explosions, very themely background music, and superb speech throughout the whole game.

There's only one department where WC3 falls behind on the PSX, and that's the playability. For some reason the actual flight controls seemed a little less responsive compared to the PC. You can do everything you did on the PC version, but it's all just a bit more awkward.

It's a game worth getting if you haven't played it, but if you own a PC, I'd suggest you get the PC version instead... or get WC4.

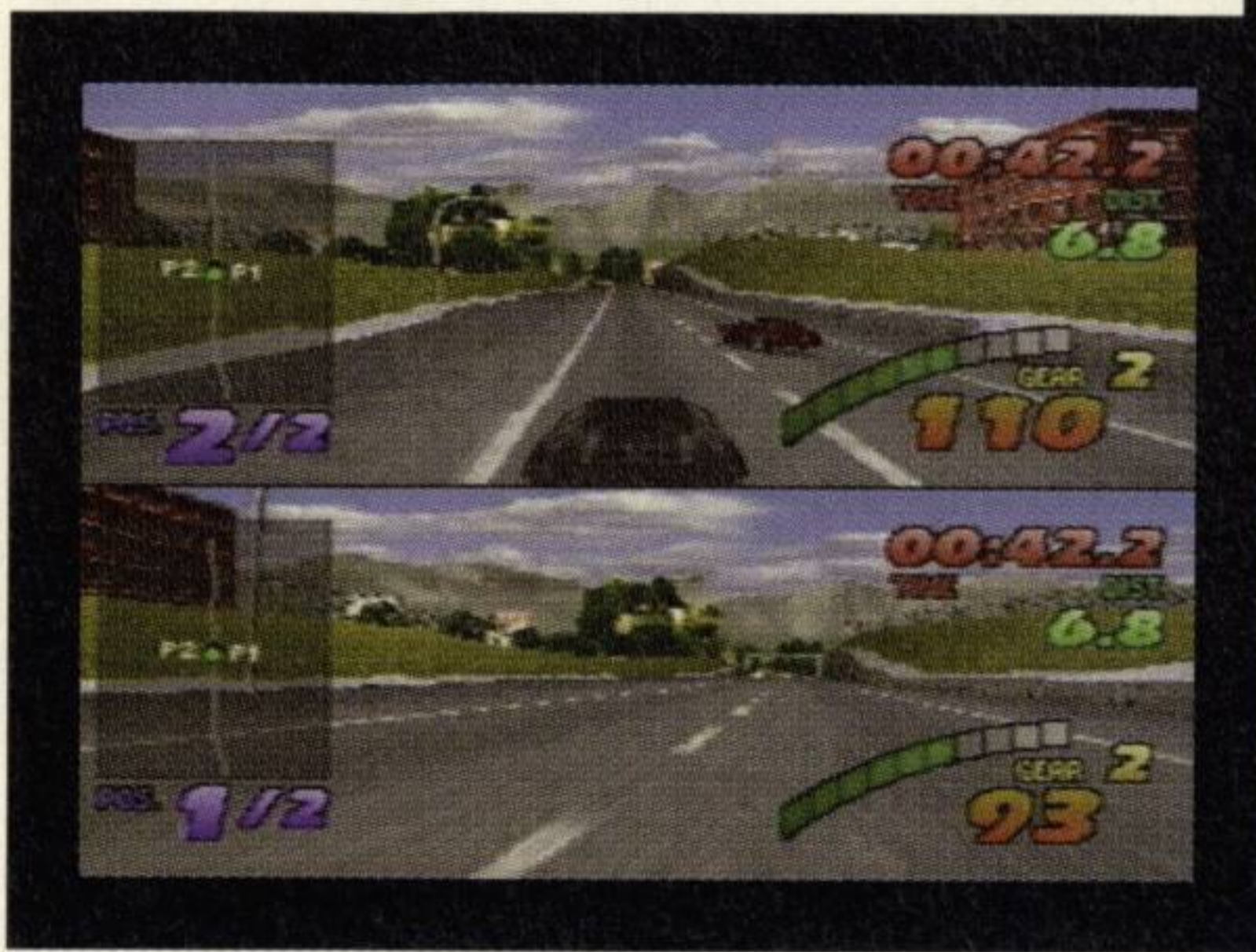
DANIEL TOOSE

VISUALS 95  
 SOUND 93  
 GAMEPLAY 90  
 LONGTERM 85  
 OVERALL 91

## The Need For Speed

PlayStation

AVAILABLE: NOW  
 CATEGORY: DRIVING  
 PLAYERS: 1-2  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: \$99.95  
 RATING: G



I must admit that I'd never sat down and played a big session of Need For Speed before, mainly because I thought it was a bit of an anal car simulator made for boys who have crushes on Porsches, Corvettes and Ferraris. Well, now I've got it on PlayStation I know what the fuss is all about and let me tell you, the Ferrari is looking sexier and sexier by the minute. What a horny beast!

If you've seen Need For Speed on the 3DO or the PC, you know what to expect here - lush graphics, multiple viewpoints, realistic sound effects (different engine sounds for each car), pumping music tracks (there's the choice between techno and rock), sexy sports cars and a great variety of courses (both circuits and street stages). What you've never seen before though is the split screen two player mode, which works like a dream and adds months to the longterm value of the game.

Even the one player game has some serious longterm value, much more than say Ridge Racer, as there's lots of cars to master (from a Mazda RX7 to a Lambourghini), lots of courses to complete and many different ways to play. In Tournament Mode you're going to have to come first on every track (easier said than done) to win access to the hidden track (lots of straight stretches and massive jumps - woohoo!). Time Trial is pretty straight forward and then there's Head To Head and Single Race, where you can choose to race against all the same car or the whole mixed bunch. Head to Head pits you against one other car and on the street segments you'll be racing through traffic, including cops who will pull you over for speeding if they catch you. Two fines and you're out of the race. Of course, racing sports cars very fast means that there'll be lots of spectacular crashes and Need For Speed has the biggest and best crashes I've ever seen. If you miss the subtleties of the carnage you can always watch the highlights of the race once you've finished and watch the best prangs frame by frame. Tasty.

All up, Need For Speed is a big winner and the PlayStation is probably the best version out there. The two-player split screen mode adds a whole new dimension.

Stuart Clarke



VISUALS 95  
 SOUND 92  
 GAMEPLAY 90  
 LONGTERM 90  
 OVERALL 92

## Magic Carpet

PlayStation/Saturn

AVAILABLE: NOW  
 CATEGORY: CARPET LAYING SIM  
 PLAYERS: ONE  
 PUBLISHER: BULLFROG/EA  
 PRICE: \$99.95  
 RATING: GS+



You know, Stuart once told me he'd ridden many a magic carpet, but I couldn't figure out what the hell he was talking about - until, that is, he showed me the friction burns on his knees and elbows. Then it hit me - before he was a high-falootin', video-gaming-type-guy he was a humble carpet cleaner! All those tedious hours on his hands and knees affected that boy deeply, transforming him into the not-so-kindly despot we know and love today. So it was with some hesitation that I accepted this assignment. How could I review a game so close to Stuart's heart and soul without bringing the painful, ugly memories of his past life to the surface? I couldn't. So I'll simply plead for forgiveness before we go on: Stuart, try and remember what the Little Digger and I always say - "You Will Save" (Don't worry, I've got no idea what he's talking about either - Stuart).

That said, we can get on with the review. Magic Carpet is an excellent, even somewhat original, game. It was excellent on the PC, and now it's excellent on the PlayStation and the Saturn. If the idea of flapping about on a magic carpet combating various wizards and creatures with an array of spells even vaguely appeals to you, you should give this a go, because the design of the game's various worlds and the flight engine (we're talking full 360 degree movement here people) are both very lovely. The game centres around the collection of "Mana"; with more Mana man, you (Junior Wizard, Class 2) become more powerful. You'll soon be able to alter the landscape (volcanoes are nice) to protect your lands and generally piss-off your enemies. The Mana element elevates (elevates, geddit?) Magic Carpet beyond the confines of a simple shoot 'em up. Yep, it's a strategy shooter and a damn fine one to boot.

Oh, and all 25 "Hidden Worlds" from the PC add-on disk are included in both versions.

ANDREW HUMPHREYS

VISUALS 85  
 SOUND 83  
 GAMEPLAY 88  
 LONGTERM 75  
 OVERALL 83

## Baku Baku Animal

Saturn

AVAILABLE: JUNE  
 CATEGORY: TETRIS-LIKE  
 PLAYERS: 1-2  
 PUBLISHER: SEGA  
 PRICE: TBA  
 RATING: G



Baku Baku Animal is yet another Tetris variant. But hey - that's not necessarily such a bad thing. The twist is this; instead of completing lines you match the animal with the food it eats. There's ridiculously cute pandas, dogs, rabbits and monkeys, who each eat bamboo, bones, carrots or bananas. When an animal lands next to the food it eats, it does a Pac Man like transformation and gobbles up all the food that is touching in one continuous block.

It's a minor change to the familiar formula, but it's enough to add some interest and additional complexity. Like in Columns, you can also build great chain reactions when the blocks get eaten away from underneath and fall down next to an animal who eats again and so on. Baku Baku Animal also avoids the monotony that can pervade line after line of endless blocks in traditional Tetris by being designed for two players all the time, whether it's a human or computer opponent. Whenever an animal eats more than one piece of food at a time, the excess blocks go to a meter above your opponents side of the screen and then get regurgitated on to their pile when they next land a block. Strategic building up of chain reactions can suddenly drop fifty or more blocks on your opponent who thought they were winning up to that moment. Delay too long in building up a chain reaction and your opponent might dump one on you first...

If you don't have a human opponent you play against a series of typically Japanese animated characters, who of course go from vegetable status to strategic masterminds with the reflexes of a hyperactive six year old. There's the usual full swag of options to play with, control settings, computer speed and intelligence and screen layout. The music, alas, is cutesy little jangles that sounds mildly amusing the first time you hear it but will have you clawing at eardrums maniacally if you don't disable it before too long.

If you generally like puzzle games, this is a good Tetris variant which especially in two player mode will have some decent replay value. Due to its non-violent and politically correct nature it's probably a good thing for concerned mothers who've heard too much about Doom to buy their kids. Those in search of more traditional pixilated blasting or biffa action need not apply.

ROGER BOLTON

VISUALS 83  
 SOUND 68  
 GAMEPLAY 86  
 LONGTERM 70  
 OVERALL 74

# Gex

## Playstation/Saturn

AVAILABLE: NOW  
 CATEGORY: PLATFORM  
 PLAYERS: ONE  
 PUBLISHER: CRYSTAL DYNAMICS  
 PRICE: \$99.95  
 RATING: G



Since there's a lack of platform games for the 32 bit machines, platform gamers who own them really get frustrated when what they have to play is not much more than a 16 bit platform game with better graphics. Gex is not really a new game, as it's been out the 3Do for a long time, but now Playstation and Saturn owners can get their paws on it too.

Gex is better than most platform games about, it has nice graphics, fairly cool gameplay, but most importantly it has great sound. Sound is not normally a drawcard for platform games, but when a game is packed chok-a-blok full of witty one lines which actually have something to do with what you're doing at the time, it is.

The game actually has a storyline of sorts too! You play Gex, a smart arse little gecko, who has been sucked into a bizarre TV realm by the evil cyber fly Rez. Your only hope in escape lies in jumping into different little TV worlds and collecting a remote control that switches on another TV in the area. The different areas include a Cemetery, New Toonland, Jungle Isle and Kung Fuville, each pack full of different types of nasties to get in your way.

This is not just one of those games where you jump from ledge to ledge picking up blobs. The game cleverly plays on the idea of life as a gecko by involving your tongue and tail as major parts of the game. Like all little lizards, you can run across walls and ceilings, even the walls that are facing the screen.

Enemies are despatched by whipping them with your tail, or whipping another object to make it fly into them. There are lots of bonuses and power ups to collect, including ice tongue, fire breath, speed, invincibility, etc.

There are cool touches like rockets you can ride, and alter the flight path of by moving along them, coffins that spring open when you step on them, hurling you into the air, etc.

The game has a password feature, so you won't have to keep playing the beginning levels over and over, which is a relief because the early levels are a bit dull, and the latter levels are great.

If you're not a fan of platform games, then it'd probably be best to wait for one of the big flash action titles. However, if you're into the platform genre, then this is definitely one of the best you can get your hands on for the PlayStation and Saturn right now.

DAN TOOSE

VISUALS 80  
 SOUND 93  
 GAMEPLAY 82  
 LONGTERM 82  
 OVERALL 85

# Bad Day on the Midway

## PC/MAC CD ROM

AVAILABLE: NOW  
 CATEGORY: TRIPPY ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: INSCAPE  
 PRICE: \$89.95  
 RATING: M15+



It's Mr. Ted!  
 WHAT'S THAT!

To be honest, I haven't the faintest idea what to do with this one. The Residents' Bad Day on the Midway is...well, different.

The Residents, I am informed, are veterans and mavericks of the American music industry. This is their third CD ROM and the first to claim, in some way, to being a game. A game? I don't know if I would quite go that far. To me, Bad Day is a fascinating and perplexing oddity, something that needs to be experienced rather than played. Perhaps though, I'm not going far enough, trapped within my own narrow preconceptions of what constitutes a game. And meanwhile The Residents are way, way, WAY out there.

It all begins when Little Timmy arrives at the sinister fairground of the Midway. Initially, you see the world through Timmy's eyes and can read his private thoughts appearing at the bottom of the screen as he wanders around the park. You'll find ten different attractions throughout the park, entering each one triggers a (sometimes lengthy) sequence that may reveal details about another character's murky past or simply add to the already unsettling atmosphere. When Timmy chances upon someone else in the park, you will get the opportunity to change into them ("swapping hosts") and continue your exploration. Each character sees the world and interacts with others differently, and can also venture into new areas of the Midway. You won't have a clue what you're doing the first few times you "play", but eventually you should notice people seemingly dropping dead on the spot and you'll finally realise what the manual means by a "murder mystery". It becomes obvious who the murderer is, but what is not clear at all is what you can do about it, if anything.

I don't know if I can recommend Bad Day. It looks and sounds like a terrifying nightmare, it contains every disturbing, close-to-the-bone cliché to do with dysfunctional, modern America, it is utterly unique. Then again, it could be a monumental indulgence, half-hearted, vacuous and wilfully obtuse. Yeah, okay, it's worth a look at least.

DAVID WILDGOOSE

VISUALS 90  
 SOUND 87  
 GAMEPLAY 75  
 LONGTERM 70  
 OVERALL 80

# Jane's Advanced Tactical Fighters

## PC CD ROM

AVAILABLE: NOW  
 CATEGORY: FLIGHT SIM  
 PLAYERS: 1-8 (NETWORK)  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: NA  
 RATING: G

To those of you who aren't aware of it, Jane's is the name of an organisation which publishes information about the world's military forces, Airborne, Naval and land based. Their first sojourn into the games field was with U.S. Navy Fighters, a great looking game that left a bit to be desired in the gameplay department as well as lacking realism in its flight model.

Flight sim fans basically fit into two camps, the arcade pilots who just want to go out and blast everything that moves, and those who prefer an experience which is as close to the real thing as you can get. Advanced Tactical Fighters, using a slightly tweaked version of the US Navy Fighters flight model, rests uncomfortably in between both camps and therefore may not be what either of them want. A.T.F. puts you in control of the world's most advanced operational and experimental fighter aircraft; machines like the Rockwell X-31, Dassault Rafale, F-22 and Lockheed Martin X-32 ASTOVL. Although some of these aircraft will never see operational service, Jane's has tarted them up with weapons and camouflage to allow all you would-be pilots to experience the wonders of thrust vectoring, advanced aerodynamics and stealth technology.

The mission structures should be familiar to anyone who's ever played a combat flight sim. There's a simple and a pro mission builder and, of course, the ever present campaign



mode too. Jane's has packed an extensive reference section (that's what they do best) into the game which has several movie clips for each aircraft as well as photographs, production histories and techy information. The aircraft graphics are pretty good but the ground terrain is quite basic. To be fair though, flight sims are massively processor intensive and we probably won't see a great deal of improvement in the visuals until the Pentium Pro becomes the most common processor inside the average gamer's PC.

The problem with A.T.F is that it's too complex to be an arcade game but slightly too simple to be a Sim lover's dream. There is no cockpit to speak of, all the information you require is shown on your HUD or on screens that are accessed with keystrokes giving the game an arcade sort of feel, but lovers of simple flying pleasures will be flummoxed at the plethora of keyboard commands.

All that said though it's quite fun to play when you set up your own missions (and don't have to fly around for ages looking for victims) and the network/modem are heaps of fun too.

GEORGE SOROPOS

VISUALS 89  
 SOUND 80  
 GAMEPLAY 80  
 LONGTERM 85  
 OVERALL 80

## Ridge Racer Revolution Playstation

### HOW TO ACCESS THE EXTRA CARS

Beat Galaga '88 by getting a Perfect score of 40. Go to the Select option and you can pick your cars.

### HOW TO ACCESS THE SECRET CARS

Take first in each track (novice, advanced, expert) then go back and race each track in Time Trial mode. After beating a track you will then have access to the special car for that track. The 3 cars are: Devil #13, Kid Car #13 and White Angel #0

### HOW TO ACCESS SECRET BONUS

Do not shoot any of the ships in the game Galaga '88. After all the ships have gone by, the game will display a small firework burst and say you have accessed the secret bonus. Go to the Other screen and you will now have access to set the game setting, from Normal, Morning, Evening and Night.

### SPINNING MODE

To access: Select Novice, Advanced or Expert "Time Trial Race" then start the game as you normally would but IMMEDIATELY after you press a button to start press and hold the accelerator and brake buttons at the same time. Then the race will begin like normal.. but when you reach the first "skidable" turn you will see the text "SPINNING POINT" come scrolling across the screen, after you pass that section a car will scroll across the screen with your spinning score.

## Alien Trilogy Playstation

Enter *GoLVL* & the level you want to start at as the password. Then Accept password, quit it, and start the game normally. Viola, you start at the level you desired. (There is no 0 available in the password section ! Select a 0 [Zero] !!) Level 34 for example is the end-sequence.



## Madden NFL '96 SNES

We gave you the codes for the Mega Drive, now for the SNESers. To change the size of the referee press start in a game to make it go to the game pause menu, and then press on the controller. The Referee will become a giant. To make him become a midget, do the same steps as above, except press instead of the other buttons above. These are the team codes. "L" and "R" stand for the buttons on top.

### AFC EAST

1973 Bills ALABY

1968 Colts BALBALL

1972 Dolphins LRBBB

1968 Jets ARRAY

1985 Patriots RAYBARY

### AFC CENTRAL

1981 Bengals RALLY

1965 Browns ALLRB

1980 Oilers ARABYA

1978 Steelers LAYBR

### AFC WEST

1977 Broncos BRAY

1981 Chargers AYRBALL

1969 Chiefs BLYRAY

1976 Raiders BYBYLA

1978 Seahawks ALAR

### NFC EAST

1975 Cardinals ABBA

1978 Cowboys BARBY

1960 Eagles ALLY

1986 Giants LBLARRY

1982 Redskins LYBRL

### NFC CENTRAL

1985 Bears YABBA

1979 Buccaneers YARR

1962 Lions BARRY

1967 Packers BAYBALL

1976 Vikings BRALL

### NFC WEST

1980 Falcons LYBRA

1984 Forty-Niners BAYARYA

1968 Rams BARLY

1979 Saints YALL

NFLPA Panthers LYBARY

## The Need For Speed Playstation

New Track, New Car, New Mode First, enter TSYBNS at the tournament password screen. This will allow you to race LOST VEGAS the extra track!! If you hold L1 and R1 at the car select screen (with the above code loaded) you will get the Warrior PTO car. It drives at 300mph!! If you hold L1 and R1 at the track select screen, the word RALLY MODE comes up. Now all the

tracks are covered in dirt except Rusty Springs. When L1 and R1 are pressed Rusty Springs becomes Oasis Springs. Same track, but in Egypt and covered with dirt!!

## Namco Museum - Galaga Playstation

For GALAGA on the Namco "Museum vol 1"

To disable the cpu ships from firing at you.

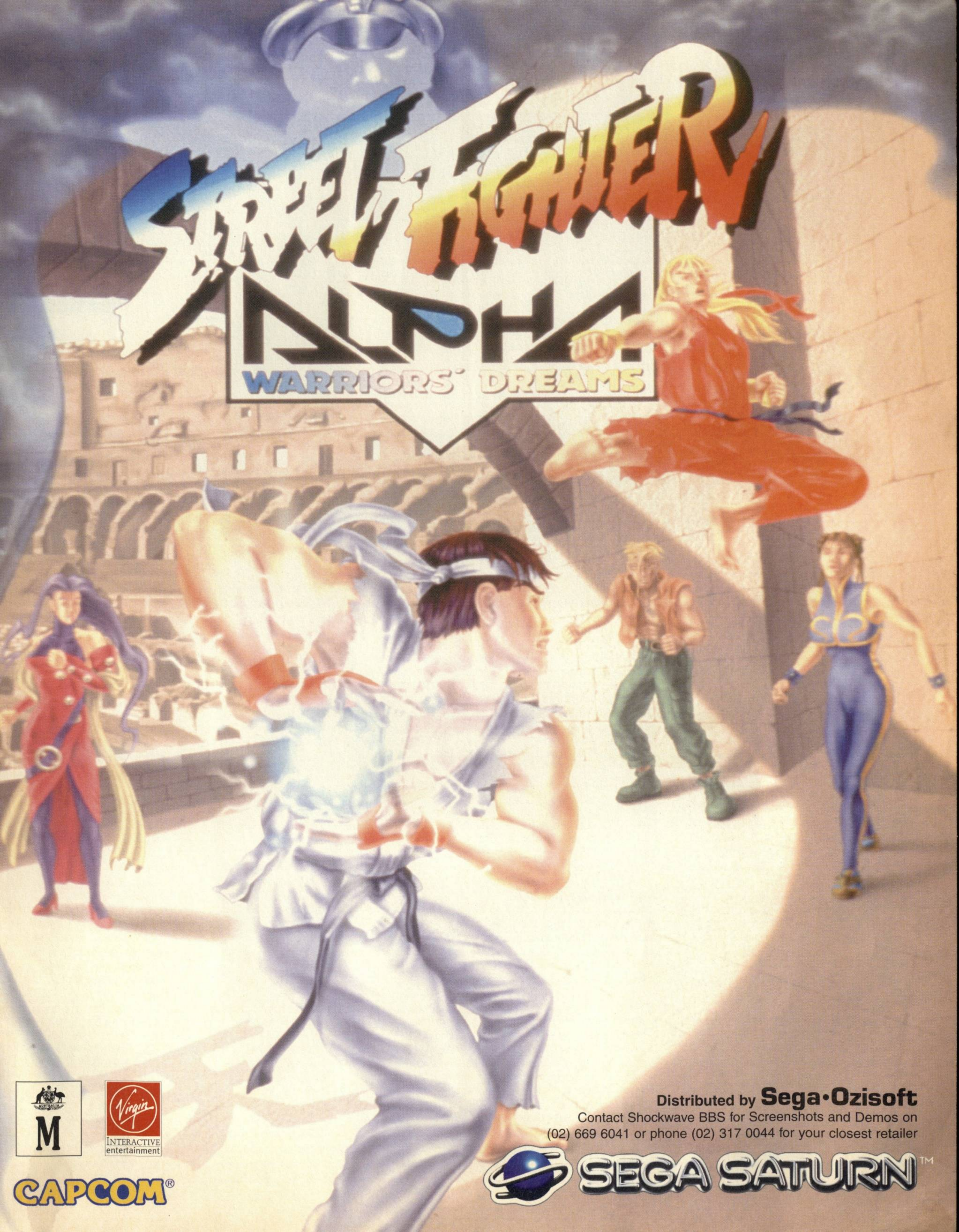
On stage one let all the enemy ships enter do NOT shoot until they have all come out then shoot every ship except the first two bees (yellow / blue) on the left side.. ie (top to bottom) After you have isolated the bees.. let them fly around for the next 10-15 minutes... DON'T SHOOT ONE SHOT DURING THIS TIME you just have to dodge them. Just wait patiently... after a while (10-15min) BOTH bees should stop shooting completely. To make sure let them pass by at least 2-3 times after you notice this then kill them. For the rest of the game, ALL enemies will not shoot.



# Street Fighter V

## ALPHA

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## Toy Story SNES

**FOR INVINCIBILITY:**  
In level 1, go to the dresser with the Army-men bucket on top. Stand on the lower drawer of this dresser and hold *down* on the control pad until you see the star in the upper left hand corner begin to spin (it takes about 6 seconds). When the star has begun to spin, you will now be invincible!

**FOR STAGE SKIP:**  
Once you have entered the invincibility code above, just pause a game and press the *Select* button to skip the stage you are currently on!

## Doom 3Do

This version is just an all round icky! You'd be very PO'ed about buying the game without these codes. Maybe you should get PO'ed...

All codes are entered while in the Auto-Map mode during gameplay. The game must not be paused. Correct code entry is confirmed by the sound of an explosion.

**WALLS ON MAP CODE:**

*LS,RS,RS,A,Left,Left,Up,A,C*

All walls will be displayed on the map.

**FULL MAP MODE:**

*LS,RS,RS,Right,Up,B,B,Left,RS*

All items will be displayed on the map.

**INVINCIBILITY CODE:**

*Up,Right,A,B,A,Down,A,LS,LS*

**WEAPONS AND AMMO CODE:**

*A,Left,A,B,A,Right,A,C,A*

All weapons and 500 rounds of ammunition will be available.

**LEVEL SELECT CODE:**

*LS,Up,C,C,RS,Down,A,Left,Left*

Restart the game for access to any level.

**SCREEN SIZE CODE:**

*Up,Right,LS,Up,Right,Right,RS,A,Left*

Allows the game to run in two additional screen sizes, including full screen.

## Thunderstrike 2 Saturn

These should get you through some the Saturn version of the game.

Note 0 = zero, O = Letter o

**SOUTH AMERICA**

Level 1 - *J6HHIFC5VBDVSIQ*

Level 2 - *JVVIIINC7CBDVROQ*

Level 3 - *JV4IURC7TBDVIPQ*

Level 4 - *JiMiURC9MBDVV4I*

**SOUTH AMERICA - STEALTH**

Level 1 - *J9U9U3CRNFDFS9Q*

Level 2 - *J94PUNCQ8DFDRK2*

Level 3 - *J819V7CSFFDFI4I*



**PANAMA CANAL**

Level 1 - *JSPVMCC0JCF5F2*

Level 2 - *JSQ9SUCUJCFRT2*

Level 3 - *JJ19S6K13JCFoTQ*

**CENTRAL AMERICA**

Level 1 - *J10PT3C05NAFTPO*

Level 2 - *JIT9TBCJ8NAFRU2*

Level 3 - *JL5PTNCLGNAFI62*

**EASTERN EUROPE**

Level 1 - *JL08QF4NEREFS6I*

Level 2 - *JK6KRVCMPREFRVA*

Level 3 - *JNB4RDKBIREFIQ*

**GULF 1 - CAPTURE**

Level 1 - *JNV4RBSAAVMFSK2*

Level 2 - *JN64RNSCNVMFQ2Q*

Level 3 - *JM44RNSF2VMFIQ*

## D PSX/PC/Saturn

**FIRST LEVEL WALKTHROUGH**

**First level:**

You begin facing a table. Proceed towards the door on the left. Go directly up the stairs to the far room. Go to the dresser and open first the IV (4) drawer and then the II (2) drawer. You will be given a wrench. Next look in the fireplace, there you will find a key.

Go back downstairs and back into where you started. There will be a door on the far side of the room. Use the key to unlock it then go inside and to the left. Walk to the small box on the wall, the counter will read 00 when you go to use it. Pull the lever and immediately push it back up (try to get the number

7) next pull the lever and lift it back up (try to get the number 8) the box will unlock and you can remove the ring inside. (You will notice that whatever you get on the first number will make the second slot backup that number of times. Leave the room and go back to the hallway at the foot of the stairs.

Turn into the room on your right (the one facing the mirror) use the wrench on the lug at the kegs spout. This will lock the wall of spikes. Go down the stairs and use the ring on the door to unlock it.

## NBA LIVE '96 Mega Drive

We told you how you can play as Michael Jordan, well, here's just a few more names for you to enter. Simply enter the player names in the editing option, and you've got the player, stats, the works. Thanks to **Brandon Mullet** ([warpaped@iac.net](mailto:warpaped@iac.net)) for this monster list.

**HALL OF FAMERS**

Julius Erving  
Pete Maravich  
Bill Russell  
Wilt Chamberlain  
George Mikan  
Bill Walton  
Nate Archibald  
Rick Barry  
Elgin Baylor

Bob Cousy  
Dave Cowens  
Elvin Hayes  
Oscar Robertson  
John Havlicek  
Jerry West  
Walt Frazier  
Calvin Murphy  
K.Abdul-Jabbar  
George Gervin

**GREATS**

Larry Bird  
Magic Johnson  
James Worthy  
Kevin McHale  
Isiah Thomas  
Bill Laimbeer  
Michael Jordan  
Charles Barkley

**EA PEOPLE**

Mike Kiernan  
Gary Shaw  
Brian Krause  
Amory Wong  
Ken Thurston

**ROOKIES**

Jerry Stackhouse  
Greg Ostertag  
Cuonzo Martin  
Antonio McDyess  
Lou Roe  
Chris Carr  
Kevin Garnett  
Dragan Tarlac  
Don Reid  
Cherokee Parks  
Terrence Rencher  
C.Williamson  
Joe Smith  
Junior Burrough  
R.Childress

Rasheed Wallace  
Andrew DeClercq  
Bryant Reeves  
Jimmy King  
Damon Stoudamire  
Lawrence Moten  
Shawn Respert  
Frankie King  
Ed O'Bannon  
Rashard Griffith  
Kurt Thomas  
Donny Marshall  
Gary Trent  
Dwayne Whitfield  
Eric Williams  
Erik Meek  
Brent Barry  
Donny Boyce  
Alan Henederson  
Eric Snow  
Bob Sura  
Anthony Pelle  
Theo Ratliff  
Troy Brown  
Jason Caffey  
George Banks  
Michael Finley  
Tyus Edney  
George Zidek  
Mark Davis  
Travis Best  
Jerome Allen  
Loren Meyer  
Martin Lewis  
David Vaughn  
Fred Hoiberg  
Sherell Ford  
Constantin Popa  
Mario Bennett  
Cuonzo Martin



# PowerPlay

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# PowerPlay

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## Toshinden 2 Playstation

### FACING THE BOSSES

**Uranus and Master** - Just beat the game on the default setting you can set the number of bouts to win to one to make it easier, you must get your name up for this to work. After you've done this at the char select screen, hold select on the ? to slow down the random select and wait till you see them.

**Sho and Vermillion** - turn the difficulty to 5 in options then beat it with Master and there you go.

### SELECTING BOSS CHARACTERS

#### Uranus and Master code

At title screen on controller one while words are flying in hit  
*L1, L2, Tri, R1, R2, Sq*

#### Sho and Vermillion code

At title screen on controller two while words are flying in hit  
*Sq, R2, R1, Tri, L2, L1* (after the first code has been entered).

#### Remove powerbars code

Pause the game while fighting then hold down *o, Tri, Sq, X*, hit *select* twice.

#### SPECIAL MOVES FOR ALL CHARACTERS

##### Key:

*d* = down  
*f* = forward (toward char.)  
*b* = back (away from char.)

*u* = up

*d/f* = diagonally down forward

*d/b* = diagonally down back

*o* = the o button

*X* = the x button

*Tri* = the triangle button

*Sq* = the square button

*hcf* = half circle forward

*hcb* = half circle backward

#### New Moves For Everyone

Pounce (while other player is on the ground) - *Tri + o*

Stomp (while other player is on the ground also must be close)

- *Sq + X*

Quick roll

- *f, hold f, and a roll button*

Running moves - simply press any button while running

Four button trick - *X+o+Tri+Sq* and *b* or *f* or *d* to access special moves also works in the air

#### Eiji

Fireball - *d, d/f, f, Sq* or *Tri*

Uppercut Swing - *f, d, d/f, Sq* or *Tri*

Sword Flip - *b, d, d/b, Sq* or *Tri*

Flamekick (done in the air) -

*d, d/b, b, X* or *o*

Slide Kick - *d/f, X* or *o*

Overdrive - *X+o+Sq+Tri* or *R1+R2*

Desperation - *hcb, hcf, Tri* or *R1+R2*

Special - *f, d, d/f, f, d, d/f, Tri*

(Crescent sword swing plus two fireballs)

#### Kayin

Fireball - *d, d/f, f, Sq* or *Tri*

Angled Uppercut Swing -

*f, d, d/f, Sq* or *Tri*

Scottish Moon (done in air)

- *d, d/b, b, X* or *o*

Scottish Moon (done on ground)

- *d, d/b, b, b/u, X* or *o*

Leg Crush - *d, d/b, b, X* or *o*

Double Sword Thrust - *d/f, Tri*

Overdrive - *X+o+Sq+Tri*

Desperation - *hcb, hcf, Tri*

Special

- *f, d/f, d, d/b, b, d/b, b, f, b, o* (Triple

Leg Crush plus Scottish Moon)

#### Sofia

Thunder Ring (also can be done

in the air) - *d, d/b, b, Sq* or *Tri*

Russian Revolution - *hcb, Sq* or *Tri*

Glowing Flip Kick - *hcf, X* or *o*

Whip Attack - *d, d/f, f, Sq* or *Tri*

Overdrive - *X+o+Sq+Tri* or *R1+R2*

Desperation - *f, b, f, b, Tri*

Up Sphere - *d,d/b,b,Sq* or *Tri*  
 Pagoda Kick - *d,d/b,b,X* or *o*  
 Lunging Claw - *b,f,Tri*  
 Sliding Claw - *d+X* or *o*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *f,b,d/b,d,d/f,f,b,Tri*  
 Special - *f,u/f,u,u/b,b,f,df,d,o*  
 (Super Blast Ball—twice the size of his regular one)

**Mondo**

Long Spear (fireball in the air) - *d,d/f,f,Sq* or *Tri*  
 Uppercut Spear Swing - *f,d/f,f,Sq* or *Tri*  
 Spinning Spear - *hcf,Sq* or *Tri*  
 Low Spear Lunge - *d,d/b,b,Sq* or *Tri*  
 High Spear Lunge - *b,d,d/b,Tri*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *d,d/f,d/f,b,Tri*  
 Special - *f,u/f,u,u/b,b,f,df,d,o*  
 (Uppercut into falling staff spin)

**Duke**

Southern Cross (runnig sword flip) - *f,f/d,d,Sq* or *Tri*  
 Cyclone (can be done in air) - *d,d/f,f,Sq* or *Tri*  
 Sword Combo - *f,d,f/d,Sq* or *Tri*  
 Lunging Sword - *d,d/f,f,X* or *o*  
 Overdrive move - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *d/b,d,d/f,f,Tri*  
 Special - *df,d,db,d,df,d,f,b,Tri*  
 (Power Swing plus multiple slashes)

**Ellis**

Spinning Attack - *d,d/b,b,Sq* or *Tri*  
 Air Attack (only in the air) - *d,d/b,b,Sq* or *Tri*  
 Uppercut - *f,d/f,f,Sq* or *Tri*  
 Air Roll - *d,d/b,b,X* or *o*  
 Flip Kick (only in the air) - *d,d/b,b,X* or *o*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *f,b,f,b,Tri*  
 Special - *d/f,d,db,d,df,b,f,b,Tri*  
 (Flip Kick & Power Dive into Sparkles)

**Gaia**

Down firball - *hcf,Sq* or *Tri*  
 Sword Slice - *d,d/b,b,Sq* or *Tri*  
 Lunging Sword - *f,d,d/f,Sq* or *Tri*  
 Air Roll - *d,d/b,b,X* or *o*  
 Strong Sword - *b,f,Tri*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *hcb,hcf,Tri*  
 Special - *u,u/b,b,d/b,d,d/f,f,Tri*  
 (three Flaming Slashes)

**Tracy**

Ground Shock - *d,f,d/f,o* or *Tri*  
 Tazer - *hcf,Sq* or *Tri*  
 Flip Kick - *f,d,d/f,X* or *o*  
 Side Step Uppercut - *f,d,d/f,Sq* or *Tri*  
 Rolling Air Attack - *d,d/b,b,X* or *o*  
 Air Attack - *b,d,d/b,Sq* or *Tri*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *f,b,f,b,Tri*  
 Special - *f,d/f,d,d/b,b,d/b,b,f,b,o*  
 (Mini Spaz Attack)

**Chaos**

Breath Attack - *d,d/f,f,Sq* or *Tri*  
 Sonic Rings (only in the air) - *d,d/f,f,Sq* or *Tri*  
 Rolling Attack - *hcb,Sq* or *Tri*  
 Jump Dive Attack - *hcf,X* or *o*

Crab Attack - *f,d,d/f,X* or *o*  
 Ground Fireball - *hcb,d,d/f,f,Sq+o*  
 Super Uppercut - *hcb,hcb,d/f,Sq+o*  
 Super Ground Firewall - *hcb,f,d,d/f,Sq+o*  
 Super Flamming Palm - *hcb,d,d/b,Sq+o*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *hcf,hcf,Tri*  
 Special - *hcb,hcb,f,Sq+Tri*  
 (Triple Fireballs)

**Uranus**

Green Arrow - *d,d/f,f,Sq*  
 Double Green Arrow - *d,d/f,f,Tri*  
 Low Green Arrow - *d,d/f,f,X*  
 Low Double Green Arrow - *o*  
 Fly Move (in the air) - *o*  
 Dragons Breath - *f,d,d/f,X* or *o*  
 Low Flaming Lunge - *f,b,f,b,Sq* or *Tri*  
 Flame Ball - *hcf,hcf,o*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation move - *hcb,hcb,Tri*  
 Special - ? (just her desperation at any time)

**Master**

Shin Basher - *hcf,Sq* or *Tri*  
 Up Sword - *d,d/b,b,Sq* or *Tri*  
 Sword Attack - *d,d/f,f,Sq* or *Tri*  
 Uppercut - *f,d,d/f,Sq* or *Tri*  
 Sword Combo - *f,b,f,b,Sq* or *Tri*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*

Desperation - *hcf,hcf,Sq* or *Tri*  
 Special - ?

**Sho**

Eiji Uppercut - *f,d,d/f,Sq* or *Tri*  
 Kayin Uppercut - *b,d,d/b,Sq* or *Tri*  
 Leg Crush - *d,d/b,b,X* or *o*  
 Flamekick (must be in the air) - *d,d/b,b,X* or *o*  
 Scottish Moon (can be done in the air) - *d,u,X* or *o*  
 Scottish Moon fake - *d,d/f,f,X*  
 Scottish Moon fake then Flamekick - *d,d/f,f,o*  
 Sword flip - *d,d/b,b,Sq* or *Tri*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *hcb,hcf,Tri*  
 Special - *f,d/f,d,d/b,b,d/b,b,f,b,o*  
 (flare burst)

**Vermillion**

Shotgun - *Tri*  
 Pistol - *Sq*  
 Shoot Up - *d,d/b,b,Sq* or *Tri*  
 Energy Attack - *f,d,f/d*  
 Rolling Kick- hold *d,X* or *o*  
 Face Smash- *o* in the air  
 Overdrive- *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *hcf,hcf,Tri*  
 Special-?

**MISC CHEAT INFO**

\* When random selecting it is possible to choose from more

than just the two standard colour sets.

Pressing each one of the four attack buttons (*Tri,Sqr,X,O*) yields a different set.

\* Wait for opponent to stop bouncing before a pounce or stomp move

\* Pressing select during the match preforms a taunt move. (It increases your opponents special meter.)

\* Beat the game with either Sho or Vermillion and you can access the characters special moves with *R1+R2*

\* Beat the full battle mode on the highest difficulty and you can fight Vermillion.

\* Select Gaia from the select screen, (it will work in ethier 1 or 2 player) before it says "Fight", QUICKLY press *up, up, up, down*, then about 5 pieces of armour will fly around Gaia and they will mold to his body and then you have Armoured Gaia! He can takes about 1/2 normal damage but he is very slow. *Hyper will be looking out for more moves for you Toshinden 2.*

Special (Her old Rattlesnake special) - *f,d/f,f,b,d/b,b,f,b,Tri*

**Rungo**

Fire Wave - *d,d/f,f,Sq* or *Tri*  
 Spinning Attack - *f,d,d/f,X* or *o*  
 Rising Attack - *f,d,f/d,Sq* or *Tri*  
 Batter Up - *hcb,Sq* or *Tri*  
 Triple Kick Combo - *d,d/b,b,X* or *o*  
 Overdrive - *X+o+Tri+Sq* or *R1+R2*  
 Desperation - *hcf,hcb,Tri*  
 Special - (jump or swing club first),*u/f,u,u/b,b,d/b,f,b,d,o* (Seven Deadly Kicks then gets tired)

**Fo**

Mystic Sphere (can be done in air) - *hcb,Sq* or *Tri*  
 Travelling Sphere - *b,d/b,d,d/f,Sq* or *Tri*

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You all probably know by now how much we love Virtua Fighter 2 and how excited we are at the prospect of playing

## Virtua Fighter 3.

Well, just in case you're not aware we thought we'd print some more grabs of the upcoming arcade game so we can all be excited together.

There you go then...

### SUPER CONSOLES & SUPER MODELS

Attention HYPER,

I am writing to you in the hope of not only proving my extensive knowledge of video games (and most everything else for that matter) but also that I may offend some of your more insecure readers with my insubordinate and irreverent opinion. Besides, there's nothing on TV and I'm all out of beer.

Not long ago I traded in my beloved SNES and games and bought myself a PlayStation. It was kind of like dumping you long time faithful girlfriend for some super model looking babe you've only really spoken to once. At first you can't take your eyes off her and you want to show her off to all of you mates. However after a while you begin to remember all of the fun times you had with your old girl, who you knew inside and out (so to speak) and you can't help thinking that all this new chick is after is your hard earned cash.

While my analogy may seem overly critical of the PlayStation, my point is that once the initial graphical and aural impact has worn off, the game's actual gameplay content is far from revolutionary. Some examples are as follows:

\*Wipeout looks awesome, sounds incredible and is indeed a lot of fun to play, yet I find myself getting

constant flashbacks to F-Zero and, frankly, I consider Super Mario Kart to still be a superior game when all is said and done.

\*Total NBA 96 offers incredible realism in terms of both graphics and audio but how much more fun to play than NBA Live 16-bit is it really? (Perhaps the fact that I'm crap at it doesn't help, still the question remains valid).

\*Doom on PlayStation is supposedly the best version available. Sure, I won't argue with that, its a truly great game and I love it immensely. Even so it is still Doom and not a new game by any stretch of the imagination.

A lot of the latest fighting and racing games seem to be more concerned with out-polygoning each other than adding depth and novel features to already proven formulas. How about including submission holds to a Virtua Fighter type beat-em-up for instance?

Okay, so I've been pessimistic long enough. I reckon the PlayStation and Saturn (which I may still purchase) are both very cool systems with great games, its just that at this stage they don't really offer some kind of new era of fun, as all they hype (not you guys in particular) would have us believe. Personally my biggest hopes are still with Nintendo's N64, because if they can make a game as excellent as Zelda on the lowly Gameboy (a true classic

in my book), the mind boggles to think of what they'll come up with on a 64 bit wonder toy. The mega babe with an intriguing personality may be on the way.

In closing I invite anybody who disagrees with any of my points to write in and abuse the hell out of me (think of it as private bondage of some sort).

*Love and kisses*

**SAM "THE RAM" HILLIER**  
Frankston VIC

*Sam, some excellent points but I think you'll probably find a lot of people disagreeing. Sure, the games released so far on the super consoles have not been "revolutionary" in gameplay terms but the graphic advancements has certainly put us in a new era of fun and I'm sure when programmers come to grips with 32bit gaming then gameplay enhancements will follow.*

A BIT OF A WHINGE

HYPER-dudes,

Great Web site guys... but I would just like to have a whinge about some of the so-called game titles that have been released for the PlayStation (and no doubt Saturn, etc). Some of the titles are of so limited depth, my 10 year old cousin sees through them. Sure, they look great, but I wish that the games publishers would credit us with more brains... or seriously re-evaluate who their market really is (I am X-Gen by the way), because I find it annoying that a game costing \$90-\$100 lasts two days (i.e. Krazy Ivan) or where you can't be bothered going past the second level (i.e. Loaded) because you seem to repeat what you did in the level before, or a game that could have been done much better (i.e. WarHawk or Extreme Games).

WipeOut on the other hand is a cool game (even though it has limited depth and number of tracks), but the graphics are nice and the sound track is really cool and the game itself is challenging, especially in multi-player.

One out of five games is not a really good score, but I suppose I picked the wrong games in the first place... not that there was a lot to pick from...

It might just be a "first-round-of-crap" at the moment. Hopefully the games developers will stop thinking in 2D when creating 3D games, then we will see some really awesome titles.

And I would rather play the game than watch some B-grade (or C-grade if it is possible) acting in the intro and in-between scenes - they detract from the games overall quality.

*Thanks for listening to my whinge.*  
Regards,

**DAVE**

*Dave, I would agree that some of the early PlayStation (and Saturn) titles are not exactly long-lasting and the excellence of the graphics overshadowed the limited gameplay but that situation is changing rapidly, especially as PC titles such as Doom, Magic Carpet etc are being ported over.*

*I would also agree that video gamers are suffering too much appalling acting (and scripting) in intros and cut scenes, but that's changing too.*

CARTS VS CDS

Dear HYPER,

I am just writing to talk to you about the Nintendo 64. In the April issue some guy wrote in about "Mister Black". I'm not going to research his name because I can't be bothered (e-mail has softened me too much). First of all, the Nintendo 64 uses cartridges, which we all know. What this guy forgot is that they are a lot speedier than CDs. Even if cartridges held as much memory as a CD, there would still be no access time.

And 64MB compressed is more than enough for a game. What would you want the other 600MB for? FMV? If you want that then go to your local library and have a look at Encarta. I even heard that N64 could have compression at 8:1. That would mean 512MB. Yep. And all this without access time. That's all, but first I'd like to add something to the department of stupid information.

Did you know that the SNES only has 128KB RAM. Did you also know that Earthworm Jim on PC needs 8MB RAM, and prefers 16MB. Shocking isn't it. See ya, keep up the good work on the mag.

**BEN GRAY,**  
rgray@tpgi.com.au

*Well the argument's continuing, but Andrew Monk's point in the April issue was that with such complex compression techniques there could indeed be access time. This is not confirmed yet so it's probably best not to wildly speculate. I'm going to the E3 in Los Angeles where I'll get my hands on the Nintendo 64 so I'll report back then.*

MY 486 IS BETTER THAN A PENTIUM  
To HYPER,

You people are bloody stupid! If I went out and bought the type of PC you idiots are demanding I would be very poor. It would defeat the purpose as I would not have any money to buy any software. May you all be mounted by a rabid dog.

In your March '96 edition you said gamers should steer clear of anything less than a Pentium 100. Well maybe if you took your hands off your dicks and your heads out of your asses long enough to look at your PC you might realise that all the components in it are just slapped together. For example what type of Processors are you using? My DX4/100 can out do a Pentium 75 without even feeling it! Don't say that I'm wrong, cause I'm not. I can run Duke Nukem 3D in Super VGA mode no problem. Same goes for Indycar 2.

My friend just happens to have a Pentium 75 and when he runs either of the above two games they screw up so severely that he can't play them. I don't mean that he has a problem with configuration but he does

have many crappy parts. For example, he has a Maxtor hard drive, a Trident video card and a good old AT hard drive controller. Sure, it's a Pentium but the rest of it is a load of crap. If you want a computer that can perform you should buy components that complement it.

For example, my PC is made up like this:

\*A DX4 100 OverDrive processor. The OverDrive series of Processors are SL enhanced with double the On-Chip cache of their Standard counterparts.

\*An ATI Mach64 on board video card with memory aperture. This card has full Windows and DOS acceleration and outperforms all but the latest and greatest Video cards.

\*A 1.2 gig Conner EIDE (NOT ISA as you said) hard drive. This drive is faster than any other in its class.

\*256K of on board, ions, write-back cache. This means that when my processor looks for instructions it looks

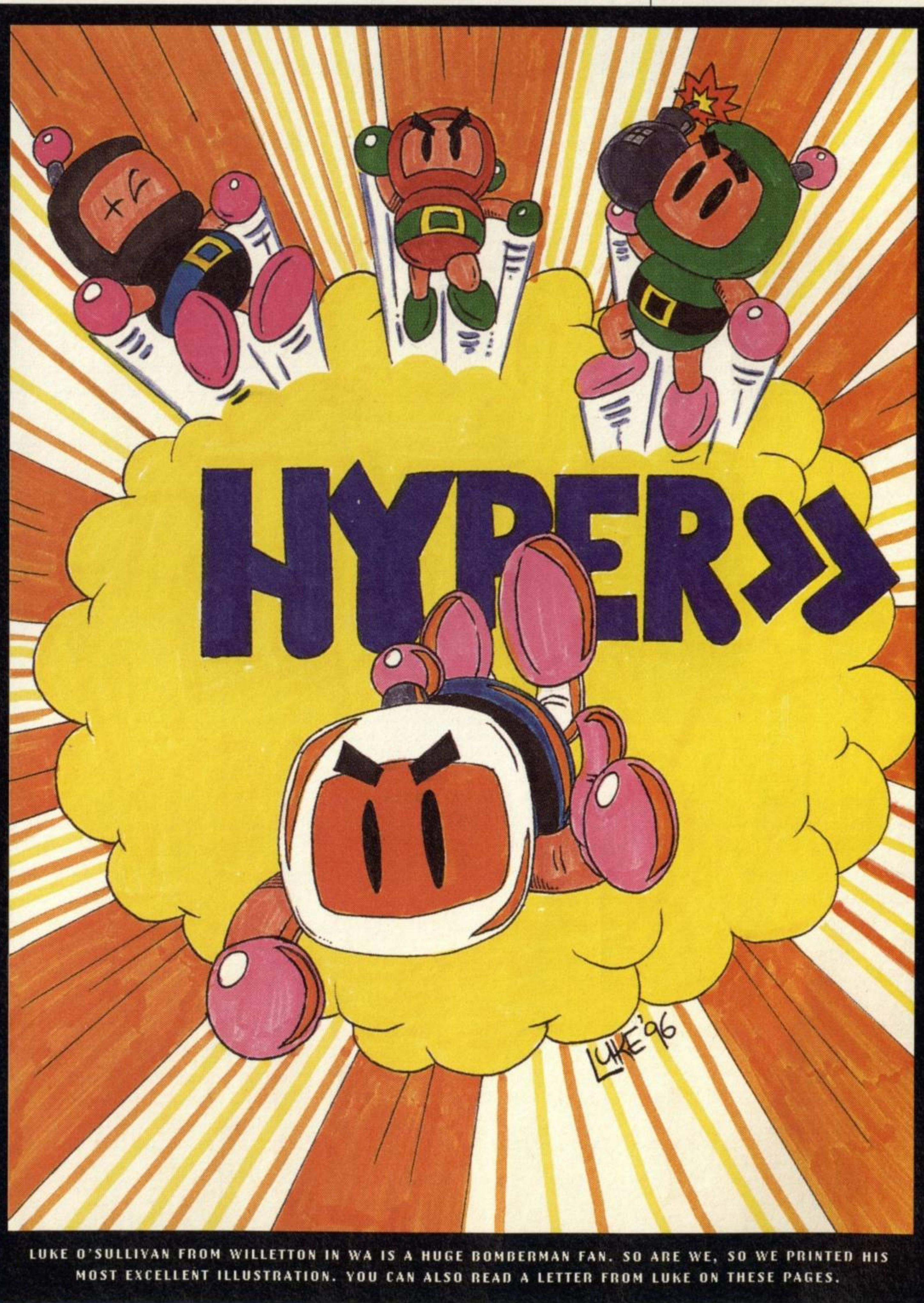
there first and because it is so fast it means that processor seek time is reduced. Write-back means that when the processor writes to memory it writes to the cache, not RAM, and then the processor chip set takes care of taking the cache contents to RAM should they be required.

So if you still stand by your recommendation I better let you go. The vaseline is probably getting hard.

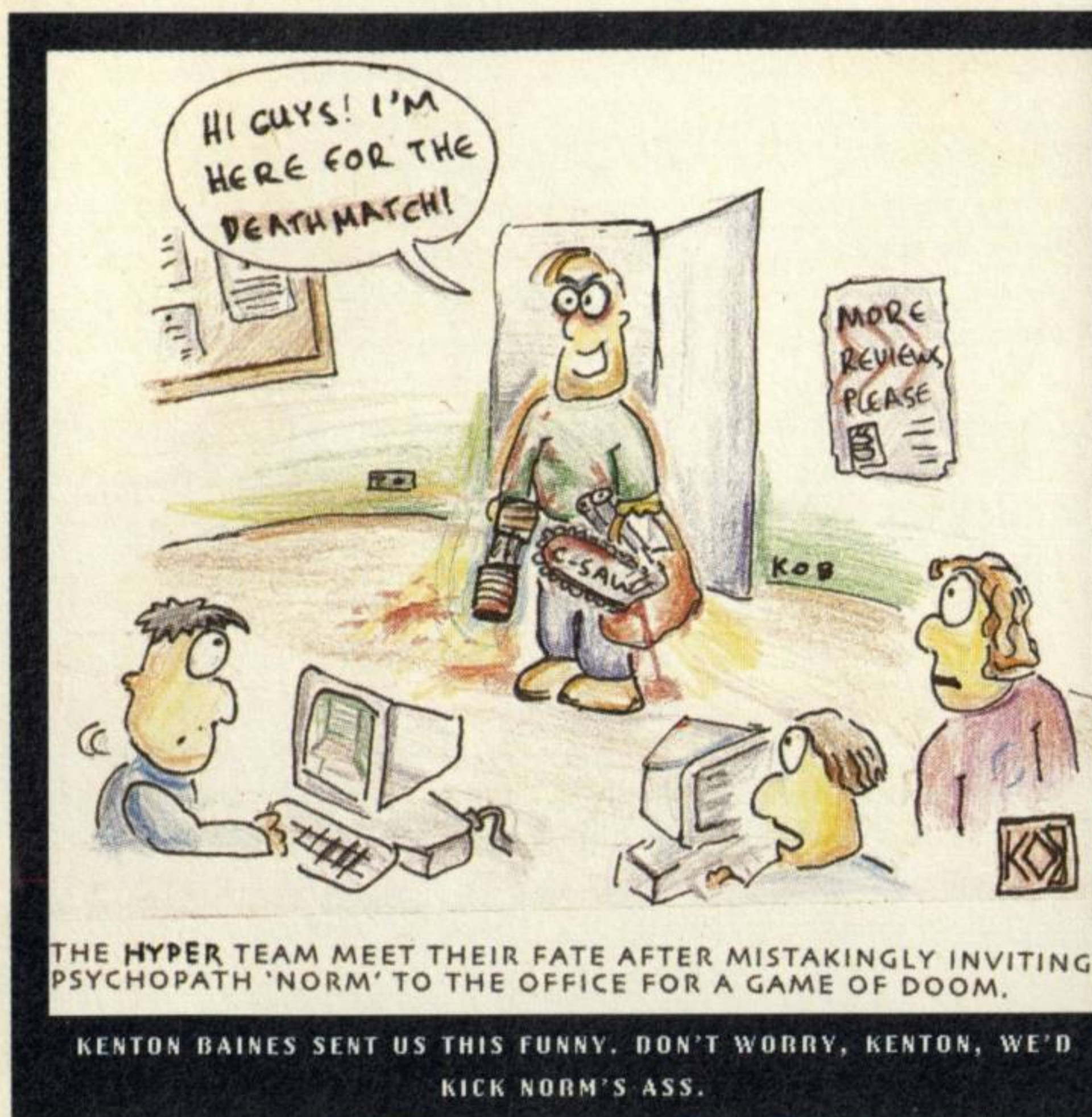
**CHRIS RICKS**  
noonoo@msn.com

*Chris, Chris, Chris, you're a very uptight person. You have some good points but you're not really thinking very hard. Of course a DX4/100 can out-do a Pentium 75 (albeit marginally), that's why we said you should be looking at a P100 as minimum, anything less and you just won't get the optimum performance from most new games. Many games are now being optimised for Pentium processors so no matter how many*

*components you shove in your 486 it's not going to help in the long run because sooner, rather than later, it's going to be outdated. As you said also, your friend had crappy components, so that is why your computer outperformed his. As for your components, Conner EIDE hard drives are indeed fast but the differences between that and an ISA is basically irrelevant, especially when talking about fast SVGA graphics (as you were). As for the write-back cache, yes, that is very beneficial but basically all new motherboards now come with it as standard, so the point is moot. And finally, yes, I know that buying a Pentium is expensive but the price is going down all the time so maybe it's time to take your hand out of your pants and think about the future. I'd like to see how many new games you'll be able to play on your 486 next year. I doubt there'll be very many.*



LUKE O'SULLIVAN FROM WILLETTON IN WA IS A HUGE BOMBERMAN FAN. SO ARE WE, SO WE PRINTED HIS MOST EXCELLENT ILLUSTRATION. YOU CAN ALSO READ A LETTER FROM LUKE ON THESE PAGES.



## DON'T SLAG RPGS

Dear HYPER,  
Your magazine is of high quality but I have to complain about you down rating Sierra games. They are different from other games because you might actually have to use more brain power unlike in MK 1-3!!! I don't understand why you don't rate RPGs (for people who play MK it is a Role..Playing.. Game!!) so low?! I think that you are fairly one sided to the games like MK and Street Fighter. If people HAVE to play these types of games then let them but don't down rate other games because of it!  
**Change this,**  
**BEN SPEARE**  
*Ben, we may have slagged a few Sierra games recently (certainly not all of them), but that's because they were BAD, not because we hate Sierra. We have absolutely no bias against RPGs either (in fact, most of the crew prefer them to fighting games) but we're not going to score them highly if they're not good. Simple, really.*

## REAL TIME WAR

Dear HYPER,  
You have a great local magazine which I'm very proud to buy and read every month. I will get to the point. I have number of questions about some of the upcoming real time war games. 1. What ever happened to Z? 2. What is Interplay's Blood & Magic really about. 3. Is This Means War very good or is it just a piece of crap. 4. What is happening to Westwood Studios new game Red Alert? Is it a prequel to C&C and what will it be about - I have heard that it is in World War 2. 5. What other real time war games are coming out?  
**Thank you for your time.**  
**KYRAN HALPIN**  
*Burpengary, QLD*  
*1. It's still on its way apparently 2. We'll find out when we see it 3. A piece of crap. Didn't you read the*

*review? 4. Yes, Red Alert is technically a prequel to C&C and it is indeed a World War II game except it's not based on reality at all. Russia (under Stalin) is the enemy and there is lots of experimental weaponry and technology included that doesn't actually exist 5. C&C2: Tiberium Sun is on its way and I'm sure we'll see several more too as the real time wargame genre is currently riding high.*

## A HAPPY FOOL

Dearest HYPER,  
I can't hide it any longer, its time to come out! At first it was a mild distraction, a true pastime, an extra-curricular activity, something to use the TV for during those long summer non-rating periods.

I don't remember those days so clearly now though, my mind is all-a-haze. It started to draw me further into it, dominating my ritual TV time, poor Seinfeld, poor Simpsons, poor Melrose, all victims.

My daily-bio-routine was structured according to its needs, a true creature of the night. My friends, seeing my bleary-red-eyed state, pleaded with me to share my stash with them, the fools.

My hands and forearms developed muscular tone, and calluses to the bone. I sought out the strongest expresso coffee money could buy, the comfy-est chair, my TV room now a place of high-charged caffeine-worship.

The boundaries between 'it' and reality have become a blur. To begin my day I awake, select action or stimulation, the difficulty level, and one or two player. A stranger in the street bumps me and I snarl to him to be careful or I'll give him my deadly sneeze-snot wipe combo. I have written off my last three cars in dramatic fashion, cost me a small fortune. (But hey, you should have seen how many-o-those-suckers I took with me). Before I start an argument

with anyone, I anticipate by announcing "round one...Fight!".

I just cannot get into team sports anymore, it just doesn't seem right that the person with the ball doesn't have a yellow star at their feet.

It's gone far enough, I'm a hooked, obsessed, reckless, ruthless, deluded-fanatic, don't try to help me though, that's cheating, and anyway - I'm a happy fool!

## AFCO

*It's OK, AFCO, you came out in the right place. We know exactly what you mean. Sad, isn't it?*

## X-MEN DEFENDER

Dear Hyperchondriacs,  
In issue 30 I read the review of X-Men. The overall score was appalling. Only 80%!? Come on, be fairer than that. Who does this David Wildgoose think he is! I found he was formerly known as David Whattagoose. I an X-men fan, and I put about \$10 in the X-men coin-op in one day! Yes, I admit 2-D Beat-em-ups are worn out but the great gameplay and graphics make up for it. Also in the review this Wildgoose bloke raved on about Virtua Fighter 2 for a number of sentences. Wake up fool! The review is on X-men, not Virtua Fighter 2. I'm not ripping off Virtua Fighter 2, it's just that David Wildgoose is, well... a Goose! (No offence David OK!).

## MR WRIGHT

Newcastle, NSW  
*David laughed out loud at your letter so I think you'll have to agree to disagree, but you're not alone Mr Wright as other X-Men fans absolutely love the game.*

## WHICH SYSTEM IS KING?

Dear HYPER,  
I'm here to settle the pathetic, inane argument that seems to continue on almost every HYPER letters page I have laid my eyes upon. Which argument do you ask?

The argument between console and PC owners over which system is king, that's what.

As long as you are happy with the system you own, and the games available for it, there is no logical reason for bragging about your Sony PlayStation or Super NES, and claiming it kicks the competition's behind. Graphics and sound are important elements of a game, but at the end of the day it's how a game PLAYS that really matters. Right?

Games like Philosoma, The Seventh Guest, Rise of the Robots and Loadstar may have state of the art visuals and sound, but quite frankly, they are all extremely boring and offer no excitement to the gamer.

Some of the greatest games of all time haven't necessarily been the most technically superior. The Bomberman games, Micro Machines, and the Super Mario series are all testaments to this. While they all had fairly simple

graphics, they were fun to play and a genuine challenge.

Have fun on the console you own, and remember that 3Do, Saturn, Sony PlayStation, and even Nintendo's much fabled Ultra 64 are all just gaming platforms, and no matter how technically advanced a console is, it's what the games available for it play like that will determine whether or not it is a success. Remember the Atari Jaguar, people?

Here are a few questions for you HYPER gaming gurus:

1. Will there be any versions of Bomberman available on the super consoles?
2. Name some good 4 player Mega Drive games.
3. Do Shiny Entertainment have any future plans for Earthworm Jim?
4. What do you think of my Bomberman picture I've sent?

Thanks for your time, your magazine is definitely the best in Australia.

## LUKE O'SULLIVAN

Willetton, WA  
*Good points Luke. 1. We certainly hope so but there's been no confirmed word as yet 2. Virtually all the EA Sports games (FIFA, NHL, NBA Live etc) are great four player games, as is Mega Bomberman 3. Earthworm Jim will be appearing on Saturn and PlayStation 4. It's so good we printed it.*

## FINAL FANTASY LOVER

Dear HYPER,  
After wetting myself and having a quadruple cardiac arrest the other day, I thought that I must let the rest of Australia know about the cause of my eternal ecstasy - FINAL FANTASY VII on the PlayStation! YESSSSSSSS!!!!!!

I plead, plead, plead with Australian RPGers to bombard Sony's offices with letters until they put it on their release schedule, which will no doubt be around late 1997. But who cares? This game looks ABSOLUTELY AMAZING (at least graphically), and knowing Square's past history, the storyline and gameplay will be deeper than a very deep.....er.....blackhole. After seeing this game, I couldn't care less about the other PlayStation RPGs (Arc the Lad, Beyond the Beyond, etc) which may or may not make it over here.

Anybody who has played SNES' Final Fantasy III will tell you the absolute brilliance of Square. I still regard FFIII as the best game of all time. It is so deep that after playing it for over 1 1/2 years, I still haven't uncovered all the secrets, and neither have anyone else. I'm sure most of you know that FFIII was never released here and you don't want that to happen to what could possibly be the best game of all time, do you now? SO START WRITING TO SONY, PEOPLE!!

## SIR BAZZA

West Ryde, NSW  
*We love Final Fantasy too Sir Bazza and you can see a big preview of FFVII inside this issue. It probably won't get a PAL conversion for quite a while but I*

*don't think we're in danger of losing it like we did with FFIII. The PlayStation needs all the RPGs it can get.*

## SONY GAMES ON SATURN

Dear HYPER,  
I would like to know what Sony's idea is in allowing some of the top games for their fabulous Sony PlayStation onto the Sega Saturn ie Destruction Derby and Wipeout. Does this mean that Sega is going to produce some of their top titles such as Sega Rally and Virtua Fighter 2 for the PlayStation? I doubt it. The reason people buy a particular console is for the games eg. Nintendo have Killer Instinct, Donkey Kong Country etc. which you can't find on other systems. I believe by Sony producing some of their top titles on other systems, they are going to limit the number of Playstations sold, and are also going to upset a lot of PlayStation owners who used to be able to say "sucked in you can't play Wipeout" etc on your system. It appears to me as if Sony are headed in the wrong direction.

I also have some questions on the availability of PlayStation games in Australia.

1. Is EA Sports Cricket 96 going to be released on the PlayStation and when?
2. Are PGA Tour 96 course CDs available?
3. When is V Tennis being released?
4. Is there going to be an Ultimate MK3 upgrade?

5. Why does MK3 for the PlayStation have a huge border? Unlike other PlayStation games?

## ANON PLAYSTATION LOVER

*It was certainly a strange move on Sony's part but basically, the PlayStation will get all Sony produced games a long time before Saturn gets them so there is a definite "window of exclusivity". The reason Sony sold the rights is very simple when it comes down to it - money. They were certainly not thinking about PlayStation owners or concepts of brand loyalty when they made the decision. As for your questions, 1. Probably but it's not quite confirmed yet 2. They're not on the schedule for PlayStation 3. If you mean Powerserve, it's already out. 4. The Saturn is the first machine to get UMK3 and the PlayStation won't get it for several months 5 A rushed PAL conversion I would say.*

## NINTENDO WILL DELIVER

To the prime lads at HYPER,  
It's now 1996 and if my memory serves me right the announcement of the big N's next generation machine (then named "Project Reality") was in 1993. Since then as you all know there has been much speculation as to when exactly the N64 will be released. e.g. late 1995, April 1996 and now September 1996, which most people would deem highly unnecessary.  
Being the proud owner of a SNES and previously a NES (oh yeah, and a



Pentium 166hz, but as if that matters), I know for sure that if the big N say they will deliver they'll bloody well deliver and never, NEVER will they pump out crappy software or hardware for that matter just to make a quick buck, not mentioning any names (SEGA).

The point I'm trying to make is some things in you magazine have been said to suggest that N64 isn't worthy of taking out the console crown.

Now I've played my PC hours on end but not once have I experienced an adrenalin rush even close to the rush that I used to get while playing Mario kart with my pals.

#### BRETT BRACE

Streaky Bay, SA

Thanks for that Brett but we've never said that the N64 will not be worthy to take the console "crown". What we have said is that the constant delays are probably going to cost Nintendo dearly because Sega and Sony have a lot of extra time to sell their machines before the N64's release.

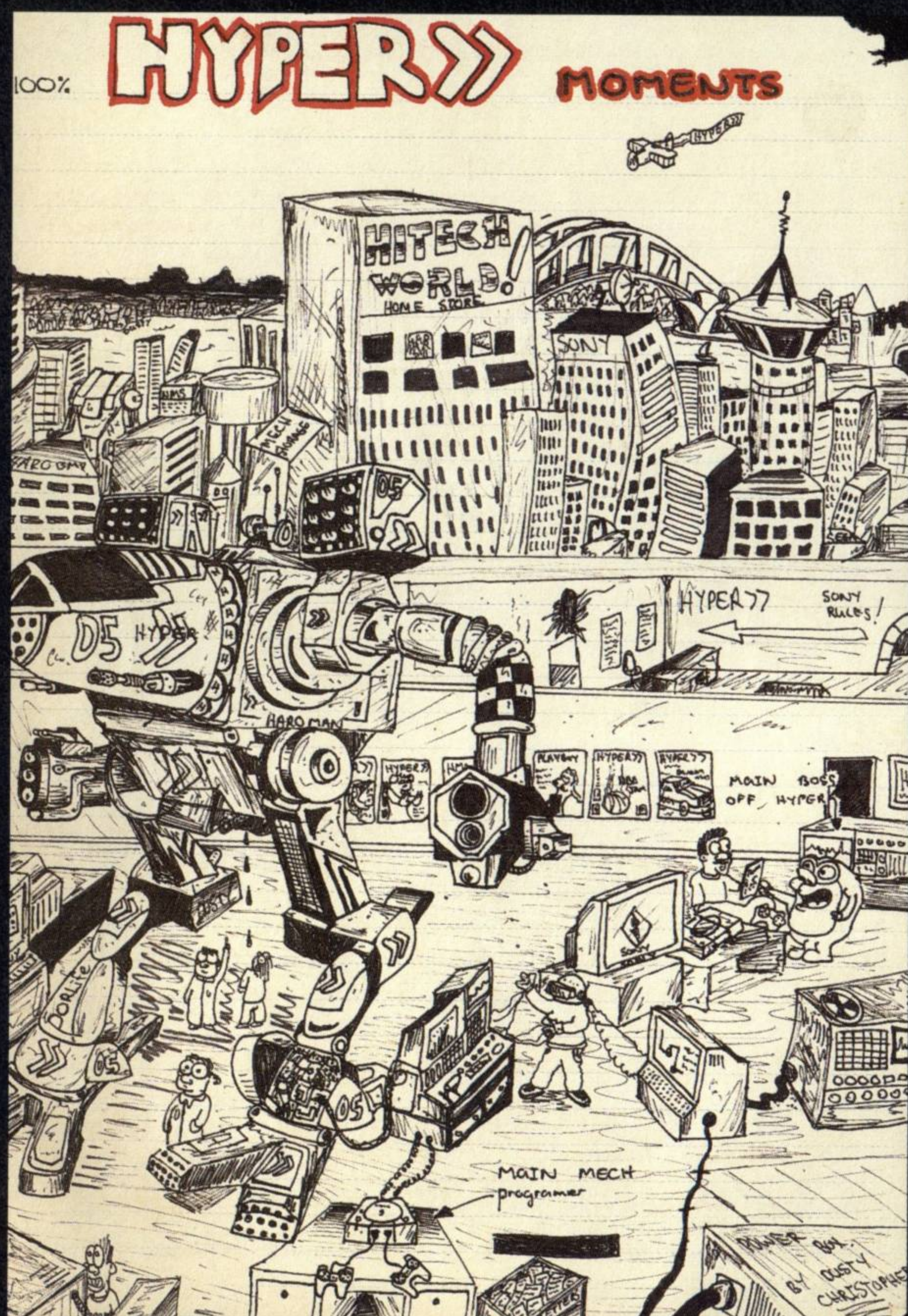
VF2 - TOO REALISTIC

Dear HYPER,

I never thought I'd hear of it, but I have come across a Virtua Fighter 2 hater. So I confronted the frozen coward eater and demanded a reason why he hated it. "Its too realistic and I don't like it!" he said. So I figured the sap was crap at it and therefore did not like it. Then a couple of days later I saw him at the arcade and I asked him if he would like a game of VF2. Amazingly he accepted. At no surprise, I kicked his arse. So my theory of "I don't like it, it's too hard" was correct and is now a law. That's all for now. Got to go de-spine the little arse bandit.

**MANIACAL MICHAEL, NSW**

Well Michael, we can't believe that there's someone who doesn't like VF2 either and we're glad you put him in his place. However, "arse bandit" is a particularly foul expression. We prefer the term "butt ranger" here at HYPER, but we use it affectionately :)



DUSTY CHRISTOPHER FROM ATTADALE IN WESTERN AUSTRALIA MUST HAVE SPENT A LONG TIME CREATING THIS HYPER MOMENT. WE THANK YOU FOR IT.

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**Sell or swap**, Turbo Pad \$20, SNES \$100, MK3 \$70 or with SNES \$160, Earthworm Jim \$80, NBA Jam TE \$100. Will swap for Playstation. Ph Scott (074) 98 2120.

Free games: **heh heh, fools**, you fell for it! Anyway, I've gotta get rid of Ultimate Doom. Will sell for \$65. Call (043) 53 5383 and ask for Ben.

**Sam & Max**, Day of the Tentacle for PC CD ROM both have no boxes \$25 each. Tie Fighter on 3.5" disks \$40 & Defender of the Empire 3.5" disks \$25. Phone Gavin on (02) 888 3180.

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**NBA Live 95** (PC CDROM) \$60. Cannon Fodder (PC CDROM) \$40. Both boxed with instructions and in perfect condition. Ph Oscar on 9592 2590, or leave a message. Will also swap NBA Live 95 for Command And Conquer.

**NTSC games.** Motor Toon GP \$30, Starblade \$40, PGA 96 \$50, Destruction Derby \$60. Mega Drive: Rebel Assault, Sonic CD, Ecco CD, Tomcat Alley, Lotus, Sega Classics & Converter, all 4 \$120. Sega CDX (portable Mega Drive/CD) \$300. Ph Ian 014 415 955 (Sydney).

**Gameboy, accessories:** headphones & 2 player link cable, 7 games: Kirby's Dreamland, Turrican, Soccer, Metroid 2, Mercenary Force, Tetris & WWF Superstars. None boxed but carry case, \$150 the lot or \$60 for the Gameboy, \$15 per game. (Or will swap for SNES with 1 game and cables). Ph Ben on (08) 296 8343 SA Only.

**Super Nintendo** with 3 control pads, 1 score Master Arcade, joy stick, 2 normal, SuperStreet Fighter. All for \$200 Phone Nick on (55) 77 4721 after school hours.

**PC CD ROM Full Throttle** \$60. CD in mint condition with perfect box, instructions everything it came with. Ph Hiroshi (03) 9544 7917 after 6pm except Mondays.

**CD ROM games** includes Day of the Tentacle, NBA Live 96, Jordan In Flight, Wing Commander, Hardball 4, All-Star Sports Collection and Primal Rage. Ph Mat or Tim on (09) 448 6132 Perth only.

**Mega CD games** - Prince of Persia and Tomcat Alley. Both never used \$45 each or \$80 for both. Ph Gavin on (02) 888 3180.

**CD ROM games.** Limited edition Sensible Soccer, featuring world cup teams \$25 and also Relentless \$20. Both games in good condition. PH (03) 9725 1994. Ask for Gerard.

**Game Gear** with 4 in 1 game cartridge (Columns, Road Rally, Penalty Soccer and Tennis). Only used twice, unwanted gift. Ex Condition. Sell for \$100. PH (03) 9798 5107 ask for Jimmy.

**MD Games.** Mortal Kombat 3 \$50, NBA Jam \$25, Mega games 1 \$15, Sonic 1 \$10. As new with instructions. Will sell the lot for \$90 000. Ph (08) 258 0282 ask for Adam.

**3Do FZ-10** and 2 controllers and Need For Speed, SSFII, Samurai Showdown, Slam'n'Jam, Wing Commander, Twisted. All for \$500. (047) 36 6060 ask for Nathan.

**PAL converted Sony Playstation** with two control pads plus demo disk and two games (Mortal Kombat 3 and Tekken). Unwanted gift, minimal use, still in perfect condition. Includes all boxes and instructions, \$600 000. Call Matthew after 4pm on (076) 61 4912.

**Nintendo NES.** Sorry, no games, only used 2 times on rented games. Excellent condition \$50. Ph (03) 9798 5107 ask for Jimmy.

**SNES 1 controller**, games: DKC, Yoshi's Island, MJ in the Windy City and All Stars & quick shot joystick. For \$205. Call James (03) 9370 8608.

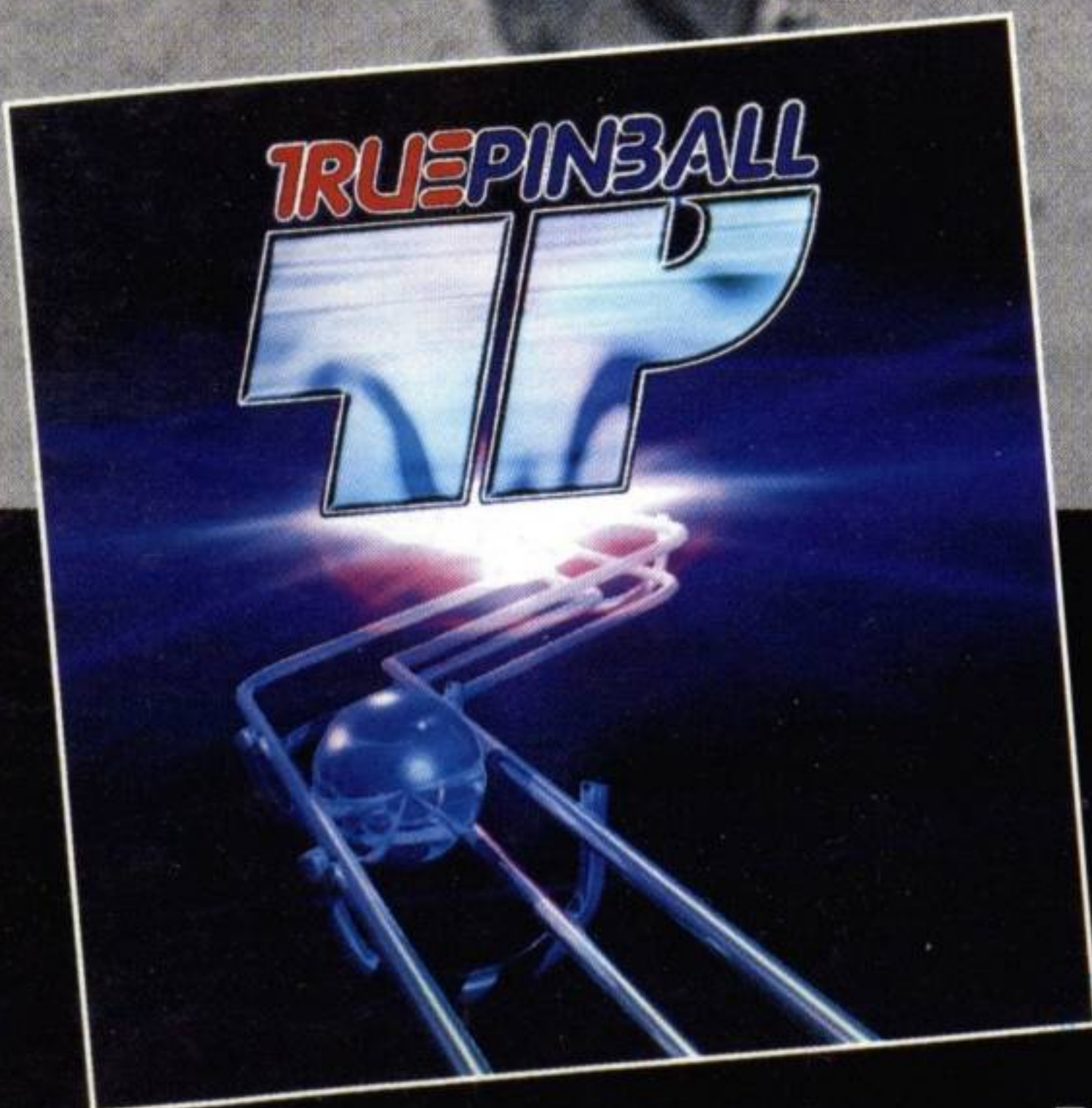
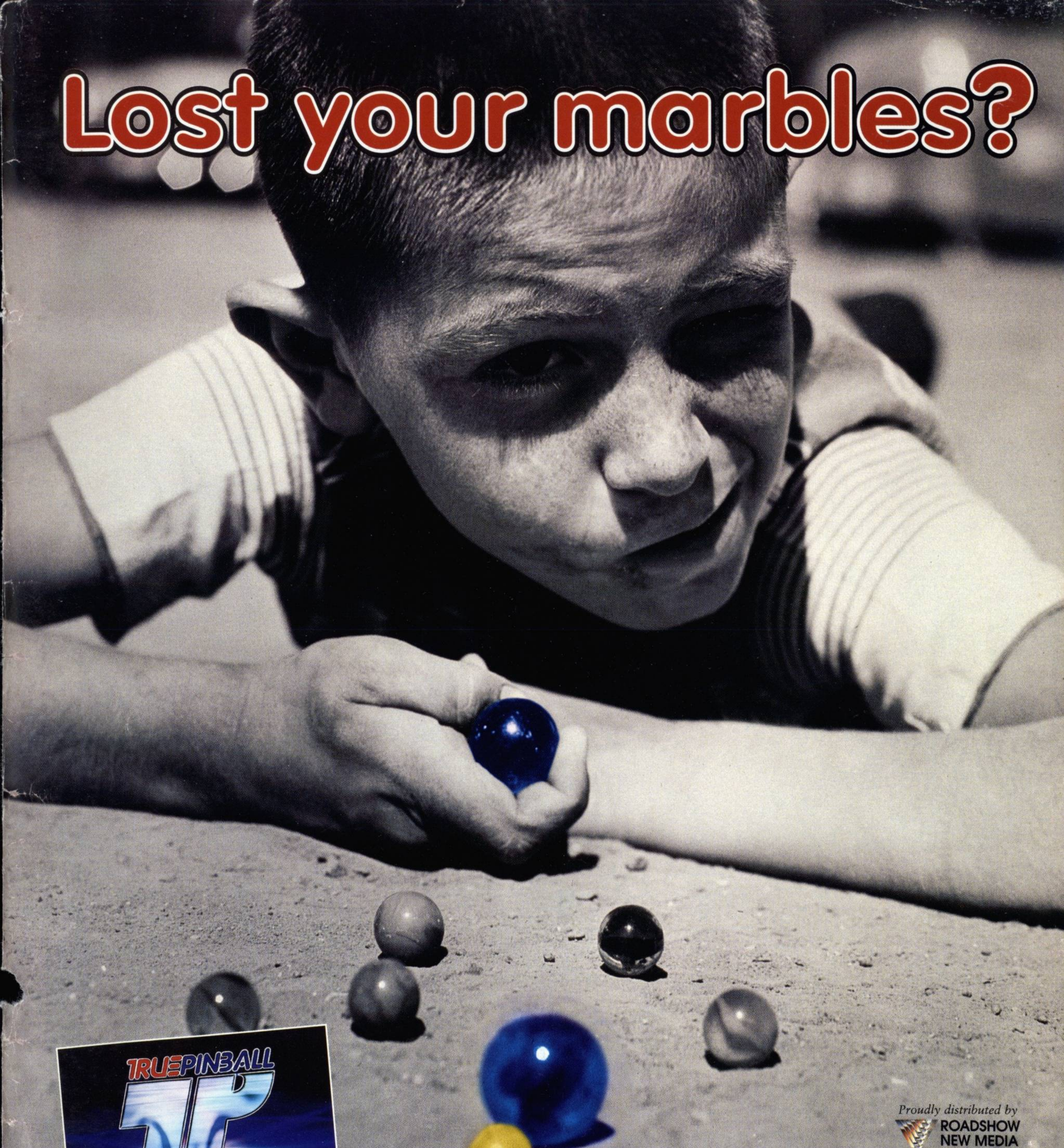
**Sega 32X games:** Virtua Fighter, the Night Trap (Double CD), both brand new condition \$65 each or both for \$100. Mega Drive with 2 controllers (1x6 button) and box - \$90. Phone Todd (067) 71 2208. Or (076) 35 7546.

**Atari Lynx** \$40, 3 games: Rampage, Zarlur Mercenary and California Games, \$25 each, \$100 for the lot. Boxed with instructions. Ex Condition, (except for boxes). Interested? Write to 6 Rudd st East Ryde 2113.

**Sony Playstation** comes with Wipeout, boxed as new \$500. Also The Need For Speed \$50, Warcraft 2 \$50, The Dig \$45, all boxed as new. Ph David on (047) 33 5414.



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