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# HYPER

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# Crash Bandicoot

## Tekken 2 Play Guide

AUSTRALASIA'S BEST GAMES MAG

## QUAKE - FULL REVIEW



### Shining Wisdom

RPG Action Comes to Saturn

### Time Commando

Battle your way through history

### Motor Toon Grand Prix 2

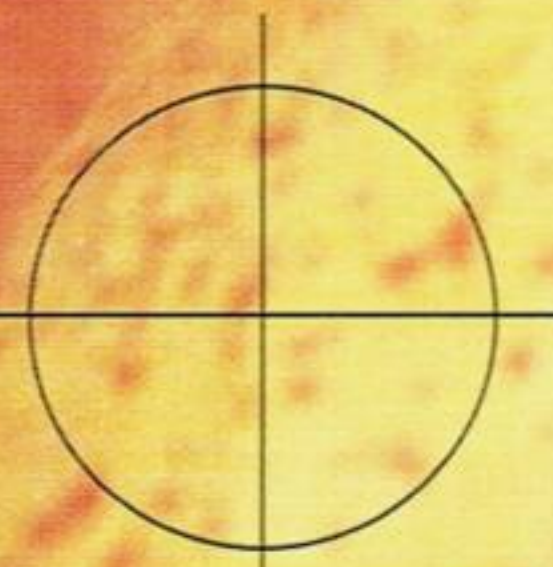
Spun-out racing mayhem on PlayStation

### Destruction Derby 2

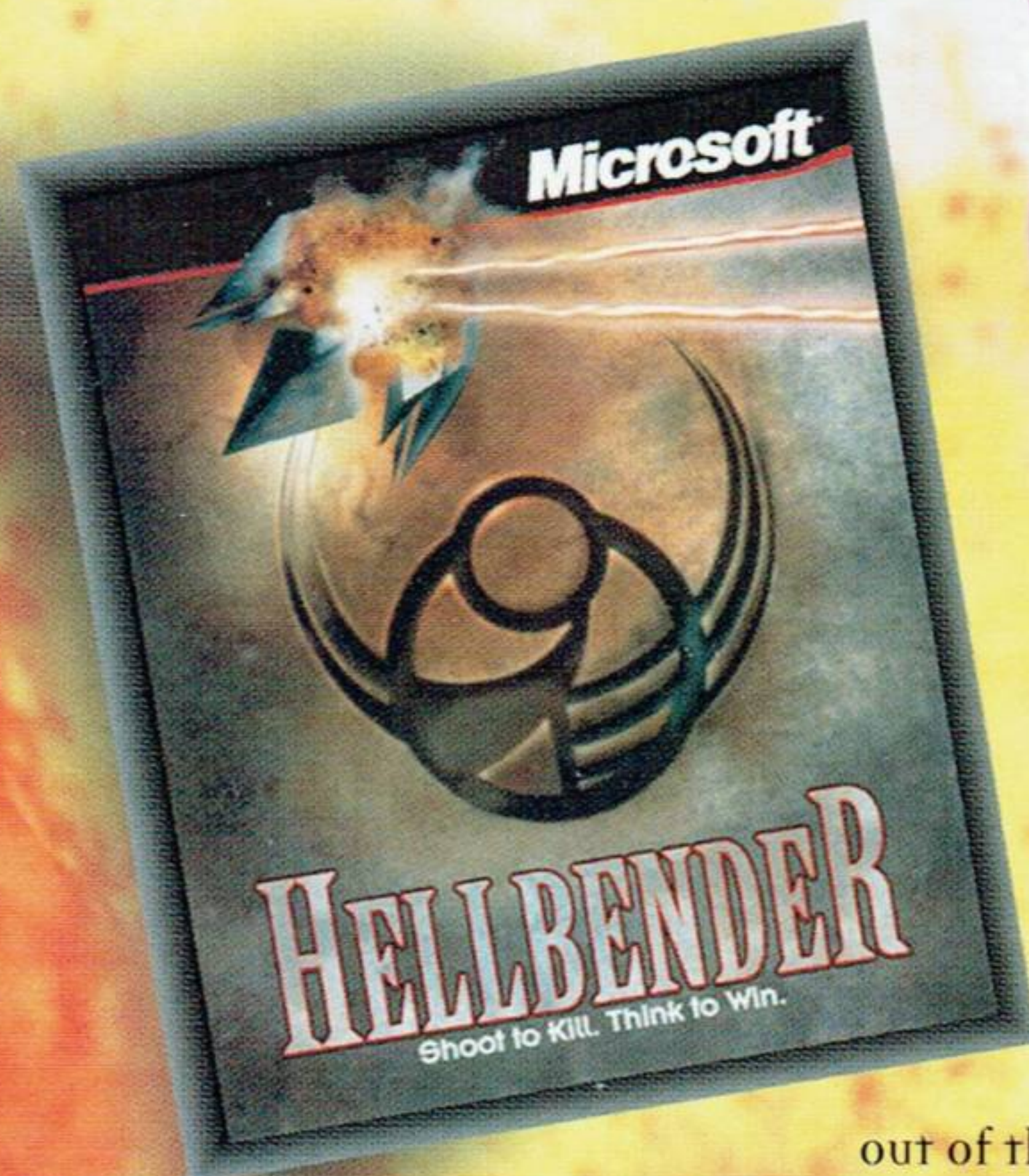
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# HYPERACTIVE

After what could be described as a minor game release drought over the last few months, you'd all better prepare yourselves for a **flood**. The big games are on their way and there's **HEAPS** of them!!

As you can see from our front cover, Sony's new platforming icon, **Crash Bandicoot** is here and he's gonna make a big impact on the PlayStation in the next few months. Great graphics and sound along with well-pitched and varied gameplay makes for an **EXCELLENT** title. It mightn't have any revolutionary gameplay elements, but who said you needed them? Crash is one cool cat...er, bandicoot and should be a winner for Sony.

**QUAKE** is about as guaranteed a winner as you can get, and we take a long hard look at the commercial release. **Woah baby!** This mutha some kicks serious butt! Get prepared for some sleepless nights, **sore fingers**, bloodshot eyes and some unbeatable **fun!** While it's only out on PC CD ROM at the moment, all other system owners (with the possible exception of the Saturn) should get ready to Quake in early 1997.

Apart from those two steaming pieces of software, we also take a look behind-the-scenes of the Australian gaming epic, **Cyberswine**. There's hot previews of **Destruction Derby 2** and **Dark Forces 2**, an excellent **Tekken 2 play guide** (the game should be locally released any minute now) and lots more inside that will **amaze** and entertain (hopefully).

In the meantime, remember that you can always be the first with the latest via our web site, **HYPER@CTIVE**. It's now looking **spunkier** than ever and is updated **DAILY** with hot gaming news and reviews. There are tonnes of screenshots for games in development, an absolutely **HUGE** cheat archive (you can add your own if you're good enough) and demos to download. We're going to be making it even better as we go along, so if you want to be a part of it, point your modem and web browser to **<http://hyperactive.com.au>** and get interactive with **HYPER**.

But that's enough from me now. Get into it...

studgrt



## MDK - A Shiny New Game

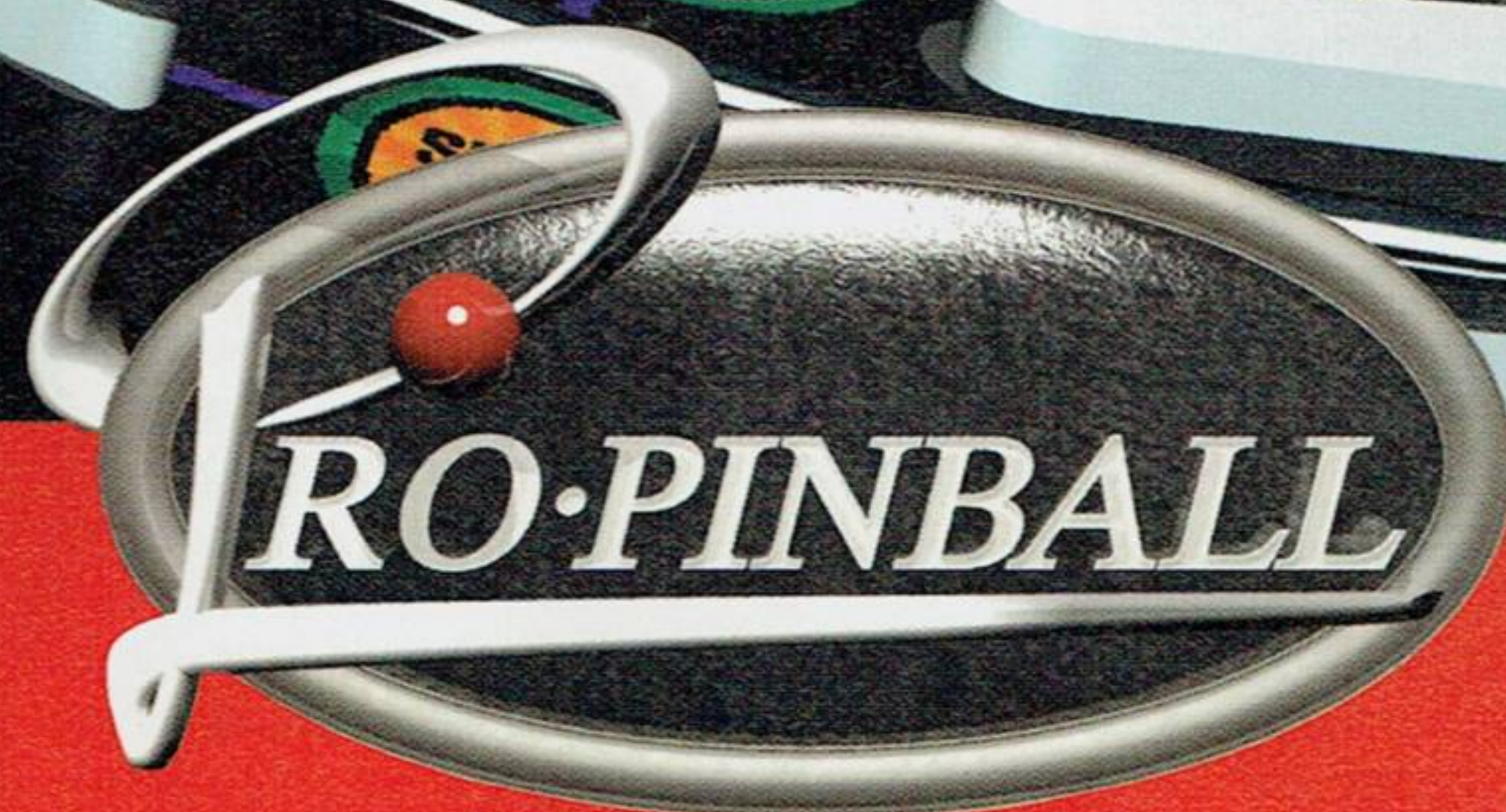
Our good friends at Shiny Software once again step up to bat in this absolutely gorgeous looking game, MDK. David Perry, the founder of Shiny, made his reputation with the cutesy Mega Drive platformer Aladdin. Then he went off on his own, formed Shiny and made Earthworm Jim 1 and 2. Now the genre changes completely as the Shiny boys go for the more dark, aliens conquering Earth feeling. From the shots we've seen, MDK (affectionately nicknamed Murder, Death, Kill for reasons that will soon become obvious) looks set to impress.

The story behind MDK is that aliens have come and built a colony on Earth. Deciding that it looked like a good spot for mining, they construct huge mobile resource extracting cities. As you, the hero (Kurt Hectic), witness this destruction from space, you decide to grab your arsenal and beam down to Earth, ready to kick some alien butt.

MDK incorporates some "different" actions that are used to capture "real" situations. Now you can perch on a rooftop, put on your sniper helmet, and blow away a guy that is half the city away. Or if you're feeling lucky you can take out two guys together. How? Shoot one in the leg and wait until his buddy comes to aid him. Need we say how to take out the second one?

Another good feature about MDK is that it doesn't need a super-computer to run. All you need is Win95, Win3.1 or MSDOS. Only requires 8 megs of RAM which should be pretty standard by now, a single speed CD-ROM and it claims to run best on a Pentium though it would probably run OK on a 486.

So if you're looking for a good, dark, violent game then keep your eye out for this. It'll be hot and should be available by Chrissy. Full review soon.



"The Web - Total Pinball experience." Windows Plus - 95%

"One of the best simulations ever. Every pinball fan's dream is to own a real table and for most, this is the closest they'll get in the home." CD-ROM User - 93%

"The slickest, best and most life-like PC Pinball yet. Ball characteristics - flawless, the best movement ever...it's gorgeous. That summary again: Genius." PC GAMER - 91%

"ProPinball: The Web, suddenly the standard of pinball games, has hit the jackpot." PC Guide - 90%

"It doesn't get much better than this. Pro Pinball: The Web is a seriously good pinball game. Don't come running to us if you get sore fingers." PC ZONE - 90%

"It's well nigh perfect... It's the best pinball game ever." PC Review - 8/10

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## Behold the Stick of Doom!

When it comes to games like Doom and Duke Nukem 3D, you tend to ask people if they play with keyboard or mouse, because let's face it, playing with a joystick sucks... or does it? The general consensus has always been that using a joystick to turn around in 1st person shooter games is a complete nightmare, lacking the responsiveness and accuracy of control that you need when you're dodging a mass of fireballs and turning to blast your opponent's head off with your shotgun in the blink of an eye. Logitech have addressed this problem with joystick controllers with a rather basic addition to what otherwise looks to be a pretty standard flightstick. The Wingman Warrior features the addition of an analogue knob, which players use to turn left and right. This leaves the joystick to handle forward and backward movement, and strafing side to side. It's very instinctive, in that if you want to dodge left and right, you actually move your arm left and right. Since the knob is analogue, you can turn at whatever rate you desire, just like with a mouse. Even nastier (from the eyes of your opponents at least) is the ability to do things like designate one of the 4 fire buttons to be an instant 180 degree turn, so you can nail that guy who's on your tail! The hat controller at the top of the joystick can be assigned to do all sorts of things depending on the game. For example, set the various directions to specific weapons, or look up and down, jump, crouch, etc. Logitech have included some software designed to set up the Wingman Warrior for specific games, like Doom II, and Duke Nukem 3D and have even include shareware versions of the games in case you don't have them.

If you're still not convinced that it'd work, some deathmatch matches in the US were set up, with half the people using a Warrior, and the other half not. The results showed that those using the Warrior tended to win. Naturally it takes a little getting used to, but within an hour or so, it all feels quite natural. The Logitech Wingman Warrior is the ideal joystick for anyone who wants a real multi-purpose analogue joystick for their PC, being just as good for flight sims as it is for 1st person shooters. Retailing at \$169, it's also a lot cheaper than a lot of the fancy flight sticks... a good buy.

## S'up Nintendo?

Right about now a whole bunch of Americans will be bouncing with glee at their recent acquisition of a Nintendo 64. Understandably so too, since they're owning the most powerful console machine in the world. What's in question is not the quality of the Nintendo 64, but the financial success of its launch. There was a slump in sales for the Nintendo 64 in Japan very shortly after its launch. On June 23rd, 300,000 new consoles were sold in Japan, most of those being pre-ordered sales. Sales however were slower than anticipated for another 200,000 machines shipped at the end of June, with many retailers reporting a 30% falloff. Obviously not concerned with the initial sluggish movement of the N64, Nintendo are planning a monthly shipping rate of 500,000 consoles. It stands to reason that Nintendo may have to reduce these shipments in the event sales don't remain consistently high for a while, to avoid an inventory buildup forcing a price drop.

It's doubtless that the fact the N64 only had a couple of available titles at the time of its launch had something to do with slightly sluggish sales performance, and Nintendo's act of distributing 1.2 million brochures featuring 14 games to be released by Christmas are a good indication they realise this. The original plan however was for 21 titles.

It has also been confirmed that the Nintendo 64 release price has dropped to \$US199, whether this is due to the lower prices of the PlayStation and Saturn, or an attempt to compensate for the small range of games available for the N64, it's uncertain. It is however, certainly not out of the goodness of their hearts, so it would seem Nintendo are taking the opposition very seriously. There is no indication as to whether or not this will affect the Australian release price, seeing as it's an entirely different market. No news on a confirmed release date for the N64 here either, there hasn't even been definite word here about a European release date, so don't count on it being before the end of this year. Nintendo are up against an enormous installed base of the PlayStation and Saturn, and really need to get a wide range of titles happening quickly, so it will be interesting to see how things pan out over the next few months. Will the sheer power of the console overcome the well established opposition? Time will tell.

## overflow

Activision announced that it signed an agreement with Tomy Company, Ltd. to acquire the worldwide rights, excluding Japan, for Toukon Retsuden, the number one wrestling game which according to Tomy has shipped approximately 220,000 units for the Sony PlayStation in Japan. No news as yet for a release date, but there should be a PAL version at some stage, which should keep the Wrestling fanatics happy.

**Formula 1 had already sold 150,000 units to retailers in Europe. The game will be released in Europe in September and shortly thereafter in the US. Psygnosis is planning a consumer sweepstakes with a grand prize of a trip for two to the Canadian Grand Prix in Montreal next June. So there'll be a chance for you racing enthusiasts to win a trip overseas! More details as they roll in..**

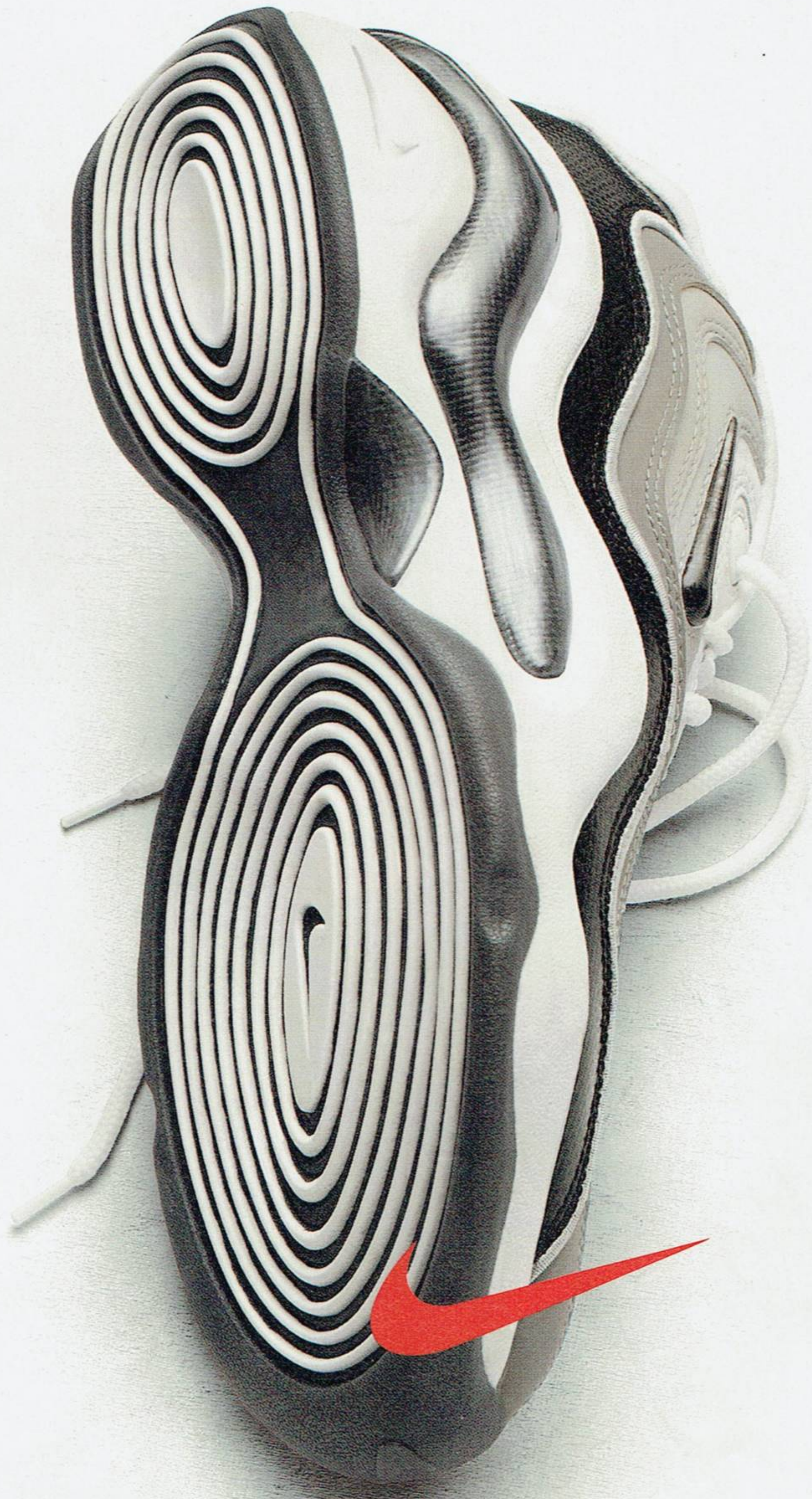
SegaSoft, Inc., has announced the addition of a new brand called Jack Hammer, and three initial action titles: Three Dirty Dwarves, MetalWerks and Emperor of the Fading Suns. Three Dirty Dwarves, to be released in October, is an action-adventure game tinged with comedy, MTV-style animated characters, three-dimensional backgrounds, and a high-energy urban funk soundtrack. The Jack Hammer brand was created to target gaming enthusiasts (as opposed to one off buyers). Hopefully there'll be more news of the other two titles soon.

**Having recently acquired the rights to The Journeyman Project 3, Broderbund has now signed a deal to release Warlords III for PC. "Warlords III is an exciting addition to our growing entertainment line," said Ken Goldstein, Executive Publisher of Broderbund Entertainment Studios. "The development of this product gives us a highly addictive and much anticipated fantasy strategy game in our line-up. Strategic Studies Group has done well in delivering top-notch strategy games and we look forward to working together to make Warlords III a top seller." A bit of a departure from Lode Runner, but hopefully the Australian developed game will get given some good international influence with this deal.**

Sega of America officials strongly denied a going rumour that Sega's \$8.5-million US marketing campaign set to launch Sega's NIGHTS on August 20 is a bid to upstage the much-anticipated Sept. 30 debut of Nintendo 64. "We've been spending 18 months developing this title," said Lee McEnany. Coincidence? Possibly not, but considering the huge anticipation Saturn owners have for NIGHTS, is it really any surprise that they're spending the cash? The Next-gen console platform game debate continues.

**There's been an amazing amount of letters rolling in that have been asking questions about MicroProse's long awaited racing masterpiece, Grand Prix 2. It's been out in the shelves for a little while now, and has been going strong. For those curious as to why it took so long to come out, MicroProse didn't want it going out till they could implement smoke, debris, faster gameplay, and an SVGA cockpit view... took a while though.**

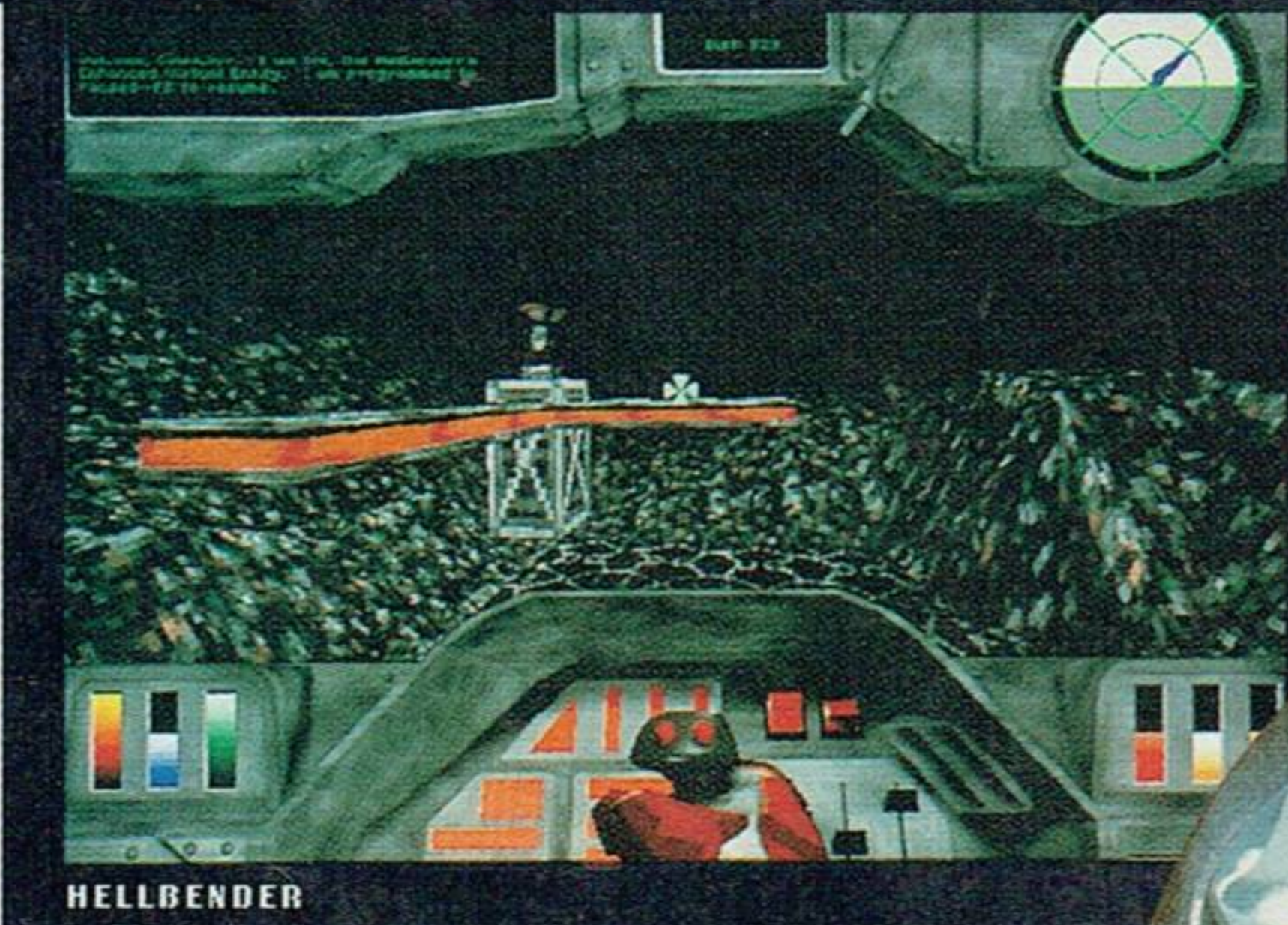




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## Microsoft Get Serious About Games



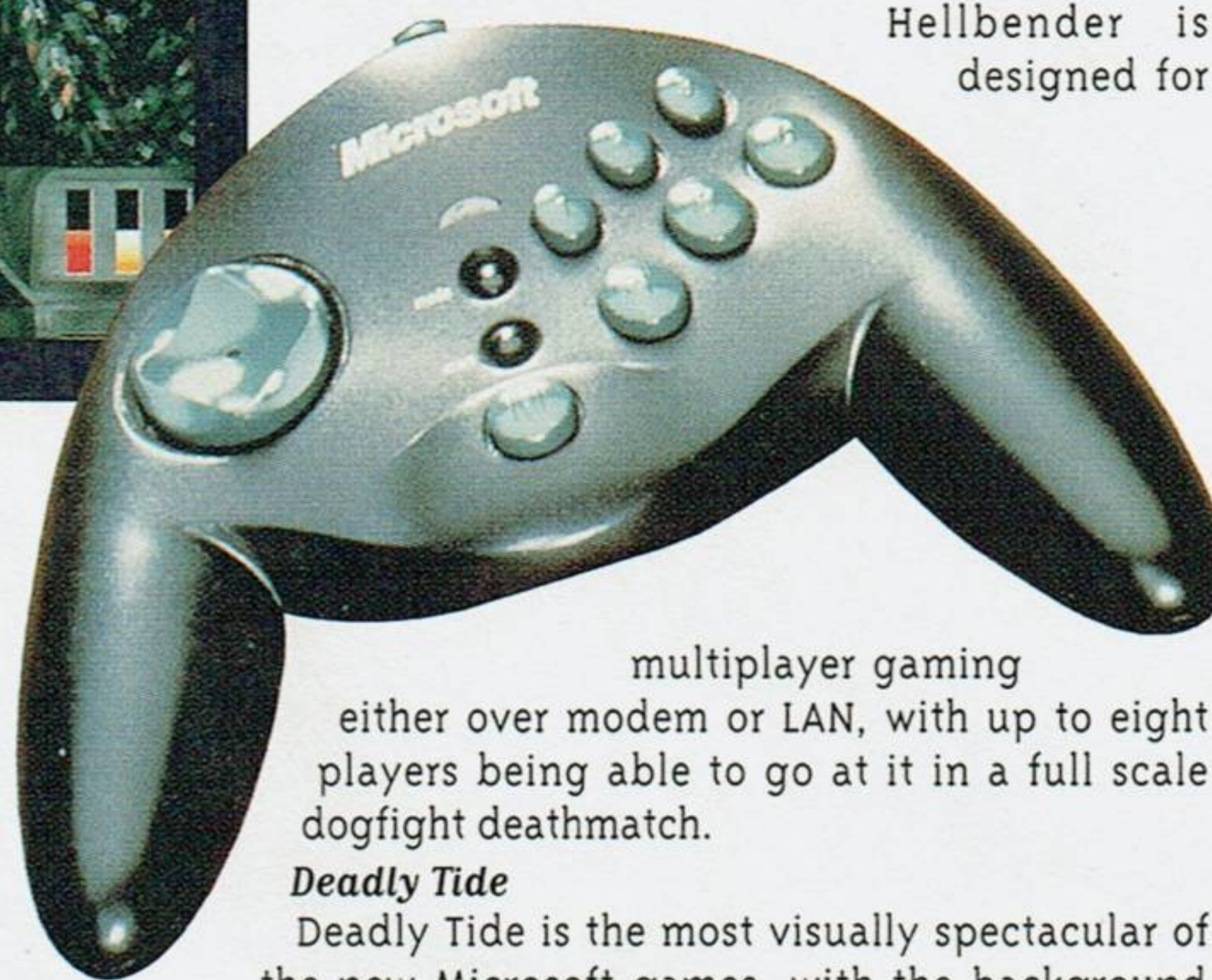
After many years on the sidelines, Microsoft is getting quite serious about computer games. Microsoft formerly released a game once in a blue moon, but now they have a bunch of stuff on it's way very soon. We've already seen the start of this lineup with Close Combat, which turned out to be a very good realistic wargame. We also had preview of NBA Full Court Press in last issue, Microsoft's venture into the world of PC Basketball sims.

In the past, it would seem there hasn't been anywhere near as much of a budget for the gaming department in Microsoft as we are starting to see now. Two of the new Microsoft titles, Deadly Tide and Hellbender seem to be of a very high production quality. Hellbender, for example, features the voice overs of Gillian Anderson (Agent Scully of the X Files) which no doubt cost a pretty penny or two. Other titles coming up include Monster Truck Madness, Gex (a conversion of the 3DO platform game), and Microsoft Soccer.

### Hellbender

Hellbender is a futuristic action/fight sim, where the player undertakes various missions over the

planet's surface, within vast underground caverns, and into the upper stratosphere. A variety of weapons and adversaries help add depth to this rather fast paced action game, which could prove to be the pick of the bunch for the serious gamer with a decent PC. Being a Windows 95 native game, Hellbender is designed for



multiplayer gaming

either over modem or LAN, with up to eight players being able to go at it in a full scale dogfight deathmatch.

### Deadly Tide

Deadly Tide is the most visually spectacular of the new Microsoft games, with the background graphics being a pre rendered 3D environment, created by the same designers that worked on SeaQuest and Star Trek the Next Generation. Set in 2500 A.D., Deadly Tide is a cinematic action shooter, with the player taking on various missions to save the world from alien invasion... not from the skies, but from the seas. Parts of Deadly Tide are on rails, while other sections give the player a bit more control over the actions of the game. With the intensive 3D rendered graphics being streamed straight off the CD, you'll need a Quad Speed CD drive to play Deadly Tide.

### Monster Truck Madness

Monster Truck Madness seems to be a positive indicator for those wondering how smoothly a 3D racing game can run under Windows 95, because

this one runs really nicely. Players choose from ten different Monster Trucks and three different race types and engage in some very amusing racing encounters. As is the trend with the new Microsoft lineup, there's full support for network play, so up to eight players can race against each other at once. There's in race commentary by Arney Armstrong (apparently he's a monster truck commentary legend..), which helps bring the game alive.

### Sidewinder Gamepad

In addition to the games lineup, Microsoft have developed what could be the best PC gamepad on the market, the SideWinder Gamepad. Not only does the controller feel good, with your fingers falling very comfortably over the trigger buttons underneath, the SideWinder Gamepad also allows for four controllers to be daisy chained together, so PC owners need not buy a multi-tap adaptor to have a bunch of people playing a game together. While it looks like "just another console control", it's one of the best ones we've seen for the PC and is definitely worth a look for all PC gamers looking for a good digital controller.

## WIN WIN WIN

We've got some very tasty Microsoft gaming packs to give away to lucky HYPER readers. Of course Microsoft games will be optimised for their Windows 95 operating system, so we've got 10 copies of Win 95 to win, plus 10 copies of the awesome Hellbender, which takes up where Fury3 left off.

To win one of these excellent packs, simply answer this question:

### Who does the voice overs for Hellbender?

Send answer plus details to:

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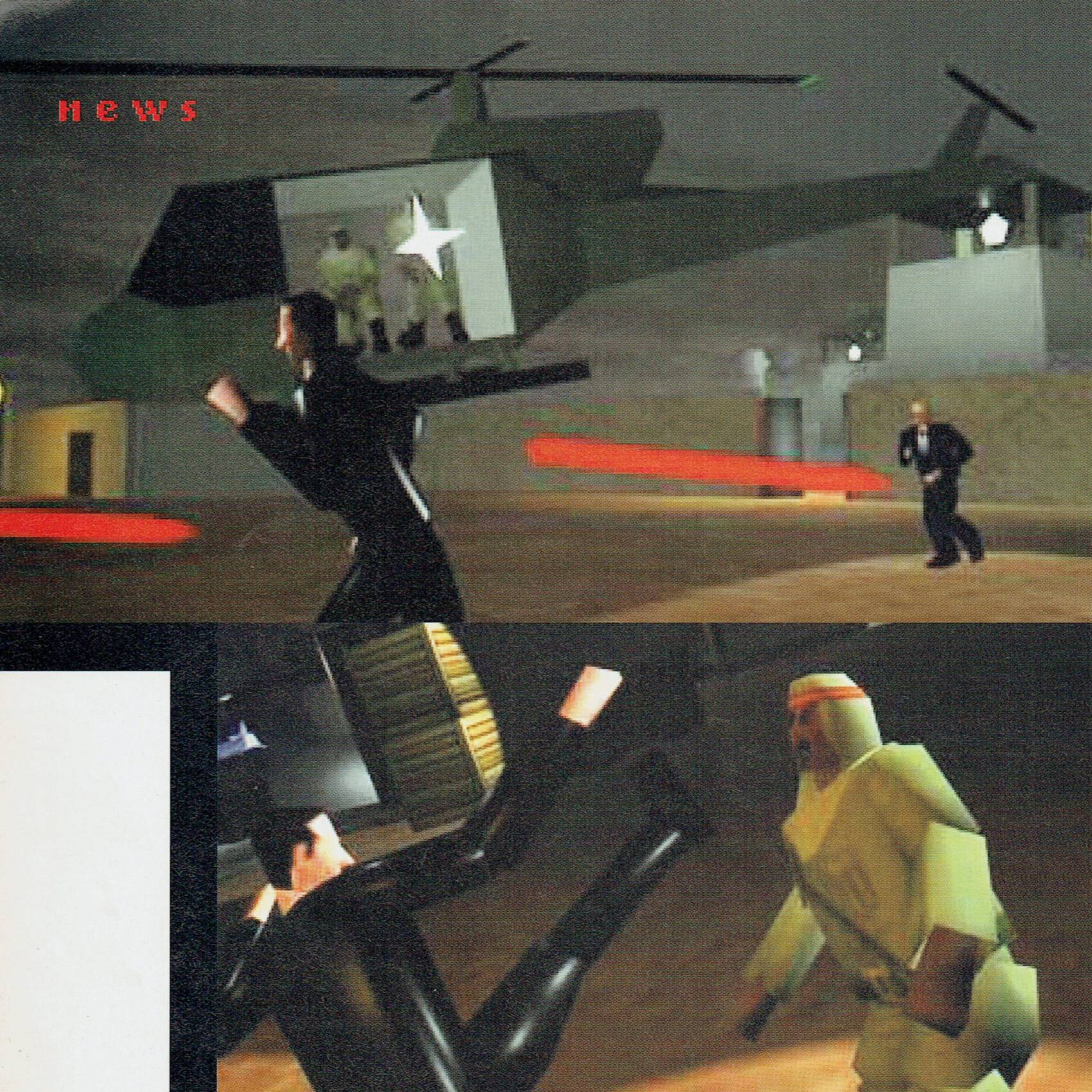
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## Mission: impossible - The Game

You've seen him in planes, you've seen him on trains, now see him as you've never seen him before. That's right, Tom Cruise on N64. For those of you that HAVEN'T seen the movie (where have you been?), Cruise plays Ethan Hunt, an agent for a the CIA. Basically in MI, Cruise goes through a lot of cities, kills bad guys, pulls off tricky stunts and does good-looking chicks. Kind of like James Bond. Now Ocean have bought up the rights to do a game based on the film. Supposedly this wont be your standard walk along and shoot bad guys kind of game. Ocean describes it as: "A spy simulation game combining cerebral and introspective puzzle solving with exciting arcade action that includes thrilling 3D backgrounds, 360° character mobility and dramatic 'floating' cameras". And from the pics we've got here it looks like a cross between Alone in the Dark and Spycraft. Bitchen stuff.

Now supposedly the AI in MI is supposed to be way ahead of anything in its league. The so-called "Intelligent Gameplay" features enable the game to change each time you play. So now instead of being able to charge into an area, guns blazing, and have the same welcome as if you'd snuck in on tip-toes, you actually WILL be given a different reception. The same goes for people. If you trick someone and they find out, the next time you meet them they'll be quite cold towards you. So please, TRY and be civil, OK? It's no good insulting the head of the FBI and then finding out you REALLY need to get some info out of him, 'cause you wont get it. Got it? Good.

Nintendo are obviously very excited by the game and Nintendo of America's president, Howard Lincoln, believes that Mission: Impossible will be a breakthrough in the gaming world. And that only the N64 can deliver the ability to make it so good. Hmm. We shall see sometime early next year.

## Game Boy Recharger

*The Nintendo Gameboy certainly isn't going out without a bang. Instead, Nintendo create new, weird and wonderful add-ons to fulfil your microscopic gaming needs. Don't you find that it really sux when you are just about to beat Eyedol, with Cinder, to have the perfect Killer Instinct record, and BOOM... No Power. No little blipping noises. Nothing. Dead Batteries. Well, Nintendo know how to nip that little obstacle in the butt. How you say? With their Rechargeable Battery Pack for Game Boy. Yep, you can have up to ten hours of stir crazy, green and black fun, for free, for ever. All you have to do is recharge it every ten hours and you'll be set. It is as portable as the Gameboy itself, and if you are at home, plug it into the powerpoint for unlimited gaming!!!*

*The Game Boy Recharger is available now for RRP \$49.95*

## charts

### PLAYSTATION

1. Resident Evil
2. Fade to Black
3. Toshinden 2
4. Track and Field
5. Ridge Racer Revolution
6. Alien Trilogy
7. Need For Speed
8. Space Hulk
9. Gunship
10. Street Fighter Alpha

### SATURN

1. Need For Speed
2. Guardian Heroes
3. Street Fighter Alpha
4. Sega Rally
5. Shockwave Assault
6. Panzer Dragoon 2
7. Shining Wisdom
8. X-Men Children of the Atom
9. Wipeout
10. Sim City 2000

### 3DO

1. Shockwave 2
2. Carrier Fortress
3. Killing Time
4. Battle Sport
5. Drug Wars

### PC CD ROM

1. Duke Nukem 3D
2. Grand Prix 2
3. AH-64D Longbow
4. Need For Speed Special
5. Warcraft 2
6. WC2 Beyond Dark Portal
7. Spacehulk 2
8. Spycraft
9. Settlers 2
10. Terra Nova

### MEGA DRIVE

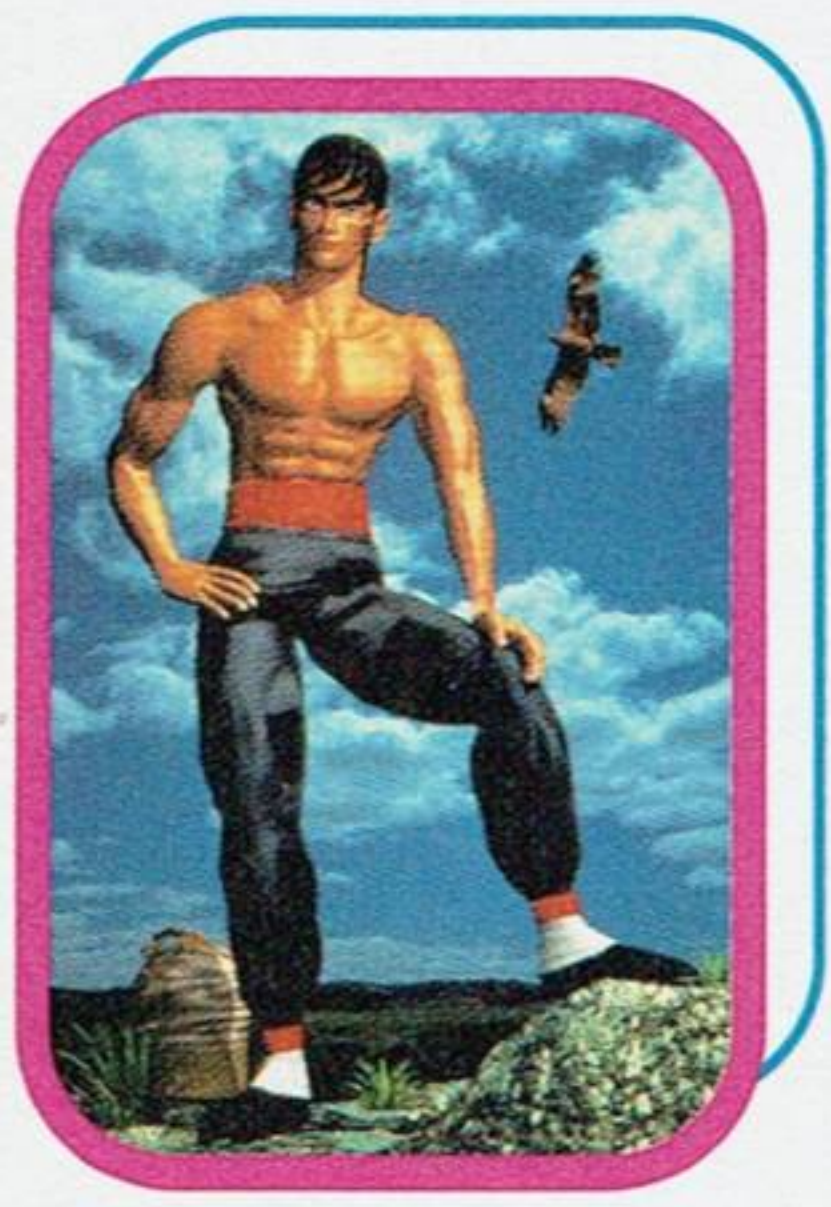
1. Toy Story
2. Shane Warnes Cricket
3. Phantasy Star 4
4. NHL '96
5. Fifa Soccer
6. NBA Live '96
7. Sonic Compilation
8. Revolution X
9. Vectorman
10. Madden '96

### SNES

1. Donkey Kong Country 2
2. Yoshi's Island
3. NHL '96
4. PGA Tour '96
5. Doom
6. Earthworm Jim 2
7. Mechwarrior 3050
8. Megaman X 2
9. Secret of Evermore
10. Cannon Fodder

**HYPER'S GAME  
CHARTS SUPPLIED  
BY HI-TECH WORLD**

# PlayStation



## TEKKEN 2

Tekken 2 is ARCADE PERFECT and visually one of the first true second-generation 32bit games.

NAMCO has done some major tweaking on the original smash hit to come up with a game that runs at a blistering 60 frames per second with: new moves, new backgrounds and most importantly 25 characters. Real-time light sourcing has been favoured over gouraud shading; giving the overall look of the game more depth.



All of the original characters are still here but they all have new combinations and moves that will take months to master. Each of the characters has a 10 hit combo that will take your breath away and they have throws-within-throws that really hurt.

The opening sequence is stunning and gives you insight into each character. These full motion video sequences are a real treat to look forward to during the game.

There are plenty of game modes to keep you busy: ARCADE, SURVIVAL, TIME ATTACK, TEAM BATTLE, VERSUS & PRACTISE. There are also some really cool hidden specials like first person perspective.

Tekken 2 is - as Hyper says - "the fighting game to have..."

"...Tekken 2 provides one of the most compulsive gaming experiences you could hope for."

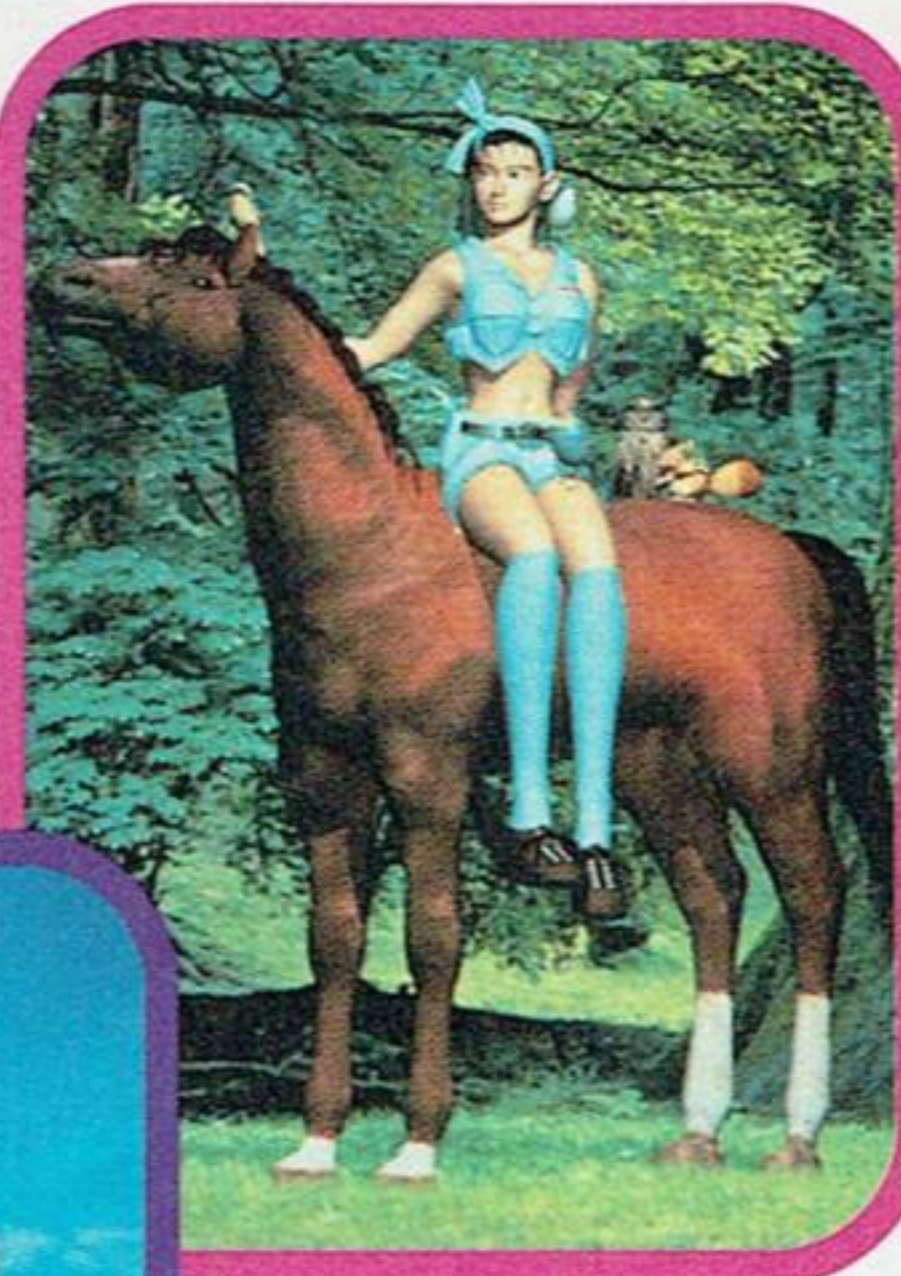
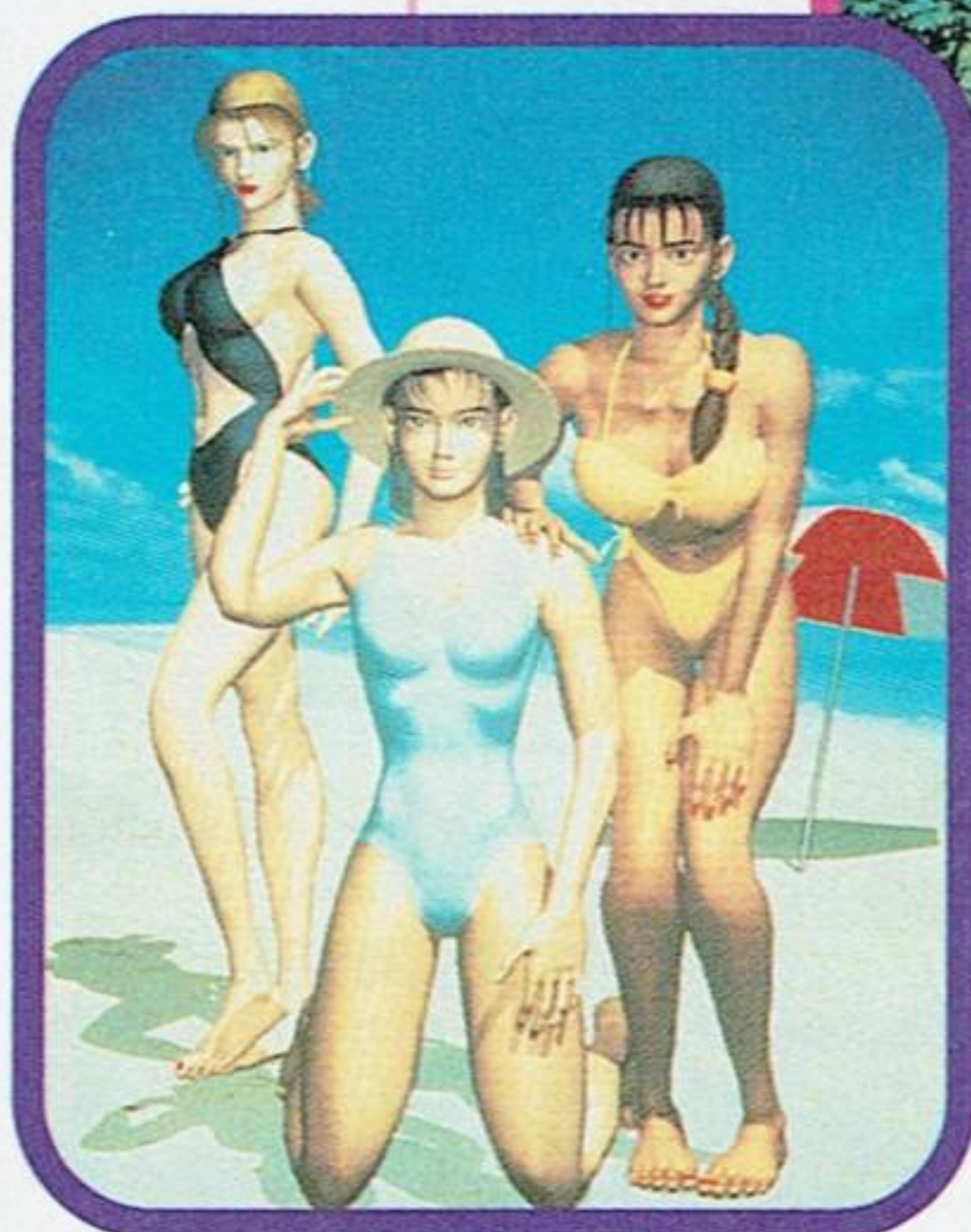
9 out of 10 - EDGE (UK)

"At the end of the day...VFII has had to step down from the throne, Tekken 2 just has too many characters, moves and options for any other game to come close."

95% - HYPER, July 96

Available: Sept 96

RRP: \$99.95



M 15+  
MEDIUM LEVEL  
ANNIMATED VIOLENCE  
PROPOSED CLASSIFICATION

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

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\* ITM calls are charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.

## GUNSHIP 2000

With two massive theatres of war, Persian Gulf and Central Europe, plus the choice of arcade mode or full simulation, Gunship is a landmark game in the growing flight genre.

Features include:

- Choice of 5 state of the art helicopters, including the Apache AH-64!
- Full mission briefings with video sequences of actual combat.
- Massive 3D landscapes all rendered in real-time.
- Variety of camera angles, including cockpit, chase, tracking and even a missile cam!
- Large array of mission types, from search and destroy, reconnaissance to troop rescue missions.
- Wingman speech to let you know of impending missile and troop attack.
- Intelligent enemy vehicles who punish those who get lazy on the throttle.

RATED 90% - "SonyPro"

90% - "Play"

8/10 - "The Official PlayStation Magazine."

This is an awesome, 'no-holds-barred' military air-sim!!!

Gunship - The hardest and fastest Helicopter sim yet seen on PlayStation.

Available: NOW

RRP: \$89.95



## RAGING SKIES

An international crime organisation has emerged! A full scale military air operation has been planned on a scale which is certain to threaten air safety in our skies world wide.

To make sure their threat is not carried out, a special air force unit has been employed. These highly qualified pilots (that's you) are the elite of the world.

Features include:

- Choice of 6 different aircraft, plus 4 extra enemy aircraft, each with their authentic flight characteristics & weapons
- Multiple missions to complete on the way, all with great code names like: Wolves Awakening, Darknight Assassin & Desert Fox



• Full compatible with the new ASCII Analog Joystick, providing unprecedented sensitivity & precision control

• Vs Battle Link Up mode. Link up two PlayStations for full screen dog fight action.

• Featuring fast and smooth 3D polygon graphics, Raging Skies provides an intense and immersive sensation of flight.

Available: Spring 1996

RRP: \$99.95



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**PC USER HYPER**

XS1047/HI

win win win

# Draw Yourself a PlayStation!

Motor Toon Grand Prix 2 is one tripped out Japanese racing game for the Sony PlayStation. The tracks are twisted, the races intense and the graphics are completely awesome. We liked it so much we gave it the HYPER Big Rubber Stamp of Approval. One of the main highlights of the game though are the amazing Manga-inspired characters, like Princess Jean and Bolbox, who morph into cars for the racing action.

We think Motor Toon GP 2 is so good we're going to give you a chance to win yourself a copy, and if you're really lucky you'll win a PlayStation to go with it! All you need to do is to draw your very own Motor Toon Grand Prix 2 character (or vehicle). Take a look around the page and you'll get the idea - anything cute yet strange is fine!

First prize is a brand spanking new Sony PlayStation with a copy of Motor Toon GP 2 and five runners up will all receive a copy of the truly excellent game.

Get in quick as entries close October 10.

Send your creations to: *MOTOR TOON DRAWING COMP*, Hyper, PO Box 634, Strawberry Hills NSW 2012



PENGUIN BROS.



RAPTOR & RAPTOR



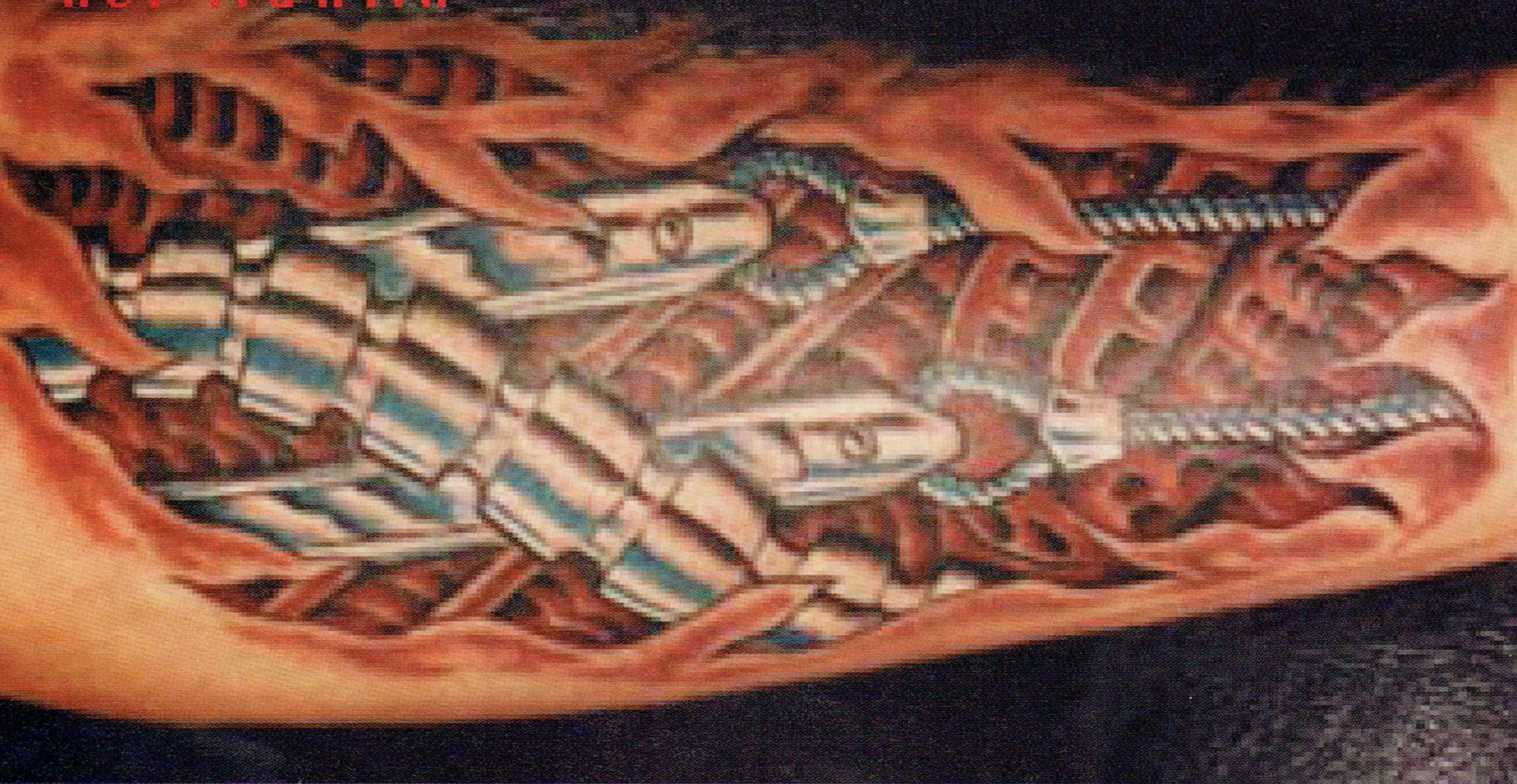
PRINCESS JEAN



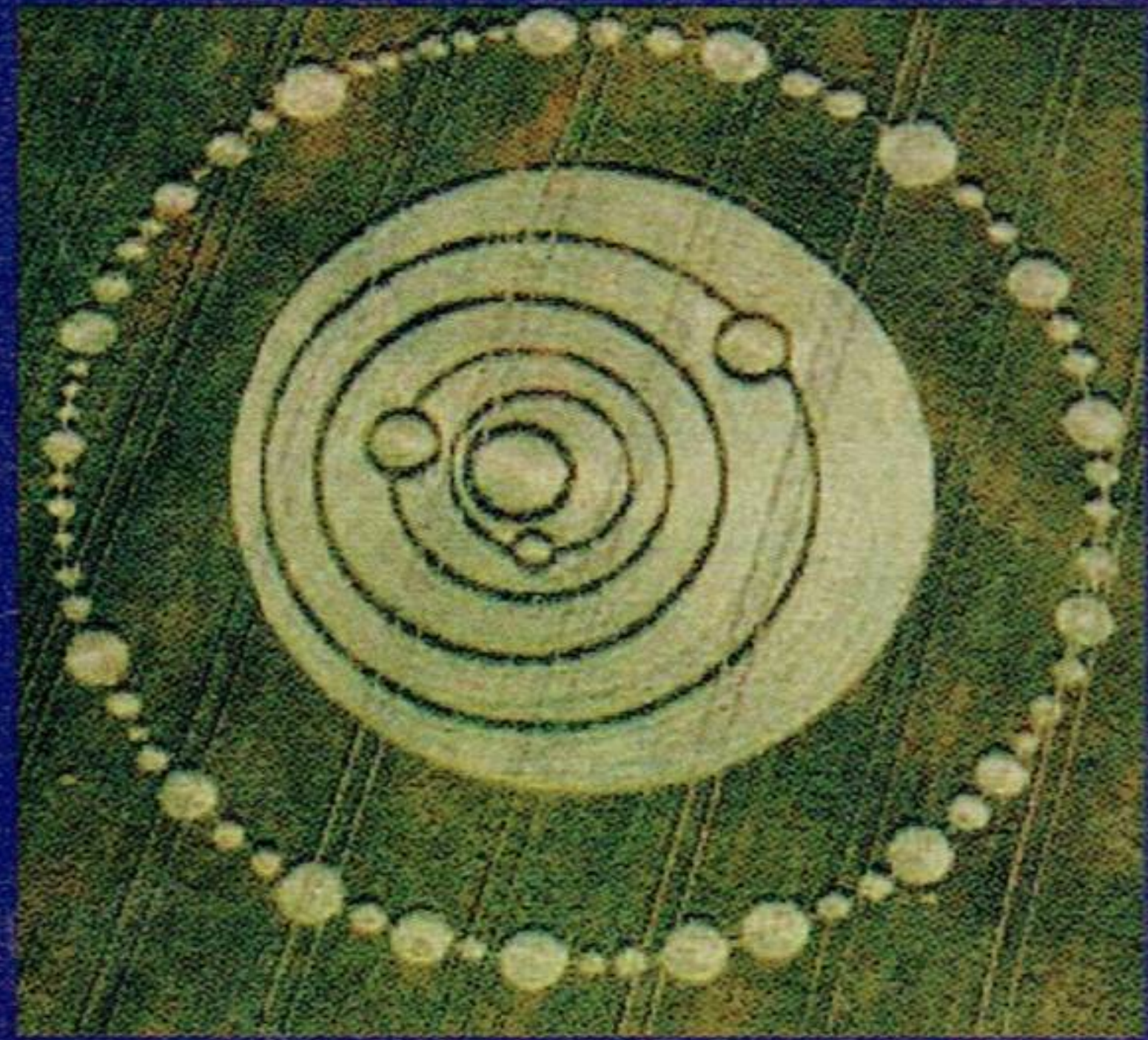
BOLBOX



net trawlin'



ROBOTIC TATTOO



CROP CIRCLES (LAWN MOWER ART)

*Just try and pry yourselves away from games for a moment and come exploring the web with HYPER Net geek, ELIOT FISH. OK?*

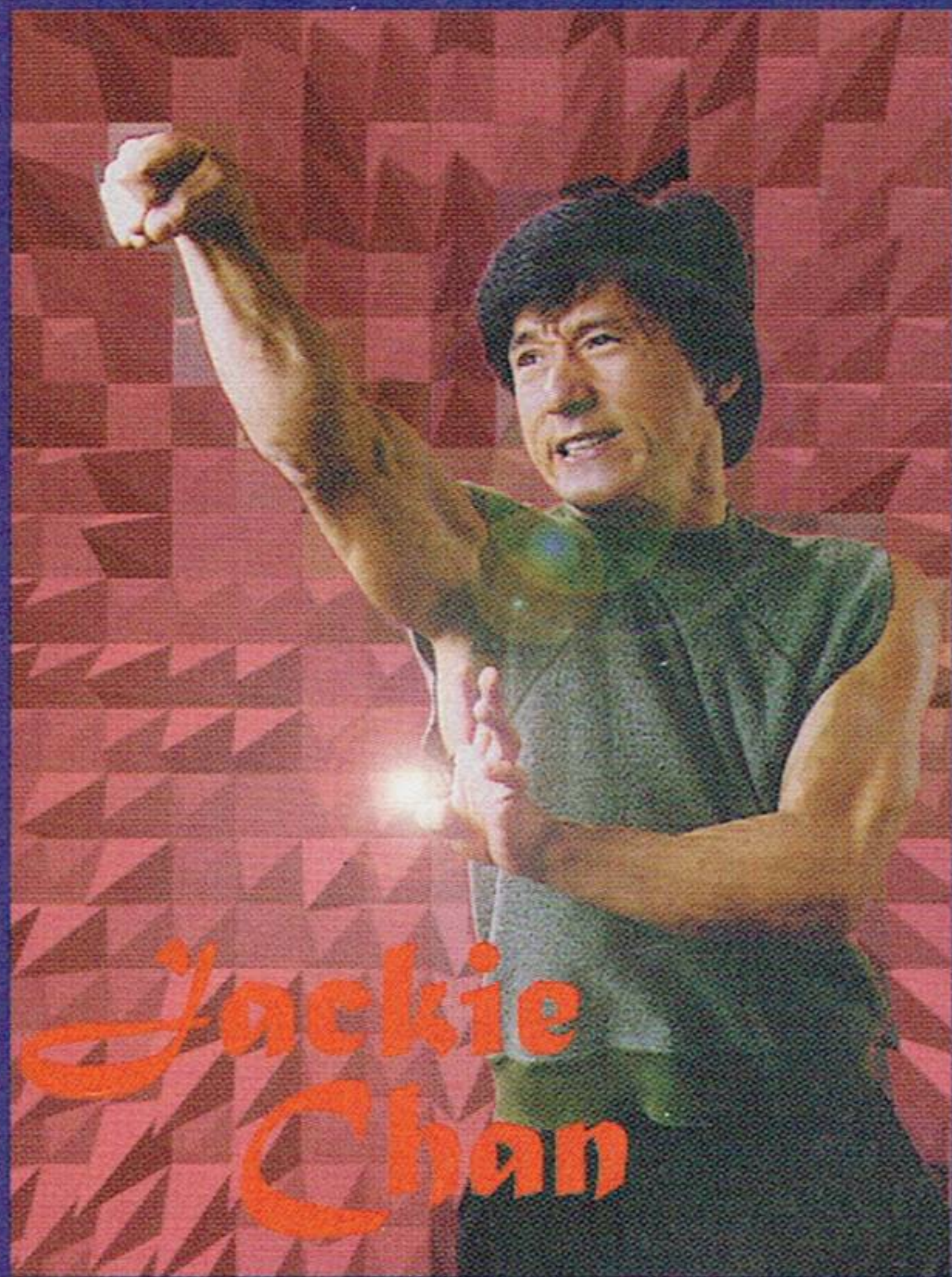


G FORCE - BATTLE OF THE PLANETS



#### BATTLE OF THE PLANETS/G-FORCE

Call it G-Force, Battle Of The Planets or Gatchaman, it was a great cartoon show that entertained every damn member of the HYPER crew when we were a bit younger (Stuart still raves on about Princess and Jason). If you're looking for a bit of nostalgia or don't know anything about the show that I'm talking about, visit <http://iac.co.jp/~chronic/GatchHome.html> and you'll soon understand that G-Force was a manga-like feast of fun. And can you believe that it was censored for Australian TV!?!



#### MONTY PYTHON

If you've enjoyed the Monty Python Flying Circus repeats on the ABC, then you'll be keen to know that you can jump on the Monty Python online bandwagon at <http://www.pythonline.com/> and laugh yourself silly. They're currently offering online games, chat, shopping and ridiculous amounts of Monty Python info and classic python humour. You may not be initially impressed with the look of the site, but dig a little deeper and you'll be rewarded.

#### JACKIE CHAN

He's the master of the beat 'em up film and pretty good at breaking the odd limb or two (usually his own). He's Jackie Chan, his last film was the blockbuster Rumble In The Bronx and he's a psychotic flurry of fists. He has his own website at <http://www.jackiechan.com/front.htm> or you can visit one of Internet fan clubs at <http://www.ee.fit.edu/users/bergman/chan/>

#### TATTOOS

Every parents worst nightmare - the tattoo. It may be tempting, you may think it'd be cool to get "I Love Meat Pies" tattooed across your forehead... but how will you feel about it in 5 years time? It's for LIFE remember? Anyhow, check out these amazing tattoos at <http://tattoos.com/>

#### DREAMS

We all have 'em, and it's an eternal mystery what some of the freakier ones mean. But to set you on a path to enlightenment, visit <http://www.iag.net/~hutchib/dream/> and make friends with other "dreamy" people. No, this isn't a dating service, but a forum for ideas into the meanings of our nocturnal visions. Or something like that.

#### PLUG-INS

If you're interested in seeing how many plug-ins it takes to make Netscape have a seizure, drop in at <http://www.tripout.com/> and stock up on funky bits and pieces for your browser. It's getting more complicated by the minute!

#### ATARI 2600

Classic games, folks. Classic games. And now you can play them on your Mac! To find out more about this gaming revelation, go to <http://www.uidaho.edu/~maas931/2600mac.html> and find out how to make it possible.

#### JIM CARREY

Hey, I think he's a big loser, but I can't deny that he's an immensely popular one. Lately he's been the Cable Guy but who knows what crazy, wacky character he'll turn up as next. This site has some good sound clips, pics, articles and even a small morph for you to goggle at. It's all at <http://pages.prodigy.com/jcarrey/>

#### ROCK'N'ROLL

Everyone in the world at some point in their life fantasises about being a guitar wielding rock god, don't they? Er... well here's a neat music resource for all you lick-meisters out there... <http://www.rockmall.com/rockmall.htm>

Before you know it you'll be widdly-widdling all over the place, and I hope you know what I mean.

#### HYPER@CTIVE 2.0

And don't forget the best site on the Net - Hyper@ctive. It's been touched up in recent weeks and is peaking mightily with heaps of Hotshots for upcoming games, demo games for you to download, news, reviews and more codes than you could possible poke a mouse at. It's actually proved to be one of Australia's most popular sites with over 40 000 hits a day common just on our Australian server. Of course, Hyper@ctive also has an American mirror site and the Yanks are getting into it in a big way, so you'll always find the latest hints and codes on the site for all formats and games. Watch out for more hot Hyper@ctive happenings soon...



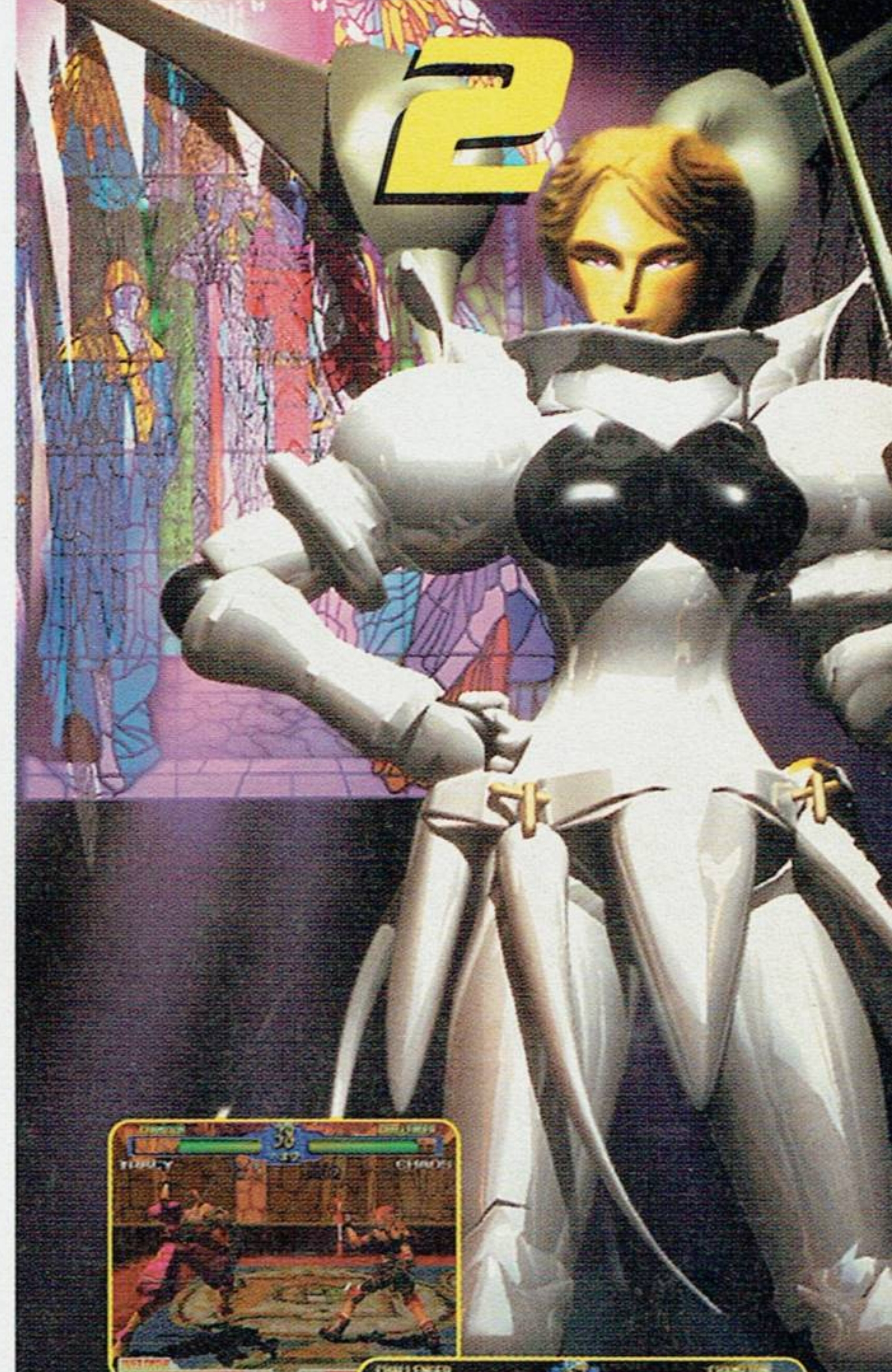
#### CROP CIRCLES

No, it wasn't two old guys with a piece of cardboard tied to string! In fact, Crop Circles are still appearing and scientists are still baffled. UFOs? Hmmmm, make your own investigation at <http://digital.net/~paladin/circles/circles.htm>

#### DISNEY

It's a mega-corporation that makes cartoons! For a look at a very slick site with everything you've ever wanted to know about the man in the block of ice (you'll find out one day), have a look at <http://www.disney.com/> for some cute online entertainment. They even have live-chats with big name stars like Robin Williams. Disney means entertainment...

# PlayStation Battle Arena Toshinden 2



**"...faster, smoother and bigger than it's predecessor. A damn fine fighting game."**  
- Hyper 90% (June 1996)

**AVAILABLE NOW \$99.95 rrp**



PROPOSED CLASSIFICATION



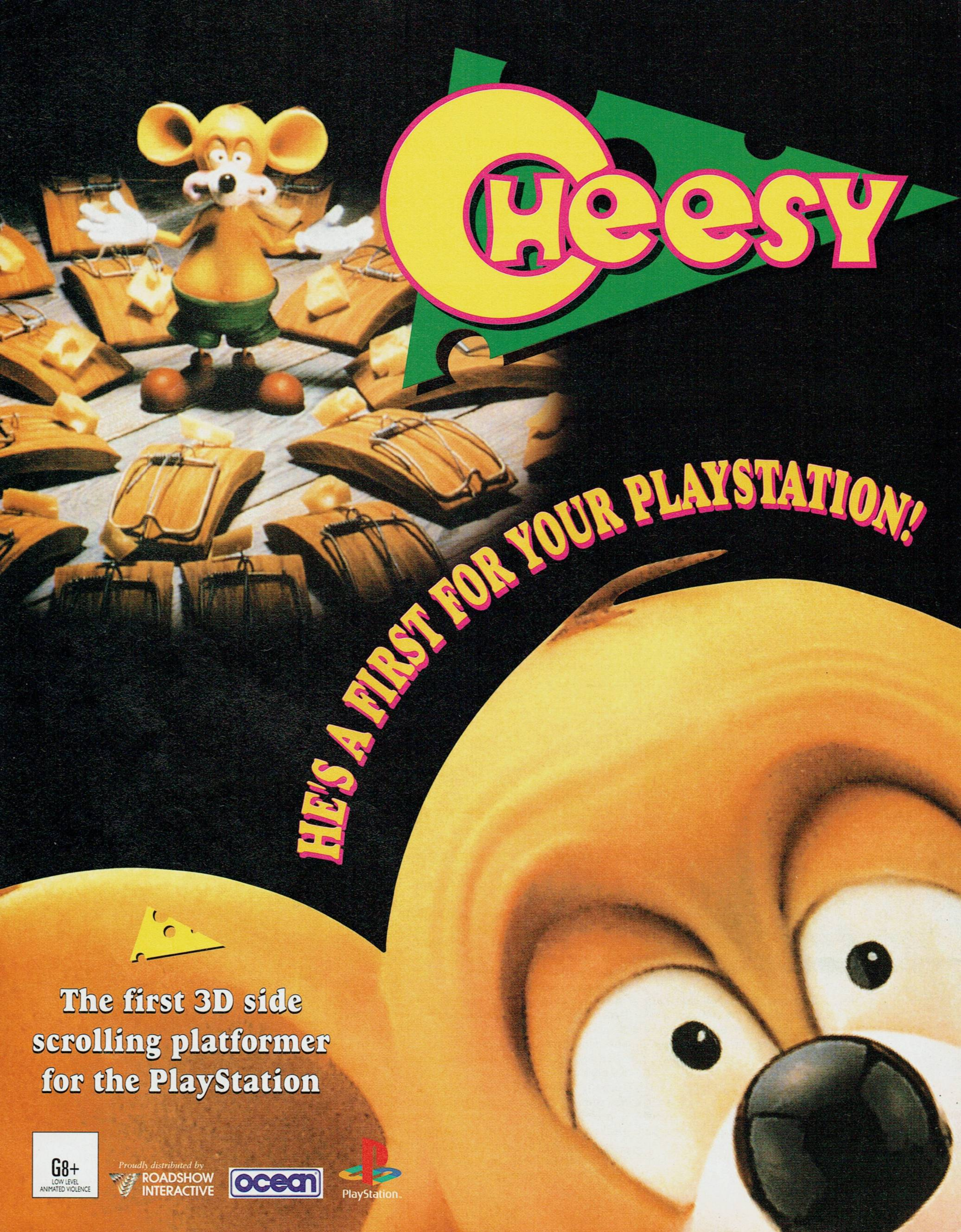
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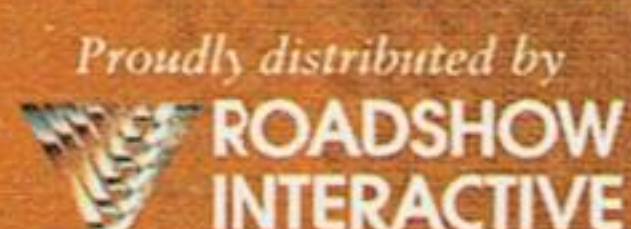
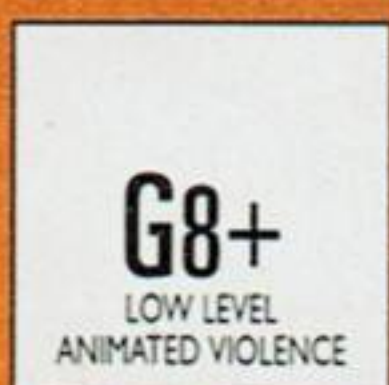
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# Heesy

HE'S A FIRST FOR YOUR PLAYSTATION!

The first 3D side  
scrolling platformer  
for the PlayStation



win win win



## Quake, Rattle & Roll

Doom was an OK game. We liked it a bit. So did millions of other gamers around the world. Doom was made by a group of Texas based freaky boys called iD Software and guess what? They've made another game. It's called Quake. It's OK. We like it quite a bit and we're sure that millions of other gamers around the world will agree with us.

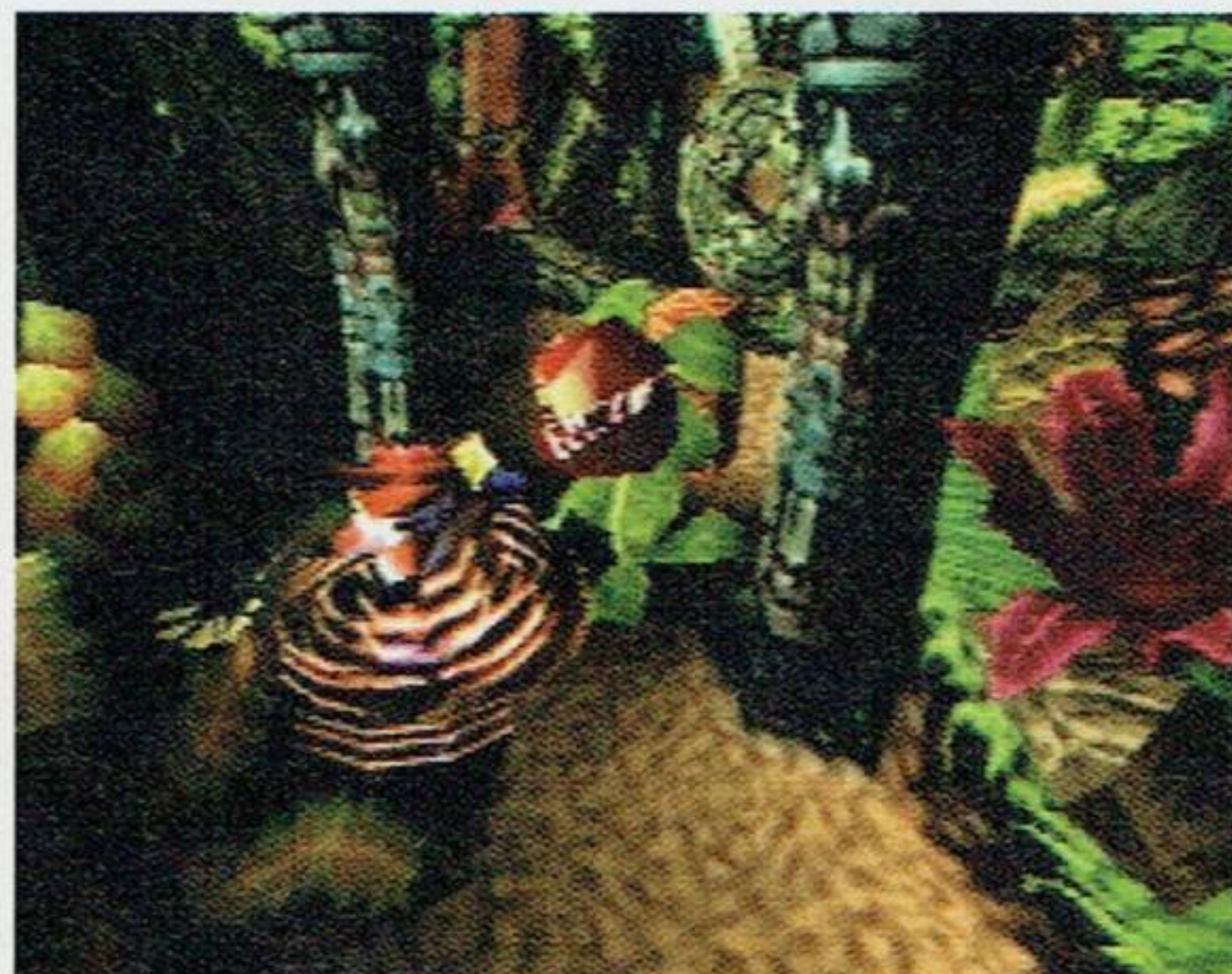
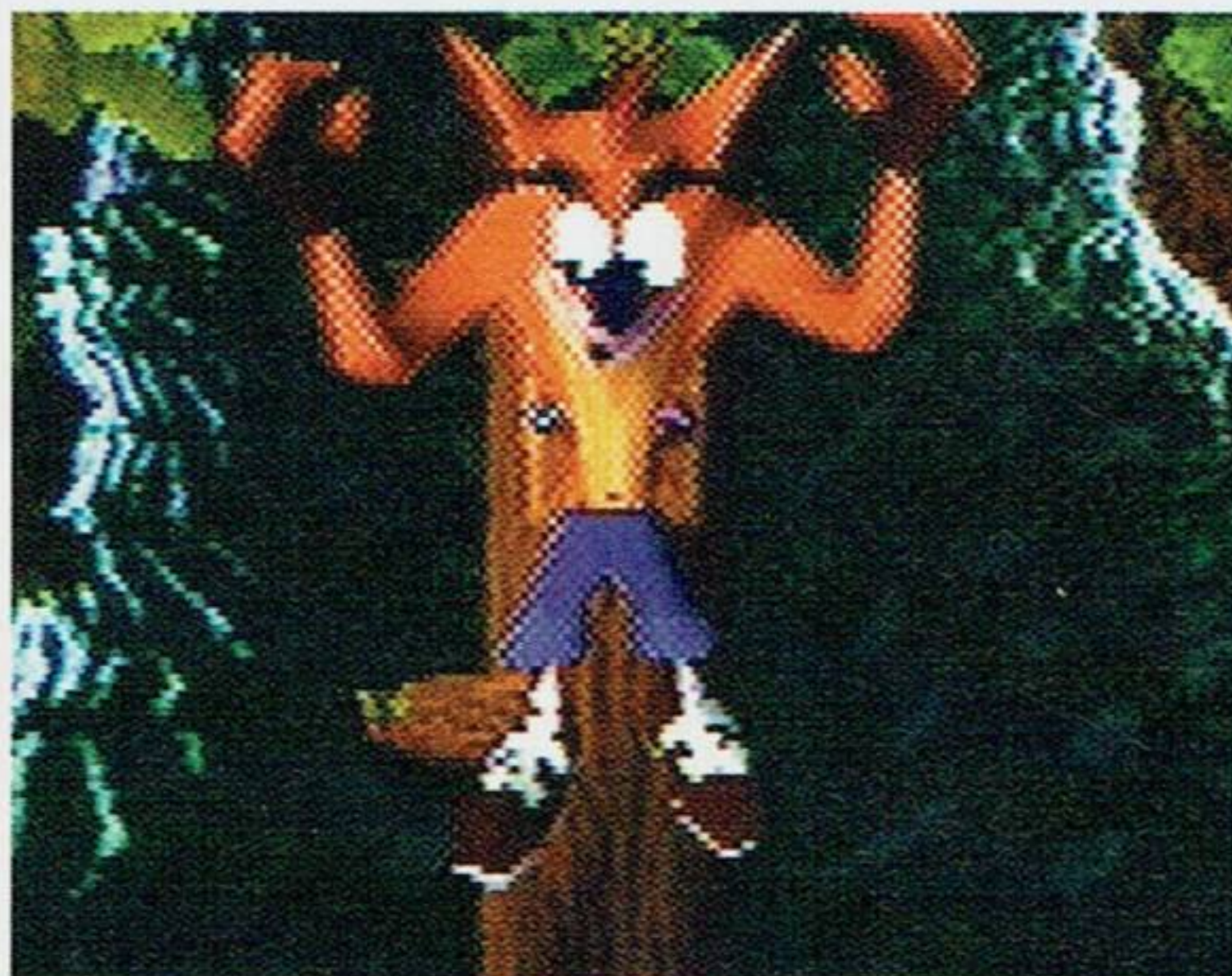
In case you've been living on the Dark Side of Phobos for the last few years, Quake is the Most Awaited PC Game Of All Time and it's finally here. No more 2D Dooming, 'cos it's now time for some 3D Quaking!

If you want to be first on your street with the latest then here's your chance to win one of 5 copies of Quake for the PC (thanks to Roadshow New Media). We know how important this is to some of you so the question is easy:

**Q: Name 3 of the monsters in Quake.**

Send your answer, along with details, to:

QUAKE OFF, Hyper, PO Box 634, Strawberry Hills NSW 2012



## Crash Bandicoot

Did you know that a bandicoot is a long-snouted marsupial native to Australia and New Guinea? You did...well, good for you. Did you also know that Crash Bandicoot is a mighty fine platformer for the Sony PlayStation? You knew that too? Oh well there's not much else that we have to say except that we've got two copies of this hot new game to give to lucky PlayStation owners who get drawn out of the bag.

To win, answer this question:

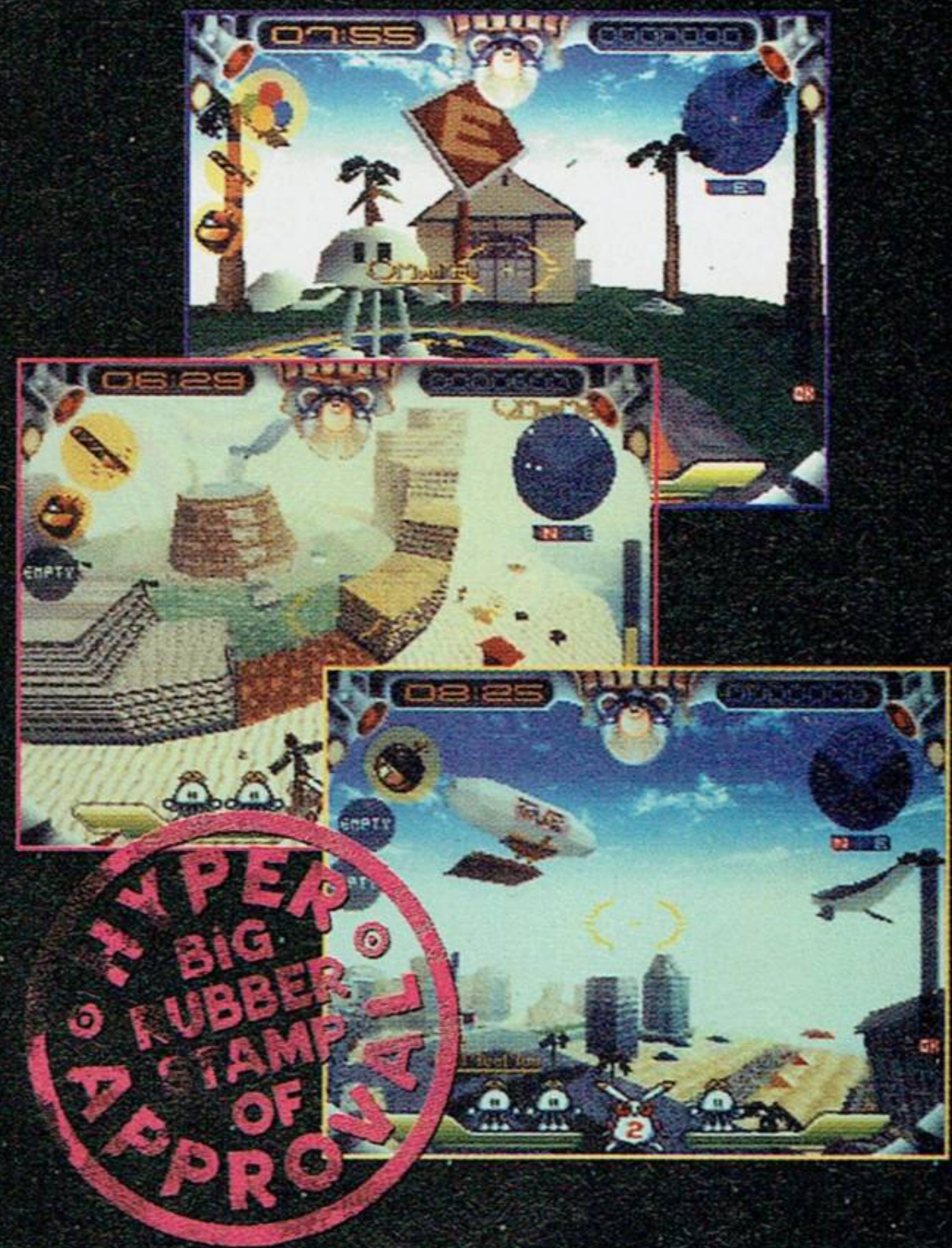
**Q: What's the name of Crash Bandicoot's main enemy?**

Send answer with details to:

CRASH MY BANDICOOT, Hyper, PO Box 634, Strawberry Hills NSW 2012

PlayStation

# Jumping Flash! 2



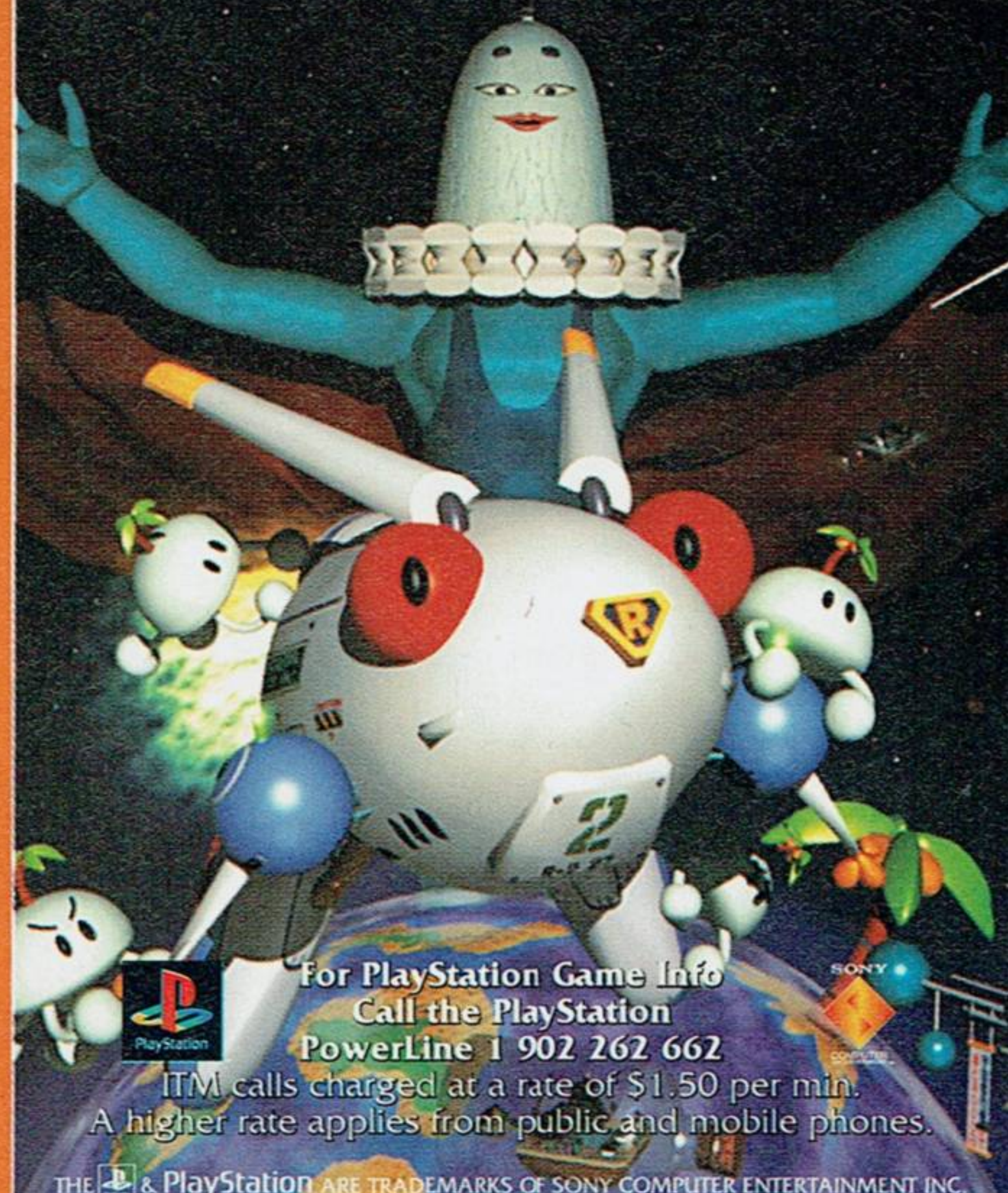
**"It may look cute, but JF2 is an incredibly intense and, at times, a palm-sweatingly frightening game. 94%"**

HYPER August 96

Available: Sept/Oct

RRP: \$99.95

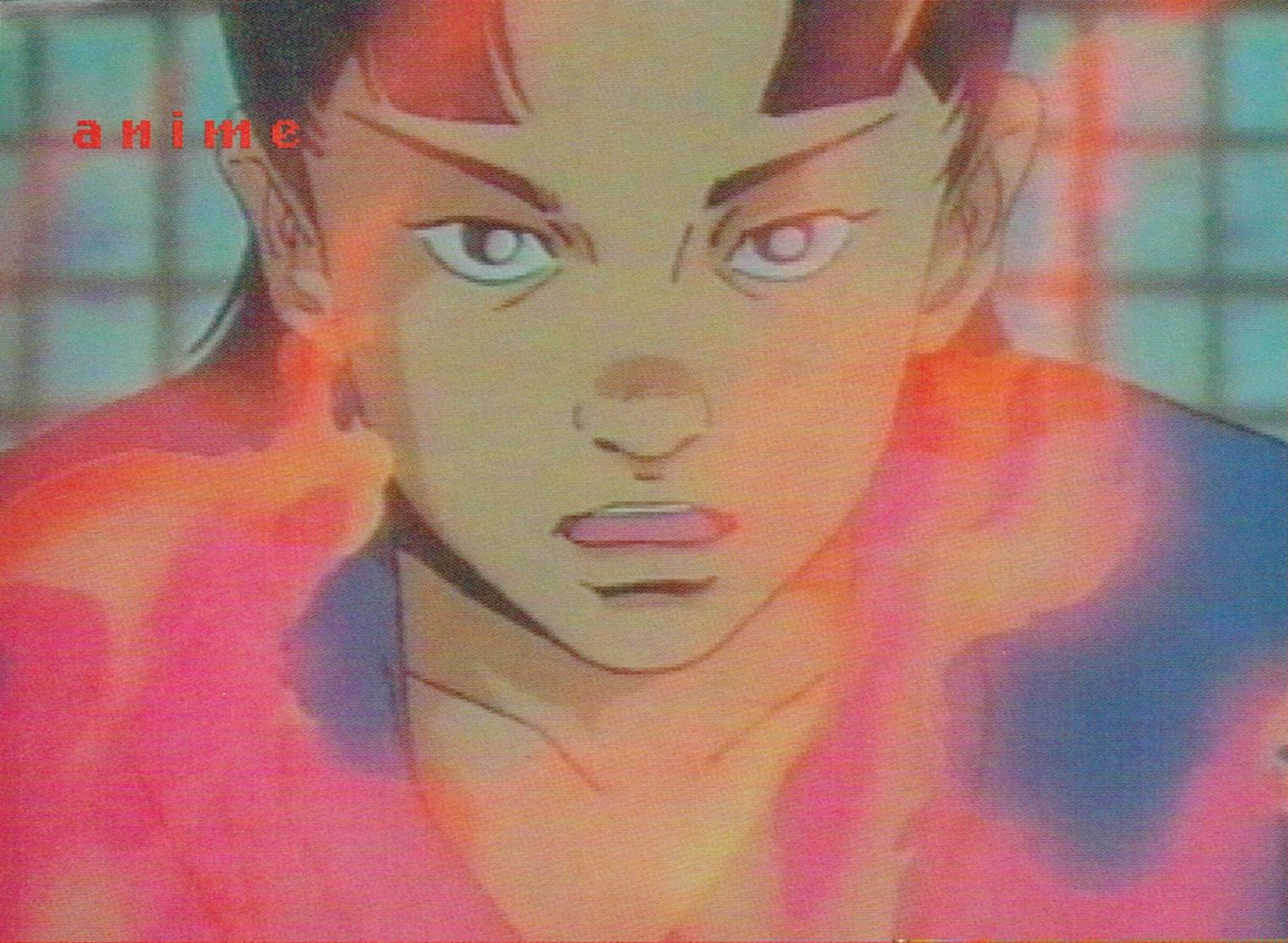
Expected Classification: G8+  
Low Level Animated Violence



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KABUTO

## Kabuto

Buichi Terasawa. He gave us SPACE ADVENTURE COBRA, and we thought he was a genius. He gave us GOKU MIDNIGHT EYE and we thought nothing could stop him. And now.....NOW he gives us KABUTO!

Yep, Terasawa's back, and he's brought his Ninja sorcerer sidekick along for laughs. Raven Spirit Kabuto is a wing sprouting, magic sword wielding fighter/magic user. He's travelled the land honing his skills against arrogant samurai and witch controlled assassins, complete with soul sucking face hugger masks. When Kabuto returns to the land of a former master, he finds an unfamiliar landscape. A witch concubine has killed the king, and has enslaved the surrounding population to satisfy her unnatural lusts. Speaking of lusts, there's all the bad girl nudity you expect to see from a Terasawa concept.

The animation of the characters is okay but not fantastic, and the production values of KABUTO tread water in the sea of Anime mediocrity. The story either had me yawning or cringing with embarrassment and the dubbing? Brrrrr! What a strong argument for subtitling!

Still, there's 45 minutes on tape for all you Terasawa fans out there.

**6/10**  
RATED M. MANGA VIDEO.

BY MAX AUTOHEAD



GIANT ROBO

## Giant Robo #5 & 6

Phone Conversation on Giant Robo RE: Jonathan Alley (Manga Video) and Max Autohead (Hyper)

JA- Manga Video.

MA- Jonathan. Max Autohead.

JA- Oh.

MA- Just got the latest Giant Robo episodes. I'm gonna tell you again, this is the best goddamn pants creaming series out at the moment. The animation is superb, the storyline is fantastic. I love all the groovy designs and the retro feel to the whole thing. I especially liked the finger snapping beatnik guy and the big floating black eyeball sapping all the planet's power. Unlike other anime series (Macross Plus and Angel Cop excluded), each episode just gets better and better. There's more than enough reason for me to hang out for each episode...look, this is the best thing I've ever seen, OKAY?

JA- Great.

MA- So, when's the next episode coming out?

JA- Next episode? Uh, that's it. We've only planned to bring these three out

MA- Whaaaaaat?

JA- Is it open ended? Max...?

(Sounds of weeping in the background)



DANGAIOH

## Dangaioh

"Hyper combat unit- The ultimate transformers". Over the years Japanime has offered us so much in the way of trash. From the missile hopping adventures of Project A-KO, to the gritty bad cop exploits of MAD BULL and the transforming bio-armor of the GUYVER series, it takes a lot to take the all time crown for trash (until of course they bring CUTEY HONEY to these shores - her entire body is a concealed weapon!), but here comes DANGAIOH. This is what you get when you grab three teenage schoolgirls, one generic teenage male, infuse in them with psionic abilities and send them off into outer space. Their mission? To wipe out the Robotech-like bad ass forces of Captain Garimoth.

In the heat of the battle, you can watch our awesome foursome unite their flying spaceships into a transforming giant mecha called Dangaioh. Complete with energy firing third eye and "wave motion gun" like knuckle dusters, Dangaioh can make scrap metal of any VOLTRON-esque clone.

The animation of DANGAIOH is again from that generic cheap production mould that we've come to expect from this kind of cheesy genre. Lots of cute girls in mid eighties swimwear against cheesy, cheap production backgrounds. The story flows like an empty creek bed in a drought, and it's filled with banal, idiotic dialogue and subplots.

Compared to what else is out there, this just simply doesn't cut the mustard.

**4/10**  
RATED PG. MANGA VIDEO.

Freedom of speech is an American thing. It ain't written into our constitution. Of course, in America you've also got the freedom to get your arse sued. That's why when "censorship" rears its ugly head in Australia it's such a hot topic of debate.

The classic anime, NINJA SCROLL, has now been reclassified. That's right, over 16 months since it first passed through the Film classification board, the M 15+ rating has now been reclassified to R. Did someone just change their mind?

As a consumer you should be entitled to know what it is you're about to watch before you part with your precious cash. No one wants their six year old kid sister watching something which is suitable only for "mature" punters, like LEGEND OF THE OVERFIEND for instance. But neither do we want stupid knee-jerk reactions to hyped up "violent cartoon" stories in tabloid newspapers. We've been told that the classification guidelines are rigid but fair, however if one small complaint can get a movie reclassified, then the floodgates are well and truly open for more governmental interference into our pleasure. And we don't like that...

The powers that be have promised to send me info about on their actions.

**10/10**  
RATED M. MANGA VIDEO

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# Time Commando

We liked Time Commando so much we gave it our Big Rubber Stamp of Approval and we're sure you'll like it too on PlayStation or PC CD ROM. We've got 2 PlayStation and 2 PC copies to give to lucky subscribers.

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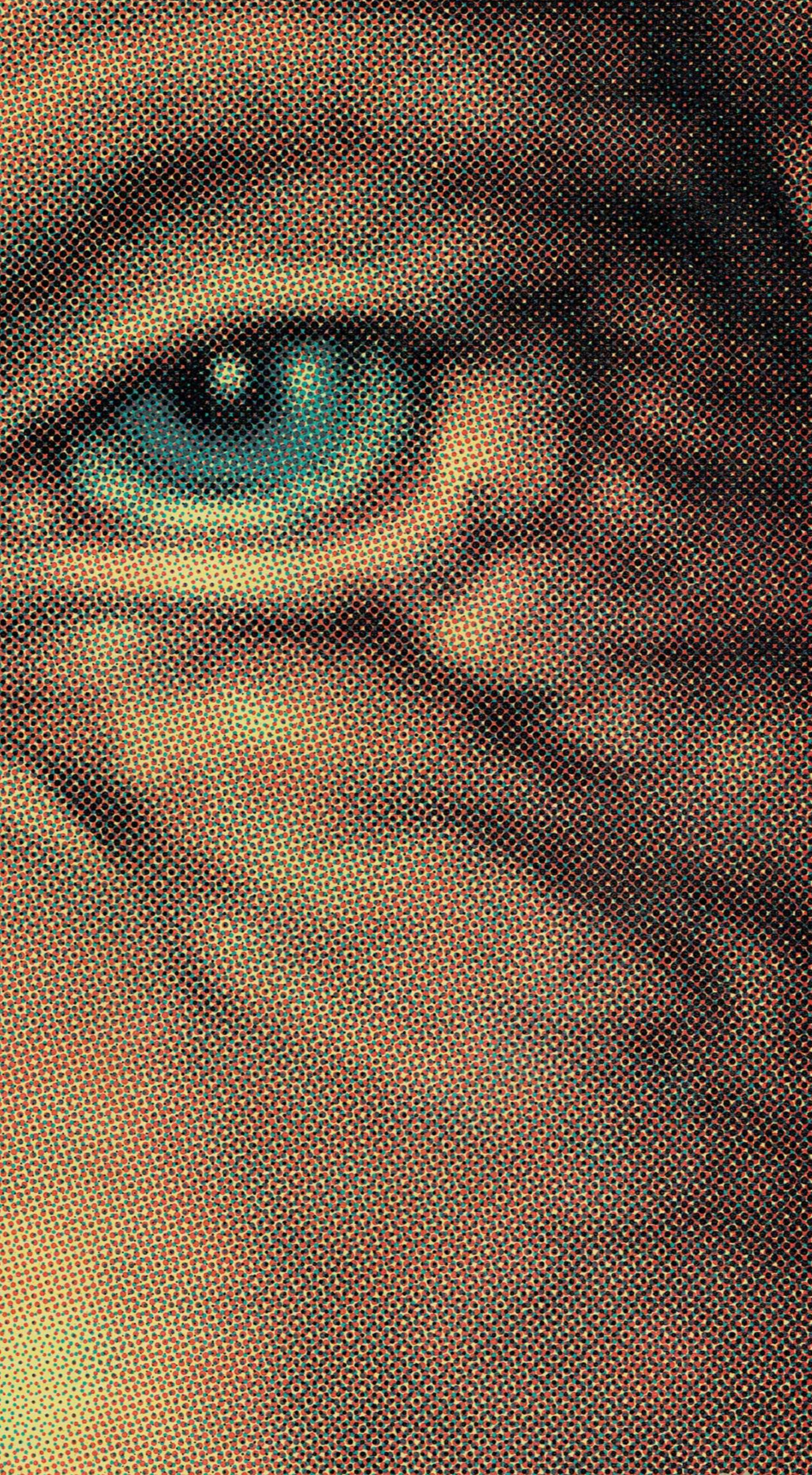
**HYPER**»

0036



# Specialists

Australian made games are rare enough and cause a fair amount of excitement when they arrive, but when we get a bona fide Australian comic hero combined with a whole new style of game, then the dribble really hits the fan. Issue One's Cyberswine is the comic hero and Sega Australia New Development is the team working on the revolutionary game. **STUART CLARKE** Investigates...





# Sega Australia first started getting serious about game development a little over two years ago and snapped up the game rights to **Cyberswine**, the creation of small Aussie comic publisher, Issue One.

As we all know, the games industry has changed quite radically in the last couple of years, making the jump from 16bit to 32bit systems and games. Cyberswine was almost a Mega Drive gaming hero, but the team at Sega Australia New Developments (SAND) sensibly looked to the future and decided to create a CD based Windows/Saturn title.

But what to put on the CD? What gaming style suited Cyberswine? After three months of brainstorming it was decided to create a whole new style of game - the "multi-path movie". This positions the player in a real-time 3D rendered environment, starts off the story and then it's up to you to make frequent choices that lead to one of a number of possible endings. Decisions, based around mood, need to be made constantly, and even when you're not actually being asked for a choice you can play director by manipulating the camera angles manually.

I talked to Anthony Rose, SAND Technical Director, about the evolution of Cyberswine and "multi-path" movies...

**HYPHER:** *Cyberswine is an Issue One comic hero. What was Issue One's involvement in the project?*

**SAND:** The scripting has been done by other people, but Sam Young has done the storybook, and sketches for the artwork. Many of the 3D models have been built according to Sam's 2D sketches.

**HYPHER:** *Cyberswine seems to fit in between a game and a movie...*

**SAND:** We must stress that we're not creating a game - we're creating a movie. You never go back and slaughter more monsters to go to the next level. You don't die, and you can't win or lose. We're making what we think movies will be like in the future - a complex blend of the script writer's input coupled with your own desires. Our movies will run for about 100 minutes - the same as a feature film.

Our movies are also not adventure games - the action never stops, you never need to decide whether to go left or right. We've developed a sophisticated mood engine which allows you to agree or disagree with what's happening on screen. So, as Cyberswine slowly reaches for his gun, you'd be frantically hitting the left mouse button to say "No, don't do it - stop!". There are no icons, no prompts, just you and the actor on screen.

**HYPHER:** *The script is of primary importance for this sort of product. What do you hope to achieve with your script writing tools?*

**SAND:** What we want to do is enable existing creative people to be able to take their work through to the final product rather than just writing a short synopsis, giving it to programmers, who then take it away and make a product. That worked OK in the old days where you said: "Right, I've got a track about a kilometre long, and I'd like a car to move around it, can you make that happen?" and they went off and did it but when you've got a four-hundred page script, you can't say: "Here's the script, now go and make something". That just won't work.

So, we've developed a simple script language and we've allowed script writers to work in ways that they are familiar with - standard screenplay format. Our Script Navigator will load their Word scripts, work out when things are being said, assign those lines to the names of the characters that are saying it, and take that right through to the final product. When you have some lip-sync dropped in, it can be attached to a line of dialogue, and then the 3D character will actually speak. The script writer's text goes right through from the script to the final product with no programmer intervention.

The other thing of course is that we want to be able to allow script writers to make these wonderful new branching scripts, which are

potentially quite difficult to do. So apart from generating the output files, our Navigator also allows them to play through the script in real time, or step by step, and it will calculate in exactly the same way the final product calculates which branch you take based on the mood data-base. It applies that to the scripts and they can go through the scripts and play it in real time in text form exactly the same way you would play the final product. It's not real exciting, but at least you get to see if the branches make sense!

**HYPHER:** *Could you give us a brief overview of the Cyberswine script?*

**SAND:** A standard movie size script is around 90-120 pages in length, Cyberswine is 400 pages long, so it is roughly 3-4 times longer than you would see in a standard film. Our second project will be around 1000 pages long. We are looking at 3-4 branches or possibilities at any point, and later on that will increase to around 8.

We don't want to fix the script writer to writing any particular genre; the fact that we have done something

on Cyberswine doesn't preclude script writers from doing a completely different genre in the future. We just give them the tools to enable them to do whatever they want to do, and that's the important thing. We don't know what is going to be the 'Killer App' - we want them to use our tools to make whatever they think is going to be really good. With Cyberswine we have a branching structure; you start at a point, you have multiple endings, and our goal is branches every thirty seconds or so. Within that framework, we have perhaps 500 scenes paced over an





hour and a half.

**HYPÉR:** *Now with these new tools, or engines you have developed, which leads where?*

**SAND:** At the header of the script, the script writer defines some target moods, for which you can write characters. For example, you can have a Rambo mood and a Columbo mood and he/she can then get other script writers to help write scenes suitable for a Rambo type person, or a Columbo. Those moods are built on mood attributes so you can have intelligence or aggression. A character like Rambo would have high

aggression, low intelligence, whereas Columbo would be the opposite. So that's the internal mood data-base. The Navigator incorporates those moods and affects them with its own decisions in real time as you watch it.

Afterwards, we have a real-time graphics 3D engine which renders characters from 3D models which are created in Soft Image and 3D Studio. But we want to get interaction within a scene as well as between scenes, so we can do something which you can't do with video or MPEG. We map moods in real time onto the characters, so as the character displays an emotion, his face represents the mood with a realistic nature. We have built a lip-sync tool which can batch process any WAV files, analyse them and build Sync files that are attached to our 3D models.

**HYPÉR:** *SAND developed the lip-sync software itself. How does it work?*

**SAND:** With the lip-sync tool, it does an automatic fit, but if you don't like that you can still go and tweak it by hand. We've got a nice visual

interface; you can select icons and move them around. So if you wanted to improve something that didn't look really good or you had a voice the lip-sync tool couldn't handle, you could quite easily manually tweak things.

**HYPÉR:** *You've also developed a tool you call SCuD. Can you explain that?*

**SAND:** SCuD is our centrepiece and our layout tool; an object-oriented system of laying up data from a bunch of different applications. We're not trying to compete with existing graphics 3D and sound packages, we can't re-invent a better wheel for all of these, so we wanted our people to use the best system they can. If they want to use MS Word, we'll read a Word file, if they want to use Soft Image or Macs, they can use that. They take the output of that and then plug it into SCuD. You see the script on-screen and it works on a scene by scene basis.

You're in scene seven, up comes the script straight from the Word file. You can then attach things to different lines, so when you see the character talking, you'll plug in a sound file. When he walks, you'll plug in a graphics file. That allows you to preview it, to film it. You have as many cameras as you want, and you have dissolves. Because you don't know what scene will follow at runtime, you couldn't do that in a graphics package.

Apart from being a layout tool, SCuD is also the CD builder, the Net builder and the optimiser. With most CAD packages you get a CAD output format and you live with that or you don't, but with SCuD we input everything and we can then output different streams depending on what our target is. If we're building to Saturn, instead of having to manually go in and reprocess all the data, we can tell SCuD to convert files to Saturn and it will map the correct RGB values for Saturn, build textures for Saturn etc. If we're doing the Internet version it will build our defined Internet format files.

**HYPÉR:** *The ability to constantly manipulate the camera is a real added bonus. Even when you're not actually making decisions you can still interact and have fun...*

**SAND:** Somebody trying to do the equivalent in a video system would be stuck, but we've got things we can do within the scene and we need to take maximum advantage of that. Another thing is, all our cameras have ratings. At the beginning of the movie you can either say I want to watch an 'R' or an 'M' or a 'PG' rated. When scenes are laid up you can attach a rating to any bit of sound or any camera... anything really, so if the player is running the 'PG' version they won't see any of the 'R' stuff. For the first time you're going to have a movie with a variable rating... I'm not sure how the censorship people

are going to cope with that.

**HYPÉR:** *Getting back to the people behind the game. Who works at SAND, and who does what?*

**SAND:** As Technical Director, I try to make life as easy as possible for the team, to provide a creative environment so we can concentrate on the difficult task of writing great code. Damien Hogan has been primarily involved with the Navigator and lip-sync programs. Andrew Davie has written most of SCuD. David Pertecost, has done all the Windows and systems. Mark Pursey is our 3D expert, he has written a 3D engine and a lot of the input file formats. And Scott Davis is doing the Saturn engine and runtime.

**HYPÉR:** *You're also working closely with another company called Brilliant Interactive Ideas. What's the relationship there?*

**SAND:** We are developing all of the tools and programs and Brilliant Interactive Ideas are doing the production work. So they are stress beta testers.

They do the title-related things, we do the engine things and we'll be working very closely with them in future. That works quite well, because they are sufficiently close we can help each other, but they are sufficiently distant, in terms of being a separate company, that they do qualify as real world users, and they do work out the kind of problems that actual users would discover.

**HYPÉR:** *Is Cyberswine just going to be a PC and Saturn game or are there other formats on the way?*

**SAND:** One of the important things in our layout process is that we stay platform independent until very late on in the process, so we can put it onto PlayStation or Macintosh with relatively little effort somewhere down the track, which we will be doing.

**HYPÉR:** *One idea you have is to take this "multi-path movie" idea, put it on the Net so you can have an interactive, downloadable story. Kind of like an Internet soapie?*

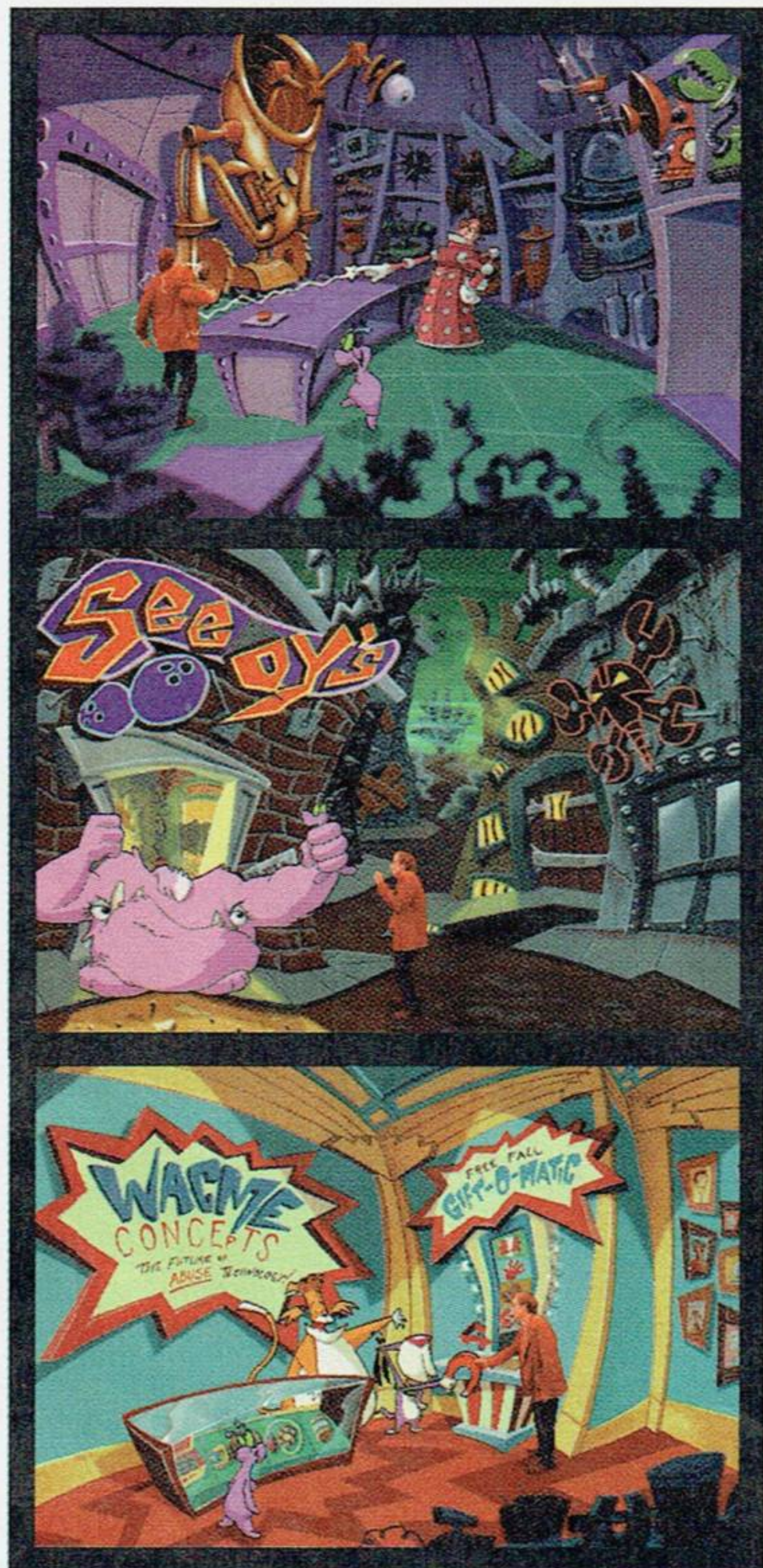
**SAND:** Within the next few months we hope to complete the Internet version, which will give us the possibility of pre-selling the CD containing the backgrounds and characters but not the animation. The animation data plus compressed sound will fit down Internet bandwidth on 28.8k modems. So, for example, you could have the disk of Springfield and the Simpson family and you could download weekly episodes. Full-screen, full-motion and interactive. It would be multi-path in the same way that the Cyberswine CD will be.

*As you can see, the team at SAND have only just begun. Watch out for Cyberswine in the next couple of months and more amazing "multi-path movie" ideas in 1997.*



# Tasty Virgin Treats

## Toonstruck PC CD ROM

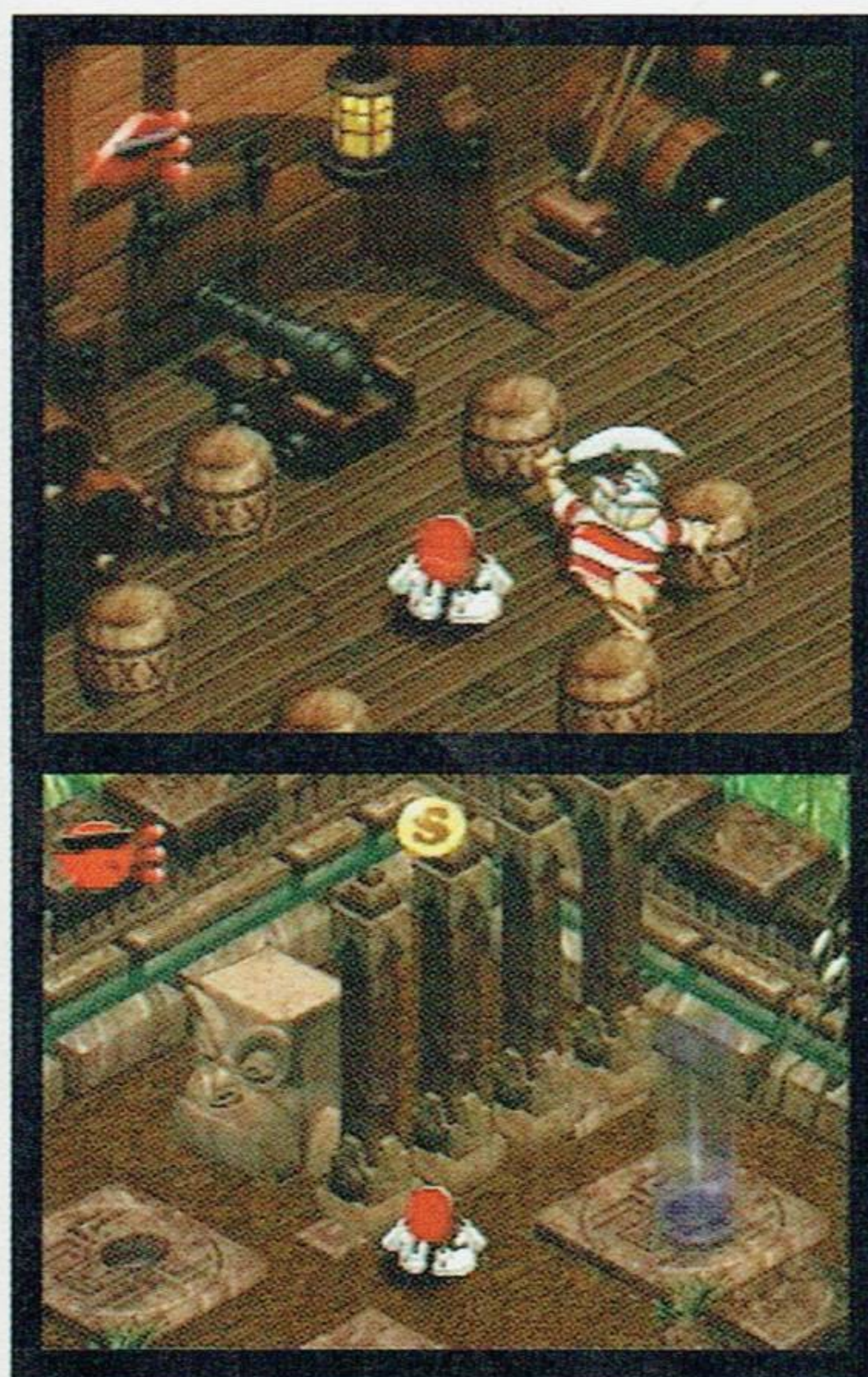


First stop Toonstruck. This game was one of the real showstoppers at the E3. Not only did this adventure sport brilliant animations, seamlessly interlaced with full motion video, but somehow (against the established rules of video game creation), some gameplay seems to have made it into the equation as well. Toonstruck features the voice over talents of notables like Dan Castallanetta (Homer Simpson to you and me), plus Tim Curry (Rocky Horror Picture Show), David Ogden Stiers (from M\*A\*S\*H if you can remember back that far) and Dom DeLuise (best remembered for his giggling fit in the closing credits of The Canon Ball Run). Christopher Lloyd also stars on screen as a hapless cartoon animator who is teleported into the world of his creations.

There was a strong Sam 'n Max feel to this game, and Toonstruck looks like spending a lot of time on hard drives across the globe if the quality of the work in progress is anything to go on.

DU: DECEMBER

## Spot Goes to Hollywood PlayStation / Saturn



You may have wondered what has happened to this little red smudge on the video gaming landscape. Well it seems Spot has made the jump to 32bit 3D gaming (sort of). The game uses a variety of viewpoints, although most of them use the pseudo 3D approach of the isometric angle. Thus the game doesn't quite deliver the fully immersive 3D experience of Mario 64. That said, Spot is a well designed platformer, which should keep fans of the genre jumping for joy all over the video game landscape well into the wee hours.

Spot takes a leaf out of fellow video games icon Gex's book, as the game follows an entertainment theme, with the player having to traverse worlds which are populated with TV/Movie theme characters.

The game also features some smooth rendered cinematics, and the most diligent of gamers will get to see a full motion "Making of..." special if they complete the entire game. However this will take a while as there are supposed to be heaps of hidden nooks and crannies to be uncovered before you can fully finish. Spot looks great, if a tad derivative, and the animation was up to the standard of the previous games in the series. Definitely not a blot on the landscape!

DU: NOVEMBER

## Freak Boy / Stacker Nintendo 64



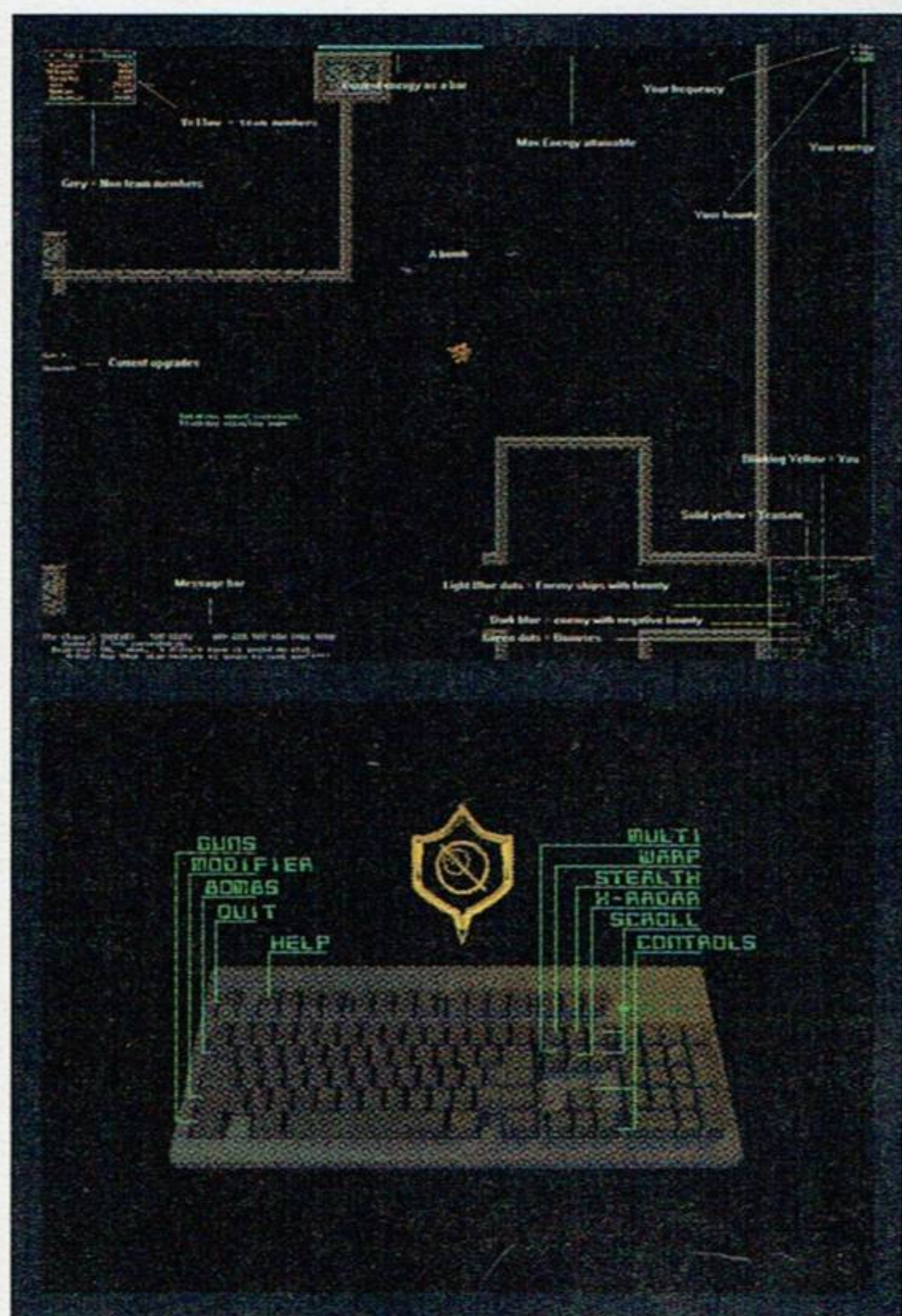
Why drop such a cool name!? This game was originally to be titled Freak Boy, but Virgin have apparently decided to go with the more functional, and substantially less aesthetically attractive moniker 'Stacker'. Still, if the moniker fits... and Stacker does describe well what you do in the game. The character you control has the rather neat ability to morph, incorporating weapons and bits of junk as a part of his ever changing physical form. Thus Stacker (the Freak) reconstructs himself through out the adventure, by stacking new bits onto his polygonal superstructure.

Even though it was exceptionally early demo, this game looked like it had the makings of a bizarre, acid inspired winner, as the freaky little polygon polymorph dealt with a host of opponents (50+), and puzzle types, by morphing into different weapons. Stacker will also give the player a variety of viewpoints to play with, and it is intended that these will be necessary if you are to solve the different puzzles, instead of just being extra 3D garnishing. Stacker will be able to absorb weapons into three body areas (head, chest, and feet), with different results, and there will be 3 different types of weapon as well (bomb, cutter, and gun).

DU: EARLY 1997

Even if you don't recognise the artful Virgin logo on the side of a box, chances are you have been besmirched with wonder by at least one game from this legendary development house. And besmirched is a good word to describe what happened when STEVE POLAK got up close and personal whilst visiting Virgin's US HQ in sunny Newport, California...

## Subspace Internet Multiplayer (PC CD ROM)



On the multiplayer front, Subspace drew a lot of attention. Looking like the hybrid offspring of Asteroids and Robotron, this game aptly glorified one of the central tenets of the HYPER credo "good graphics are nothing without great gameplay". Subspace worked on a simple premise - people like blowing each other up. The game gives you a simple graphically crude triangular space ship, teleports you to a start location, and lets you duke it out with your blasters against whoever happens to be hanging around your port of entry into the Subspace universe. You win by getting the best kill rate, and there's no end to the carnage, just stay logged on and keep blasting!

Subspace offers a variety of powerups, and one of the first things you will notice, is that you can form squadrons for large multiplayer battles. There was even a Valu Jet squadron, a sad reminder of the fact that a sick sense of humour is not an exclusively Antipodean trait.

Players have been known to get together to have wars between squadrons, and there is even a web page culture which has grown up around this game (as squadrons list their achievements on their own pages!). Now I know you may be thinking that some of these Subspace gamers had better get a life or a girlfriend (or boyfriend), but this game is really cool, and well worth the 4.1 meg download.

TO GET THE GAME GO TO: <http://www.vie.com/sniper/>

## Grid Runner PlayStation/Saturn /PC CD ROM

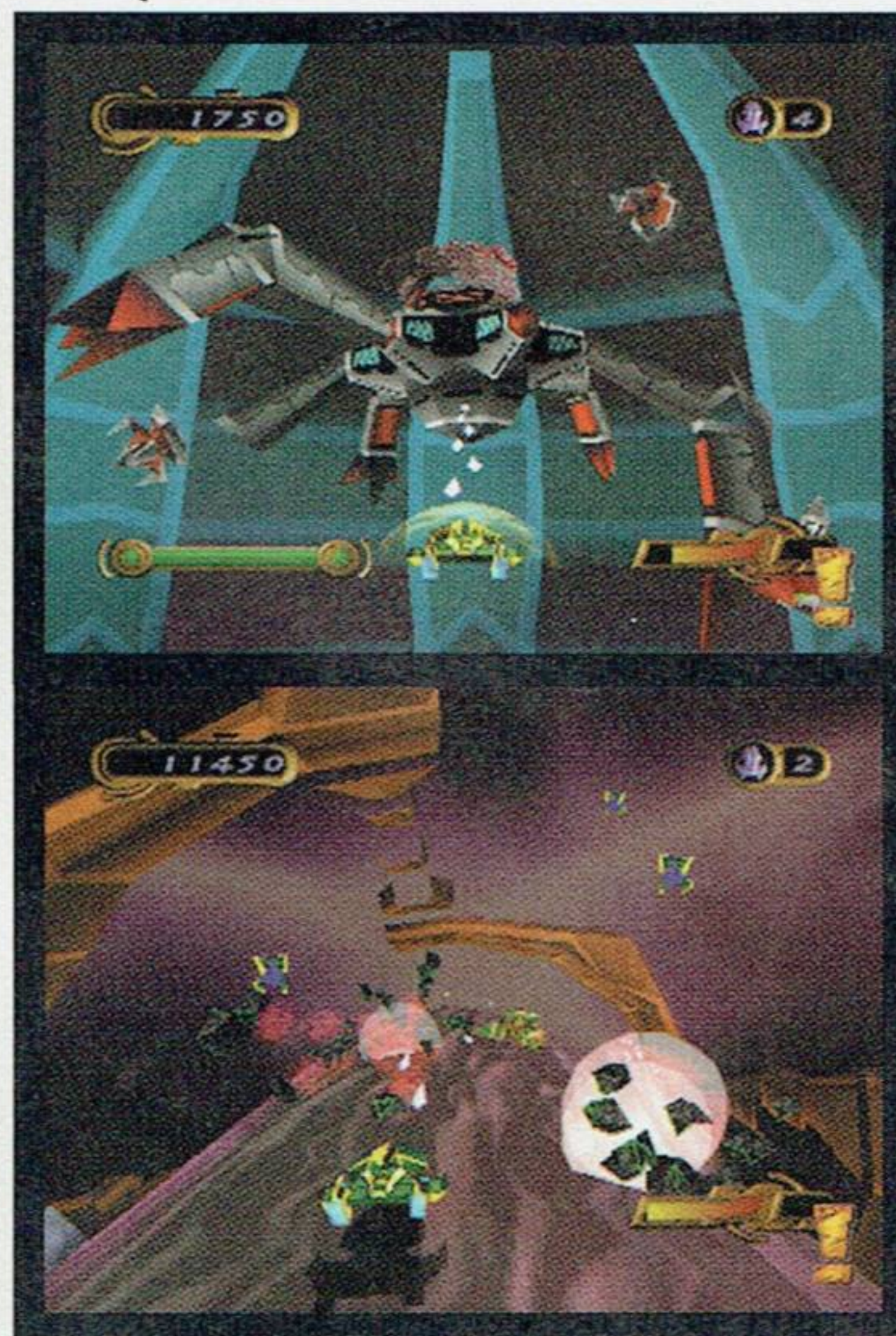


Looking like it wants to become the next Bomberman, Grid Runner is an interesting arcade puzzler (anyone remember Maze Craze on the Atari 2600?). The game design is simple, but potentially addictive. In single player mode you had to escape a maze (with lots of obligatory traps and dead ends), by collecting all of the flags strewn about the area. But life isn't meant to be easy, and so you are pursued by a motley collection of minotaur men, lizard men, and mammoth men.

You also have some magical powers which help you defend yourself (although I couldn't quite work out how), and there is a 2 player mode where you try and whip a friend's ass. Grid Runner (named after a classic C64 title), looked a lot better than it sounds on paper, and you'd know what I mean if you're a Bomberman fan.

DOE: NOVEMBER

## Nanotek Warriors PlayStation



Finally a new buzzword to dethrone the much hated 'cyber'. 'Nanomachines' are microscopic creations which have the ability to travel inside living tissue. It is predicted that we will be able to use them as agents of microscopic surgery within the next 5-10 years. Anyway Nanotek Warriors is a 3D blaster where you go after a horde of the little blighters who are travelling down strands of DNA (or something similarly long thin and minuscule. . . . ahem!). This blaster reminded me of Cyrus crossbred with Tempest (proving there are very few ideas in games these days). But it played well, featured decent techno, and should be a good dose of simple blasting fun when it lands.

DOE: LATE 96

## Galactic Mirage PC CD ROM

Not wanting to feel left out in the cold, Virgin are also developing their own version of the Civilization concept in space. Galactic Mirage looks a great deal like the nearly brilliant Ascendancy released last year, except there will be a strong emphasis on Internet capability, and the game boasts a 3D engine which helps you explore worlds. The game (like most others in this category) also boasts a new enhanced AI system called 'fuzzy logic', which might be good for a laugh. I love this sort of game, and Mirage looked pretty hot, even if it is something we have been playing in one form or another for quite a while now (remember Supremacy).

DOE: LATE '96

## » Destruction Derby 2

PlayStation  
PC CD ROM

AVAILABLE: DECEMBER

PLAYERS: 1-2 (LINK-UP)

CATEGORY: COMBAT RACING

PUBLISHER: PSYGNOSIS



Psygnosis are set to impress this Christmas, with the highly anticipated sequel to Destruction Derby. They've been working on the realism of the 3D graphics and the nature of the cars, making for a more realistic smash 'em up, race 'em up car game.

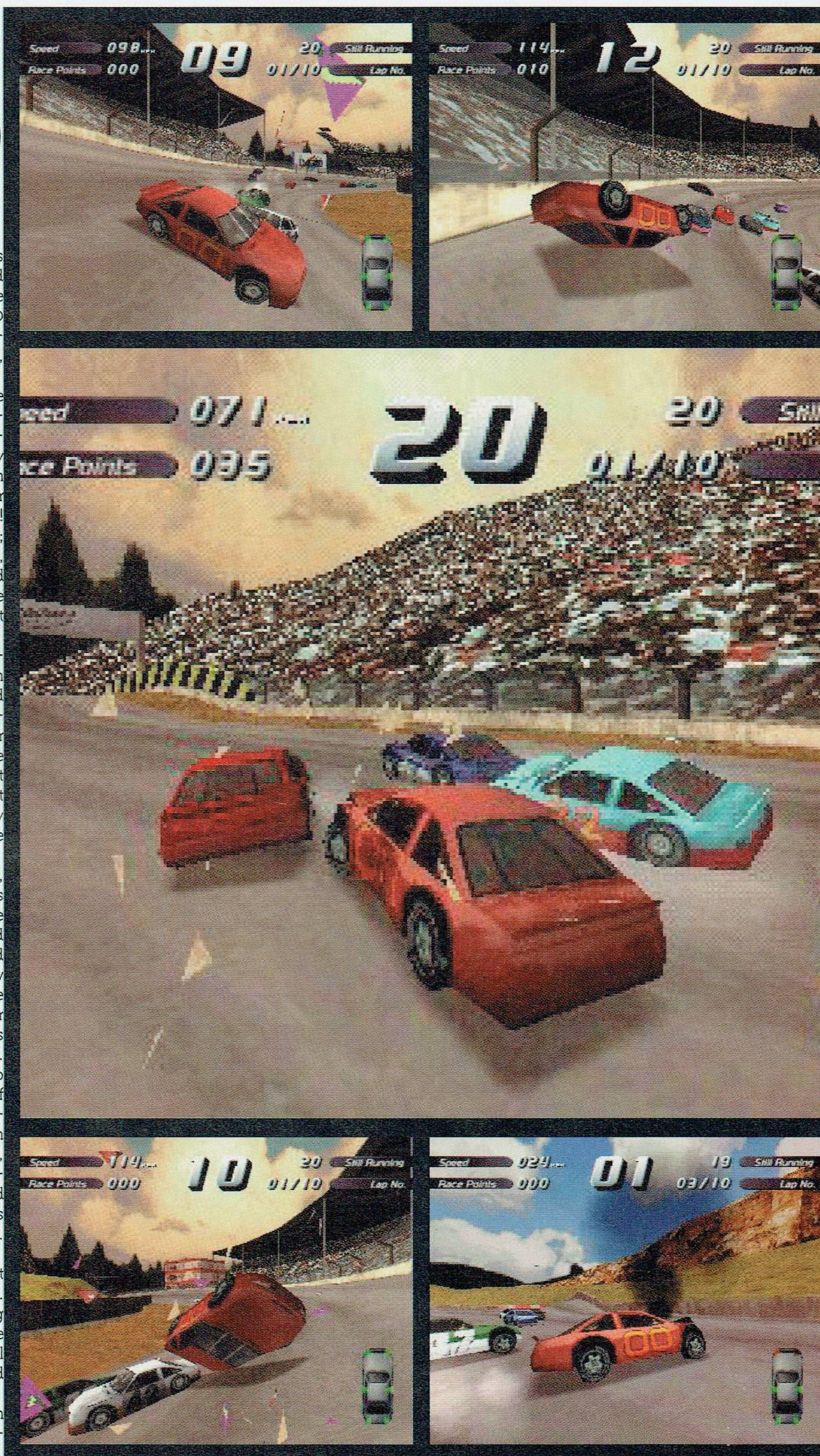
DD2 has all the options of the first game including the Wreckin' and Stock Car racing options. The Time Trials are still lingering around... as well as the almighty DESTRUCTION DERBY option, so you can still smash the absolute crud out of your opponent, whether he be CPU or human!!! But there are the new options of course; Total Destruction- You are a lone soldier, and every car in the field is after you, and Tag - an option for link-up only, where all the competing cars head for the last player 'tagged'.

DD2 has included a lot more brilliant features. In Destruction Derby 2, rather than just the simple metallic debris that floated around after a collision, we get a assortment of possible events. Bonnets can tear away, wheels can fly off, along with the boot of your beloved derby car. But don't worry, on your next lap just take a slight detour through the pit lane!!! Yep, they have now incorporated a pit lane where you can have your car fully restored.

There are seven all new tracks to race on, with all new track features. These features include crossovers and squeezes, like the first, but DD2 also has tunnels, banked corners, hills, humps, jump ramps and twist jumps, necessary for the all new 'stunt feature' which allows you to create your own dare-devil stunt shows. And for some real wrecking action, Psygnosis have taken their 3D engine to the max. Real time flips, rolls, and cartwheels to make feel like you are really there, even if you wish you weren't! There are 254 polygons making up each car, in comparison to DD1's 112, so you get a much sharper, realistic image. There is four wheel independent suspension, real time gourad lighting, lengthy tracks (four times DD1's length), and commentary from Paul Page. What more could you ask for?

Another all important aspect of DD2 that DD1 didn't have is Analog control support. Yep, DD2 will be supporting analog peripherals such as the NegCon, and the Mad Catz steering wheel, so you can feel the real power of the game, and add another element of skill to the gameplay.

DD2 should be out for both PlayStation and PC by the end of the year. Start getting psyched!





# Dark Forces II: Jedi Knight PC CD ROM

AVAILABLE: EARLY '97 • PLAYERS: 1 - 8  
CATEGORY: 3D SHOOT 'EM UP • PUBLISHER: LUCASARTS

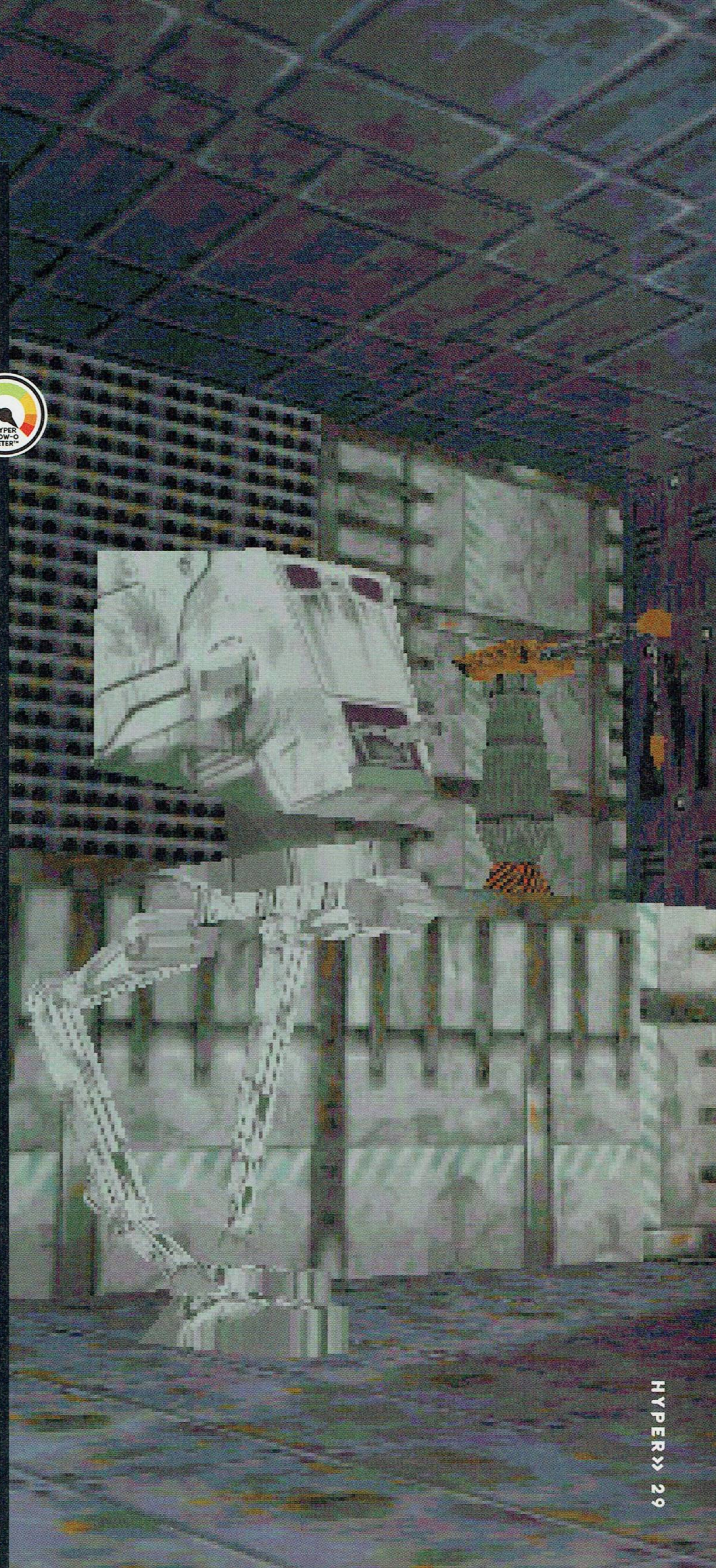
By now most of you have probably played the original Dark Forces and loved it. As you may recall, it followed a mercenary named Kyle Katarn on his quest to destroy the Empire. In Jedi Knight, Katarn discovers the mysterious ways of the Jedi. He must use this knowledge to stop the Empire from unlocking the powers of an ancient Jedi burial ground. But by doing this it forces Katarn to confront his own dark past. He must either choose whether to follow the dark side of the force and come into enormous power, or to follow the light and face seemingly insurmountable evil.

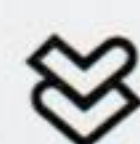
Probably the most eagerly anticipated feature of DFII is network play. Now you can slice up to eight opponents at once with your light sabre (sound like fun?). There are also three modes of multiplayer play. Total combat, team combat and territory combat. Total combat just throws everyone together in an all out war. Team combat (take a guess what this is) puts players in a team (either gold or red), and they duke it out. Territory combat can be played as either single player or team modes, and players battle in a semi "capture the flag" challenge, with the aim being to seize your opponent's territory.

Dark Forces II has some pretty special graphics. With stunning cinematic cut-scenes and well rendered polygon shapes (ala Quake), DFII looks to be a visual stunner. The weapons in Jedi Knight aren't your normal run-of-the-mill weapons. Of course, there is your trusty Bryar pistol and stormtrooper rifle. But the light sabre is an interesting addition to your arsenal. Tell me, how many games do you know where you slice your enemies with beams of light? In JK use of the Force is not uncommon either. In fact (and Witchaven players may remember this) you require experience points to progress through the various levels of Jedi Powers, be they light or dark! Some of the basic powers include: enhanced jumping, the ability to see through walls, healing, and the ability to retrieve weapons and objects from a distance.

Kyle has many enemies in DFII. This includes your plain storm-trooper, captains and the like. But your ultimate enemy is Jerec, who (like most bad guys), is your basic megalomaniac, hell bent on conquering the galaxy. So you, being the good guy, have to stop him. The problem is that Jerec is a powerful Jedi as well, and has quite a few followers who are happy to crack your skull. Boc is a souped up Luke Skywalker with twin light sabres (this will be fun), Sariss is one skilled girl when it comes to using the force - she'll blow you away before you know what hit you. Maw is a heartless individual who has few loyalties, and Gork and Pic (where do they get these names?) are twins. One is the token grunt, a huge eight foot tall creature, while the other is only four feet tall. And finally there's Yun. a cocky and unpredictable individual who is eager to prove his worth to the dark side of the Force.

So if you're a Star Wars fanatic (or if you just want to play a bloody good 3D shooter), then keep your eye out for this. You'll have to wait until '97 but if you thought Quake was good then wait until you see this!





## Fighting Vipers Saturn

AVAILABLE: NOVEMBER  
CATEGORY: 3D FIGHTING  
PLAYERS: 1-2  
PUBLISHER: SEGA



Saturn owners who have been enthusiasts of the classic Virtua Fighter II will soon have something else to get excited about. It seems like it's only a matter of time before the arcade hit Fighting Vipers will be available on Saturn.

For those of you that don't venture into the arcades and are wondering what the hell Fighting Vipers is all about, essentially it's Virtua Fighter II, with a bunch of younger characters, all clad in light battle armour, duking it out in a cage. Why put the characters in battle armour? Well, it's all just an opportunity for you to belt it off them! Don't like that ceramic bra your opponent is wearing?? Belt it off!

The combination of using the walls of the cage, and beating people's armour off makes for a fighting game with more of a "down and dirty" feel to it than Virtua Fighter II. Word is that Sega are making sure the Saturn conversion is a lot more arcade perfect than they did for VF2, since they're not rushing for a deadline this time. It will be very interesting to see how the Saturn handles the various special 3D effects, like busting the cage, etc. Considering how flash these visuals were in the arcade, it could be a showpiece for Sega if it's done right on the Saturn. A definite full review once we get our mitts on it.

## Pitball PlayStation

AVAILABLE: OCTOBER  
CATEGORY: FUTURE SPORTS  
PLAYERS: 1-4  
PUBLISHER: WARNER INTERACTIVE



Many gamers out there will remember Speedball, a fantastic futuristic sports game, where you had to put a ball in a goal whilst pulping the opposition at every opportunity. Warner have taken the initiative to be the first ones to cover this genre for the PlayStation, in the form of Pitball. Pitball is somewhat of a cross between basketball and the Rollerball movie (sans rollerskates). The game features a 3D playing environment with panning camera angles etc. (what a surprise), with smoothly animated characters on field. You play one of four players, who desperately attempt to take the glowing sphere that's floating around, and pelt it into the glowing circle thingo built into the top edge of the opposite end of the pit. No rules, it's all legal... just get that ball into the goal.

There are twelve different characters (two in each team), each having their own characteristics and home field. Gameplay is made more in depth with each character having distinctive techniques and special moves to help you nail your opponent. Just like the old Speedball games, there are objects being thrown onto the court which help boost your character's abilities in varying ways. This one should be good for those waiting for an alternative to the traditional sports game on the PlayStation.



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## Soviet Strike

### PlayStation/Saturn/PC CD ROM

AVAILABLE: LATE 1996

CATEGORY: ACTION

PLAYERS: ONE

PUBLISHER: ELECTRONIC ARTS

Electronic Arts and Bullfrog are set to stun our senses with their new addition to the Strike series entitled Soviet Strike. Finally, the 32-bit platforms get a taste of the "Strike" adrenalin. With enhanced graphics, and EA's debut of their new, unique IMS music and sound system, Soviet Strike is shaping up to be a wee little ripper. Multiple camera angles are sure to be a blessing, as you can now cater to a preferred style of action. But don't worry because this won't dominate proceedings, as EA promise that the true "Strike" gameplay will shine through for a thoroughly fun little title that will keep you going for hours on end.

During the game you will notice slight little gimmicks that will improve the overall satisfaction of the gameplay. There will now be an on-board flight computer with digitised voices, the sound effects are stunning with a far greater degree of realism than was previously possible, plus there's also higher artificial intelligence for the enemy. There's a increased degree of strategy involved in the game, so don't expect just another hack-n-slash romp. There's no doubting that Soviet Strike is going to be huge when it finally makes it out, so we'll keep you up-to-date on its progress in future issues...

## Tracer

PC CD ROM

AVAILABLE: OCTOBER

CATEGORY: PUZZLE

PLAYERS: 1-8 (NETWORK)

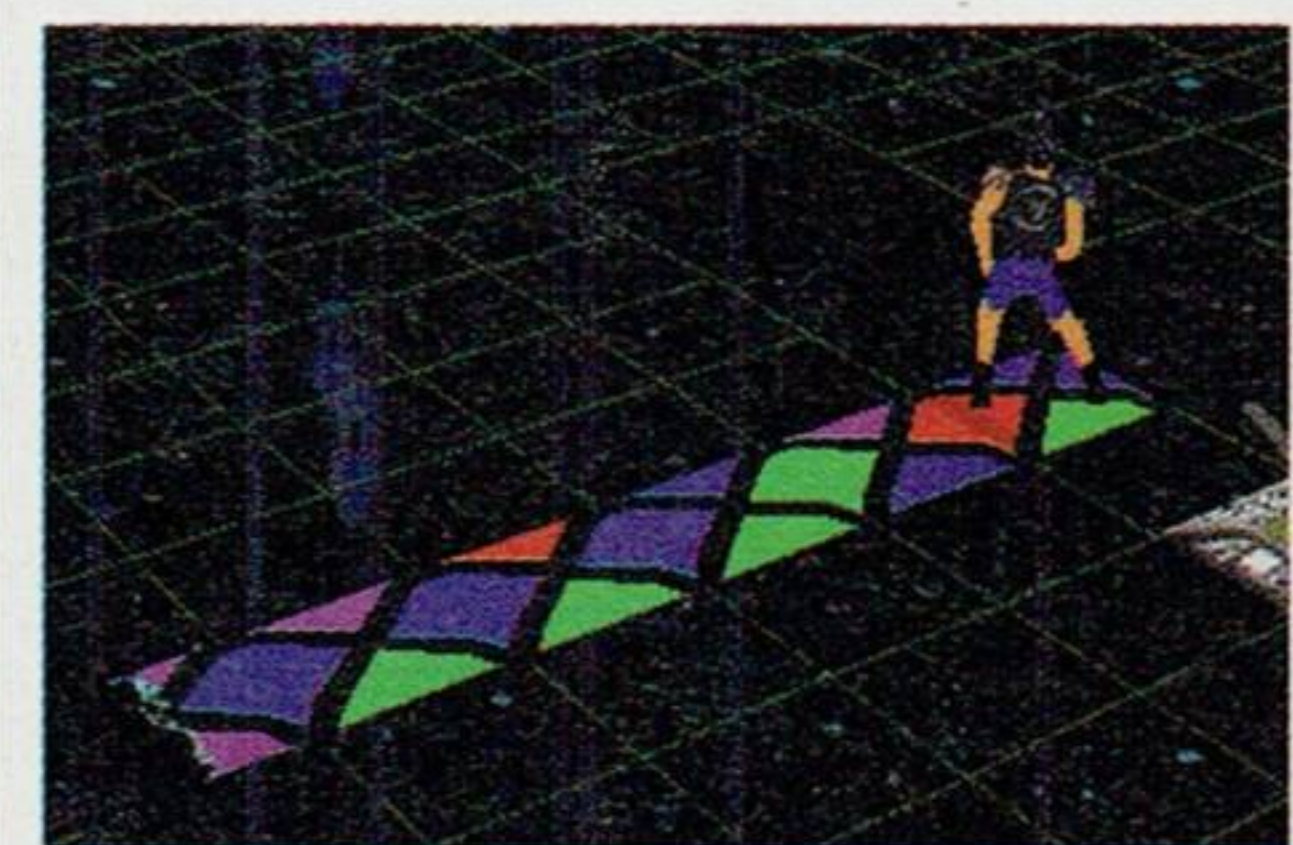
PUBLISHER: 7TH LEVEL



Despite looking like a Virtua Fighter-style 3D beat 'em up, Tracer is in fact a futuristic cyber-puzzle game. You play the role of a techno-thief who must jack into cyberspace, hack your way to the computer data core, battle corrupted sectors, leap across microchasmms, match wits with incomprehensible config.sys files (possibly) and halt the deadly progress of the catastrophic Tracer virus itself. To do this you need to use code cards to create a path across the ICE (Intrusion Countermeasures Electronics), collect microchips and solve puzzles.

What gives it that Virtua Fighter look is the way Future Endeavours, the developers, have utilised the increasingly popular motion capture technology to create your techno-thief character. This means that real, actual, living, breathing people were filmed running and jumping around the place with all sorts of sensors placed in inconvenient positions on their bodies and then the data collected from this was used for all the character animation. We have been assured that there were no footballers involved.

Tracer continues the very welcome trend of previously 2D-only type games making the step up into 3D. Let's hope the gameplay comes along too.

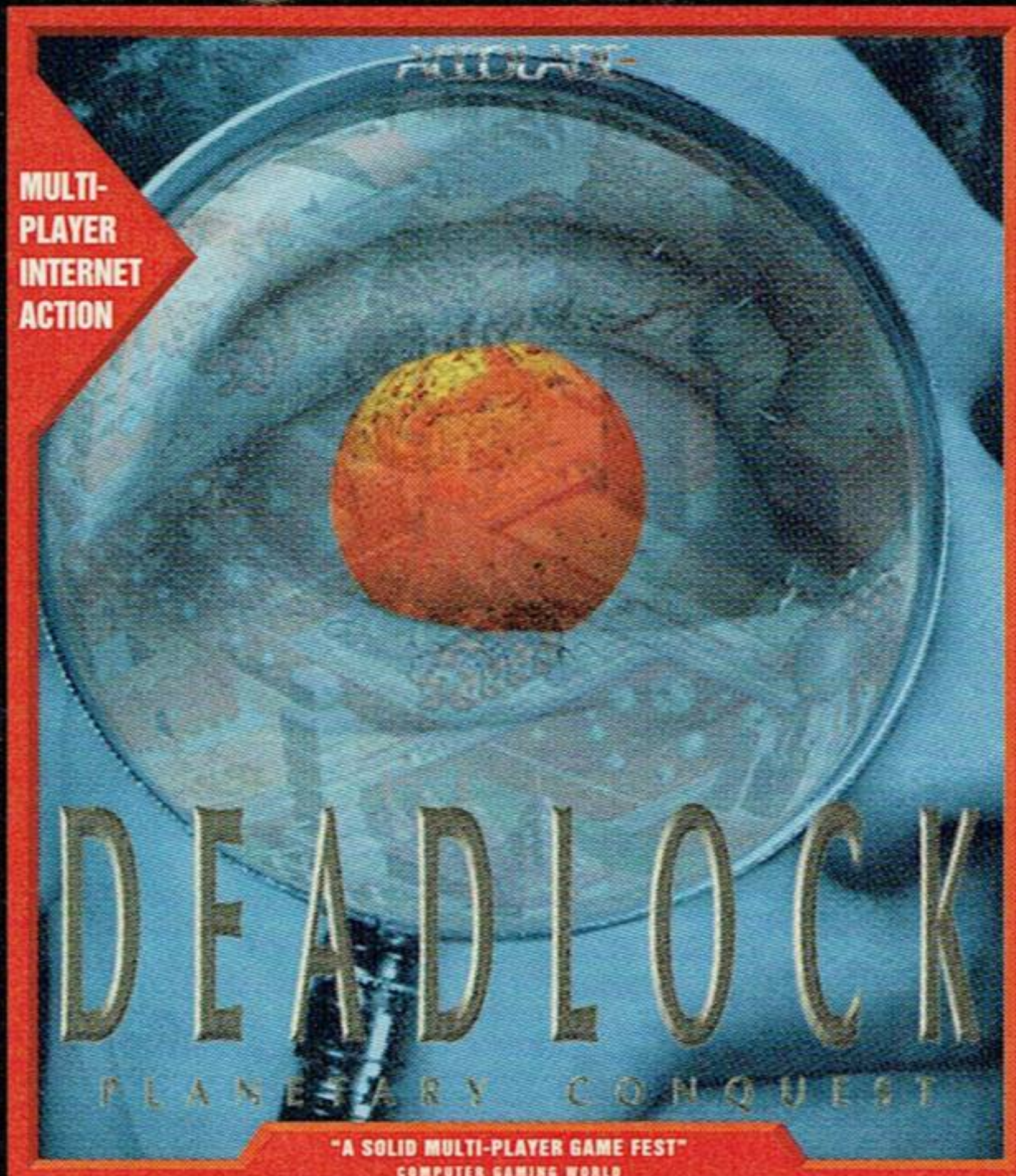




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» Last Bronx sega

Last Bronx is the latest 3D polygon fight sim from Sega. Its almost exciting to backtrack a few years to see how Sega has advanced from the seminal Virtua Fighter to what is now an ultra-streetwise fight sim.

Character rendering and styling has been conquered, and the moves look fantastic and totally realistic, which in itself shows you how close we are to a convincing type of Virtual Reality. After the defeat of a character, the winner (as per usual) has a mocking by-line (unfortunately/fortunately still in the original Japanese dialogue, though it is as if you are almost looking at a real person).

The backgrounds, for all those well travelled jet-set types, are near identical to the real locations - Shibuya, Tokyo; Brooklyn Bridge, New York etc...

Characters to choose from are:

- Yusaku - Guy armed with triple rod
- Nagi - Sai wielding biker chick
- Zaimoku - Sledge hammer wielding tough guy
- Lisa - Double stick
- Kurosawa - Yakuza gangster armed with a wooden sword.
- Yoko - Armed with double tongfa
- Tommy - Kid armed with a pole
- Joe - Nunchaku

All the special moves are fairly basic although new provision has been made to cancel an attack as for example, Lisa and Joe have fairly long combination attacks which last for at least a couple of seconds, which is a long time during game play. Characters can jump on to and off of perimeter fences far easier than in Fighting Vipers, as the fences are only waist height. The sound track is standard tinny techno though the war cries and shouts are realistically timed with the blows.

Although there is nothing brand-spanking-new here, it is refreshing to play a game using traditional martial arts weapons in a modern day context. And the graphics are totally amazing.

XXXX1/2

» Die Hard Plus sega

*It's not hard to die, yet when you do die, rigor mortis does set in so I suppose it's true - death is hard. Though when you're alive, why die hard when you can die soft in the safe confines of a video game arcade.*

Anyways, Die Hard Plus is Sega's latest polygon excursion into the world of beat-em-up adventures (see Double Dragon, Streets of Rage etc...). The adventure begins as you (and maybe a partner) are helicoptered on to a state of the art, luxury high-rise building. Your mission - rescue the president's daughter and capture (or is it terminate) the head honcho of an evil gang of freaky streetwise characters.

Things that make the game fun are the variety of weapons available - such as anti-tank guns, rocket launchers, machine guns and of course, televisions. Challenge stages interlink each level in which your character must either jump, kick or punch his/her way over/through obstacles. These scenes rate high on the comedy scale as you get instant slow-mo replays of your successful/unsuccessful moves.

Fighting the enemy is all about angles. Make sure your character is "off centre" so as for enemy attacks to miss. Then at the precise moment, move the character into position and whammo - follow a set of button pressing manoeuvres for maximum damage on your opponent.

The characters you fight are definitely living on the funky end of the clothing market (afro wearing - tracksuited kung fu experts, sumo wrestlers, evil whip bitches and fire men with morality problems). The robots suck though - as soon as they are down don't give them a chance to fully get up.

Die Hard Plus, although at times pathetically rendered for this day and age, is a highly amusing adventure and of a course, a great day out. And remember - choose soft.

XXXX (IN 2 PLAYER MODE)



## Prop Cycle Namco

"In the future (200 years from now) people live in peace. They are bored...Until one day some fool villager activates a device (nuclear powered) which sends the low-tech village of Solitar into the sky (outta reach)."

A hero is needed who will be able to pilot what is known as a "Frill Wing" - a bicycle with wings and a rear mounted propeller. A three part test has been devised to weed out the incompetent and to find a victor who will attempt to collect all the "energy globes" surrounding the floating island of Solitar, therefore returning it to Earth.

Prop Cycle is fun. If you've ever dreamt of flying - then this is getting close to it. The cycle interface is most excellent and allows full control (left, right, banking, stalling, diving etc.) of the ultimate toy.

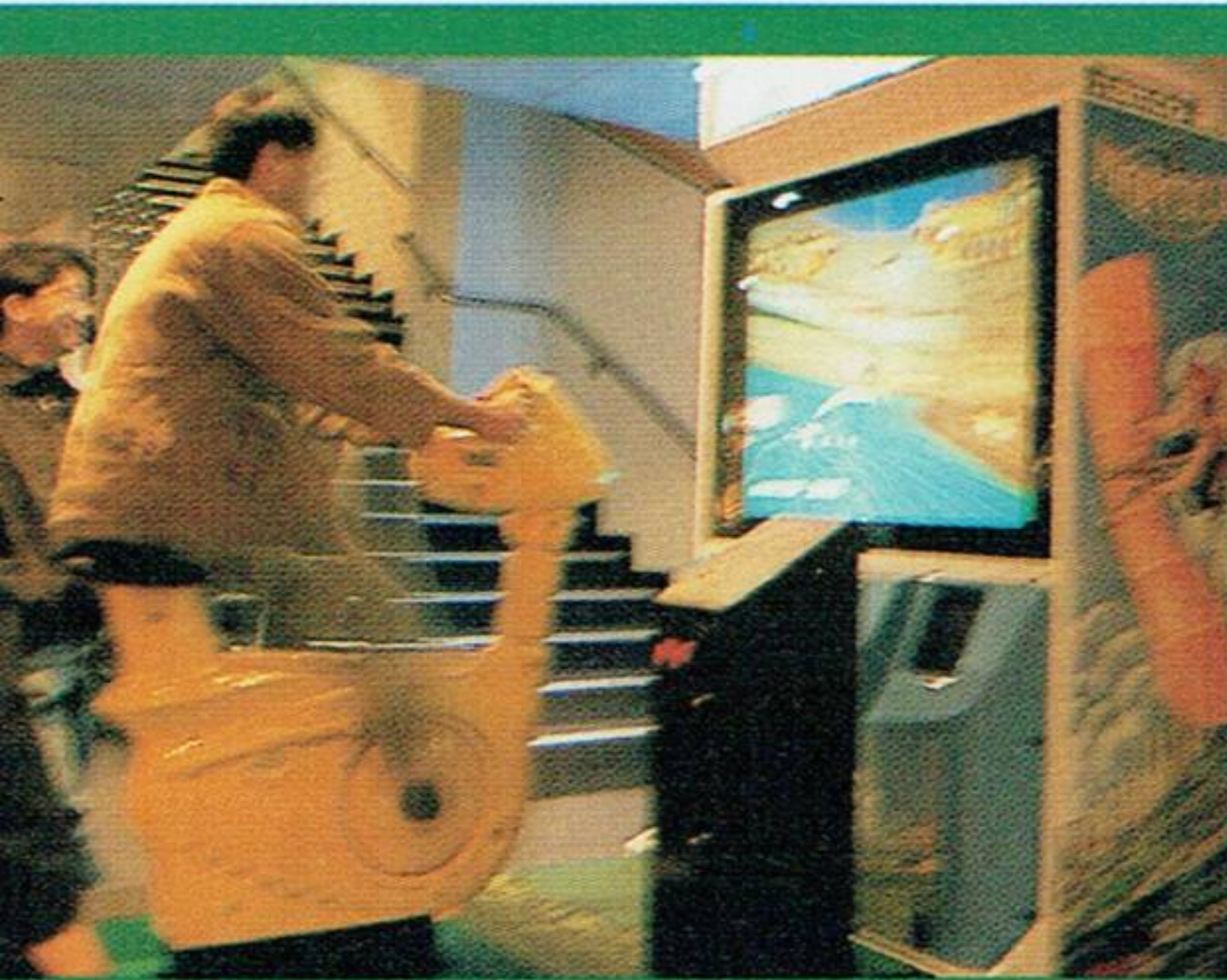
In the first 3 stages, your mission is to accumulate points by popping hot air balloons. Once enough points are secured in the allotted time, you can move on to the next stage. The allocation and location of the balloons have been well planned as at times you will find the balloon which will take you and your point score into the next stage is just out of your reach.

The terrain (Cliff Rock Village, Wind Woods, and Industern) over which you fly looks fantastic. Most helpful is the map display facility which is triggered by depressing the start button. Obviously, the knowledge of the whereabouts of all the balloons that are "hiding" is of key importance to completing each stage, as the computer attempts to lure you away from a successful flight path by tempting you with low point balloons. At times it is preferable to make straight for a "time balloon" which will (obviously) increase the flying time available.

A major tip. At first there is no need to pedal so much, as going slower enables you turn more sharply therefore stopping you from "overshooting" your desired target. Also try to focus on your targets in the distance as this will determine which angle you will approach each target.

Although Prop Cycles novelty is high, it is also durable as the game is quite challenging. Add that to the "shhning..." sound of the wind rushing by your ears and this game could just be a bit of a classic.

XXXX 1/2



## Star Gladiator Capcom

In the 24th century, the Earth federation is being harassed by Extra Terrestrials. A new weapon is developed using energy derived from the sixth sense; they call it 'The Plasma'. Unfortunately, as research was conducted on Human guinea-pigs instead of animal guinea-pigs the governing powers decided to discontinue Plasma technology and throw the Plasma's inventor, Dr E Bilstein into the prison star Zeta. Four years later an alien group called the "fourth empire" destroy Zeta and enlist Bilstein as their leader with the sole objective of conquering Earth. To answer the problem of alien invasion, the Earth federation has decided to locate & enlist beings who can use plasma weapons against their own creator and destroy the new enemy base on Zeta. The code name for these plasma warriors is "Star Gladiators."

So the question is: do we need a motive to fight? According to Bilstein we do. Maybe the whole thing is being televised and Star Gladiators is a TV ratings scam. In any case, Star Gladiators is pretty hot in the world of 3D fighting sims. The characters are charismatic, the camera angles superb, the character motions realistic and smooth, and if not for the release of the Last Bronx would be the most aesthetically pleasing fight sim to date.

There are many special moves, all with a varied degree of difficulty. Some so difficult it would cost you at least five dollars to master. Otherwise Star Gladiators is just another excuse for a beat 'em up. Though it's great to see that Capcom has its styling department under control.

XXXX

# BIG PERFORMANCE SMALLS

PLAYSTATION



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8 fire buttons, slow motion, autofire

SUPER NINTENDO



SUPER PAD  
6 button controller

SUPER NINTENDO



GAME PAD 6.  
Six button pad with auto-fire

MEGA DRIVE



SUPER PAD  
6 button deluxe pad

GAME BOY



SUPER ZOOM  
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# Crash Bandicoot

*We finally get our hands on the title that will be vying for the "Next Generation" platform game crown.. or will it? DAN TOOSE thinks platforms are a fashion nightmare, but he did this one anyway.*

Ahhh, the platform game. That bastion of simple gameplay and hours of collecting bits of fruit for no apparent reason.. but always bloody good fun. Always a hotly contested area in the 16 bit console market, the platform game genre is now starting to have a little substance in the 32 bit market (and of course 64 bit as the Nintendo 64 has been released overseas). We've seen titles like Jumping Flash 1 & 2, Gex, Rayman, and Bug, but no games with a larger than life character (Gex came close though) that a company is going to get behind. Sony's trump card comes in the form of Crash Bandicoot, 3D platform extravaganza. What's all this about then? You are Crash, a rather ugly little guy, which isn't the way things always were, in fact you've been interfered with by the evil Dr Neo Cortex in his attempts to make a super warrior. What's worse is Crash's girlfriend Tawna is next in line for mutation and it's up to Crash to make his way through Dr Neo Cortex's three annexed Tasmanian islands, get the girl, kill the baddies, and save the entire planet.



SIT STILL YOU OVERSIZED BLUE RODENT!



CRASH AT RISK OF HAVING AN EYE POKED OUT



VISIT SUNNY DEATH ISLAND!



LARGE PHALLIC SPIKEY THINGS... OOH



CRASH WITH VELCRO GLOVES?



I SHALL SMITE THEE WITH MY STICK THINGY!



HOW MUCH CAN THIS KOALA BEAR?



NO CRASH... THEY'RE NOT CONVERSE IT'S LO-O-G... IT'S BIG IT'S HEAVY IT'S WOOD

**Pretty as a picture**

Put simply, the visuals are wonderful, with super smooth scrolling and Gouraud-shaded texture mapped polygon graphics throughout. While Crash himself may not be quite as cute some of the successful platform game characters of the past, he certainly has gobs of character and will probably appeal to folks that are sick of round characters with round eyes, round this and round that. To help keep things interesting, the view changes from level to level, so that in one level you might be running "into" the screen jumping over pits and what-not, in the next you might be running "out" of the screen, and then running side to side and up and down in the next. There are also special viewpoints for the special showdowns versus various boss monsters, which helps make the whole event a tad more climactic. Crash Bandicoot also features some of the best water transparency graphics we've ever seen, truly amazing stuff.

The sound effects top everything off nicely, with Crash making garbled native grunts as various stuff happens, and the sound of his body whooshing around as he performs his spin attacks is like something straight out of a cartoon. Whoosh, splash, bang, thud... it's all there and it all sounds great.

**A serious and not so serious challenge**

Crash Bandicoot is one of those platform games where your objectives are always quite clearly defined, so all your frustration is due to the increasingly challenging gameplay, rather than wasting time figuring out what the hell you have to do. All manner of traps and nasties are there for Crash to overcome, which keep things interesting throughout. The various traps include pits, spear traps, spiked logs, fire traps, boulders, disappearing platforms, and the ever present fear of falling off into nothingness. Most amusing of all is death by TNT, bandicoot bits everywhere. Nice little ideas help spice things up, like riding a wild boar through trap infested jungles, truly funny stuff. There are bonus levels you can enter, which if you can complete them, give you a save game point, which is obviously very handy. Of course there are powerups to collect, which help you attain various states of invulnerability. While most of the features and gameplay ideas in Crash aren't original, the whole game is very well produced, and has just the right difficulty to learning curve level to make it a long lasting hit for platform freaks everywhere.

**CRASH VS NIGHTS AND MARIO 64**

We really must start by saying that being hung up on a comparison for these three games is a complete waste of time. All three games have entirely different feels to them, and since they're all on different consoles, it's not like you're going to have to decide on one (unless you're lucky enough to own multiple next-gen consoles.). If you're hanging on the comparison to choose which console to buy, don't... you should never buy a system on the strength of one game.

Crash is the most conventional platform game of the three, it runs really smoothly and has lovely backgrounds and easily definable challenges and goals. Nights seems to be a completely different style of game, being a bit prettier and trippier, but at the same time a bit more confusing and open ended. Mario 64 is the most non linear of the three, being a lot more "quest-like" than the other two, where the player must use all of the games features to overcome a huge variety of puzzles. Simply put... Crash for serious joypad challenge, Nights for the surreal experience, and Mario 64 for the epic adventure... it's all a matter of personal taste.



CRASH BANDICOOT



NIGHTS



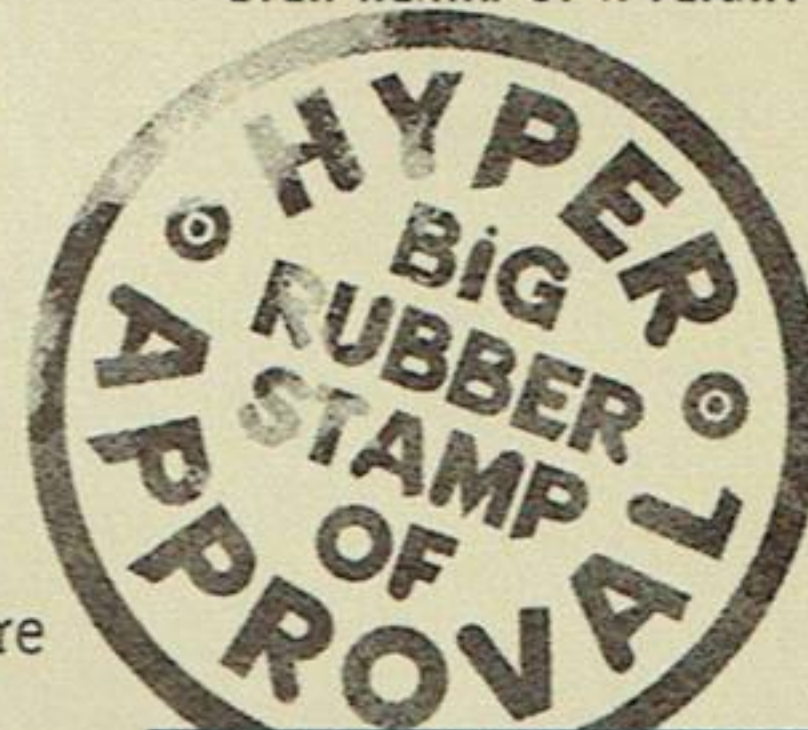
MARIO 64



TRIPPY BONUS BITS..



EVER HEARD OF A FLIGHT OF STAIRS?



AVAILABLE: NOVEMBER
CATEGORY: PLATFORM
PLAYERS: ONE
PUBLISHER: NAUGHTY DOG
PRICE: TBA
RATING: G8

**VISUALS**  
**91**  
 Really lovely use of light sourcing and transparencies... good stuff.

**SOUND**  
**88**  
 Cool little sound effects for all the traps and creatures will keep gamers well chuffed.

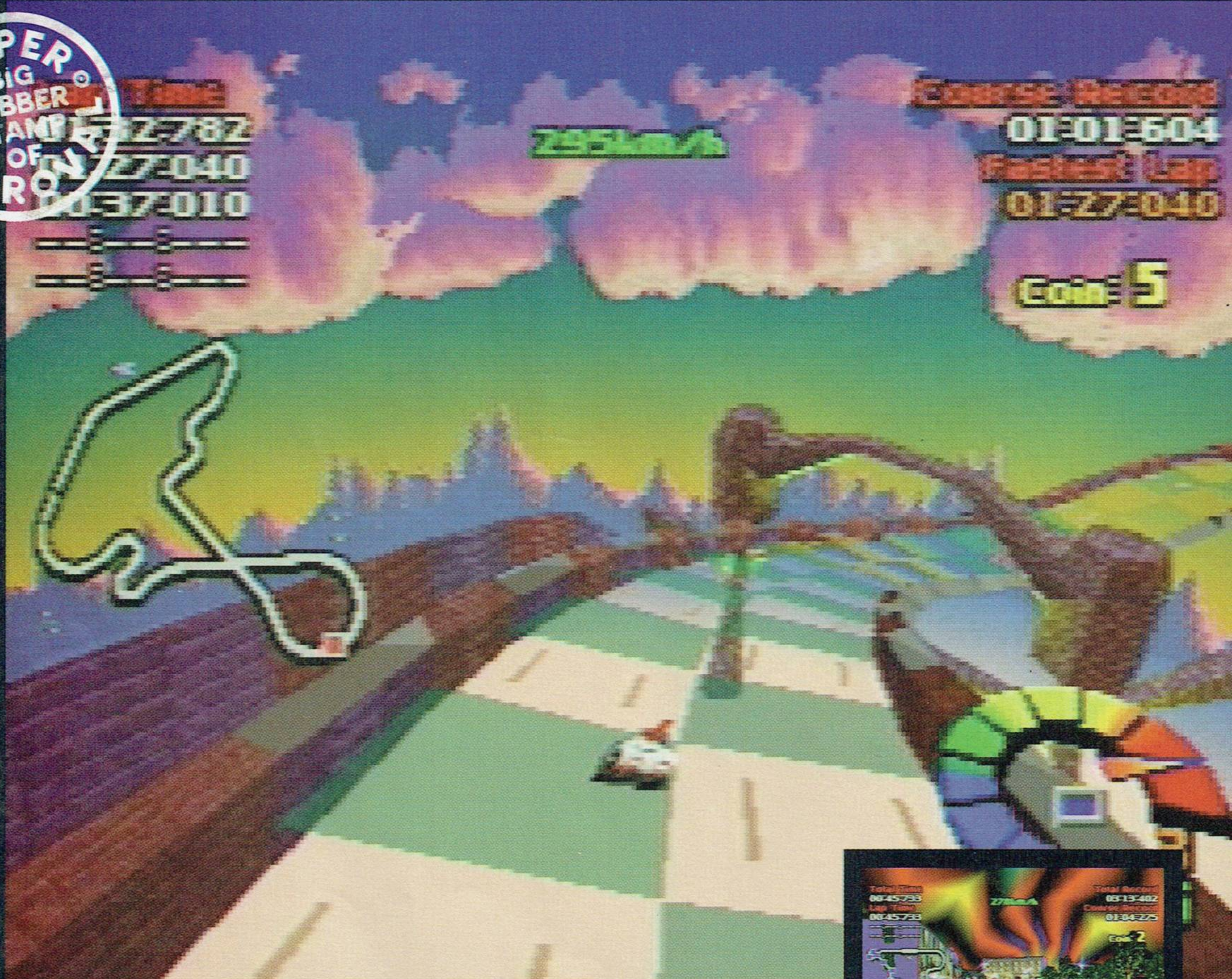
**GAMEPLAY**  
**89**  
 Good use of varying perspectives and variety. Could have been a bit more original.

**LONGTERM**  
**92**  
 A great challenge for those gamers sick of finishing something after a day or so.

**OVERALL**  
**90%**  
 A must have for PlayStation owning platform freaks.

# Motor Toon Grand

Motor Toon Grand Prix was one of the PlayStation's first releases, but the trippy Japanese racer got overshadowed by the likes of Ridge Racer. DAVID KING reckons the second round is a whole new story...



EAT CARDBOARD...



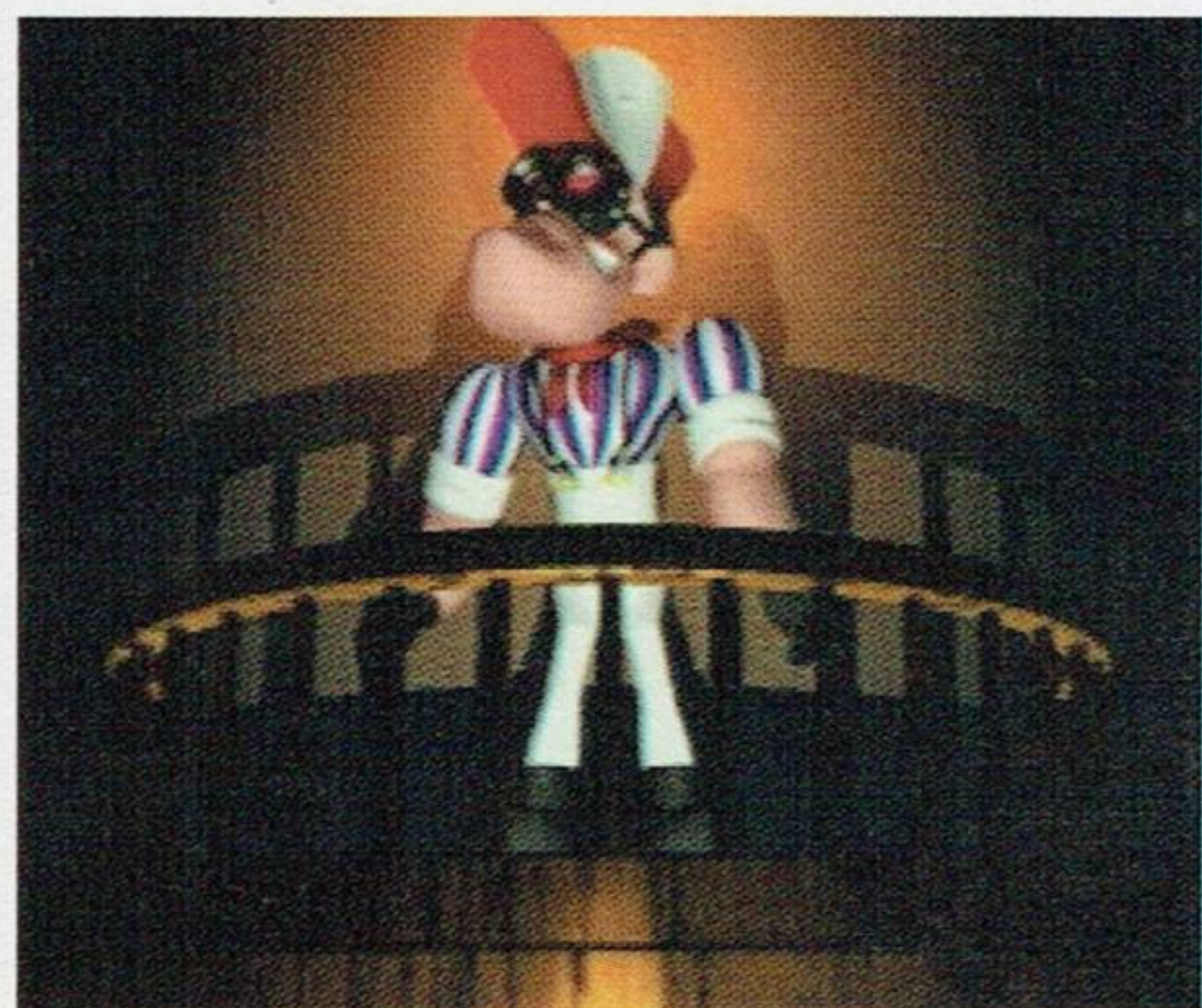
MMM.. CARS LOOK LIKE ANTS.

The PlayStation has had its fair share of racing games already, and with titles like *F1* just around the corner, this trend looks likely to continue. The first racing title released for the Japanese PlayStation was a cool but flawed title called *Motor Toon Grand Prix*. The Anime style appealed to the Japanese but was never officially unleashed on Western gamers. Well now the Toons are back in their funky, freaky sequel and oooh look... it's lovely.

Leave any realism at the door and choose a character to take through the championship. There's eight characters in the game including Captain Rock, Princess Jean and Bolbox. All the characters drive (or fly) vehicles that have a completely different racing model, ranging from the grippy, "hug-the-corners" Princess Jean to the "slide-where-you'll-let-me" Penguin Brothers. The championship consists of five tracks but there are more if you manage to win on the easy level. The extra tracks are the first five backwards but they're ouch up with gorgeous new scenery and obstacles.

The visuals are so slick and toony that you expect to run over Roger Rabbit and Bob Hoskins at anytime. The shading on the backgrounds is some of the best I've seen. And the beauty of these graphics isn't so much their technical excellence (which is pretty impressive), but more what they contribute to the feel of the game. The tracks all have a theme (ie *Gullivers House II* where everything's huge) and the variety in the graphics will involve you in the game more than you'd expect. Hey, it's rare to be racing between cupcakes, around aquariums and across pianos, isn't it? There's also some very cool full motion video in the intro and after the championship. As with most racers there are multiple views, three in all. But a rare surprise is that they're all actually fun. The first person perspective is an absolutely fantastic trip through hypereality but you'll still probably use the medium view of your character for recording best times. This game nearly jumps out of your TV it looks so good.

# Prix 2



ELEPHANTITUS OF THE CHIN



HEVA FROSTY...

## EXTRA GOODIES

If you think you've seen all that Motor Toon GP II has to offer, think again. Each time you win the championship on the five different difficulty levels, you get one of the Goodies. These are extra characters, extra tracks and three extra games: Submarine X (Mmm... 3D battleship), Tank Combat and the daddy of them all, Motor Toon R. This is a one track racer that features a grand prix car and a Nascar-type car in a more realistic (and much faster) time trial or free-run. The addition of these bonus bits makes this game even cooler and will have you looking at your other games and saying, "Why can't you all give me such cool bonus stuff?"

## Nasty Toons

The toons don't play nice any more. Like Wipeout, the characters have a range of weapons and items to choose from at a given time. You have to pick up a token from the track and then an object is randomly (kind of) assigned to you when you want to use it. There are fifteen in the game including 32-tonne weight, missiles, wonderclock, Pandora's Box and crazy mushroom (which may well have been involved in the development of this title). Some are perfect for opponent blasting, while others offer temporary enhancements to your vehicle (and some are nearly always useless). There are also turbos spread across the tracks which can vault you to the front or straight over the edge of the track. It doesn't take long to work out the best ways to use each object and you soon become a nasty, little toon.

Motor Toon GP II has a stack of options to keep the greediest of gamers content. You can even choose the wallpaper for the option screens (!?). Race in a championship, single race, time attack, free-run or a two player link-up battle. What's that? You don't have two PlayStations and two TVs? Well don't worry, because MTGPII has a very hip feature called "Ghost Image". In Time Attack mode, a ghost image of the best race on the current track, races against the player. This means you can race against yourself or someone else. This is way, way, cool!! The image can also be loaded from memory card, as can records, goodies and video highlights.

Like Jumping Flash II, this game draws on a healthy dose of originality and humour that is sometimes lost in American titles. I love this game, and so does anyone who plays it. Motor Toon GP II is a brilliant title that looks and plays like a dream, and will have a reserved seat in my PlayStation for a long time to come.



GIVE EM THE BOOT!



DRIVE OFF INTO THE SUNSET..



BROOM BROOM!



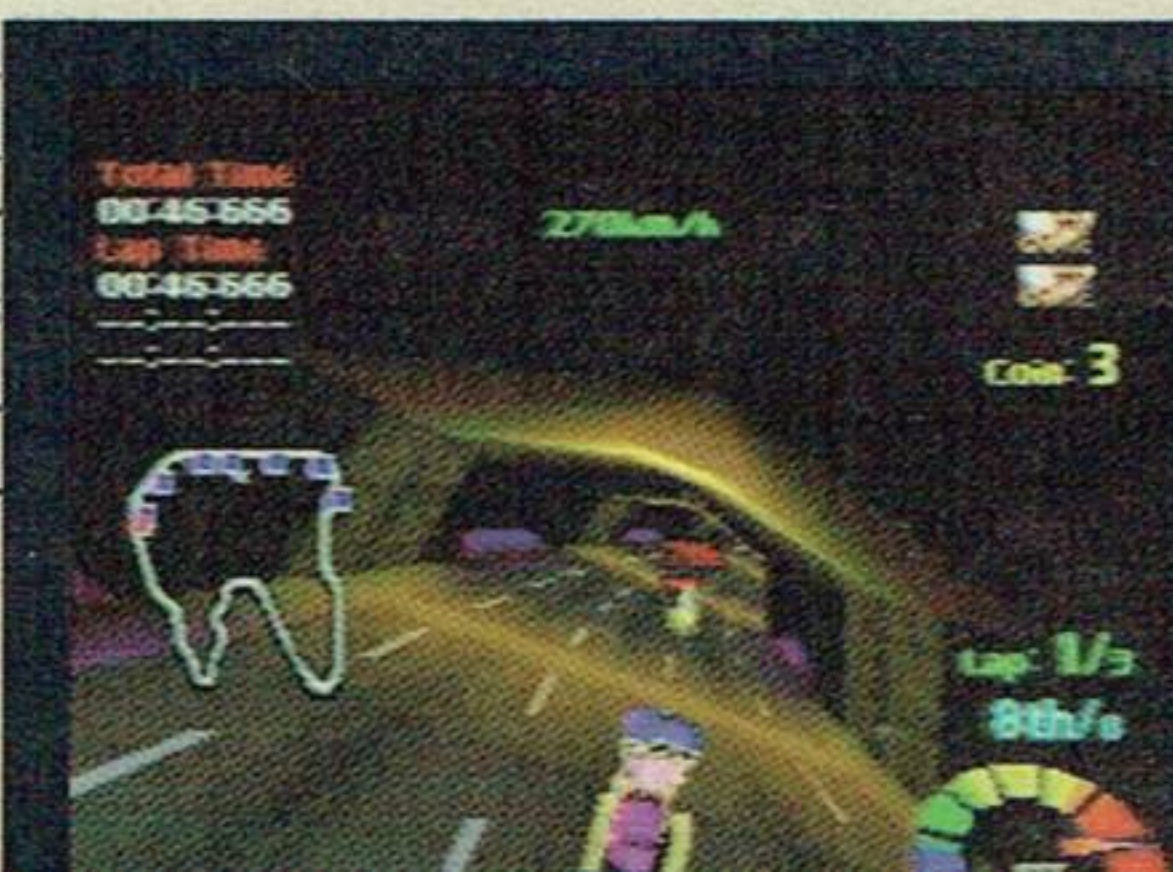
NOW THAT'S REALLY OFFROADIN'



DRIVING ON AIR? JESUS BUILT MY HOTROD.



PRINCESS JEAN OVERTAKEN THEM ALL..



AVAILABLE: OCTOBER

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: SONY

PRICE: TBA

RATING: G

VISUALS

93

Brilliant. The characters are real jivey and the backgrounds are VERY detailed.

SOUND

88

Very catchy theme tune, with some skids, horns and weapon announcements.

GAMEPLAY

92

If you're sick of racing games, the toons may give you a new perspective.

LONGTERM

94

Loads of options and extra stuff. This game will grab you, shake you, and not let you go...

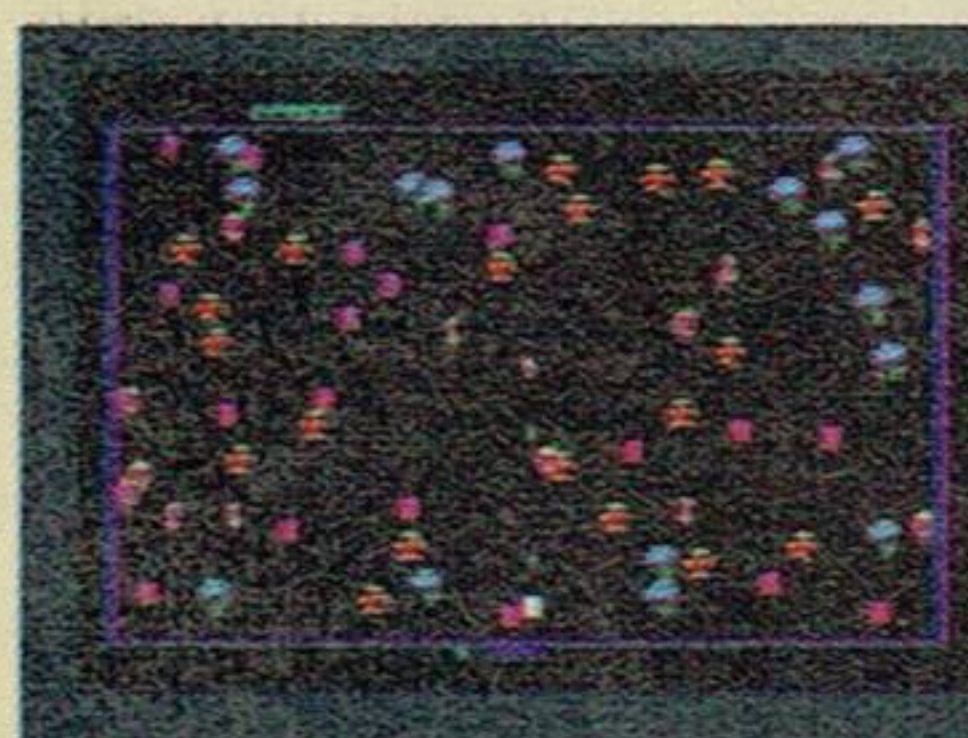
OVERALL

92%

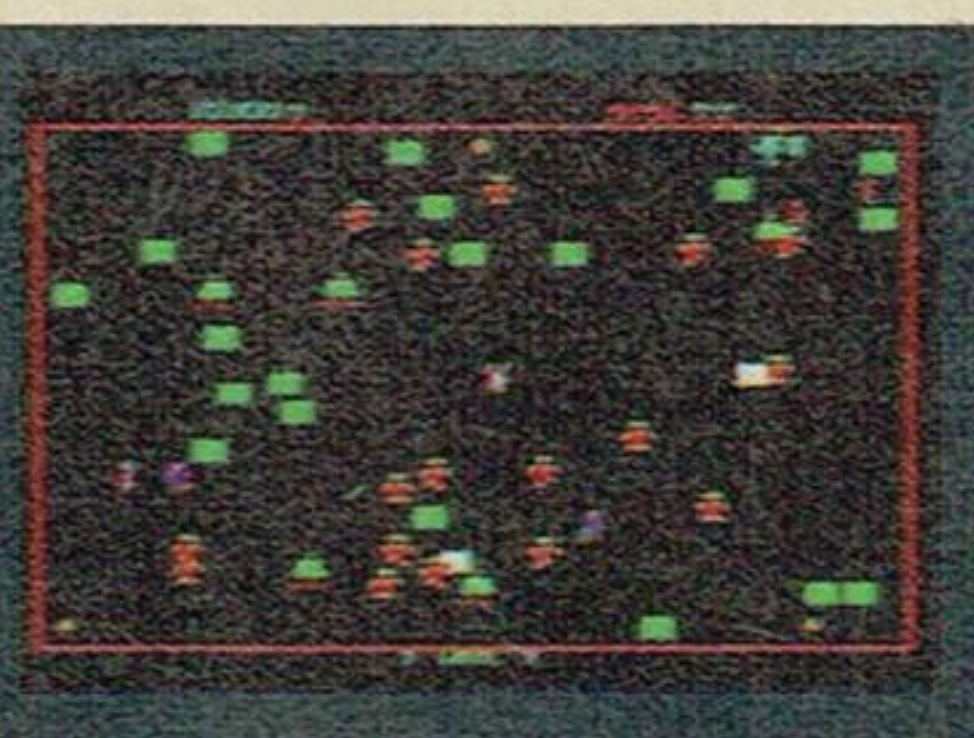
A pinch of Wipeout, a touch of Micro Machines and a sprinkling of Mario Kart adds up to one of the best PlayStation titles yet.

# Williams Arcade's

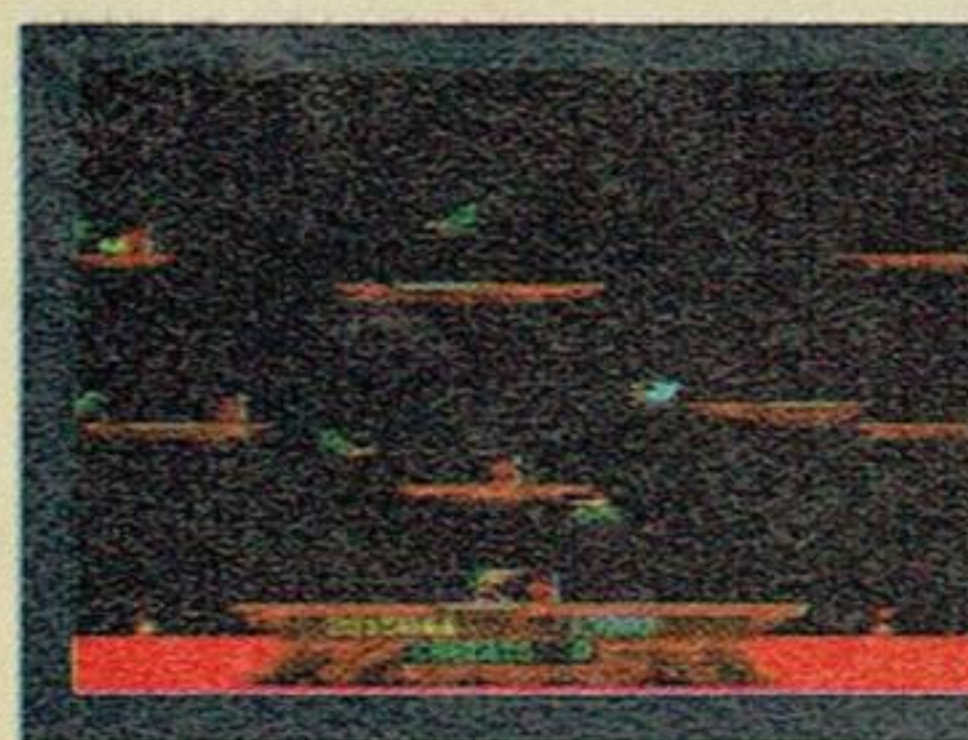
As the entourage of old arcade compilations continues to hit the PlayStation, retro freaky boy DAN TOOSE grabs the controls...



HELP!! I'M SURROUNDED BY TOOLS!



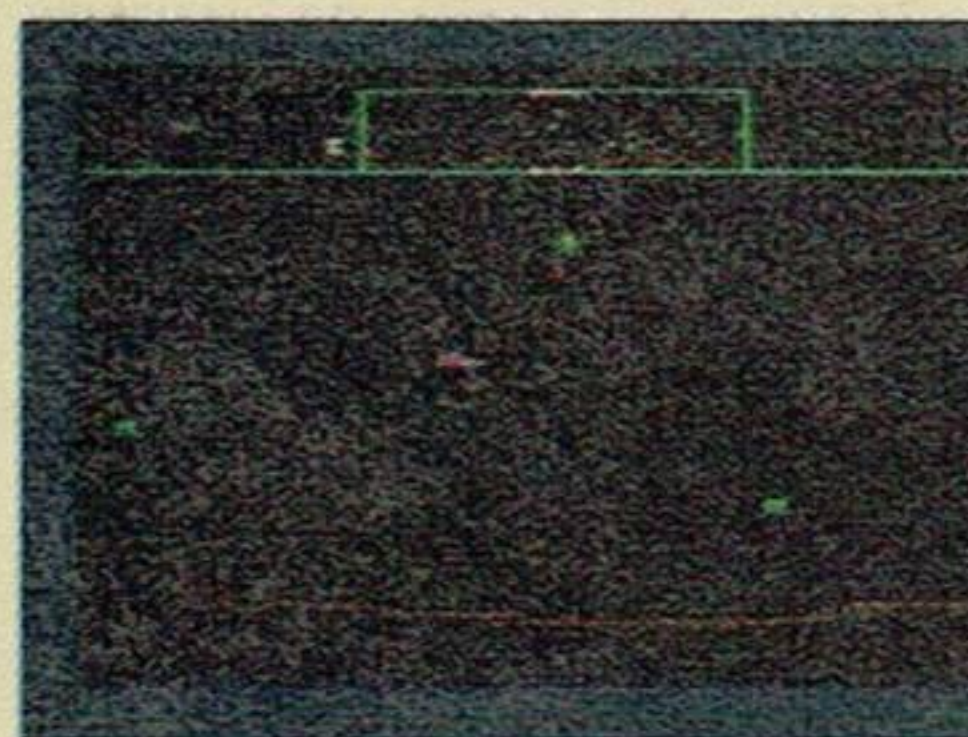
GET THE GIRL AND KILL THE BADDIES



DUDES WITH LANCES HITCHIKING..



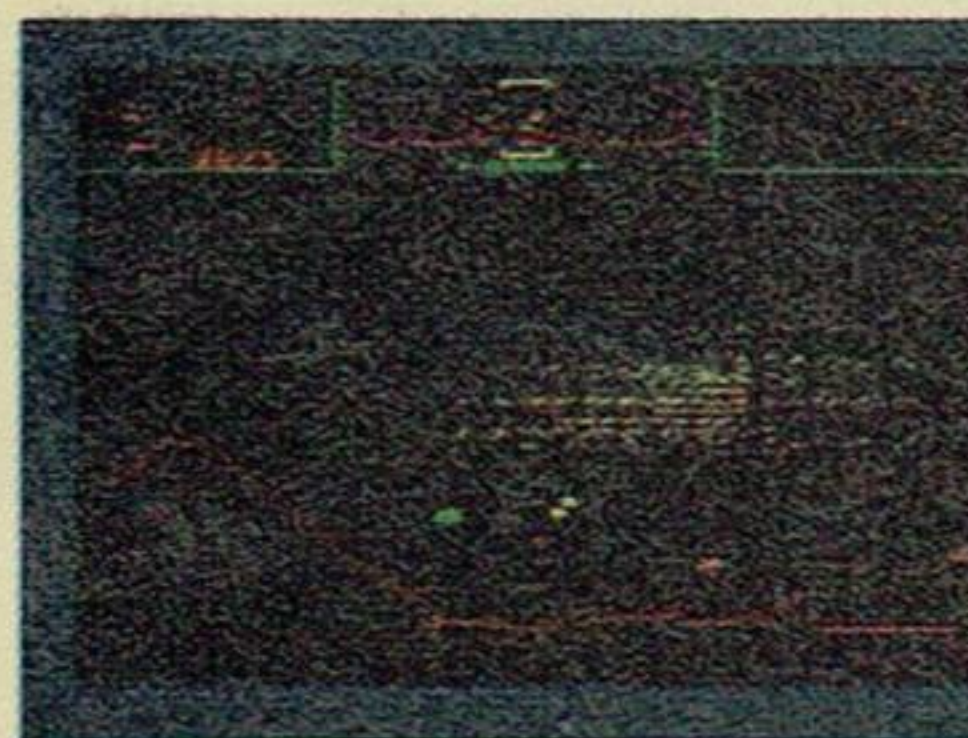
HAVE AT YOU VULTURE BOY!



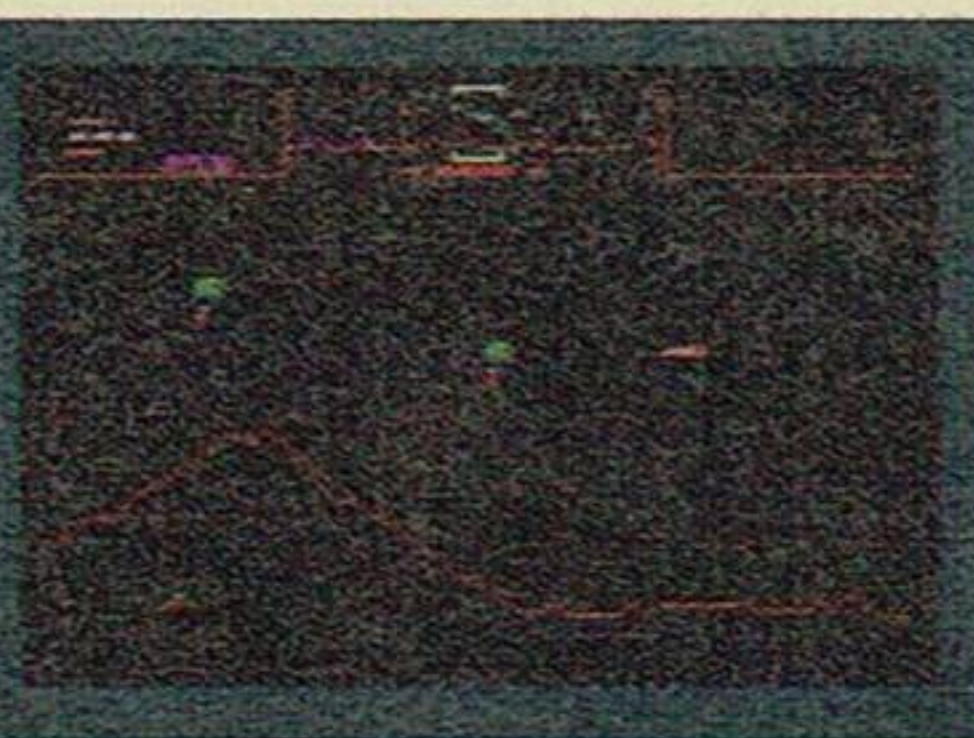
OH DEAR..



EAT PIXELATED BLUE STUFF!



OOOPS..



UNHAND THAT HUMAN YOU THING YOU!

No, it doesn't come with a bunch of Duran Duran's greatest hits, and no, it doesn't come with a complimentary Adam Ant makeup kit, but Williams Arcade's Greatest Hits does come with a bunch of classic games from the early 80's. Namco has done this trick twice already, and it's doubtless there'll be at least another compilation or two coming from them. This is however a first for Williams, and hopefully not their last. Namco polished their compilations off with the arcade museum, where players could go look at the relics of game development. Williams have taken the same idea and included a comprehensive history on the development of each of the games, including various photos of rare arcade machines and artwork that will be a treat for gamers of the early 80's. There's also a bit of commentary from the makers of the games (ie. old dorks), the real pioneers of video gaming as we know it.

The six titles included in Williams Arcade's Greatest Hits are Robotron, Joust, Defender, Defender II, Sinistar, and Bubbles. Four of the titles were big hits, the other two were a little less legendary, but it's no surprise that some other titles that should have made it haven't, because how else can they expect to make Arcade's Greatest Hits 2?

#### ROBOTRON 2084

Hitting the arcades in 1982, this game is the perfect example to prove that good gameplay can make up for totally cruddy graphics. The screen grabs look confusing? Well, that's exactly how the game is... confusing and hectic. The aim of the game's real simple... kill the aliens before they kill you, and while you're at it, try saving a few humans to get some bonus points along the way. That might not sound so riveting, but it's so simple that it works; each level just getting that little bit more crowded and hectic than the last.

#### JOUST

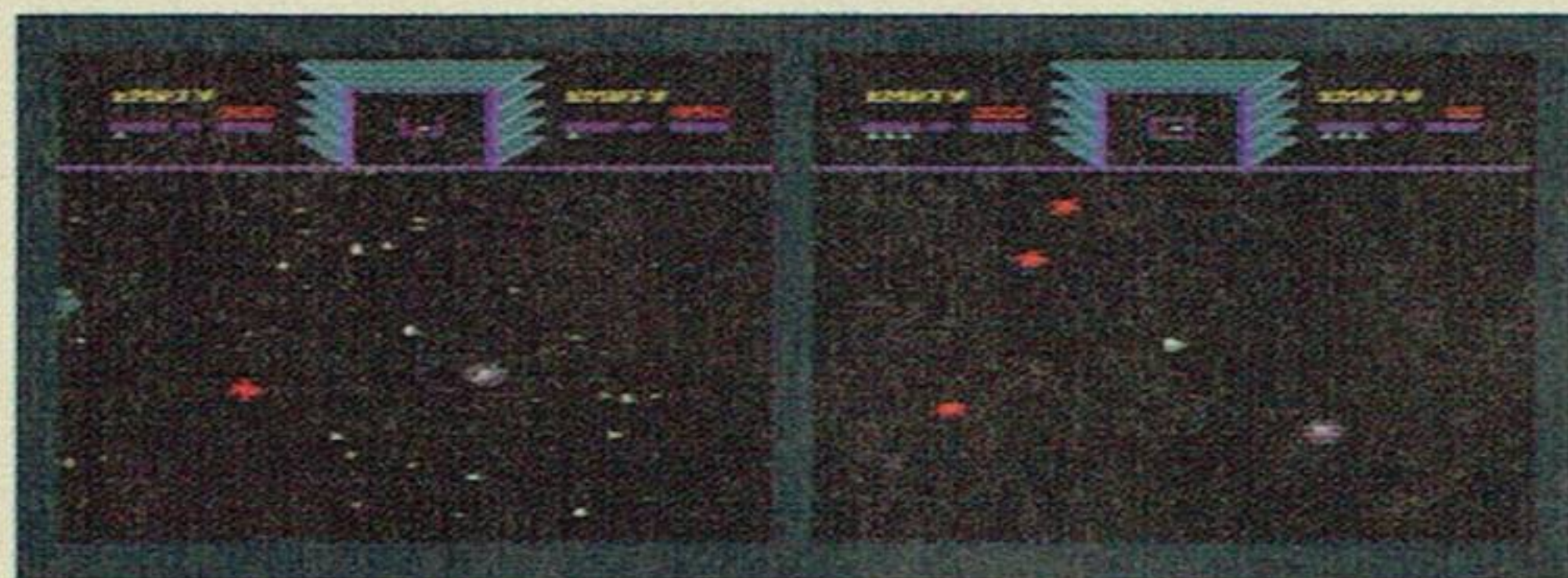
A true classic, also released in 1982, this one was possibly the first combat game that didn't involve an attack button. How do you attack then? Simple, just fly into your opponent at the right angle. To fly, you just use the button to flap your steed's wings. Like most early Williams games, it was bloody hard, but good fun all at the same time. This arcade game was also one of the first ever games where two players could play simultaneously, making it rather special.

#### DEFENDER I & II

Now it really doesn't get any more classic than Defender. Defender I graced the arcades in 1980, and took the gaming world (albeit a very young gaming world) by storm. Your mission is simple, fly along the surface of the planet, taking out the alien forces which are trying to abduct the humans, which they are using to turn themselves into mutant aliens. You get a few smart bombs to take out a screen full of nasties, and a hyperspace to get you out of jail. The sound effects were extremely cool for the time, and still put a smile on our face nowadays too. The game was always quite hard, since your shots were so thin and had a knack of just missing the aliens, which is good for those after a challenge. Defender II came out in 1981, and was really no different at all, a few different aliens, but no significant changes. Considering it's biggest competitor back then was Space Invaders, Defender was definitely the best game of its time (for a while anyway).



# Greatest Hits



LOOKING VERY DEAD...

STUNNING BACKDROPS.. RECKON?

## SINISTAR

A space shooter released in 1982 that didn't wow quite like Defender did, but still turned a head or two with the 5th rate digitised speech implemented in the game. All one has to do is fly around in space, blasting into the passing asteroids to get special bullets so you can take out the evil head thing that swallows you whole once it has formed. No where near the same quality of game as Defender or Robotron.

## BUBBLES

Perhaps Williams were losing the plot a bit as time went on..? This 1983 release is perhaps the worst of the compilation. You're a soap sud thingy that swishes around the sink trying to clean things up whilst avoiding razor blades, big spiders and other various nasties objects. Difficult to control properly and not overly rewarding as a whole.

All in all, it's a good title if you're old enough to remember playing all these games in the arcade. If you're a tad younger however, it'd be quite surprising if these titles did much to excite you.



MOPPIN' UP

WHAT A WASTE..



A HEAD TO HEAD JOUST PINBALL GAME.. AND THE EXTREMELY RARE JOUST SIDE BY SIDE COCKTAIL TABLETOP.

AVAILABLE: NOW
CATEGORY: RETRO ARCADE
PLAYERS: 1-2
PUBLISHER: GT INTERACTIVE
PRICE: TBA
RATING: G

## VISUALS

40

Unfortunately the conversions are spot on...

## SOUND

55

While being very dodgy... it's kinda cool to hear the old SFX again.

## GAMEPLAY

83

While not being very deep, the Williams games were always intense and very playable.

## LONGTERM

70

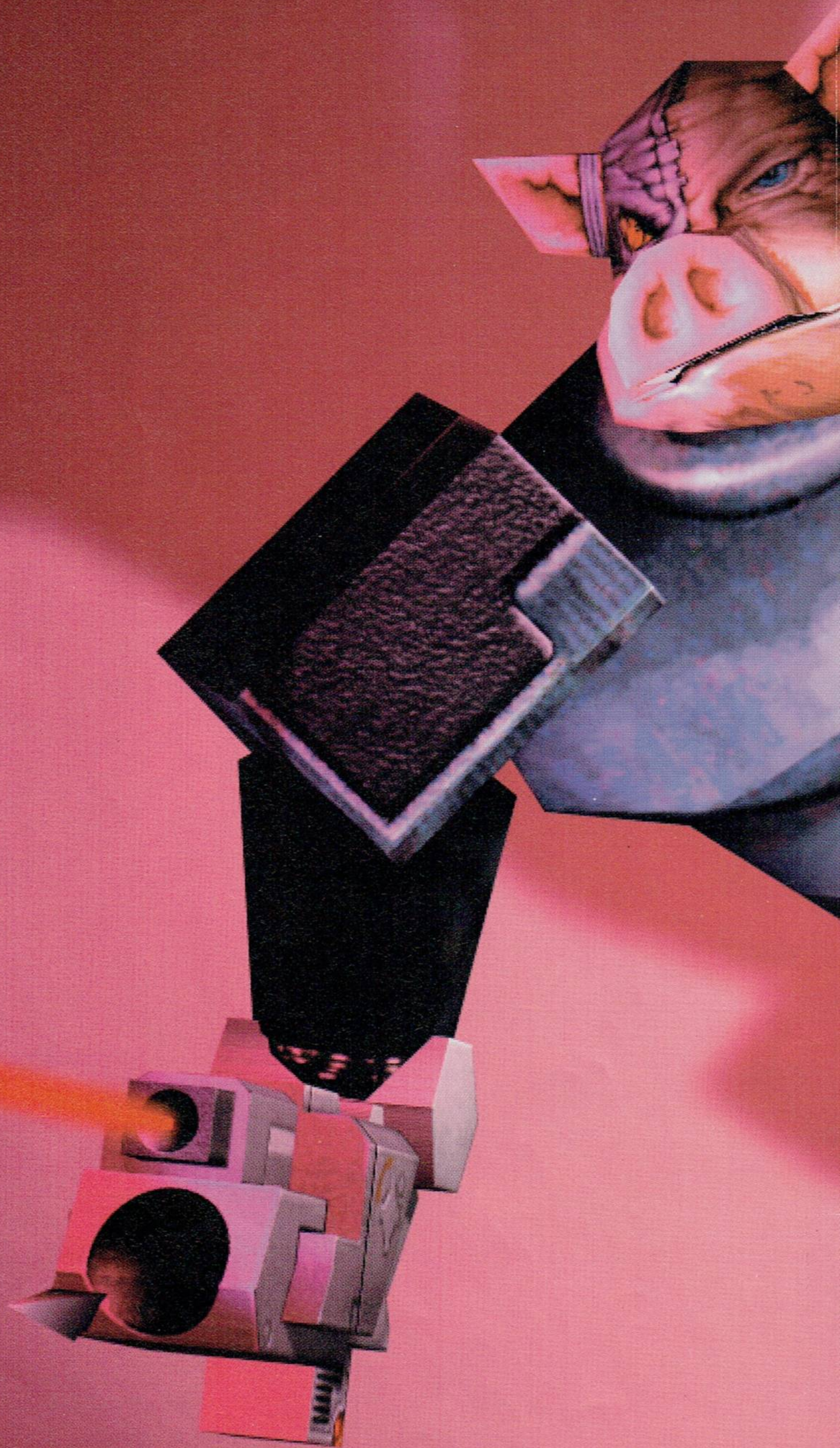
You're probably quite likely to try and clock Defender or Robotron like you did when you were a kid.

## OVERALL

72%

This isn't why you bought a PlayStation, but it's great fun for those who played the original games in the arcade.

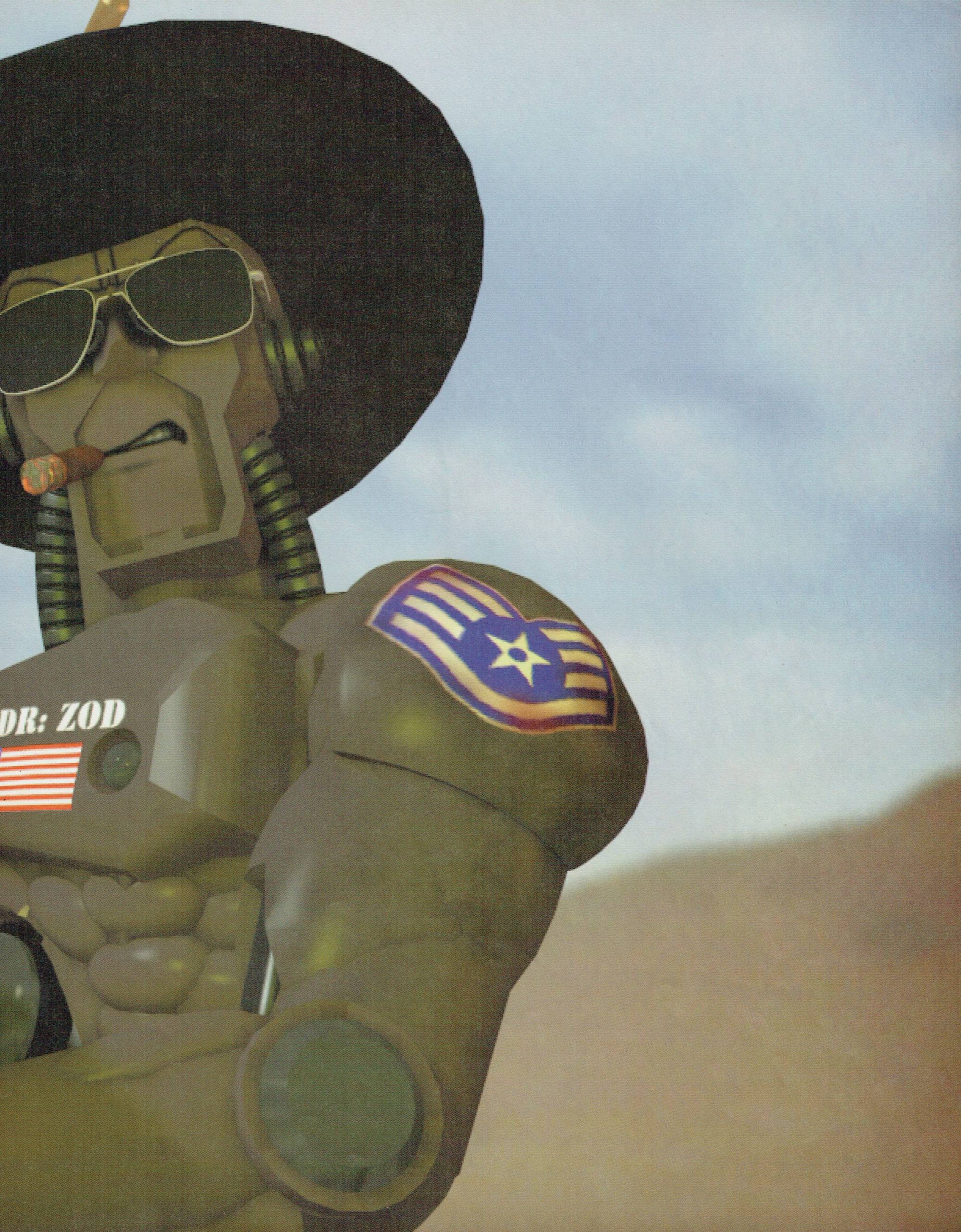
**HYPER** » *CyberSwine*





**HYPERR** z





DR: ZOD



# Skeleton Warriors

Well, whaddya know, it's a side-scrolling beat 'em up on the PlayStation.  
HARRY MARAGOS volunteers for a bit of biffo...



WOW... A B-GRADE SCI-FI MOVIE!



THE HYPER STAFF BIKE...

After a cartoon series and a successful line of toys, it was inevitable that a video game based on the Skeleton Warriors would be the next logical step in their evolution. However, the last thing anyone would expect on the PlayStation is a return of the side scrolling platform game. After months of reviewing many of the 3D flying, fighting and racing games that have flooded the market, this noble attempt from Playmates may come off as being somewhat refreshing. Skeleton Warriors is your classic battle of good versus evil. You control the sword swinging Prince Lightstar in a quest to recover the missing half of the Lightstar Crystal which has been stolen by the evil Baron Dark. This crystal, as the storyline goes, has given the Baron the power to lead vast and invincible skeleton legions on a campaign of destruction and terror. As a player you must eliminate the countless undead armies while avoiding being turned into one yourself. The game starts off easy with most enemies comprising of bats, wolves and skeleton drones that are meant to be more of a welcoming party than a formidable challenge, as they are easily disposed of with one swipe of your sword. However it's when you progress to level three and onwards that you discover warriors that are truly bad to the bone. To help you along the way are hidden areas containing powerups, lives, magic and health bonuses to use to your advantage.

#### No Bones About It

Make no bones about it, Skeleton Warriors is a graphically excellent hack and slash platform game. Featuring fully modelled 3-D characters and rendered backgrounds, the visuals perfectly set the pace of the game. The FMV scenes are equally impressive and almost cinematic in quality. There's no doubt that people will be reaching for their wallets as soon as they see it. However, it's advised that you at least test the game out first because although the game offers loads of great graphics and sounds, it suffers from the dreaded "limited gameplay" syndrome that so many games of this genre suffer.

The gameplay basically consists of moving from left to right and pressing the attack button to repeat the same slash over and over. There is no variety in the moves and it boils down to a being a button-bashing marathon. Players must hack through roughly twenty side-scrolling levels, but the game becomes tired long before the Prince's quest is over. In the end the game becomes just too repetitive and pattern-oriented to warrant any long term value.

Another major disappointment is the lack of a save game or continue feature. With over twenty levels, it can become very frustrating having to restart the game, especially after playing the game for about an hour just to reach the eleventh stage. Some may claim it makes you appreciate the levels more, but after a few hours play the last thing on your mind is reaching a new level and having all your lives wiped out in just a few seconds...

On a brighter note the game does contain a few 3D shooting scenes, as well as the freedom from time limits, which allows the seasoned player to explore all areas and destroy the warriors at their own personal pace. Hopefully a sequel will feature better controls and more gameplay, but until then Skeleton Warriors is best left in someone else's closet.



RIDE YOUR LOG...

MISSED ME!

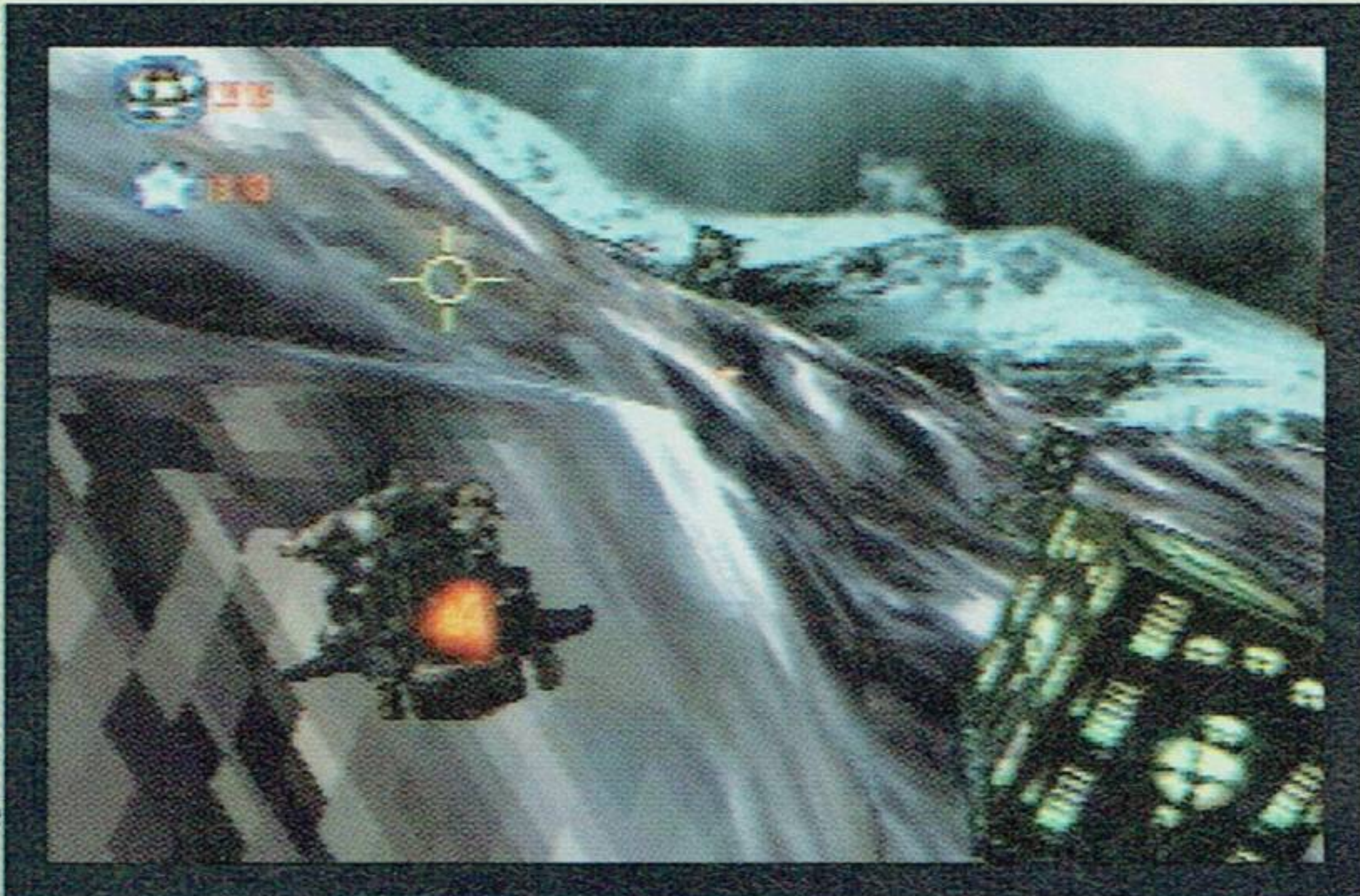


OH DEAR...

HITTIN' THE SLOPES



NICE SHOOTIN' TEX



INSPIRED BY GEORGE LUCAS



TAKE ON THE JEELYFISH OF DEATH..

BANG!



#### DEAD MEN'S HEARTS

The first attack you need to master is the Bounce Attack. This involves jumping up and then using a Downward Slash on the enemy. If it's done properly you can kill most of your enemies with one strike and with no damage to you. It's also possible to stay in the air by rebounding off the heads of enemies while using this attack. Basically, think of it as a "Mario" attack with a Downward Slash added.

Now an interesting element with Skeleton Warriors is that they are not actually dead until you collect their crystalline heart, at which point each warrior's various floating bones will explode. Failure to do so after a few seconds will result in the bones reassembling and threatening your character once again. What this means is that if you want to keep a dead man down you must pick up the hearts as soon as you see them. Remember there is no race for points or stats in Skeleton Warriors; just survival.

AVAILABLE: NOW

CATEGORY: SLIDE & DICE

PLAYERS: ONE

PUBLISHER: PLAYMATES

PRICE: \$99.00

RATING: M

#### VISUALS

88

An Army Of Darkness let loose on your console.

#### SOUND

83

Bone jarring effects and atmospheric sound.

#### GAMEPLAY

65

Bad To The Bone.

#### LONGTERM

60

Not too great. The lack of a save or continue feature sucks.

#### OVERALL

65%

Fans of the side scroller will enjoy it.. maybe.

# Impact Racing

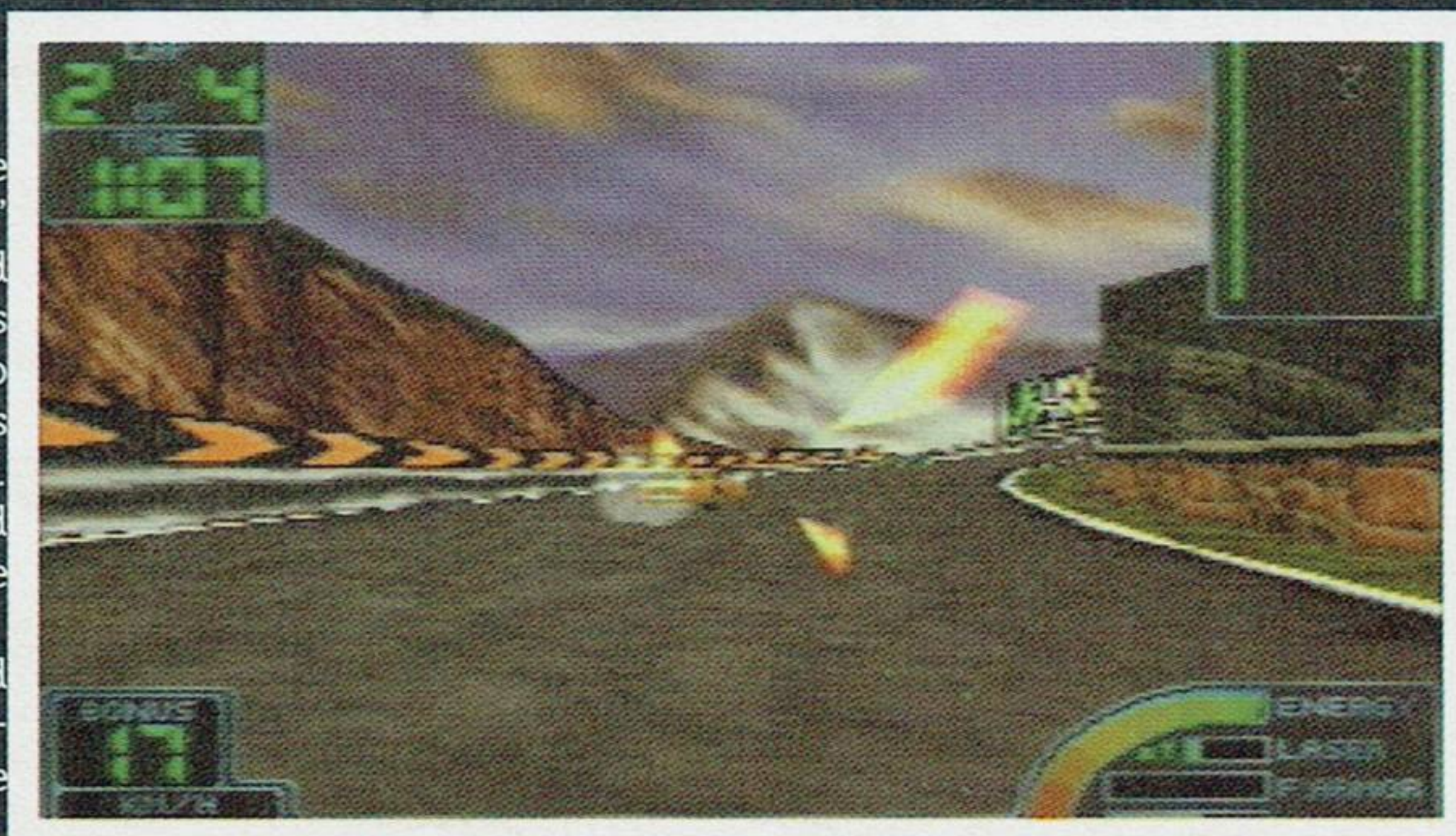
Time for some more high speed carnage, and who better for the job than DAVID "Roadkill" WILDGOOSE...



**PLOTS - WHY DO THEY BOTHER?**

Oh dear. "The world has become a cold and heartless place. People thrive on destruction and violence, and the media is no exception." Sound familiar? Well, to satiate this popular desire for carnage and brutality along came Impact Racing, a TV show in which criminals can attempt to gain freedom by racing around a circuit trying to blow each other up. Anyone who can stay alive for the entire ratings season (twelve races, oddly enough) will be pardoned and set free. Hey, it sounds like a great way to reduce the prison population and therefore saving the government loads of money. I can't really see it surviving the V-chip, though, can you?

It can't be that far away before we get plots that say, "You're a kid who owns a games console. You must use your control pad in a battle to the death to score lots of points before the game ends. We are witless bastards with no imagination. Thank you. Have fun!"







EAT GLOWING BLUE STUFF YOU TOOL!



DRIVIN' IN YOUR LIGHT DISPERSING GLASSES.. TRIPPY



NAILED EM!

SIT STILL WHILST I KILL THEE!



YOU HAVE TO PAY \$2 TO DRIVE THROUGH THIS BIT

My first thoughts upon playing Impact Racing were - "Bloody hell, that's fast!" And I'm sure yours will be along the lines of - "Bloody hell, he's right!" Impact Racing is a very fast game. Impact Racing is also a racing game. A racing game with the emphasis on blasting anything that gets in your way. There are twelve tracks which you race through in sequence. Your objective for each race is just to make it around four laps within the time limit (approximately a minute per lap). One of the things I like about Impact is that if the time limit is ticking down and you're still a distance from the finish line, you can position yourself in front of the other cars so that they drive into you and give you a speed boost. You see, you can't accelerate once the time stops, and your race is over once your car comes to a halt, so often this is the only way to finish.

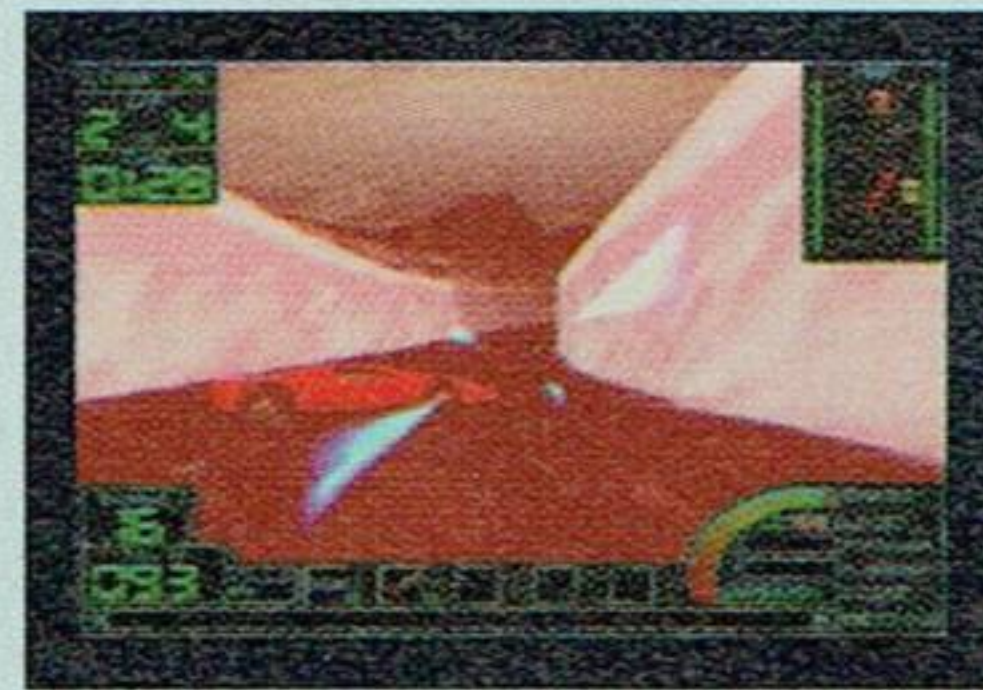
The other thing you have to worry about is keeping your car intact. Every car in the race is equipped with heaps of weapons and they do their damndest to inflict as much damage upon you as they possibly can. Another thing I like about Impact is the way in which you gain new weapons. You begin with a basic laser, but if you can destroy twenty cars on the first level you'll move onto the bonus level. Here if you destroy a certain number of cars again, you can upgrade your weapon. There are mines, double and quad lasers, missiles, smart bombs, the brilliant firewalls (which leave a devastating trail of flame behind you) and the searing heatseekers. Impressively, if you fail to complete a bonus level, then you'll get another chance to pick up that weapon on the next one. Though, of course, you will be disadvantaged in the meantime.

And that's about it. Impact Racing is an incredibly fast-paced, furious adrenalin rush type of game. The graphics aren't as detailed as some other games, but, believe me, you won't care in the slightest when you're screaming along at 250 kph. The excellent techno soundtrack really helps out here, too. I'm sure I heard a sample from the Happy Mondays' classic "Hallelujah", and that's gotta be a good thing.

#### Impact Not Wipeout

But Impact is no Wipeout. For a start, they cheat a bit with the tracks - there is really only three of them. What they do is have you race on three tracks, then on the same three at night, then on the same three but in reverse, then on the same three but at night and in reverse, which makes twelve. OK, they're slightly different, but it's still cheating. And you can't simply race on one of them for a bit of practice, you have to start with the first one each time you play.

It's also less of a racing game and more of a shoot 'em up. In fact, it's not really a racing game at all. You're not racing the other cars, you just have to complete the laps. Like Doom, except that you have to run around the level in a certain time. Or something. I think it would have been better if there was some form of championship where you got points after each race. Impact needs something like that to improve its Long Term value. It's a lot of fun, but I don't think I'll be playing it next month.



FAIRY FLOSS BARRICADES



HEADING OFF TO THE HYPER SKI LODGE



OH SO GLOOMY BACKDROPS

AVAILABLE: NOW

CATEGORY: COMBAT RACING

PLAYERS: ONE

PUBLISHER: JVC

PRICE: \$99.95

RATING: G8

#### VISUALS

84

What it lacks in colour and detail, it more than makes up for in effortless speed.

#### SOUND

93

Most game music has you reaching for the off switch, but this actually makes you want to play again...

#### GAMEPLAY

80

Hold down accelerate and blast until you develop RSI in your right thumb.

#### LONGTERM

65

The main weakness. Fun while it lasts, but that might not be very long.

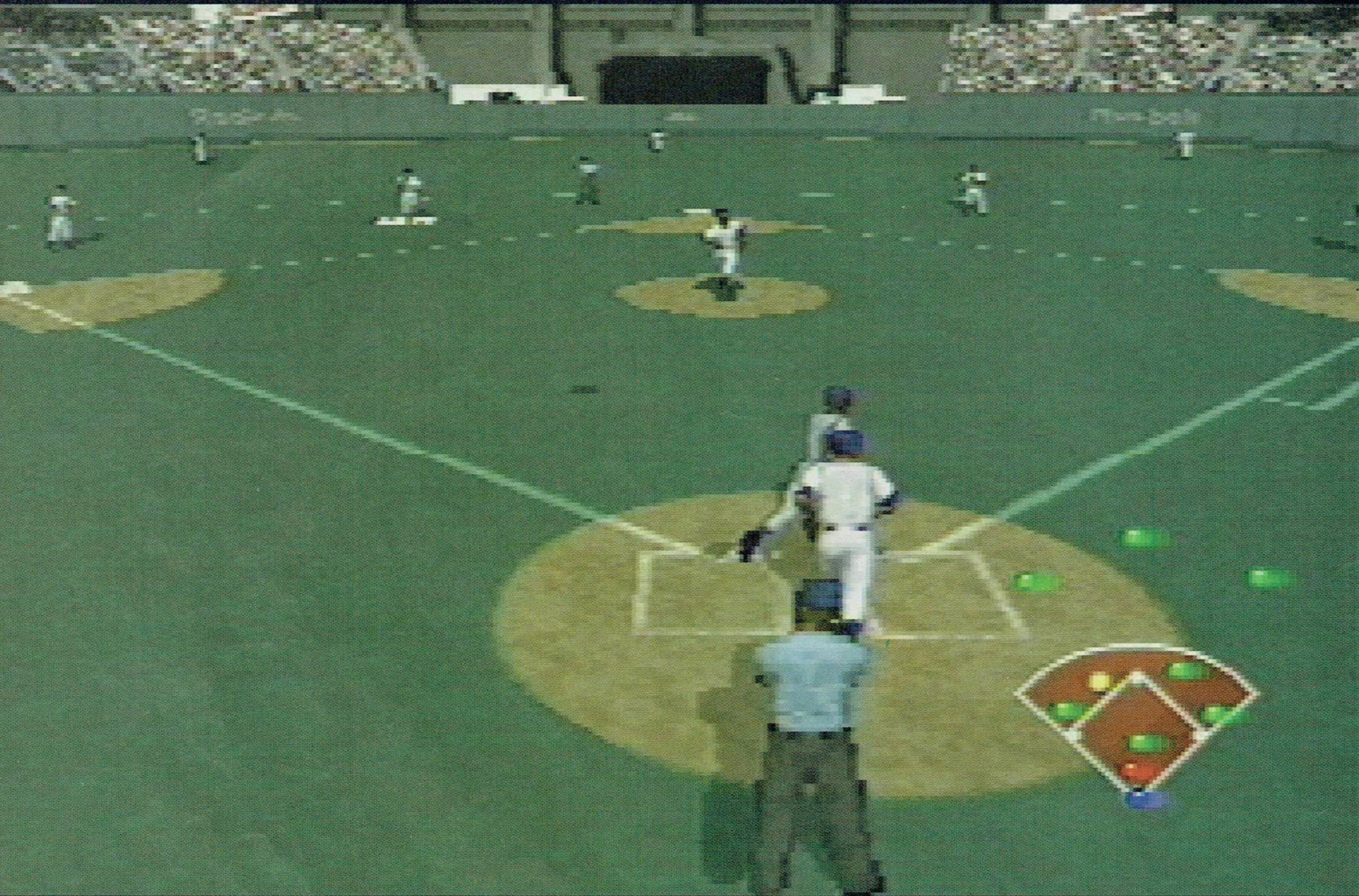
#### OVERALL

78%

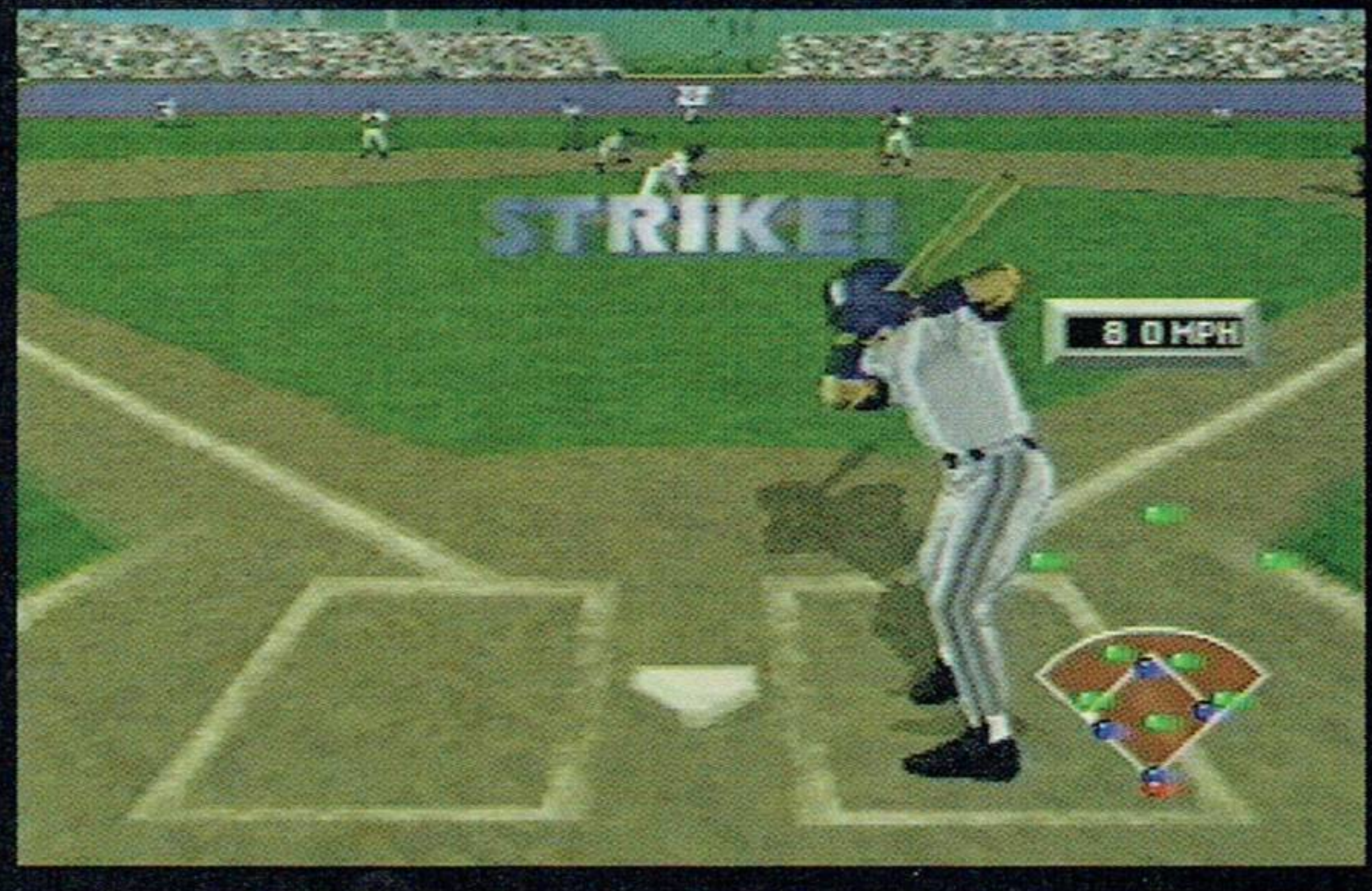
A case of plenty of style, but only a little substance.

# Frank Thomas Big

Frank Thomas is a big man. He's also an American baseball superstar and here's his new 32bit game. NIND K. is the HYPER champion stepping up to the plate...

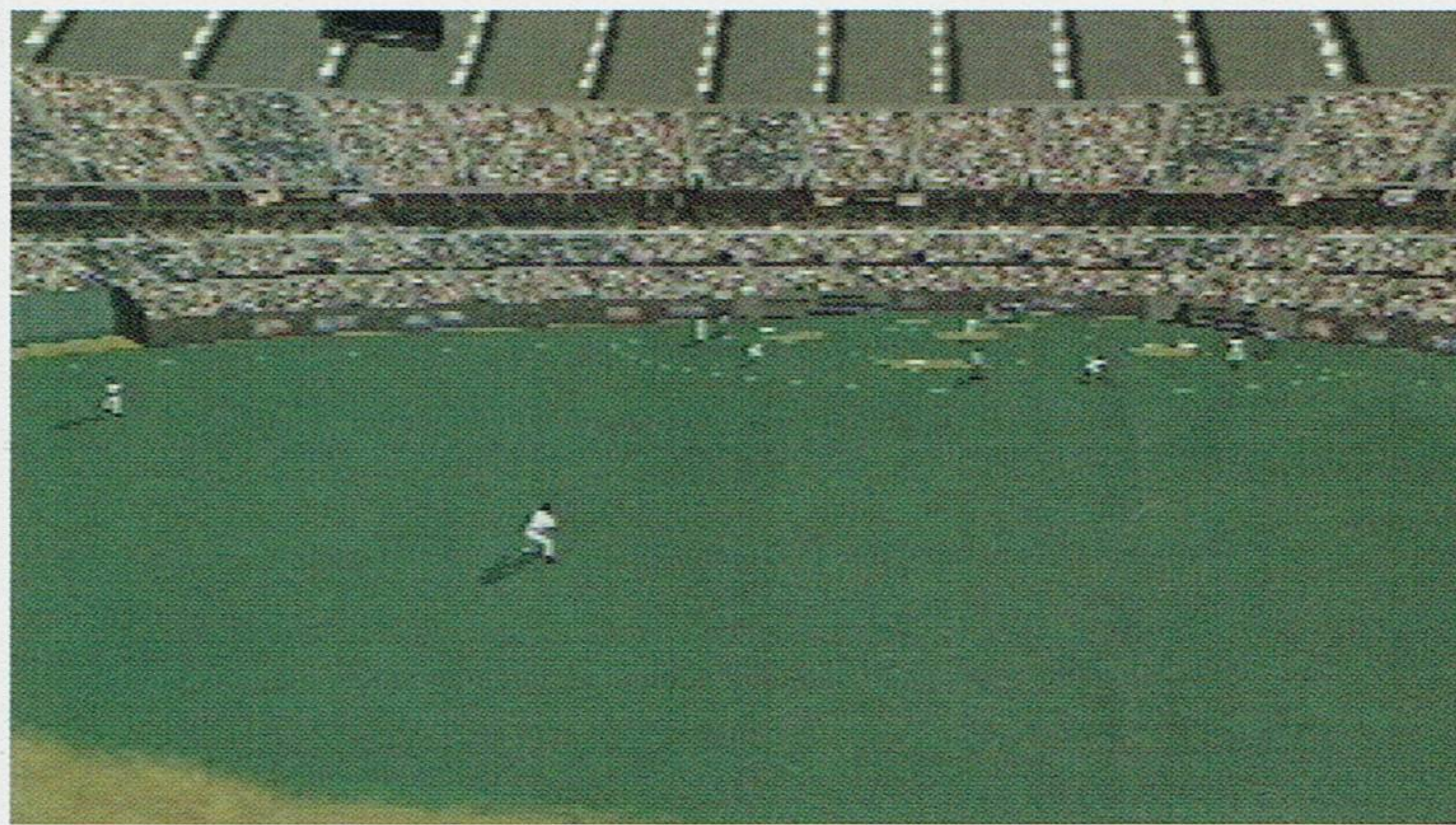


Baseball. It certainly isn't Australia's favourite pastime. Even in America, people just don't seem to be as interested in baseball as they used to be. It looks as though Basketball is the only game that matters these days, hence the ongoing flurry of basketball games that have been spewing forth on all different formats. Does this mean that Baseball games have no chance of success? Absolutely not. In fact, Big Hurt Baseball is a very refreshing change from all those slam-dunks. Some people may even (gack) prefer this game to all those b-ball titles that are out and about. Frank Thomas (aka Big Hurt) is the "Michael Jordan" of baseball, or at least the "Charles Barkley". So who better to base a video game on than Big Hurt himself. Thankfully, there is more to this game than just the name on the cover because Big Hurt Baseball is one of the best baseball games ever made. One of the great things about this game lies in the fact that it will appeal to different types of people, whether they like baseball or not. The game is packed with enough detail and statistical complexities to keep the most hard-core baseball freaks happy, and yet, there is still enough "user friendliness" to allow even the most ignorant people to play. This is the greatest feature of Big Hurt Baseball. It contains just the right amount of everything to keep everyone happy.



YOU MISSED BOZZO...

# Hurt Baseball



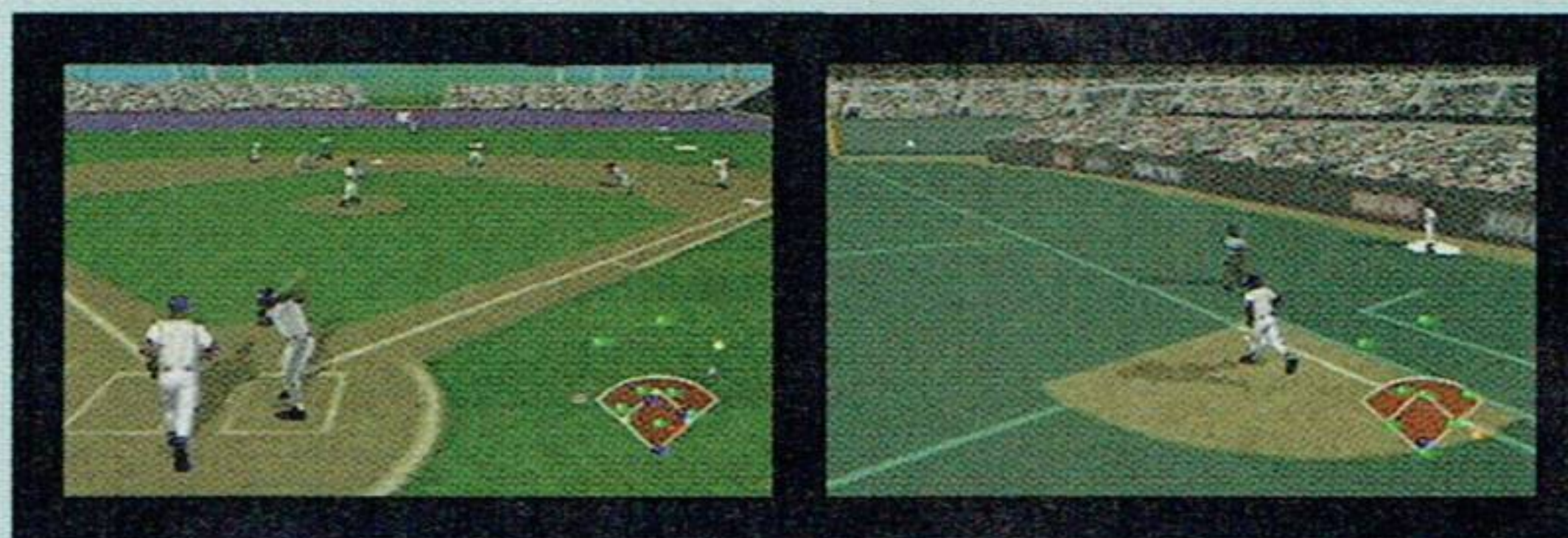
HITTIN' IT HOME IN THE DOME...

## SOUND & IMAGE

Gamers have come to expect a fairly high standard of audio and visual quality from 32 bit sports games. Although baseball isn't the most ideal game to fully exploit the graphic capabilities of 32 bit machines, Big Hurt Baseball is still a treat to watch. The action can be seen from multiple viewpoints. Everything is quite detailed and moves very smoothly. You have the option of playing in a huge variety of stadiums, throughout different parts of America, so you don't have to keep seeing the same stadium over and over again. In terms of audio, the game is also very detailed and realistic. There is commentary throughout the entire game to keep you up to date with what's going on. Also, there is a really cool sounding hot-dog man, who's voice keeps popping up every now and again. "Ice-cream, hot-dogs, get some red-hots!". The cheering of the spectators whenever you hit a homer also sounds great and adds to the overall atmosphere that is created by the sound effects in this game.

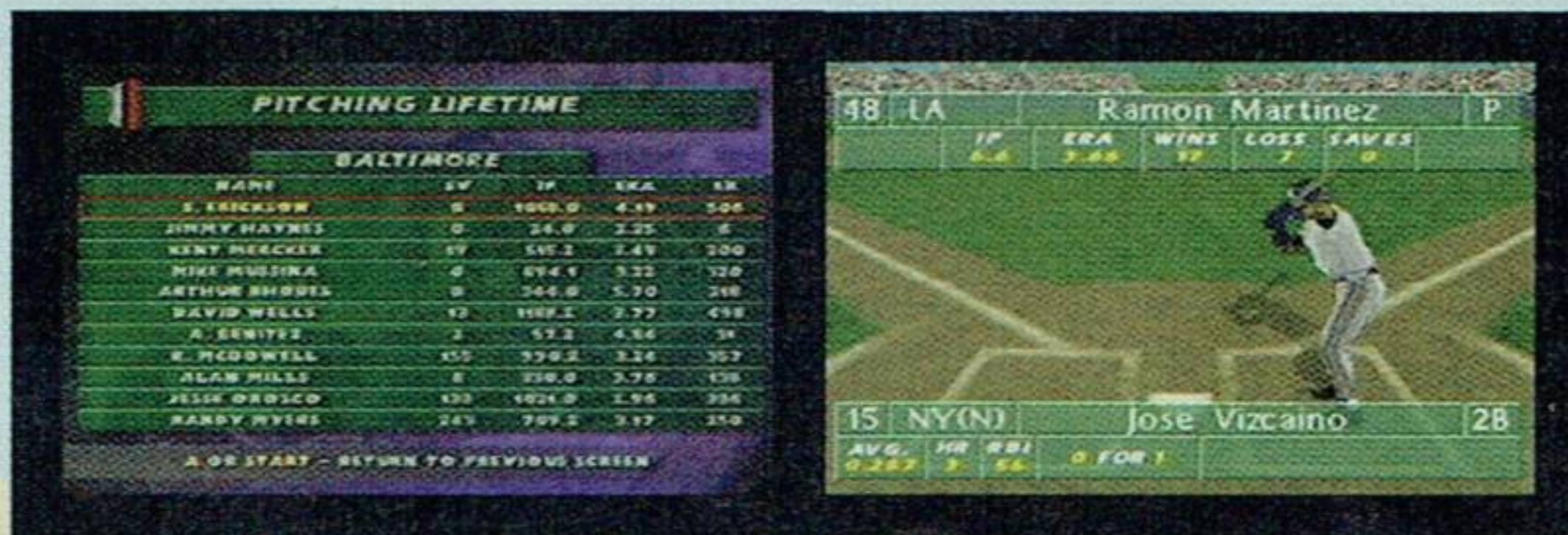
## Real and Easy

Realism is an important part of a game like this and Big Hurt Baseball provides more than enough to keep the average baseballer happy. There are real teams, real players, real stadiums and bucket loads of statistics. The game can also be played during day or night conditions. Some of the realistic options that are available in the game include; changing the batting order, substituting players and swapping positions. Don't be intimidated by all this complex-sounding detail, the game itself is really quite easy to play. Pitching the ball is achieved by the simple push of a button. Different buttons unleash different pitches, (eg. curve ball, fast ball etc.) Batting is just as easy as pitching and once again, only requires the push of a button. The only part of the game which will take some getting used to is the fielding, but since there is an automatic fielding option, you won't even have any trouble in this department. Overall the game plays quite well, and the handling is top-notch. There are two game types available to you; exhibition and season. Exhibition mode provides one game between two teams. Season mode requires you to select one team, and play through an entire season, providing endless baseball competition. Even when you do finally get through the entire season, you can always take on your buddies in the two player mode. A game like this usually becomes much more involving in the two player mode, where you and a friend can endure some long lasting innings of epic proportions. All in all, Big Hurt Baseball is a very solid baseball sim. Naturally the game does have it's faults. Some better placed camera angles could have been thrown in, plus a higher resolution and more accurate batting control etc. However without being too fussy, this baseball game will make a worthy addition to your sports collection, and if you're a fan of Big Hurt, you're probably already on your way to buy a copy.



SMACK!

SIGNING AUTOGRAPHS FOR THE FANS!



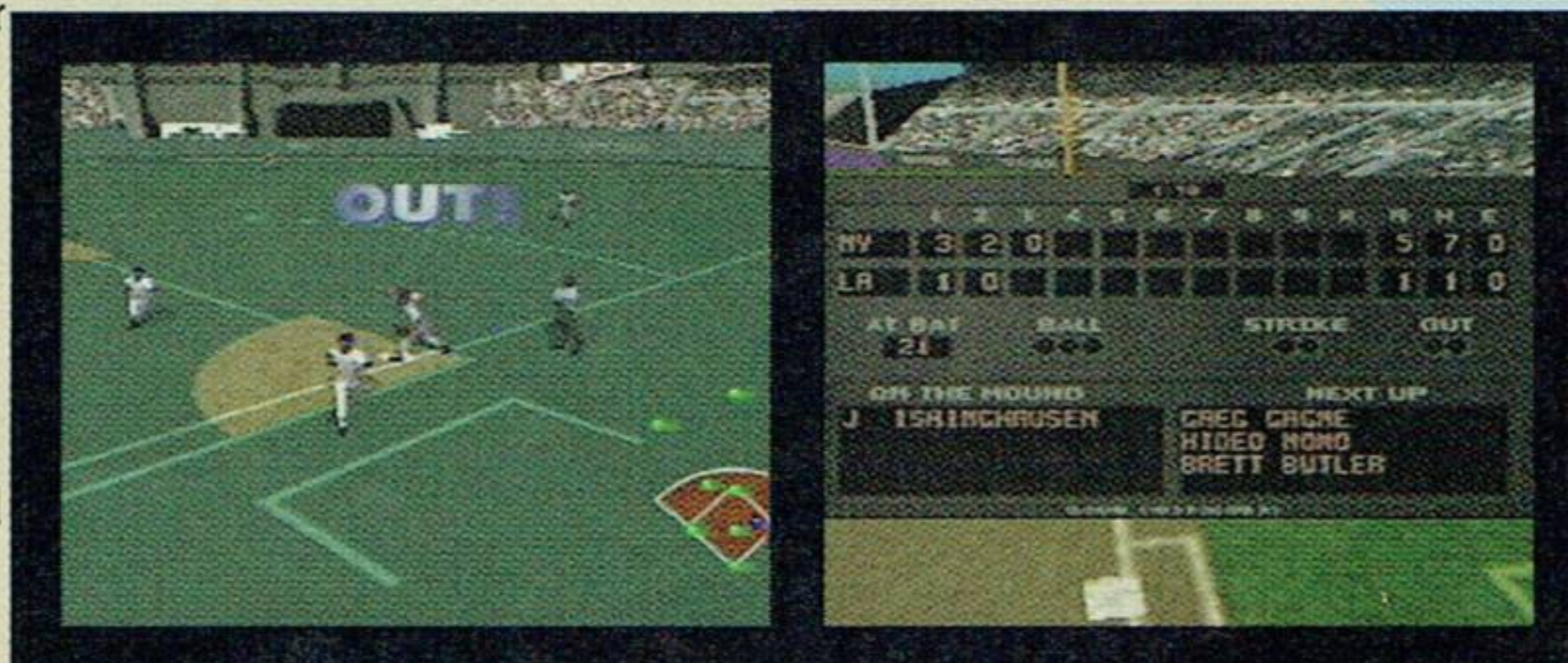
HARD CORE USELESS INFORMATION..

STATS AND STUFF...



WHAPPO!

FUNKY STEP THERE TYRONE



TOO SLOW..

BAH.. WHO'S KEEPING SCORE ANYWAY

AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-2

PUBLISHER: ACCLAIM

PRICE: \$89.95

RATING: G

## VISUALS

85

Everything moves smoothly, and the characters are quite detailed.

## SOUND

86

Some cool speech from the hot-dog man and great crowd noise.

## GAMEPLAY

88

Very easy to control for beginners and pros alike.

## LONGTERM

82

Finishing a season takes ages, plus there's a two player mode.

## OVERALL

84%

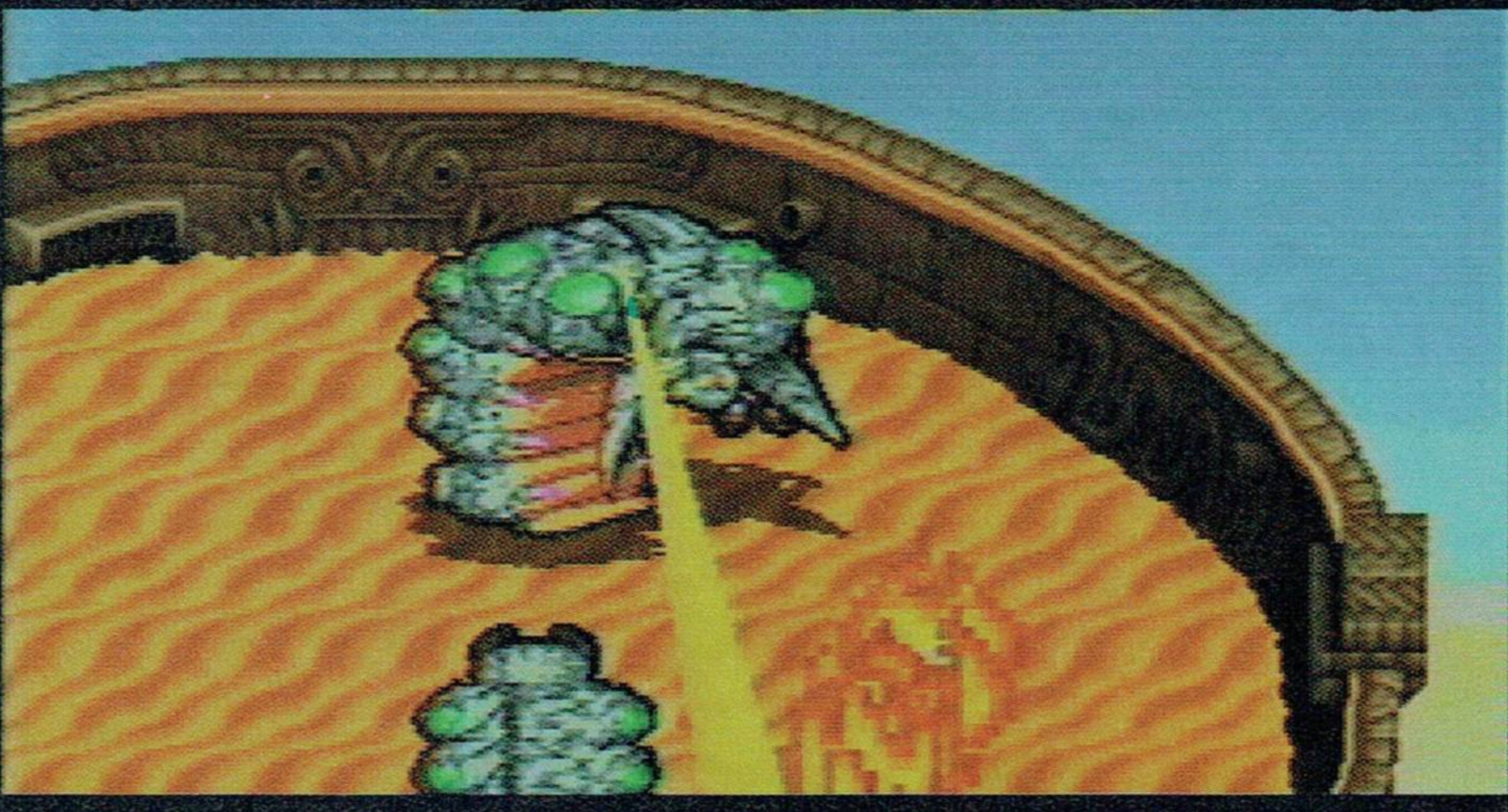
A great baseball sim. Makes a nice change from all those slam dunks.

# Shining Wisdom

With a title like *Shining Wisdom*, who better to call upon than that bastion of clear thinking, DAN TOOSE. Erm.. yeah...



If HYPER had a dollar for every 16 bit RPG that came outta Japan, we'd be rich... well, at least we'd be able to afford a new toaster or something. We caught first glimpses of the cutesy RPG genre for the 32 bit systems with *Mystaria*, which was really more of a strategy wargame than a true RPG. Now we've had the chance to play what is the first true Jap style RPG on the Saturn, and weighed up how it compares to the old 16 bit titles. Being an RPG, the plot is kinda important, since you spend most of the game trying to progress through a storyline. You play a bold young chap who's been accepted as a guard in the garrison of Odegan Castle. Your father Sir Giles was a knight of great renown, and there are high hopes for you to live up to his reputation.



### Simple But Cute

The thing that most people were wondering about Shining Wisdom was what sort of differences one would see in the visuals between it and the 16 bit games. In essence... not a lot. Sure, there's a greatly improved colour scheme, and sure, there's a bit more clarity to all the characters... but it's still very cutesy and simplistic. It's unquestionable that Shining Wisdom looks a hell of a lot better than any 16 bit RPG ever made, it just doesn't utilise the Saturn's powerful graphical capabilities as much as one would like. Visuals have never been the stand-out feature of RPG games though, and in context of the style of game, the graphics are more than adequate. Some cool effects include fire rays that leave a fiery trail in the ground and bolts of lightning, however most effects remain simplistic. While there isn't anything flash about the sound, the music is reasonable enough to prevent it from grating on your nerves over the many hours it takes to play Shining Wisdom. The actual sound effects aren't particularly noteworthy either, little swooshes, zaps and the like being rather predictable. The other thing that would have been a big plus for the game which could have been easily implemented is speech. There can't be gobs of information devoted to the graphics, so surely there'd be enough room on the CD for speech by at least the main characters in the game?



HAVE AT YOU TREE CREATURE!



BURY YOUR HEAD IN THE SAND...



THROW A BALL IN THE HOOP AND WIN A FLUFFY TOY..



FIX EM WITH YOUR BIG RED FIST!



SHUT UP AND FIGHT FROG BOY!



JUST HANGING OUT WITH YOUR SWAN



### Gobs of Gameplay

As one would expect, the effort that was spared in the audio-visual department has been put into the gameplay. The general plot of Shining Wisdom revolves around the exploits of the evil dark elf Pazort, who is trying to unleash the power of four djinns so they will awaken the great sleeping giant underneath Odegan castle, which will spell certain doom for the kingdom. You play through a series of quests to try and counter Pazort's every move, which involves travelling to various locations around the realm of Palacia.

While the basic controls are very simplistic, they can be used to perform a large variety tasks and actions, which add tons of depth to the game. The A button uses whatever healing items you have readied, the B button affects your speed, and the C button uses whatever weapon or special items you have equipped. Speed actually has a significant effect upon the gameplay, since you can cause damage to opponents by ramming into them, and you need to get your speed up to use some magic items to their full potential. The items you collect all have cute little functions. Wear the Monkey Suit, and you morph into a chimp, allowing you to climb up vines. Don your stone boots and stomp holes in those dodgy floor panels to get through to the level below. Pull on those mole claws and burrow through the ground to get under otherwise impassable obstacles. There are of course things to find to bolster your character's hit points, etc... but there's no levels or experience points.

Level design for the various dungeons and mazes are great, incorporating puzzles that run over multiple levels of the dungeon. Each dungeon tends to end with a boss monster to fight, which usually gives you an important item to help you get through the next part of your quest. While you can race through your quests, exploration and thoroughness will help you to find secrets and extra information which will make the game more enjoyable, and a tad less frustrating.

Shining Wisdom is perhaps the best "cutesy" RPG we've seen. It doesn't use much of the Saturn's capabilities, which is a shame, but those that enjoyed the 16 bit RPGs will love it.

AVAILABLE: NOW

CATEGORY: RPG

PLAYERS: ONE

PUBLISHER: SEGA

PRICE: \$89.95

RATING: G

VISUALS

55

Cute, but a bit too simple.

SOUND

60

Music is fine, but SFX are not so hot.

GAMEPLAY

88

Increasingly interesting quests throughout. Lotsa cool items and magic effects.

LONGTERM

85

Plenty of challenges to keep you going for a long time...

OVERALL

82%

Best cutesy 32bit RPG yet, but it could have been more flash considering the Saturn's capabilities.

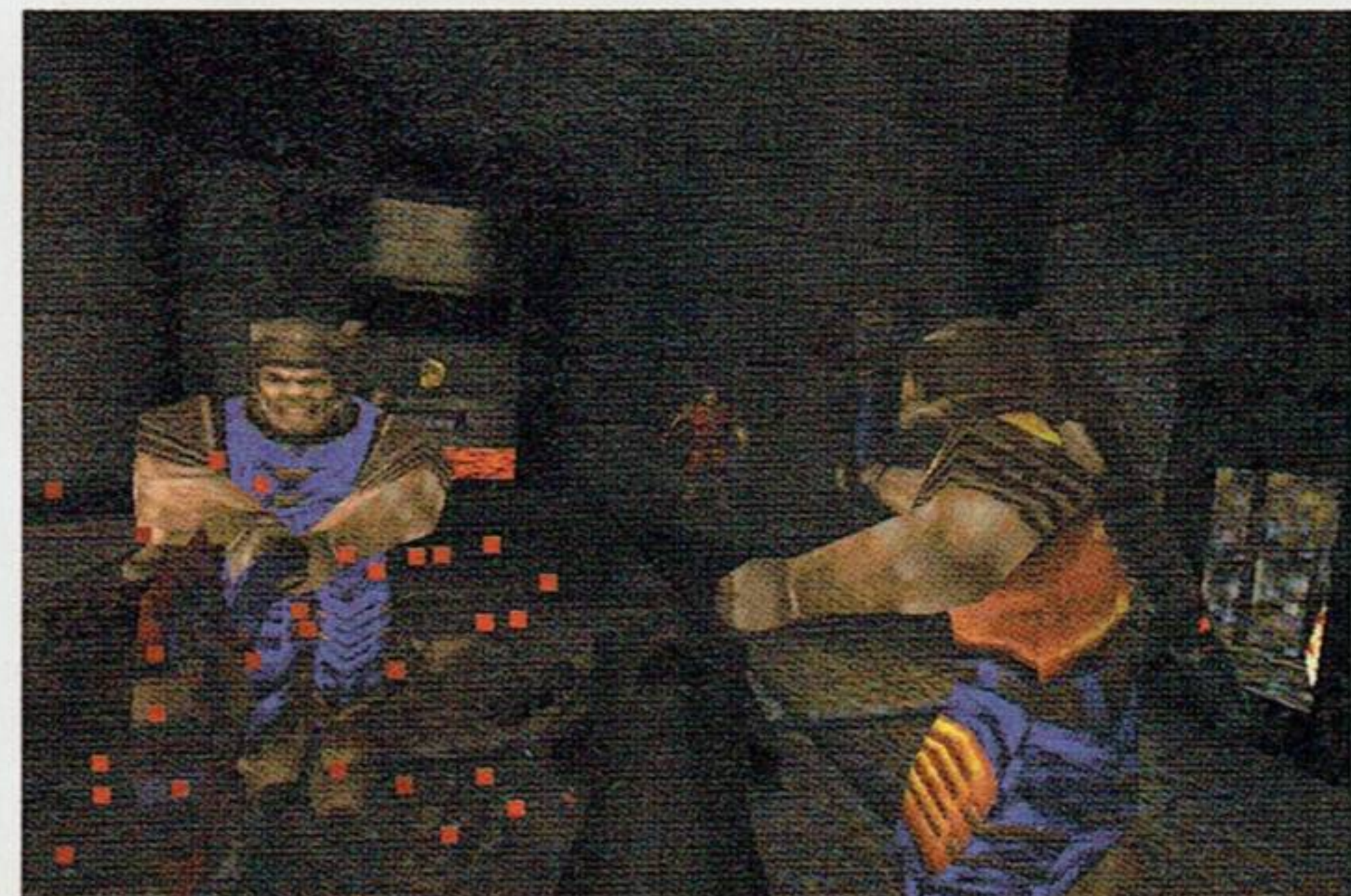
# Quake

*Finally, the shareware tremors cease, and the full Quake hits... leaving poor old DAN TOOSE dazed, confused, and stressed about how his hair looks.*



## DEATHMATCH PLAY

As if single player wasn't enough, Quake has been designed with multiplayer gaming in mind. Quake supports multiplayer gaming over modem, local networks, direct connects and TCP/IP. The most common sort of deathmatch games will be those run on designated Quake servers (like QuakeZone in last month's news), where users all log into a game that is ongoing all the time. Players can work in teams by matching their uniform colours, or go at it in a free for all. For those that haven't played deathmatch games before, you'll find that human adversaries are much more deadly than the computer could ever be. The TCP/IP gaming means people can play on the same server, from all over the world over the Internet, although various factors can affect how smooth their gameplay will be whilst doing this.





I WONDER IF HE'LL SEE ME LYING DOWN LIKE THIS...



HOWDY MR SATAN...



YOU SHALL NOT PASS...



HAI! MERELY A FLESH WOUND...



OOHH.. PRETTY CEILING... AND INCOMING GRENADES...



ENTRANCE TO HYPER HQ



ANTI WORK EXPERIENCE KID DEVICE



DUKIN' IT OUT AT THE ALTAR OF EVIL... COOL



DEATH.. DESTRUCTION.. HUH.. HUHUH.. HUHUHUH..



JOY.. DEMONIC FUNGUS DEITY OF DEATH!

Needless to say, there was no sleep the night we got the full version of Quake. While Quake has been long awaited, the release was suddenly moved ahead of schedule, which probably had more to do with a problem with a software pirate making off with the full game more than anything else. So, has it changed life the universe and everything? No, but it is probably PC game of the year.

There's a plot! Bah... evil entity known only as Quake is sending death squads to infiltrate the bases that are developing slippgate technology which allows people (or things) to be transported instantly. Yep, you're the last guy left, and yep, you gotta go hunt down the baddies and end it all. Plot is irrelevant in this 1st person action masterpiece.

### Picture perfect

Quake features the best 3D engine we've seen in a PC game thus far. The beauty of Quake is its total realism and deep sense of atmosphere that the amazing light sourcing and wonderfully detailed environments help convey. The light sourcing is by no means fixed either, with rockets illuminating the areas they fly through, and then even more brightly, the area they explode in. Everything is a 3D polygon based object in Quake, even the individual rounds of flachette that fly from the barrel of your nailgun. The monsters move incredibly realistically.. the grunts even clutch at their face when you unload your shotgun into their head.

Not only are the graphics wonderful, but the gameplay has that same quality that Doom did... that ability to get you hooked straight away. It's so easy to become immersed in Quake due to the definite feel that everything works as it should. You can leap into bodies of water and swim about... and if you've got the right equipment, you can even venture into slime or lava! There's a well defined sense of height, and the fear of falling. Fall a little too far and you'll hear the sickening sound of your ankles giving when you hit the ground. There's all manner of traps and mechanisms that you can set off as you run around through the various levels of game. Traps include nailguns built into the wall, crushing ceilings, spiked crushing walls, spring loaded spikes, etc. Some mechanisms are fairly normal, like a switch opening a door... but others are much more interesting. The best fun of the lot are a series of wind tunnels, which you stand under, get sucked into, and shot out the top or side.. literally flying through the air. There are also plenty of secrets scattered throughout the levels, some hidden by simply being hard to spot or get to, others are activated by shooting or pressing against certain panels on the walls.

Monster AI also works well in Quake, with monsters always taking the most sensible course of action in combat. For example, a knight charges as soon as he sees you, since his weapon is of no use at long range, etc. All controls are completely user defined, allowing for the user's preferences. Mouse play seems to be the way to go, with the ability to designate a key or button that let's you sweep your view around in any direction with the mouse, so you can track opponents running along ledges above and below you.

Quake runs very nicely at high resolutions on a top end Pentium. There are many different video modes that the player can set the game to, so any Pentium owner should be able to get a game that runs smoothly, it's just a matter of what resolution they can do it at.

Simply put, this one's special. It may not be exactly what some people expected, but taken on its own merits, it's an astounding game, which showcases the best graphics, sound and gameplay to date in an action based PC game. Quake 2 is under development... joy!





## Monsters

The minions of the evil entity that is "Quake" are the coolest opponents in a video game yet. All wonderfully animated, and given extra life with Trent Reznor adding the sound effects, the monsters really help make the game what it is.



**GRUNT**  
A marine who has had his brains messed with and now he fights for the bad guys, two plugs from your shotgun will do the trick. Grunts drop shotgun shells once killed.



**ENFORCER**  
Grunt MkII, this guy wears a space suit and totes a laser rifle. Takes 4 shotgun shells to finish off. He carries energy cell packs.



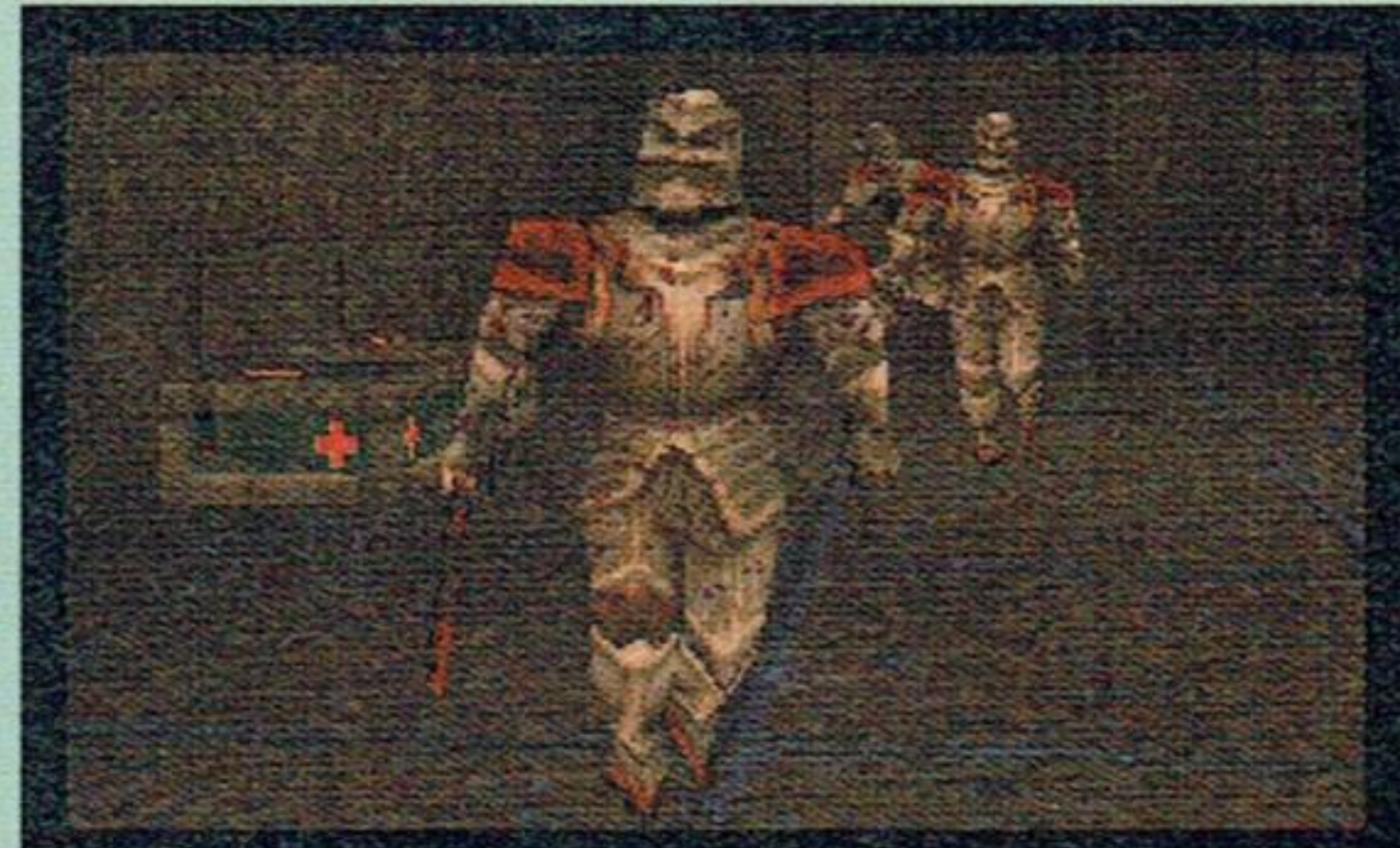
**ROTTWEILER**  
A rather aggressive dog, that always tries to leap at your face.. but not to lick you. Fido bites the dust rather easily though.



**SPAWN**  
Blue blobs that float around through the air, attacking by bumping into you. Very fast and hard to kill. They also explode upon death, very annoying.



**OGRE**  
No matter how good you get, this oversized humanoid abomination can never be taken lightly. At close quarters he wields a chainsaw, and at a distance he throws grenades. It's possible to confuse an ogre by hovering on the edge of close range and long range, but it's tricky to keep up. Ogres are rich in Vitamin B and grenade canisters.



**KNIGHT**  
Psychopathic killers done up in plate mail, with a broad sword in hand. Whilst being completely harmless at a distance, knights can charge very quickly, and once they're toe to toe, cause a lot of damage with each swing of their swords.



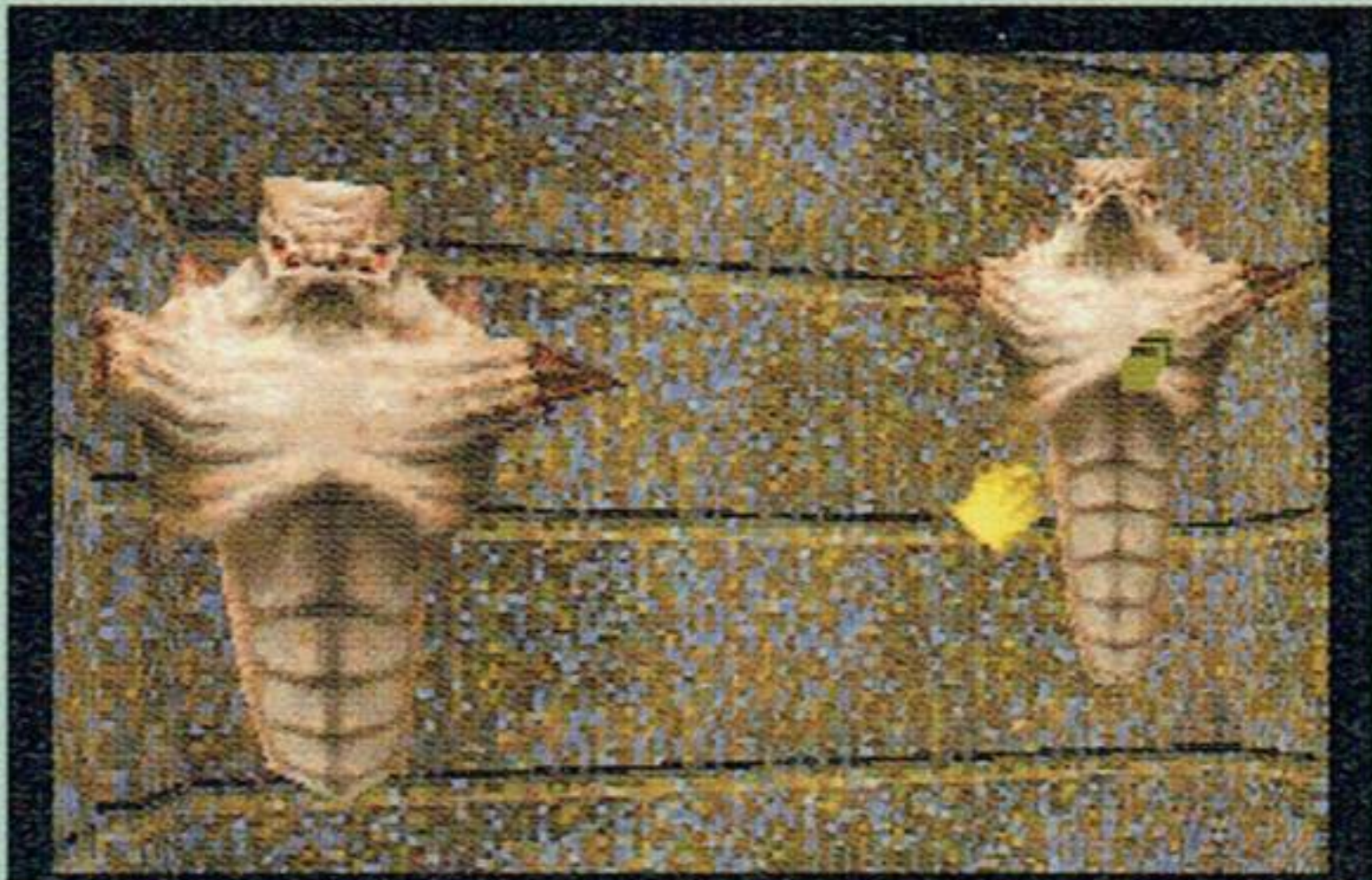
**DEATH KNIGHT**  
By themselves, tough... in numbers, a nightmare. Death Knights are slightly larger knights, with the ability to attack with a volley of fire streams at a distance. They can take more punishment than an ogre and cause huge damage with their sword attacks... very nasty.



**ZOMBIES**  
Whilst being very slow and easy to blow over, zombies do not die unless you finish them off with a grenade or rocket. Most amusingly, zombies attack by pulling off bits of their own brains and intestines to throw at you..



**ROTFISH**  
Big savage fish that gnaw relentlessly at your body. Not very tough, but very annoying.



**SCRAG**  
Bizarre creatures that look like a torso floating through the air. Whilst not being able to take much punishment, scrag attacks with strange rays that can sap away your life force deceptively quickly.



**FIEND**  
A powerfully built beast that attacks, by springing at its opponents and rending them to pieces with their sharp teeth and horrible hook like hands. A nightmare toe to toe, but they can be easily sidestepped when they pounce.



**VORE**  
A disgusting blend of man and spider, vores are one of the deadliest foes in the game. Whilst not moving very quickly, the energy orbs they fire can seek out their opponents and explode causing immense damage. Vores also take a fair beating too, so only a fast strong attack will suffice.



**SHAMBLER**  
What the arch-vile was to Doom, the Shambler is to Quake. This monstrosity can blast anything in line of sight with a crushing bolt of lightning. Even worse, you could get caught in hand to hand combat with one, where it simply rips you from limb to limb. Very tough.



## Bonus items

In addition to the array of weapons you can find, there are several other items lying around that you'll need to have any hope of survival.



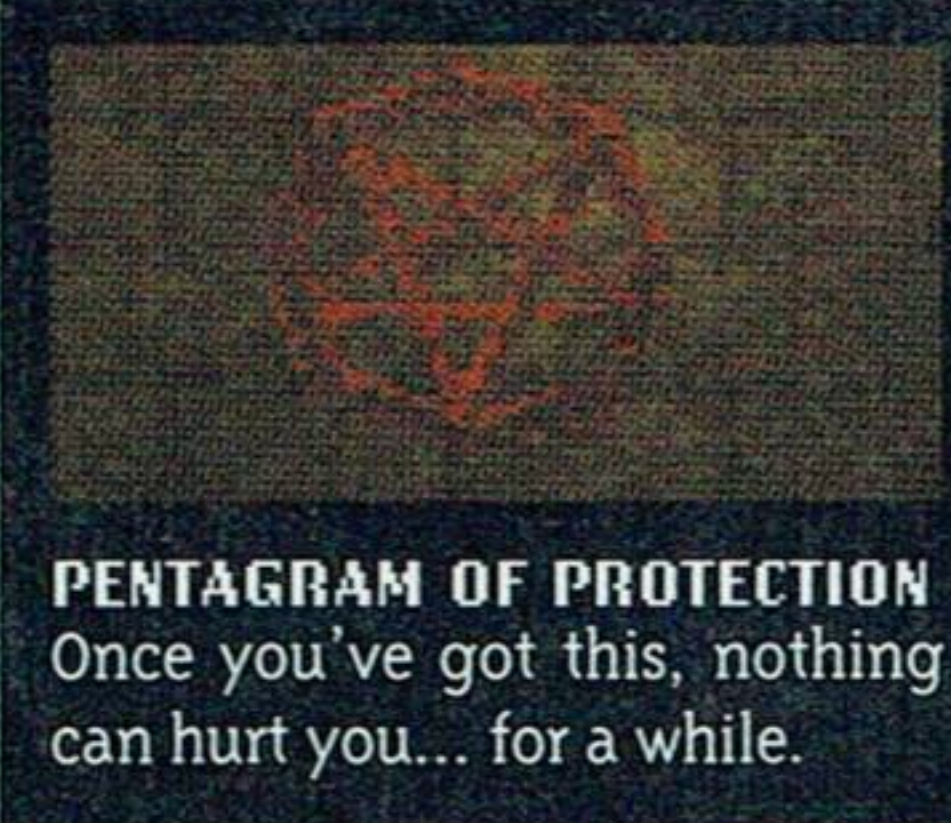
**HEALTH**  
Grab it and you feel better.. simple.



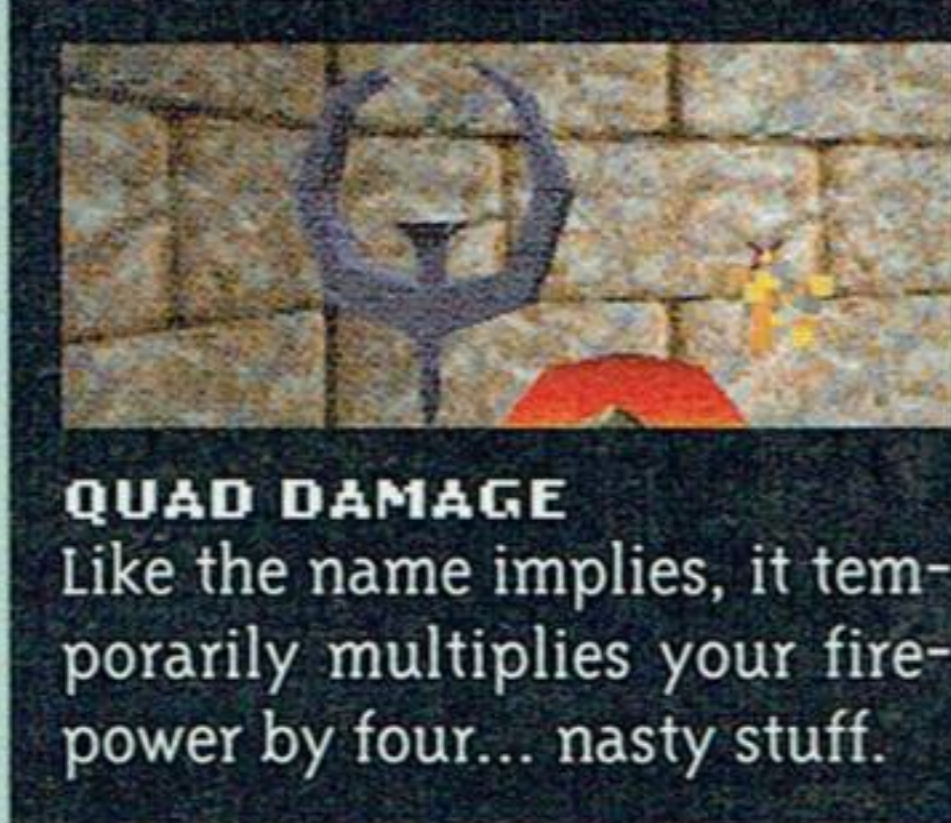
**MEGAHEALTH**  
Pick this up and you gain 100 health. If your health is over 100, it slowly dwindles away over time.



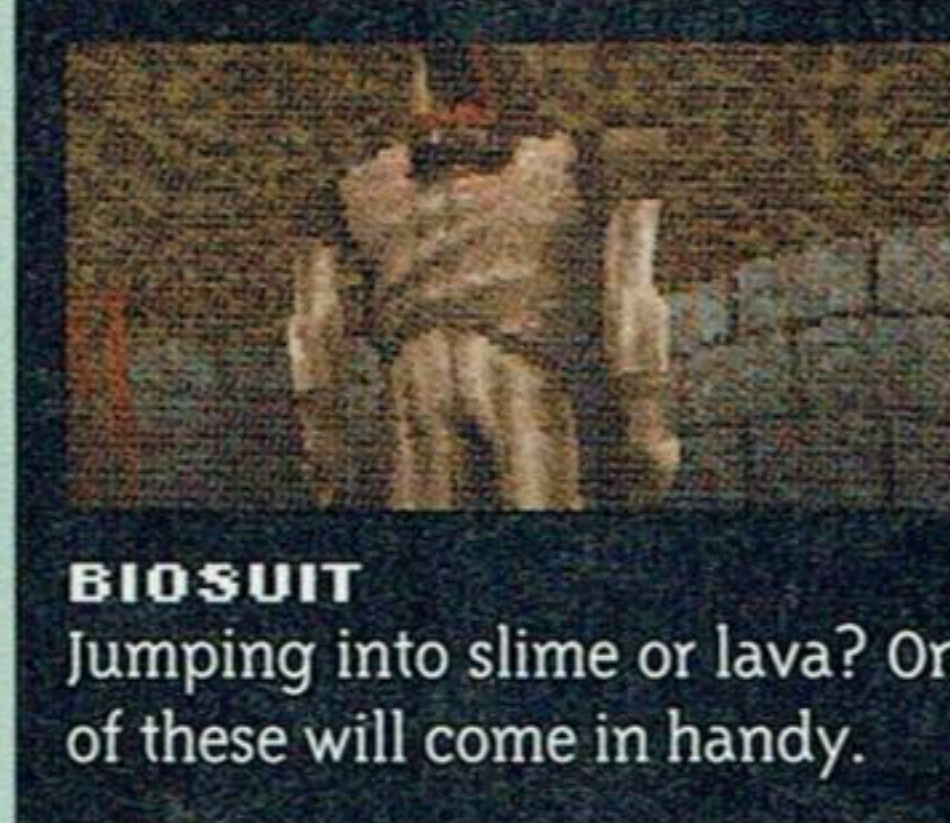
**RING OF SHADOWS**  
Grab this and you'll become completely invisible... oh.. except for your eyes. Very amusing in deathmatch.



**PENTAGRAM OF PROTECTION**  
Once you've got this, nothing can hurt you... for a while.



**QUAD DAMAGE**  
Like the name implies, it temporarily multiplies your firepower by four... nasty stuff.



**BIO-SUIT**  
Jumping into slime or lava? One of these will come in handy.

## Weapons:

You can't save mankind from the evil nasties without tools of destruction. There are eight weapons that you can use in Quake, some straight forward, others quite quirky. There are also four types of ammo: shotgun shells, flachette (nails), grenades (used in grenade and rocket launcher), and energy cells (thunderbolt). Here's a rundown on each weapon.

**AXE**  
If you're using this, it probably means you're in deep, trouble. Does reasonable damage, but is hard to use effectively without getting nailed.



**SHOTGUN**  
The lowliest of the ranged weapons, but still not a bad weapon. Very good for picking off a target at a long distance.



**DOUBLE BARREL SHOTGUN**  
As one would expect, it's a meatier version of the shotgun. Does more damage at shorter ranges.



**NAILGUN**  
Gotta love it. Fires flachette (nails) at a rather swift rate, however it's easier to take down an opponent with the double barrel shotgun.



**SUPER NAILGUN**  
A nasty piece of work. It's a nailgun with four revolving barrels, for a vastly increased fire rate. Pulls down adversaries in quick time.



**GRENADE LAUNCHER**  
An extremely useful weapon. Fires grenades which will explode if they hit an enemy, or will bounce off walls and come to rest for a couple of seconds before exploding. Does tons of damage.



**ROCKET LAUNCHER**  
Self explanatory. A bit risky to use near walls and opponents that are in your face, but otherwise great. It's the ultimate deathmatch weapon. Players usually perish from one direct hit.



**THUNDERBOLT**  
Portable lightning generator. It tears down opponents faster than any other weapon in the game. Gives away your position immediately. Has interesting effects upon water.



## QUAKE VS DUKE NUKEM 3D

The debate has still been dragging on about which of the two games is better, Quake or Duke Nukem 3D. We tend not to voice a strong opinion on these things, since it's really a matter of personal taste. However, after having played the full version of Quake, and after having spent hours upon hours of time playing deathmatch on QuakeZone, it's become very easy to pick a winner. Quake's superior graphics, top quality soundtrack, much more terrifying monsters, and a slightly more useful array of weapons, make it the special game of the two. What at first looked like an amazing array of weapons in Duke Nukem 3D, soon became a rather useless array when used in deathmatch. All the explosive weapons are way too dangerous to use anywhere near a wall or at a nearby opponent, and the only weapon that has a decent combination of practical use and power is the chaingun. If Duke had monsters that were actually 3D, it may have been a lot harder to pick a better game, but it didn't, and that, more than anything is what puts Quake out in front. However, if you're after a top notch action game that's packed with good humor, then Duke 3D is still well and truly a worthwhile buy.



QUAKE

DUKE NUKEM 3D

## GET BENT WITH TRENT

Trent Reznor, he who is NIN, approached id Software and offered to do the sound and music for Quake... lucky id!

Every sound effect has been covered, splashes, explosions, screams, wind, the chime of flachette pelting into the stonework, and the sound of a mutated abomination drowning in it's own blood.

Quake also has one of the best soundtracks ever featured in a video game. Rather than a collection of industrial tracks, the music is more of a dark ambient highlight.. with heartbeat effects, etc that genuinely add atmosphere to the game. So the music isn't in your face, it just adds to the intensity of the whole Quake experience. Game developers around the world should learn from Quake.

AVAILABLE: NOW

CATEGORY: FIRST PERSON

PLAYERS: 1-16

PUBLISHER: ID

PRICE: NA

RATING: M15+

REQUIREMENTS: PENTIUM 75;  
8MB RAM (16MB WIN); 2XCD

## VISUALS

98

Truly amazing.. a new standard has been set.

## SOUND

96

Trent... you're a genius.

## GAMEPLAY

96

It plays like a dream... Deep, intense.. we love it

## LONGTERM

94

You'll lose many hours sleep thanks to Quake.

## OVERALL

96%

Unless something else can upstage this in the next few months... it's game of the year.

# The Pandora Directive

Ever wanted to dress in a heavy trench coat, talk cheap and hang around seedy nightspots flashing your "PI"? MARCH STEPNIK hasn't, but a HYPÉR reviewer has gotta do what a HYPÉR reviewer has gotta do...



Remember Magnum PI? The detective who had it all; fast car (obligatory red), impressive residence, good looks and a man about the house (great when that loofa just wasn't long enough). Tom Selleck's character lived a glamorous life, jetsetting in style between bar and club and crime scene. Peter Faulk, of Colombo, wasn't as well off but had enough to ensure a successful career in private investigating. Now we can add Tex Murphy to the list of famous and well-known P.I.s. You see, Tex Murphy is the star of Access Software's new adventure title, *The Pandora Directive*, which is the sequel to *Under A Killing Moon*. While Tex may not have the money, women or connections like the afore mentioned Selleck and Faulk, he does have class and plenty of style. San Francisco, April 2043, one year after the events of UAKM have taken place. World War III, which incidentally lasted only a few hours, has split the population into two distinct groups - Norm and Mutant. You (Tex) live in a well-known mutant district in a dive called the "The Ritz", which also contains your seedy office. Rather than enter and leave through the lobby, your fire escape is the front door as you owe the landlord plenty of rent. Not only do you owe money to the landlord, but almost everyone else in the neighbourhood. Such is life for an out-of-work private eye. Drowning your sorrows in the local bar, an elderly gentleman approaches you, hands you a great deal of money and asks you to find an old acquaintance of his, a Mr. Thomas Malloy. Without giving away too much, after picking up Malloy's trail you become part of a mystery that involves the infamous 1947 Roswell incident, little green men, secret agencies, the military and a whole host of other characters and situations.



SO... DO YOU COME HERE OFTEN?



#### KILLING MOON SEQUEL

Under *A Killing Moon* was a smash hit, selling over 400,000 copies. The game came the closest to being what the term "interactive movie" had promised: it had good quality video scenes, unmatched audio, and a high level of control of story development. A more accurate description would be "interactive TV detective show" - where you take the role of PI and do whatever a PI is supposed to do. There wasn't a great deal wrong with the game, so rather than reinventing the interface or tone, Access have put most of their budget and effort into enhancing the production quality and storyline of *The Pandora Directive*.

Essentially, the interface is exactly the same as *UAKM*. The screen layout is identical, and the game again uses the interactive/movement mode control. In movement mode, you use the mouse to move around a virtual 3D world, viewing the action from first person (like *Doom*). You can also look up, down and crouch to get into those tight spots. A hit of the spacebar (which takes a little getting used to) puts you in interactive mode, where all other adventure gaming tasks are performed. If you played *UAKM*, you'll settle into *TPD* with relative ease, with the added bonus of being able to appreciate what Access has done with the sequel.



MM.. ROOM FULL OF EMPTY PEOPLE



A DOOSHY BOARD ROOM



THIS POOR BOY HAS A STRETCHED CRANIUM

INSERT YOUR CARD TO BEGIN A TRANSACTION



CAN I HAVE A SPARKLER TOO BOB?



IT WASN'T ME.. IT WAS ME MATES..

#### Developing Characters

The quality of this game is evident from start to finish. Firstly, *TPD* is 50% larger than its predecessor. Rather than having one definite path to follow, *TPD* boasts seven different endings and two levels of play. The entertainment level features an online help system with hints, tips and guides. The puzzles are somewhat easier to solve too. The gamer level has no help system, but rewards the player with a greater range of locations to visit and more puzzles to solve. The most impressive aspect of *TPD* though, has to be the way the characters and storyline develop depending on which way you choose to play detective; people (somewhat) realistically respond to the way you treat them. Be polite and thoughtful, and Tex may find true romance and become a hero. Be rude and arrogant, and Tex will become a hard-boiled PI, but gain little respect in the long run. Be neutral and indifferent, and Tex will pretty much come up even. Where you go and what you do next depends on how you treat others in the game.

Access Software enlisted the services of a full production team to give the FMV sections of *The Pandora Directive* a professional finish. *TPD* relies as much on scripting, acting and cinematography as the story for success. Veteran Australian director Adrian Carr (*Man from Snowy River*, *Prisoner*) calls the shots in this title, guiding actors such as Tanya Roberts (*Charlie's Angels*), Barry Corbin (*Northern Exposure*), as well as Chris Jones, who returns to play the star of the game, Tex Murphy. It's hard to find fault with the *Pandora Directive* - it's fun, enthralling and has enough in it keep most players going till the end. The only off-putting thing about *TPD* would have to be the disk-swapping required. It ships on six CDs and even with features aimed at reducing the swapping, you'll still have to get up and change disks quite regularly. This is a minor quibble though, as the end result is a sense that you are actually playing the main character in an episode of a classy detective TV series, calling the shots, playing it rough, and making a living...

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: ACCESS

PRICE: \$99.95

RATING: MA15+

REQUIREMENTS: 486DX/66;  
8MB RAM; 2XCD

#### VISUALS

90

Smooth, clear video sequences and convincing, detailed environs.

#### SOUND

89

The music is diverse and matches the visuals perfectly. Sound effects are realistic.

#### GAMEPLAY

89

Interface takes a little getting used to. Would've been higher if it wasn't for the disk swapping factor.

#### LONGTERM

93

Cool storyline, interesting characters, and multiple endings. Keeps you guessing the whole way. Finishing it becomes a priority.

#### OVERALL

90%

Playing a seedy private eye has never been so much fun. One of the best adventure titles currently available.

Blowin' up bots and prattling off a variety of California-isms... Insomniac DAN TOOSE was in bad need of catching some Z's after this one.



In the previews we mentioned how the forthcoming PlayStation title, Pitball had similarities to Speedball, which was possibly the Bitmap Brothers best Amiga title ever. Z's a bit of a departure from the high paced stuff that we've come to expect from the Bros., being a venture into the real time strategy wargame genre. Wether or not Bitmap Brothers were inspired by games like Warcraft or Command & Conquer is uncertain, but one could be forgiven for thinking so. because it really looks like a clone. Brief investigation soon reveals that the game is played in a different style, being a game of territory control rather than development and resource management.



DESTRUCTION.. HUH.. HUH.. HUH.. HUH



BUILDING YER BOTS



A FIGHT TO THE DEATH FOR A PATCH OF SAND



TAKE THAT YOU ARMURED VEHICLE YOU!



IS THE HOWITZER ON SPECIAL THIS MONTH?



THANKS FOR COMIN'



WARCRAFT II



COMMAND & CONQUER



Z

### Z VS WARCRAFT II & COMMAND AND CONQUER

Put quite simply, Z is a much simpler game than the extremely successful Warcraft II and Command & Conquer. Sure, the screen layout and interface is very similar... Sure, you send units out in a real time combat situation and watch them fire away, and yes, Z is a game of planning unit movement. You win the game by sending the right forces to the right territories. There is no real resource management though, all you do is pick which robot/vehicle/gun instalment your factories will produce. There's no money, no building of structures, and no development of unit abilities and power. People who loved Warcraft II and C&C will probably find Z a little too simplistic and slow, since the actual pace of the game is considerably slower than WCII and C&C. If however you're not after the same depth and complexity of WCII and C&C, then it could be what you're after.



... BEAT ME.. WHIP ME.. I'M YOURS!

### Cowabunga?

Unlike Command & Conquer and Warcraft 2, where your troops are of a fair size, Z goes for that "Tiny little men in SVGA" approach, with the troops being tiny, and the vehicles being proportionately larger. Everything looks crystal clear, and it's quite obvious which troops are shooting at which, and what's going on. The background graphics tend to be very simplistic, with nice little touches added, like rattlesnakes slithering along the desert sands, etc. Z features a lot of 3D rendered cut scenes, which follow the war time exploits of Allan and Brad, two robots under the command of Commander Zed. The cut scenes are quite humorous, although it's a little overly Californian, in fact you could swear the voice of Brad is the guy who did Michaelangelo's voice in the Teenage Mutant Ninja Turtles cartoon. The sound in Z is quite good, with decent background music helping things along nicely, and plenty of speech for unit responses. Your various units actually have some character to them, which really helps convey what the situation is. For example, when your unit of grunts radios in with, "For Christ sakes do something!!" you know what's going on without looking. A few more noises coming from the various vehicles in the game would have been nice, but there are no real complaints with the audio department.

### Bots and bits...

As far as actual gameplay goes, Z is fairly plotless series of twenty missions, with four missions being played out on each world. Unlike many wargames, each new battlefield actually starts with all the buildings in place. To use the various structures, such as robot factories, vehicle factories, radar stations, and repair buildings, you just run out and capture the territory they are within by sending a unit to the respective territory flag. The more territories you have, the quicker your factories spit out robots, vehicles, guns, etc. There are six types of foot soldiers you can manufacture, and seven different vehicles that you can put them in. Each troop type has a rating for intelligence, speed, armour, fire rate, damage, and firing range. Vehicles also have various ratings, and are also improved by having a more intelligent robot behind the wheel. Despite the firepower of troops such as "Toughs", the vehicles are the key to victory. Tanks can take out multiple foot soldiers in a single shot, and are generally your ticket to capturing or defending a key area of the map. A very cool touch is the added feature that recognises that it's quite possible for a driver of a vehicle to die at the wheel, so you can actually take control of enemy tanks and jeeps with a group of grunts. The game really becomes a race for territory control, with the winner of that race usually ending up with lots of units, so they can storm the enemy fort. Naturally there's support for multiplayer gaming, which is always infinitely more entertaining than playing the computer. In short, Z is the real time strategy wargame to own if want a game that's easy to grasp and get into. If you're after a ton of gameplay depth, however, it's a little less ideal than Warcraft II or Command & Conquer.



TEKKEN A NAP AFTER A LITTLE LIMB LOSS



I NEED SO CAMERAS.. DIE MEDIA TOOL! DIE!



FAT CHANCE BOZZO..



EXTERIOR DECORATING WITH SADAM HUSSEIN

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-4
PUBLISHER: BITMAP BROTHERS
PRICE: \$99.95
RATING: G

**VISUALS**  
**82**  
 Nice SVGA graphics, but no ground-breaking stuff.

**SOUND**  
**79**  
 If you don't mind hearing the word "Awesome" lots, you'll be fine.

**GAMEPLAY**  
**85**  
 Very playable and logical, but a little bit simplistic in some aspects.

**LONGTERM**  
**85**  
 With 20 missions and multi-player there's a heap of gaming to be done.

**OVERALL**  
**84%**  
 It's simplistic, futuristic Command & Conquer.



# Time Commando

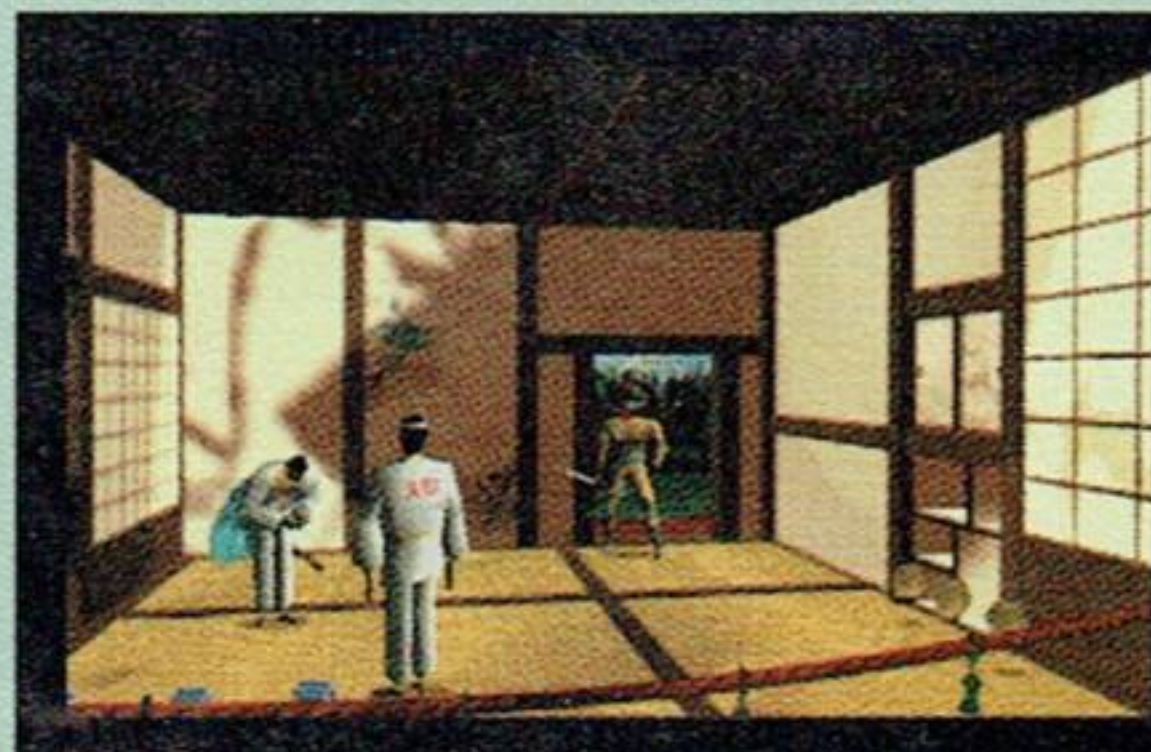
*Yet another sci-fi Froggy action adventure game. DAN TOOSE was looking kinda green and slimy after the weekend, so he got the assignment...*



HAVE AT YOU! GRISSLY BEAR!



GIRLY IN CATSUIT WITH SPIKEY BITS... COOL



PREESSED TO MEET YOU STANREY SAN



COME GET SOME FIDO!



HI-DILY HO SATANI!



FIRE IN THE HOLE!



AWAY WITH THAT POINTY THING I SAY!

Years ago a wonderful little game called *Another World* took the Amiga gaming world by storm. It blew people away with its innovative ability to immerse you in the game, even with only a handful of moves and options. That gem led Delphine to continue the tradition with *Flashback*, then *Fade to Black*. Now another French company, Adeline, have entered the genre with the astounding *Time Commando*. *Time Commando* is set in a futuristic combat training environment known as the HTC (Historical Tactical Centre), where Stanley Opar (that's you) is called in to handle an emergency involving a strange computer virus that has caused the VR environment to expand, sucking your hapless girlfriend into a virtual prison. This leaves little option but to dive into the infected combat simulator and go after her.

### **A Cinematic Masterpiece**

From the outset, *Time Commando* is totally immersive. Adeline have succeeded in drawing the player into the game by the clever use of streaming the lovely pre-rendered backgrounds straight from the CD, and using 3D polygon creatures and items to give the game life. It seems the French game developers really know how to give a game a truly cinematic feel, because playing *Time Commando* is more akin to watching a movie than playing a game. Wonderful use of perspective really draw you into the game, with constantly moving camera angles allowing all the combat to seem much more climactic and spectacular. The only drawback to the way you progress through these environments is the fact you can't go back, since everything is streamed off the CD linearly, so if that object you wanted to pick up just went off the edge of the screen, it's gone. This does get a bit annoying, but you soon learn to grab everything without running around much, and the problem then seems small. There's not one aspect of the visuals that leave you unsatisfied, as the creatures that inhabit the various levels of *Time Commando* are wonderfully detailed and superbly animated. Sabre toothed tigers roar and pounce, Mexican bandits twirl their pistols, and medieval wizards twirl and twist as they evoke blasts of magical energy at your head! There is just as much attention to detail in the sound as there is in the graphics, with very tasteful use of samples, that run seamlessly with the situation at hand on screen. For example, if you're swinging a huge Zweihander about, it makes a solid "clank" as you belt it into the ground or a nearby wall. Even little details, like the satisfying "Whirrr" of the barrel of your revolver spinning away as you finish loading in another round of bullets. Equally tasteful music accompanies the game, adding to the overall atmosphere, for that total game immersion.

### **Pure and Simple**

As far as gameplay goes, everything's really quite simple. You use the cursor keys to perform the basic movements, and have a key to enable attacks, and another key to enable dodging. So if you hold dodge and press left, you jump to the left... if you hold attack and press forward, you make a lunging attack... simple. While game mechanics are simple, it takes great concentration to ensure you don't get hacked/bitten/shot to pieces whilst in combat, especially when taking on multiple opponents, so mastery of dodging, blocking and attacking at the right time is a must. There is a time limit in the sense that a meter builds up, and when it reaches the end, you lose a life. To counter this, you can find memory chips lying around and deposit them into special blue pools that are placed throughout the worlds you travel through. While you only have three basic attacks and a block manoeuvre, there are five extra weapons to find on each world, which vary from crude clubs, to laser guns, depending on which time period you're in. Elements of realism are thrown in, like the fact that after you unload that crossbow bolt into the knight's chest, you have to spend time reloading another bolt before you can fire again. There are nine worlds to progress through, each with two levels. The worlds include Prehistory, Roman Empire, Middle Age Japan, Middle Age Europe, Conquistadors, Wild West, Modern Wars, The Future, and Beyond the Time, which is the final confrontation with the computer virus in the HTC.

Overall, this is one of the most addictive and playable action/adventure games to hit the PC in some time. The only possible downfall is that it's so addictive you'll want to play through it all in one go. My advice - set it on hard so you don't just breeze through in the first day.





AND YOU THOUGHT ROACHES WERE BAD

WYYIIOOSOVANDI! AHH.. SHUTUP AND FIGHT

TEKKEN A DIVE

THE GOOD, THE BAD, THE UGLY, AND THE VERY BAD



AVAILABLE: NOW
CATEGORY: ACTION/ADV
PLAYERS: ONE
PUBLISHER: ADELINE
PRICE: \$89.95
RATING: NA

**VISUALS**  
**92**  
 One of the best blends of pre-rendered backgrounds and SYGA polygon animated objects yet.

**SOUND**  
**91**  
 Superb digitised sound effects, some of which are ripped off.. but still very cool.

**GAMEPLAY**  
**90**  
 Whilst being very simplistic, it's thoroughly playable, and finished in style.

**LONGTERM**  
**84**  
 Even though there's a fair bit of game to play through, it could have been a tad longer.

**OVERALL**  
**91%**  
 The French seem to have this style of game nailed... fantastic stuff.

# The Muppets Treasure

*The Muppets have been around for decades now, and each time they re-emerge they gain a whole new group of fans. DAVID WILDGOOSE takes a treasure filled trip with Kermit, Fozzie, Miss Piggy and the rest of the gang...*

## *The Young Kid*

Everyone loves The Muppets. The movie was cool and pretty funny. In the game you play Hawkins, a cabin boy who joins your Muppet friends to search for the treasure of Old Tom the pirate on Treasure Island.

The adventure begins in the Benbow Inn where Billy Bones (Billy Connolly) tells you the tale of Old Tom's treasure and the secret of the one-legged man. Gonzo, Rizzo, Stevenson the parrot and yourself snatch the treasure map from under the nose of nasty Blind Pew and escape to the seaside port of Bristol. You need a boat to get to Treasure Island, so you must gain passage aboard Squire Trelawney Jr's ship, the Espanola. After it has set sail Captain Smollet (Kermit) will teach you the ropes of becoming a salty sea-dog and you'll have to steer the ship towards the island. Once ashore you have to race to find the treasure before Long John Silver (Tim Curry), who wants it all for his greedy self. Eventually you will foil him, load the gold and jewels onto the Espanola and sail off to live happily ever after. The Muppets Treasure Island is a lot of fun. It's an adventure game that is incredibly easy to play. You simply click on the various highlighted objects on screen. Some take you to different locations, others introduce a Muppets character who tells you something useful or amusing or plain silly, while some just prompt a cute little animation - the moose in Benbow Inn will turn towards you, the gargoyles in the town square in Bristol will do some neat tricks with the water fountain, fiddle with the sails on the ship and they might blow away, knock coconuts from the palm trees on the beach, etc - there's always something to do and something happening. Along your journey, you will have to solve a few easy puzzles and play some games as well. There's the piano in the Spyglass Inn, which is fun but difficult. Pops the shopkeeper will pay you to hurl pies at any passing pirates and customers (accidentally). Kermit will show you how to fire a cannon (a useful skill that), build a toy ship and play a version of Shanghai. While on the island it's all sliding blocks and matching pairs puzzles.

Far and away the most impressive part of The Muppets is the wonderful graphics and excellent music and sound. Each location has its own gorgeously detailed still (any of which you are able to print out at the press of a button, for you to colour in later - a neat idea) and the quality of the video footage of the Muppet characters is superb. The speech is equally good and likewise the busy sound effects. And tucked away at the end of the game, I won't tell you where, are seven lengthy sequences to accompany the seven major songs from the movie.

It's not a great game, but it is heart-warmingly enjoyable. And as a piece of Muppets merchandise you can't really go wrong.



PIG IN ROOM



# Island



## The Grown-up

I remember, way back sometime in the late 70s, when I was a youngster and we didn't have a TV, I would visit my cousin's place every Friday evening just to watch *The Muppets*. I had to get dressed in my pyjamas before we left because we would come home late (about, ooh, 9pm!) and I always fell asleep in the car. It was something special, a real event, one of those sweet childhood memories that will stay with me forever.

Which is why this so-called "game" is so disappointing. It's not really *The Muppets* as I knew and loved them. It's a pale shadow, a superficial cardboard cut-out, a masquerade. Sure, seeing all the old characters again did bring a smile to my face. And there were a few one-liners, from Kermit, Fozzie and those dumb, but lovably bad pirates, that raised a chuckle or two. And Miss Piggy's mirror is incredibly rude, though it's a detail that will undoubtedly be lost on children. This is something that was always a strong feature of *The Muppets*, but it's not as prominent here as it should have been.

The actual game itself is almost non-existent. You can't die or lose at all, you can't make any wrong turns, you just keep clicking through screen after screen, watching the cute video sequences and occasionally performing some simple point-and-click task. But, hey, *The Muppets Treasure Island* isn't meant for the likes of me, rather it is a perfect companion piece for any kid who has seen and loved the movie - and there are more than enough of them.



PLAY THEM KEYS BOY!



SQUAWK!



SOME COP'S WIFE...



CHUFFED TO SEE YOU..



SOMEDAY WE'LL FIND IT...



KERMIT DOING IT HARD...

AVAILABLE: SEPTEMBER
CATEGORY: INTERACTIVE MOVIE
PLAYERS: ONE
PUBLISHER: ACTIVISION
PRICE: \$79.95
RATING: G

## VISUALS

**93**

Fantastic. Lovely backgrounds and loads of great video bits.

## SOUND

**93**

Good, but I'd rather lose a vital organ than endure those songs again.

## GAMEPLAY

**57**

Hmm, I know I left it somewhere... OK, OK it's a bit of fun.

## LONG TERM

**85**

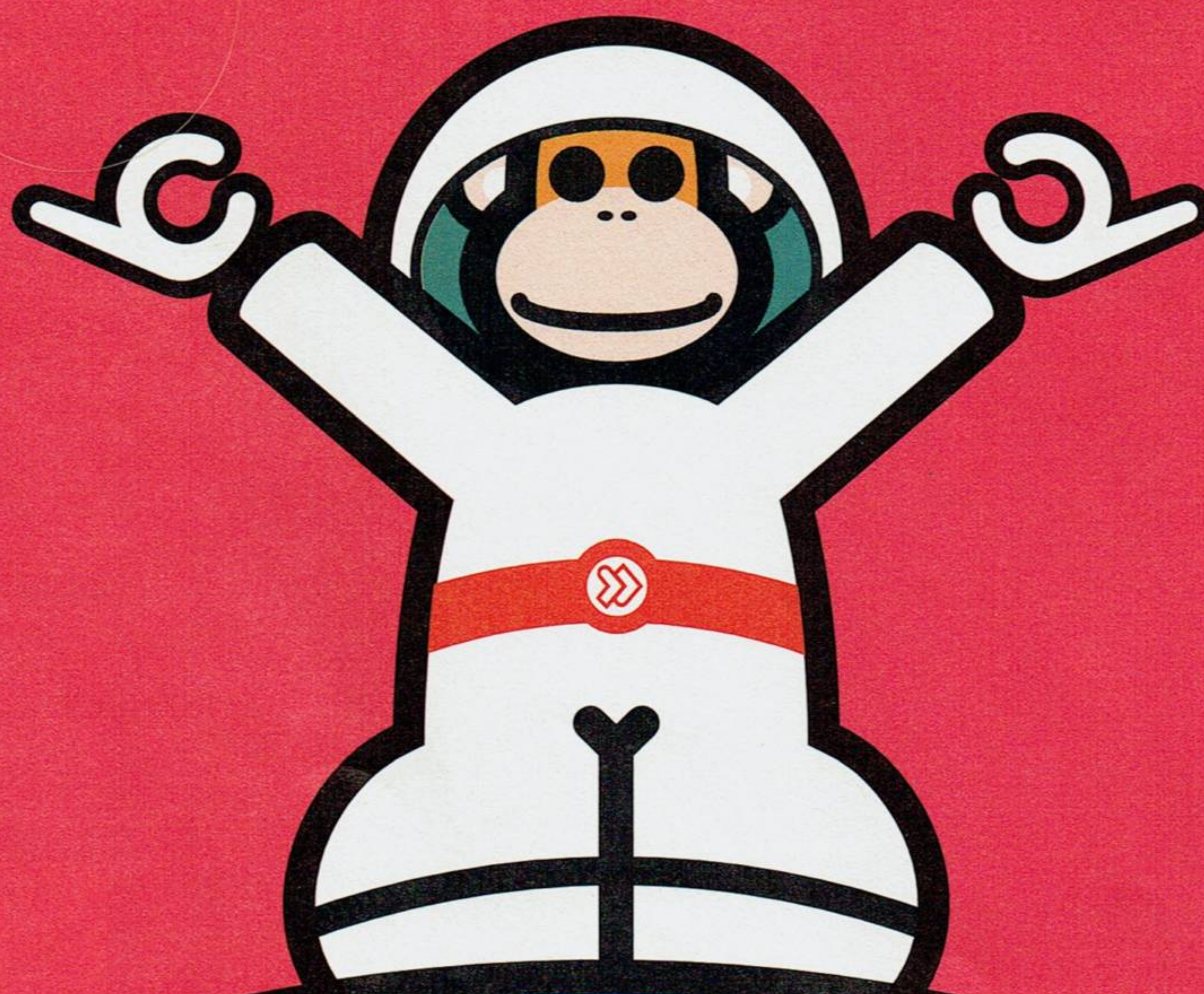
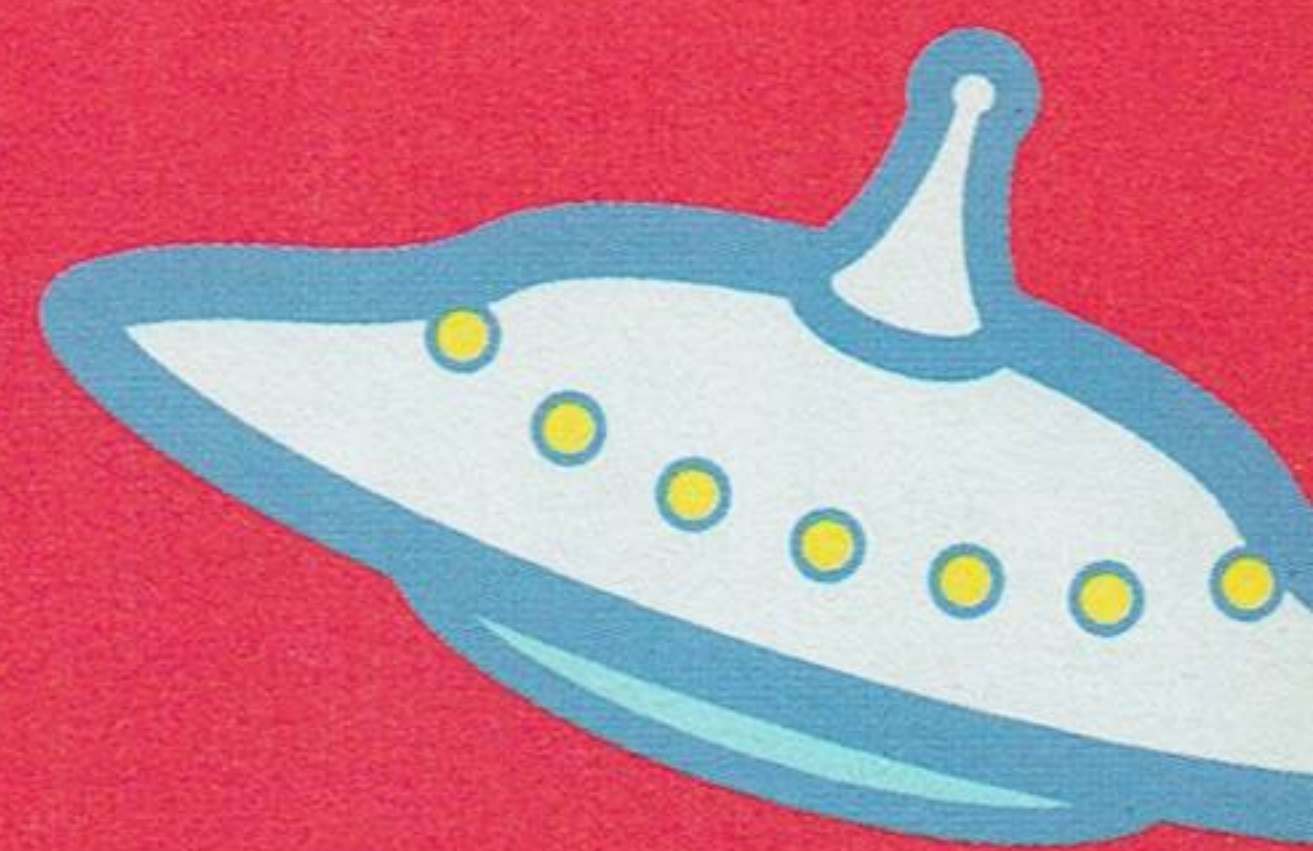
Under 12s will play this forever. Everyone else should subtract 50%.

## OVERALL

**80%**

It's the *Muppets* movie on CD with less impact and more interaction. Not bad.

hyper@ctive



<http://hyperactive.com.au>

GAMES ONLINE

## Bust a Move 2

Playstation/Saturn

AVAILABLE: NOW  
 CATEGORY: PUZZLE  
 PLAYERS: 1-2  
 PUBLISHER: ACCLAIM  
 PRICE: TBA  
 RATING: GS+



Have you ever noticed that feeling you get after going the full slog with such games as Tetris and Dr Mario? You know, when your brain goes totally numb, your bloodshot eyes tear uncontrollably, and you wear that stupid blank expression that puts even Kerri-Anne Kennerly to shame? On the puzzle-game zombie-forming scale (ten being the highest, zero being the lowest), which measures the intensity of the mind numbing element of puzzle games, Bust a Move scores an impressive 9.5.

Bust A Move 2 works on the formula that made Tetris the monster hit that it still is today. You must launch multi-coloured balls at other balls which are situated at the top of the screen, preventing them from reaching ground level. A match of three or more colours causes them to disappear - while the balls slowly but surely reach the ground. Your launcher sits in one spot but can rotate in an arc, making it harder to align like-coloured balls on the far sides of the play area. To overcome this, you can rebound the ball off the sides, using the angle of reflection equals the angle of infection law. Balls are also attracted to each other, so you must allow enough clearance for the ball to reach its destination. The colour of the ball given for launch is chosen at random.

This is a great game with one player, but the true test of puzzle games is the quality of two-player mode. Tetris was fairly non-eventful. Dr. Mario added the "If I clear more than one combo at a go then my partner gets some unwanted surprises" factor which made it that much more addictive. Bust A Move 2 is an excellent two-player game. It works on the same principle as in Dr. Mario but is much more frequent, making for more intense short games rather than long drawn out battles.

This game is very colourful. Even with strong sunglasses on you'll still be highly suspicious of that pre-opened can of soft drink that you drank at that party last night. So much so that you could say it's obscenely colourful - but this is a good thing, it fits the Japanese anime style of the game perfectly. If you've been looking for an addictive puzzle game for your 32-bit beast, than look no further - Bust A Move 2 is the one.

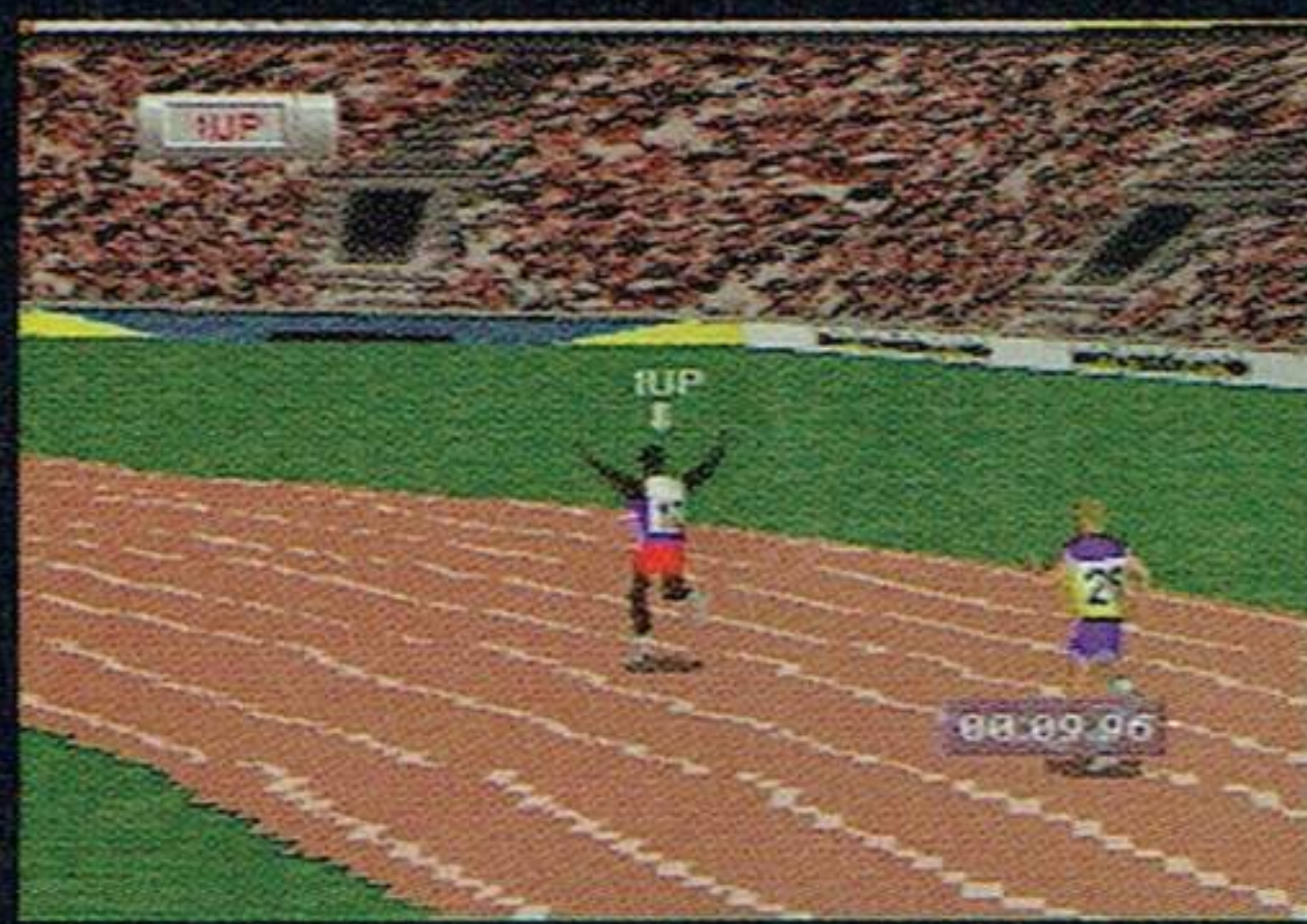
VISUALS 88  
 SOUND 86  
 GAMEPLAY 90  
 LONGTERM 79  
 OVERALL 86

MARCH STEPNIK

## Olympic Games

PlayStation

AVAILABLE: NOW  
 CATEGORY: SPORT  
 PLAYERS: 1-2 (5 W/MULTI-TAP)  
 PUBLISHER: US GOLD  
 PRICE: TBA  
 RATING: G



Well the Olympics may have come and gone but the merchandising has only just begun. US Gold have had another not-so-successful attempt at recreating the Atlanta Olympics, ruining a perfectly good sporting event by turning it into a button bashing conker. Yep, that's right, another hit-the-buttons-as-hard-as-you-can-and-hope-you-get-somewhere game. And while it has a good variety of events, the user unfriendliness of it all completely spoils the fun.

Most of the events require not only button hammering but also split second timing, with a couple of events requiring you to quickly stop a power bar, then an angle bar, then to set the trajectory of the object. But when it comes time to lob that discus, you'll be tearing your hair out in frustration because you can't even throw it out of the circle. A noticeable difference in OG from other games is a new stamina bar. Now when you run the 400m you have to pace yourself. So rather than just having to button bash straight away, you have to bash slowly, then quickly, in order to conserve stamina. And believe me, this is one great, bloody pain in the neck! The same applies for the 100m crawl in swimming.

On the plus side it does have a few OK sounds. The commentating is nothing special but it stops the game from completely drowning. And some of the graphics are nice too. Although when the camera zooms in for a close up things start to get a bit chunky.

There are four game modes: Arcade, Olympic, Challenge and Practice. Arcade lets you play all 15 events with the aim being to beat the qualifying scores. Olympic puts you in every event along with 29 other competitors. However, having to watch every other competitor make his jump, or whatever he may be doing is very annoying. Challenge lets you select the events you wish to compete in and you play against 7 opponents. And Practice mode speaks for itself.

If you're one of those people who just HAS to own anything related to the Olympics then buy Olympic Games. But if you're not terribly excited about having a bunch of little men (that's right, no female events), running around throwing javelins then there're better things to spend your money on.

VISUALS 70  
 SOUND 64  
 GAMEPLAY 75  
 LONGTERM 74  
 OVERALL 50

ST. JOHN GRAHAM

## Olympic Soccer

PlayStation

AVAILABLE: NOW  
 CATEGORY: SPORT  
 PLAYERS: 1-2 (4 W/MULTI-TAP)  
 PUBLISHER: US GOLD  
 PRICE: TBA  
 RATING: G

After a decidedly dodgy attempt at cashing in on Olympic fever with Olympic Games, US Gold has come back with this nice little soccer game.

Gameplay is a little tricky to get the hang of at first, with players having to judge the power of their kicks, and which kicks to use at which times. And there are a wide variety of moves to come to grips with: the standard shoot, pass, and chip, the one-two, the overhead kick, the back heel, and the cross. The graphics aren't too bad either, but when the camera zooms in for close ups, (ie. penalties), no one has any facial features. Of course that's not a huge concern as the rest of the game is done very well indeed.

The sounds are excellent. The crowd chants, the players grunt, and the commentating is nothing short of superb. With full voice and a



variety of soccer-like comments, Olympic Soccer is just like the real thing. Not as good as FIFA, but a pretty good attempt nevertheless. The options are pretty standard, with players being able to select whether or not to have music, SFX or commentary. Other options: whether to have the offside rule on or off, how long the game is, the conditions of the pitch, and which stadium to play at etc.

On the downside though, rather than being able to select which player you would to control, the CPU automatically switches you to the player closest to the ball. This can pose as a bit of a problem, as it can sometimes mean you running in a direction that you don't want to be. Also the camera tends to zoom out sometimes, making play that much harder to see. But aside from those small quirks the game runs pretty smoothly.

So if you're looking for a good game to fill in the time until the next ground-breaker arrives, then give this a try. Besides, it's a better Olympic product than Olympic Games.

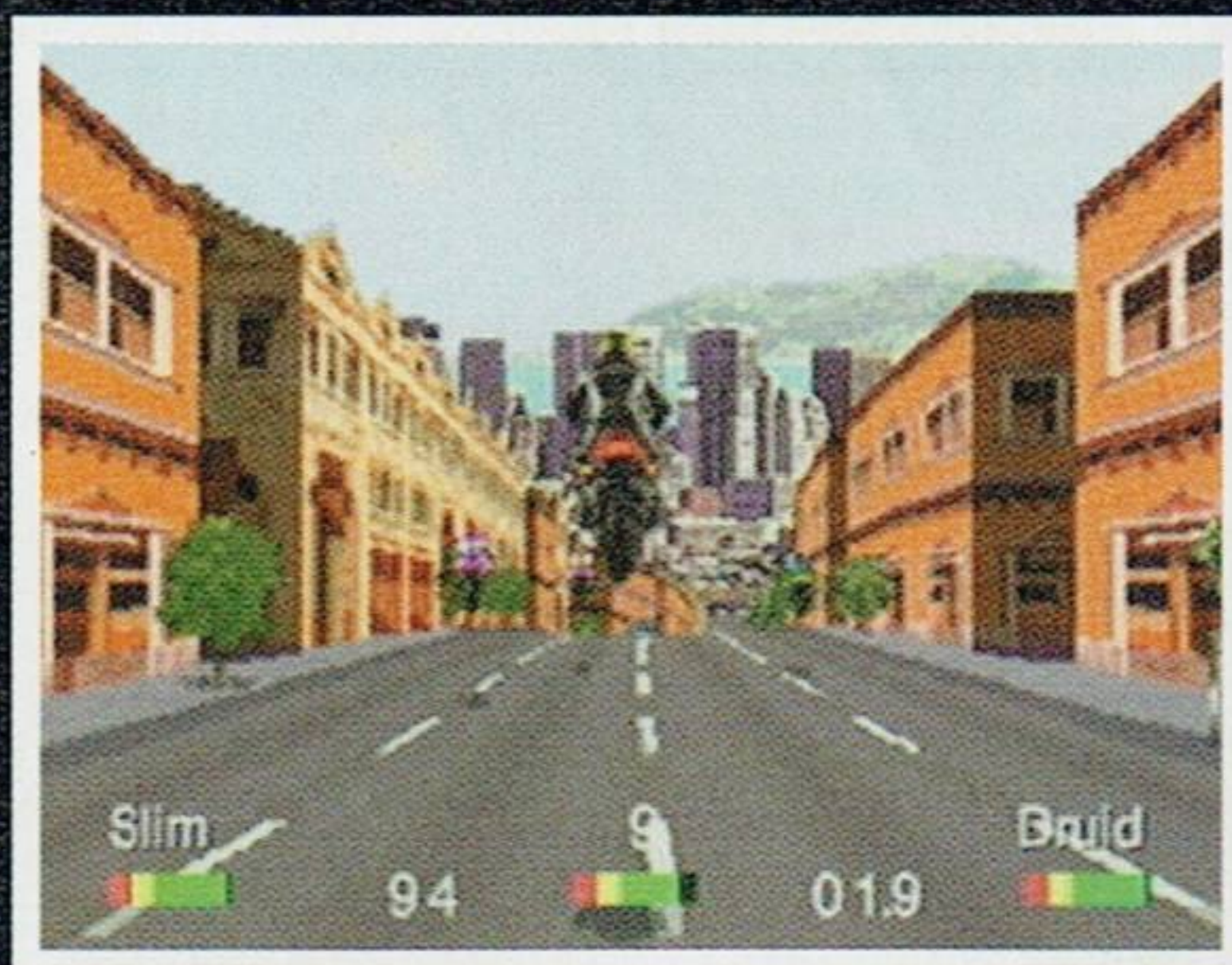
VISUALS 85  
 SOUND 87  
 GAMEPLAY 78  
 LONGTERM 79  
 OVERALL 83

ST. JOHN GRAHAM

## Road Rash

### Saturn

AVAILABLE: NOW  
 CATEGORY: TOUGH BIKIN' FUN  
 PLAYERS: ONE  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: TBA  
 RATING: G8+



It's hard to say anything new about a game that's already appeared on two other systems (3DO originally, and then PlayStation), and which is, for all intents and purposes (including reviewing) identical to its predecessors. It's even harder to come up with any new jokes. Sure, the combination of men in tight leather outfits and bodily rashes is hard to resist — even skidmark references aren't too obscure — but they're simply too obvious targets. Even for me.

Fortunately, Road Rash remains an excellent game. When it was first released on the 3DO (don't ask me when, time travels so quickly when you're aging at too rapid a rate), it was almost enough to convince a lot of wizened old gamers to spring for the machine. Unfortunately for Trip Hawkins and the 3DO folks, the said machine was ridiculously priced. Sure, you can pick one up now for 50 bucks, but back then, they were around the \$800 mark. Isn't technology wonderful?

What makes Road Rash such a great game is its sense of speed and, above all, fun. How many other racing games let you run down the starter? Or any other pedestrian foolish enough to stand in your path? How many other games give such satisfaction from the execution of a single well-timed kick to the bike of a bothersome police officer, sending him or her directly into the path of an oncoming Porsche? None. Very few, at any rate.

Road Rash is about winning, pure and simple, and it's a hoot from start to finish. Five tracks at five difficulty levels means you'll be happily rashing for a long time. The characters are cool, the bikes are cool, the racing is cool, and the violence is cool. I'd actually forgotten just how much fun it was take a tumble at 200 kilometres per hour, but two races in, I had a smile from ear to ear. A shit-eating grin, I think they call it. Only I was eating asphalt.

VISUALS 85  
 SOUND 87  
 GAMEPLAY 90  
 LONGTERM 82  
 OVERALL 89

ANDREW HUMPHREYS

## Final Doom

### PC-CD ROM

AVAILABLE: NOW  
 CATEGORY: IT'S DOOM!  
 PLAYERS: 1-8  
 PUBLISHER: ID  
 PRICE: \$89.95  
 RATING: MA15+



Final Doom... You really think so? Quite possibly, considering iD have moved onto Quake, and are already working on Quake 2. The title is also aptly named for another very good reason.. it's so bloody hard that you'll probably age a few years from the sheer horrific experience of it all. Sure, the beginning levels are more than do-able, but things soon get very tight, and on the final levels you take on the kind of forces that you used to joke about with your friends as an idea to stick in some impossible WAD file. Things like four Arch-Viles with a host of Revenants as a side salad.. or three Cyberdemons with an entourage of barons of hell to help make things worse.. if that's possible.

Don't get us wrong, this isn't a complaint, but if you're new to gaming and you're after your first Doom game, this one might be a tad nasty for you. However, anyone with a reasonable amount of Doom experience should really lap this one up, as there are two entire 32 level episodes. The Plutonia Experiment, and TNT. So essentially you're getting about twice as much for your money compared to Doom II.

Even more impressive than the fact you get 64 levels to play through, is that this one comes with both DOS and Windows 95 versions. Now before you groan at Win95, it's actually a big improvement over the DOS game in that you can run the game in 640x480 graphics, which makes a huge difference if you have a machine that can run it smoothly at that resolution. While you don't need the machine detailed in the Requirements section above, to play the game in DOS, you're going to be missing out by not being able to play in high res.

In addition to the graphical improvements (which probably came about after MacDOOM fanatics gloated about it being a Mac only thing), iD have rewritten the DM.EXE file (Deathmatch manager) so it's now possible to play an eight player deathmatch, as opposed to the old maximum of four.

Bottom line, if you're a serious Doom freak, and you have a top end 486, or a Pentium, then you need this game. It's not quite Quake, but it's damn good.

VISUALS 94  
 SOUND 92  
 GAMEPLAY 93  
 LONGTERM 95  
 OVERALL 93

DAN TOOSE

## Fire Fight

### PC CD ROM (WIN 95)

AVAILABLE: NOW  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: ONE-NETWORK  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: TBA  
 RATING: G8+

Shoot 'em ups need little in terms of introduction. Fly, shoot, dodge, shoot, explode, etc. Fire Fight is a little different from the standard mould of arcade shoot 'em ups. Best described as Seek and Destroy (another game developed by Epic Megagames) meets Doom in a futuristic Sci-Fi blast fest, Fire Fight is a damn fine addition to any action lovers collection.

You fly an OrionTech 99 Series 1 space ship, code named the Jagger, through 18 missions involving destroying enemy targets, retrieving hostages and valuable resources, and securing various war zones. There is a choice of six weapons, ranging from plasma cannons, swarmer missiles, and mines. There are even power ups like shield (your ship's health) enhancers, cloaking devices and bombs that wreak havoc on enemies surrounding you.

Mission structure is impressive for a shoot 'em up,



as in the middle of one your objectives will change in response to enemy activity, there are even sub-mission objectives like collecting hostages - spicing up the players interest. Although the missions are totally pre-planned, these developments are welcome in what can otherwise be a stale genre.

So how is it likened to Doom? Well for starters this isn't just a mindless blast-fest set on a scrolling screen; you get huge areas of play in which you can explore and get lost in. Enemy ships also appear in a smaller dosage than traditional shoot 'em ups, but require more firepower than just a single hit of your canon to destroy them. Enemies also have different methods of attack and thus need a different approach to destroy them. This huge dagger like ship that you encounter repeatedly pounds you taking chunks off your shield, so you need to get clear and launch your homing swarmer missiles.

The graphics are very impressive. Some missions you'll be on a dense jungle planet with dense foliage (which you can use for cover) while others will see you on a planet of ice, where snowstorms are a regular occurrence. This game doesn't try to contest the Doom (or is it Quake?) throne, as it doesn't stray to far from its arcade roots. It's a good arcade shooter with Doom bits thrown in, a combination that works quite well.

VISUALS 93  
 SOUND 79  
 GAMEPLAY 86  
 LONGTERM 72  
 OVERALL 82

MARCH STEPNIK

# Afterlife

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SIM  
 PLAYERS: ONE  
 PUBLISHER: LUCASARTS  
 PRICE: \$99.95  
 RATING: G

*Afterlife* is a classic city building/resource management game set in the lively world of the deceased. What you're basically doing is creating Heaven and Hell for the inhabitants of a small planet which sits neatly in between the two realms. When these creatures kick the bucket their souls go off searching for their fate, whether that be in Heaven, Hell or nowhere. Your job is to build fate structures to accommodate their needs.

Seven different types of fate structures can be built in each realm, along with a wide assortment of support structures. Colleges are needed to train your Angels and Demons, Karma Stations to reincarnate souls that want to go back, etc. The fate structures go through a myriad of changes as they develop, with a lot of imagination having been put into the graphical representation and functions of each one. As in *Caesar II*, the level and speed of your structures development depends on a lot of surrounding factors such as road access, availability of Souls and the all important Vibes. The fates awaiting those in Hell are, of course, much more gruesome and twisted than those in Heaven and a lot of the fun



in playing the game comes from reading descriptions of the punishments available for the sinners of your little world.

An interesting element of the game is your ability to effect the number and beliefs of your new arrivals by spending cash to influence important people back on their planet. Boost their technology levels and they can colonise more of their world or influence a poet or politician to encourage more of his/her countrymen to believe in Heaven or Hell! Yes, there's disasters.. Hell can freeze over or get hit by a Disco Inferno, and Heaven gets shat on by the Birds of Paradise!

It's very hard to get your finances in the black no matter how ruthlessly efficient you are.

There's a very strong emphasis on efficient management in *Afterlife*, and it's important to allow the population of the planet to build up to a decent level before you start spending too many pennies or you'll end up broke very quickly.

The easy-to-use interface keeps the complex tasks involved in organising your realms well within bearable levels. Sim fans will have enough here to enjoy themselves for a long time.

VISUALS 80  
 SOUND 88  
 GAMEPLAY 85  
 LONGTERM 80  
 OVERALL 85

GEORGE SOROPOS

# Cyberjudas

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: ONE  
 PUBLISHER: EMPIRE INTERACTIVE  
 PRICE: TBA  
 RATING: GS+



In *CyberJudas*, you play the President of the United States of America. Not the figure-head, in this game you fill the shoes of the shadow president - the real president - the one that makes the real decisions.

*CyberJudas* is a presidential simulator sans Hillary and all the other ridiculous bits. Instead, you have a serious, full-on game that tests your political knowledge, ability and skills as a world leader. Gameplay involves managing massive amounts of information like taxes, trade, security, international diplomacy, etc. with the aim of staying for as long as possible in power. This also involves having to keep an eye out for assassination attempts and other plots to humiliate or discredit you. Choose to strengthen US influence in the world, maintain global peace, or conquer territories - every move or decision you make will result in appropriate responses from your counterparts.

There are three modes of game play in *CyberJudas*; The Presidential Simulator - basically a run-the-USA-and-worry-about-your-popularity type game, which is fun, but lacks any solid longterm play value. The Cabinet Wars involves the same elements as in the presidential simulator, but your political advisers play a more prevalent role in your decision making. The *CyberJudas* Gambit is what it's all about. Everything in the other two modes is present, but you also have to contend with an adviser that aims to dethrone you. You must discover who this traitor is, then gather enough evidence to be able to make a public accusation of treason. If however, you have accused the wrong person, you yourself face prosecution, thus fulfilling the traitors aim.

Although not a key feature, the quality SVGA graphics gives this game plenty of much-needed character - it succeeds in presenting a dark and dangerous world full of deceit and treachery. *CyberJudas* is for control/management freaks and people who find politics interesting. It's definitely not a stroll in the park.

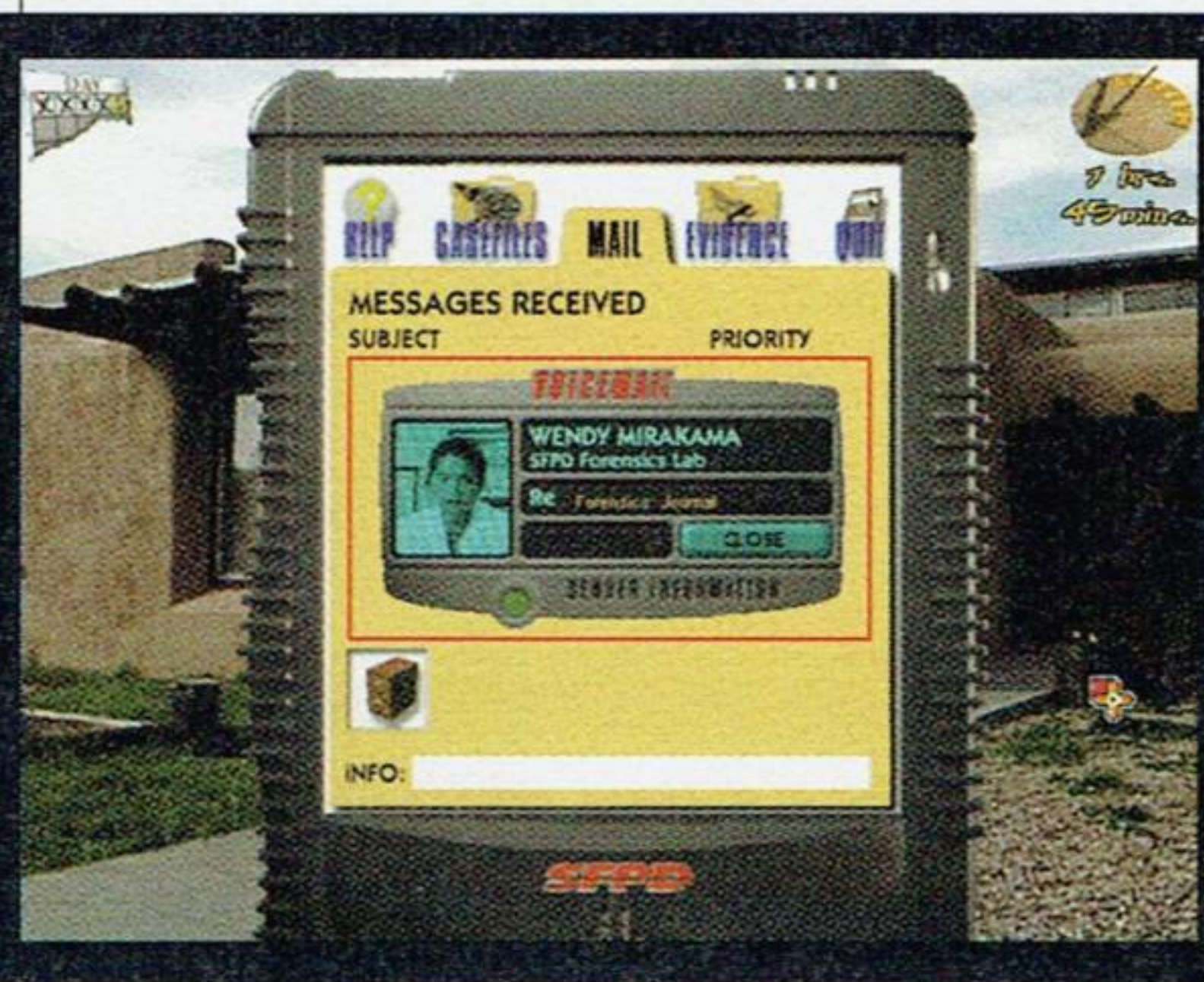
VISUALS 84  
 SOUND 76  
 GAMEPLAY 88  
 LONGTERM 87  
 OVERALL 84

MARCH STEPNIK

# Santa Fe Mysteries: The Elk Moon Murder

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: ACTIVISION  
 PRICE: \$89.95  
 RATING: M



*Howdy partner, welcome to Santa Fe. As a new recruit to the Police Force your first assignment is a big one. A well known local Indian artist has been shot and half the town had a motive to do it. Your job is to track down the killer within 5 days or it'll be back to writing parking tickets for you, buddy. The Elk Moon Murder differs from the norm by being written and produced by Sam Egan, the man behind the successful TV series Northern Exposure. Hence this title has a lot more going for it in terms of the characterisation of the people with whom you interact than a lot of other adventures.*

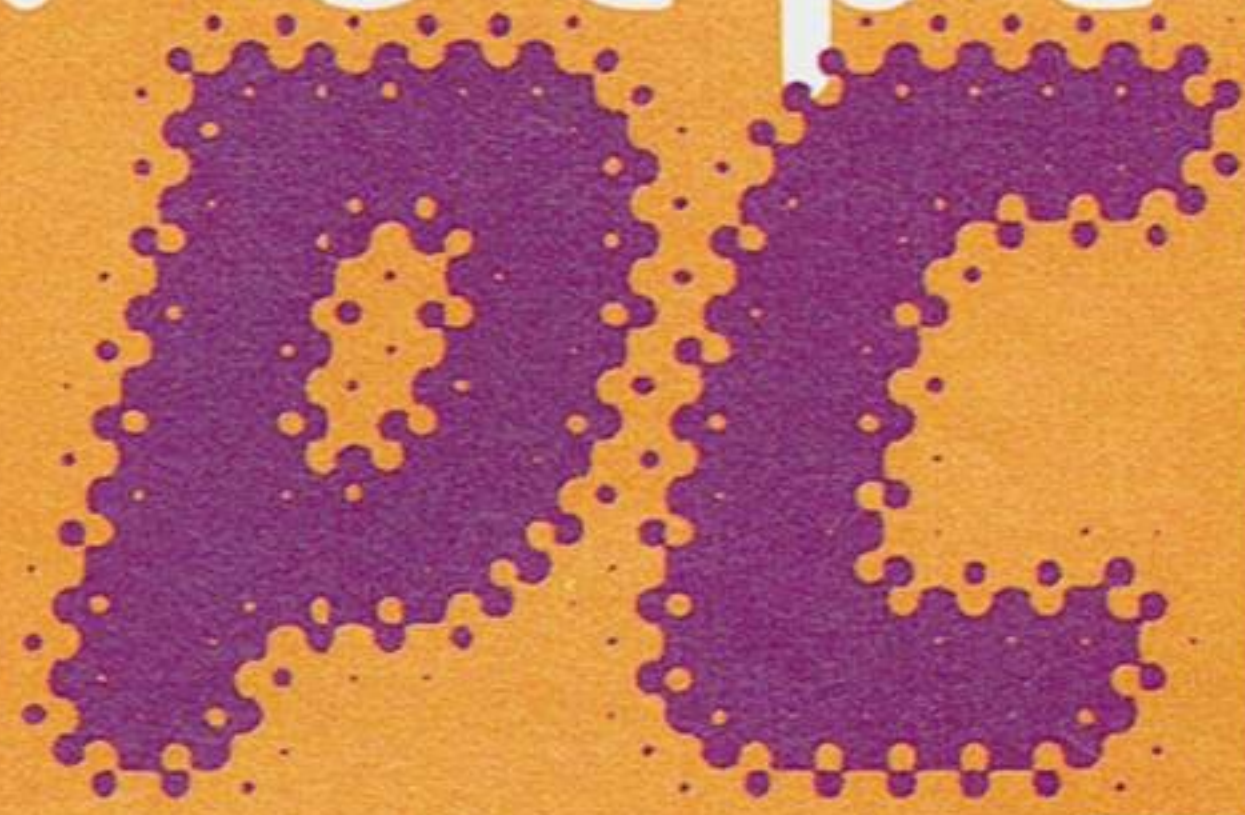
*The Elk Moon Murders is a simple Macromedia style game where all locations are stills overlaid with FMV sequences and most of the gameplay is menu driven. Before you start gagging I'd just like to say that this is the first such game that I've ever played that I actually enjoyed. Your partner John Night Sky and yourself have the task of finding and interviewing everyone that has any connection to Ms. Elk Moon to gather evidence for a conviction. To help, you can call on the resources of the local force by using your PDA to request alibi confirmations, forensic tests etc. The game as whole meshes together very nicely with very few of the time lags and hesitations normally associated with this method of production and the audio is beautifully crisp and well placed. The acting is some of the best I've seen in a game production and the whole thing really does roll along like an above average American cop show and not like some lame imitation. Amanda Donohoe is present, although her appearance is very brief and doesn't really warrant the hype given to it on the game box.*

*Of course Elk Moon has its faults, but unfortunately for the veteran gamer the main fault in here is terminal. I finished the whole game in less than one day of reasonably serious play (ie 4 - 5 hours). Not a lot of value for money really and so I can only recommend the game to people who are new to this genre and who may get more playtime out of it than I did!*

VISUALS 85  
 SOUND 88  
 GAMEPLAY 78  
 LONGTERM 30  
 OVERALL 70

GEORGE SOROPOS

# In September



## THE AUSTRALIAN PC MAGAZINE **PowerPlay**



Read about the incredible new world of internet games, hear what id think about Quake-knockers, learn about the hottest new video card and the wildest new Doom controllers, then find out how to choose and setup your first modem.



See what Ocean have planned for the EF2000 series, how Activision will change our lives with Mechwarrior Mercenaries and the new Australian Touring car game that lets you go the thrash around Mt Panorama in a Group A Commodore.



Read reviews of all the hot games, including Time Commando, Close Combat, Back to Baghdad, Deadline and a heap more.



Then when you're done with all the other useful and entertaining things in PC PowerPlay, have a play with the cover CD games:

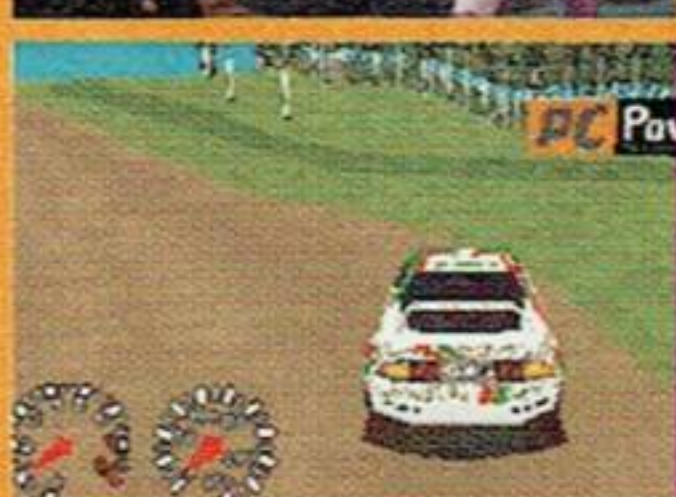


Azrael's Tear  
Cylindrix  
FC 2000  
CNCD Inside  
NHL Hockey '96  
Normality  
I Have No Mouth  
and I Must Scream  
Shattered Steel  
Pandora's Directive

S.T.O.R.M.  
Twinblok  
Rally Championship  
PBA Bowling  
Beavis and Butthead  
Dogz  
Gubble  
The Rock  
X Quest  
Lemmings Paintball

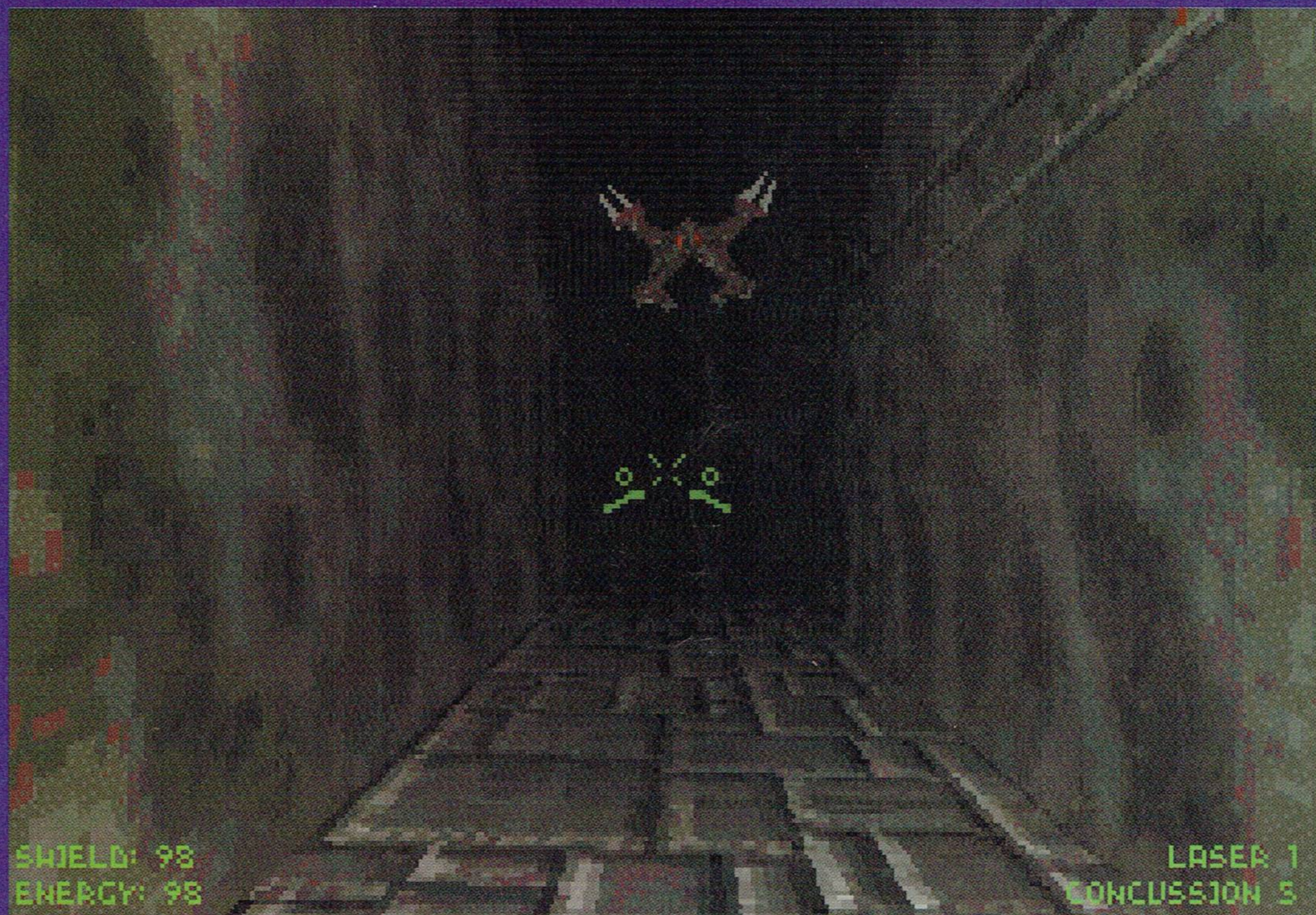


Remember, you've only got a month to get through it all before another one comes along.



## PC PowerPlay. Get with the game.

# cheat mode



## Descent 2

PC

### TYPE THESE IN DURING PLAY:

**ALMIGHTY** - invulnerability  
**ALIFALEFEL** - for all accessories  
**LPNLIZARD** - homing weapon  
**GODZILLA**

- destroys enemy robots on contact with your ship

**GOWINGNUT**

- psycho guidebot

**SPANIARD**

- (1st time) destroys all robots  
(2nd time) destroys boss robot  
(3rd time) destroys guidebot  
**FREESPACE** - warp to any level

## Super Metroid

SNES

Pause the game and push the **Right** button. Disable all weapons except the weapon of your choice (pick a box, any box) and Charge. You can now recharge your chosen weapon to your hearts content.

## Aladdin

PC

### BIG JUMPS

Having problems reaching those platforms?

To run the game type in **ALADIN.EXE FLY 1**. You'll fly through the air with the greatest of ease...

## Pizza Tycoon

PC

At the beginning of the game when you select your characters, create an 8 player game. Select the richest character for all the players then skip your first turn. Take all the other players to the bank and take out as many loans as you can, then transfer all their money to you at the transfer address of 111111. This will make you worth around 7-8 million dollars.

## Mech Warrior 2

PC

### ACCESS MISSIONS

Name yourself **FREEBIRTHTOAD** at Cibco identity for access to any mission.

## Quake

PC

### NIGHTMARE DIFFICULTY

If **HARD** just isn't enough of a challenge, go through the door on the right after choosing a difficulty portal. When you drop down through the water make sure you're at the back of the pool. You should fall onto a wooden beam. Simply follow the beam around to the left into the passageway and Viola! **NIGHTMARE** mode.

## Tyrian

PC

Hold **SHIFT** and type **ENGAGE** for Super Tyrian.

## Warcraft 2

PC

### TYPE THESE IN DURING PLAY:

**glittering prizes**

- for gold, lumber & oil

**it is a good day to die**

- invincibility (and men kill each other with a single blow)

**hatchet** - chop through trees with 2 strikes

**on screen**

- shows the entire map

**allowsync** - enables cheats in modem play (now why would anyone want to do that?)

## Super Mario World

SNES

To get to the top secret level go to the Ghost Town in World 2 when you have the cape. Fly up to the platform at the top left of the first screen and then go right as far as you can until you find a door. PS. Every stage that is a red circle has a secret

## Caesar 2

PC

### EMPEROR'S PROVINCE

When on the Select Province screen hit **ESC** to play in the Emperor's Province (easy as!). You can do this every time you have to select a new province.

## Rise of the Triad

PC

### MORE GORE

For 10 times more gore (should we really be publishing this?) type in **ECC** to enable the cheat codes, then **/EKG** for gibs galore!

## NBA Jam T.E.

SNES

If you're getting whipped badly, hold **Up + B** on the substitution time. You will now have switched teams. If you still get beaten there's just no hope I'm afraid.

For more hot tips and expert technical support call...

**Disney Interactive 1900 957 770**

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.



## P.O'd PlayStation

### STAGE SELECT:

At the Main Menu screen press: **L1+L2+R1+R2+Up**. Release them then press **Circle** to start a new game. At the Difficulty screen press: **L1+L2+R1+R2+Down**. Pick a difficulty and the stage select screen appears.

## DOOM 2

### Mac

Hold the **Apple** button and **S**, when clicking on the DOOM2 icon. This gives you a special menu.

### D

### PlayStation

A lot of people are having trouble getting past the Knight at the top of the pit in D. Watch out for the instructions at the bottom of the screen. You dodge to the left first so when the red arrow appears pointing to the left, tap the controlpad to the left. Don't hold it or it may not work. It is difficult so keep trying.

## Ultimate Mortal Kombat

### Saturn

Hidden Characters (enter after you lose or do not continue a 1 player game)

Mileena - **X(x7), A(x7), B(x2), C(x3)**

Classic Sub-Zero - **X(x7), Y(x6), A(x5), B(x2)**

ERMAC - **X(x9), Y(x6), Z(x4), A(x)2, B(x4)**

### PLAY HUMAN SMOKE:

Player 1: After selecting robot Smoke hold

**Left+HP+BLOCK+HK+Run**

Player 2: Use the above code but swap **Right** for the **Left**.

### CHANGE THE OPENING QUOTE:

While Shoa Kahn is laughing on the purple skull screen press **Down, Up, Left, Left, A, Right, Down**.

### SMOKE MORPH FOR SHANG TSUNG:

**Back, Back, Down, LK** (you must be fast)

## Prince of Persia

### SNES

The game that just refuses to curl up and die...

To jump to Level 20 in no time: Drop off the first couple of screens, then go right to the guard. Let him kill you. When 'Push button to continue' comes up, press **Select** and go to password. There should be a password already in. make a note of it and use it to start the next game. You will now be on level 20 with 120 minutes to waste.

## Killer Instinct

### SNES

### IF YOU CAN'T FIGHT LIKE A MAN...

On the 'v.s.' screen do this combo: **QP, FP, MP, QK, FK, MK, DOWN** (hold). Player 1 will now have infinite energy in 2 player mode. If you have a burning hatred for Glacius, go to Orchid and enter in **B, B, A, A, R, R** on the 'vs' screen. Hold **Right** until the match starts and you will have the dubious honor of taking on Glacius in every match.

## Batman Forever

### Mega Drive

Certain levels contain 4 blueprints. Find all 4 on that specific level to receive a special blueprint gadget. These are:

HOLOGRAPHIC DECOY: (level 2): activated by holding

**Down** on the control pad while tapping **A** repeatedly.

ROCKET BOOTS: (level 3):

Tap **Toward+B, Toward+C**

HOMING BATARANG: (level 4):

**D,D+F,F, button B**

BAT CUFFS (level 6):

**Toward,Toward, C**

## Mysteria

### Saturn

There is a hidden town named Batlum only accessible with the White Ray. Fly over the west coast until you see a town with a stone building at the end and land there (place the bird's shadow over the town and press **A**). In Batlum you can pick up some weapons, fight in a special arena, and try your hand at the "Maze of Trials" (watch out for holes in the floor!). When flying with the White Ray you can press the **X,Y & Z** buttons for different views.



For more hot tips and expert technical support call...

Sega 1902 555 444

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.





## Descent PlayStation

### CODES...

Enter these codes while in the game (do not pause)...

All Keys: *SQ, X, O, TR, X, TR, TR, X, TR, X, TR, X*

Turbo: *SQ, TR, O, SQ, O, X, SQ, X, O, TR, SQ, X*

All Level Access: *TR, SQ, SQ, TR, O, O, SQ, SQ, TR, O, SQ, SQ*

Save your game then try these. You lose your score with these cheats.

Mega Zowie Wowie: *TR, SQ, O, X, TR, SQ, X, TR, SQ, X, O, SQ*

Invincible: *SQ, TRO, SQ, SQ, TR, O, O, SQ, TR, SQ, X*

Lots 'O' Stuff: *TR, X, SQ, SQ, TR, O, O, SQ, TR, SQ, O, X*

## Kings Field PlayStation

For the more difficult opponents alternate between the Wind Cutter spell and your sword. Hit the monster first with the spell, then follow up with the sword while they are recovering. If you manage to time it right your enemies do not even get the chance to hit you.

## Battle Frenzy Genesis

### GET STUFF

If anyone's managed to pick up this hot new title...

Pause and enter the following:

Level Skip: *U, A, U, A, A, D*

Full Oxygen: *C, C, B, A, U, U*

Full Ammo: *B, B, B, R, U, L*

Red Key: *U, U, B, C, D, D*

Yellow Key: *D, D, B, C, U, U*

Grenade Gun: *D, U, D, R, B, C*

Tribolt Gun: *A, A, A, R, A, R*

## Super Ghouls 'n Ghosts SNES

### LEVEL SELECT:

In the Options menu highlight *EXIT*. On Controller 2 hold *L* & *START*. Keep that down while you press *START* on Controller 1. You will now have access to a Level Select with Sound Test.

## Cyborg Justice Mega Drive

### OPTIONS MENU

Pause the game and enter *C, B, B, C, C, A, C, B* to access a secret options menu.

## The Horde Saturn

### CODES

Pause the game and enter one of the mystical codes:

Level Warp: *Down, A, Left, Left, Down, A, A, Right*

30,000 Crowns: *Left, A, A, B, Left, A, Right, Down*

Show Map: *Left, A, Up, Down, B, A, A, B*

Keep playing after village destroyed: *A, Down, Down, Right, A, Down*

View cut scenes: *Right, A, Left, Left, A, Up, B*

All items available for purchase: *B, Right, A, Left, Left, Down, Right, A, A, Left*

Double running speed: *B, Right, A, B* (try it with the Boots of Boogie!)

Invulnerability: *B, Up, Right, Down, A, Down, A, Right*

## X-MEN Saturn

This will help out when fighting in the Survival match: When the 'Now Loading' screen appears hold the *Left* & *Right* buttons for around 8 seconds then start pressing them rapidly. Check

out your Mutant power when the game starts!

### PLAY AS AKUMA:

Select 2 Player VS Mode.

Player 1: Put the pointer on *Spiral* then move to the characters in the following order, *Silver Samuri, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samuri*.

Wait one second then press the *Weak Kick+Fierce Punch+Fierch Kick*.

Player 2: Put the pointer on *Storm*, then move to *Cyclops, Colossus, Iceman, Sentinel*, go left to get to *Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral*, then wait one second and press *Weak Kick+Fierce Punch+Firece Kick*. After the code has been entered, all you have to do to continue as Akuma is hold down *L+R+X+Y+Z* and press *start* at the continue screen.

### BEAT UP A BEATEN OPPONENT:

After you have beaten your opponent, hit *start* and you'll be able to move around. That'll teach 'em.

**STORM'S EXTRA X-POWER:** Roll from *Down to Forward* and hit the *Start* button.



For more hot tips and expert technical support call...  
**Playstation Powerline 1902 262 662**

*Calls charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.*



# TEKKEN III

*Tekken II is not one of those games one can just pick up and play competently straight away, and a lot of people may find that this doesn't change over time. There are many different aspects of the game to learn and master.*

## DEFENCE

Boring as it may seem, the ability to either block, dodge or counter is actually the most important technique to master.

Blocking has been made somewhat easier in Tekken II since you're now automatically blocking if you're just standing upright. There's only one real way to improve your blocking, and that's to simply observe the attack patterns of your opponents and learn when to block up or block down. The best way to get used to this is to go to practise mode, set the on screen key display to your opponent's random 10 hit combo, and then just practise blocking the onslaught of attacks. Dodging is more useful than blocking in that you're free to attack your opponent while they're still trying to get it together after attacking. The easiest dodge technique to pull off is to quickly double tap the controller towards your back which will make you step back quickly, if you do this as your opponent attacks, you'll have ample time to launch a devastating attack while you opponent finishes theirs.

Countering is the most difficult form of defence to master, but the most useful in that you are able to land a string of attacks without being interrupted. There are three main ways to counter. The first is simple, hit them whilst they're taking a swing at you. This requires a lot of practice and patience. Straight punches, both standing and sitting tend to be very effective. The other most effective counter is a foot sweep, which works exceedingly well against opponents trying to land a big standing attack. Try learning combos that use a fast snappy attack as the opening move so you can counter aggressively. The second way to counter is to use the counter specific moves, which unfortunately only a handful of the players have. Best to try to wait for an attack that you know is going to come at chest height and then try one of the (back+throw) counters. Your timing needs to be exact, and pulling off a counter like this involves a bit of luck, so it's more of a way to show off than a key to victory. The third type of counter is throwing. You can use a throw to block another throw, which in some situations will save your life. It's very common for people to try for big throws if you've just missed with a big attack, so experiment with trying to do a throw as soon as you've finished the attack, not so you can attack, but so you can avoid your opponents upcoming throw. Throws are also useful for handling characters that charge you, since it gives you time to execute the more difficult moves. Start the throw when your opponent is get-

ting close and they'll often be scooped up by your throw before they manage to get their attack out.

## ATTACKING

While being able to defend is extremely important, if you play Tekken II with either no time limit, or with guard damage on, you'll need to learn to be able to damage your opponent on the spot. The key to launching successful attacks is in structuring them so your opponent has difficulty in blocking them. Simply attacking your opponents head over and over will not prove very successful, you must try and mix up the direction of your attacks so your opponent has to work hard to defend properly. When learning the moves for a character, take note of the attacks that aim low when you're standing and aim high while you're crouching, as these are the attacks that will tend to confuse your opponents.

Regardless which character you play, there are moves you can learn which will cause your opponent to reel even when they're blocking, which can give you the chance you need to hit them in a part of their body they aren't defending. The standard running flying kick (forward, forward, forward+kick) is common to all characters and will cause a blocking opponent to stumble in this way. Tekken II, more than anything else, is a game of combos. The game is geared so that if you hit, it gives you the opportunity to land another hit unhindered if you do it quickly enough. You will soon find that different combinations of buttons work quickly and smoothly, while others will seem very slow and jerky in comparison. The best way to see what moves a character can pull off quickly is to examine their 10 hit combos in Practice mode, by watching which change of buttons results in the fastest succession of hits. Once you've got the hang of a few short combos, you should look to learn the 10 hit combos. While they all look cool, a lot of the 10 hit combos really aren't worth the time and effort. Some of the combos are aimed at one area only and are too easy to block or counter. Others look very flash but don't do as much damage as you'd expect. The combos to learn are the ones that vary frequently between high and low, and the ones that include unblockable attacks. Every character also has at least one unblockable move, which you really should learn to do on the spot. The most important thing to learn about your unblockable moves are the distance and timing, since you're usually very vulnerable while you're preparing them. A handy technique is to knock your opponent to the ground and then do a long distance unblockable move which is aimed at the point they are going to rise into. Some attacks cover an area that means the height your opponent needs to defend at is determined by what distance you attack from. These sort of moves include attacks like flip-kicks, rising kicks and uppercuts. Whilst they are often high risk moves

since they tend to leave you open for a sec, they can prove to be very effective since they tend to at least reel your opponent a bit so you don't cop it if you manage to hit them (even if they block). There's now more reason to rush your opponent than in Tekken I, since there are two new ways of attacking at the end of a rush. If you just run straight into your opponent, you tackle them to the ground... that's not new, but now several characters can start to lay punches into their opponent's head after doing so, which makes the whole tackle/punch routine very effective. The other rushing attack which comes in handy is the ability to simply run over a fallen adversary and stomp on them on the way through. This doesn't do much damage, but it leaves you much less vulnerable than attempting a pounce.

## CONTROL SUGGESTIONS

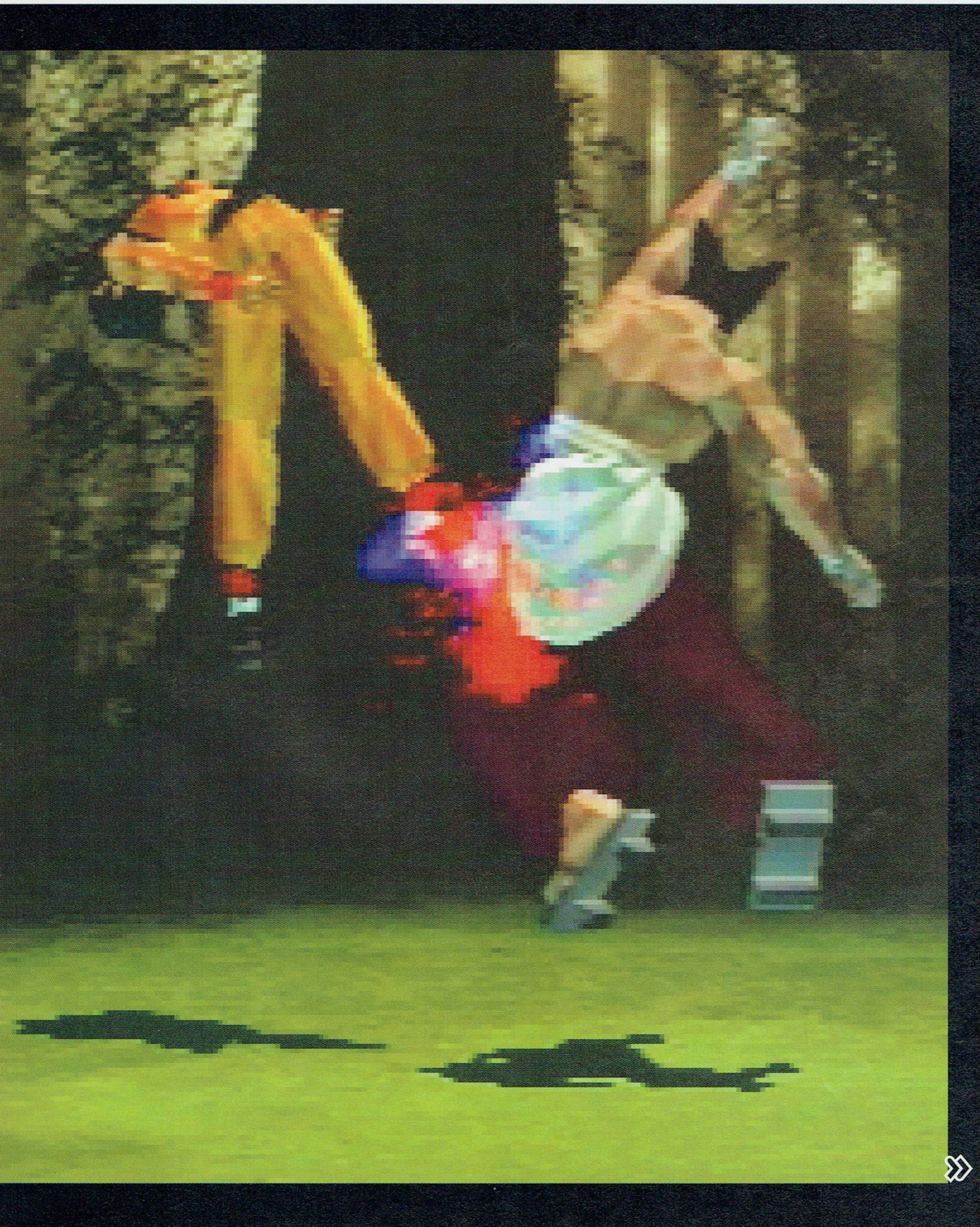
Some people complain that they have great difficulty controlling Tekken II properly, which is understandable considering the complexity of some of the moves and combos. The big hurdle though is mastering the art of hitting the attack buttons in quick succession. If you're not already doing so, try positioning a finger over each attack button on the controller (this is where that big flat controller comes in handy). This might seem very awkward at first, but it's a lot easier to do an intricate combination of button presses this way than by trying to move your thumb around from button to button. To make sure you're not making mistakes with your button pressing, practice the 10 hit combos in Practice mode. You'll soon find out which buttons you nudge by mistake, or which part of a combo you're not hitting at the right time, and you'll be learning something useful at the same time.

## CHARACTER GUIDES

Here are some ideas on which moves are most effective for each of the original ten characters. There are also some extra moves in there that the built in instructions don't mention. In addition to these moves, it is highly advisable to learn at least one ten hit combo that is displayed in practice mode. Moves for the other players next issues.

## KEY TO MOVES:

- 1 = left punch (square)
- 2 = right punch (triangle)
- 3 = left kick (X), 4 = right kick (circle)
- d, u, f, b = down, up, forward, back
- D, U, F, B = press and hold down, up, forward, back
- + = press together
- = press buttons in very quick succession
- d/b, d/f, u/b, u/f = diagonal directions
- N = Neutral (centre joypad)
- \* = Asterix implies move can be performed after the previous move that ended with a \*. Two asterixes mean the move can be performed after the previous move that ended with a \*\*, etc.





## MICHELLE

Many people underestimate Michelle too quickly, because her attacks never look overly flashy. For those who take the time to learn her moves, Michelle can be one of the deadliest characters in the game. Her ability to string a few solid hits together that vary in height are particularly useful. For those that like the look of her punch/move behind manoeuvre, the best follow up move is not her throw, but three simple left punches.

### MOVES TO KNOW:

- d/f+2, 1* (Power uppercut combo)
- 1+4, 3, 3* (Punch, sweep, bow kick)
- 3-2, 2* (Slice uppercut, power strike)
- 3-2, 1, 4, 3*  
(Slice uppercut, punch, sweep, bow kick)
- 3-2, 4, 1* (Slice uppercut, sweep, uppercut)
- 2+3, 1* (Death push, punt, uppercut)
- 3+4* (pivot)
- 3+4, 1+4, 3, 3* (pivot, uppercut, sweep, bow kick)



MICHELLE FINISHING A COMBO WITH A BOW KICK



NINA DOING A DOUBLE ARM BREAK



YOSHIMITSU FINISHING OFF KUNIMITSU WITH A KICK UP/SUICIDE ATTACK COMBO

## NINA

Whilst her straight punches and kicks look rather dull, her throws are every bit as spectacular as King's and can do enormous damage. Nina is a good character for aggressive players, as her falling flip kick will reel opponents long enough for her to get a hit into their legs. This kick can also be used against an opponent on the ground, even if they're getting up, so learn it fast. Her sweep kick followed by a rising kick can be the beginning of the end for your opponents.

### MOVES TO KNOW:

- d/f, d/f+1* (Embracing elbow strike)
- 2+4, 1, 2, 1* (Lift toss w/falling elbow) \*
- \* *2, 1, 3* (Arm lock)
- d, d/f, f+1+2* (Palm Grab) \*
- \* *3, 4, 3, 1+2* (Neck cutter) {+2}
- \* *1, 3, 2, 1* (Standing reverse arm lock) \*\* {+3}
- \*\* *3, 1, 4, 1+2, 1+2*  
(Left arm break, double arm break) {+2}
- \*\* *2, 1, 3, 4, 1+2* (Falling reverse arm lock)
- \* *2, 3, 4, 2, 2* (Knee bash-neck snap) \*\* {2+4}
- \*\* *1, 3+4, 1, 2, 1+2* (Falling neck snap)
- d, d/f, f+3+4* (Crab claw) \*
- \* *3+4, 3, 4, 1+2* (Arm bar)
- \* *3+4, 4, 2, 1+2* (Achilles tendon lock) \*\*
- These next two can also be done if you hit with the *f, f, f+3* (bone cutter)
- \*\* *3, 1, 4, 2+4* (Knee cross lock)
- \*\* *1, 3, 2+4, 3+4, 1+2* (Rolling Achilles tendon lock)
- f, f+4* (forward flip kick)
- d/b+3* (juggling kick)
- d/b+4, 3* (lie down sweep, juggling kick)
- d/f+3, 1, 2, f+1+2* (assault combo)
- u/f+4, 3, 4* (high, low, high kick combo)
- b+1* (dodging chop)
- f, f, F+3* (flying kick - becomes throw on a counterhit)

## JUN

Queen of confusion, Jun has the most befuddling attacks of any character in Tekken II. Her two most useful easy moves are the high backfist/low turning kick combo and her forward flip kick. Her footsweeps are also extremely nasty since they can hit three times in a row and then be followed up with a forward flip kick. Although it's great against crouching or fallen opponents, overuse of the forward flip kick will result in your downfall.

### MOVES TO KNOW:

- 1, 1, 4* (punch, screw punch, can can)
- B+3, 2* (backflip kick, charging strike)
- 1+4, 2, 1, 1, 4, d/b+4, 4, 4, 3* (a handy combo)
- d/b+4, 4, 4, 1+4, 2, 1* (repeat whole sequence for infinite combo)
- F+3* [hold forward]
- (Spinning roundhouse - Unblockable)

## YOSHIMITSU

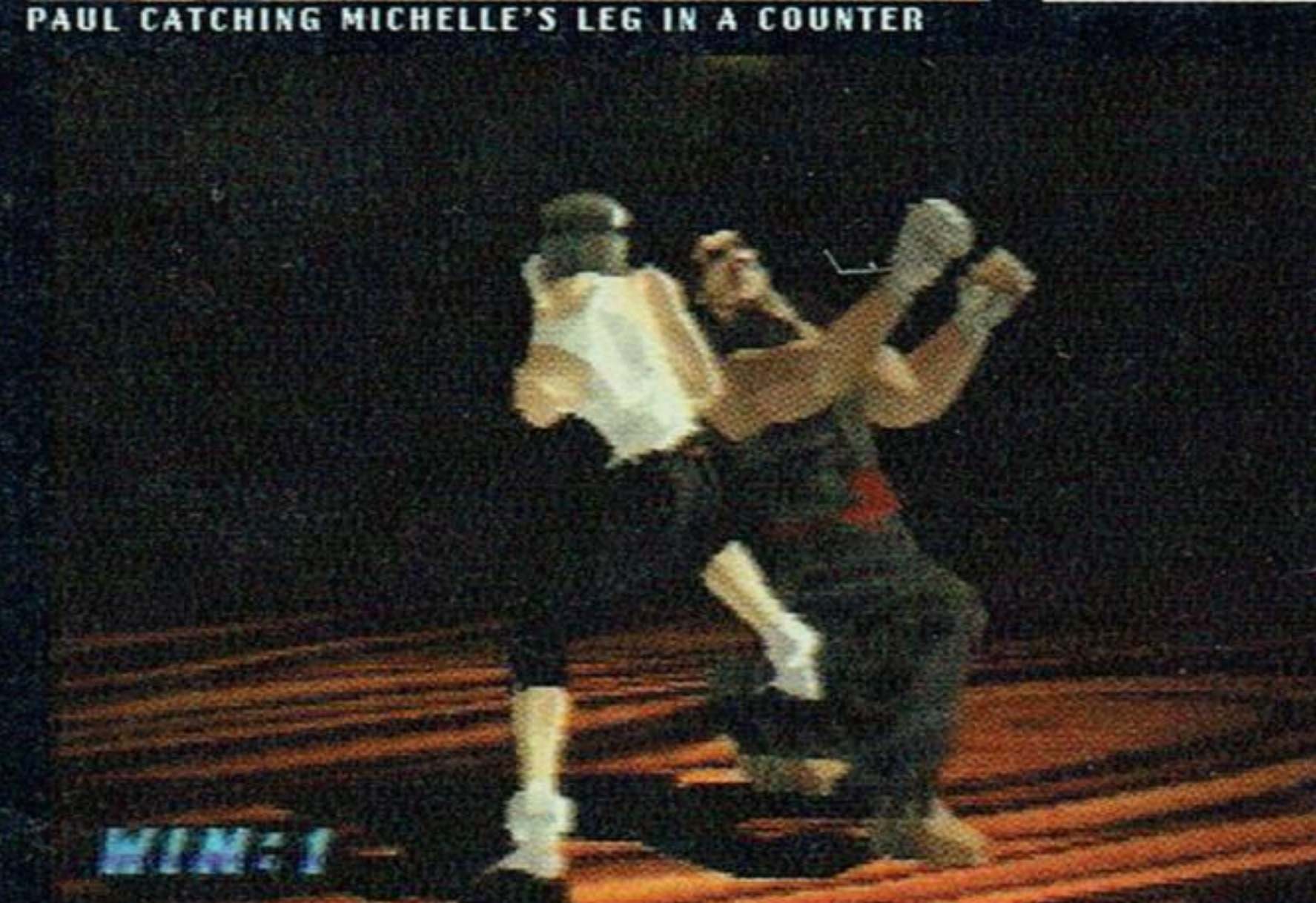
Some people make the mistake of believing his spinning backfist and sweep attacks are all he's good for, but his 10 hit combos are amongst the best in the game. What makes Yoshimitsu's long combos so effective are the fact he finishes with sword swipes which cannot be blocked. He's also the only character who can heal themselves, so if your opponent is waiting at a distance, squat down and power up! Use repeating leg sweeps on fallen opponents.

### MOVES TO KNOW:

- f, f+3+4, 1+2, 3+4*  
(spiral launch, spiral dive, kangaroo kick)
- D, d/b, b+1* (Samurai cutter - Unblockable)
- U/F+1+2, D* (Helicopter drop - Unblockable)
- 4-3, d+1+4* (kick up, suicide attack \*be careful\*)



PAUL CATCHING MICHELLE'S LEG IN A COUNTER



JUN GIVING HEIHACHI WHAT FOR WITH A COUNTER ATTACK

## PAUL

Although he isn't overly large, Paul has some of the most powerful attacks in the game. His lunging elbow and fist attacks cause immense damage and should be the first things you master when learning Paul. His scissors kick attack is also very useful since it tends to reel your opponent, so even if you don't hit, you're not doomed after trying it.

### MOVES TO KNOW:

- d/b+1+2* (Short tackle) \*
- \* *1, 2, 1, 2, 1* (Mounted punches)
- \* *D+2* [keep holding down], *1, 1, N+4* [release down], *1, 1+2* (Punishment)
- D, d/f+2, 1* (Elbow strike, death fist)
- D, d/f+2, 2* (Elbow strike, lifting punch)
- d+4, 2* (Falling leaf combo)
- d+1, 4, 2* (Tile splitter, falling leaf)

## HEIHACHI

A really solid defensive fighter. The key with Heihachi is to wait for your opponent to make a mistake and then blast them with either a fast three punch combo, or a big arc kick if they're at a distance. He has several attacks which reel his opponents, so if you're facing another defensive player, try reeling then hitting. His jumping helicopter to foot sweep combo is another fairly reliable offensive move.

### MOVES TO KNOW:

- 1, 2, 2* (Devil fists)
- f, N, d, D/F+4, 4, 4, N+4, 4* (Hell sweeps w/axe kicks)
- f, N, d, D/F+3* (Low slice kick)
- u/f+3, 4* (Screw blade jumping kick)
- u/f+4, 4* (Helicopter to hell sweep)
- 4-3* (Forward flip kick)
- d+1, 2* (Tile splitter, death fist)
- f, f+2* (Rushing uppercut)

## LEI

Otherwise known as "Fancy Pants" to the Hyper crew, Lei is an outstanding attacker from the ground. His most useful attack strategy is to lie down and then use one of his various rising or sweeping attacks to nail your opponents. Try lying down at a distance from your opponent and then rolling towards them, then sweeping and then doing a jumping fan kick. Be careful not to follow every sweep up with a fan kick, or you'll end up getting tonked.

### MOVES TO KNOW:

- 4-4, 3, 3*
- (Dropping ankle kick, low kick, rising kick)
- d+3+4* (Get down) \*
- \* *D+1* (roll onto face) \*\*
- \*\* *1* (roll onto back)
- \* *4-3* (Slide kick)
- d+3+4, f, 3, 4* (drop, roll, sweep, jumping hook kick)
- 3-4, U* [hold], *3-4, 3-4* (triple crescent kicks)
- 4-3* (dropping wheel kick) \*
- \* *4-3* (another wheel kick) \*
- \* *3-4* (sweep to drop)
- d/b+4, 4* (sweep, hook kick)
- b+1+4, 4* (power crescent kick - unblockable)



HEIHACHI FINISHING LEE WITH HELL SWEEPS



LAW IN MIDDLE OF A FLIPKICK ATTACK



JACK-2 TOSSING KUMA ASIDE WITH A CATAPULT THROW



KING PERFORMING THE NEAR IMPOSSIBLE ROMERO'S SPECIAL



LEI WINDING UP FOR A POWER CRESCENT KICK

## LAW

A popular choice of character due to his excessive speed, Law is one of the easiest characters to use to land long combos. The simplistic combo of five left punches followed by three right punches can be devastating if you land the first hit. Law's most important move to learn is his flip kick, which is also extremely easy to use. Practice tacking on a flip kick after almost any combo. Even flip kick after flip kick works wonders.

### MOVES TO KNOW:

- 1, 1, 1, 1, 1, 2, 2, 2* (long punch combo)
- d/b+4* (dragon's tail)
- D, d/f, d/f+3* (dragon slide)
- d+4, 3* (low kick, flip kick)
- 3+4* (flip kick)
- 3+4, 3* (double flip kick)

## JACK-2

Despite his enormous strength, his throws aren't his best feature. Jack-2's punches are far and away the best in the game. Jack has a whole mess of punching combos which you can learn... they're powerful, and tend to have a very long range. If you want a reliable form of attack, learn all of his double fist-ed moves, which are very fast and do immense damage. He's much better than in Tekken I.

### MOVES TO KNOW:

- d/b, f+1+2* (piledriver)
- d/f, d/f+1+2* (modified catapult)
- f+1+2, 1+2* (scissors, meltdown)
- 1+2, 1+2* (double hammer, double uppercut)
- d+3+4* (sit down) \*
- \* *1, 2, 1, 2* (sitting punches)
- d+3+4, 3+4* (sit, hop forward, sit)
- b, d/b, d, d/f, f*, (continue circular motion up to 5 times)+1 (windup punch)

## KING

The brutal throw meister of the tournament. His most useful throw is his flip over headlock which is excellent at catching charging opponents, since a miss still often does a little bit of damage, and you can usually get to your feet very fast afterwards. Despite how cool all his throws are, don't neglect to use his punches and kicks, he strings together a really effective series of punches if used properly.

### MOVES TO KNOW:

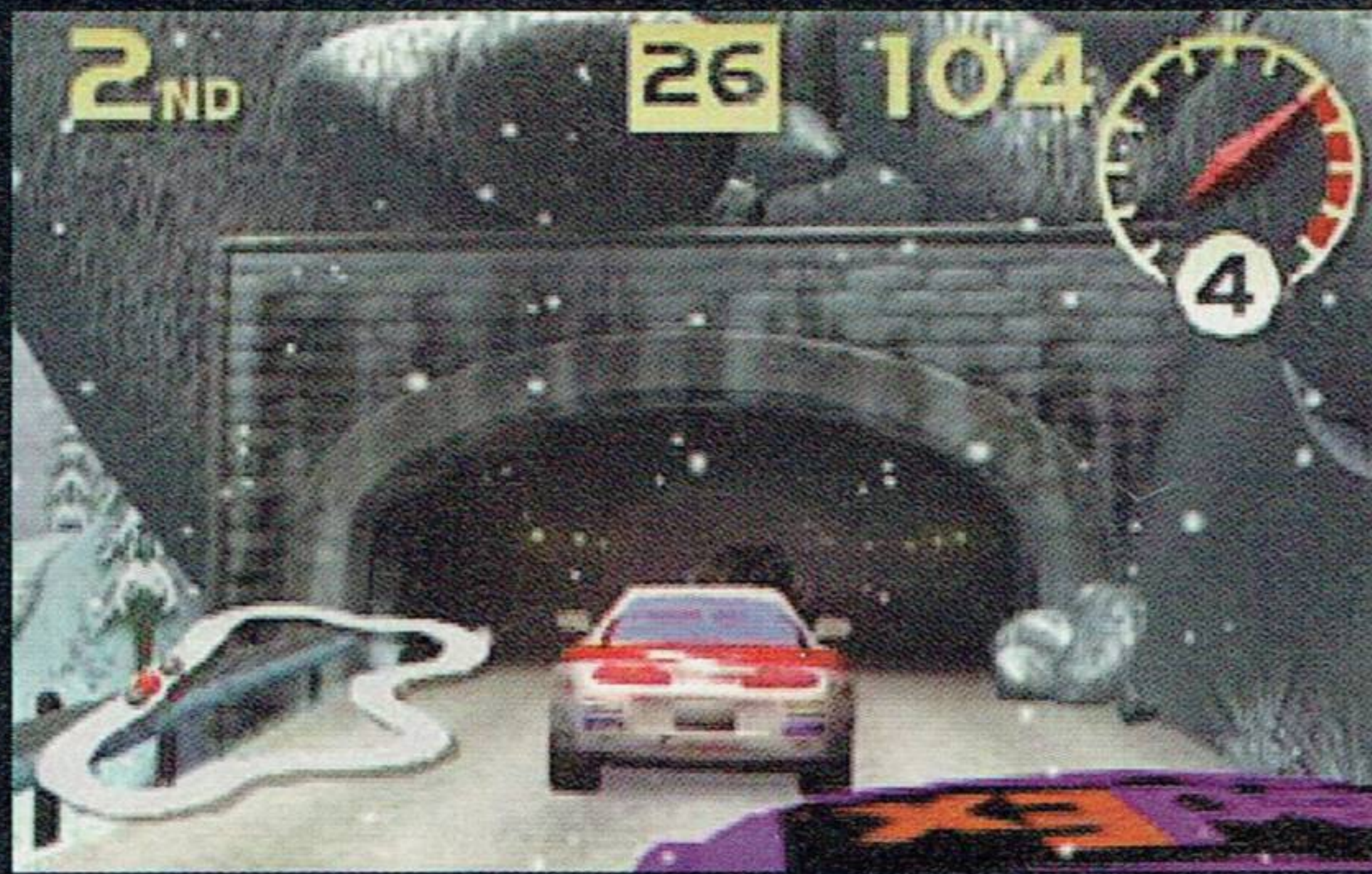
- f, b, d/b, d, d/f, f+1* (Giant swing)
- d, d/f, f+1* (Jaguar driver) \*
- \* *1+2* (flying press)
- \* *1+2, 3, 4, 1+2* (Boston Crab)
- D/F+[1+3 or 2+4]* (reverse are clutch) \*
- \* *2, 1, 1+2* (backdrop) \*\* *{1+2 or 2+4}*
- \*\* *3+4, 1+2* (German Suplex) \*\*\* *{3+4 or 1+3}*
- \*\*\* *1, 2, 3+4* (Powerbomb) \*\*\*\*
- \*\*\*\* *2, 1, 3, 4* (Giant Swing) *{2+4 or 1+2}*
- D/F+2+3* (Standing Achilles Hold) \*
- \* *1, 2, 3, 1, 1+2* (STF) *{1+3}*
- \* *1+2, 3, 1, 1+3* (Scorpion Death Lock) *{2+4}*
- \* *1+2, 1, 3, 1+2+4* (Indian Death Lock) \*\* *{1+2}*
- \*\* *1+2, 3, 4, 1+2, 1+2+3+4* (Romero's Special)
- F+1+4* (Moon Press - Unblockable)
- F+1+2* (Clothes Line - Unblockable)
- 1, 2, 1, 1, 3, 3, 4, 3, 2, 1+2* (Tenstring ending in powerbomb)

# »»» HYPH

Send us a phot of your cat  
 HYPER Letters  
 PO Box 634  
 Strawberry Hills  
 NSW 2012  
 Fax: (02) 310 1315

**E-mail:**

freakscene@next.com.au



**Nintendo have obviously been doing their homework...**

**Everyone loved Sega Rally so much, they woulda been crazy not to try and please the masses with their own rally game.. and it looks like**

# Topgear

**is it! We're all hanging to get our mits on it...**

**Then again... we're hanging to get the**

**Nintendo 64 full stop.**

**CHOOSE YOUR FAVE INSIGNIA**

To the people at HYPER, Dude! Just finished level 9 on Asteroids with my awesome new Atari 2600!! Sorry, couldn't help myself; saying "Atari" makes me laugh. Anyway, looking over previous letter columns I've noticed the faceoff between Saturn and PlayStation owners has turned ugly. At first I wondered why, but soon realised that after paying anywhere between \$400 - \$800 for these things kids will get paranoid and desperate to prove they made the right choice with daddy's dollars.

Of course we can resolve this issue once and finally by dropping both machines, and their proud owners, from Sydney's Centerpoint tower. Contestants receive a rating out of five polygons for their result and whoever leaves the visually coolest, most graphically impressive stain on the concrete must own the superior machine. Having played both consoles, I'm bugged if I can notice any differences, so my advice is to choose your favourite insignia and purchase accordingly.

Isn't game technology outdating itself too quickly for people to take criticism of their machine personally? Surely this is demonstrated when you think that Nintendo have chosen to bypass the 32 bit "revolution" and head straight to a 64bit machine. Personally, this suits me fine because I already own a

Comodore 64 (disk drive, no less), and so as technology turns full circle I find myself back at the zenith of home entertainment (I'm not missing anything here, am I?).

Finally, I would like to present you all with my own concept for a computer game (it's too stupid for copyright concerns); it's a first person perspective, Doom-ish shooter called "The Gun Lobby Folly". The participant has to run around and shoot enemies of Australia's common morality and civil liberties; these include environmentalists, migrants, gays, and all the other groups that pose a serious danger to the safety of normal, gun-owning Aussies. If you're not sure who they are (the AI is designed to make your opponents the sneaky little communists they are in real life), then shoot anything without a weapon (they're the weird ones).

Its the only way to ensure a safe Australia, so grab a gun and practice those Beverly Hillbillies accents!!

**WAYNE FROST**

*Thanks for that sensible yet amusing letter. For those who don't get the last part - he's being sarcastic!*

**MONO PLAYSTATION?**

Dear HYPER,  
 Lately I have been seriously considering buying a Sony PlayStation, but just before I forked out the money I heard a terrible

rumour!! A good source of information told me that PlayStations only work on stereo televisions. Now my telly is about ten years old (and its never seen a repair man in its life) and it's monaural, and the box or something it warns you "do not use on monaural TV's " and it just ain't fair. I've had a master System, Mega Drive, and Super NES hooked on it (not at the same time). I know that PlayStations are ten times better than any of these other consoles but do I have to go out and buy a new widescreen super stereo sound telly? Or can I hook up the TV to the stereo and then be able to use it? Or are Sony telling a little white lie in an evil scheme forcing people into buying a new television? Could my reliable source be a liar too? Please publish this soon (while PlayStations are at the price of \$399).

Many thanks.

**A CONCERNED CONSUMER**  
From what I understand from your letter, all you need is a PlayStation RF cable which does not come with the unit. The PlayStation comes with an AV cable, not an RF like the Mega Drive or SNES. You can but a PlayStation RF cable for \$49.95 and it should work fine.

**A FAINT TASTE OF BUTTOCK**

Hey you guys at HYPER, After checking out my first HYPER (Aug '96), I concluded that you guys do an all right job. Now I'll wipe away the faint taste of buttock from my lips and say what I wanted to say.

I'm getting an ULTRA 64, that much has been written in stone by the Gods at Nintendo. By the way, I'm gonna call it the ULTRA, even if Ninty did drop the name. It sounds so much cooler, a natural progression from "SUPER". Well I've seen the screenshots, read the specs (and even comprehended them), felt the emotion, dreamt the dreams and I am eagerly awaiting its Aussie release (which is when by the way?). And why must it be released? Can't it just accidentally escape?!! There's just one thing I'm a little concerned about, storage space.

I know silicon is fast, but can it compare with the 700+ Mb capacity of a CD? Even with the "Bulky Drive" system it maxes out at 64Mb. And that's on magnetic storage, slower than CD. Isn't that defeating the purpose of the ultra-fast silicon? Will this mean shorter games, little if any full-

motion video, repetitive images? Please tell me good things, or bad, I can hack it!

**JOHN LEWIS**

Queanbeyan

John, we still haven't got a firm press release telling us when the Australian launch of the N64 is. We're still holding out for a November release but who knows? Nintendo seem to have very good compression for their carts so we're not necessarily going to see small games on the N64 (Mario and Pilotwings are FAR from small) but we won't see too much full-motion video because that takes up bulk storage space. Video compression is getting better all the time too though...

**N64 REASSURES PLAYSTATION OWNER**

Dear HYPER,

Having seen screenshots of N64 titles, I feel reassured of the position of my PlayStation. Sure, the N64 is 64bit, sure it has excellent capabilities, but I feel that the 32 bit to 64 bit jump wasn't a big one at all. You could easily compare a good looking 32 bit titles (Tekken 2) and compare it to a 64 bit title (Killer Instinct 2), you'll find that there's not much between them. In fact, I reckon Tekken 2's graphics shits all over Killer Instinct 2's.

You might say that graphics don't mean a thing without good gameplay. Sure, I agree and I also think that a 64bit games gameplay will no less be as good as a 32 or even a 16bit game. Just look at the Saturn. It might not have the hardware muscle of other consoles, but games like Virtua Fighter 2 and Sega Rally showed that you don't need flash hardware to give you the gameplay experience of your life.

Nintendo and games magazines are talking about slow CD loading times and how the N64 can load millions of times faster than a CD console. Who cares! When I bought my PlayStation I was prepared to wait for 5 to 10 seconds just to have a good gaming experience.

My point is that if you already have a super console (3DO and Jaguar not counted), I wouldn't recommend you to spend another \$400 on a system which basically plays the same games as your other console.

Now that I got this off my chest, I would like to ask a few questions.

- 1) Is Time Crisis coming to PlayStation? If so, when?
- 2) Is Rave Racer coming to

PlayStation? Do you reckon it could be arcade perfect? (Eg. Finally detailed cars, good smooth frame rate)

Well, that's all from me now. See ya!

**J CELESTE**

Doonside NSW

1. It's not on the schedule yet but I'd expect it to be soon. This means a 1997 release. 2. Again, it's not on the schedule yet but with the success of Ridge Racer Nameco would be silly not to release Rave Racer. I'd say they'd be very close to arcade perfection.

**DOOM DOES STILL RULE**

Dear HYPER,

I'm afraid I have to agree with the writer in Issue 34 who said that Doom still rules. Now don't get me wrong, I have played, and love, all of the games that take over where Doom left off (namely Dark Forces, Terminator: FS, Duke 3D and Alien Trilogy). Yes, they are excellent games, and yes, I do love them very much. Now, to make my point. When reading that review of the new groundbreaking creation from iD software in issue 3 of HYPER, I could not get over the game. I had to have it. At all costs. I bought it the next day, and have been in heaven ever since.

That rush, shall we call it, has never happened since. Not with Doom 2, then Heretic, then Hexen, then Dark Forces (I'm a Star Wars freak as well), nor any other games. Why is this? I have no idea, and I doubt I ever will. I'm not even really that freaked about the "imminent" release of Quake (possibly later next decade). All I can say is that the day I saw Doom and read the review in HYPER is one that I will never forget - and I agree with Stuart, you have to move on, but Doom will always have a special, warm place in my heart. I will never forget it. Let's hope no one else forgets the one that started it all either.

**CHRISTIAN**

Hoopers Crossing

Why thanks for that Christian but I'd start preparing yourself for a Quake rush soon. The full version kicks hard.

**WHICH IS BETTER?**

Dear HYPER,

I have a few questions I would like answered by the HYPER crew.

- 1) Is the Need for Speed better than Ridge Racer

Revolution on the PlayStation?

2) Will there be a Tekken 3 and if so, will it be better than Tekken 2?

3) Can you recommend some good sport games for the PlayStation?

4) Is Rayman on PlayStation better than DKC or DKC2 on SNES? I hope you can answer my questions and thank you for your time.

**MR BALDY**

1. It's really a matter of personal taste but I'd definitely say yes. 2. Yes there will be a Tekken 3 and yes, it should be better than Tekken 2 (that's the way it usually works!). 3. FIFA 96, Total NBA, Power Play Hockey are three good ones. 4. They're different games - both Rayman and Donkey Kong are excellent platformers and shouldn't be compared directly.

**OLD GAMES ON NEW SYSTEMS**

Hey, ho, how y'all at HYPER?"

I'm not going to kiss arse, though it's tempting. I've got several questions that you guys could answer for me.

1) Will Chaos Engine be coming out on either the Saturn or the PlayStation?

2) What about Cannon Fodder on Saturn or PlayStation?

3) Which game do you think I should get. Mortal Kombat 2 or

Virtua Fighter 2? Which do you think is worth my money?

Thanks for being patient and answering my questions.

**DAVID KIPLING**

1. I doubt it. 2. I doubt it as well although Cannon Fodder 2 is more likely. 3. I'd go for Virtua Fighter 2 but you know your own taste better than I...

**SOME QUICK ONES**

Dear HYPER,

Read your magazine every month and love every page of it, and I have a few quick questions.

1) Will the PlayStation price drop any more before Christmas? If so, by how much?

2) Will there be a Cricket or Rugby League sim on it

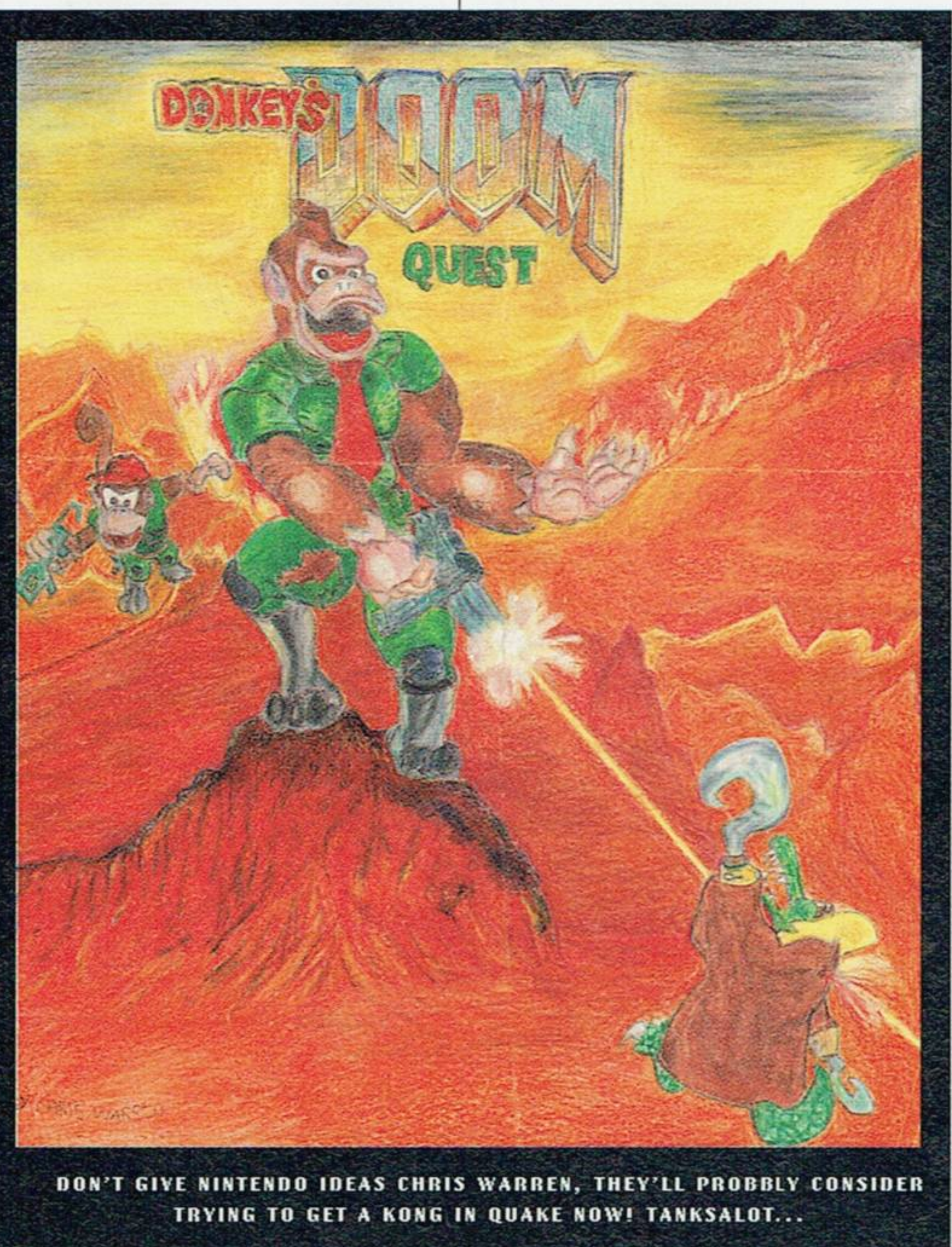
3) What is your PlayStation top 10?

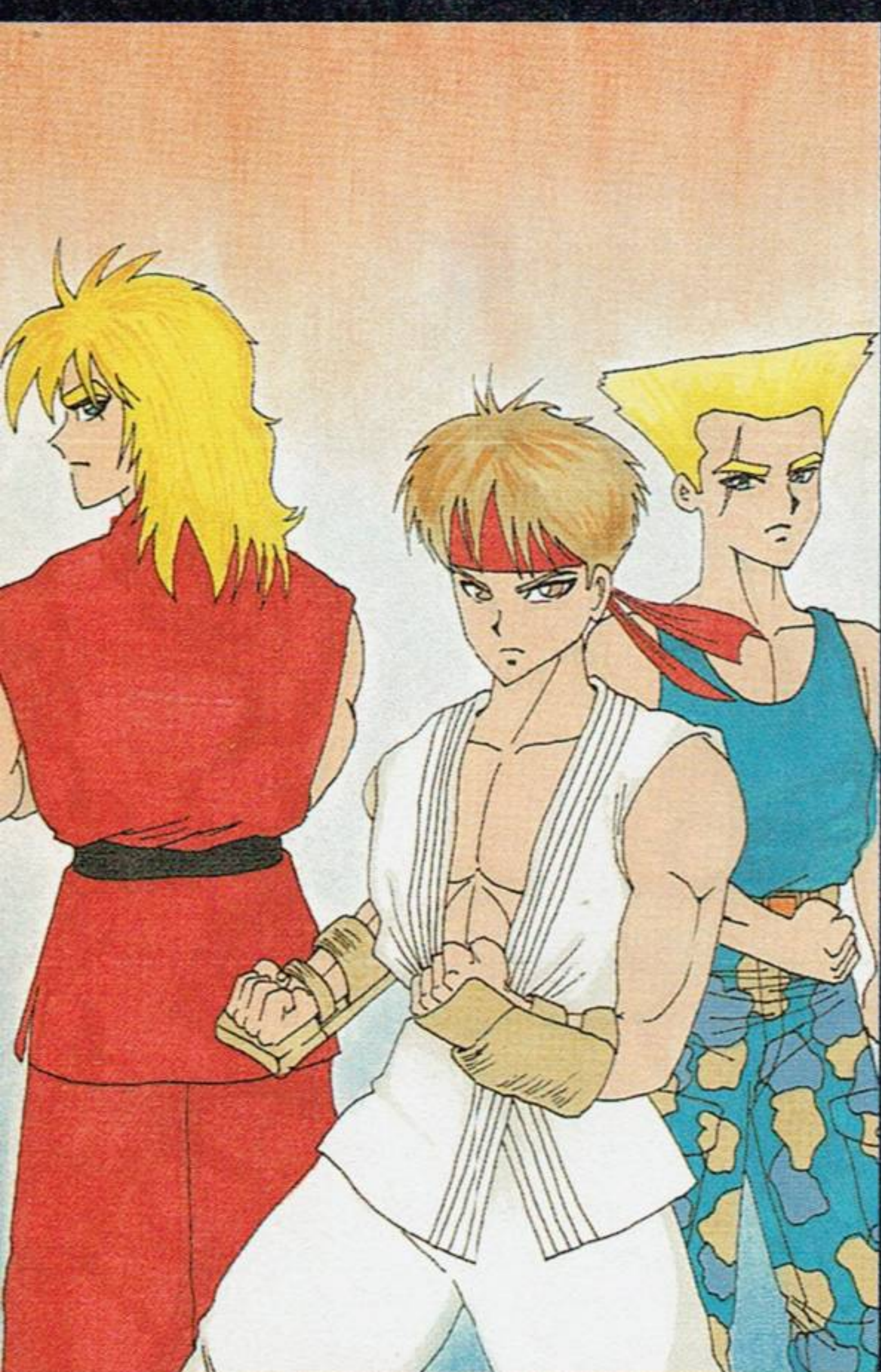
Thanks for answering my questions and printing my letter. Keep up the good work,

**TIM**

1. It may drop a tiny bit more but that's certainly not confirmed and I wouldn't count on it. If Nintendo come in strong in November it's more likely. 2. Not before Christmas but hopefully next year. 3. That changes all the time but here's today's: Crash Bandicoot,

Wipeout, Doom, Jumping Flash 2, Twisted Metal, Need For Speed, FIFA 96, Tekken 2, Resident Evil & Motor Toon Grand Prix 2.





A PORTRAIT OF THE HYPER CREW BY URIP. J... THAT'S STUART WITH THE MULLET CUT.. HAHAI!

KICK ARSE OR KISS ARSE?

Dear HYPER,  
I've been a subscriber for about a year and just recently renewed the subscription. I am sure it was a right option, it's just that for the last two issues (July and August 96) your magazine seemed to be a Sony and PC only magazine with about one or two Saturn or Mac reviews, which is probably not your fault! Then you put Mario (64) on your cover, however, in your preview, the HYPER "Wow-O-Meter" was on halfway, which is not very high!! And your setting out is crap! There are too many "pretty" pictures and less writing about the gameplay which of course, is the most important part of the game. Also are you getting more money from Sony than from your bosses? It seems that way to me!! So please don't let your "kick arse" magazine become one of those "kiss arse" magazines because from the last two issues it's turning out that way.

Thanx

MR. M. G

Thanks MG, but you'll just have to believe us when we say we're not kissing up to Sony, it's just that they've had more games released than Sega so our coverage has been a bit skewed

towards the PlayStation for the last couple of issues. We'd love to do more Saturn reviews but we can't do much if there aren't heaps of games around or the games aren't sent to us. Oh, and the Wow-O-Meter was wrong for Mario 64 so thank you to all the people who pointed that out...

GAME BOY WORRY

Dear HYPER,  
Firstly, I'd just like to say that you fellas put together a top magazine and I always look forward to buying my next HYPER.

Anyway, the reason I wrote in is that when I was reading HYPER 34, I came across your great E3 '96 report and noticed that a new Game Boy has been released and that it's 30% smaller etc...

My first reaction was that it sounds great, but then I realised that my faithful old Game Boy may not be getting any new released games, seeing that the Game Boy Pocket will attract most decent Game Boy titles. Will this happen? Please answer.

AARON PETRUCCI

Victoria

Don't worry your pretty little head Aaron because the Game Boy Pocket is really just a redesign, not a new system. All old games will work on the GB Pocket and all new games will run on both.

IN DEFENCE OF PC

Dear HYPERbolas,  
I can't believe it. A Mr. Josh Biggs from Campbelltown wants all PC coverage in HYPER to stop. I'm sorry mate, but you have joined the ranks of the diskheads who populate the letters section. How dare you even say such things in HYPER. For starters, HYPER doesn't own PC Powerplay just because they're under the same publishing company. And why should they go completely console just because another magazine is PC only. PC magazines have been around for years and no-one has told HYPER to stop reviewing PC games because other people were doing it. There are a million and one console magazines around and PC gamers don't write in saying that HYPER should stop reviewing console games. Just because their published by the same company doesn't mean anything. ID aren't going to

cancel Quake because Doom's out. That might be a crude comparison but it warrants a crude state of mind on Josh's behalf. As far as I'm concerned HYPER are going to review the best games around no matter what platform they are ie. If a new Atari 2600 game kicks absolute ass expect HYPER to inform readers. If HYPER were to stop publishing PC Games imagine how many readers and subscribers like myself would give it the flick. Sure, we would probably read PC Powerplay but the money doesn't go to HYPER. If everyone got the system they wanted and shut up we'd all be better off.

Questions:

- 1) I reckon EA/Origin are doing a great thing releasing games for \$50. Do they plan to keep doing that? In other words, can I get WC4 for \$50 in a years time?
- 2) Is there anything new on Crusader 2?
- 3) On a demo CD I got with WC3 it showed me a game called AH-64D Longbow that needed a P6 to run well. I've got a DX4100 and even though I don't want Longbow, I'm an Origin fan and I know I'm going to be in trouble from now on in terms of power if you could give me any advice concerning upgrades etc, I would be forever in your debt.
- 4) I'm seriously considering a career in composing soundtracks for Computer games and films. Can you tell me where there are any addresses or contacts I can write to for information and any software/hardware I should consider purchasing?
- 5) Any news on X-Wing vs TIE Fighter for PC. I heard about it somewhere and creamed myself. Anything concrete on the game?

Yours forever  
JAMES THOMPSON  
Some heart-felt defence of HYPER's PC coverage and we thank you for that. As you said - HYPER is going to review the best games around on all the popular formats so no one will miss out. 1. I'm sure they intend to keep it up and I think we'll see a lot more discounting of software (especially old stuff) very soon. 2. Crusader: No Regret should be out any day now. Keep looking around. 3. Origin are constantly pushing the limits with their games

and you will be in danger will a DX4100. Try and get a P166 or P200 if you're really serious about getting the most out of new Origin releases as they're all very high-end. 5. It's on it's way and it looks real fine. Concrete information real soon.

CARTRIDGES ARE LIMITED

Dear HYPER,

I have been reading your magazine for some time now and I think it's the best one in the newsagents. I have been reading your letter section recently and I have heard a lot of different opinions on the future success of the super consoles.

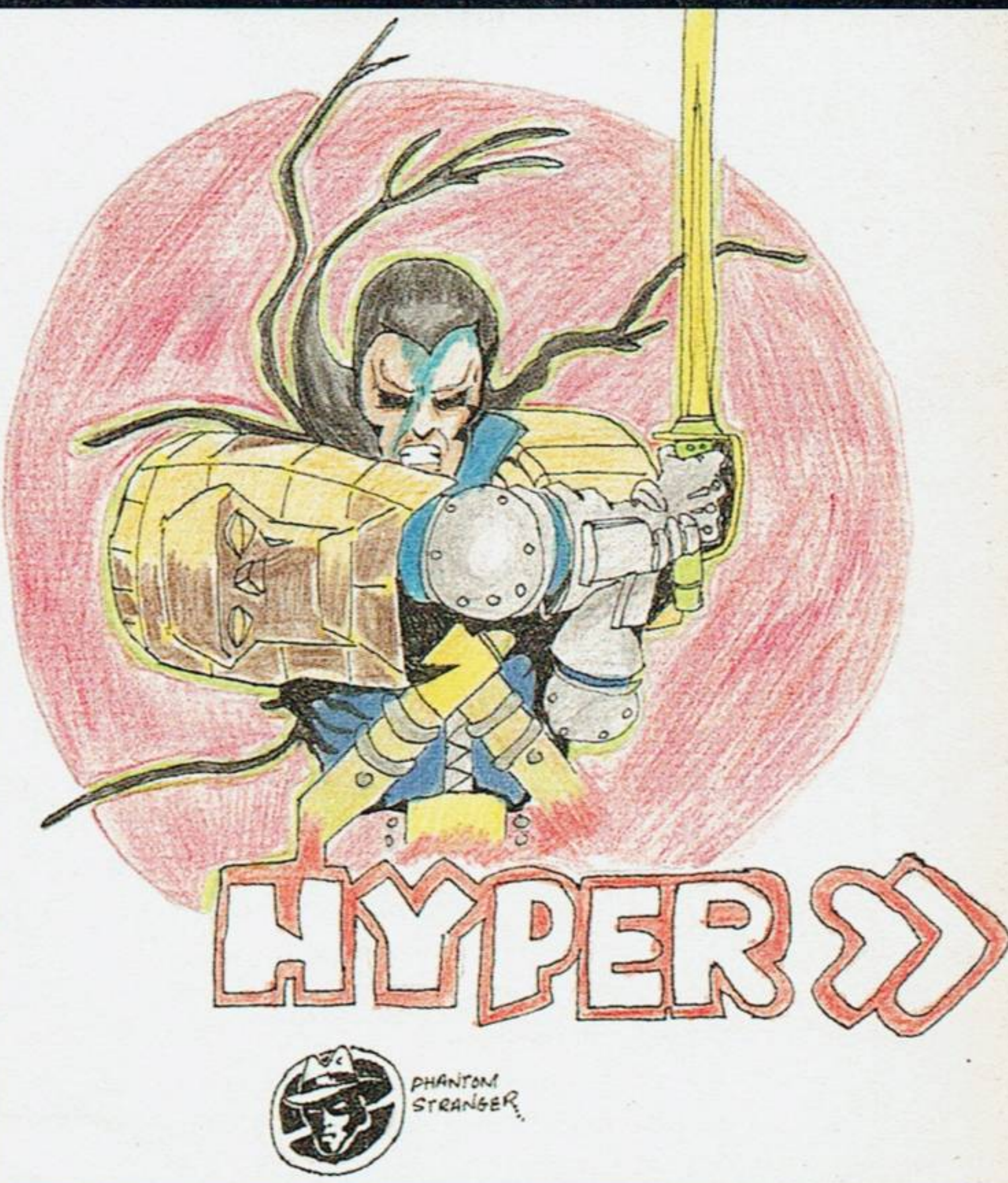
The general trend seems to be that although the PlayStation (which I own), is more powerful than the Saturn it doesn't matter because the Nintendo 64 is technically far superior to the both of them. I have just recently been overseas and I saw the Nintendo 64 in action. Mario 64 was the game that I saw, and I must admit that it is the best looking console game to date. It then occurred to me, that if a cartridge holds less than 64mb of information (the DD drive only holds 64 mb), and considering that graphics as good as this must take up a lot of space, then the size of the game (the amount of levels it has etc.) must be

quite short. I feel that this is the reason that Square, the makers of Final Fantasy 7, decided to ditch work on the Nintendo 64 and instead develop FF7 for the PlayStation. They must have realised that there was no way they could fit in that amount of information on the cart without making the game too expensive for people to buy.

The use of a cartridge also limits the kind of game that can be played on the N64. For example, the N64 wouldn't be able to handle games like Wing Commander 3 or 4, and any other form of interactive movie game because they require hundreds of megabytes of FMV to be played, and even now, games like these take around 4 to 7 CDs. They'd probably take at least 10 cartridges.

Another point to mention, is that when the machines get out of date (and they will), what can you do with a cartridge console? You could sell it (if anyone will buy it), or you could throw it away, and that's all. At least with a CD based console, you could play music CDs or maybe even video CDs (if Sony gets their act together).

Then throughout the letters there are arguments concerning loading times. Sure they you may have to wait a



THIS RATHER STUNNING PIECE OF ART COMES COURTESY OF THE PHANTOM STRANGER... 0000-ER!



few seconds, but only in the beginning, and to compensate, they offer you a little game to play, and this more than makes up for it. If all the software companies were to adopt this method, then people wouldn't need to complain about it, and it would be just as good a format as cartridges are.

Anyway, after giving you all that to think about, I now have some questions.

1) In your last issue you mentioned that Namco have just entered another long term agreement with Sony. Will this mean that games such as Alpine

Racer, Time Crisis, Rave Racer and Ace Driver may be coming out somewhere in the near future? I've also heard that Soul Edge is coming out soon.

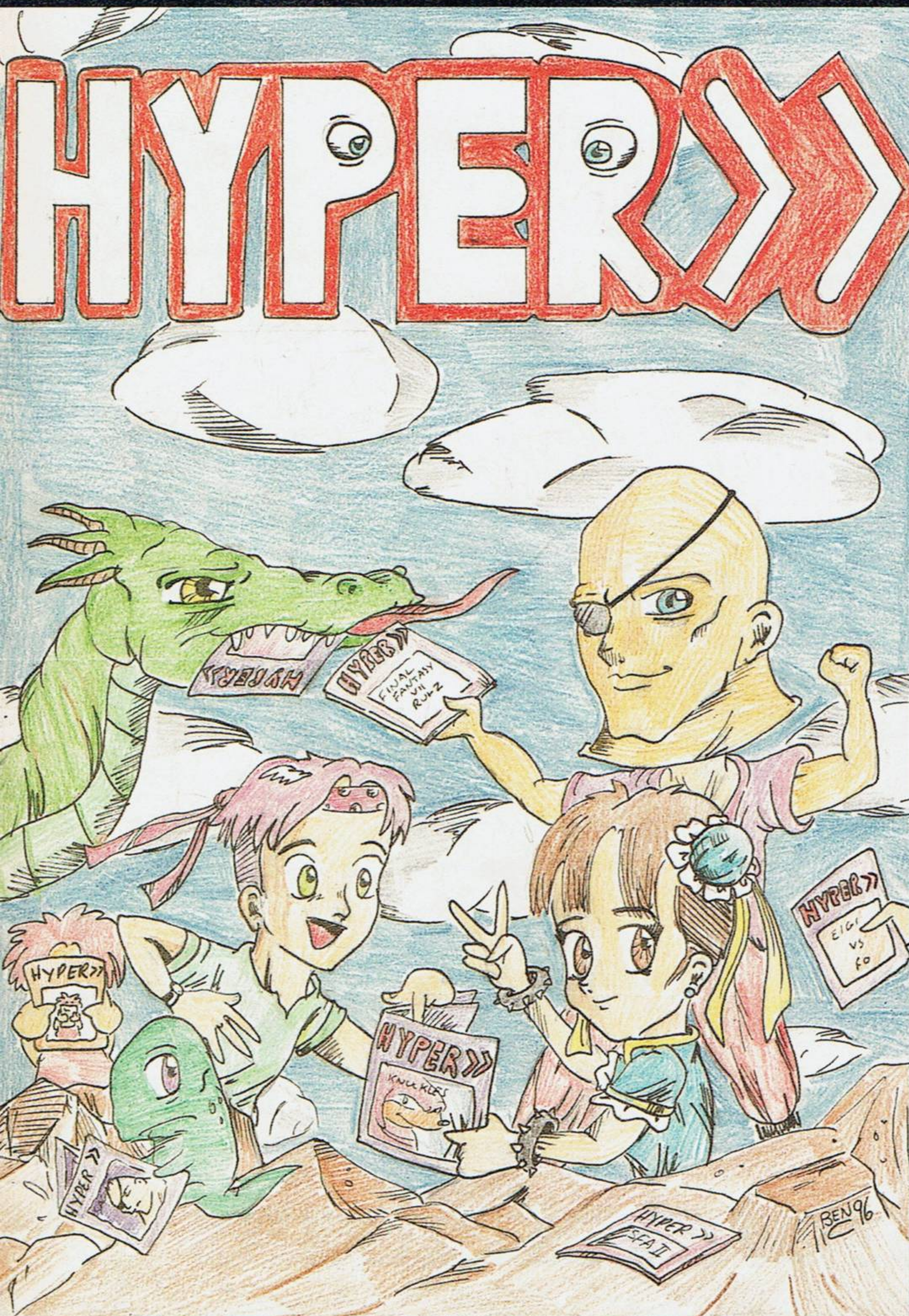
2) Do you have any news on any PlayStation upgrades that may be coming out soon eg. MPEG card or equivalent or any 64 bit upgrades? SONY would be mad not to release one in the near future.

3) I read in another magazine (I picked it up by accident!) that Origin have already started work on the PlayStation conversion of Wing Commander 4. Is this true? If so, when can we expect it to be released?

Thanks for your time and I hope that you can answer my questions.  
Your sincerely,

**ANDREW F.**

**OK, there's no doubt that the N64 can handle large games (Mario 64 is HUGE) but no, it probably won't be able to cope with games like Wing Commander 3 and 4. 1. I would say that most of the games you mentioned are on their way but the only one that's due before the end of the year is Soul Edge (which is looking mighty fine). 2. No, not as yet. News when it happens. 3. It's true and you can expect it early 1997, all going well.**



BEN CONSTANTINE SENT IN THIS JAPANESE INFLUENCED ARTWORK... WE HOPE IT'S NOT A PORTRAIT OF THE HYPER CREW!

## FOR SALE

**SNES**, 4 pads, Super Advantage Stick, Multitap, Action Replay 2, 11 very cool carts inc. K1, Fifa, Live '96 and more. Worth \$1000+, will sell for \$700 o.n.o. Canberra area. Call John after 7pm on (06) 297 875

**Demo Copy BC Racers** Mega-CD: \$10 o.n.o.. **Fairfax** - OzEmail Internet Starter Kit MAC \$30 o.n.o. Call Andrew on (06) 953 4736 (after 4pm Tues, Wed & Fri) or on weekends.

**SNES**, 2 pads, 13 excellent games all in VGC. Offer also incs. a Master System (4 games) and Nintendo (7 games). Paid over \$1200 selling for \$750 o.n.o. NSW buyers only. Please ring Jason on (02) 9541 1283 (after school hours).

**10 Playstation games** in immaculate condition: Cyber Sled to Wipeout. Will sell for \$40-\$50 or swap 10 games for a Saturn. Can post games C.O.D. Call (070) 535 458 after 6pm.

**Sega Mega Drive 2** with Sega CD 2, 6 games and one CD. Games are MK3, Jurassic Park, Sonic 1&2, Alex Kidd and the Enchanted Castle, Columns and Road Avenger CD. 2 Controls both Turbo, and leads all in mint condition for \$350. Call (054) 471 248

**Nintendo Entertainment System** with 5 games including Duck Hunt with gun and two controllers, Mario Brothers, Ghost Busters, Castle Vania and Dragons Lair. \$120. Call Peter on (049) 886 262

**PC-CD ROM Mechwarrior 2** and Ghost Bear's Legacy Expansion Pack. Perfect condition; Expansion Pack unopened (still in original plastic) and both under a month old. A mere \$50 for both. Call David on (02) 9971 3971 after school hours.

**Brand new Sony VCP-S55 Video CD Player**, plays Digital Videos from CDs. It's both NTSC/PAL compatible so it'll work on all TV's. It comes with a remote control and 7 new movies (including First Night, Golden Eye, Jumanji and more....) all for \$670 or you can call Albert on (03) 9820 3315.

**Sony Playstation (NTSC Version)** - runs faster than a normal PAL playstation, 1 pad, 1 Turbo Joystick, with 10 games of your choice (including Tekken 2, Atlanta Olympics '96, and more...) \$850. **Panasonic 3DO FZ-1** with 1 pad, 1 turbo pad and 18 games (include D, Puzzle Bobble....) \$650. Purchase before 24/8/96 and I'll include 2 extra CD's. Call Albert on (03) 9826 3315 after 4pm.

**Sega Mega Drive** with box, instructions and all cables 1x3 button controller, 1x6 button controller. NHL '96, Urban Strike, Aladdin, Micro Machines, NBA Jam, Sonic 3, Taz-Mania, all with boxes and instructions. Sonic 2, Alex Kidd, Columns and Jurassic Park without boxes and with instructions. \$500+. Call (071) 230 565 after 4pm.

**1 year old SNES** with one control pad that's in good condition with a Nintendo Scope and six games also Clayfighter, Super Metroid and Mario all Stars. All this costs is \$400. Call Michael Monday - Sunday on (03) 9547 6479

**SNES** with 6 games, including : Doom, Ghouls'n Ghosts, Jurassic Park, 2 controls, Pro Action Replay, Super game boy \$450. Also a game boy with 7 games including Mario land and Zelda \$150. Willing to sell separate. Call Damian after 4pm on (098) 212 343

**Nintendo**, with 5 games and zapper \$100 o.n.o. Also, Atari 2600, with 17 games and two controllers, \$40 o.n.o. Call (049) 59 50 71

**PC Games** - Sierra Triple Pack (3.5), System Shock (CD), Cyclemania (CD), Rags to Riches (3.5), Falcon 3.0 (CD), Robocop 3 and Dune (CD) all games for \$30 each. Master System Games : Castle of Illusion, F16 Fighter, Secret Command \$30 for all and a Malibu Surfboard for \$130. The lot for \$320. Call Mark in TAS on (004) 333 621.

**SNES**, 2pads, Action Replay 2, Super Game Boy and 5 Games, all with boxes and instructions. \$400 or swap for Playstation with one controller. Call Luke on (052) 31213

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**Super Nintendo**. 2 control pads, 1 game - DK2. \$120 o.n.o. Call Frank on (067) 434 533

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**Playstation (Jap)** and 2 controllers, 1 memory card, Ridge Racer Revolution, Tekken, Jumping Flash, In the Zone, Fifa '96, Toh Shin Den 2 and all adaptors. \$499 o.n.o. Call Jason on (02) 525 9053

**SNES**: AV cables, 2 pads, 1 stick, 9 games: Killer Instinct, MK 1, 2 & 3, NBA Jam TE, Tetris/Dr Mario, Mario Kart, Mario World & Strawnin. All for \$500. Super Game Boy \$60, 3GB Games \$60. The lot for \$600. Call (02) 674 5092

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**Mega Drive 2** pads sonic 1& 2, Altered Beast, Streets of Rage 2, Ecco, Columns, Alex Kidd, Batman and S. Thunderblade. All for \$300 or a reasonable offer and Master System and 7 Games for Free!!!! Call Uros on (03) 9807 0364

**GREAT DEAL!** Sega Mega Drive 2 with 8 games, including Super Street Fighter 2, NBA Live '96, NBA Jam, Fifa Soccer, Mortal Kombat and more. Complete with Control Pads (including a 6 button control stick with Turbo fire). Everything is in top condition, with instructions and boxes. All for \$300 o.n.o. Call Scott on (02) 9987 4917

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**Sega Mega Drive 2**, 1 control pad and 7 games : Sonic 1&2, Bubsy the Bobcat, Asterix, Terminator 2, Barkley Shut up and Jam and Lemmings. All are in good cond and only \$150. Call Angus or Joram after 4pm on 287 388

**Nintendo Gameboy** with Donkey Kong Land, Primal Rage, Earthworm Jim and Duck Tales. All boxed with instructions with all the moves for Primal Rage. Call after 4pm on 287 388

**Mega Drive**, 2 controllers + 10 games - Micro Machines '96, Fifa '96, NBA Jam T.E, EWJ, Lemmings 2, Lion King - all for \$360 o.n.o. Ring Glenn on (02) 9974 4411.

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**PC CD-ROM games**, Sam n Max, Day of the Tentacle, Indycar Racing, Relentless, Theme Park, Wing Commander 2 Deluxe and Indiana Jones 2 - The Fate of Atlantis. Only \$15 each. Call (07) 5576 3760 (Gold coast area only)

**Mega Drive 32x** which includes Mortal Kombat 2, Star Wars Arcade, Virtual Racing Deluxe, Metal Head and Cosmic Carnage. All for \$500 o.n.o. Call Paul on (03)9716 2484

**PSX games**, Destruction Derby boxed with instructions in good condition will sell for \$76. Ph: 882 675, ask for Kim.

**NTSC Playstation games:** Off World Interceptor and Hard Rock Cab: Quarantine. Both Japanese and \$35 each. Also US Destruction Derby, \$45. The lot for \$110. Phone Rory on (09) 307 4313.

**Goldstar 3DO**, 7 games, 2 controllers, 1 demo disk, NTSC - PAL converter, all instructions original boxes, mint condition. \$740. Ph: Damian after 6 pm (042) 83 3627.

**Clear Nintendo Gameboy** only 4 months old with carry case and 4 games. Games are Donkey Kong Land, Earthworm Jim, Duck Tales 2 and Primal Rage all boxed with instructions. All the moves for Primal Rage are there that I could find. Price \$250. Phone: 287 588 after 4pm on weekdays and any time on weekends. Ask for August.

**PC Games** - CD ROM: Dark Forces \$30, Actua Soccer \$35, The Dig \$35, MS Flight Simulation ver. 5.1 \$35. All games are boxed with instructions & in perfect condition. Call Danny on (02) 796 8103 after 6 pm except Monday.

**Primal Rage** for PC-CD ROM. Mint condition with box, instructions and Primal Rage joystick \$50. Call Matt on (043) 601 899.

**Snes** with 2 controllers, 4 games inc. Yoshi's Island and Earthworm Jim. All boxed with instructions, great condition, \$450. Ring Rayner on (09) 572 1204, outside school hours (Perth only).

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**SNES GAMES:** Lost Vikings, Bubsy, Mario Allstars (\$30 each) Donkey Kong Country, Earthworm Jim (\$50 each). PH: Andrew after 4 pm on (076) 32 4460 (Toowoomba buyers only).

**Full Throttle** perfect condition for PC-CD ROM with box and everything that came in it, \$45. Call Jason on (043) 771 276.

**SNES**, 3 control pads, 18 games, a Super Gameboy, multitap and Universal adapter. Make an offer (\$1000+). Phone (049) 754 817 after 4 pm weekdays.

**SNES** with 2 controllers and 5 games. Killer Instinct, MK3, Doom, Secret of

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**Sega Megazone Magazines.** Issues 24 to 47 only missing issues 28 & 39. Some posters included. All in great condition. Will sell for \$2 each or whole lot for only \$35. Write to Mat Reed at 107 Knox St, Broken Hill NSW 2880 or call (080) 873 143.

**Wing Commander III** on PAL PSX for \$60. Will also swap. Call Quintin on (071) 599 907 - Weekends only

**Gameboy for Sale**, 10 games which include: Tetris, NBA Jam, Mortal Kombat 2, Shadow Warriors, Top Ranking Tennis, Kwirk, Solemans Club Alien Olympics, Krusty's Fun House and Soccer. All come with instructions. All for \$250, OR, Gameboy for \$50, Games for \$30 each and a Super Gameboy for \$50. Call Justin on (069) 473 308

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**Sony Playstation Games for Sale:** Novastorm, Rapid Reload, 3D Lemmings and Jumping Flash. All in excellent condition for only \$150. Call Richard on (02) 540 2017

**Mega Drive Landstalker**, Shining Force 2, Final Fantasy 3 for sale. All in excellent condition for only \$35 each. Call Ivy on (066) 431 272

**SNES Games for Sale**, Legend of Zelda for \$30, Shadowrun for \$45, Illusion of Time for \$40 and Secret of Evermore for \$45. All boxed and in good condition. Call Ivy on (066) 431 272

**4 SALE** Street Fighter 2 Special Champion Edition. Boxed with instructions. \$60 o.n.o. Call James on (052) 633 116 (after 4pm)

**Nintendo** with two controllers, plus Zapper Gun, 7 games with books all near new in original cases. \$250 o.n.o. Contact Vance on 097 292 481

**SNES** with 1 control pad and 7 games: MK1, MK3, SF2, Starwing, Super Punch Out, Super Castlevania 4 and Hyperzone. All boxed and with instructions. Call James after 4pm on (09) 743 2159

**SNES** with 4 in 1 Mario All Stars, two controllers and all connections. In immaculate condition and still with box and instructions. Only \$130 Call Andrew after 6pm on (02) 9653 2219

**Super Gameboy** with game not boxed with instructions for sale. Will also swap for Wolfenstein-3D on the SNES. Call Mark on (02) 9879 7329

**SNES** with 4 games inc. DKC 1 + 2. Urgent sale \$200. Ph: (09) 44 7915.

## SWAPS

**I will swap my "Mako: Solar Predator"** sunglasses, which are in perfect condition, (worth \$99) for any good playstation game or sell for \$60. Call Bobby on (079) 357 373

**SNES:** Lost Vikings and Bubsy for Mortal Kombat 1 or 2. Or Pilot Wings for Sim City. Call Tristram on (09) 581 8304.

**SNES** with 7 games - all boxed and with instructions. Will swap for Playstation PAL Version and at least 1 game. Call on (03)9 743 2159

**Will swap Ridge Racer Revolution** on the Playstation (boxed with instructions) for Tekken 2, Myst or any other good game. Call on (079) 35 7373

**Will swap PSX games:** MK 3, D Derby and Ridge Racer for NFS, PGA '96, Doom, Disc World or any others that are good. Call David on (07) 5575 1733

**Atari Lynx** and 8 great games worth \$95. With adaptor and lynx club wallets in box with manuals, for a 32X Mega Drive and a good game, preferably Virtua Fighter, Virtua Racing or Chaotix. Call Peter on (049) 325 229

**MD2**, 2x6 button, 6 Games included: Toystory, Theme Park, MS2, and billions of cheats on Sega plus 3 games for a Saturn. Call Jon on (09) 401 9195 (preferably WA)

**I will swap either Super Soccer**, World Cup USA '94, World League Basketball, Mario Allstars and Virtual Soccer for Sensible Soccer on the SNES. Call on 260 4334 (Adelaide Residents Only)

**I will swap Ecco** The Dolphin (MD) for Mortal Kombat 3, Worms, WWF Raw, Water World or Toy Story. I would appreciate it boxed. Call Peter on (049) 886 262 (after school hours)

**I want to swap Ridge Racer** and Discworld; Sony Playstation Games, for other Playstation Games (all Pal Version). or I will sell for \$65 each. Call Ryan on (09) 459 6271 (after 4.30pm weekdays)

**Playstation Games** such as Wipe Out, The Need For Speed, Off World Interceptor Extreme (all PAL). I will swap for Doom, Po'ed, Warhawk or anything else that might be good. Call Martin on (02) 528 6079

**I will swap Primal Rage** (MD) for Samurai Showdown (MD) Call (052) 633 116

**Will swap Mortal Kombat 2** for Cannon Fodder or Secret of Evermore. Call on school days after 4pm on (044) 571 232

## WANTED

**Rock'n' Roll Racing** for the Super NES. Will pay up to \$60 if in reasonable condition. Call Luke on (045) 72 8555

**I will swap** a Sega Game Pack 4 in 1 on the Game Gear for Mortal Kombat 2. Call Peter on (049) 886 262 (after school hours)

**Super Street Fighter 2** for Mega Drive. Will pay \$60 if it has instructions and box or will swap for MD Primal Rage. Call James on (052) 633 116 after 4pm

**Gauntlet 4** for a Mega Drive and Nightmare 4 Board Game. Call Emma on (09) 401 2227 (must live in Perth)

**The Official UK Playstation Magazine** No.1 & 2 with Cover CD. Will pay \$25 each plus postage. Call Alun on (03) 9773 2557

**Desperately Wanted** - new members for Suicide Club. Now that your'e concentrating, I want to get Larry 3 for \$20, on IBM 3.5". Please consider. Call Nicholas on (02) 9958 7982.

**Hertzog Zwei** for Mega Drive wanted. Call Brock on (067) 524 961

**Sega Game Gear** and games wanted. I will consider buying a Game Gear Unit, game and/or accessory. I particularly want a TV Tuner, Master System Converter and Ernie El's Golf. All prices are negotiable. Call (047) 54 4312 (Preferably Sydney Area Only)

**TV Tuner Wanted for Game Gear.** Will pay up to \$60. Playstation is also wanted. Call (02) 9686 1651

**NBA-JAM** on SNES is wanted or an NBA-Jam Tournament Edition that is in good condition. Will pay around \$20 to \$30. Price is negotiable. Call Rhett on (09) 343 3040

**Wanted is a Shining Force** for Mega Drive. Will pay a reasonable price! Call Matt on (085) 323 999

**I want back issues of Super Play.** Issues needed are 29, 31-7, 39-43. Will pay good money. Call on (03) 9543 5947

**Mortal Kombat 3**, ultimate moves and fatalities. Will pay up to \$6.00 Call (052) 298 857

**Game Gear TV Tuner** in good condition. Call Andrew on (02) 9653 2219 after 6pm.

## PEN PALS

**My name is Ben Mildenhall.** I am looking for a male or female penpal around 12-15 years of age. I own a SNES and a Gameboy and I am getting a PC-CDROM and hopefully a N64. I love Beat' Em Ups, Shoot 'Em Ups, Adventure and racing Sims. If you have similar interests, please write to: Ben Mildenhall, 76 Inverness Way, Parkwood Heights, QLD 4214.

**Hi, I'm Sean**, I'm 11 years old and looking for a 9-11 year old female penpal. I have a PC CD-ROM, Sega Mega Drive 2, SNES, and a GameBoy. I play Tennis and practice Tae Kwon Do. If you're interested please don't be shy and write to 18 Parkinson Street, Narrawallee, NSW 2539

**Hi, my name is Gareth** and I am 13. I'm looking for a male or female penpal at any age (computer or not). I'm getting a Playstation and own SNES and Mega Drive. If interested write to: Gareth, 18 Stansell Ave, Jannali, Sydney NSW 2226

**My name is Kathleen**, I am 12 years of age and I am looking for a male penpal aged 12-14. I like playing my playstation and I would really like to hear from you. So if you are interested, write to: Kathleen Brady, 88 Murray St, Tumarumba N.S.W 2653

**Hi, my name is Brendan Suito** and I am looking for a pen pal (m/f) any age who loves Mortal Kombat and Alien Triligy. I will return letters, so please write to Brendan: 140 Dorking Road, Bow Hill VIC 3128

**Hi, the name's Dennis** and I'm bored. I'm looking for a female penpal between the ages of 11 and 14. If you are interested, please write to Dennis, 3 Dora Crescent, Dundas, NSW 2117. P.S - Can you also include a photo.

**Hi, my name is Nathan.** I'm looking for a 12-13 year old New Zealand girl who likes SNES and Game Boy. Write to Nathan Pittman, 99 Bunnan Road, Scone, NSW 2337.

**Hi, I'm Eloise**, I'm 12 years of age, and I'm after guys around 12 who like partying, Manga or Playstations! Bored? Gimme a try! Write to 44 Hill Street, Albany WA 6330 (and please send a photo)

**Hi, my name is Chris** and I am 13 years old. I would like a penpal (please send a photo). I will try to write back all mail I get and I will write interestingly. Write to me: 40 Mary Street, Glenelg North, SA 5045 or call me on 295 4593

**Attention Please!!!!!!** My name is Miles and I am a 10 year old male with a PC CD-ROM and I am desperate for a penpal. Some of the games I have are MK2 & 3 and Primal Rage. If you are my pen pal, I'll send you games, only for PC though, so if you are interested, write to me at 23 Augusta Drive, Northlakes East NT 0812 P.S. Please include a photo of yourself.

**Hi! I'm looking** for a 15 year old female who has a Playstation, Saturn or a 3DO. If you are interested send to Layne White, 48 Fenton Street, Hamilton VIC 3300 (please include a photo of yourself):

**Do you enjoy your PC** without being a fanatic? Do you ponder life and it's meaning and purpose? Are you a person with real depth, up to age 40? Then let's correspond! I like original StarTrek, good movies, reading, I find some New Age stuff interesting and I believe in Karma. If you are interested please write to: Anita, 4 Cameron Place, Burnside, Nambour QLD 4560

**Wanted!!!** A 13-14 year old femal pen friend. I have a SNES and a Pentium 120. Must like video games. Preferably with a SNES or a P.C. If interested send to: Brendan Clothier, 27 Stacey Crescent Klemzig, Adelaide 5087

**Hi, I'm Nick** and I would like a nine year old boy to write to. I have a computer. I'm , also interested in Dinosaurs. Please write to Nick, 966 Rockingham Road, Wattleup 6166 and include a photo of yourself.

**Hi, my name is Vance** and I'm interested in Super Nintendo's. It doesn't matter what age you are but around 14 would be good. Male or female. Send your letters to: 5 Kealy Street, Harvey W.A 6220.

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