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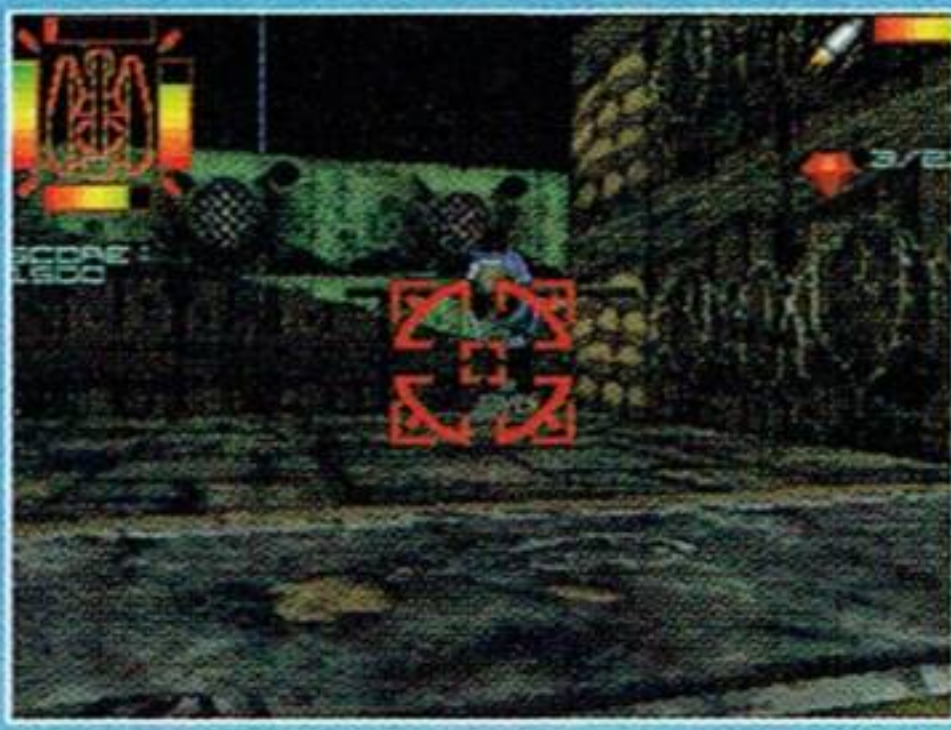
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HYPER

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Go on 'ave a look!

HYPERT

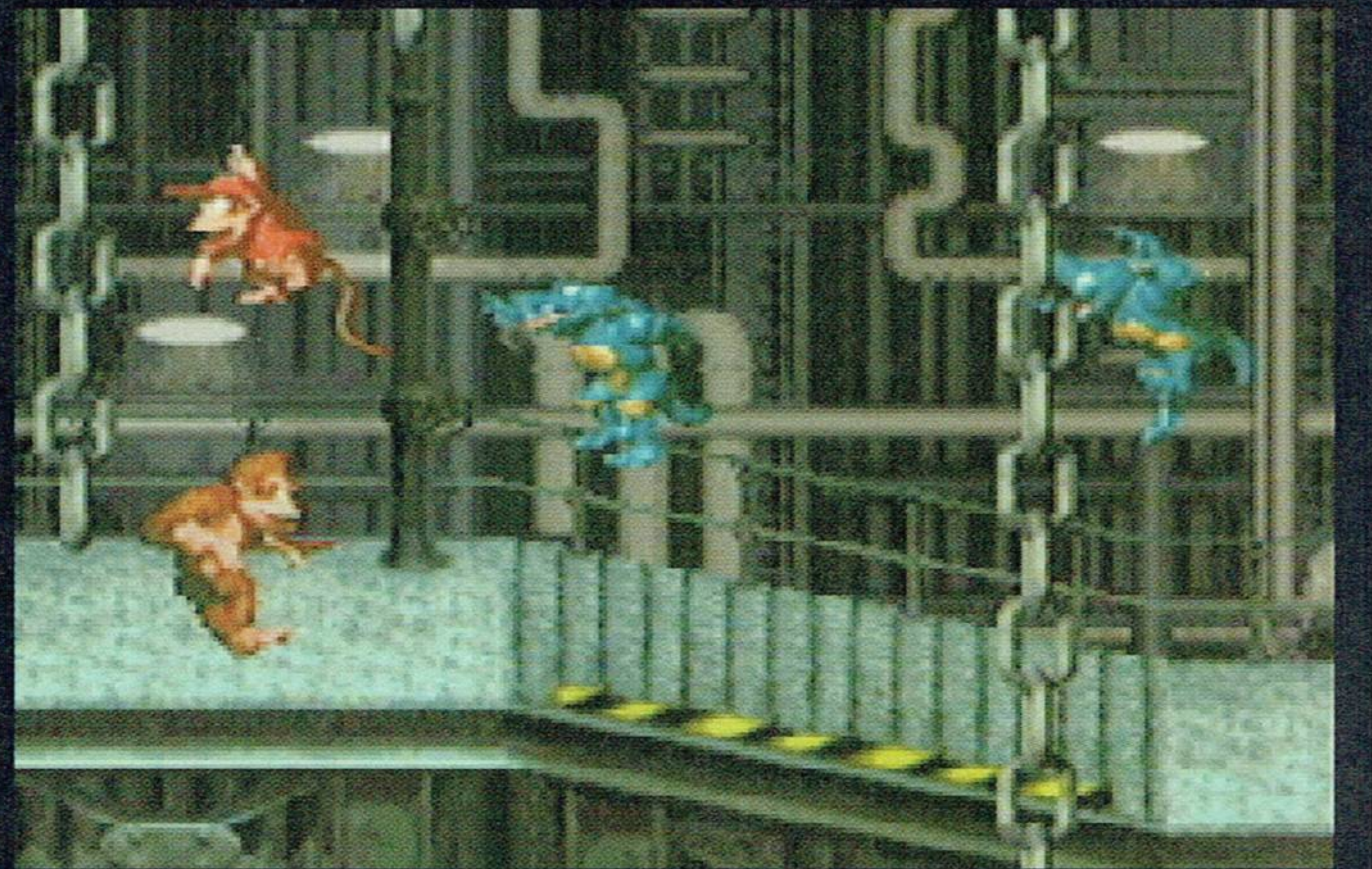
Video Game War: The State of Play

After talking about it for two years, the fundamental shift to 32bit systems has now definitely happened. You may have noticed a distinct lack of 16bit titles in the last two issues of HYPERT and that's not just because the Crew want to be trendy by reviewing all the **sexy** new PlayStation and Saturn games, it's because there has been an almost **total lack of 16bit releases**. The next few months don't have much in store for Mega Drive and SNES owners either. Virtually all game houses have turned their focus to the 32bit (and 64bit) systems and while this will no doubt please everyone with a "super console" it's not exactly pleasant for the many thousands of Mega Drive and SNES owners. Sure, the systems are **FAR FROM DEAD** but with only sporadic releases, the excitement has definitely gone from the 16bit field. This paradigm shift towards the 32bitters disadvantages Australians more than our American and Japan gaming friends, as the **COST** of the units here is more than double what they are paying. This means that there won't be as many people "upgrading" to 32bit systems in the immediate future and many game players will be left with a 16bit system and without much software support. *The moral of this story: buy a "super console" as soon as you can if you want to be assured of a regular stream of game releases. While the prices still remain unfortunately high, they will be definitely dropping in the next couple of months. There's no doubt that Nintendo will price their Ultra 64 as low as they possibly can (should be under \$500 Aus), so you can expect Sony (and probably Sega as well) to start cutting the price in anticipation of the machine's release.*

The stream of high quality 32bit games continues again in this issue. Leading the pack is *Virtua Fighter 2* for the Saturn which is probably the best home console fighting game on the planet right now. Truly stunning. Another stunning game for the PlayStation is TOTAL NBA. This one had the HYPERT crew gathered around the screen drooling and yelling like we haven't done since...oh, Virtua Fighter 2! If you like basketball and you've got a PlayStation then you **MUST** get this game.

On the PC side of things, Microprose Grand Prix 2 has finally made its way into our sweaty hands and luckily it's a gem of classic proportions (but we really didn't expect anything less). There's a whole lot more stuck inside this issue but I've run out of room so I'm outta here...

STUDRE



DONKEY KONG COUNTRY IS THE FASTEST SELLING NINTENDO GAME IN HISTORY

So who's counting anyway? We are, naturally. Unfortunately we can't count Australian figures because no one would give us any, but in the US Sega claimed victory for the year past, but they had to use dollar share, rather than market share to do it, so the figures do not reflect profit or the installed base of machines. Sega had 43% of hard and software sales in the US in 1995. Nintendo scraped home as the closest possible second with a 42% and Sony's debut was 13% of the Big Money. 3DO notched up just 2%.... bit sad, huh?

While Sony's 13% may not sound amazing, the fact that they were only in the market for the last three months of the year, as well as having no massive base of 16-bit users like Sega and Nintendo make it an exceptional bit of market penetration. Sony is just about up to 3.5 million Playstations' sold globally, and this figure guarantees the Playstations' longevity in the games world, no matter what happens in the future. Sega isn't too far behind, with 3 million Saturns' sold (2.2 million in Japan). Interestingly though, in the critical US market the Playstation is out-selling the Saturn by a significant margin, with 800,000 Playstations' finding their way into American homes by Christmas (after a September launch), while only 400,000 Saturns' got their foot in Yank doors (and Sega's machine was launched in May).

Meanwhile... Nintendo has sold their one billionth video game. Phwoar! For those impressed by silly comparisons, like us, you might be interested to know that the magic one billion number means:

- One Nintendo game for every teenager on the planet.
- Three Nintendo games sold every second for the past 12 years.
- If lined-up end to end, they'd wrap the world three times.

The original Super Mario Brothers holds the title of Biggest Selling Nintendo Game Ever, with over 40 million of the buggers finding their way into NES machines over 12 years. Donkey Kong Country was the fastest mover, with 2 million sold in just five weeks - and that's just in the US.

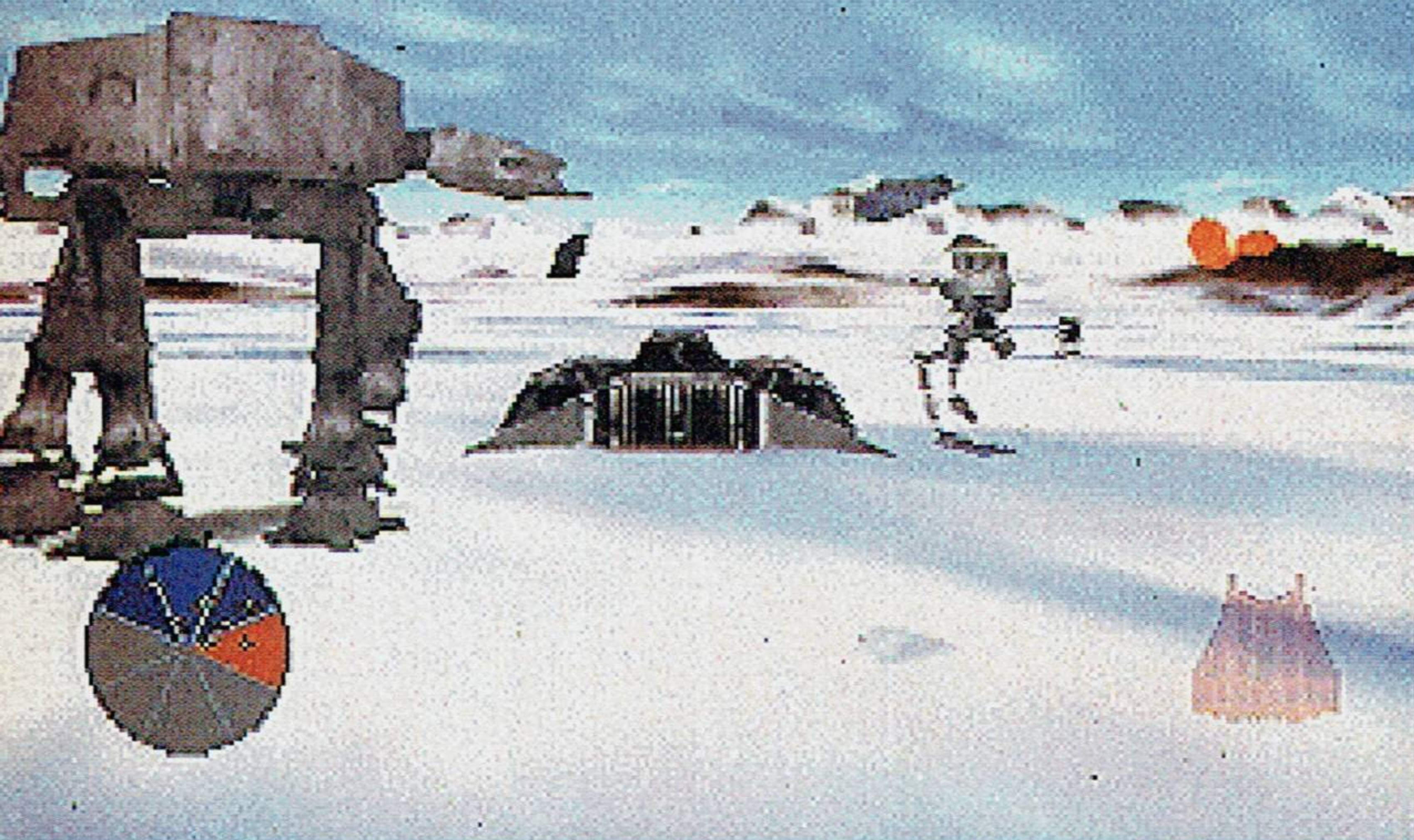
That's all from the Dept. of Stupid Information for this month, look out in the next issue as we put to the test claims that if all carts ever made were stacked, they'd reach the moon...

Time Warner Looks for Local Talent

Time Warner interactive. You know the name, now learn to love it. For they are one of the very few major international games developer to be actively cultivating local talent. They're scouting for games designers in Australia who have the right stuff. Those that Time Warner deem to have the right stuff will get to work on CD ROM titles covering almost all formats.

It's pretty exciting stuff really, we get a lot of letters from readers wanting to know how to break into the games design caper, and until now there hasn't been much in the way of opportunity.

So if you reckon you've got the gift, get in touch with Time Warner interactive (ph. 02 9950 1555 or write to 39-47 Albany St Crows Nest NSW 2065). Don't forget where you heard this when you become a millionaire...



Ultra 64 titles

We're constantly getting letters asking questions like "Will Sonic be coming out on the Ultra 64?". We usually don't even bother answering this sort of thing but just to keep everyone happy, here's a list of the Ultra 64 games that are in production and should be out this year (after the machine's launched, of course). Remember, video game release schedules are very elastic and not ALL these games may make it to Australia, but here's all the info we have on the U64's upcoming range:

- Super Mario 64 (Nintendo) FIFA Soccer '97 (EA Sports)
- Super Mario Kart (Nintendo) Top Gun: A New Adventure (Spectrum HoloByte)
- The Legend of Zelda (Nintendo) Red Baron (Sierra Online)
- Kirby Bowl 64 (Nintendo) Robotech Academy (Gametek)
- Wave Race 64 (Nintendo) Shadows of the Empire (LucasArts)
- Pilotwings 64 (Nintendo/Paradigm Simulations) Final Fantasy VII (Squaresoft)
- Killer Instinct 2 (Nintendo/Rare) Mission: Impossible (Ocean)
- Blastdozer (Nintendo/Rare) Alien Trilogy (Acclaim)
- Goldeneye 007 (Nintendo/Rare) Turok: Dinosaur Hunter (Acclaim)
- Cruis'n USA (Nintendo/Williams) Frank Thomas Big Hurt Baseball (Acclaim)
- Starfox 64 (Nintendo/Argonaut) Ace Driver (Namco)
- Ken Griffey Jr Baseball (Nintendo/Rare) Stacker (Virgin Interactive)
- Body Harvest (Nintendo/DMA) Dragon Quest VII (Enix)
- Creator (Nintendo/Software Creations) Prey (Apogee/3D Realms)
- Buggie Boogie (Nintendo/Angel Studios) Monster Dunk (Mindscape)
- Ultra Doom (Williams) Wayne Gretzky 3D Hockey (Time Warner)
- Quake (iD) SoulStorm (Virtual Hollywood)
- Mortal Kombat 3 (Williams)



Readers Review

This month we have a review of a PC CD ROM game from Adam Berry from Berriedale, Tasmania
Morphman

Outstanding and fun, are just two of the words which definitely do not describe the dull and somewhat pathetic attempt at a game known as Morphman.

Pathetic may be too harsh a word, yet after seeing spectacular adventure games like Discworld, Space Quest VI and Full Throttle, you will soon be asking yourself why you even bothered to install Morphman onto your hard drive.

You are Morphman who has the amazing ability to morph into different things (big shock there). As this hero of heroes you must save the earth from destruction at the hands of evil military scientists and their genetic mutants. You must first break into their highly guarded fortress and then destroy it using your special abilities.



In theory it may sound relatively interesting, yet the gameplay is dated, hard and totally ridiculous. According to the programmers it is the first software to combine action choices as the action is occurring, (Perhaps they forgot Space Ace, Dragons Lair, Guy Spy, etc. who used the same awful technique), yet after playing it for a total of five minutes you're almost certain they will be the last. The main problem is the lack of choices given to the player while he is in full flight. For example, if a giant bull is attacking, you have the choice to stand still and be trampled to death or destroy him and save your life. Not only is it blatantly obvious what you will do, but even if you do get it wrong it gives you another chance.

Although this is definitely a major design flaw you would forgive the programmers if the rest of the gameplay was perfect, alas it is far from it. When the feeble questions appear on the screen you do not even have the opportunity to look at your options and consider them because, they stay on the screen for one second and then disappear. The worst option is then automatically chosen and you die.

You would expect that action fans would be excited by the non-stop action, but to tell you the truth the action is few and far between. Over half of the game is taken up by tiresome mazes, which seem to have no logic to them.

Despite all of the incredibly weak gameplay, the graphics are relatively good and the switch from virtual cameras to the first person view is smooth and does not interfere with the gameplay. The graphics when moving slowly are crisp and clear and the explosions, glowing, etc. are very impressive. However the most annoying and irritating thing is that the graphics window takes up approximately one eighth of the screen and cannot be enlarged! The rest of the screen is cluttered with the animals which you can morph into. This makes it very untidy and lets the whole graphics down.

The sound is bad and the music is slow, dull and does not suit most of the situations in any way. For example, while a giant ant is attacking you and your life is on the line, the equivalent of church music is playing in the background. You'll soon turn the music off and turn the stereo on... loud!

Overall, the game is a disaster. With all our big sparkly new computers we certainly want good graphics, but not to the extent it will tear away our gameplay. The game is short and in no way sweet. Oh well, back to playing some game that is generally more fun than bungee jumping without a rope!

GRAPHICS- 50 • LONGTERM- 5 • SOUND- 30 • GAMEPLAY- 10 • OVERALL- 35

BASEBALL ACTION SO REAL IT HURTS

FRANK
THOMAS

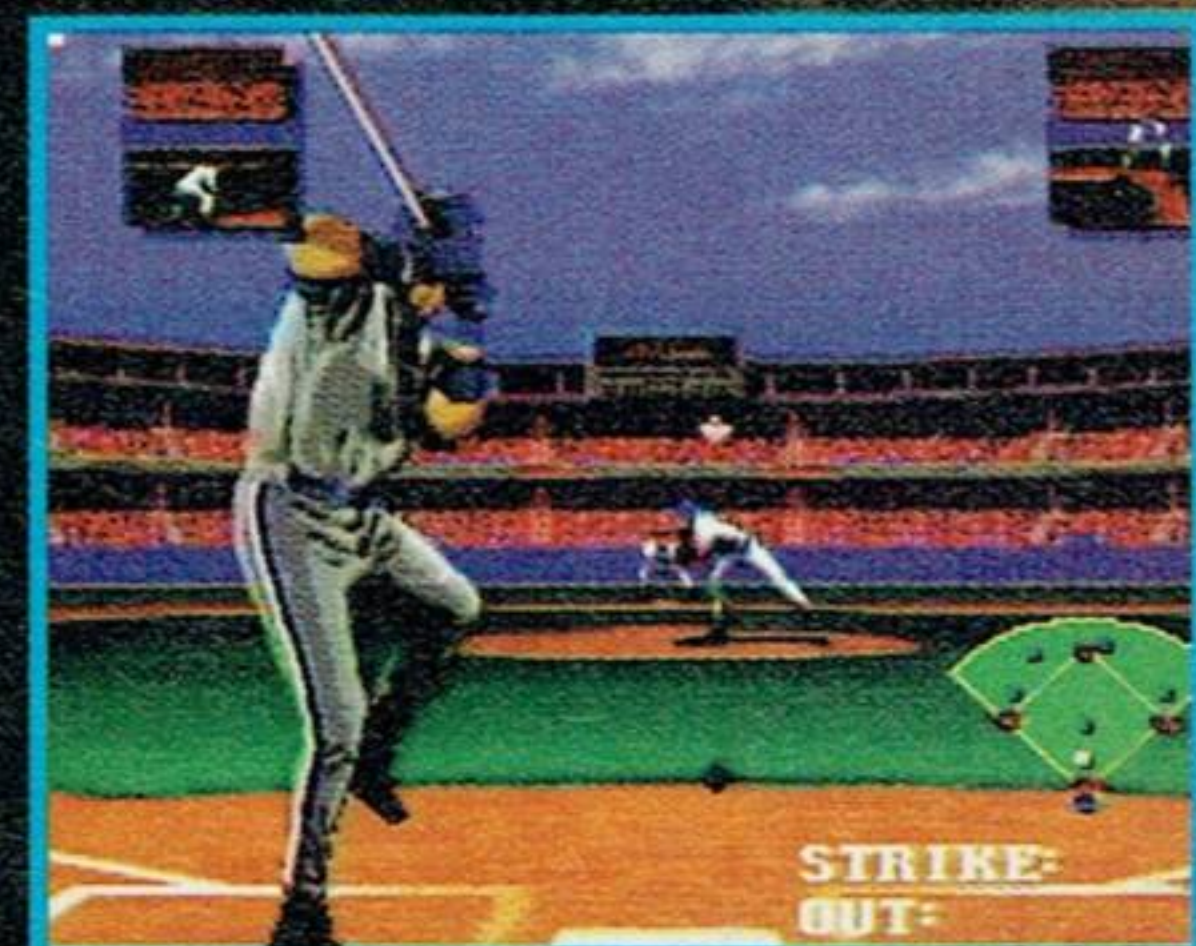
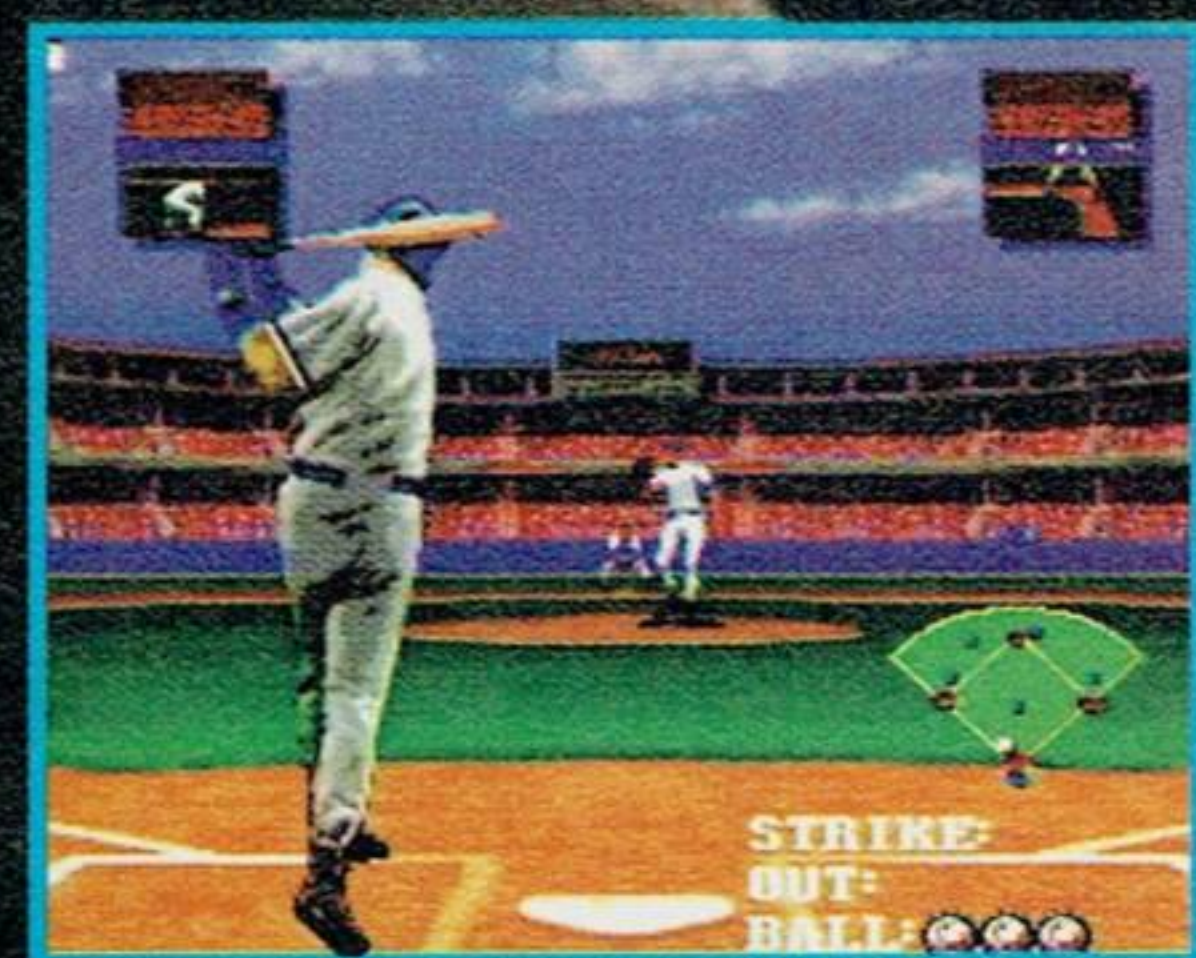


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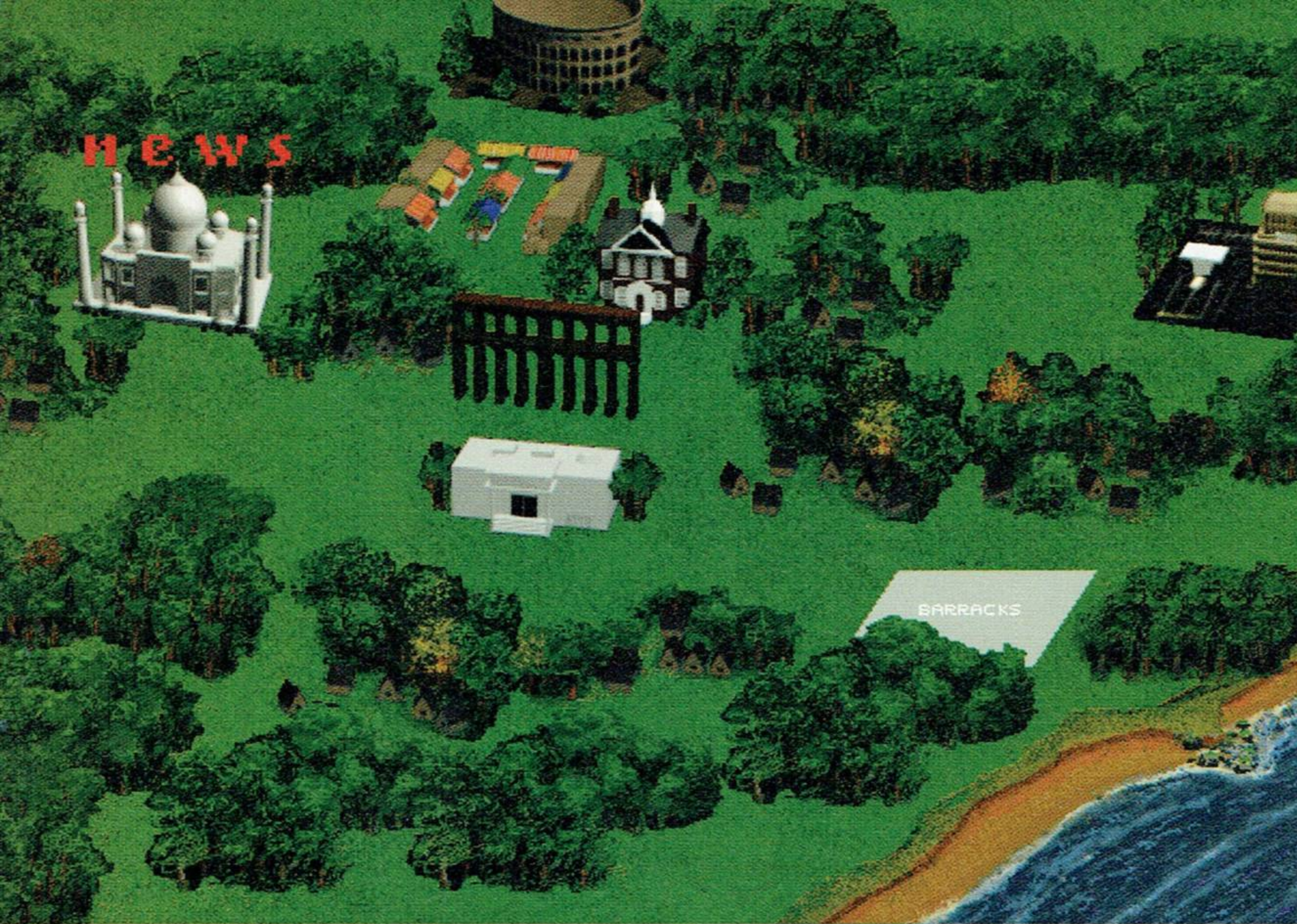
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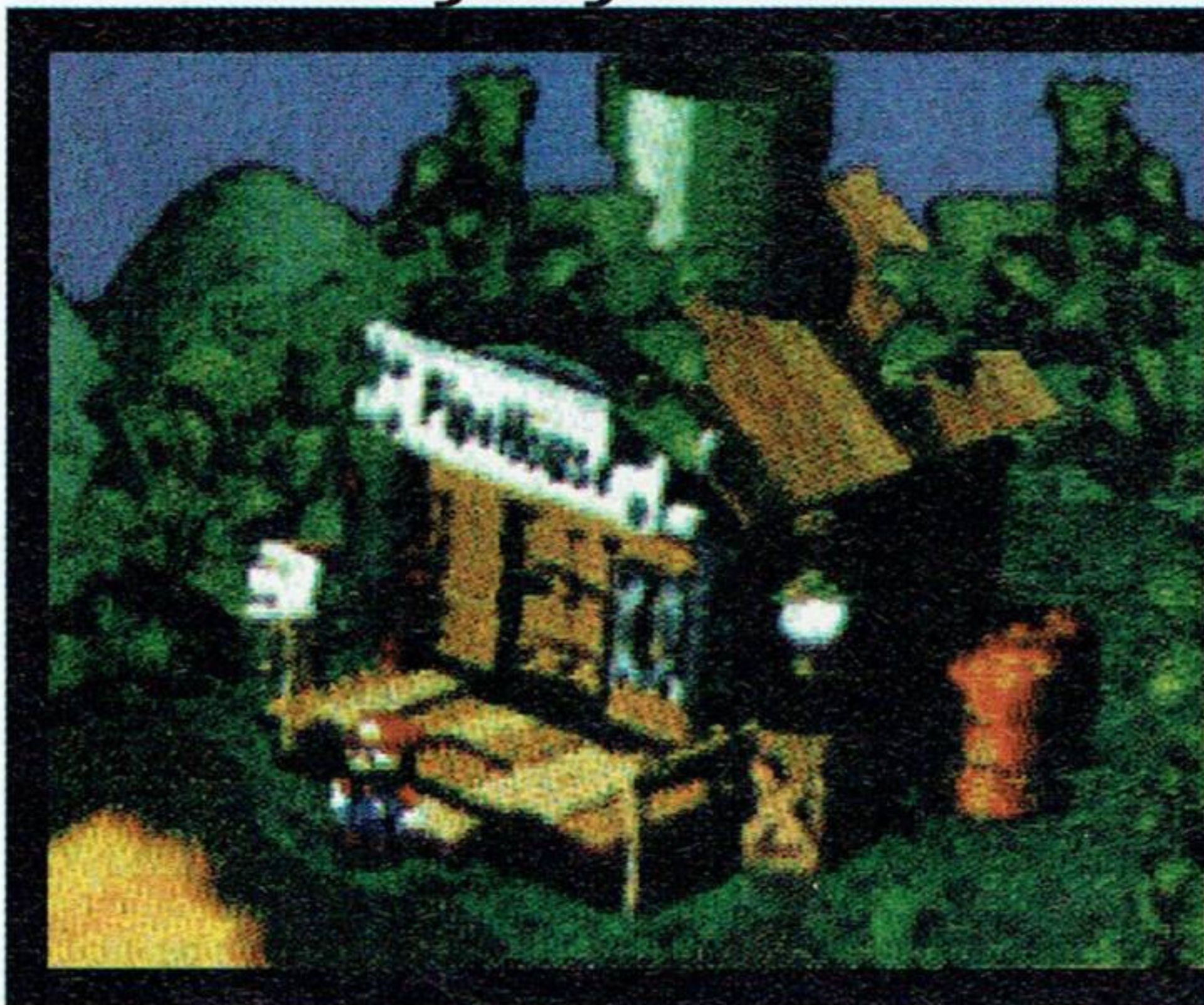


Civilization 2

With the PC communities' need for great strategy recently satiated by CivNet (Byte Size, this issue) from Microprose, there couldn't be much more you think they'd want. Well there is now - Civilisation II is coming! It's a whole new game, with an isometric viewpoint and new weapons, units, advances and wonders. Just about every sensible suggestion Microprose would have received over the years seems to have found its way into the sequel. From minor yet important things like an the option to play smaller maps for quicker games, to major additions like cruise missiles, AEGIS cruisers and SAM batteries. Several new opponent races will be in the game too, all displayed in SVGA and with completely re-styled graphics.

To say we're excited is a bit of an understatement, so sweat it out with us while we wait for the game's release and of course, a full review.

Role Playing with Mario



If you've been hanging out for this one as much as we have then read on! Super Mario RPG is really real and it's really coming soon. Square have been working on making this a little boomer, taking relatively hard-core RPG elements and transforming them into something that can actually be enjoyed by the average gamer. The presence of the Red Hatted One will make this huge game a little friendlier too, as well as ensuring it reeks of the incredibly high quality Nintendo like to associate with their mascot. Just to be different, this RPG features a party of three, instead of the RPG regulation four. Mario takes the lead and calls the shots in combat - which will be against obscenely cute little critters, not anything potentially nightmare causing. The game interface apparently changes when combat occurs, which is fairly often as the game world is both massive and densely populated.

This game is just what we needed, with great graphics and gameplay to get right into. It'll have it all, and when we have it we'll tell you exactly whether or not you should.



EA Shortplays

Never short on good ideas, Electronic Arts have found a snappy new way to spread the word on their games. They're called Shortplays and you'll find them in pretty much every games shop around. After forking out a measly \$4.95 and taking one of these babies home, you'll be able to play demos of the latest good stuff from EA and their affiliate companies like Origin and Bullfrog.

They plan to release a new CD every 3 months. Expect to find an average of four demos on each disk, which is pretty cool value and an excellent way to try before you buy. It also shows the confidence EA have in their games. We think it's a top idea.

Overflow

Night Trap, the Mega CD game that started the whole censorship ball rolling, is coming to the PC. It'll be the uncut version, which means stuff all basically, as the scenes that upset a few people are well and truly on the tame end of the scale...

3DO owners have learned to be a patient lot. Their beloved console isn't exactly suffering from a lack of titles, but the really big games tend to take a little longer to find their way to 3DO - like, where's the Doom we were promised so long ago? Oh well, MK3 is due around the middle of the year, so hang in there...

We've mentioned it before and we're going to mention it again. The loudest buzz in the industry is getting louder. The rumours of a Sega Saturn 2 with 3DO M2 chips inside are intensifying...

Meanwhile, Sega of America have abandoned in-house work on Mega CD titles. Third-party developers will still get the full support of Sega for Mega CD games though, so if the thing really is dying, at least it'll be a slow and drawn out death...

The boom in internet multiplayer games is reaching pleasing new heights. Interplay have been throwing a few dollars around lately, picking up the rights to older, classic titles from other companies. Interplay hope to re-write these games to be compatible with the internet for multiplayer fun...

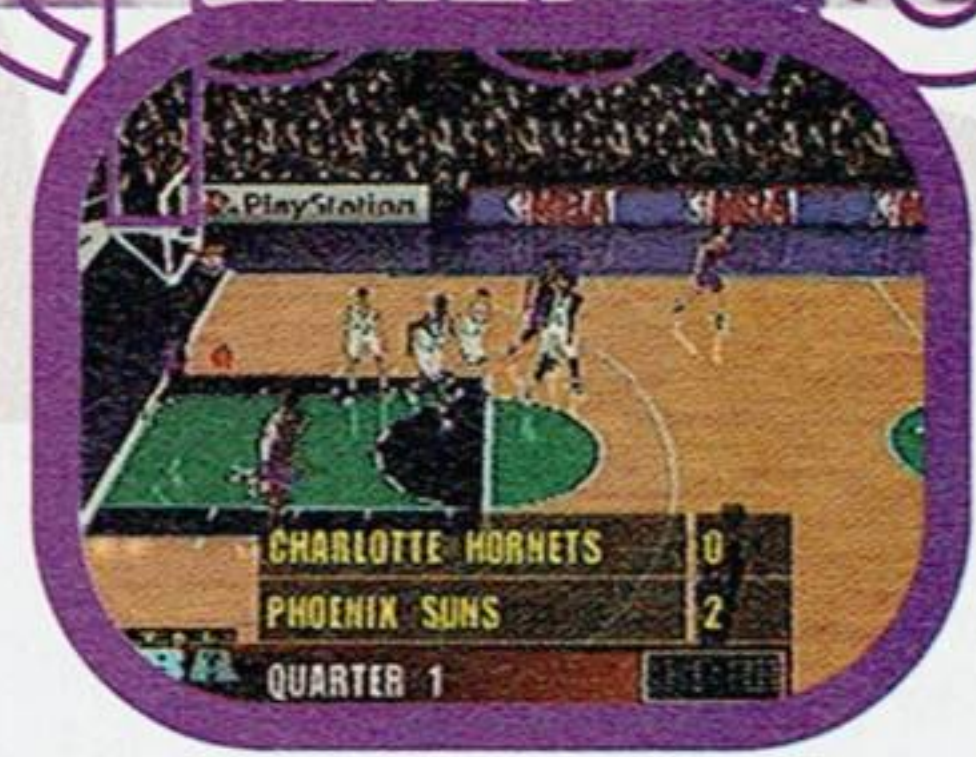
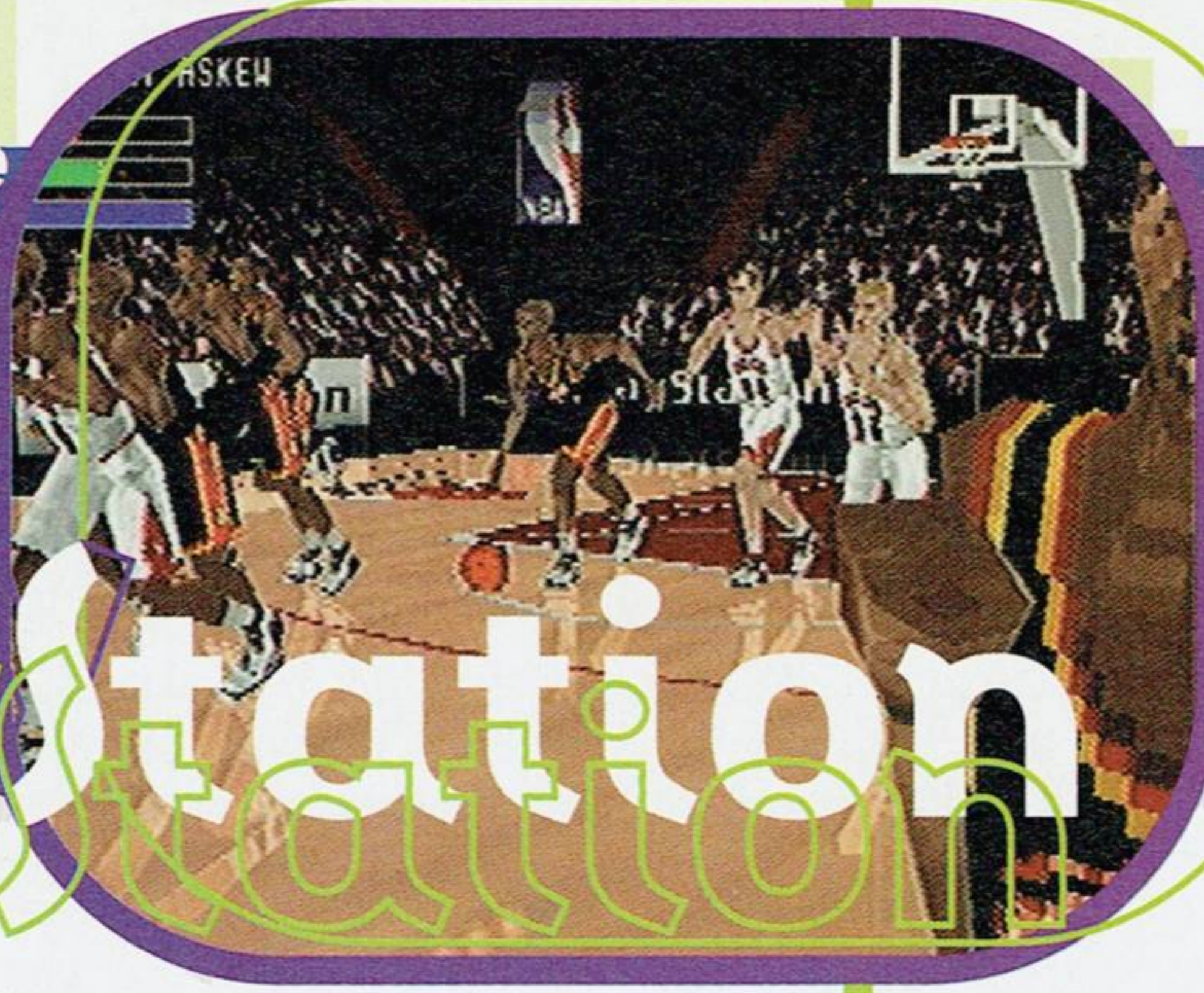
Nova Logic have been lying low for while. Their MAC version of Comanche (Byte Size, this issue) has been all we've seen since the abysmal Armoured Fist. Now they're back with a flourish, Voxel Space II (the next version of their still incredible 3D engine) has just been announced and three new games will appear over the year that utilise it. Expect to blast through the new terrain in a helicopter, tank and race car through the course of this year...

An announcement from Microprose arrived in the office at the last possible minute before deadline. They've got a couple of interesting new titles coming, like a fully texture-mapped version of the ancient classic Gunship 2000 for the Playstation. Track Attack is another, it looks very much like a Fatal Racing sort of driving game, with wildly radical replacing the technically accurate of more serious (read: boring) games. Power-ups on the track and circuits that change shape during the course of the race make it one to look forward too...

PlayStation Update

Update

PlayStation



TOTAL NBA '96

O.K so there's basketball games and there's basketball games... but this one's SOMETHING SPECIAL!

TOTAL NBA '96 has to be the most realistic and immersive sports game ever seen on a home video game system. It employs true-to-life animation, realistic textures and real sound to provide the closest game environment to television yet.

TOTAL NBA '96 was made from the most advanced motion capture/ computer graphic technology with camera angles that let you swoop down from the top of the virtual stadium, serve round the players on the court and stare up the nostrils of the players from the position of the ball!

Unlike other basketball games, TOTAL NBA '96 isn't simply a two-on-two game, using instead full teams and with multitaps will play up to eight players! THAT'S EIGHT PLAYERS !! More on that later.

It's the incredible attention to detail and realism that sets TOTAL NBA '96 in a league of its own.

REAL NBA PLAYERS!

Individually made up from 500 textured gourad-shaded polygons, each player actually looks and plays like the real NBA players!

And there's 320 players to choose from the 29 official NBA teams. Each NBA player not only looks like himself but will also get tired (and play worse) as the game goes on.

REAL NBA GAMEPLAY!

The game really feels like a real NBA game with gameplay developed in consultation with NBA players and captured by brilliant artificial intelligence (ie computer generated strategy).

Games are played in stadiums that look like real NBA stadiums - down to the highly polished courts, true-to-life video scoreboards, ads on the sidelines and the roar of the crowd actually taken from real games. There's even an ESPN sport network interface and TV style presentation featuring real NBA video clips.

Multi-cam viewpoints provide an intelligent "better than stands" view throughout the action.

To deliver a truly authentic simulation of the sport, TOTAL NBA '96 will allow players to take part in exhibitions, pre-season, regular season, playoffs and finals.

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

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REAL MOVES!

When playing, players retain an unparalleled degree of realism as they race down the court, pass and even slam-dunk without a polygon glitch in sight. There's back dunks, step dunks, hang dunks and 360 degree spins, most of which are shown on automatic replay for your viewing pleasure.

It's even possible to crash the boards, shattering glass all over the court!

Now that's realism... making PlayStation's TOTAL NBA '96 THE MOST TRUE TO LIFE SPORTS EXPERIENCE EVER.

MULTI-TAP

Adding to the gaming experience!

Now Sony's new Multi tap means more players can enjoy the PlayStation at the same time. The adaptor allows a number of controllers to be used simultaneously with the growing list of Multi tap compatible games.

You can either play in teams against the computer or battle it out head-to-head in the same game environment.

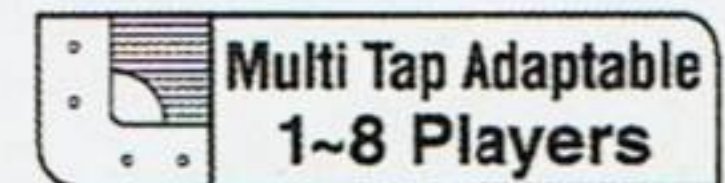
Each Multi tap will allow up to 4 players. With some games like TOTAL NBA '96 up to 8 players can play simultaneously using two Multi taps.

HOW TO USE

The Multi tap plugs in via the Controller Port. If using a second Multi tap this plugs into the second Controller Port.

An important feature of the Multi tap is the inclusion of a memory card slot for each of its four control ports. This means that each player taking part in the multi-player game can bring along their saved game data and store future game results after playing against friends.

PlayStation games which will allow Multi tap hook ups will have this symbol and indicate whether you can play up to 4 or even up to 8 players. Check the packaging on your PlayStation games.



More titles are being released with Multi tap capacity. Besides the feature title TOTAL NBA '96, ACTUA SOCCER will be released with up to 4 player capacity.

Featuring over 44 real international teams plus full team editing facilities ACTUA SOCCER uses revolutionary "Interactive Motion Technology" for 3D multiplayer realism.

OUT MARCH/ APRIL

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Sega's Virtua Stick

From the moment Sega's new Virtua Stick for Saturn arrived in the premises of Hyper Inc. the crew have been working it hard. After many a sweaty palm session, we can report that an opinion has most definitely been formed on the thing.

Oddly enough, the Stick isn't particularly fantastic with fighting games. You'd think the opposite would be true, but the controller has quite a lengthy "throw" and a most decisive tactile "click". The end result is that it can take twice as long as a standard control pad to perform basic moves. Shame that. Still, just about every other sort of game worked a treat, platformers in particular being special fun.

We all agreed that \$89.95 was a fair price. Besides being a durable and high-quality lump of injection-moulded plastic, the Stick has big, chunky buttons and the direction knob works just fine with everything except the most extreme fighting games.

Unlike the unit pictured, the local version will (pleasingly) be black. Check one out, owning one of these babies won't change your life, but you'll definitely enjoy at least some of your games a whole lot more.

Oz Shareware Value

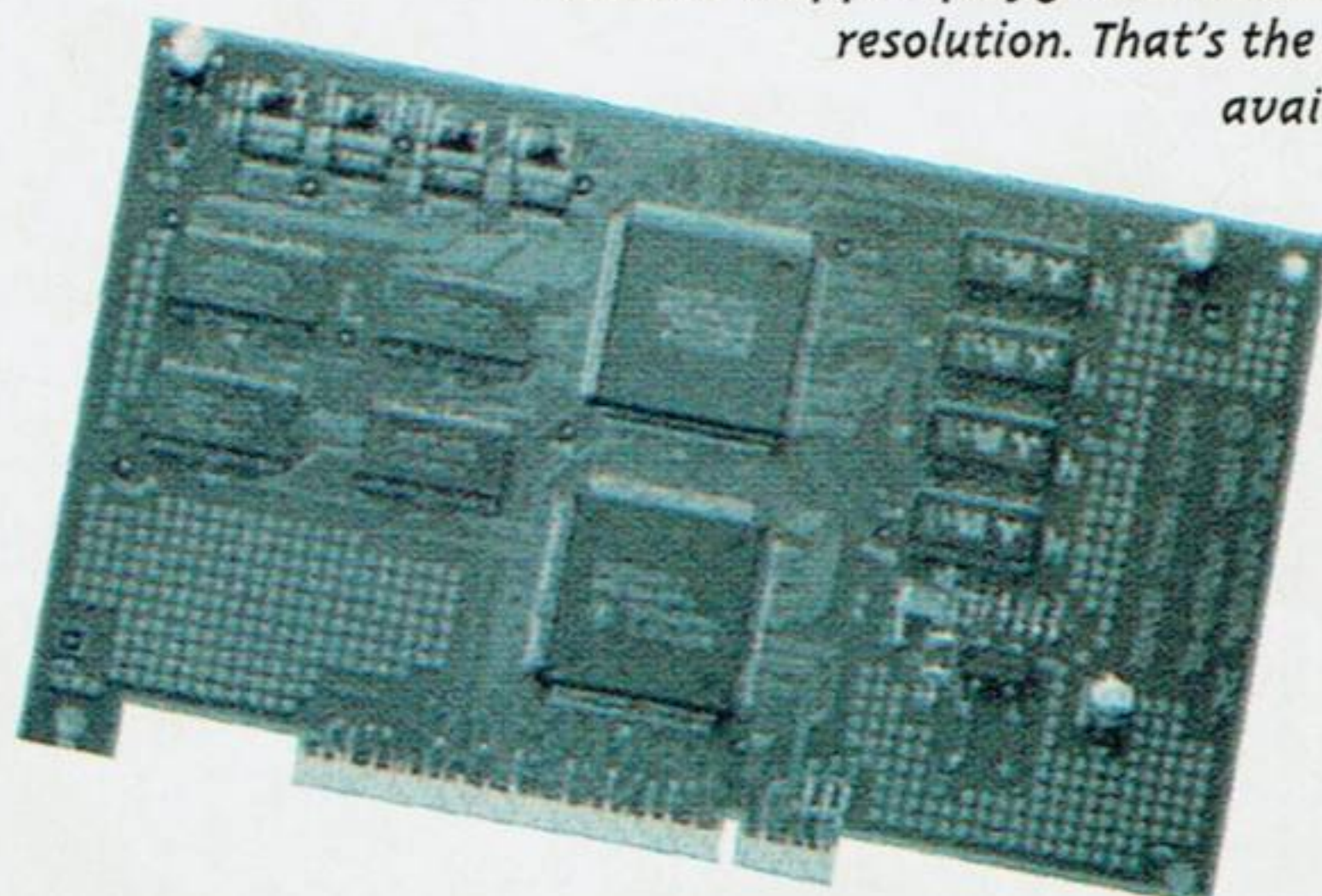
If there's one thing the 90's gamer wants it's incredible value. The gaming communities' collective demand for an economical fair go has reached the ears of Sprint Electronics, who in a selfless act of community spirit have answered the call with the release of their new range of Super Oz Shareware. There are nine CD ROMs and they all feature the impressively simple to use interface Sprint call Super File Launcher. A lot of thought went into that one, eh? Still, the CD's are cool, real cool. We loaded up the Extreme Action CD first - being the extreme gamers we are. Shareware versions of Fatal Racing and Tyrian got a good whirl and one day we'll investigate the seemingly endless list of other games on the disk. A few flavours of Windows stuff cover another few CDs. Games thankfully make up most of them, but some truly useful utility sets are also worth a look. Then again you might just want to skip straight to the Hardcore 3D games CD. Being hardcore blokes (we're extreme too, um... extremely hardcore, that's what we are) we had a thorough peruse of this one. Playable demos of classic hardcore (don't ask us... if Sprint say they're hardcore then that's what they are) games like Tek War, Screamer and Terminator Rampage are there and ready to go, as well as lots more, but we lost count of exactly how many - heaps though. You could do a lot worse than check out the Sprint Super OZ Shareware series. Like HYPER, you'll find them fun and useful in the one package, which is a pretty good thing. Of course, the ultimate expression of value is free. That's what three lucky winners can pick these up for. All nine CD's are in each set and if you want a chance at winning then you'd better enter the competition then.

What sort of blokes are the Hyper crew?

SPRINT COMP., Hyper, PO Box 634, Strawberry Hills, NSW 2012

Mac 3D Graphics Card

It took them over ten years, but Apple have finally realised that Mac owners like to play the occasional game on their beloved machines. Mac aren't renowned for handling moving parts so well, with dedicated gamers having to equip themselves with high-end Power PC machines to handle gems that PC'ers take for granted, like Comanche and Doom 2. Perhaps motivated by the rush of 3D Accelerator cards for the PC, Apple have devised one of their own. The sexily named QuickDraw 3D Accelerator card is the Mac equivalent of the PC's 3D Blaster. It'll shift around 120,000 texture mapped polygons a second, or to put it another way, run at 30 fps in full 640 x 480 resolution. That's the good news, the bad news is that only a PCI version will be available. PCI bus Macs have only been around since Christmas and they're still a tad on the expensive side, but all new Macs will incorporate PCI technology and it won't be long before it makes good economical sense. For the QuickDraw 3D to work its magic, games need to be specially coded. Interplay have promised a version of Descent for the card and apparently other developers are dead keen on using the QuickDraw. Another simple little reassurance for prospective purchasers is that the card comes straight from the house of Apple. Expect to be around \$700 poorer if you get one, which you probably should if you're into Macs and games.



The Latest Mechnews



Try and find a face in the offices of Activision that hasn't got a big, dumb grin on it. Mechwarrior 2 did rather well last year you see, so here's the latest Mechnews to keep you up to date on the cult status of this most fabulous game...

The first mission disk - Ghost Bear's Legacy, is out and about. It's been snapped up by every Mechfreak on the block and is making them all rapturously happy with its revolutionary underwater missions and tasty snowscapes. Activision tell us that that's it for now on the mission disk front, but don't be too surprised if more Mechfun appears on the shelves soon.

Netmech is next, in fact there's a strong chance it'll be in the shops as you read this. The original game had a demo of the multiplayer version, but it could only connect at 9600 baud, which was next to useless for this dynamically and graphically intense game. Another dozen multiplay-specific missions are included to justify the "sold separately" approach. They are designed solely for multiplay fun, with the pack supporting up to eight players on a network.

Meanwhile, the Win 95 version of Mechwarrior 2 is out. This is the version to have for now, it's optimised for Pentium PCs and has the complete Netmech game built-in.

If you haven't actually played Mechwarrior then, yes, there is something seriously wrong with you. But never fear, because if you buy the game now you'll almost certainly pick up the pack that includes the Microsoft Sidewinder joystick. It's a good stick and clever shoppers will quickly recognise this as the only way to buy.

Lastly, it's worth mentioning that Mechwarrior 2 was the biggest selling PC game of 1995 at Harvey Norman. While this is just one shop, HN is probably the biggest chain and it's a fair representation of Mechwarrior 2's incredible success. So there you go.

charts

HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

MEGA DRIVE

1. Australian Rugby League
2. NBA Live 96
3. Theme Park
4. Micro Machines 96
5. Light Crusader
6. John Madden 96
7. NHL 96
8. Vectorman
9. Super Skidmarks
10. Road Rash

PC CD ROM

1. Warcraft 2
2. Need For Speed
3. EA International Cricket
4. PGA Tour Golf 96
5. Command & Conquer
6. FIFA 96
7. NHL 96
8. Relentless
9. Magic Carpet 2
10. Rebel Assault 2

3DO

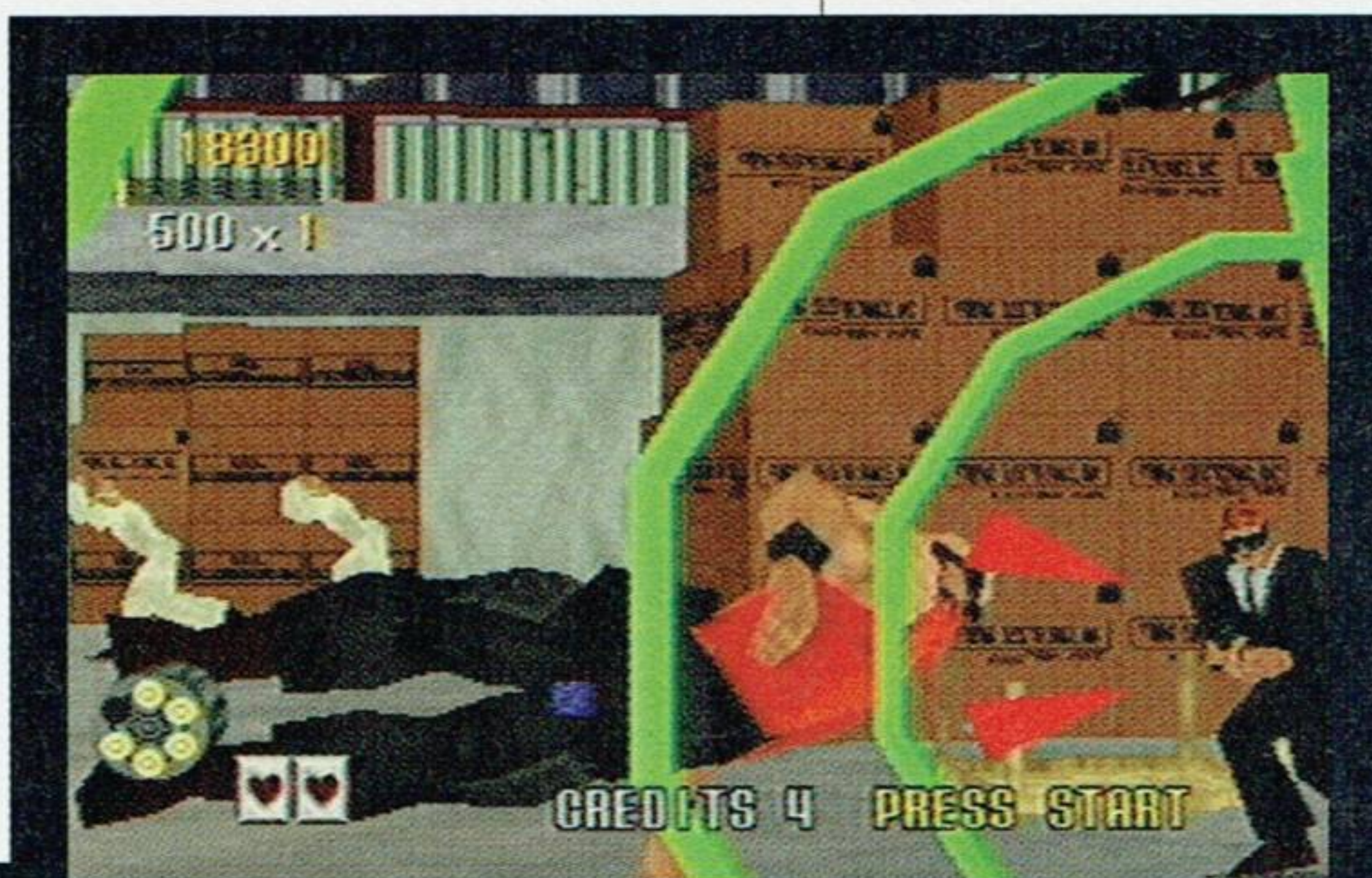
1. Foes of Ali
2. Primal Rage
3. Dragon's Lair
4. Starfighter
5. Space Hulk
6. Perfect General
7. Deathkeep
8. Shockwave 2
9. PGA Tour Golf 96
10. Braindead 13

PLAYSTATION

1. PGA Tour Golf 96
2. FIFA 96
3. Tekken
4. Discworld
5. Wipeout
6. Raiden Project
7. Warhawk
8. ESPN Extreme Games
9. Mortal Kombat 3
10. Destruction Derby

SNES

1. DKC2: Diddy's Kong Quest
2. Yoshi's Island
3. Mechwarrior 3050
4. Mortal Kombat 3
5. Doom
6. Super International Cricket
7. Mario Kart
8. FIFA 96
9. Quarterback Club 96
10. Killer Instinct



SATURN

1. Virtua Cop
2. Thunderhawk 2
3. Virtua Racing
4. NBA Jam T.E
5. Robotica
6. Cyber Speedway
7. Daytona USA
8. Theme Park
9. Panzer Dragoon

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COMICS WORLD

Most game players I know are totally sick individuals. They're also big comic fans, and there are plenty of good alternative comic sites around the Net to be investigated. If you don't mind a bit of the old Wolverine action or the odd spat with Bishop, then you should dive right into <http://www.acsu.buffalo.edu/~blum/marvel/characters.html> and get to know your favourite Marvel characters just that little bit better. For a good list of links and info on all the latest, coolest comix — jack into <http://www.farrsite.com/cw/index.html>

X-FILES

There's no mistaking the popularity of the X-Files. Half the net is devoted to this phenomenon! Try out <http://www.rutgers.edu/x-files.html> for links to interviews, pics, sound bytes and endless FAQs on Agents Mulder and Scully. Did you know that the creator of the X-Files, Chris Carter, has a close friend who told him "You don't know how close to the truth you really are" — and then proceeded to confess his own personal accounts of alien abduction! Freak! Check out the site and learn more crazy stuff...



YUCKY ROACHES

The Net. Forever bursting at the seams with new sites, hot links and total freaks. Sometimes it's like a virtual Paddy's Markets — there's something for everyone and also a helluva lotta stuff that's totally useless — but hey, it's always entertaining! Here are our picks of the month...

FBI

So does all this X-File investigating get you into the mood for some real FBI work? Good, because the FBI just might need your help in tracking down their most wanted criminals. Have a geek at <http://www.fbi.gov/toplist.htm> for a detailed list of crims who are on the loose, complete with mug shots and character run-downs. Creepy.

SHADOWS OF THE EMPIRE

There's no doubting that LucasArts are close to being the best game makers on the surface of the planet. Who can resist their Star Wars titles? Currently under development is an Ultra-64 game called Shadows Of The Empire which takes place in-between Empire Strikes Back and Return Of The Jedi. This will also spawn trading cards and a comic series. For more info on what's going into Shadows Of The Empire, drop in on <http://www.tcfhe.com/starwars/weeks/backlot.shadows.html>

UPCOMING 3D GAMES

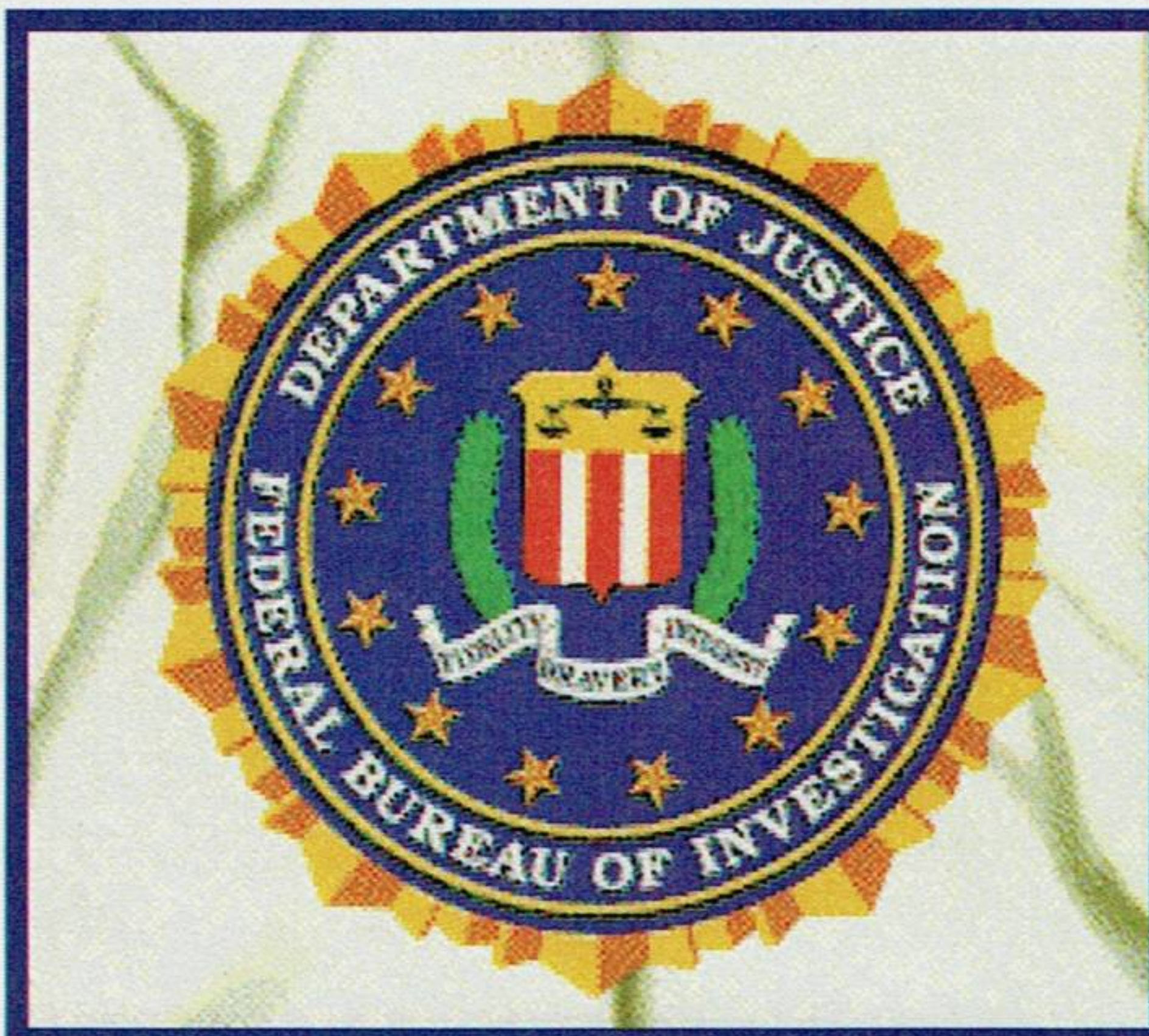
We all love our first-person perspective games and all have our own faves, so there's always excitement when a new 3D action game is on the horizon. Quake from id Software being obviously the most anticipated of the lot. For info on this and some other sexy looking 3D games coming our way like Strife and Shadow Warrior... go to <http://www.pol.umu.se/html/ac/upcoming.htm> and drool away.

VIRTUAL KISSING BOOTH

if all you do is sit in your bedroom playing video games or surfing the net, then you've probably never had a girl/boyfriend you freeeaaak! Either you're a hermit or you look like the underside of a rock, so get some practice kissing your computer monitor at the Virtual Kissing Booth. Yes it exists. And if you take all of this seriously, then you're a sad fool indeed. <http://www.whitehawk.com/vkb/> Watch you don't electrocute yourself.

COCKROACH WORLD

Ahhrrgggh! it's gotta be everyone's most hated thing in the world. The cockroach. if you're not careful you may end up with some sort of sick appreciation for this little blighter by checking out <http://www.nj.com/yucky/roaches/index.html> You can download movies of cockroaches hissing and rustling and doing cockroach kinda things. You may even learn a little about roach guts and brains... ewwww. Let's move on shall we?





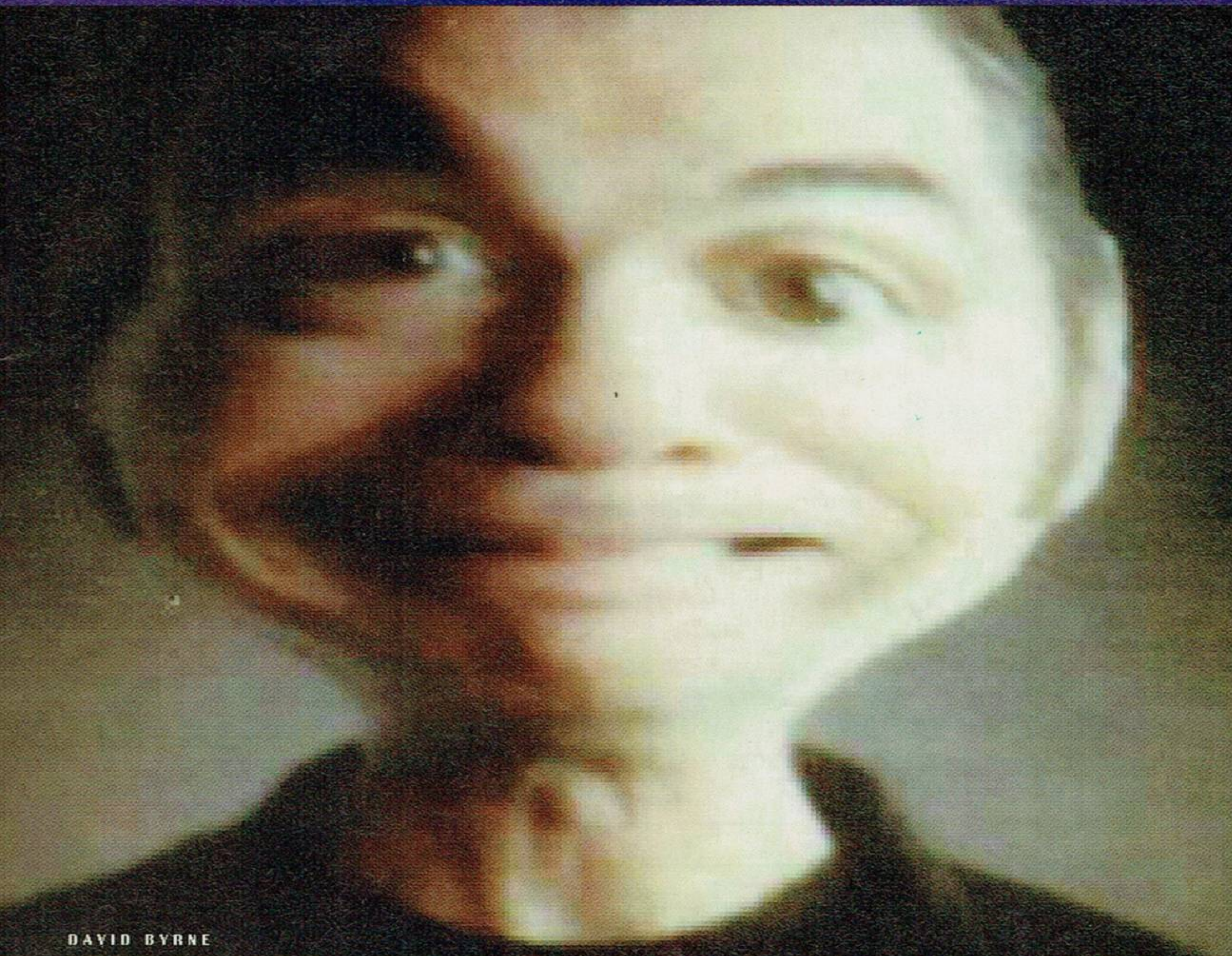
CLASSIC LINK

The Internet Underground Music Archive has been going strong for quite some time now and provides you with links to indie bands all over the globe. Not only is this site one of the coolest looking web sites around, it houses a terrific amount of music-related info and will keep you absorbed for hours. Pay them a visit at http://www.iuma.com/IUMA/index_graphic.html

DAVID BYRNE

Ah, it seems fitting to top off Net Trawlin' with a true Freak in every sense of the word. David Byrne, the lead singer of Talking Heads and all round "artist" is a bit of a photographer to boot and you can peruse his talent at <http://www.bart.nl/~francey/byrne.html>

He certainly is a talented chap... but a total looney nonetheless!

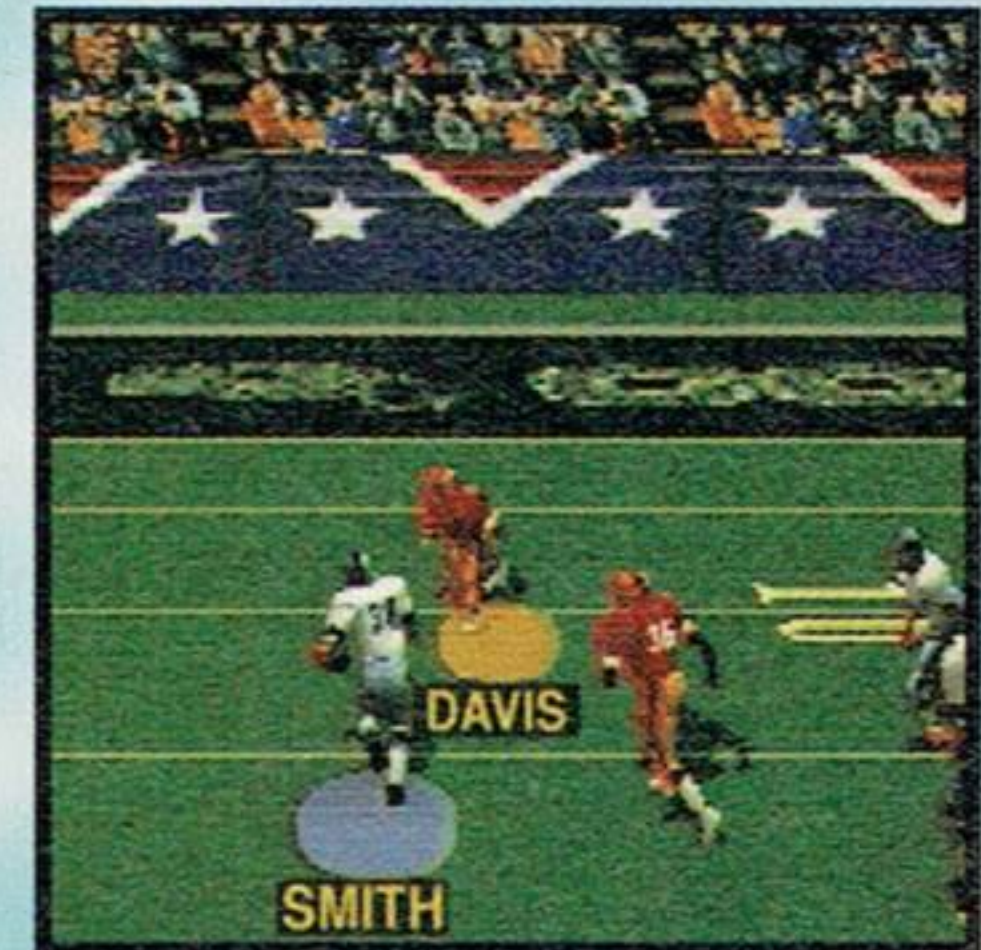


DAVID BYRNE

PlayStation Sports Power

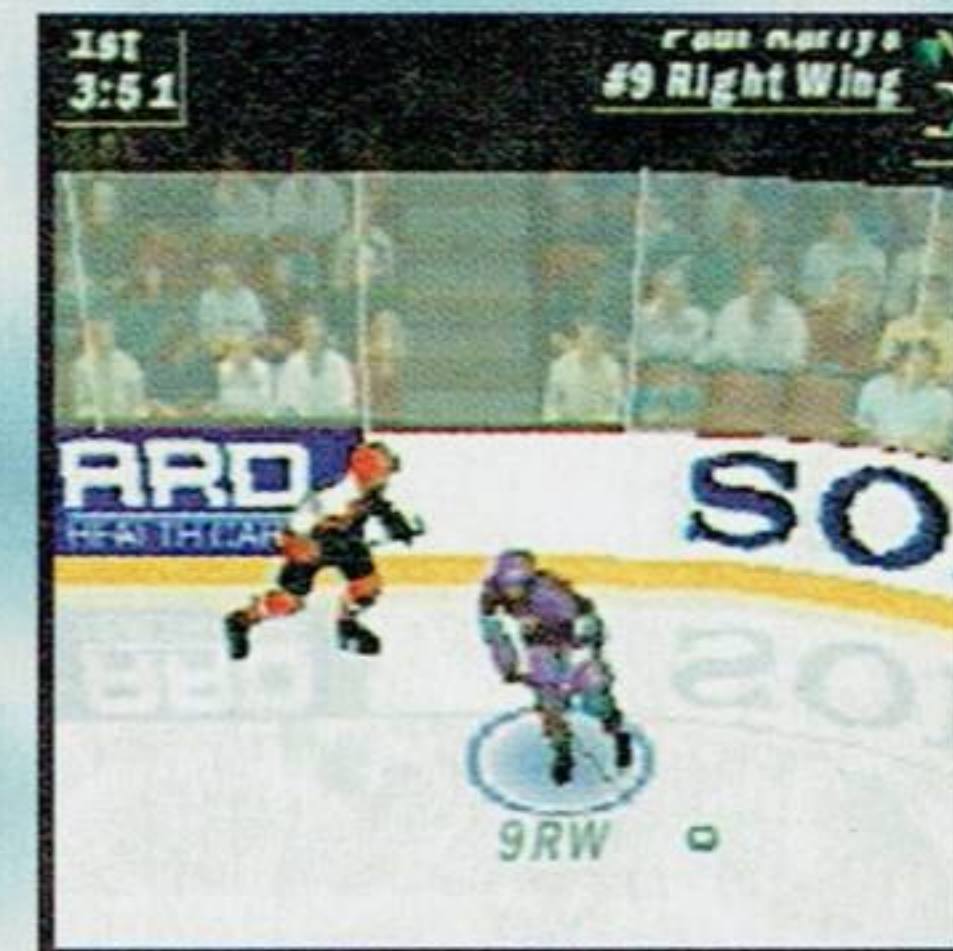
NFL GAME DAY™

Finally your chance to hit the astroturf of the big NFL league.
Expected Rating: G



OUT: MARCH / APRIL

NHL FACE OFF™

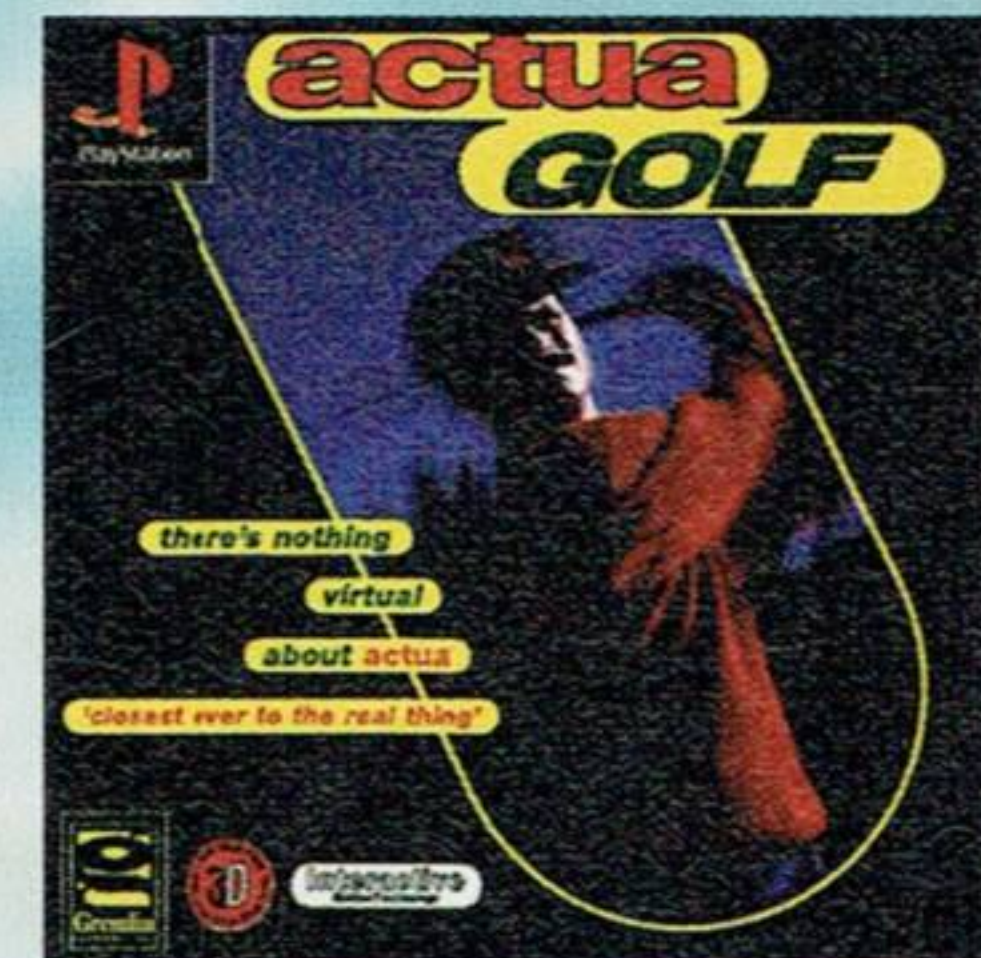


Sharpen your blades in this in-your-face NHL challenge. No skidding on thin ice allowed!
Expected Rating: G

OUT: MARCH / APRIL

ACTUA GOLF™

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Expected Rating: G



OUT: MARCH / APRIL



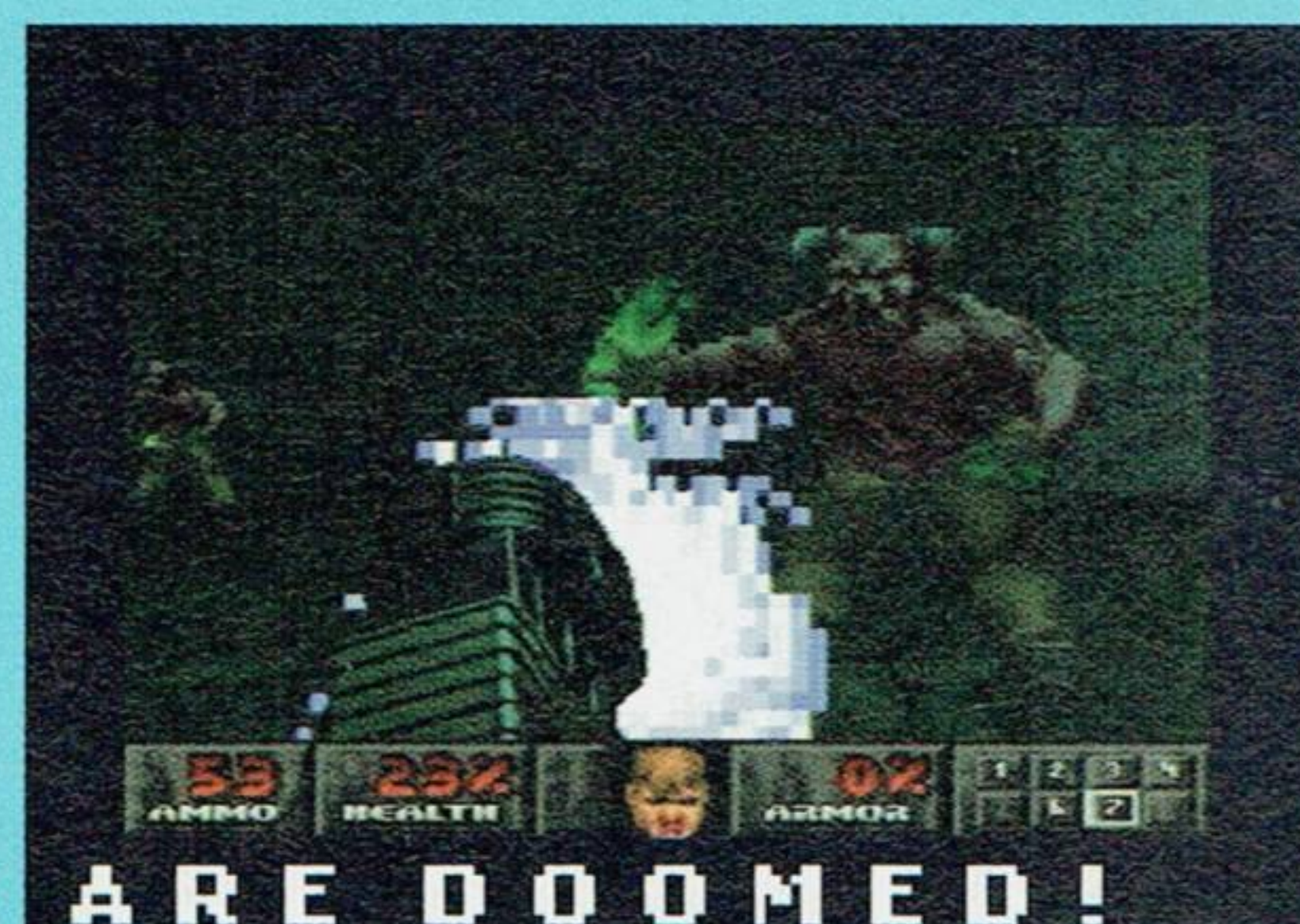
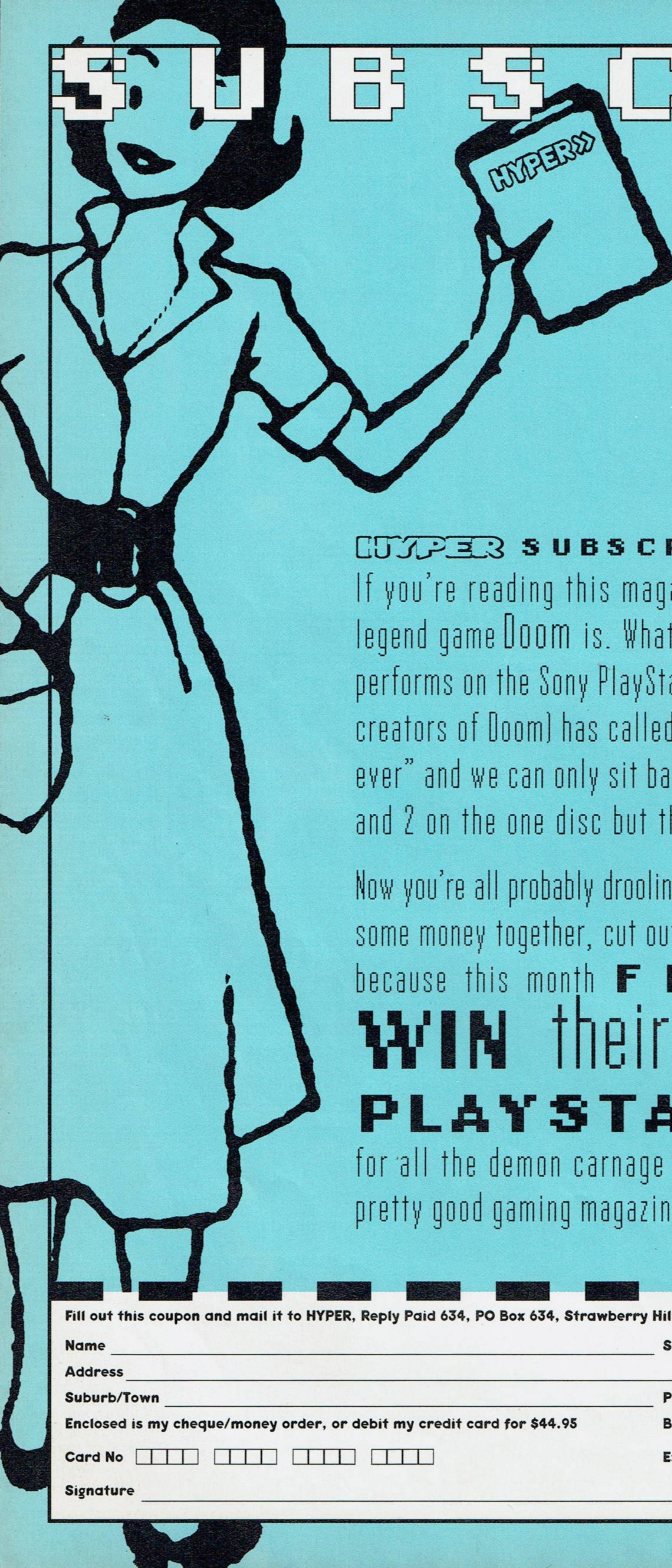
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SUBSCRIBE



HYPER SUBSCRIBERS ARE DOOMED!

If you're reading this magazine you should already know what a legend game Doom is. What you may not know is how legendary it performs on the Sony PlayStation. John Romero from id Software (the creators of Doom) has called the PlayStation version "the best Doom ever" and we can only sit back and agree. Not only do you get Doom 1 and 2 on the one disc but there are new sounds and graphics too!!

Now you're all probably drooling over the page already but clean it up, get some money together, cut out the form and **subscribe to HYPER** because this month **FIVE** lucky little gamers will

WIN their very own copy of PLAYSTATION DOOM

for all the demon carnage they can handle. Oh, and you'll get a pretty good gaming magazine cheaper for twelve whole months too!

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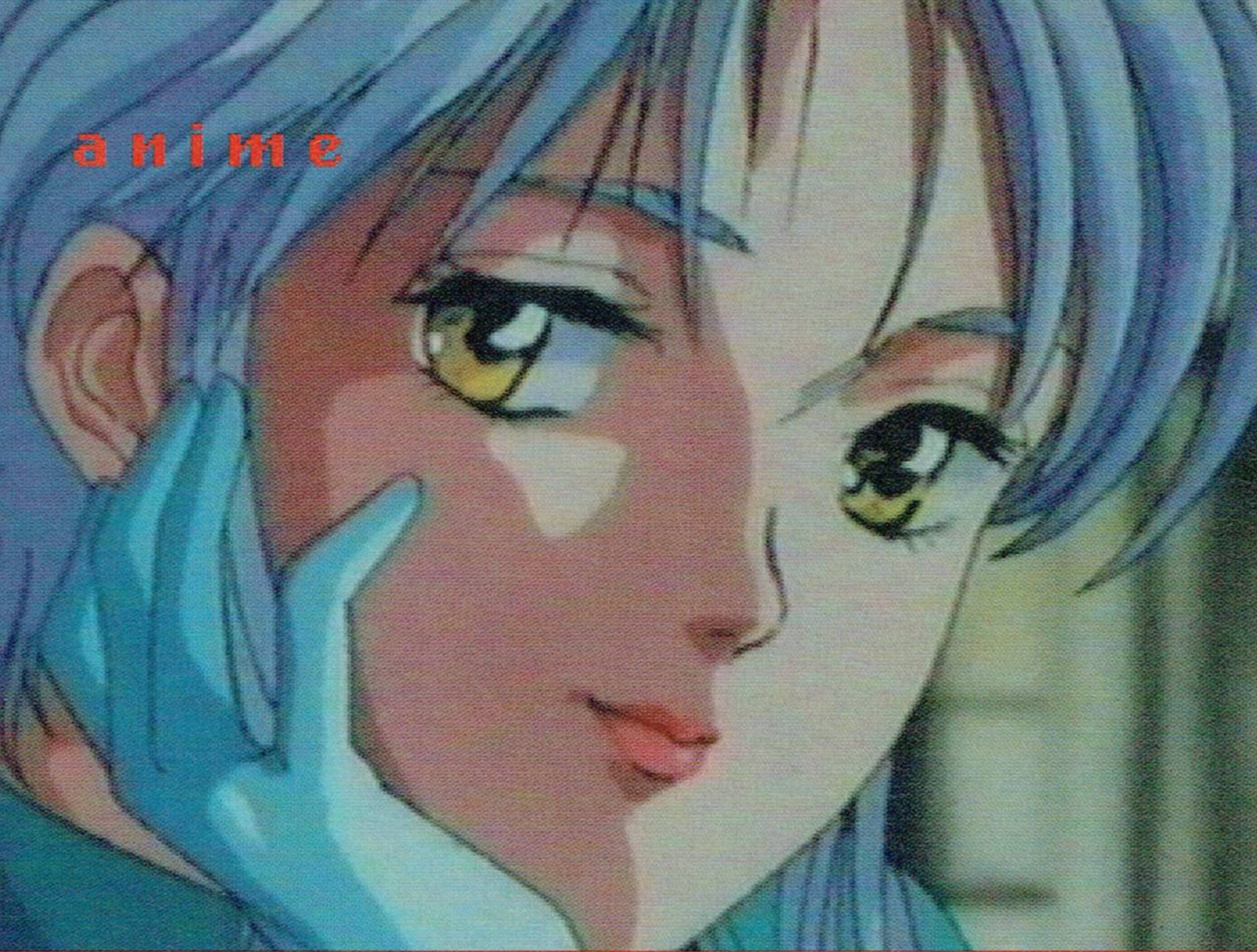
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0028

anime



Megazone 23

in the year 2031 humanity has totally destroyed the planet. Chemical and nuclear warfare have made Earth uninhabitable. In a last bid to save humankind, great spaceships were built to house the surviving members of humanity. These "Megazones", as they were named, were to propel humankind into the outer reaches of space in the hope of finding another inhabitable planet.

Banned from returning to their homeworld for at least 500 years while Earth recovered, the Megazones were tracked by huge super-computers that would monitor humanity's progress. If these computers deemed Humanity to be unworthy of returning to Earth, they would systematically explode the Megazones (sounds like what happened to the magazine of the same name) thereby destroying all life on the spaceships. The last ship, Megazone 23, has now returned to Earth.

MEGAZONE 23 is one of the more original sci-fi animes to have hit these shores. The animation is that highly stylised Japanimation that is done on a smaller budget, yet beautifully designed and finished. The plot is a black and cynical look at mankind and technology (though you'll have to look past its light facade), which makes Megazone 23 perfect Cyberpunk fare.

For those of you that like Macross, this is the movie for you. Nothing in there that made me cream my pants, but they did have a video game called "HARD ON 2". Excellent.

5/10

RATED M. DISTRIBUTED BY SIREN ENTERTAINMENT.



New Dominion Tank Police (parts 5-10)



Budda Budda Blam Blam Blam Pow Pow Pow! Watch out! Here come Japanese cops in armoured tanks blasting down walls and demolishing houses. Here comes NEW DOMINION TANK POLICE!

It's 2100 A.D. and inner city crime is so terrible that armoured police units have been assigned the task of establishing order. Enter Leona, Angie Hart wannabe, and co-commander of her tank, Bonaparte, who drives around future Japan firing her cannon in tight enclosed spaces. With the rest of the the New Dominion Tank Police she battles spiderlike vehicles and remote controlled robots of war, not to mention the odd renegade corporation.

Based On Masamune Shirow's Dominion OAV, Tank Police is a quick and easy ride to fun video entertainment and cheap thrills. It's fairly empty and mindless, and in my opinion terribly unoriginal.

The animation is full of cheap budget shortcuts, but fortunately not at too much expense to the narrative. NDTP is also genuinely funny in a cheap and cheesy sort of way. Although it didn't have me rolling in the aisles it did have me chuckling at a fairly constant rate.

If you like cute, aggressive schoolgirl-like characters driving around in tanks (hey! that sounds familiar!) then this is for you. If not, you'll just have to wait for Shirow's upcoming pants creamer "GHOST IN THE SHELL".

7/10

RATED PG. DISTRIBUTED BY SIREN ENTERTAINMENT.

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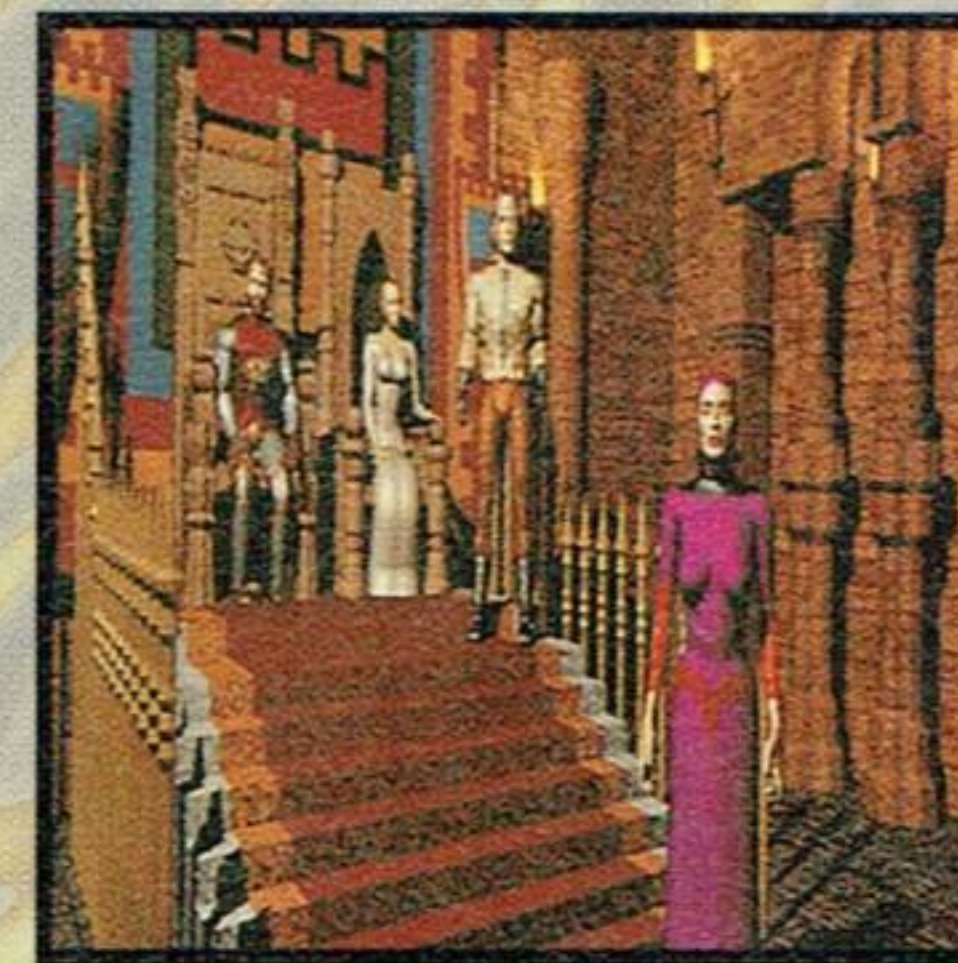
Rating: G

OUT: MARCH/APRIL



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"ENSE ET ANIMO."



"Sword & Strength"

Journey into the ancient times of King Arthur's Britain

Expected Rating: G

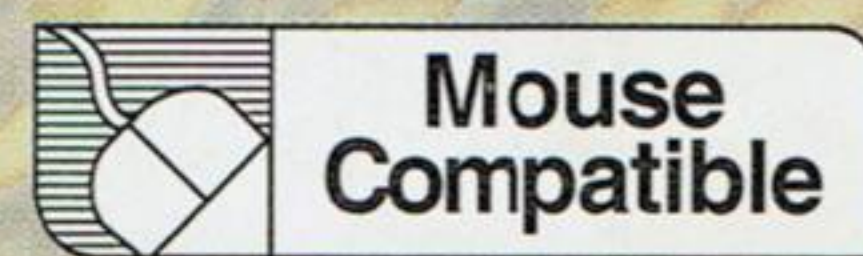
OUT: MARCH/APRIL

PlayStation Mouse



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WIN WIN WIN



More Airwalks!

We gave away a pair of Airwalks last issue. We only had one pair so only one of you won. Don't despair though, because we have one more pair to give away.

That's right, a second chance to own a pair of the "hottest 'active casual' shoes in the world".

Q. How many pairs do we have to give away?

Very simple. Just write your details and the answer to the following simple question on the back of an envelope and send it to:

MORE AIRWALKS COMP
HYPER, PO Box 634, Strawberry Hills, NSW 2012.

Blast in 3D!

So, you've got a 486 computer and you feel like you're falling behind in the technology stakes? Can't play the high-end 3D games that you want to? The solution is to fork out the money for a Pentium or whack one of those new fangled 3D graphics accelerator cards into your machine. The VL-Bus 3D Blaster card (distributed by Creative Pacific) is HYPER's pick of the 3D graphics cards and will transform your humble 486 into a polygon crunching beast.

In the shops you'd pay \$650 for this piece of silicon heaven but as a reward for reading HYPER we've got one to throw to a very lucky PC owner. All you need to do is answer the following question: Who distributes the 3D Blaster card in Australia?

Put your answer, plus your details, on the back of an envelope and send it to:

BLAST WITH ME IN 3D
HYPER, PO BOX 634, Strawberry Hills NSW 2012



Big Mech

Having read all about the Netmech version of MechWarrior 2 in the news bit, you'll undoubtedly be wanting a copy for yourself. That means doing it the old fashioned way and buying one, or embracing the future and doing it the HYPER way and winning one. We've got three to hand out thanks to Activision.

What class of mech is commonly pictured on the box and poster art?

NETMECH COMP
Hyper, PO Box 634, Strawberry Hills NSW 2012



That Dame Was Loaded!

We reviewed The Dame Was Loaded back in issue 27. We liked it. This of course had nothing to do with the fact that it was made by an Australian software house, those lads down at Beam Software. Nooo, nothing at all (nudge, nudge, wink, wink, say no more). In fact it didn't. We liked that it was the closest thing to a "fully interactive multimedia movie game" yet. We also liked the fact that the didn't advertise it as a "fully interactive multimedia movie". It, surprisingly, also has a good plot. We have five copies of The Dame Was Loaded to give away, thanks to Dataflow.

Q. What was the name of the software house that produced The Dame Was Loaded?

To win send an envelope with your details and the answer on the back to:
THE DAME WAS LOADED COMP
HYPER, PO Box 634,
Strawberry Hills, NSW 2012.



SONY.

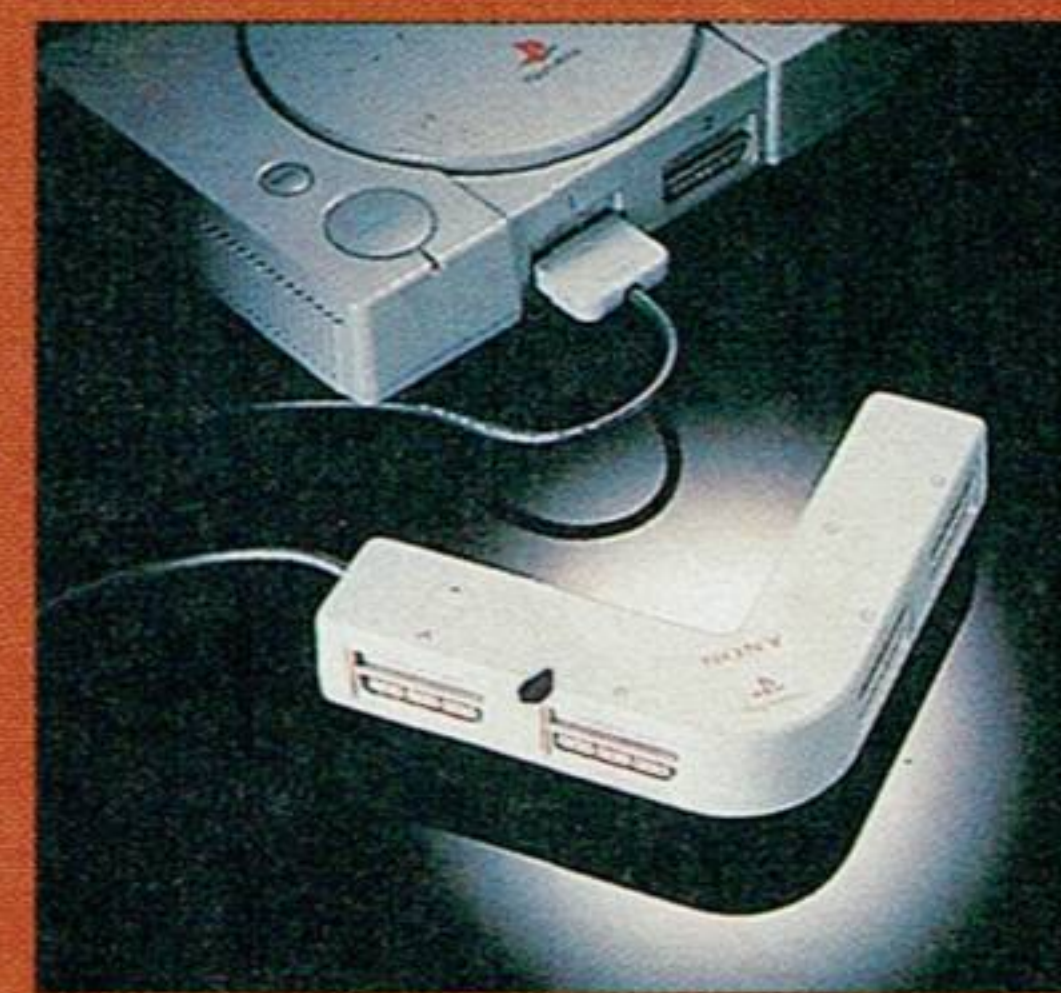
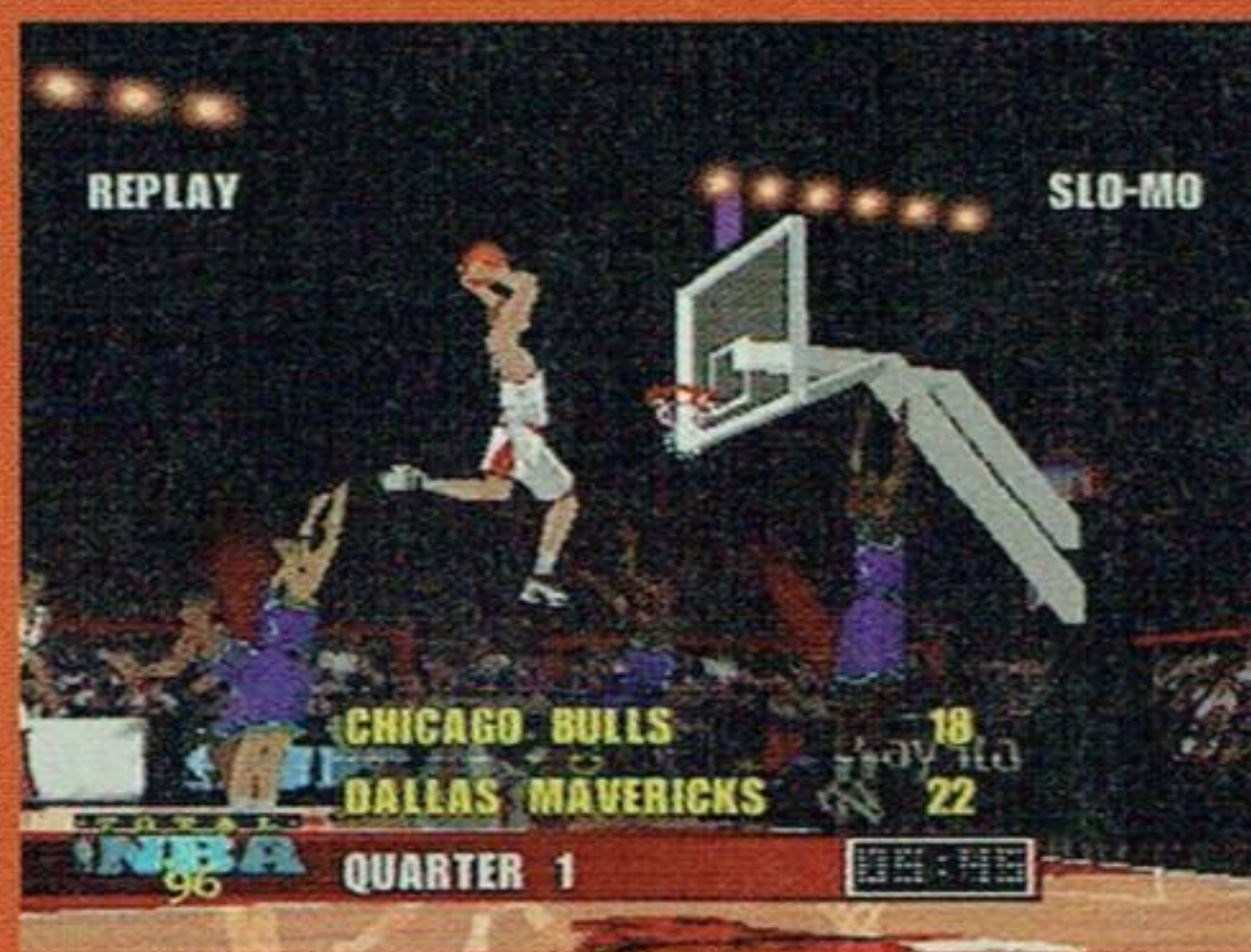
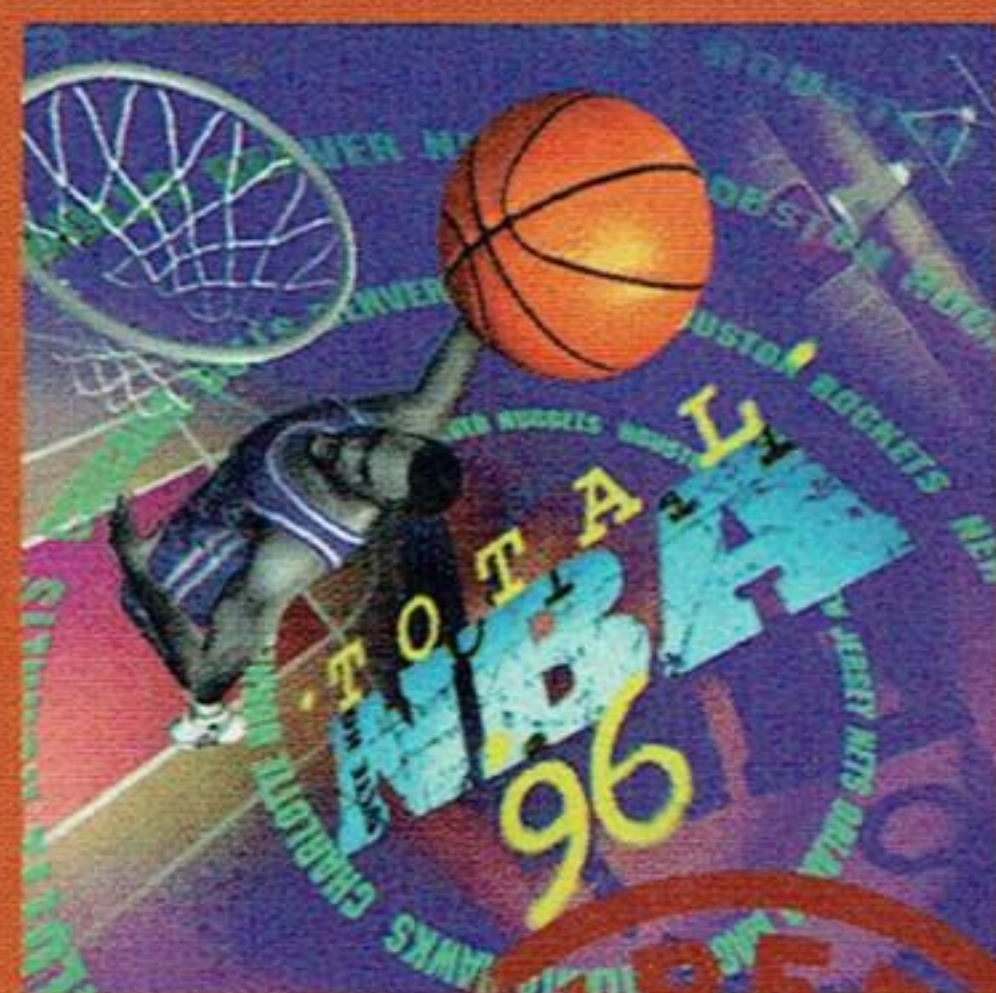


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 PLAYSTATION/TOTAL NBA COMP. HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012.

Q: What does NBA stand for?

A: Name _____
 Address (inc postcode) _____
 Phone _____
 Age _____

TOP





The gaming community has always been an argumentative lot: on the one side you have the console aficionados and on the other there is the computer crowd. In the past those who owned consoles had at least one ace up their sleeve whenever the issue of the 'definitive' gaming platform came up: console games looked better and played faster. To this point the PC contingent would reply; "Ah, but our games are infinitely more sophisticated in terms of player input and gameplay". Anyway, enough of the arguments of the past, let us now take a look at the present situation, where console and computer games are becoming indistinguishable. What does the PC platform have going for it in 1996?

JULIAN SCHOFFEL investigates...



The Nuts and Bolts

A PC is made up of a number of different components. While most of these are important, some are more important when it comes to playing games. To get the most out of the hottest new PC releases you have to pay special attention to these eight pieces of hardware: (1) Monitor, (2) Graphics card, (3) CPU, (4) RAM, (5) Soundcard, (6) CD ROM drive, (7) Hard Drive and (8) Modem.

Monitors

The monitor is obviously the most important part of any PC. Without it games would be particularly boring to play because you wouldn't be able to see anything. Monitors come in all shapes and sizes and vary tremendously in terms of picture quality, screen resolutions and the number of colours which can be displayed. For the high-end games you really need a monitor which can attain resolutions of 1024 X 768 or above and can display at least 32,000 colours and preferably as many as 16 million. It should also be flicker-free and low radiation to avoid bits dropping off you after years of extended play. Most monitors sold with PCs have a 14 inch screen and while this is OK for games you're much better off with a 15, 16 or 17 inch screen. Unfortunately larger monitors come at a price and a good 17 inch one can set you back \$2000 plus



MONITOR CHECKLIST

- CGA - you've been severely ripped off
- VGA - old hat
- SVGA - compulsory
- 32,000 colours - OK
- 16 million colours - good
- 1024 X 768 monitor resolution or better - compulsory
- flicker-free - to avoid becoming cock-eyed
- low radiation emission - to avoid bits dropping off

Graphics Cards

As games become more visually sophisticated, they require faster graphics cards to run at an acceptable frame rate. If you have bought a PC in the last year or so, the odds are it will have PCI slots in the motherboard and when it comes to buying a graphics card for games, PCI is the only way to go. So what do you look for in a graphics card? First make sure it has both Windows and DOS acceleration. Sure Windows 95 is in the shops, but it will be a while before it becomes the Operating System of choice for all the game developers. You also want backward compatibility. Stacks of great titles have been released for DOS over the last couple of years and you want to be able to play them all. Next you want to consider how much memory the graphics card has onboard and what type it is. There are two varieties: DRAM and VRAM. While VRAM offers far superior performance it also costs an arm and a leg. So DRAM will usually suffice. You'll need at least 1MB of DRAM to get games like Under a Killing Moon or Wing Commander III up to speed, but basically the sky's the limit. If you can afford 2MB go for it, 4MB is even better. Finally you need to make sure that the card is VESA compliant. VESA is a generic standard used in the latest games to attain high resolutions. So if the card isn't VESA compliant it's not going to work with Wing Commander IV (or WCIII for that matter if you want to play in SVGA mode).

3D Graphics Cards

OK, so that covers the run of the mill graphics cards but there are plenty of new accelerator cards out there which offer special features utilised in the next generation of PC games. The most exciting of these are the 3D accelerators. In the next six months there will be oodles of them to choose from. When this article was written there were already three: The Diamond Edge, The 3D Blaster and The Matrox Millennium. These cards all have dedicated onboard chips which drastically speed up the processing of 3D graphics and take a sizeable chunk of the workload away from the CPU. This means that soon humble PC owners will be able to enjoy Onyx Silicon Graphics Workstation quality graphics in their games! Hip Hip Hooray! Because these cards are relatively new, very few of the current games will actually be able to get the most out of them. So my advice is to wait a while and see which card has the most developer support. At this stage it looks to be the PCI version of the 3D Blaster from Creative labs, which uses a new chip know as the 'Verite' and will be directly supported by iD in Quake and even boasts a PC version of the hot PlayStation hit Toshinden in its arsenal of compatible titles! Another tidbit to look for in these cards is MPEG support. MPEG is a form of video compression which makes clear full-motion-video at 30 frames a second a reality on your PC. These new 3D cards also look like they will retard the inevitable upgrade cycle by offering similar results on a variety of PCs - 486s and Pentiums. So with one of these puppies, you're almost guaranteed that you'll be able to enjoy the hottest graphics without having to upgrade your CPU every 10 seconds.

GRAPHICS CARD CHECKLIST

- PCI - most definitely
- DRAM - (1MB OK, 2MB better, 4MB best)
- VRAM - only if you're a rich bastard
- DOS and WINDOWS acceleration - you want to play it all
- VESA compliant - a must
- 3D acceleration - yes, yes, yes (the Verite chip looks like a winner at this stage)
- MPEG support - not a necessity but nice to have anyway (kind of like a big willy)

CPUs

The CPU is the heart and brain of any PC. It performs all of the complex calculations needed for any program you may run. Right now Pentium based machines are all the rage. Prices have come down and just about all new game releases run best on a Pentium. The predecessors of the Pentium were the 486s and before that the mighty 386s. If you're buying a new machine forget about these and go for a Pentium. Pentiums come in a variety of different clockspeed denominations: there are P60s, P66s, P75s, P90s, P100s, P120s, P133s the list goes on and on. For the ardent gamer, steer clear of anything under a P100. The latest and greatest of the CPUs is known as the PentiumPro, but don't buy it unless you have more money than sense; it's really optimised for running true 32-bit applications like Windows NT and won't perform much better than a P133 in most games. Last but not least, make sure the CPU is an Intel, as almost all games require an Intel processor to work properly.

CPU CHECKLIST

- Intel brand - compulsory
- 386SX or DX - yeah right
- 486SX or DX - same as above
- 486DX2100 - getting there
- Pentium 60 or 66 - OK
- Pentium 75 or 90 - acceptable
- Pentium 100, 120 or 133 - now you're talking
- PentiumPro - if you buy one now you'll be kicking yourself when the inevitable price fall occurs in 12 months-time

RAM

RAM or random access memory is one of the most important components of any PC. Games use it like there's no tomorrow and are requiring more and more of it to run with all the detail settings at the optimum level. RAM comes in the form of small rectangular chips (SIMMS or single inline memory modules) which slot into your motherboard. It also comes in a variety of different denominations and costs a small fortune. For most new game releases you need at least 8MB of RAM, but to get the best performance you often need 16MB. When you're buying RAM make sure you buy it in the highest denomination possible eg. For 16MB buy two 8MB chips instead of four 4MB ones. That way when you want to take the big step up to 32MB you'll still have two free slots in your motherboard (newer motherboards only have four RAM slots while older ones had eight) and you won't have to get rid of what you already have. In summary: the more RAM you have the faster your games will run with all the detail settings at maximum.

RAM CHECKLIST

- 4MB - Ha
- 8MB - Ha Ha
- 16MB - quite acceptable
- 32MB - hurt me
- 64MB or above - only if you won Lotto recently

Viewsly

Soundcards

Every current PC game has sound. Most have cinematic soundtracks and lavish sound-effects. But you won't hear jack unless you have a soundcard. By far and away the best brand of soundcard for games is anything with the Creative Labs sticker on it. Creative Labs' line of Sound Blasters have set the industry standard for many years. In fact most games often require a 'Sound Blaster or compatible' to hear anything at all. There are three factors to consider when buying a soundcard: (1) Is it a Sound Blaster or compatible? (2) Can it play 16-bit digitised sound? and (3) Does it have wave synthesis? You need the 16-bit digital sound component to enjoy crisp, clear sound-effects and speech. Wave synthesis only affects music and uses samples of real instruments to really bring a game's soundtrack to life. However some new developers (like Origin) are now streaming the soundtracks of their games directly off the CD, so you only need 16-bit digitised sound capabilities to enjoy the full effect. However, this trend is really pissing off those of us who recently bought an expensive wavetable card or daughterboard and will not last long if we have our way. The final option you may like to include on your soundcard is 3D sound support. This makes the sound-effects in supported games appear to be coming at you from different directions and is particularly effective in titles like Doom. Cards like the Sound Blaster AWE 32 and the Gravis UltraSound have 3D sound capabilities. But remember it doesn't matter how good your soundcard is if you have a crappy pair of speakers! So go to a Pawnshop and buy a cheap amp and a set of woofers to really get the most from your games.

SOUNDCARD CHECKLIST

- Sound Blaster or compatible - compulsory
- 16-bit digitised sound capabilities - a must
- wavetable synthesis - sure makes the music sound better
- 3D sound capabilities - if you like

CD ROM drives

Without exception all new PC games come on CD, and some come on 7 of the damned things! If you want to play any of the current PC games YOU MUST HAVE A CD ROM DRIVE! While the data transfer rates of even the fastest CD ROM drives pale in comparison to those of hard drives, you still want to get the fastest one possible. Avoid single-speed CD ROM drives like the plague, as they won't run many games. You need at least a double-speed to be a starter. My advice is to get yourself a quad-speed, as they're really cheap now and they play most games with acceptable load times. Six-speeds and even-eight speeds are now available but they won't make a hell of a lot of difference to most games and are bloody expensive.

Like hard drives, there are different types of CD ROM drives: SCSI, ISA and EISA. The relatively slow data transfer rates at which they operate means it really doesn't make much difference which type you buy. Just make sure it will plug into your soundcard or controller.

CD ROM DRIVE CHECKLIST

- single-speed - no way
- double-speed - OK
- quad-speed - that's more like it
- six-speed - you won't notice a lot of difference
- eight-speed - not worth the current hefty price tag

Hard Drives

Sure every new game comes on CD but it usually has to install a large slab of files onto your hard drive to work. Unlike CD ROM drives the performance of hard drives varies tremendously according to their architecture. ISA (industry standard architecture) hard drives have been around now since the year dot and are generally slower than a one-legged dog. SCSI (small computer system interface) hard drives are considerably faster and will make a noticeable difference to how smoothly and quickly a game loads, saves and runs. EISA (enhanced industry standard architecture) hard drives are relatively new and offer a cheap but comparable (performance wise) alternative to SCSI drives. Again, make sure the drive you buy is compatible with the rest of your system and won't require an expensive controller to operate. Take note: if you plug an EISA drive into an ISA controller it will work but won't run anywhere near its optimum speed. As Vanessa Del Rio (a 70s porn actress) used to say: "The bigger the better". The same applies to hard drives. There's simply no point in buying a 540MB drive when you'll fill it up after installing three or four games. 1GB EISA drives are now available for under \$400 and make a much better choice for the discerning gamer. If you do buy an EISA drive make sure it supports mode 4 operation, as this basically allows it to run faster than a shithouse rat up a drainpipe!

HARD DRIVE CHECKLIST

- ISA - forget it
- SCSI - fine
- EISA (with mode 4 operation) - great
- 540MB or less capacity - OK
- 1GB or more - yes please



Modems

One of the best facets of new PC games is the multiplayer option. To play Command & Conquer against one of your friends or destroy him in a game of Deathmatch Doom you need a small box-like thing called a modem. A modem plugs into the serial card at the back of your PC and allows your computer to interact with other computers via the phone line. Apart from its obvious use with games it also allows you to access the internet and other BBSs around the place. The most important aspect of any modem is its speed. A few years ago the standard was 2400 bps which basically translates thus: 2 hours to download a 1MB file remotely. Now the standard is 28000 bps or about 6 minutes to download a 1MB file remotely. The faster the modem, the better it will play multiplayer games. Apart from speed there are a couple of other things you should look at: (1) it should be Hayes compatible so other modems can understand it and (2) it should have some form of error correction so any files you download (receive) or upload (send) won't turn into useless garbage. While you can buy modem cards which fit inside your PC, they can be a pain in the arse if you want to take it over to a friends place etc.

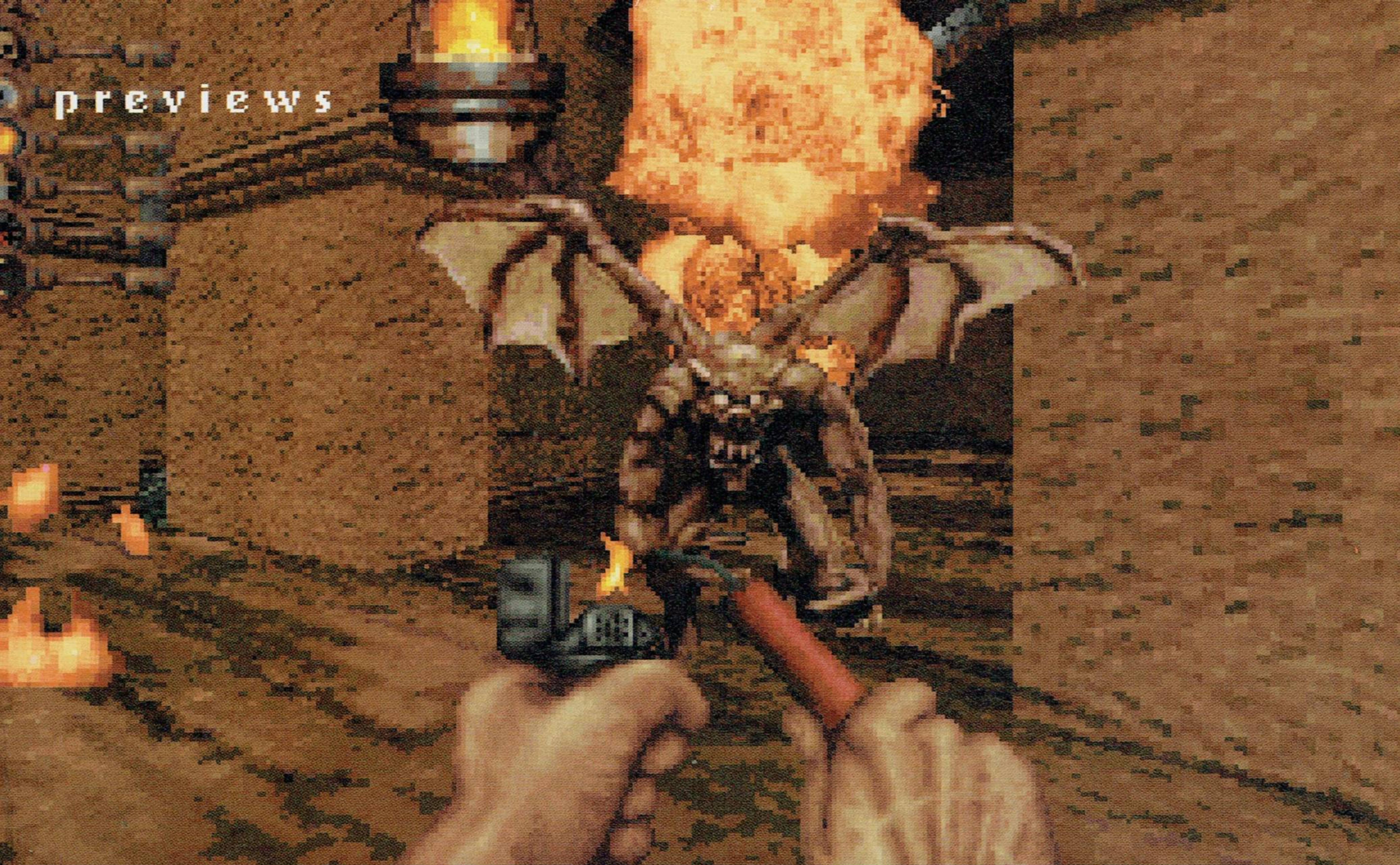
MODEM CHECKLIST

- 2400 - no comment
- 14400 - good, but not great
- 28800 - perfect
- Error correction - a definite yes
- Hayes compatible - compulsory

The Final Word

With the introduction of 3D accelerator cards PCs are rapidly becoming the premier gaming platform. PC games are easily as good looking as any of the console offerings and offer the all-important multiplayer options as well. Their upgradability and versatility of application make them an incredibly easy investment to justify (ie. just tell your parents you need it for school or uni). Many of the best console titles are now being ported over to the PC so the fact that you can't use it to play Toshinden is no longer an acceptable excuse. And there is one more point to consider: you can't surf the net with a Sony PlayStation or Sega Saturn. Need I say more?

the most important question that must be considered when you purchase a console system or a PC is this: will my machine still be able to play the newest, fastest and hottest titles in 12 months time? If you buy a PC you can at least always be sure that you will be able to upgrade your machine piece by piece as new hardware becomes available. This is fortunate because there is at least one quantum leap in PC technology every year or so. From this angle the PC already has something of an edge on console machines; if you buy a console you are more or less limited to games specifically designed for that console and if Sega, 3Do, Sony or Nintendo suddenly decide to release a new machine after eighteen months, you're stuffed. Why? Because you can't just take out a chip or card to upgrade your system, you have to go out and buy a whole new one. So while PCs are generally more expensive than consoles, the initial high cost will soon be returned in the form of cheaper upgrades.



3D Realms =

It seems that American developers, 3D Realms, have sussed just what attracts gamers to the Doom genre - gore, gore, and more gore...Hurrah!



Blood

PC CD ROM

AVAILABLE: MID '96

CATEGORY: 3D ACTION

PLAYERS: 1-NETWORK

PUBLISHER: APOGEE



Blood - what an apt title that is. Because, surprisingly enough, Blood is crammed to its eyeballs with, er, blood. "You're out for BLOOD!" the press release disturbingly screams at me with salivating enthusiasm. Subtlety seems to be an unknown concept at 3D Realms.

Still, I like a gore-fest as much as the next person, so I was quite pleased to discover that Blood features zombies, bats, spiders, gargoyles, hellhounds and cultists (?) all queuing up to be slaughtered limb from limb by the intrepid hero. To accomplish such carnage you begin with the humble pitchfork, but soon graduate to the art of lighting spray cans to hurl at the foe. Further along there'll be such tasty delights as a flame thrower and dynamite, or even the good old shotgun. Of particular interest will be the voodoo doll. Oh yes. Though, I'm not sure how it would work. Imagine standing there in front of some unspeakable Demonspawn From Hell, poking little pins into its miniature just seconds before it engulfs you in flame.

You can also expect the usual modem and network play, excellent 3D graphics boasting some great lighting effects, and of course, loads and loads of blood.

Shadow Warrior

PC CD ROM



AVAILABLE: MID '96
CATEGORY: 3D ACTION
PLAYERS: 1-NETWORK
PUBLISHER: APOGEE

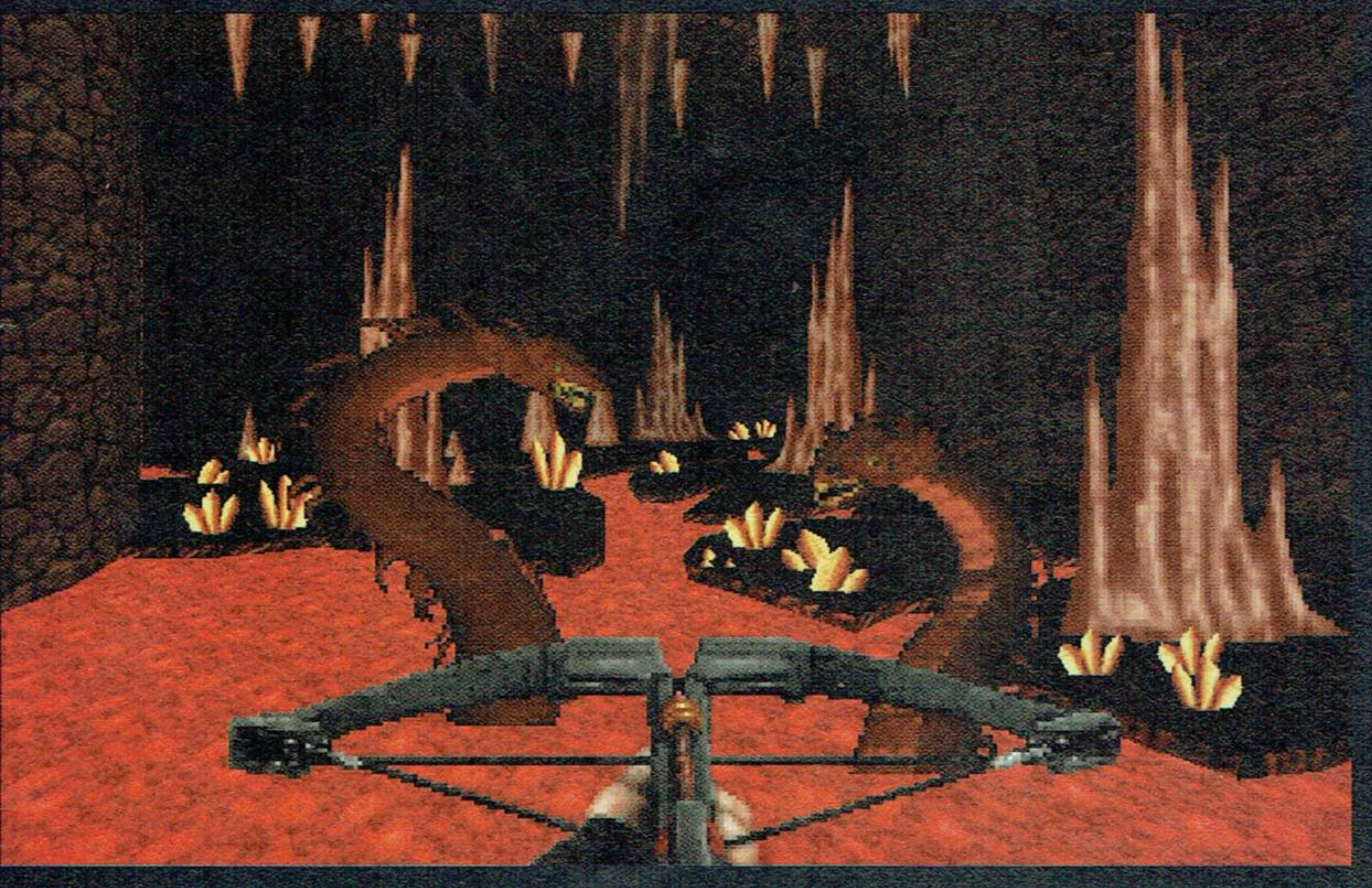
Not content with just one Doom-clone, 3D Realms feel we can stomach TWO of the beasts. This one's called Shadow Warrior and offers a slight twist on the usual sci-fi (Doom, Descent, Tekwar) or fantasy (Hexen, Blood) theme. So what's the twist, you may well ask? You play a ninja, you see - a highly trained one as it turns out. Meaning you have an arsenal of shurikens (throwing stars), a sword, a crossbow and, er, an Uzi at your disposal. I reckon a blowpipe with poison darts, a garotte, or maybe even a bola would have been more suitable than an Uzi, but at least you can acquire a few awesome spells instead.

Perhaps the most notable feature of Shadow Warrior occurs in multi-player mode. It seems that any player who dies can have their head lopped off for the other player to kick about like a football. No doubt you could even set up a small game of soccer, if it took your fancy. You'd have to be careful though - the dead player's head can still spit and (somewhat implausibly) vomit at everyone else!

Unfortunately, we don't know when this one will be coming out as yet - "it'll be out when it's finished" 3D Realms cheerfully inform us. At least they're being realistic about it.



3D Blood





descent 2

PC CD ROM

AVAILABLE: MARCH

CATEGORY: ACTION

PLAYERS: 1- TBA

PUBLISHER: INTERPLAY



Descent made a lot of people happy. Interplay were especially happy, as they were overdue for a monster title and Descent took care of the rent for a long time. Games shops were happy, they love selling lots of copies of games and Descent went off in a huge way. Happiest of all though, were the gamers. Descent was the Biggest Game in the Whole Wide World for a hell of a long time and rightly so. Descenters wanted more though, and now, with Descent 2 imminent, they're an excited bunch indeed.

Descent 2 will feature the same incredible 3D effects, but this time around the action is based on a far away alien planet. Being the dummies they are, these aliens built a huge and vulnerable reactor deep within the heart of each base. Set it off and the whole place goes up... Sound familiar?

Superficially the sequel doesn't seem any different to the original. New wall textures and a slightly different feel to the architecture are the only indicators that it's a new game. This is probably a good thing, as if it ain't broke... Delve a little deeper though and some radical new design features show their face.

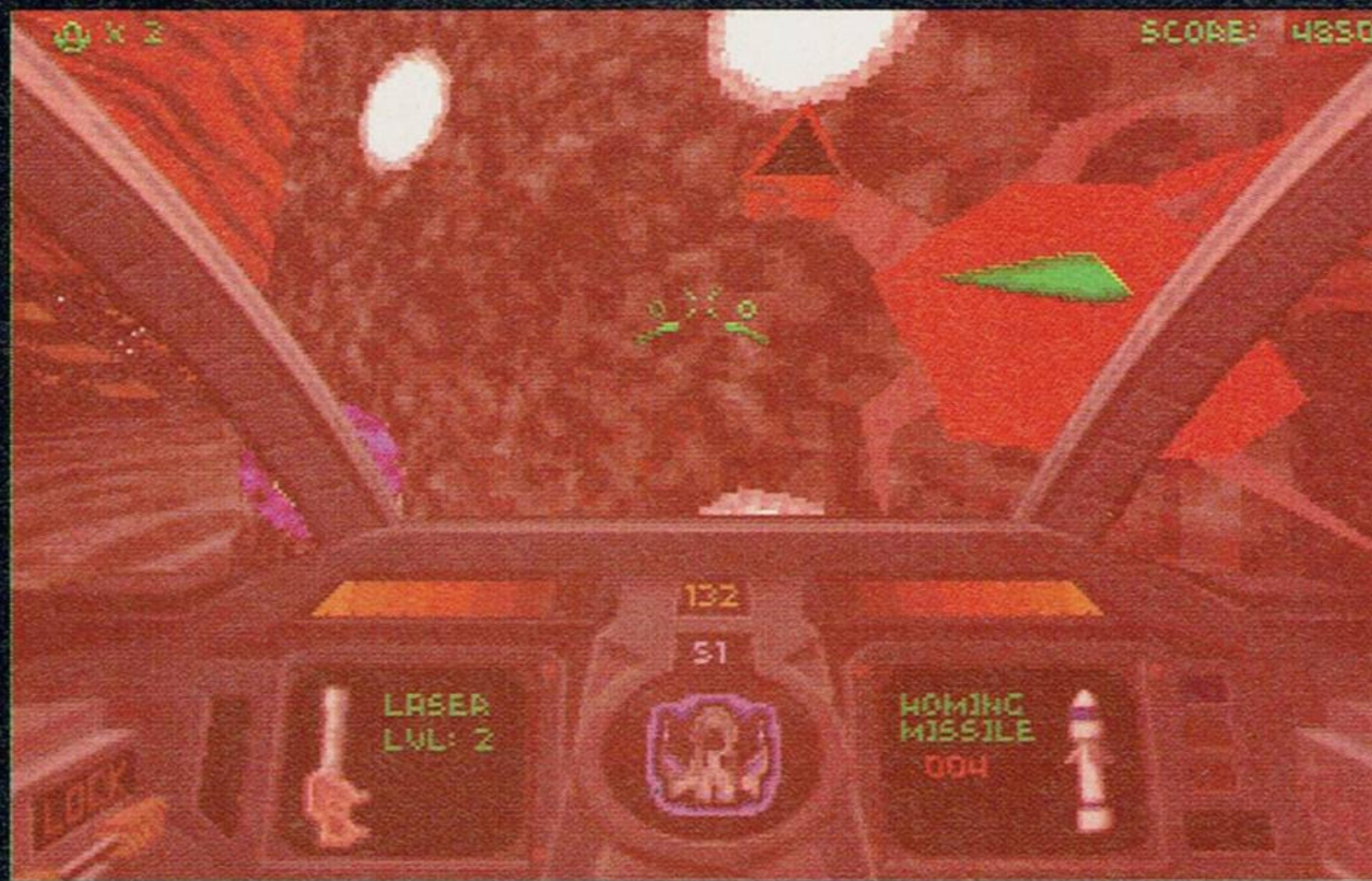
Like the Guide-bot. Unlike everything else in the game, the Guide-bot is actually there to help you. There's one located conveniently nearby at the start of each new level. If you choose to use its services it can lead you to just about everything worth having across the level. Hotkeys can be used to command it to show you certain things - like the exit after the reactor has gone critical or that elusive pass key. To compensate for such a generous helping hand there's the Thief-bot. This little prick of a thing chases you relentlessly and steals your hard-earned power-ups and weapons if you're not careful. Joy.

To keep you busy there are at least 30 new robots. They're evil sods too. Hugely improved enemy AI (as if it wasn't tough enough) means for some rough going. They often circle vast areas to come at you from where you think you is clear, they try hard to get behind you in a dogfight and they generally behave in a most un-computerlike manner.

To deal with all this new bother there are more than ten new weapons. Funkiest of the lot has to be the new Guided Missile, it's steerable after launch with the view ahead displayed on a screen in your cockpit. You can either steer it all the way to a target, or change its mode to automatically homing flight. Damn cool!

Other hot new good stuff is the SVGA support and FMV cutscenes. Well, we like the sound of the SVGA anyway. Lights you can shoot out and thereby darken the room are also new, but why you'd want to is too much for our small minds to cope with.

There's heaps more to the game, but until we play the final version we don't know for sure exactly what... So you'll have to wait for the full review won't you...



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Battlecruiser 3000A.D.

PC CD ROM

AVAILABLE: MARCH

CATEGORY: SPACE SIM

PLAYERS: ONE

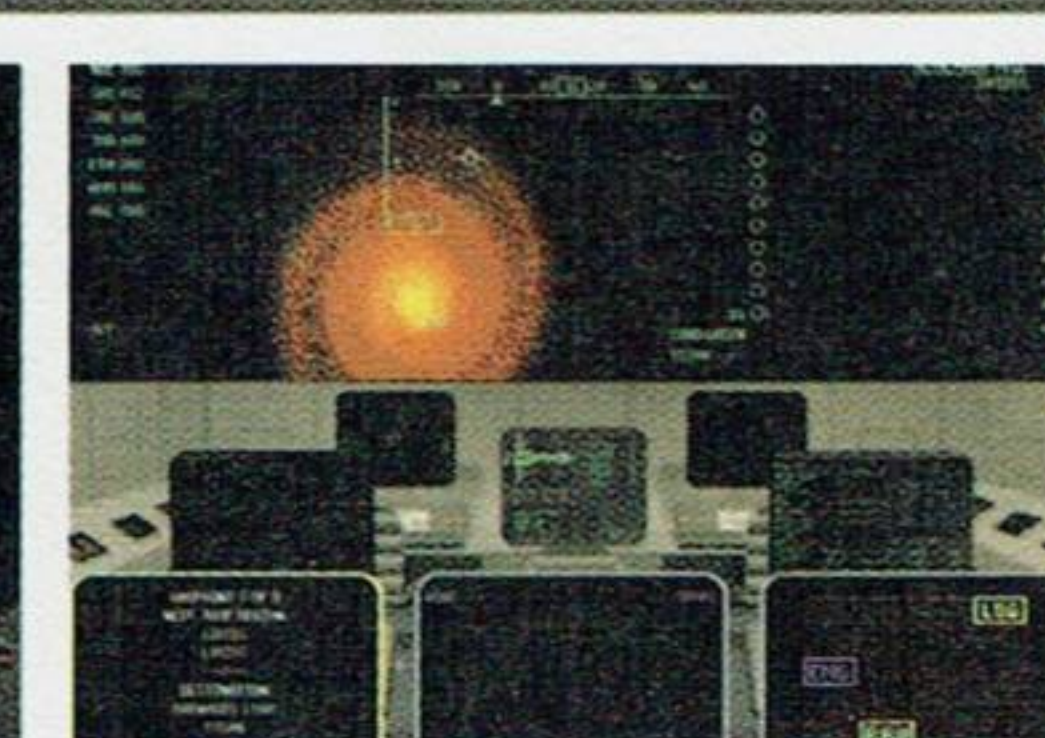
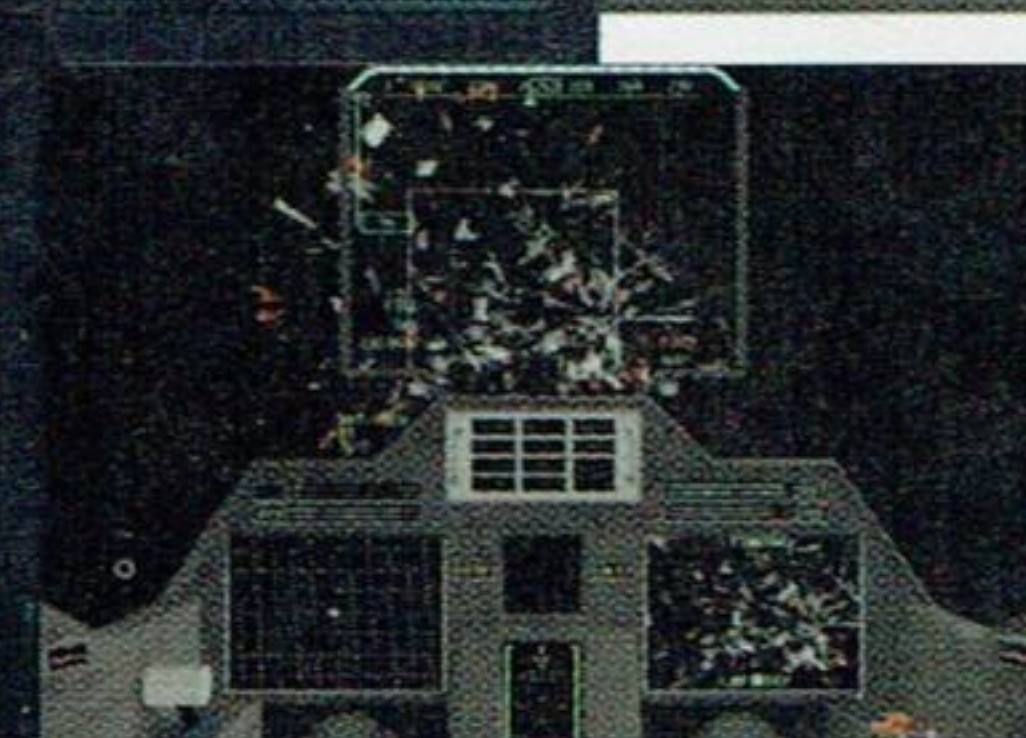
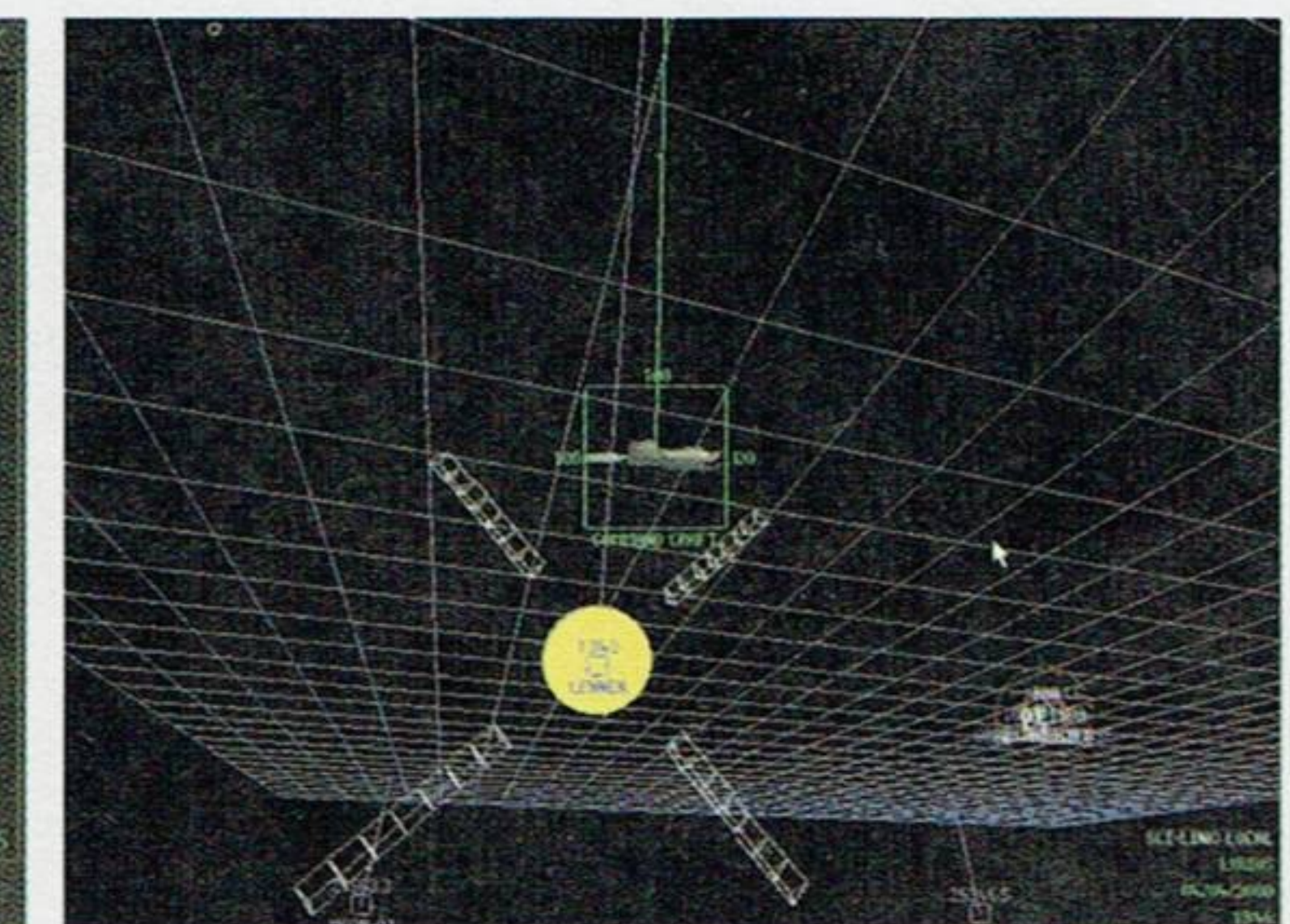
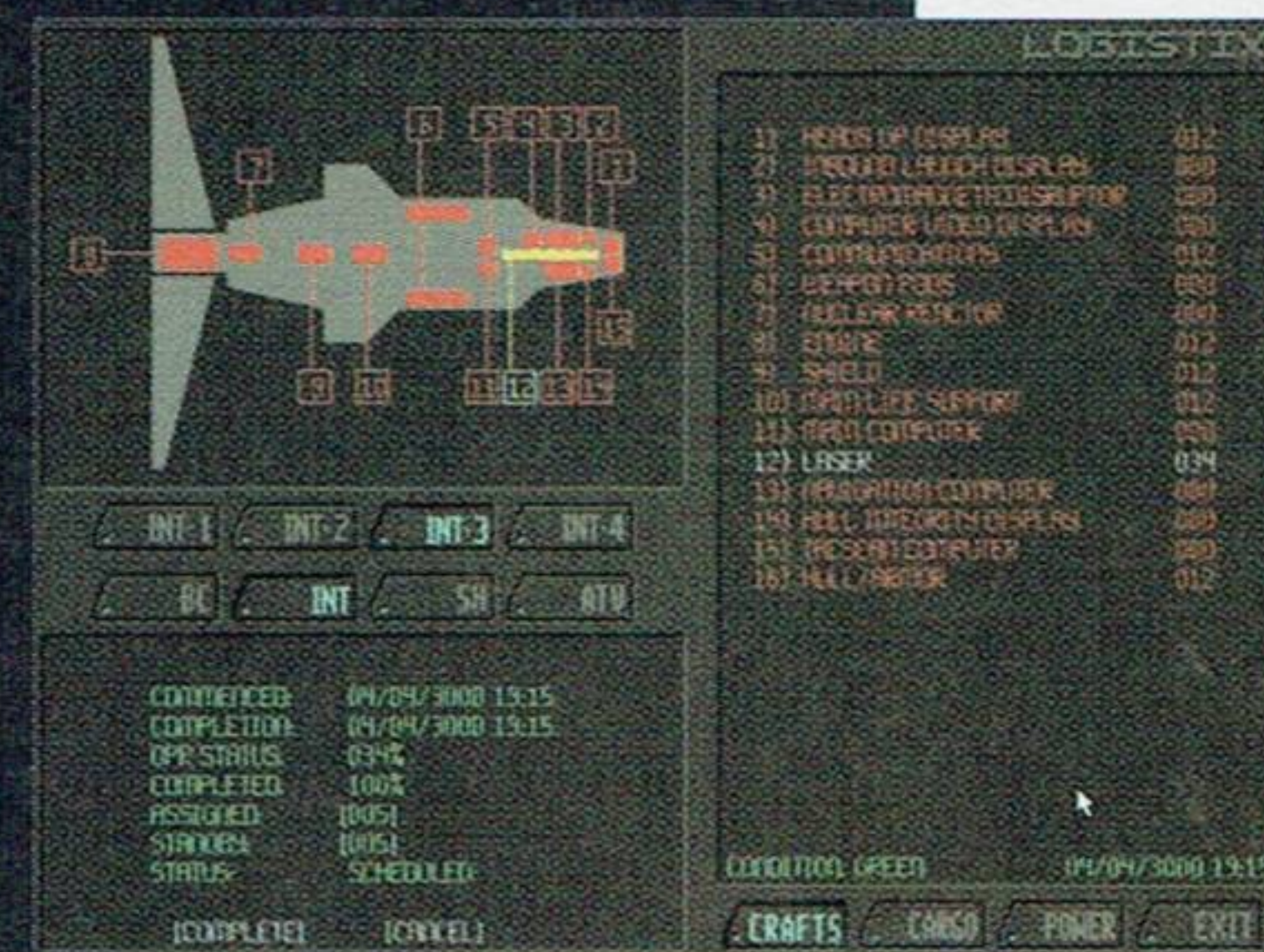
PUBLISHER: TAKE 2 INTERACTIVE



In 1991 an extraordinarily gifted and equally ambitious lad by the name of Derek Smart began work on a computer game. He imagined a universe populated by bizarre yet plausible aliens. Within that universe he imagined a mighty spacecraft. Inside that ship he imagined you, the player. Inside the mind of the player Derek imagined you'd want to go anywhere and do anything. Derek wanted a universe that carried on with its business, without the silliness of having your minor dogfights alter the outcome of a million free souls across the galaxy.

Perhaps inspired by Elite, young Derek embarked on the task of creating a virtual universe for the player to live as realistic a fantasy life as would be possible.

What was possible in 1991, as we know, bore little resemblance to what can be achieved now. That didn't stop Derek though. In a night of lucid dreaming Derek foresaw SVGA, super-fast Pentiums and games development companies willing to pay his bed and breakfast bills based on the merest whiff of a game



concept. Appropriately motivated, Derek started work... Five long years, several "imminent release" press statements and at least two controlling companies later, Battlecruiser 3000AD will actually be released. We've played a Beta version that looked, felt and played like a finished game. It's incredible. Derek should now either be put in charge of a 600 person development team or retire. Describing the game succinctly is impossible, short of saying you're a person in the future with a free reign to



do anything, anywhere. The core of the game is the ship itself. A Battlecruiser is the 30th century's equivalent of an aircraft carrier. You'll fly across the universe performing missions according to decrees from the government, or live the life of a pirate - however you want to live your life, you can. War, trade and diplomacy take place constantly in the universe around you. It will evolve socially and economically whether you intervene or not, and never to a set of rules. The universe is dynamic, free flowing and real.

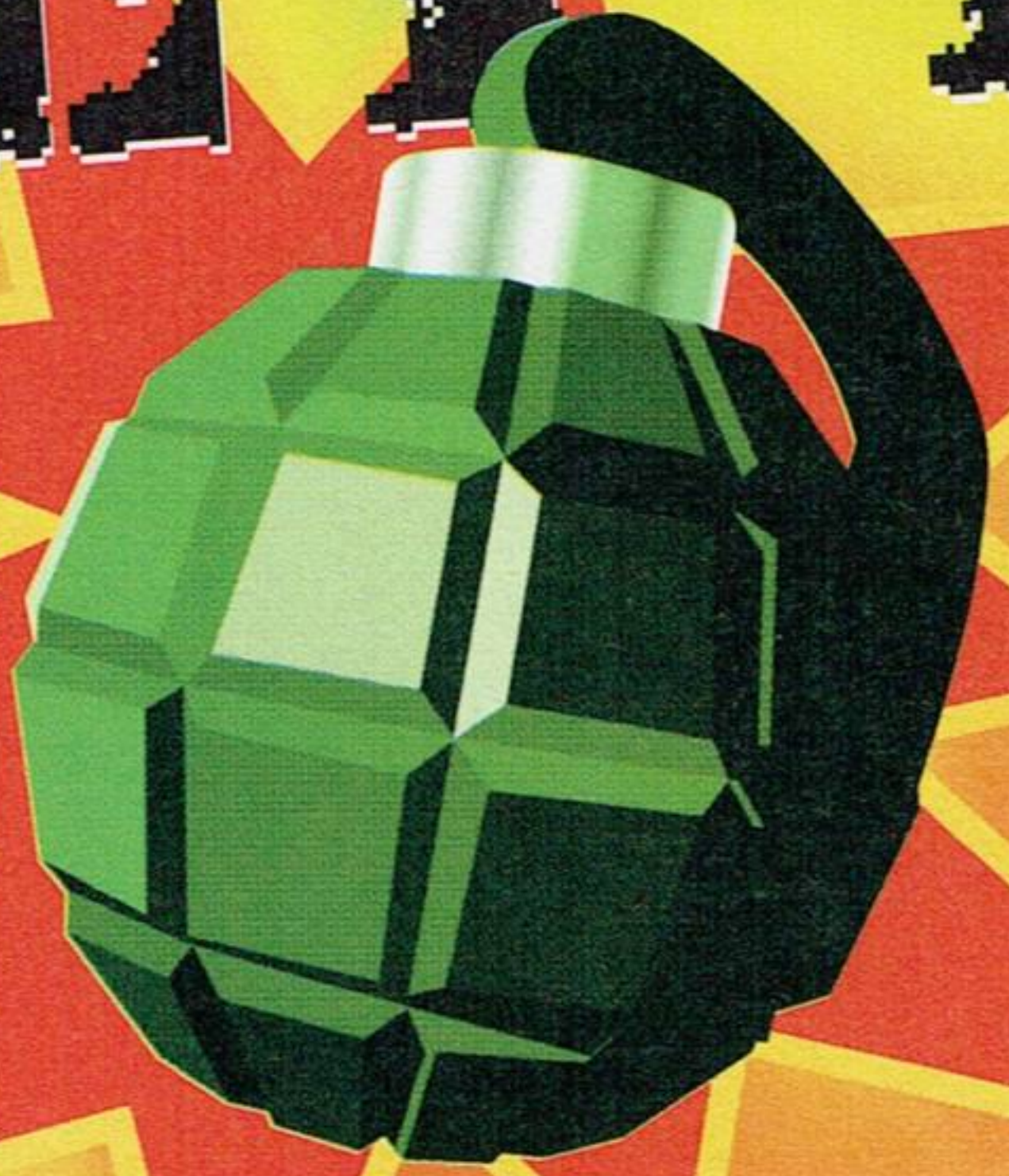
Within your Battlecruiser you can get up from your chair, walk through it to the hangar bay, choose a fighter you like the look of and climb in. Once in combat you can take control of any ship that's got your team's insignia on the side. Alternatively, you can manage the war on a strategic level from the Battlecruiser. Been there, done that? OK, why don't you fly your fighter through the atmosphere of the planet you're orbiting (real 3D planets, no cut scene transitions), skim low over the battlefield below before strapping on your personal jet-pack and bailing out to fight alongside the ground troops.

Unbelievably, Derek is working on add-on modules for the game. These include 3D Doom-style capabilities which allow you to explore your own ship and lead boarding parties onto enemy vessels. A net compatible multiplayer version is also planned.

This is easily the most comprehensively complicated game we've ever seen. Almost every key on the keyboard is used, both on their own and with SHIFT, CTRL and ALT combinations. Not one for the occasional gamer, Battlecruiser is an epic that will demand the most from you. Right now all we demand is a final copy of this mythical beast so we can review it for you.



GET EVEN...





Blood & Magic

PC CD ROM

AVAILABLE: ??

CATEGORY: STRATEGY

PLAYERS: ONE

PUBLISHER: INTERPLAY



Funny how the two most influential games (Doom and Dune 2) over the past few years sound so similar when you say them. Go on then, say them. "Doom". "Dune". Told you so.

What's this got to do with Interplay's Blood & Magic? Not a lot, other than it's yet another Dune 2 clone. True, the fantasy setting (it's a licensed AD&D Forgotten Realms game, to be exact) lends it a more Warcraft-style feel, but Dune 2 remains the granddaddy of the genre.

So, we have the usual top-down view, little blokes acting upon your orders, running around and killing each other, and so forth. However, B&M does several things in its own unique way. You begin with a few Golems (your basic foot soldiers), who produce Mana with which you can do a couple of things. The Golems can either keep it for themselves, allowing them to transform into other useful people (clerics, etc) or structures (keeps, walls, etc). Or instead, you can transfer their Mana back to your Bloodforge (a little Town Hall type thing) where it is used to produce more Golems.

It all seems to be going along quite well at the moment. However, only time (and a HYPER review, natch) will tell if it can match the immense magnificence of Warcraft 2.



Secret of Evermore



SNES

AVAILABLE: MARCH

CATEGORY: RPG

PLAYERS: ONE

PUBLISHER: NINTENDO/SQUARESOFT

Those of you anxiously awaiting Secret Of Mana 2, we have some bad news. It seems that Nintendo have no plans to release it outside of Japan. But we also bring some good news as well that should go some way towards comforting those hard-core RPG freaks out there. Secret Of Evermore is coming! Evermore is a American-developed pseudo-sequel to Mana. It uses a similar system to Mana, utilising the nifty "ring" menus that appear to float around your character. There's no multi-player option, but the main character can call upon his pet dog in moments of crisis. "Dog" saunters along behind you throughout the game, helping you out during combat and with the devious puzzles.

Evermore is supposedly a more action-oriented RPG than Mana was, putting it more in the vein of the Enix games like Soul Blazer and Illusion Of Time. And it will be interesting to see how well the Americans fare at this sort of thing - previously the domain of the Japanese only.



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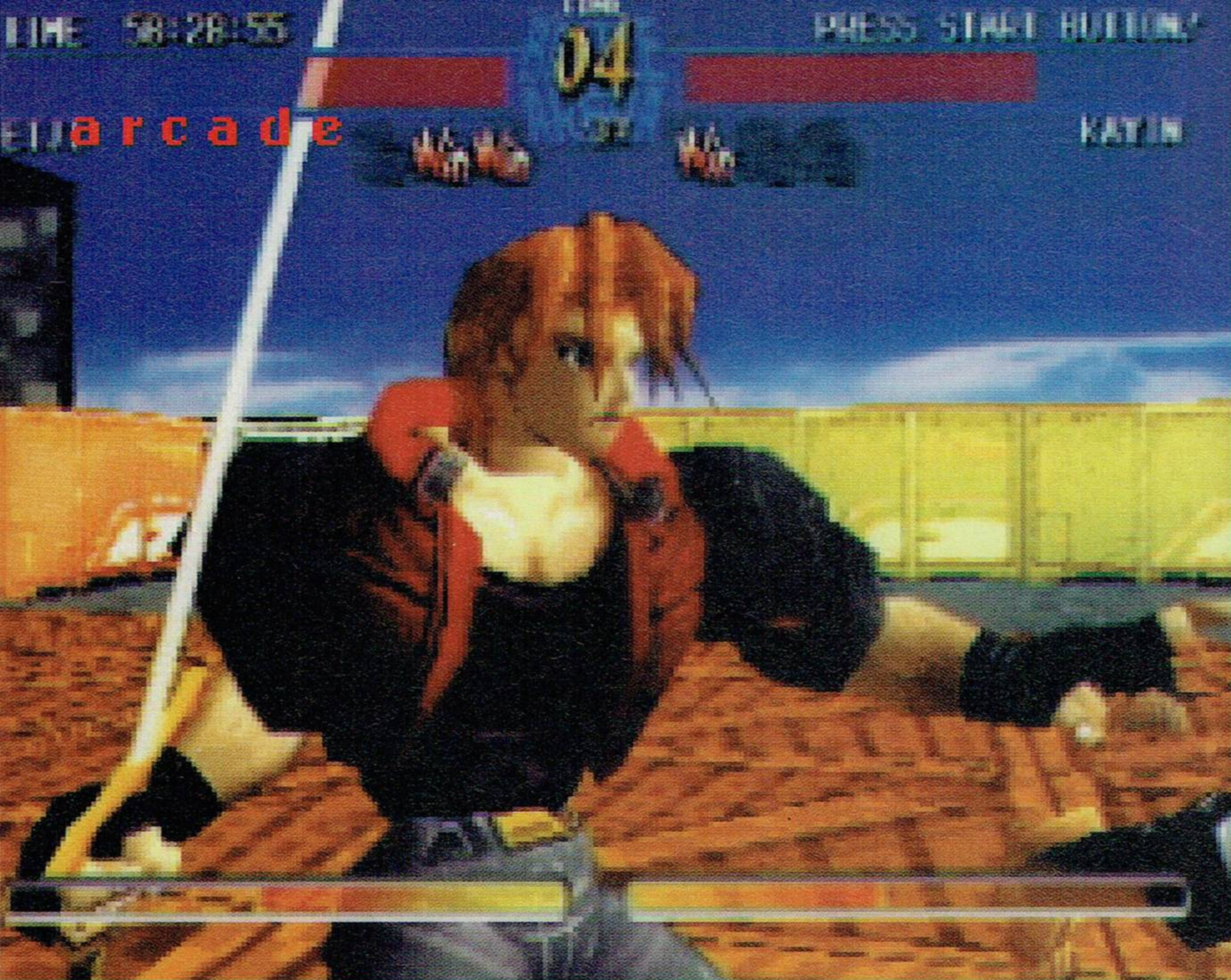


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Toshinden 2 - Battle Arena

❧ (TAKARA)

At last Toshinden comes to the arcade! Although already a favourite on the PlayStation, releasing the long-awaited second game in the arcades seems to give the game extra credibility points. After interviewing people playing the arcade version the general consensus seemed to be that the arcade version IS better i.e smoother graphic flow, better gameplay, you know, it just feels better.

For all you in the dark as to what Toshinden is, just refer to any of the polygon fighting games (Virtua Fighter, Tekken etc) and then add weapons, a bit of magic, soft and hard strikes and best of all- the ability to roll left or right to dodge or to begin an attack. The characters are also quite charismatic which lends to the overall comic element to the game.

New, idiotproofness is the only major difference to this game. That is, instead of having to zig zag that joystick, now one only has to depress all four attack buttons simultaneously and the special manoeuvre is determined by the joystick positioning i.e up, middle, down.

I'll spare you the intricacies 'cause all you fight fiends out there should definitely check out Toshinden 2 for yourselves. This month it's definitely the pick of the bunch.

❧ ❧ ❧ ❧



Goodbye Christmas holidays, it's back to the grind of school and work. And to tie in with getting us out of the arcades and into the real world, the latest releases for this month are *not exactly prime time* But they'll definitely keep you amused.

COIN BOY investigates...

Sky Target - Daredevil Airforce

(SEGA)

Here we go, into the wild blue yonder on a search and destroy mission, in the state of the art jet fighter plane. So don your flying suit and feel the sweat.

This game immediately loses a point for not explaining why you would want to select one type of jet over another. You get to choose from a: F-14D, F-15S, F-16C or a Rafale jet. After playing all four jets, I couldn't determine the exact differences between them. So in other words, choose the one which looks the best.

Take off. Blips on the horizon. You can see your ship directly in front and the sky to the horizon. Thank God for computer assisted guided missiles. Enemy planes, ships, helicopters and generally anything that must be destroyed will be highlighted by a cross hair (red). Guide your own cross hairs (green) over to the target and the cross hairs will 'lock on' in conjunction with a voice telling you to 'fire missile' and later in the game just a 'ooshh!' sound. Don't think you can just lock on to three targets and expect three missiles to be released. No. This game has been designed to give you pain. Soon the screen will be filled with so many enemies, that your thumb will begin to bleed. If you intend to complete all 7 'missions'- gaff, bandage, or wear a glove to save thumb wear.

At the end of each mission there is the traditional end of stage boss who comes in the form of heavily armed flying wing or a huge chopper or a ballistic missile the size of a 120 story building. Although this is where you get the most bonus points, it is also where you can receive the most damage to your ship. So if you are a coward like me, you can destroy just part of the end of stage boss and sit it out on the edge of the screen and wait till the next stage.

In the later stages of the game (after flying over all types of terrain) the secret to survival is to fire at the enemy in the distance and then move rapidly to the one side and then the other, then the other side of the screen, to attempt to shake the unending stream of incoming semi-guided missiles. Whatever you do, don't stop moving.

Although this game fails as a true 'simulator' (no plane on earth could possibly carry 3.7 million missiles under his/ her belly), it does succeed as a shoot 'em up. So bear with the confusing, yet clear and colourful graphics and hope that ten dollars will enable you to complete this game to the end.

❧ ❧ ❧

Midnight Run- Roadfighter 2

(KONAMI)

Wahoo! At last, a driving simulator in which you really feel as if you are travelling at 200 Kph. This driving game is obviously aimed at the Japanese fantasy of travelling at high speed on their multi lane (4-8) freeways which wind over and through the Tokyo megopolis. Though for entertainment's sake, challenge and high speed accidents don't seem to ride this road at all.

Insert the money. Choose your car. Don't choose Normal - it's too normal. Select Tuned instead. The tuned car has heavier steering and seems to drift a little bit more (or is it wishful thinking?). Choose the track: easy (and they mean easy), medium (they still mean easy), or hard (they mean less easy). Otherwise this game is very standard. Drive fast, dodge the hordes of civilian vehicles and racing opponents. Make it to the check points (very easy). All will end well as long as the chicks in the white convertible Mercedes don't beat you. In fact, it's almost rare that you have to brake or do any serious demo driving at all in this game.

Road Fighter? Fighting what - Time? Boredom? The road? A brief synopsis - looks great but has low stimulation levels. Worth a couple of games.

❧ ❧ 1/2

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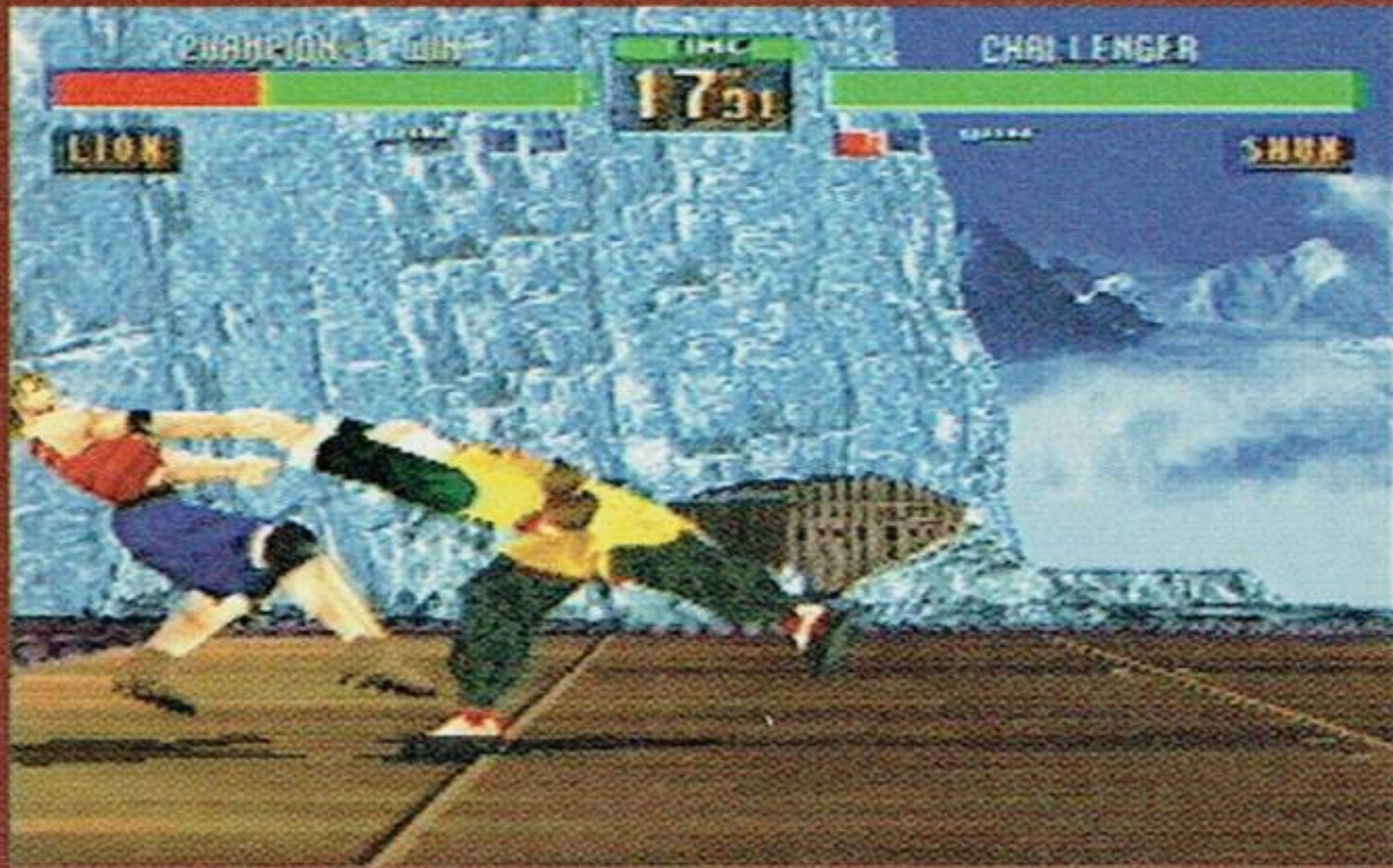
THE END RESULT OF JACKY'S NEW KILLER SLAP



LION MAKES HIS PRESENCE FELT



OUCH! BREAK A LEG PAI



OLD MAN SHUN SHOWS THE NEW KID HOW IT'S DONE



CIMMERE!



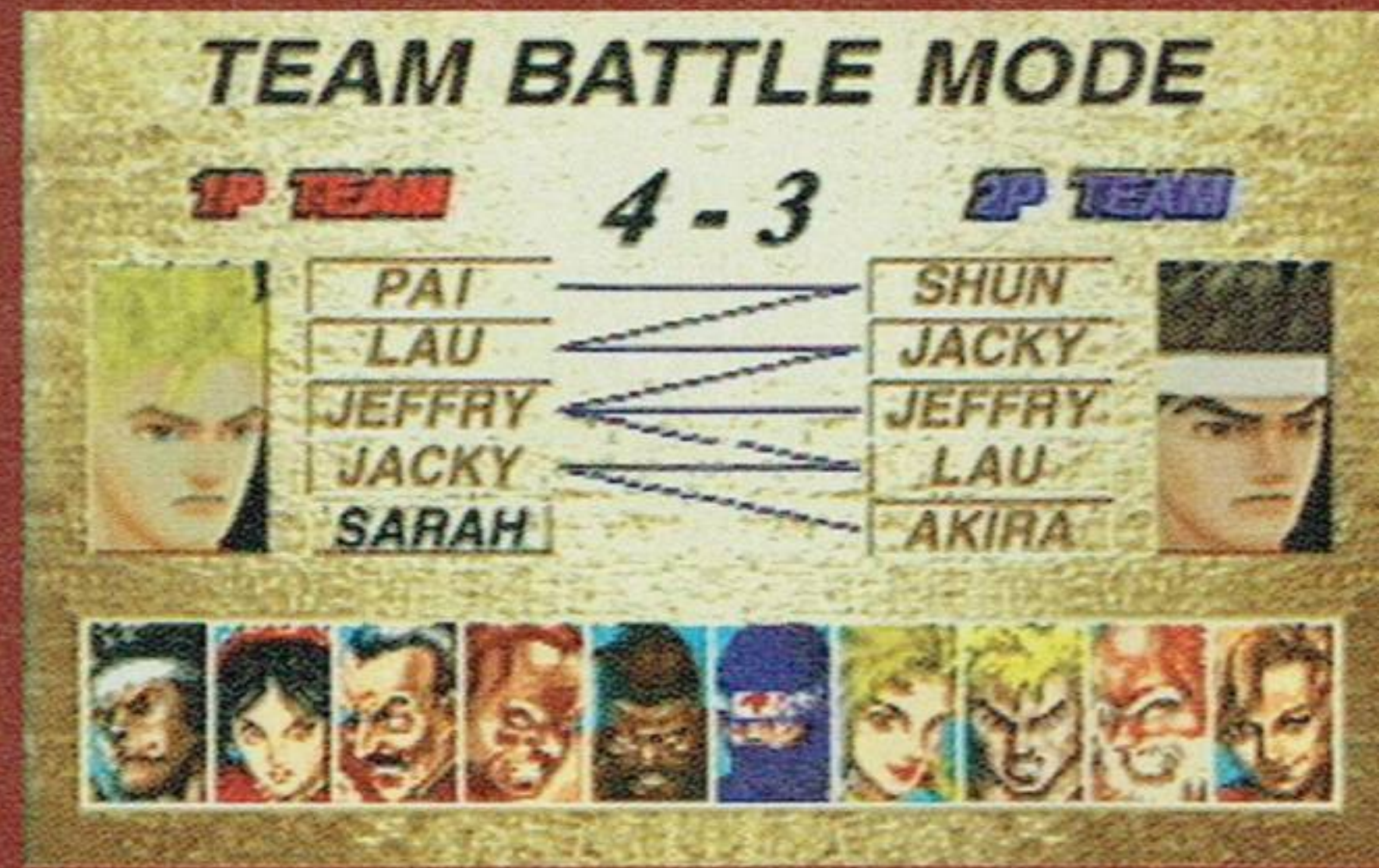
SHUN KO'S JEFFRY WITH A LOW SHOULDER CHARGE



KAGE GIVES PAI THE BIG TOSS



UNDERWATER WITH DURAL IN SLOOW MOTION



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DOING THE PAI-STOMP



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THE "ENTER YOUR NAME" SCREEN - COOL OR WHAT?

As they tend to do every now and then, Sega have substantially raised the standard and **BEN MANSILL** reckons it'll be a while before anyone else comes close...

Knowing which beat 'em up to swear allegiance to was a tough call for a while there. Not so long ago we're smitten by Toshinden, then we loved Virtua Fighter a whole lot. Tekken won our hearts at first, but we got bored with that after a worryingly brief time. Then it was back to Virtua Fighter. MK3 provided a happy distraction, but then Virtua Fighter Remix set us right. Now Virtua Fighter 2 lives permanently in our Saturn and we're the happiest kids we know. Sure it looks a million times better than the original, but there are differences that run way deeper than just pretty texture mapping and new backgrounds. It takes a little playing time to pick up on the improvements - they're often subtle and if you're not intimately familiar with the original it'll probably all seem the same. Well it's not! This is the game to own fight fans - at least until something better comes along.

Smarter Enemies

Opponent AI has got to be the number 1 improvement in VF2. The original was adequate, but it didn't take long to figure the moves it takes to annihilate your opponent. VF2 is a totally different kettle of however the cliché goes. The reactions of the CPU opponents are much faster, more sensible and easily as evil and cunning as the best your human opponents are likely to come up with. Try jumping over somebody, in the original it was easy, now it's impossible. They retreat as you're airborne so that you either land right in front of them, or not quite the way you'd planned, as they meet you on the way down with the snap-kick from hell. Or try kicking Jeffry more than once, it works fine the first time, but try it again and he'll grab your leg, give it a sharp twist, then back off as you drop helplessly to the floor. They also block now with agonising effectiveness; sometimes you just can't land a blow, so up close you dash for the old reliable fists of fury routine - bad idea... even at normal difficulty they'll grab you before you know it and perform the most outrageous throw you've ever seen. Kage and Jeffry are particularly nasty throwers, while Pai is only marginally less capable of shattering your confidence. Sometimes it feels like you just can't win, but therein lies the quality of the game, Grasshopper. There is always a way, you simply have to study each fighters weakness's and practise hard at finding the particular moves it takes to defeat each individual.

New Friends

The game boasts an alleged increase in speed, but unless they were referring to Pai's nearly unstoppable punch-attacks, we couldn't detect any real difference. It's no matter though, as the often slow-motion movements of the VF series suit the fighting style perfectly. Speaking of which, there are two new fighters with styles entirely different from any of the others. You've probably seen them in the arcade version - there's the old man boozier Shun, and Lion, who doesn't seem at all embarrassed about wearing a lifejacket vest as if it were normal. Shun takes a swig from his bottle after every bout, staggering around in a seemingly vulnerable way until he needs to deliver the goods, then he can pull moves that'll leave the best of them on the deck. Lion's stance is his biggest advantage, it's a sort of Thunderbird walking move, with legs crouched up front and his torso as far back as is possible. This means conventional attacks almost never make contact with his body, so go the low kicks and sweeps and don't even think about the high kicks - they go right over his head.

More Options

A few new modes are here that weren't in the original. They're pretty cool too. The Expert Mode pits you against the fighter of your choice, but they only defend for the most part, attacking only if you do something really dumb. This makes for an excellent practise area. Team Battle Mode has you selecting five fighters each, hammering it out in progressive bouts, with a

VISUALS 9.3 - VF2's graphics belong firmly on the realistic side of the fence. The faces look real, the outfits are gorgeous and the backgrounds truly sumptuous.

SOUND 8.9 - Real cool. Land hard on a bamboo mat and it sounds just right. The biffs, bangs and grunts will have you squirming with empathetic pain.

GAMEPLAY 9.5 - I'd love to say faultless, but there's gotta be something wrong in there - it's just that I can't find it. The bestest beat 'em up on the block.

LONGTERM 9.3 - I'll be playing this beat 'em up exclusively until something better comes along. That could be a while...

OVERALL 9.4 - A beautifully designed game. VF2 relies on exquisite gameplay instead on fancy effects. I've been waiting years for a console game as good as this.

fighter only being replaced when they're beaten in a round. Players who have attained Ultimate Skill could well go through the entire contest using only their first fighter - but not if you take the option that carries damage over to the following bout.

Lastly there's Ranking Mode. Working

much like a Mortal Kombat Tournament, you'll take on each fighter in the game, moving up the ladder as you go. The difference is that there's no continue once you're cactus, with a nice little certificate being awarded at the end of it all, stating your place in the natural order of things. Traditionalists can simply play through against the CPU in Vs. mode. When you beat all the regular fighters you get the boss-es, naturally - the slow motion underwater battle with Dural is fantastic and the skill required is totally different to normal fights.

This is a game to get right into. While so many of today's beat 'em ups look vastly different, there's actually not a lot between them. VF2 though offers incredible depth. The hard work you'll need to invest is never a painful slog, instead you'll be driven by the plentiful little gratifications it rewards you with each time you get a handle on something new. Memorising ridiculous pad combo's just so you can impress your friends is not the VF2 way; each session is an intense learning experience that motivates you to go the extra distance instead of leaving you drained and bored like some other games tend to. I can put it another way if you like - Virtua Fighter 2 is a beautiful game.





DUDE LOOKS LIKE A LADY



STEVE TYLER IS A ROCK GOD



TANKS FOR COMING...



HI DAD!



OH NO... POWER RANGERS...



I ACTUALLY PREFER GWAR AS FAR AS ROCK COMEDY GOES



WHAT THE HELL IS THIS? THANK GOD IT'S NEARLY OVER



HANG ON, WHO'S DRIVING?



CHICKS DIG ME...

Revolution X

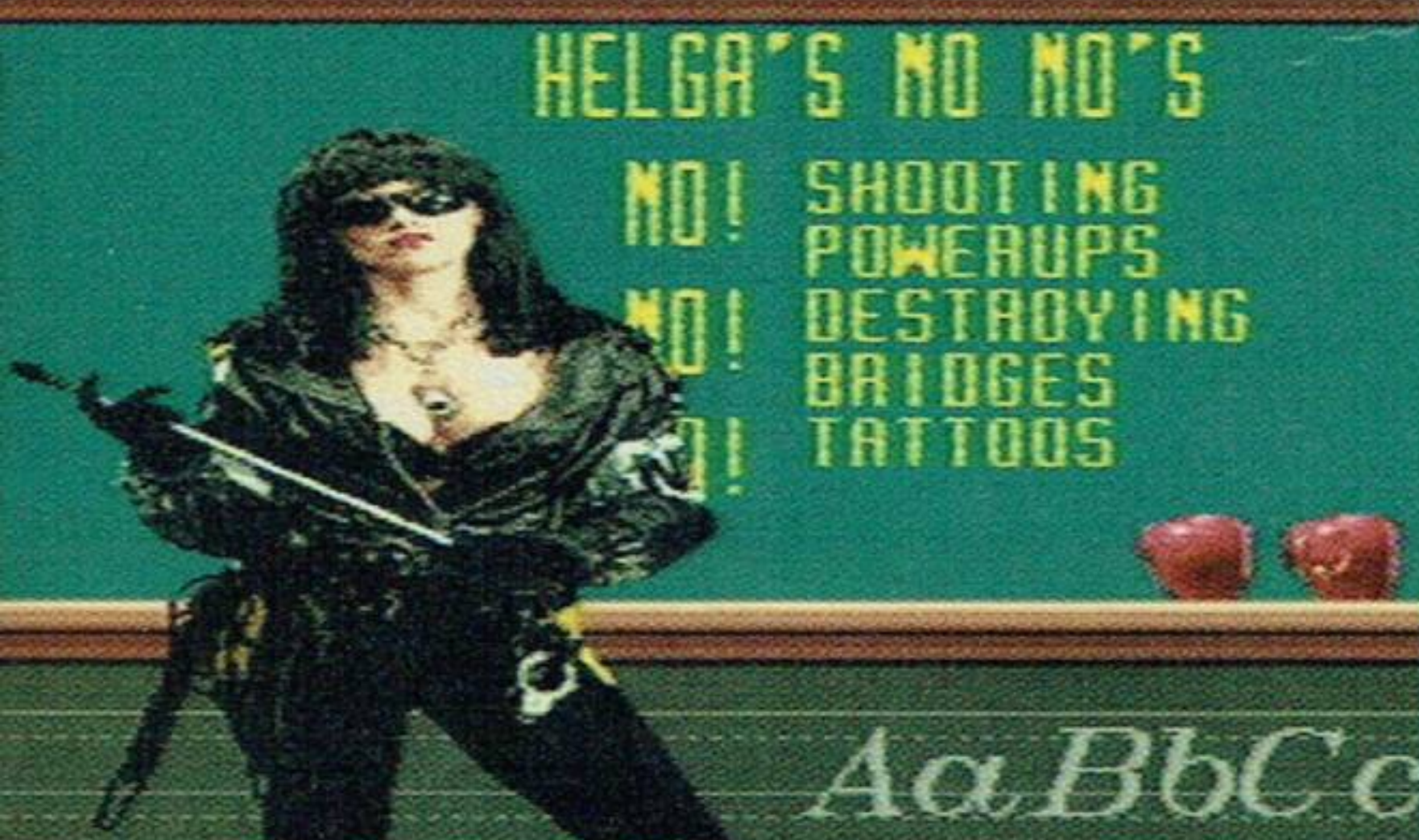
Available: NOW • Category: SHOOT 'EM UP • Players: 1-2 • Publisher: ACCLAIM • Price: \$99.95 • Rating: MA15+



UNFORTUNATELY, YOU CAN'T SHOOT THESE TOOLS



WE LISTEN TO AEROSMITH IN OUR BIKINIS ALL DAY LONG!



WHERE'S THE NO COCK-ROCK SIGN HELGA?

If Aerosmith were kidnapped who would volunteer to rescue them? **DAVID WILDGOOSE** is the lucky *HYP*ER conscript...

Revolution X is a game that is so ridiculous, so over the top in every possible way, that it nearly proves impossible to hate. And it knows it too.

Take the plot, for instance. In a crisis of apocalyptic proportions, Aerosmith ("America's premier rock band" the manual quite incorrectly informs us - admittedly though, the original arcade Revolution X came out a couple of years ago when the group's star shone vividly brighter) have been abducted from LA nightspot Club X. Who would do such a dastardly deed? Several poodles demanding the return of their hair perhaps? Or was it simply a sane lover of music who could stand no more?

E V I L O I D P E O P L E

Don't be silly. It was clearly the work of some evil, sinister mega-conglomerate of big, brutal business and fascist, corrupt government. Because, you know, them grown-ups and politicians they just don't understand The Kids. They don't understand the clothes we wear, the language we use, the music we listen to, they just don't get it at all. Which is obviously why they chose to kidnap Aerosmith, of all people.

Undoubtedly fed up with teenagers continually whining about how hard it is for them today, the New Order Nation (the evil, sinister, etc, from earlier) have decided to put an end to all forms of enjoyment, all unsanctioned social activities, and turn young people into a nation of mindless, acquiescent zombies. But, don't worry kids, all is not lost. For you have been given the chance to save the day by rescuing the 'Smiff and escorting them back in time to play a huge sell-out concert at Wembley Stadium. With the 'Smiff back with the Kids, the New Order Nation will fall to its knees.

Yeah, as I was saying, Revolution X knows that it's stupid, that it's an utterly ludicrous and monumentally thick game, but it also knows that we won't take it at all seriously. An ironic wink and a knowing smile convinces you that this can't be all bad. Which is why it can get away with being virtually nothing more than a point-and-press shoot 'em up. There's a screen that scrolls around a fair bit (sometimes in eight directions during the one level), there's a couple of gun sights and a whole host of goons to waste. They're the basics, but thankfully, there's also a bit more to make Revolution X one of the more varied of this type of game.

F I N D I N G T H E R I G H T R O U T E

Although, the gameplay is not totally non-linear, you do have some say in where you wish to go. If you see a door in the background, chances are you'll get the opportunity to go through it. In fact, one level consists almost entirely of searching through doors and passageways in a huge warehouse attempting to find the right route. Also, you'll find all sorts of hidden bonuses and little bits and pieces lurking around the place. Just shoot at everything and see what happens.

Revolution X's main failing is that it is far too easy. There are only five levels, plus a final showdown with Headmistress Helga - the leader of the New Order Nation, and whose evil apparently knows no bounds.

The goons are mostly pretty stupid, and the end-of-level bosses aren't particularly tough. So, I reckon even the most average gamer would be

watching the end sequence within a couple of days. Any competent player could rent it and probably finish it in one sitting.

However, fans of Aerosmith are well catered for with plenty of their tunes to keep you happy, even though you've surely heard them all before many times. Oh, and fans of the arcade original won't be disappointed either - the graphics aren't as good, but the gameplay is much the same - so just add 10-15% to the Overall score to account for your own personal perversity. While we've reviewed it here on SNES, Rev X will also be available on PlayStation, Saturn, Mega Drive and PC CD ROM. The only differences are the quality of graphics.

If you like basic point and shooters or you like Aerosmith then you may just like Revolution X. Everybody else should be directed elsewhere.

VISUALS 80 - Hey! Look! It's Steve Tyler! In FMV!

SOUND 75 - Depends on your appreciation of the 'Smiff, I guess. The effects aren't quite top notch.

GAMEPLAY 68 - Not terribly exciting, but better than most other similar titles.

LONGTERM 50 - Way too easy, despite reasonably large levels and hidden bits.

OVERALL 62 - Not great, not rubbish, just sort of "okay".



A THING THAT'S UP, ABOUT TO BE DOWN...



GOING DOWN LIKE AN OAK MILK



CARE FOR A QUIET DRINK AFTER THE APOCALYPSE?



BOOM, BOOM, SHAKE SHAKE THE DOOM



PURTY SUNSET...



MY WHAT A BIG WORM!



LITTLE MEN TRAPPED IN GIANT PIXEL BLOB THING



I'VE GOT A BAD FEELING ABOUT THIS...



PURPLE RAIN OF FIRE

Krazy Ivan

Available: Now • Category: Shoot 'em up • Players: 1-2 (linked) • Publisher: Psygnosis • Price: \$99.95 • Rating: G8



I CAN SEE YOU...



NICE SHOOTIN' TEX



RUN AWAY LITTLE PEOPLE

We got very excited about this one last issue but then we played it some more.

DAVID WILGOOSE jumped into a big metal suit, put on a bad Russian accent and went into battle to come back with this report...

You know how it is when you endure the agonising wait for a game to arrive, only to discover that it falls short of your expectations. Especially when those expectations were so high, when you had anticipated great things. The frustration, the bitter disappointment, the dream shattered. You just sit there for a while thinking, "Is this really it?". What happens is that to tend to view the game as worse than it actually is, marking it down for simply not being as good as you had wanted it to be. It is this dilemma that I face with Krazy Ivan.

Console Mechwarrior

It'd be fair to say that we had all held high hopes for this Soviet-flavoured blaster. After all, Mechwarrior 2 is a fine game and a straighter, more console-friendly version of said game would be very much welcomed. And so it is that Krazy Ivan is indeed a straighter, more console-friendly version of Mechwarrior 2. On paper, at least. The actual gameplay leaves a fair bit to be desired.

First, a bit of background detail. Having watched the intro sequence and several cut-scenes, I still cannot say with any authority exactly what the plot is all about. This is partly due to having to keep the volume down so as not to disturb people elsewhere in the office who were actually doing work, but mostly because I was too busy laughing with disbelief at the dreadful ham-acting and hilarious Russian accent adopted by the performers. You take the part of a thick Russian bloke, Krazy Ivan, who spends his days locked inside a huge robot suit. You also enjoy passing the time by travelling the world, engaging in to-the-death combat with alien invaders, called Sentients, who are also in huge robot suits.

What this means in gameplay terms is five levels of 3D shoot 'em up action. In each level there resides a handful of robots for you to destroy, and a reactor type contraption that needs to be demolished afterwards. This is how they get away with claiming the game has 27 levels - there are 27 Sentients to be taken out. Start playing and perhaps the first thing you'll notice is how awkward the controls are. Every single button on the Playstation controller has an important function, which means you not only need six pairs of hands, but you have to have lightning quick reflexes with it. This is further complicated by the lack of a user-definable control option. Sure, there are five pre-defined setups for you to choose, but I trialed each one and at no time did I feel comfortable with any of them. It's the control pad itself that creates the difficulties. I would consider myself quite adept at handling the notoriously hard-to-control Descent using only the PC keyboard - there you can use all ten fingers to cover the 16 or so necessary keys. With Krazy Ivan however, you can really only use four fingers to navigate the 12 buttons - a feat that will stretch anyone's physical capabilities to the limit.

Robots & Reactors

The second thing you'll notice is the unusual game structure. They're levels, Jim, but not as we know them. You have complete freedom of movement to wander anywhere throughout the landscape (well, except up steep inclines). There are tanks, planes, and all kinds of other little robots that appear if you dally too long in the one place and proceed to fly around the place and shoot at you. But all you need to do is head straight for the big robots then the reactor, and you'll only have the occasional skirmish with the Black Knight robot if you're hanging around too long. It's the "end-of-level boss" idea taken to its logical conclusion. It's also an interesting idea that just about works (if it weren't for some peculiarities in the AI).

The final aspect you will take note of is the contrast in the graphics. On one hand there are the superb robots, tanks, mechanical mosquitoes, etc. It has to be said that they look great. Particularly impressive is that they look even better close up where everything has such a real, solid appearance - you know, as if they were really there. Better still is when a boss

robot leaps or flies just inches above your head, you peer up and it looks spectacular. As do all the weapons (especially the ones firing AT YOU) and the brilliant explosions. But the side is let down by the completely unremarkable landscapes. Russia is a drab grey, Saudi Arabia is a dreary light brown,

France is a featureless green, you get the picture? Undoubtedly this has been done to keep the speed up (which it does) and the plot offers some excuse about some sort of alien induced apocalyptic disaster, but it's a bit disappointing.

And that just about sums up the whole game. It's certainly not a tragedy but the lack of variety in missions plus the awkward controls means that the glory of Mechwarrior has still to be realised on the PlayStation.

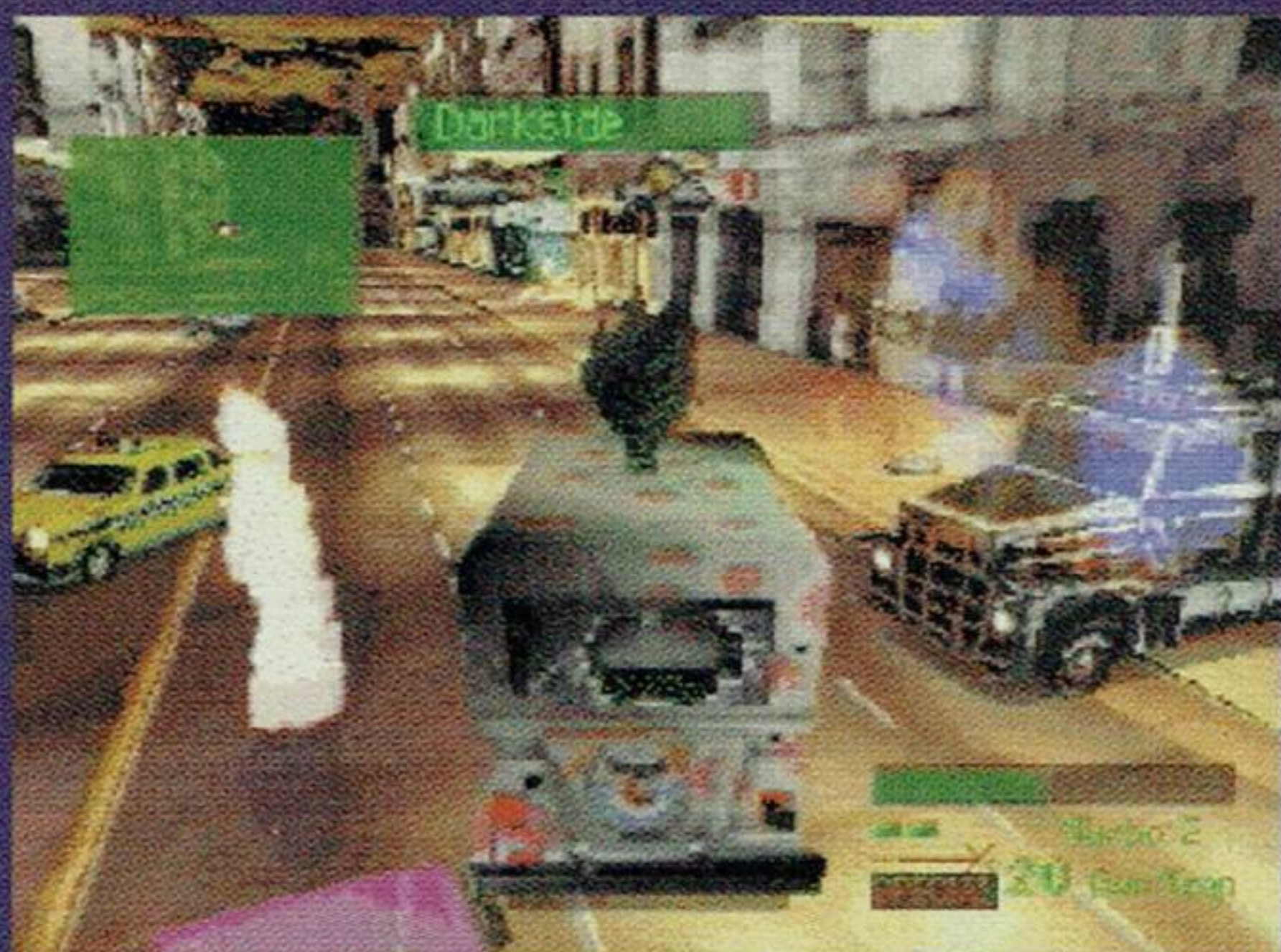
VISUALS 82 - Brilliant robots, explosions and stuff, but sod all detail anywhere else.

SOUND 75 - Good effects and neither good nor bad music.

GAMEPLAY 75 - Okay, but too hard to control and not terribly involving owing to the lack of variety in levels.

LONG TERM 68 - Quite difficult, but it won't sustain your interest.

OVERALL 75 - Occasionally exciting yet rarely compelling 3D shoot 'em up. Mechwarrior fans should take a look though.



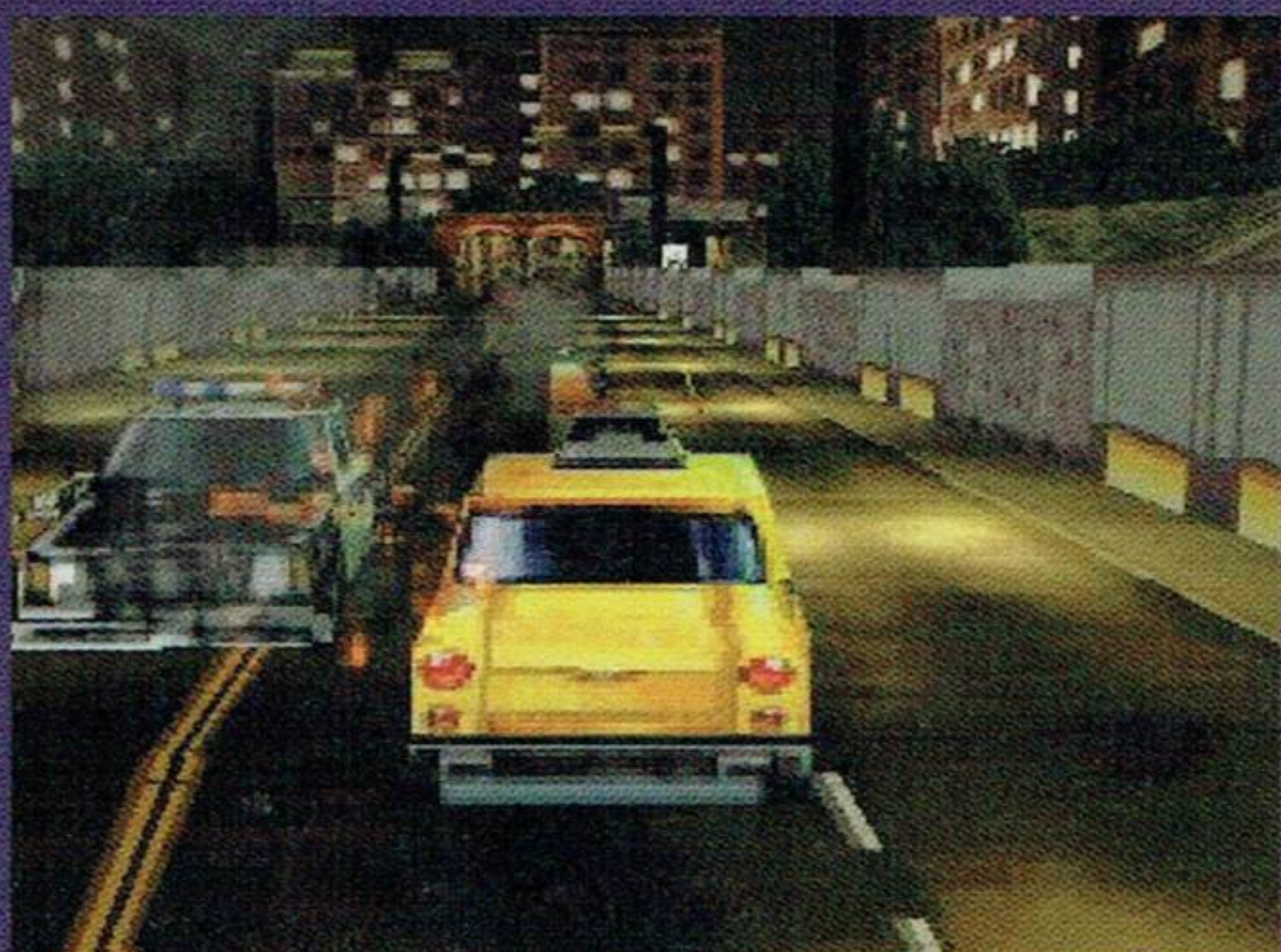
ACTUALLY I ONLY PLANTED THE BOMB TO MEET KEANU



BUS-T A MOVE



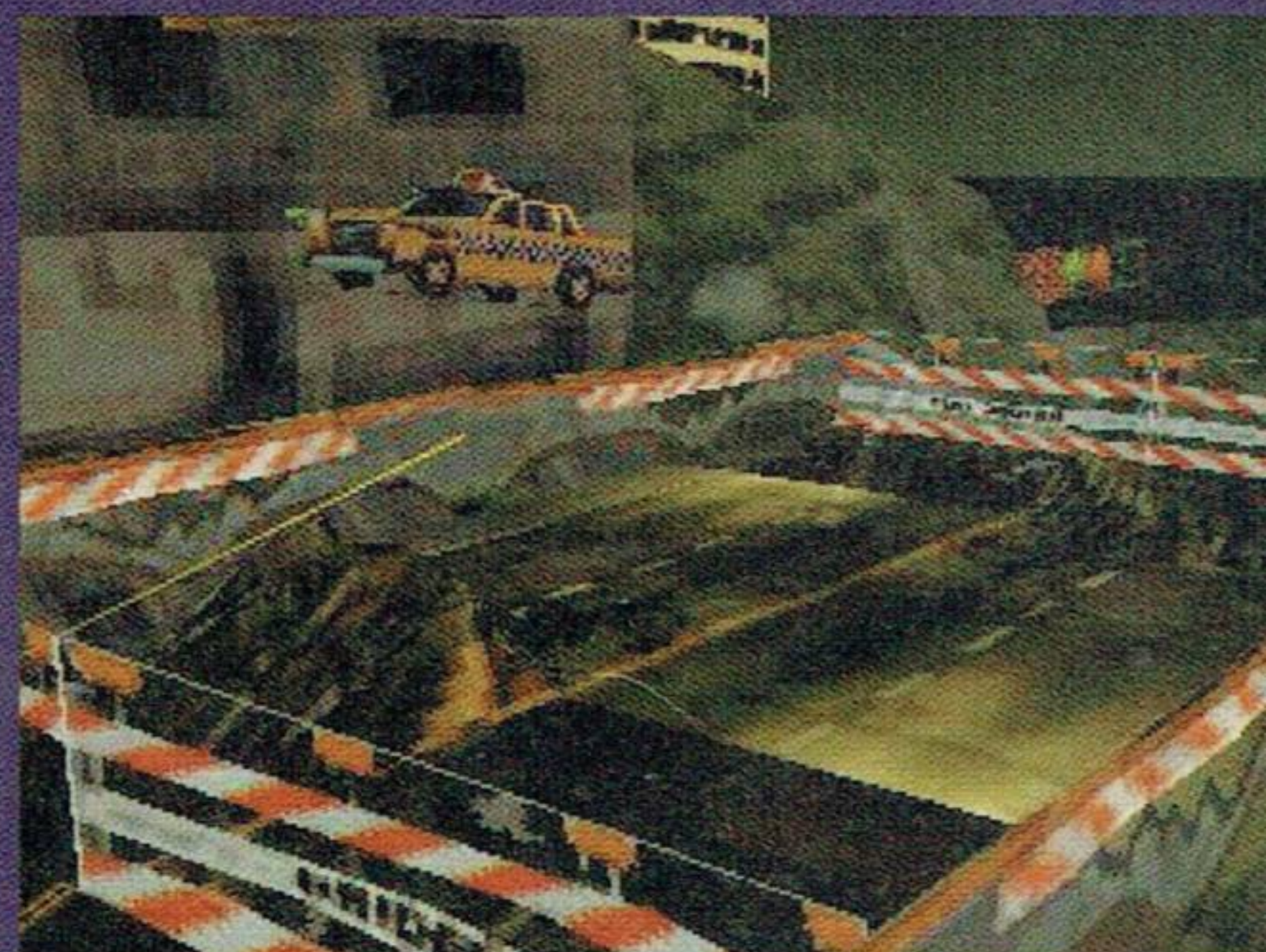
WE GOT A ROLLIN' CONVOY, 'CROSS THE USA... CONVOY



EXTREME TAXI DRIVING



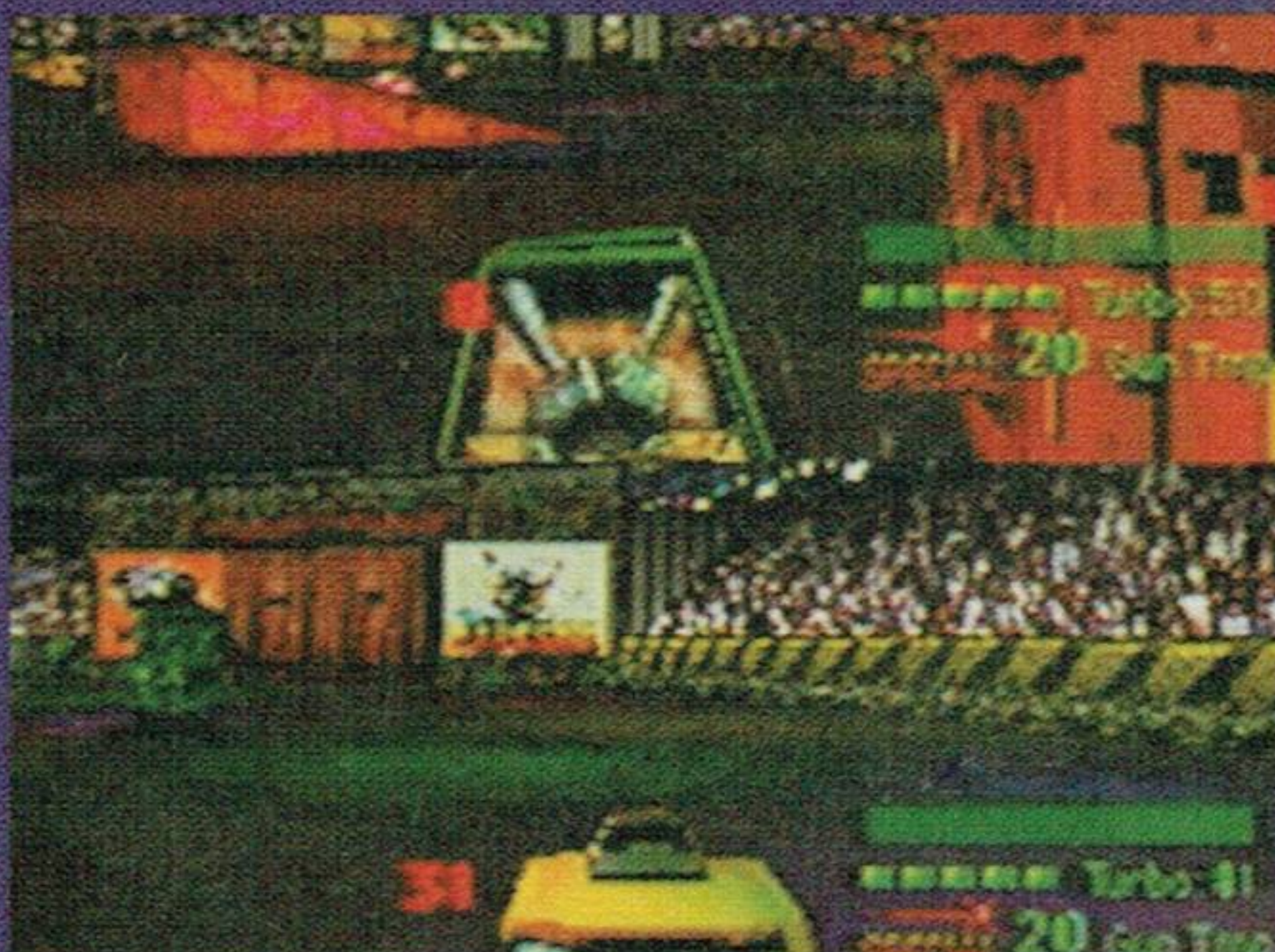
EXTREME POLICE CAR DRIVING



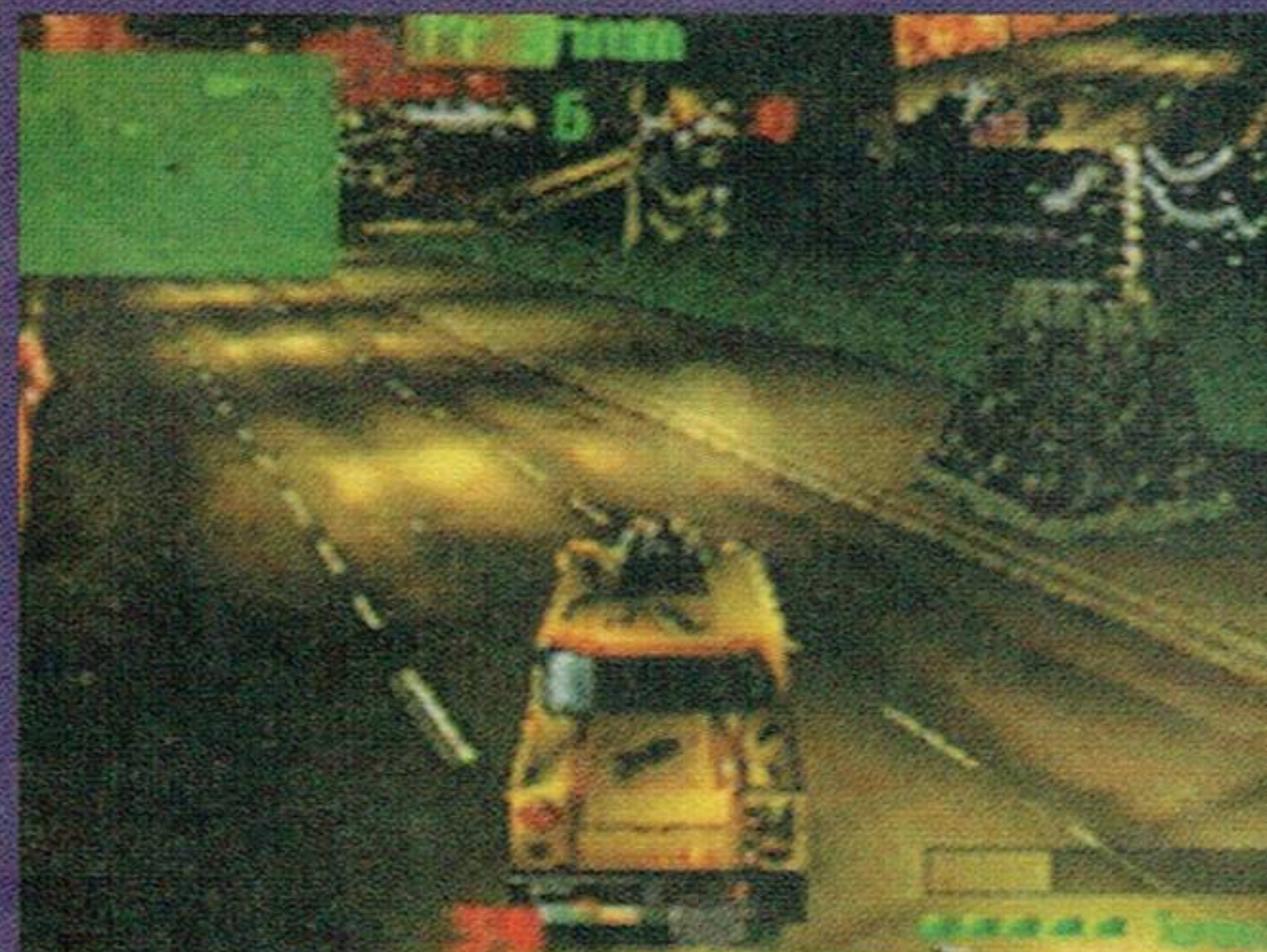
EVIL KNEIVEL STARTED IN TAXIS YOU KNOW



TEN-FOUR RUBBER DUCKY



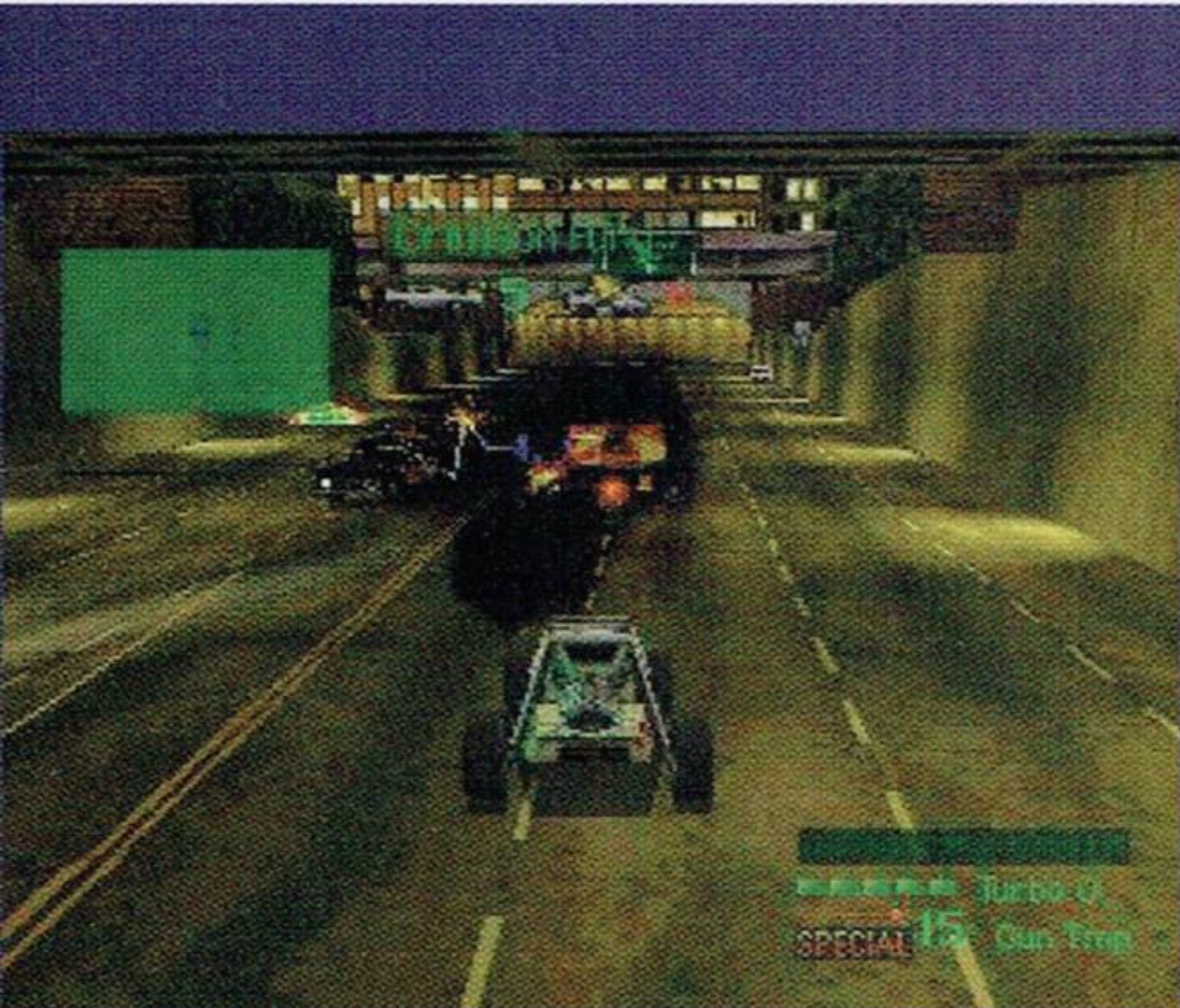
... AND THE SPLIT SCREEN MODE



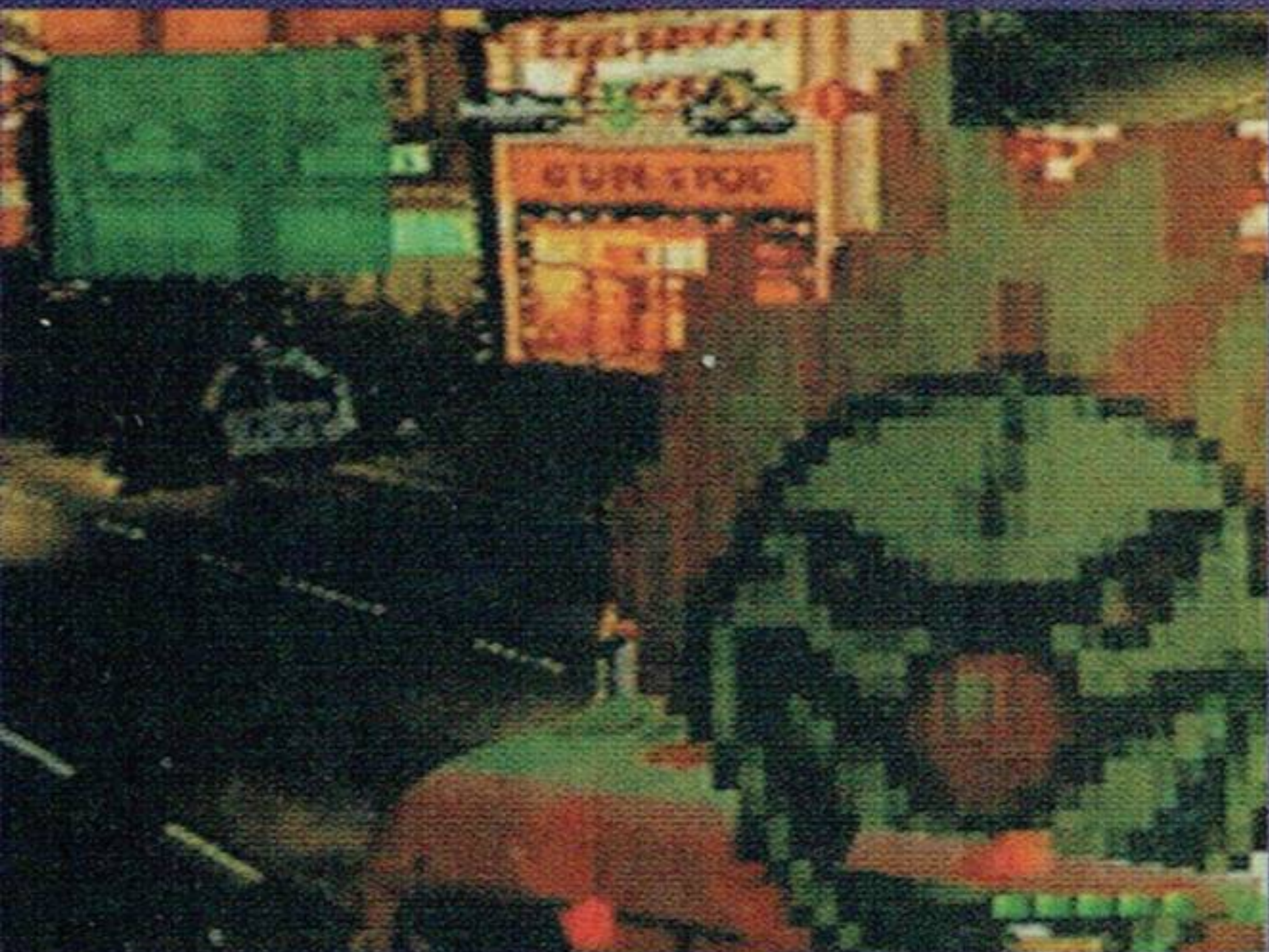
TAXI DRIVERS ARE PEOPLE TOO YOU KNOW

Twisted Metal

Available: NOW • Category: ACTION • Players: 1-2 • Publisher: SINGLE TRAC • Price: \$89.95 • Rating: M15+



WEIRD STUFF AHEAD ALERT!



MR BUBBLES BEARS HIS UGLY HEAD



FREAK!

Even though they're essential for a harmonious society, road rules take all the fun out of driving. So Twisted Metal throws all the rules out the broken rear window.

JASON SERDA & JULIAN BURES are the lucky puppies who indulged in some roadkill...

Undoubtedly one of the most original games to come out on the Playstation so far is the car munching Twisted Metal, a driving sim that's seriously twisted. How twisted? Let's put it this way; it ain't Barbie and Ken in their campervan. Read on and salivate.

You're in control of the car of your choice, and you get to do what you've always secretly wanted too, get in and then tear down the street, killing pedestrians and smashing up, shooting or running over the other bad boys on the road. Yes kids, it's like going for your Ps.

Drive-by Future

Set in the war-torn and semi-derelict future of LA (or maybe it's the present), Twisted Metal is a showdown between a large variety of battle tested street cars each seeking to do the other in. We're not talking about your standard drive-by shooting here, as these cars are equipped with the most wicked weaponry; napalm, guided rockets and mines just to name a few of the goodies.

There's a choice of four perspectives, first person, blimp view and two third person view-points. While playing you can set up ambushes, flip over ramps and flatten anything that gets in your way. Although the graphical quality of the backdrops falls a little under the detail of Ridge Racer as everything gets pretty blocky up close, the definition on the cars is superb, as is the smoothness of the gameplay.

On the subject of the gameplay, these cars drive brilliantly; dodging missiles, burning out in a 180 degree spin or trampling over your victims. These cars also behave like real cars, 'cause they can also be sloppy on the turns, have crap handling, and are sometimes slower than you slob getting out of bed in the morning. It all depends upon which car you choose as your messenger of death. Driving the yellow cab almost made me feel like I really was a New York city cabbie; any more realism and I would be sitting on those stupid beads, while listening to crap hits from "the best of the bottom 40". Ferrari's, monster trucks and combat jeeps are just some of the twelve vehicles at your fingertips, so you can find your own balance of speed, armour, weaponry or special powerups. And there's even a Mr Whippy van, so watch your back, as he may come out of nowhere and place a very cold choctop up your exhaust pipe. MmmMmm.

Brown Trousers

Don't expect a plot out of this title, as it has about as much depth as a fish tank; this is carnage, pure and simple. Just sit back and enjoy a nice leisurely drive through the city and suburbs which takes you through four levels and eventually to the 5th and final battle, which takes place on the rooftops of LA's skyscrapers. One slip and it's seriously brown trouser time.

This makes you the master of the city, do what you want, either take a spin on the highway, hide in an alley, whatever, as this game has been designed to give the impression of a large city, but you are actually limited in the areas you can drive through, which is good, as the battles are short and

VISUALS 86 - A bit of a mixed basket here - cars are great, scenery could be better.... well, you can't have everything

SOUND 80 - The soundtrack's pretty sedated, but the cars' FX set the mood quite well

GAMEPLAY 90 - This title's strongpoint; car handling and combat is almost as satisfying as the real thing (and a lot cheaper)

LONGTERM 84 - With only five levels, the attraction won't last all that long, especially on the easier settings. Duel mode will keep you playing though

OVERALL 88 - Very different, very fast and very fun, especially if you're violent and mentally unstable

very violent, often involving 2 or more other cars at once. The trick here is to wait until they've worn each other down, then turn them into chop liver. Not very sport-

ing we know, but you do want to win don't you?

Don't think for a minute that you have to enjoy this family game alone, as there's a split screen and link-up option to keep you further entertained; because after all, everybody likes killing their friends.

When my mum said, "son, here are the keys, keep your eyes on the road, because there are lunatics everywhere....", she didn't know how right she was. The future looks pretty grim indeed, and you better be damn good on the gas, and even better on the rubber. Happy driving, killer.



BAD GUY AT 12 O'CLOCK!



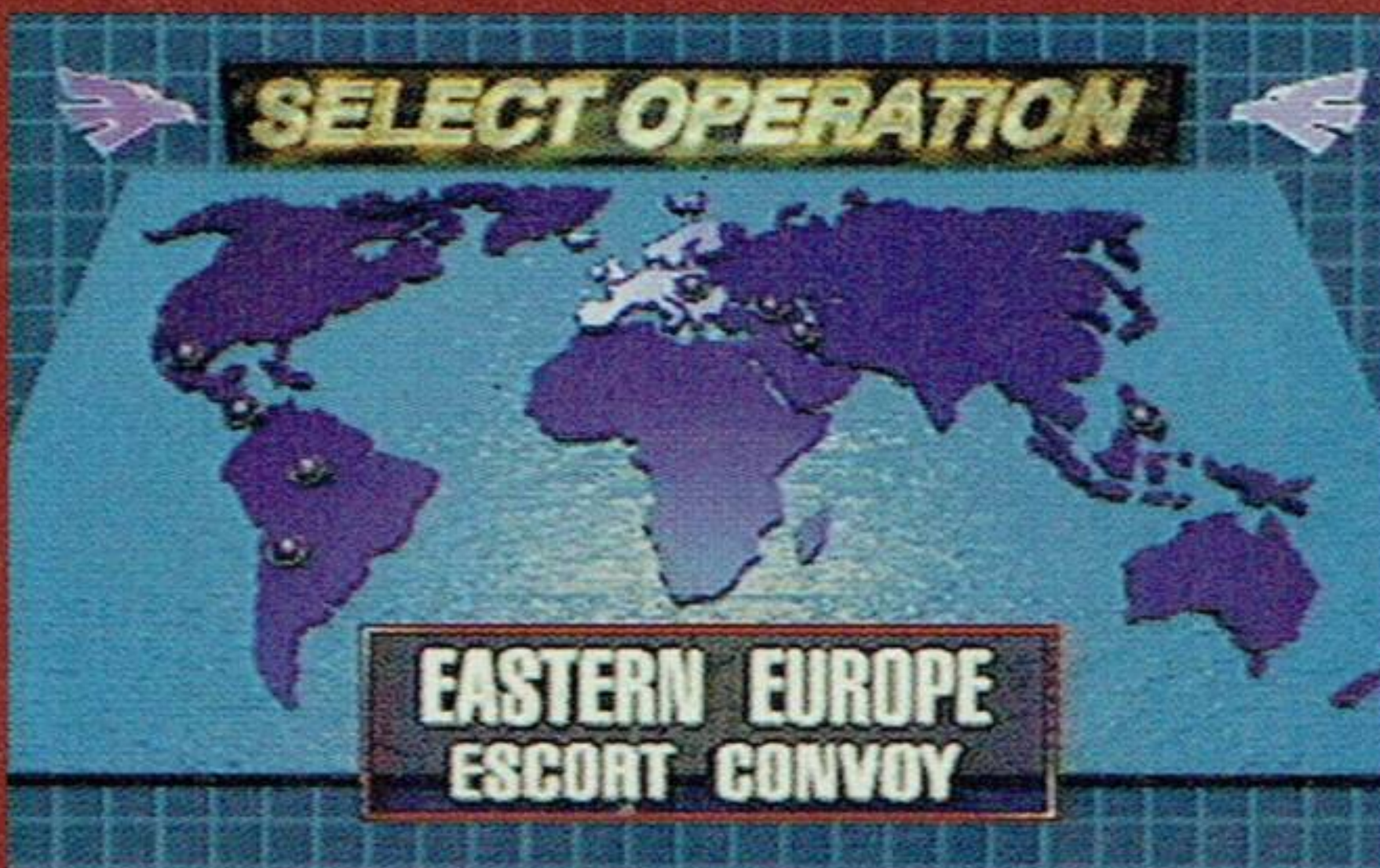
BIGGER BADDER GUY, STILL AT 12 O'CLOCK



GOING OFF LIKE A FROG IN A SOCK



OOOH! HOW VIRTUAL!



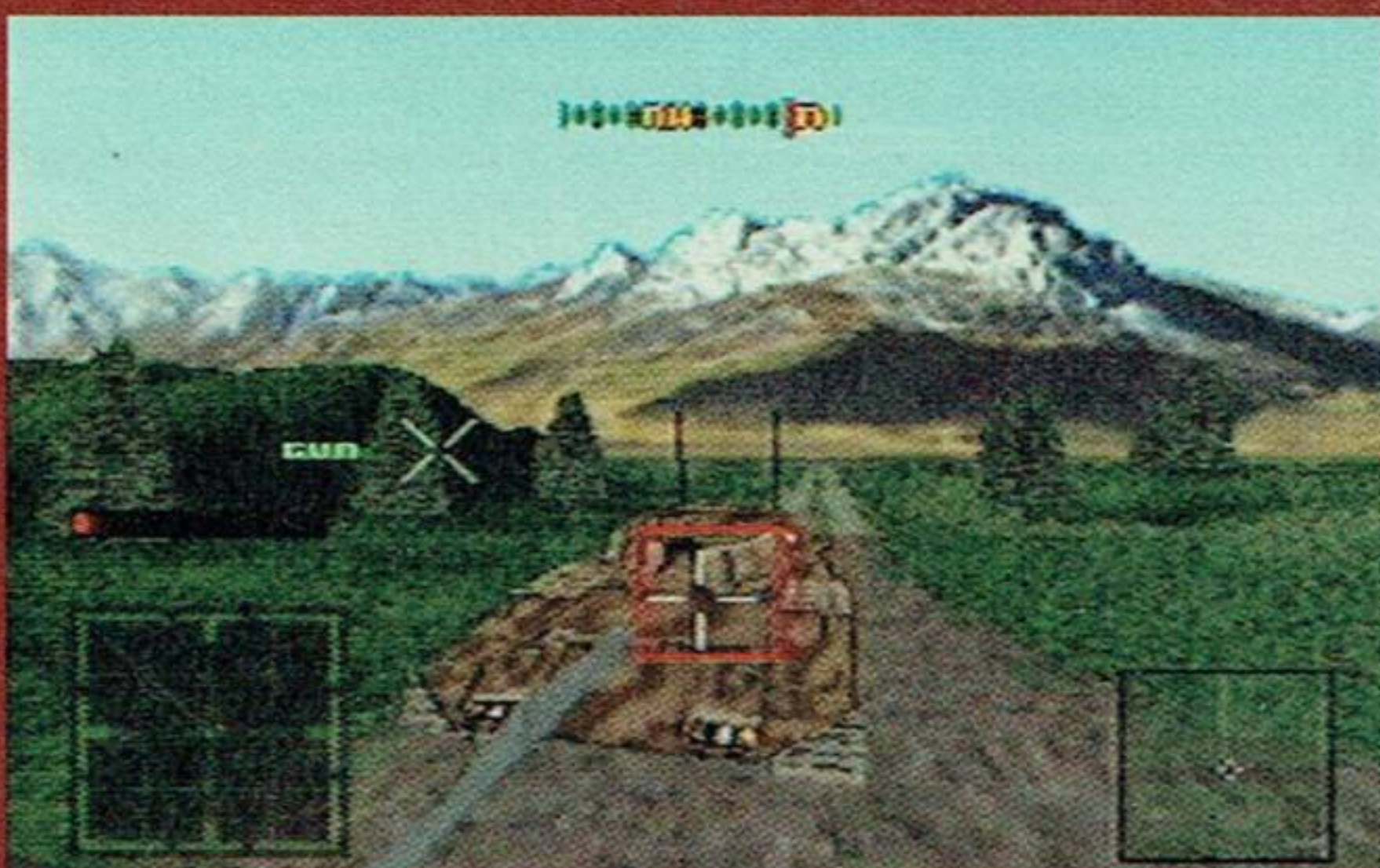
SPOT THE HOT SPOT



YOU AREN'T HERE, BUT WILL BE SOON...



IT WENT "POOF"



TANKS FOR COMING...



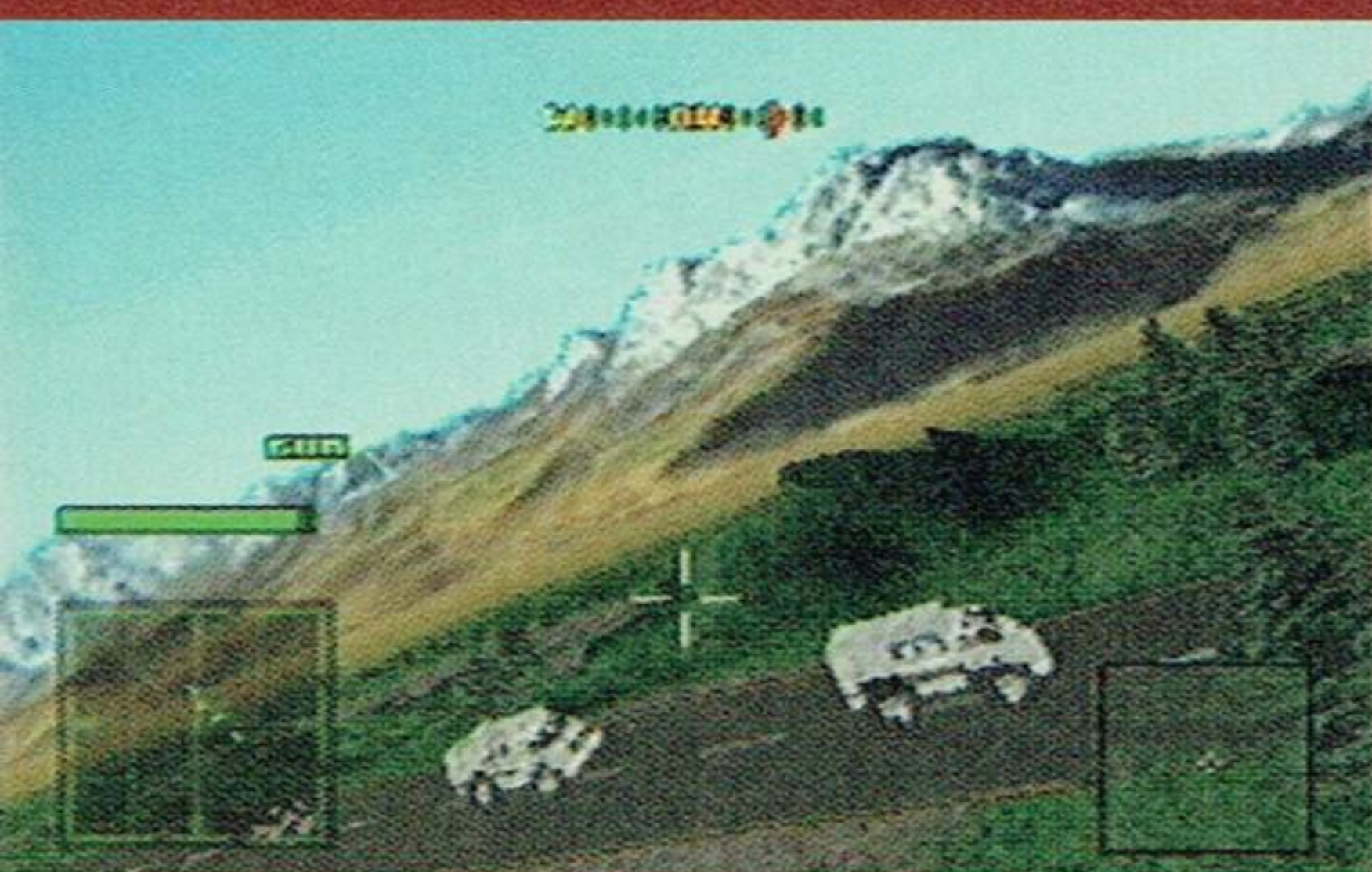
TEKKEN IT TO THE MAX

Fires torm: Thunderhawk 2

Available: NOW • Category: FLIGHT ACTION • Players: ONE • Publisher: CORE DESIGN • Price: \$99.95 • Rating: G8



ZOOMY SHOOTING DOWN LOW



BOARD'S IN THE BOOT, LET'S HEAD FOR THE SNOW!



I'M A ROCKET MAN, MAN.

Fast 'n furious - now there's a cliché. Action-packed non-stop excitement - another couple! It's all true about Thunderhawk 2, but let's cut to the review before we get too carried away.

BEN MANSILL is your wordsmith...

For the fun of it. That's why we sit down and play most games. Not Thunderhawk 2 though, instead you'll be driven by a gritty determination to get through those missions you've come so tantalisingly close to finishing, only to be blown out of the sky within sight of your final target. It's combat flight action you see, so the most effective technique to adopt for success is the old faithful "pretend you're a fighter pilot fantasy" method - meaning the less you smile and enjoy yourself, the more likely you are to actually get anywhere.

This by no means should imply that Thunderhawk 2 should be avoided, on the contrary, it's a hell of a gratifying experience - but only if you develop the Ultimate Skill required to play the game well, otherwise you're in for the most intense frustration since your early teens.

Frantically Busy Combat

Take the plunge and you're in for a respectable 26 missions of WWII carnage. Your office is the front seat of a Thunderhawk attack chopper. I'm not exactly sure whether there's a Real Thing out there or not, but in performance it's comparable to the Apache - loads of armour and able to carry a warehouse worth of weaponry. Interesting stuff too, like plain old free fall bombs, anti-runway bombs and depth charges. Not having had these toys available in a chopper game before makes Thunderhawk a fresh treat, although for 90% of the missions I found myself taking to the skies with nothing but the maximum loadout of Firestorm missiles. You can carry up to 28 of the mothers and they'll take out just about anything except the largest ships. The easy way is the right way, no mucking around with selecting different weapons in the heat of combat. I suppose playing this way is contrary to the spirit of the game, but you'll be so frantically busy in combat that the one weapon way is the only way to go.

The missions don't have to be played in any particular order, but some are devilishly more difficult than others, buy the game and you'll soon figure out which. None have much in common, which is refreshing. You could be zig-zagging over the Panama canal taking out artillery on the banks, so your fleet of tankers (following relentlessly) can make it through, or twisting through trees in search of tanks, or engaging jet fighters, or hunting a truck convoy of drug runners, or... hell, there's a lot here to keep you busy for ages.

Hammering Primaries

Making the Thunderhawk (best spoken in a macho Arnie-style slow drawl) do what you want is a breeze. Core Design have made good use of the Saturn's controller, using an intelligent and intuitive layout that'll have you flying like an ace in no time. The usefulness of this elegant design is fairly huge, only "primary" targets need hammering to finish a mission, but each primary is always sur-

rounded by hordes of nasty little anti-air units that'll light up the sky with their fire.

So you need to be hot. You need to perform. You gotta be good. Prioritising targets and forming a battle plan in half a second is essential, it's that sort of game.

An incentive for pressing on against all odds is the simple pleasure of being in the 3D

world. The terrain detail is nicely adequate and the landscape contours realistically enough to allow proper terrain-masking techniques.

Enemy units and structures look solid and are highly detailed. The price the game pays for such sexy graphics is that you don't get a whole lot of it at a time. In real terms, only a couple of hundred metres worth of scenery is visible at a time. Normally this won't matter much due to the localised nature of the warfare, but when you're hurtling along the desert floor and a mountain suddenly appears right in front of you, one's opinion of the game tends to fall somewhat. Particularly yucky bits can be found, like the canyon wall that materialises in spasmodic clumps every couple of seconds as you fly alongside it in annoyed disbelief. All up, Thunderhawk comes with my recommendation. It's an action game that wants to be a sim, and almost is. Minor silliness like unlimited gun ammo haul it down to size, but balancing the equation are gold-plated effects like the virtual cockpit and fantastic control design. Not brilliant, but not bad either, not bad at all.

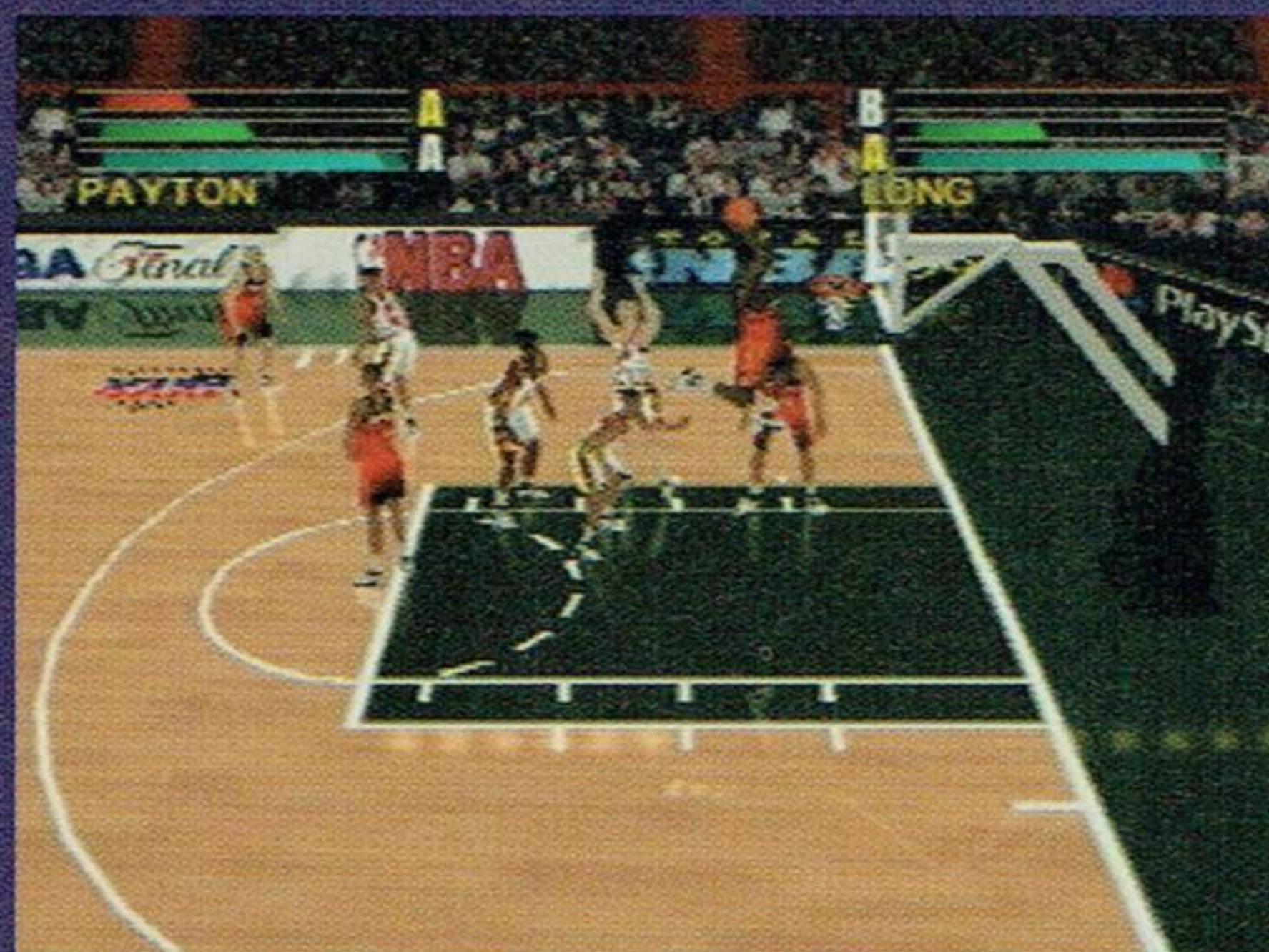
VISUALS 79 - Very fast and quite well detailed. Some glitches, but instead of pissing you off you'll just laugh and keep going.

SOUND 76 - Lots of radio chatter to set the atmosphere. Regulation booms and bangs.

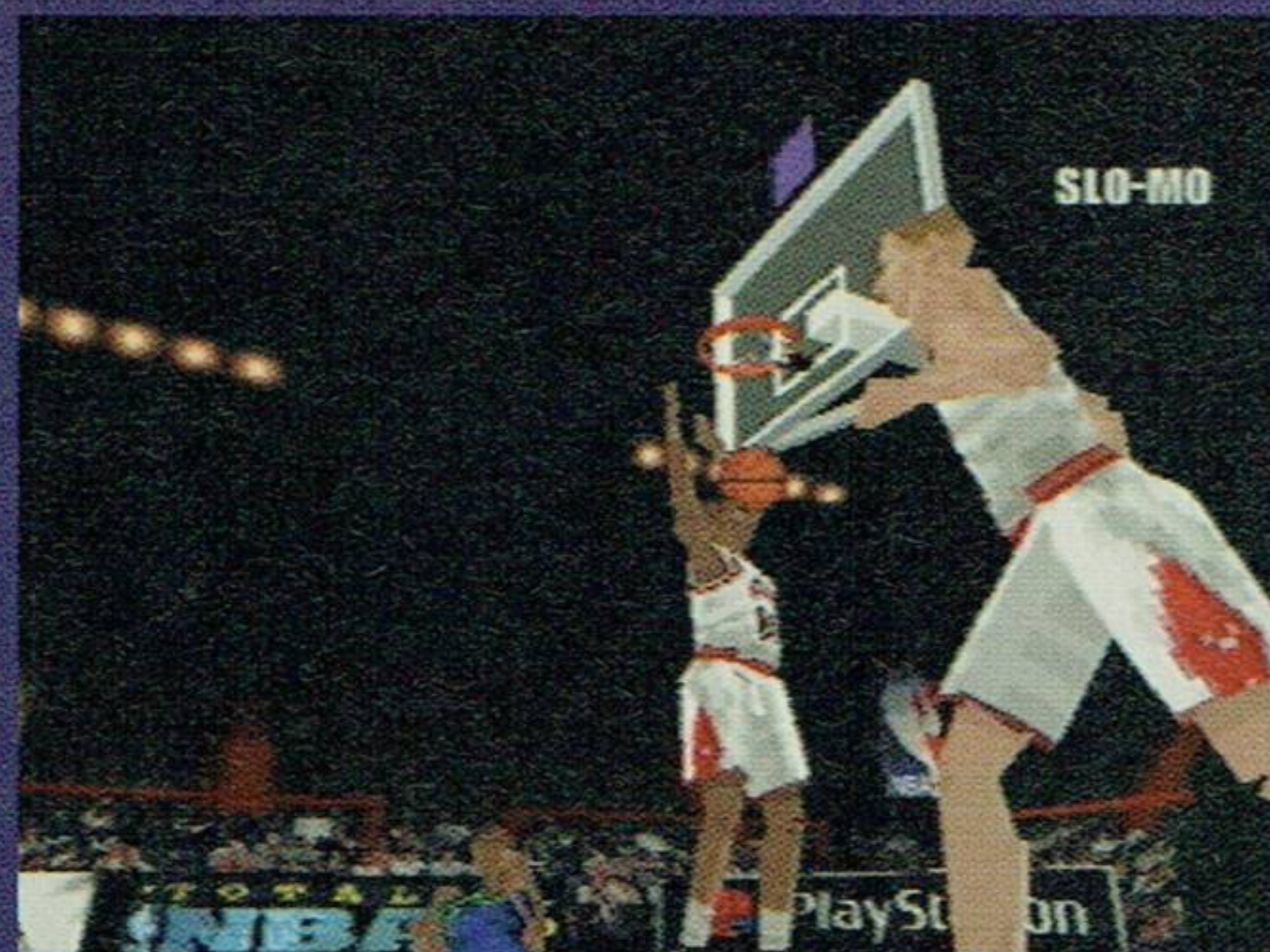
GAMEPLAY 84 - Tough and unforgiving, but that's how lots of us like it. A "just short of impossible game". Cool!

LONGTERM 87 - Respectable. Some may cry "never again," after they finish, but finish it they will, no matter how long it takes.

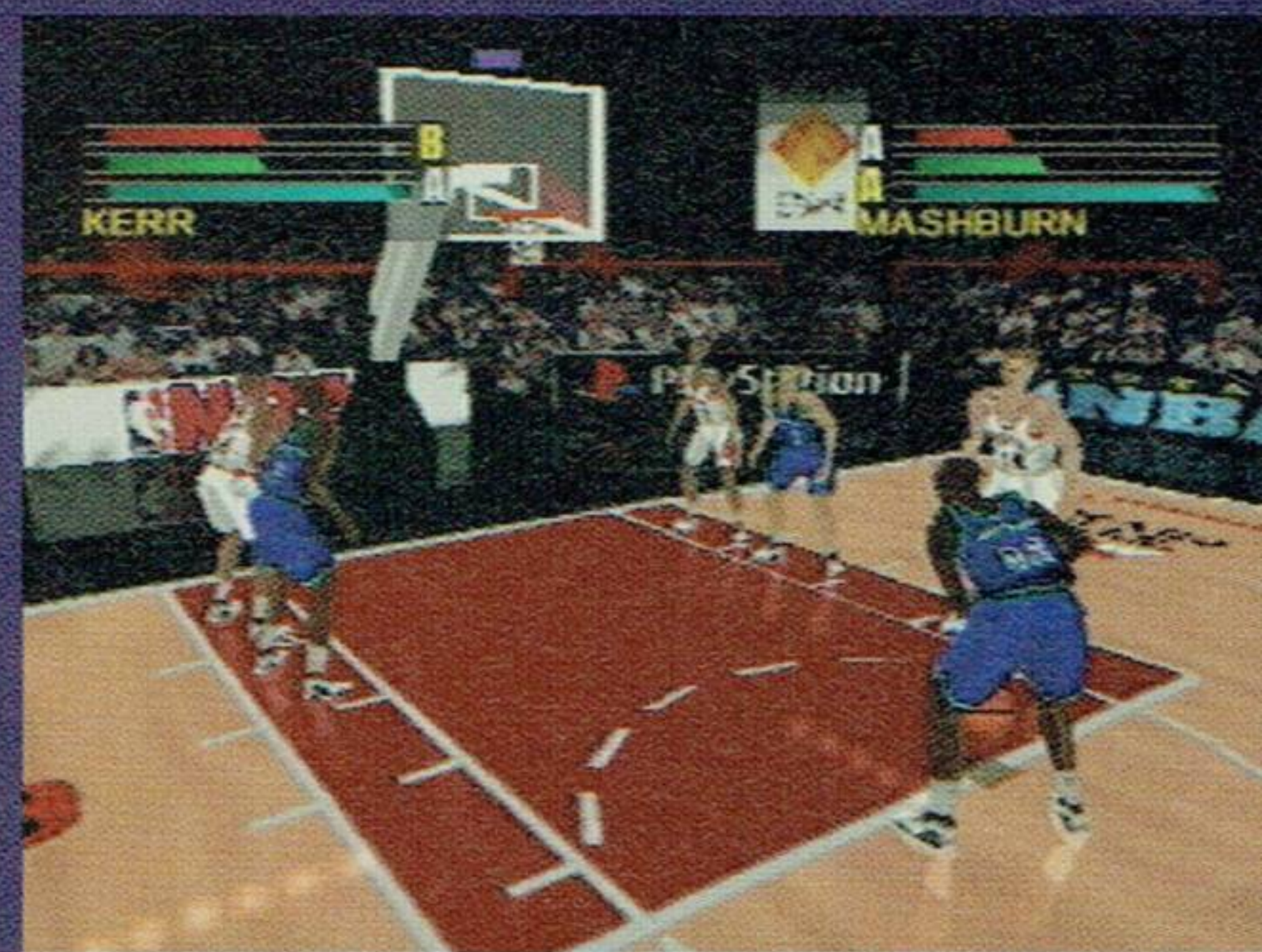
OVERALL 83 - A pseudo-sim. Which will suit the majority I'm sure. Far from perfect, but just as far from average too.



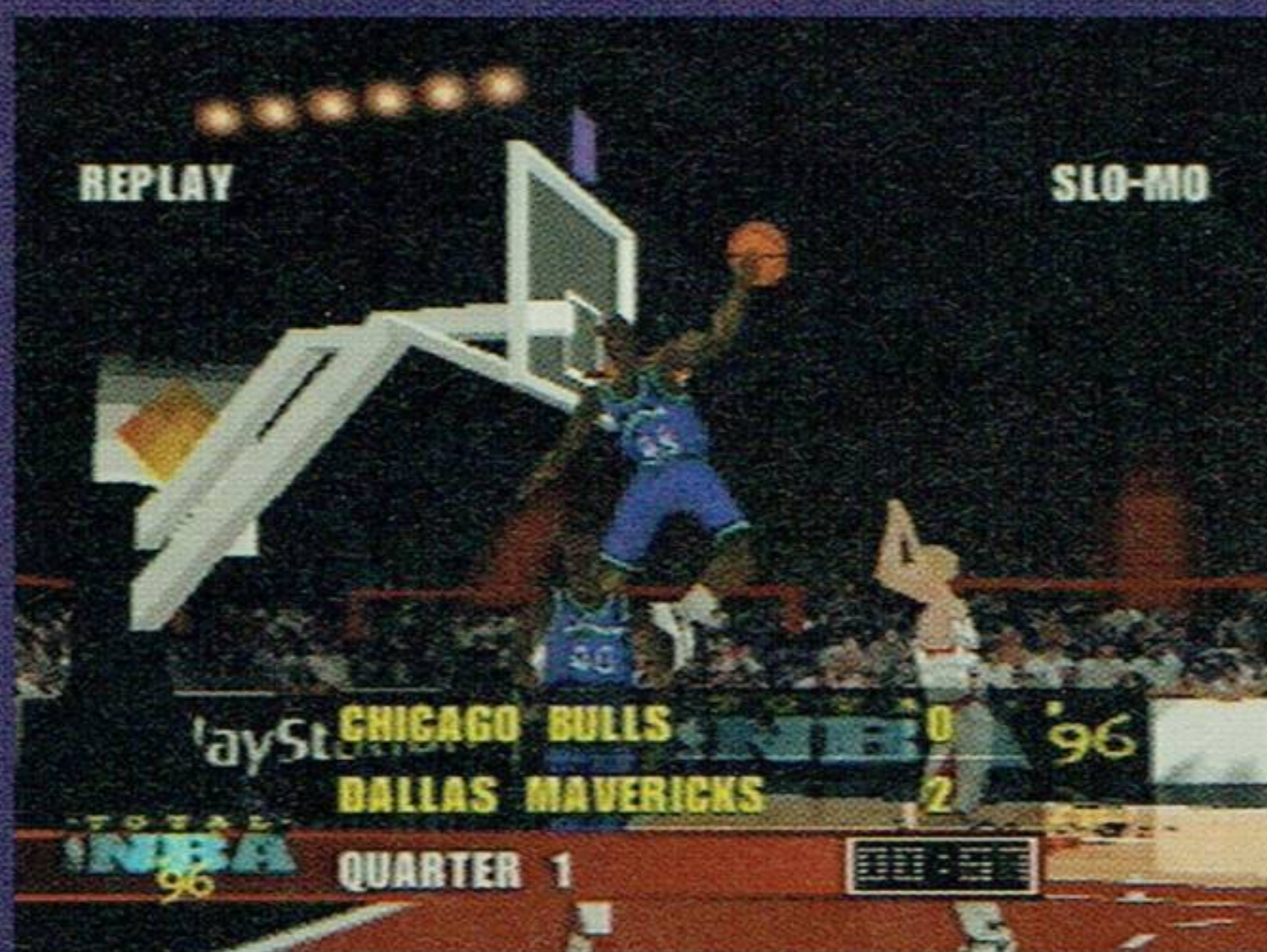
GOOLY THIS GAME LOOKS NICE



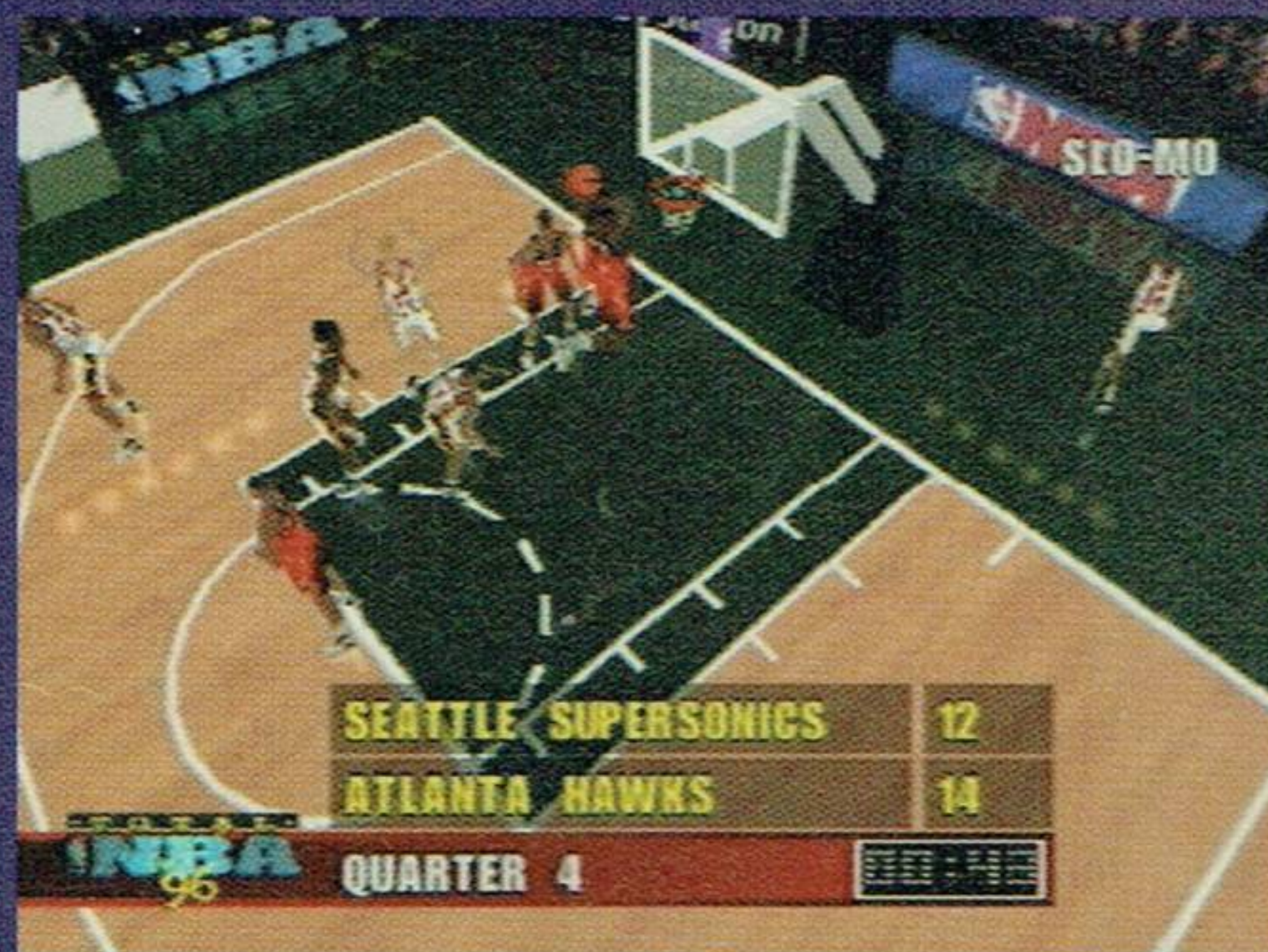
REAL 3D - NO PRIMITIVE SPRITES HERE



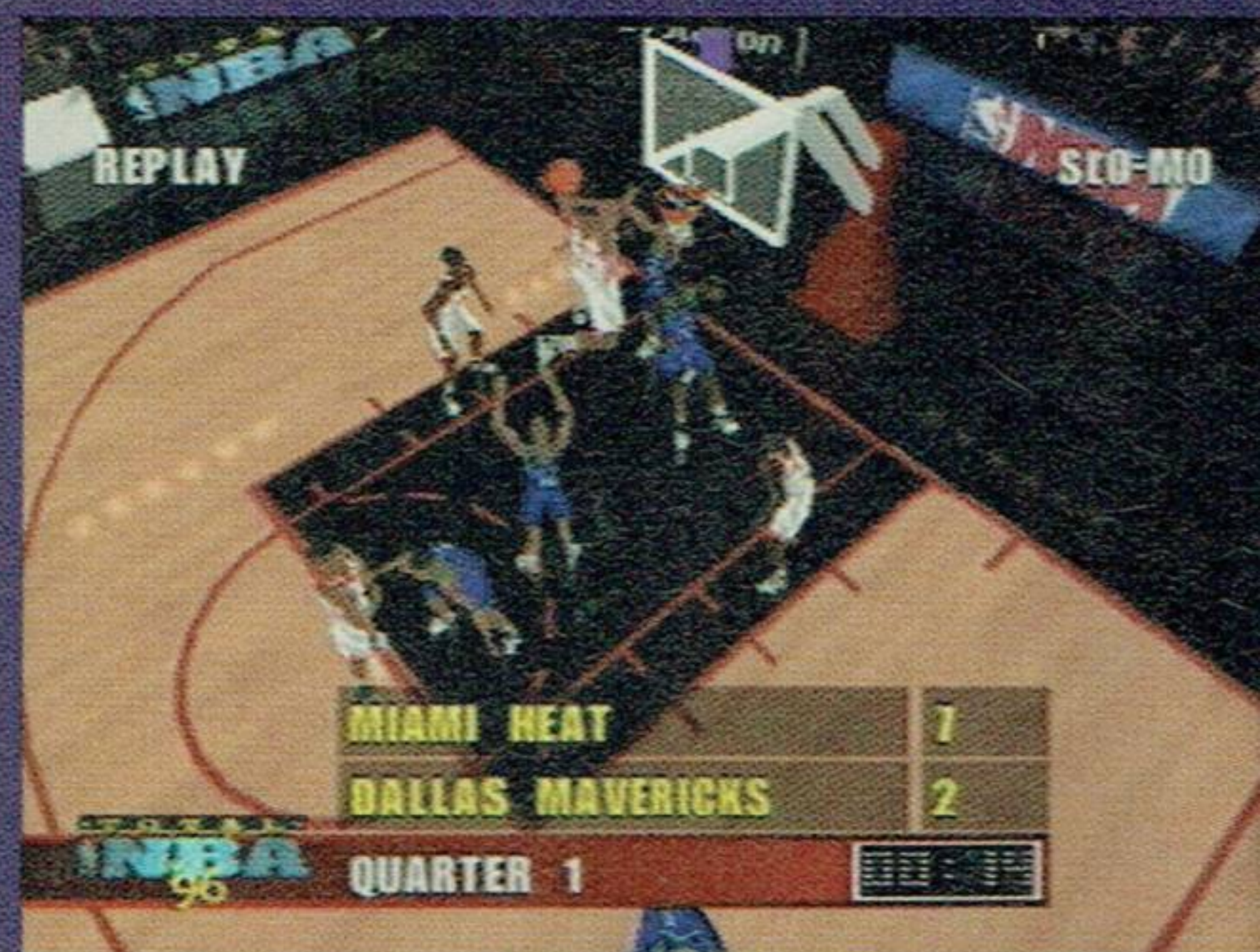
GRIPPING STUFF THIS



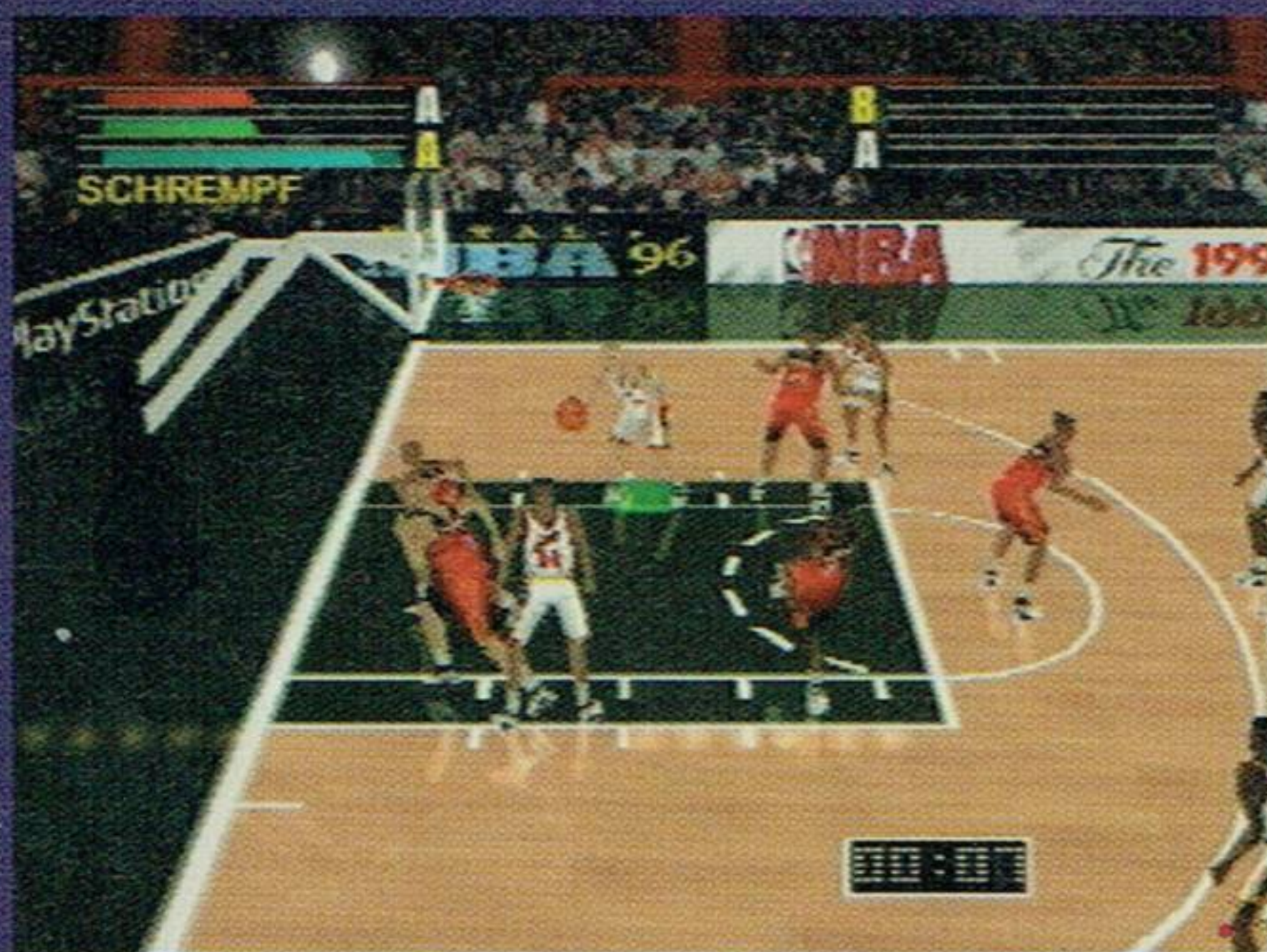
AHHH... THE CROWD PLEASER



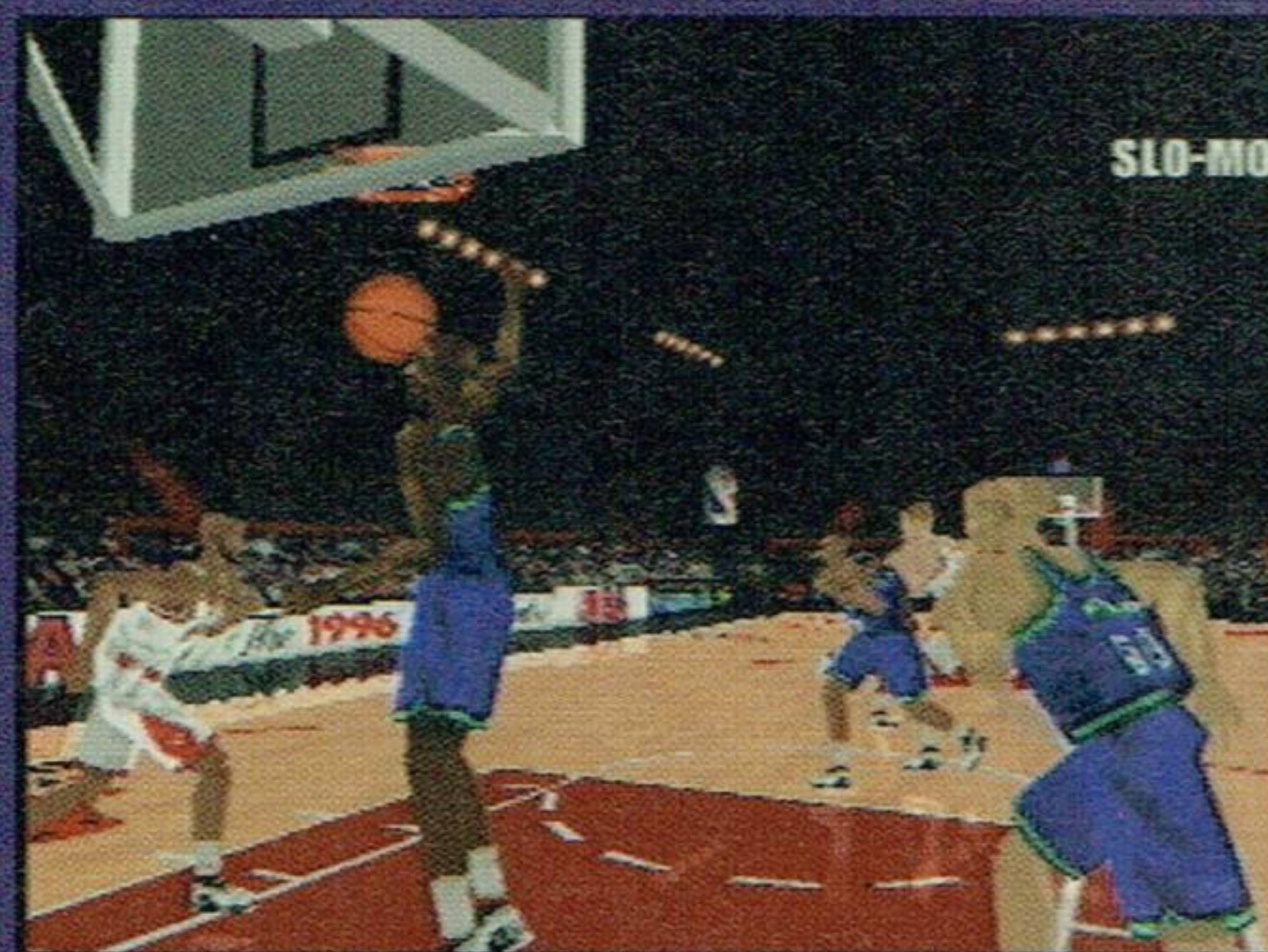
WHOOAAAA!



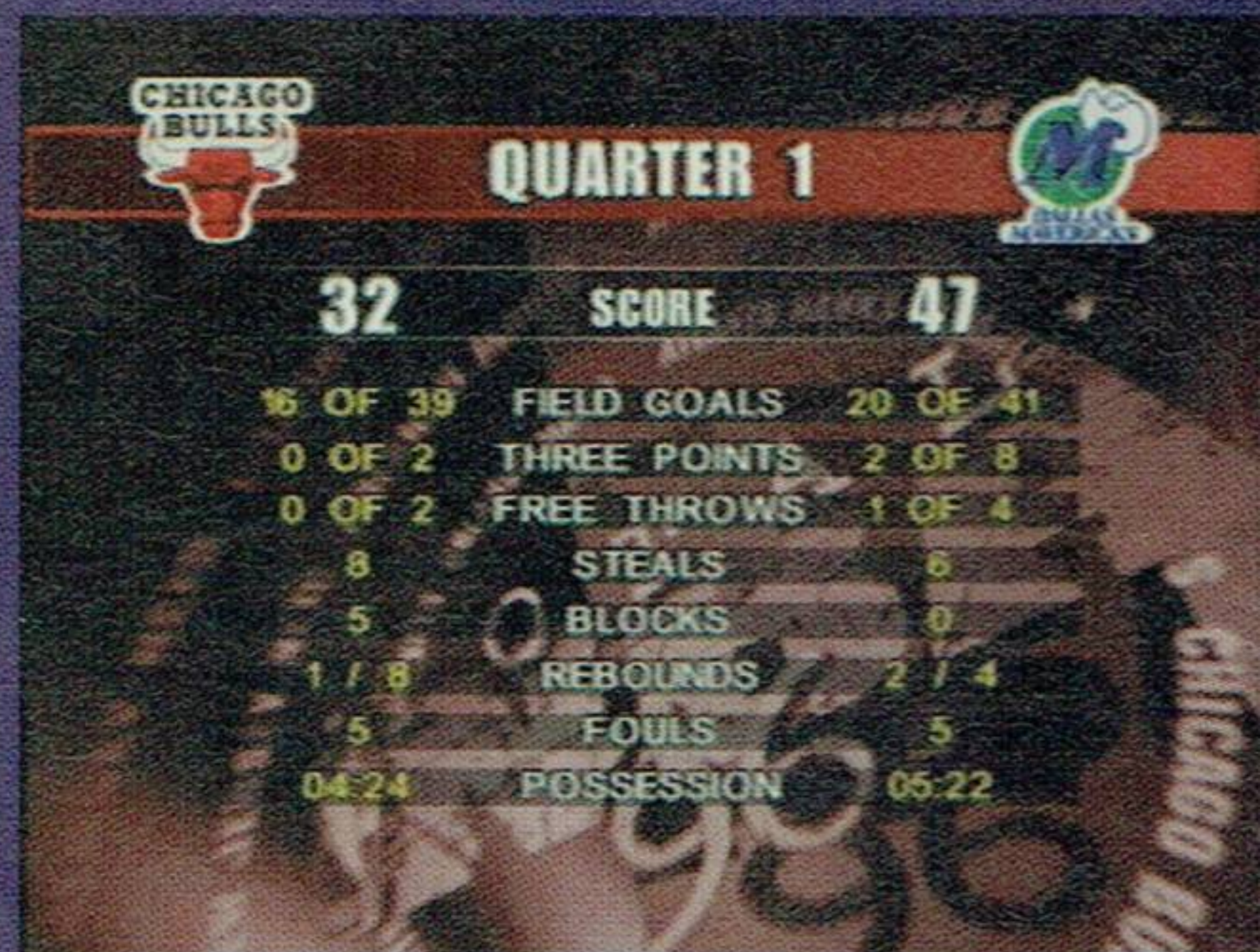
AWESOME MAN



DEEEFFENCE!



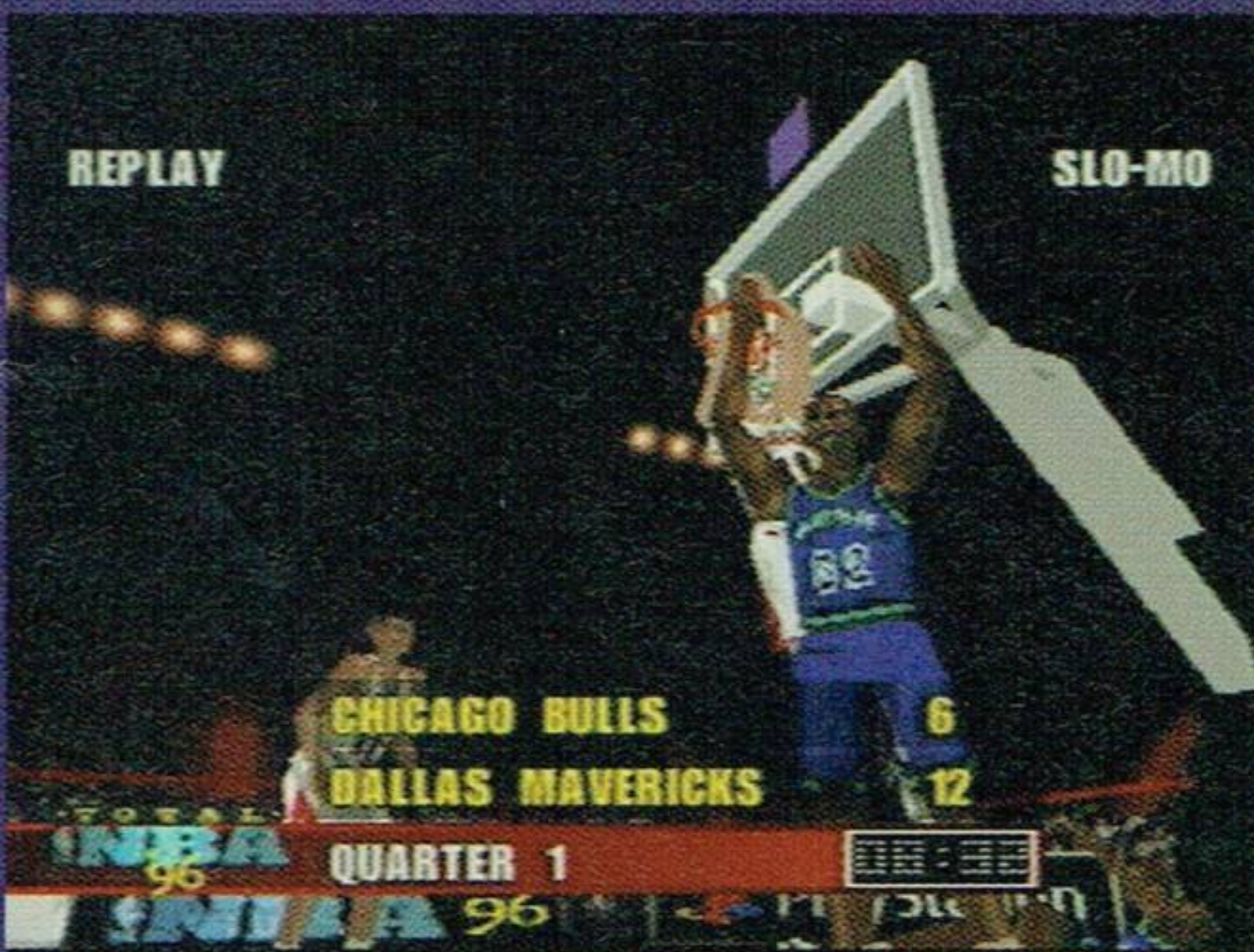
IT'S ALL HAPPENING



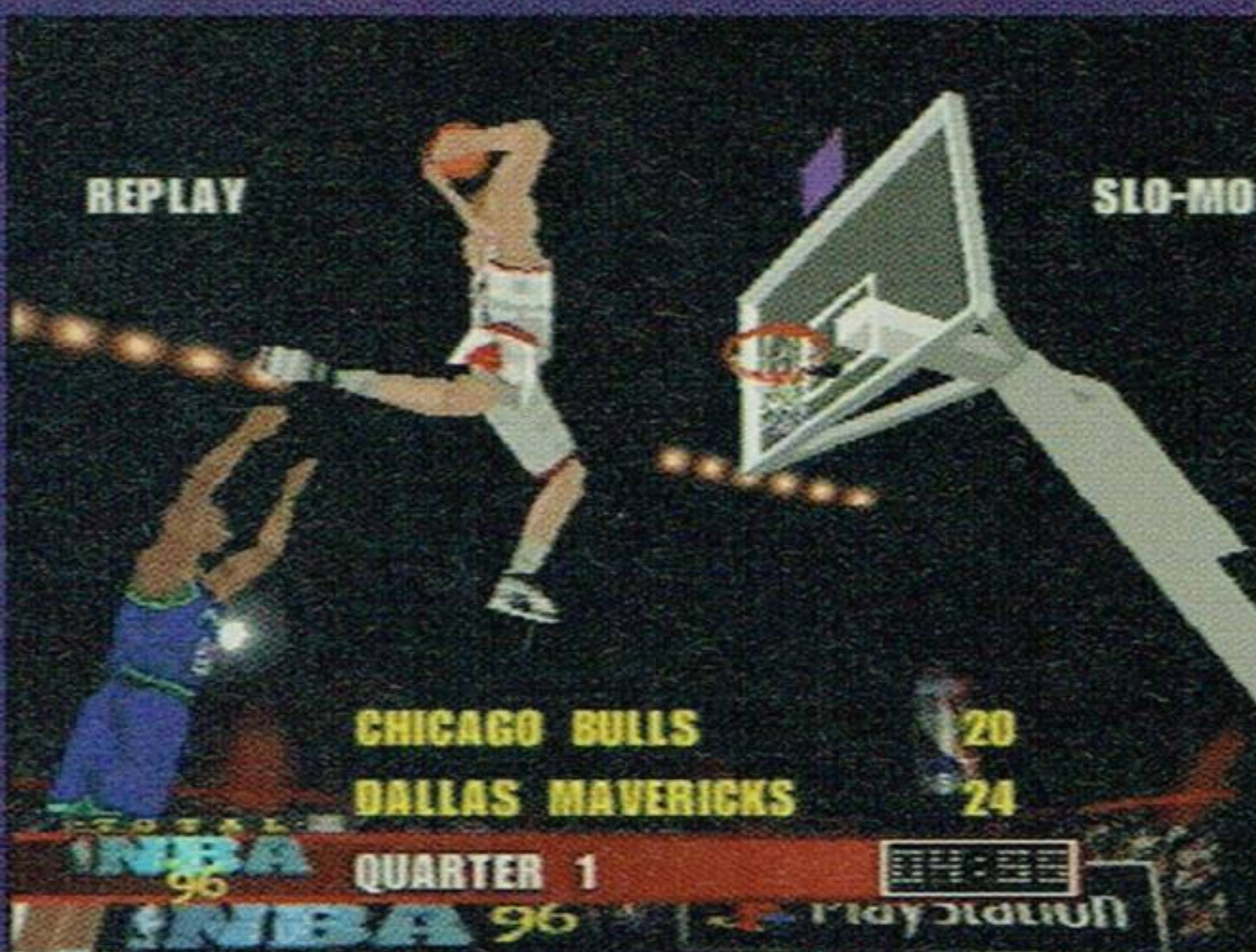
STATS SCHMATS...

Total NBA

Available: Now • Category: Sports • Players: 1-8 • Publisher: Sony • Price: \$99.95 • Rating: G



YO MAN, KILLER PLAY!



HE JUMPS!



RAFTER-CAM

VISUALS 95 - Here comes the cleaning lady now, with her mop and bucket to clean up the drool.

SOUND 85 - Lots of commentary, realistic sound effects.

GAMEPLAY 92 - Mmm. Easy to get into, easy player control.

LONG TERM 89 - A deceptively decent truck load of options make this a lasting game.

OVERALL 93 - Put this magazine down and go and buy this game NOW!

Basketball continues to skyrocket in popularity (in Australia, at least) and luckily there are some excellent new digital b-ball games on the way. **JAMES GILCHRIST** slam dunks the PlayStation's rookie effort...

Do you own a Playstation and love sports games? Can you say "Mum, give me \$100 'cos I want to go and buy Total NBA"? If it's a 'yes' on both counts, you should not be reading this, you should be begging, borrowing and stealing money so you can buy this game. But if you are being smart and deciding to read the review "just in case" then I will happily fill in the details.

Good ... Excellent ... The Best

Total NBA is very good. Total NBA is excellent. Total NBA is probably the best basketball sim ever. It's huge. From the moment you pick up the control pad (I had to fight the entire office to be first) you can see the class of this game. And from that moment onwards, believe it or not, things just keep on getting better and better. Visually, this game is stunning. Just take a look at the screenshots. Mmm...court reflections, lights, realistic animation, awesome camera pans and zooms in real-time 3D. I got a soaking collar from the HYPER crew standing around watching me play and going "ooh" and "aah" and drooling all over me after every replay of a dunk. There is also an excellent FMV intro and equally superb between quarter cut scenes. Player animation is superb, with realistic-looking players doing realistic-looking things in a realistic way (realistically of course). One graphical glitch I found quite horrible though was that the camera position and angle does not always allow you to see exactly what is going on and who you are passing to. However there are eight camera angles to choose from, including manual control (don't try it while playing a serious game) and if you choose one of the more boring, less dynamic ones, this problem is bound to all but disappear.

The sound had the HYPER crew similarly stunned. Ultra-realistic sneaker squeaks, bouncing balls and crystal-clear commentary. This commentary is a revolution in basketball games because it is actually relevant to the situation. This is possible through the PlayStation's large memory and thus its ability to have a large bank of commentary, unlike, say, NBA Jam's 10-20 stock comments. Total NBA has many more than this, and this makes it much more interesting. I can bet that I haven't heard all the comments, and I can't wait to hear the rest.

What about the Gameplay?

"Shut up", I hear you say as one, "stop crapping on and get to the gameplay". Well, it just so happens that you're lucky enough to catch me in a good mood, so I'll tell you. There are two modes of play in Total NBA, arcade and simulation. As you've probably guessed arcade is a lot simpler. Players don't get tired, no substitutions, less rules, stats play a lesser role, Saddam Hussein takes part in some matches alongside Salman Rushdie, just the usual.

Playing Total NBA is a dream. Well almost. Think of pizza and a 6-pack and you have the gameplay. Very, very good. Not the best, but bloody close. Not the best game of all time I mean, but probably the best basketball game in terms of gameplay. Unlike most 5-on-5 basketball sims, Total NBA has good controls, and you usually have no problem making all the players do exactly what you want them to do. Passing to a chosen player, or taking control of a certain player is usually no trouble at all. Believe it or not, it is this

factor, not the visuals which are this game's best factor. It is even very easy to get a hang of. When reviewing I had nothing but the CD itself. No manual, no moves, no button configuration, nothing, yet I was pulling off killer moves in no time.

There are two gameplay annoyances however: the previously mentioned camera difficulties and the button configuration. The button configuration is not good. Most unintuitive. However bear in mind that I didn't have a manual, so it was trial and error there for a while. I constantly found myself hitting the wrong button. I did get used to in a while, and I expect you will too. Also, what to me is unintuitive may be perfect to you. I cannot believe that something as simple as a customisable button configuration was not included. This is the only serious blot on a terrific game.

The play-off, full-season, player trade, difficulty level and two player options also give this game considerable life. You will come back for more until you have completed a full season on the hardest difficulty level.

In short, this is one absolute corker of a game. Check it out, you'll be impressed. I was.





BOX-ART, LOOKS GOOD EH?



DIE THING!



SEXY INTRO BIT



THINGS ARE GETTING TOUGH



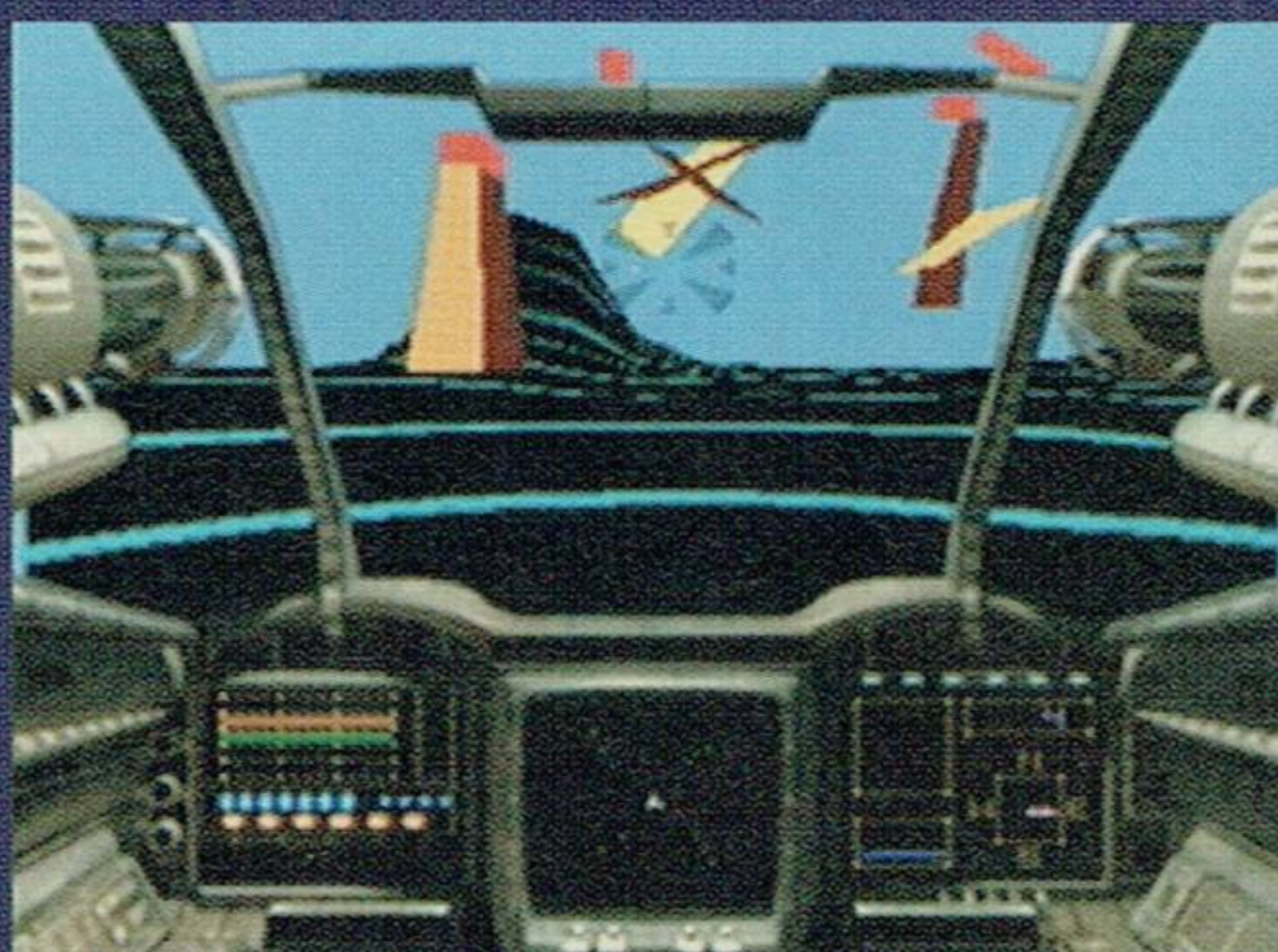
GROOVY BIT



OPEN FIRE, ALL WEAPONS!



OH, YOU WANT SOME TOO?



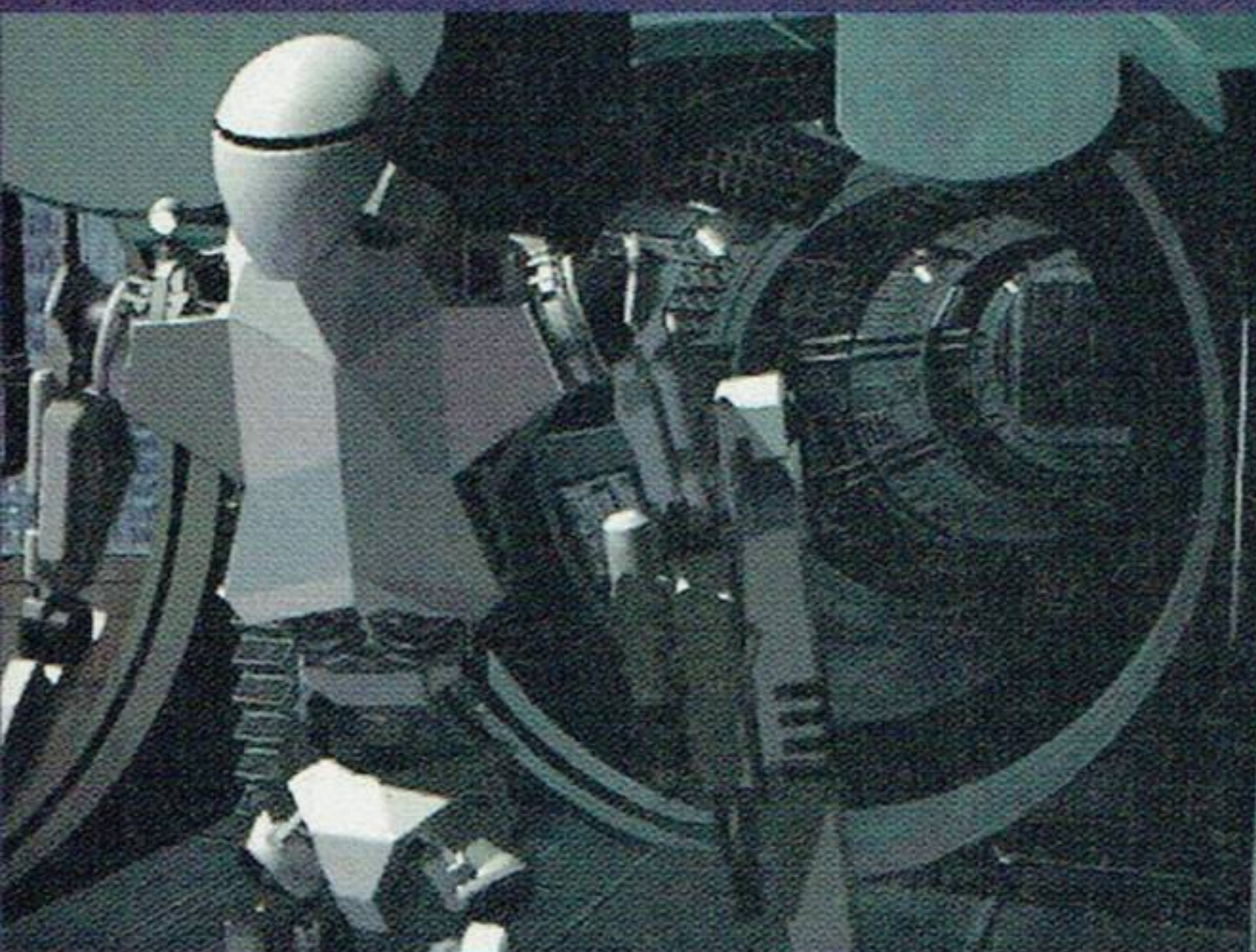
THE PRACTISE ARENA



THIS IS NOT THE PRACTISE ARENA. OUCH!

Shockwave 2

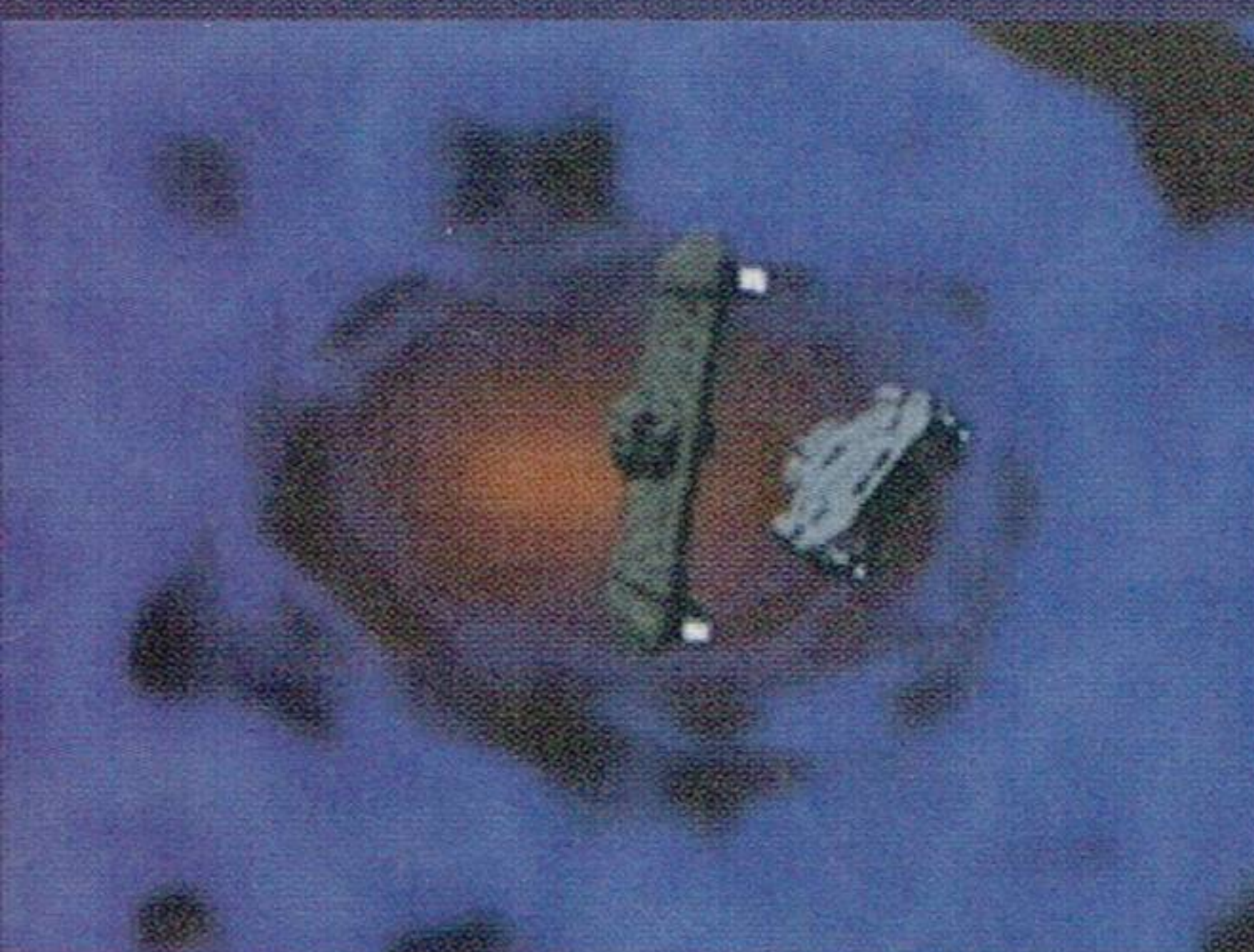
Available: NOW • Category: SHOOT 'EM UP • Players: ONE • Publisher: ELECTRONIC ARTS • Price: \$99.95 • Rating: M15+



CYBER STUFF



KABOOMY!



NOOOOOOOOOOO!

Rush to your virtual cockpits, blaster boys and girls, 'cos here's one of the hottest shooters you can play. **RUSSELL HOPKINSON** straps in and heads through the Jump Gate...

The original Shockwave took two years to make, was released late and suffered from being rushed into production. Although it looked great and featured a smooth 3D game engine, the mission structure was extremely linear and the gameplay was somewhat unimaginative. Even the stunning cinematics only served to highlight the game's shortcomings.

B a c k t o t h e D r a w i n g B o a r d

In the year and a half since the 'Waves appearance, it appears that the boffins involved have gone back to the drawing board, pulled up their socks and given the game a complete overhaul. Every aspect of the game from level design to the design of the texture mapped enemy vehicles is, as we say around my house, TOPS! The new version of Shockwave is closer to Wing Commander 3, except where WC3 is a top-notch space flight simulator wrapped around an interactive movie, Shockwave 2 is a state-of-the-art arcade blaster with very tasty dollops of FMV telling the story as it unfolds. The cinematics are slick, well acted and have a few laughs thrown in for good measure. The pace of the gameplay means that they come as a welcome relief, allowing you to catch your breath.

The story starts twenty years after the discovery of the Jump Gate, which was found in the first game's mission disk, and whilst the alien invasion has been defeated, civilisation has degenerated and space pirates prey on the remote human outposts in space. Alien artefacts fetch a high price on the black market and in order to provide protection for both space colonists and the artefacts they keep finding, the United Nations have hired Privateers to protect the remote areas under their control.

You play the part of captain Avery Flynn aboard the Privateer ship Cortez. One day, whilst answering a distress call near the Jump Gate, you chase a strange looking ship through the Gate and are instantly transported to another galaxy where strange alien races battle for a special ancient artefact that will provide the upper hand in the ever widening conflict in this part of the universe. The Cortez is stranded, so you have to try and get the artefact and find a way home. Good luck...

You're going to need luck because Shockwave 2 is one hard mother to crack. The missions are quite long and involved and sometimes when mission criteria have been met you'll find that other events occur to prolong your tour of duty.

V a r i e t y o f C r a f t

There are three different craft that you use during the game. The first you encounter is the Hovercraft, a high speed skimmer that is a delight to control. Next up is the Turret, a stationary gun emplacement that can be dropped into hostile areas to provide cover for missions that involve fellow crew members exploring sensitive areas (oo-er, sounds a bit rude!) such as the wreck of the Omaha (the original Shockwave ship that crashed through the Jump Gate twenty years ago and was never heard from again). Although immobile, the turret is loads of fun as you get to pick off enemy fighters and land vehicles. It's the most 'in your face' version of Space Invaders you'll ever play! Finally, there's the trusty old Fighter, which is only able to fly at one level (more like those speeder bikes in the Empire Strikes Back), but now capable of barrel rolls and incredible banking turns that show up the absolute slickness of this game engine.

Visually, the game is similar to Shockwave 1; it looks comparable on the surface but everything has been texture-mapped, from the buildings to the missiles you fire (and get fired at you). The texture mapped enemy sprites retain their integrity even when whizzing past, perilously close to colliding with you and all in all it's a very pretty game. There's no slowdown when turning and the movement patterns of the alien craft are very believable.

Also unlike Shockwave 1 when you hit something it doesn't just turn into a cliched explosion, it actually explodes, showering the area with shrapnel and debris. Some flying craft can be killed outright or shot down with just one shot, falling out of the sky with a trail of smoke.

C h o i c e o f W e a p o n s

There are a selection of weapons and the refueller drones appear when you need them, though not as often as one would like! In the between mission modes you can choose the types of gun and missiles you need and also a special weapon or device. Some missions require a special device in order to unlock gates or extend fuel capacity whilst others need very heavy duty nukes in order to knock out some nasty piece of work. Other areas in the between missions mode allow you to see important bits of FMV that pertain to the storyline (watch these closely, there are clues within) and receive a full rundown of mission objectives. The game automatically saves after each complete mission, but you can also save whenever you want in the between mission mode.

The sonic quality of this game is astounding. There is no ingame music (thankyou) and the sound effects rattle the speakers with untold explosions, missiles whizzing past and the dry sarcastic tone of your ICE computer (another hold-over from the old days). As before, short bits of FMV are inserted into your cockpit to give you mission updates and to generally annoy you.

All in all this is a FANTASTIC game with two disks full of missions that vary from relatively easy to expletive-inducing hard, a variety of gameplay and a very fast, lush 3D game environment. If you liked the original then I can only stress that you NEED this and if you've never had a look at Shockwave before, then now is the time because this game will become synonymous with the word classic very shortly. It will surely be ported to all game systems that can handle it, so if you haven't got a 3DO just hang out a while and it'll be yours. Arcade-o-mungous!

GRAPHICS 93 - Another classy 3D0 effort from EA. Slicker than Fonzie.

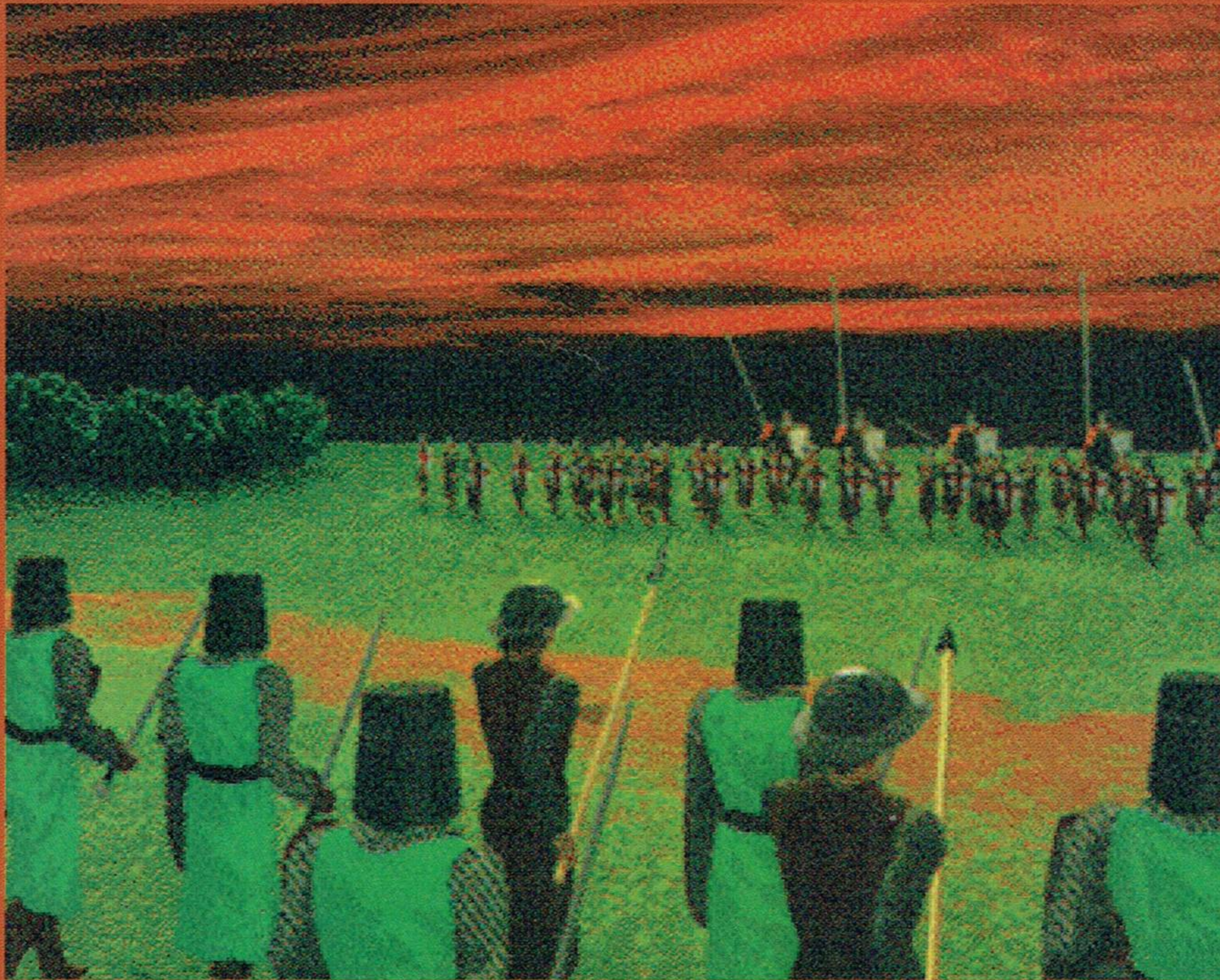
SOUND 91 - THUNDEROUS

GAMEPLAY 95 - Top notch arcade blasterama. Difficult but invigorating.

LONG TERM 92 - Two disks worth of nasty missions that will keep you playing till the epilepsy kicks in.

OVERALL 93 - To quote my mate Greg Hitchcock: "This game is tops!"

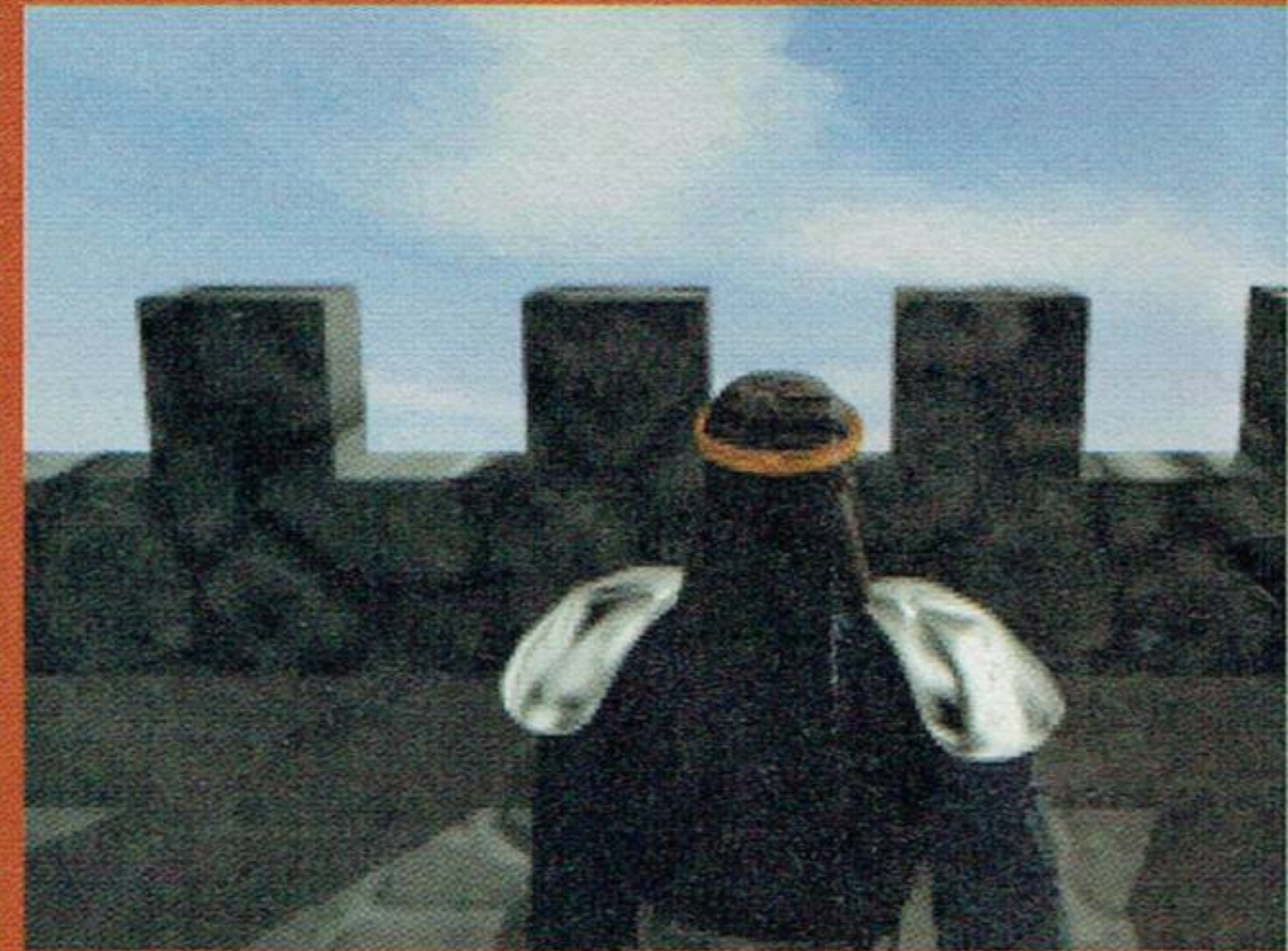




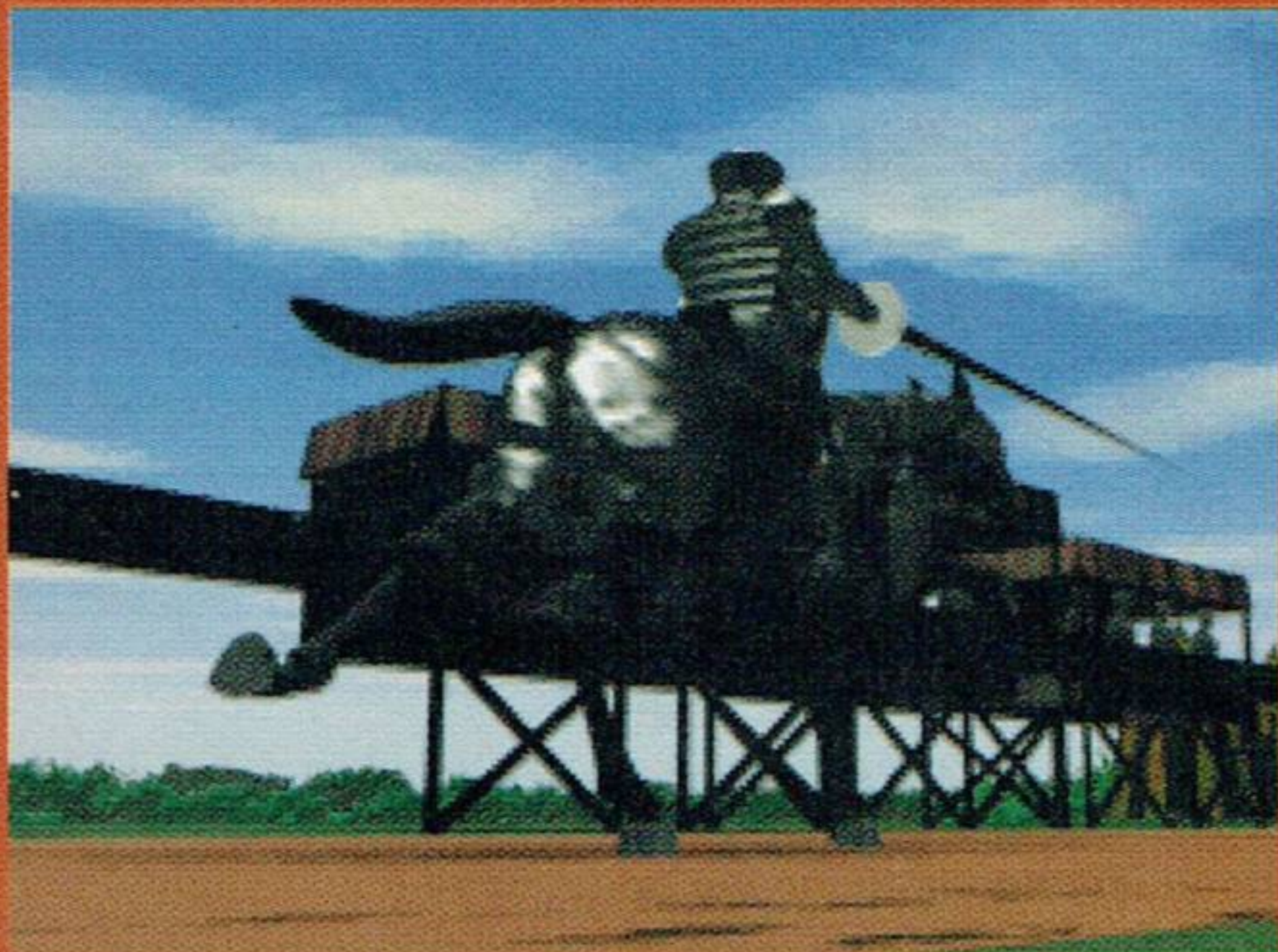
"WHAT?!? - YOU MEAN WE'RE SUPPOSED TO POKE THESE POINTY STICKS INTO EACH OTHER??!, GET REAL, I'M OUTTA HERE!"



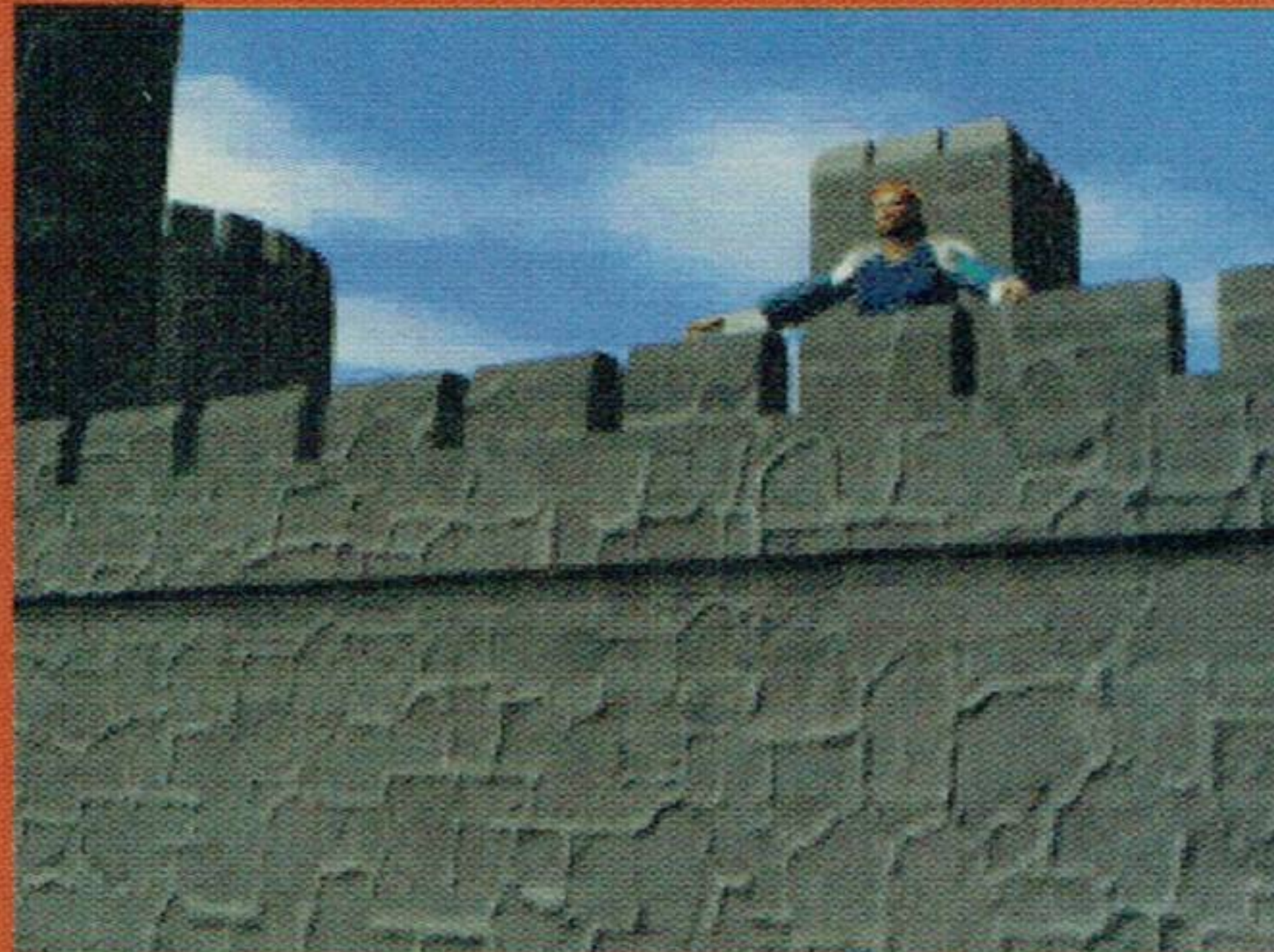
A GREAT KNIGHT OUT



A KNIGHT TO REMEMBER



A KNIGHT ON THE RUN



A HIGH POINT FOR THE KNIGHT



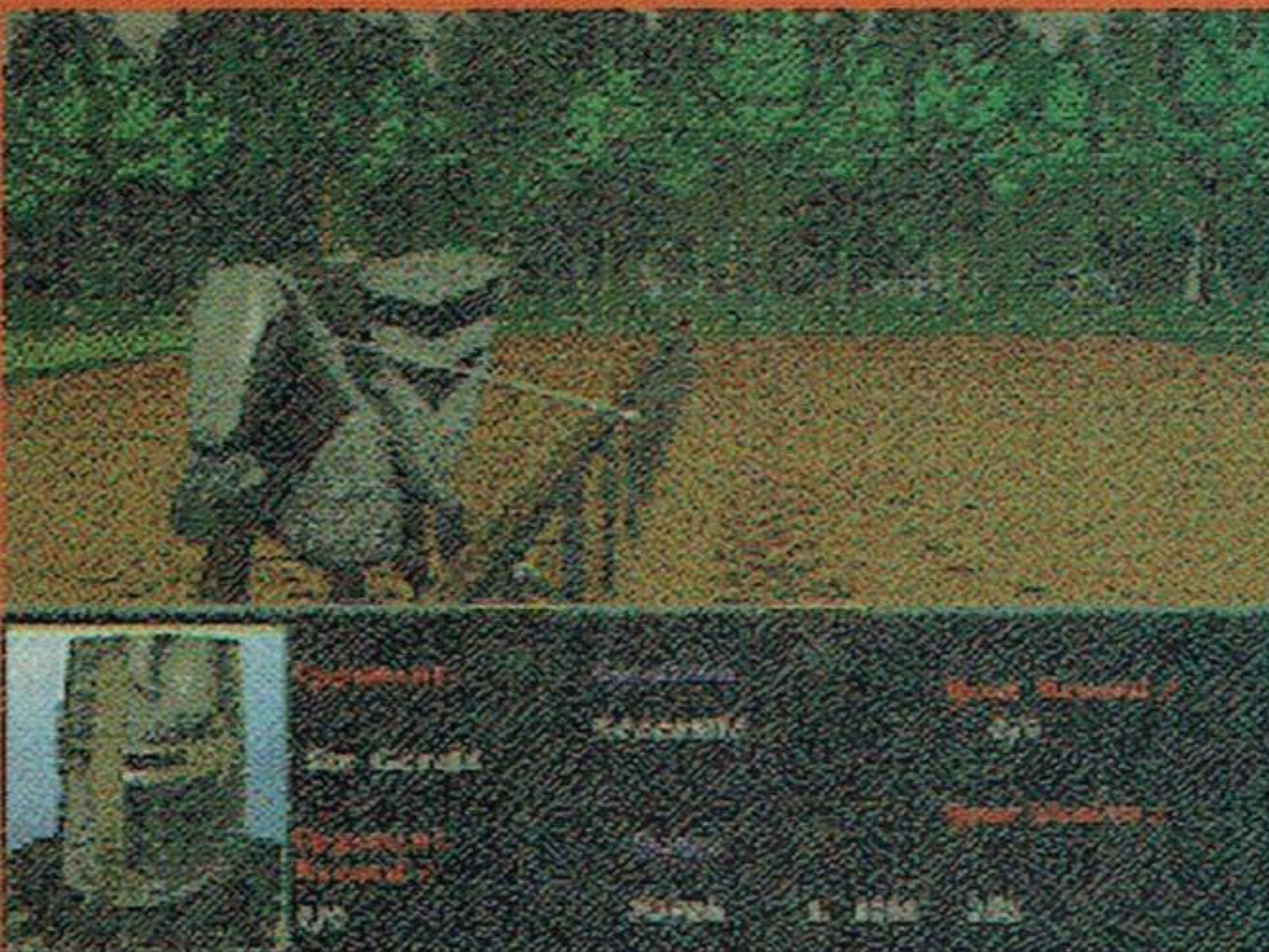
FRIGHT KNIGHT

Conqueror: A.D. 1086

Available: NOW • Category: STRATEGY • Players: ONE • Publisher: SIERRA • Price: \$99.95 • Rating: G • Min Requirements: 486 DX33; 8MB RAM; D/SPEED CD



A KNIGHT ON THE TILES



KNIGHT IS ABOUT TO FALL



A MAP OF ENGLAND

Sierra are trying to cover all bases with this title. It's a mix of strategy and first person action which sounds real good. But is it?

JULIAN SCHOFFEL cracks it open...

After years of developing adventure games, along with the odd puzzle, arcade title and flight sim, Sierra have decided that their future success depends on acquiring an interest in yet another genre: strategy games. So, in the last year they have bought out a couple of strategy game houses and probably told them to come up with an answer to Command & Conquer and Warcraft II (Please note, this is reviewer speculation here ie. I just made it up). But it can't be so far from the truth when you consider what the most popular titles are right now ie. strategy titles.

Anyway, Software Sorcery (one of Sierra's new strategy recruits) have come up with rather an interesting game called Conqueror A.D.1086 (1086). The game is interesting because the developers have attempted to cram about three different genres into the one package.

Three Modes Of Play

1086 can be divided into three basic modes of play: tactical, the field of battle and the skirmish.

The tactical elements involve implementing fief management decisions like planning and building your castle, amassing a sizeable army and farming land to feed your forces. You'll need to purchase weapons in the village, borrow money and if you're in the mood, go to the local priest for a valuable advice like: "God will rain fire on your enemies. Now would you care to donate some money, my son?"

The field of battle is where you deploy the majority of your forces and here the player views the action from the traditional top-down perspective. You can actually see the enemy so the game gives you the opportunity to plan battle formations right down to the position of each individual unit. These sequences are OK but lack the depth and strategic intricacies of games like C & C or Warcraft II.

The skirmish component of the game involves direct assaults on an enemy castle. For this, the game's designers have implemented a fairly primitive 3D engine which allows the player to actually enter the castle and travel through it, destroying any enemy knights you encounter. While this does mix things up a little, these 3D sequences aren't particularly impressive in terms of player interaction or visual sophistication. Every castle looks the same and you just kill knights by clicking on the mouse repeatedly.

Success in 1086 depends on effective resource management including farming, lopping trees and mining to generate an income substantial enough to build up your army. Once you have the military strength you can go looking for trouble on the tactical map. There's always bands of roving brigands to fight which provide you with valuable combat experience. Another way to improve your skills is to take part in the many tournaments around the place. Just go to a village and enter either the jousting or melee.

Unfortunately jousting only consists of clicking your mouse and positioning your lance, the rest of these sequences are railed and non-interactive. Melee is really identical to castle skirmishes except you're in an outdoor environment. Both are fairly boring after a couple of attempts anyway.

Chatting Up Rich Girls

1086 also features some fairly limited character interaction where you can talk to people in the village inn or the tournament stands. Chatting up a few rich girls before you skewer a knight can gain you their favour and lead to secret information. Alternately, you could visit the inn and shout a knight a beer, as getting him pissed could yield valuable strategic advice on castle skirmish techniques. I can just hear him now: "OK, move around a bit, find an enemy knight, click the mouse like buggery until he carks it and then repeat until the castle is clear."

There are two basic paths to victory you can follow in 1086. The first is by building up your army and then ransacking other castles. Eventually you'll arrive in London where you can challenge the King and attempt to usurp the crown. The other path involves a lot of jousting and melee where you travel from village to vil-

lage, killing knights and bedding damsels, hopefully providing you with gifts and information which you can use to build your resources and power. In this path your ultimate goal will be to kill the dragon and become the King's champion.

VISUALS 70 - Lots of variety but ultimately nothing special. The cut scenes were nice though...

SOUND 70 - Lots of monks chanting all the time...

Gameplay 65 - Very diverse but also fairly shallow and dull

LONG TERM 55 - Too repetitive, after a couple of jousts and a melee or two the player will probably find something else to do ie. clean toilet or rearrange furniture

OVERALL 60 - Ten points for trying something a little different but now I think it's time Software Sorcery um... tried something a little different...

Visually, 1086 is fairly mediocre. The 3D sequences are pretty lame and although you can jack the resolutions of the tactical map up to 1024 X 768, it still isn't overly impressive. The game does feature some nice pre-rendered cut scenes, but who cares? They're as common as salt these days. The sound-effects and music are suitably medieval but nothing special. In summary, 1086 looks promising but ultimately fails to deliver. It tries to do too many things at once and ultimately ends up making compromises in the areas of strategic depth and cohesive gameplay.



NOW YOU KNOW WHY THEY CALL THESE THINGS THE S'PHT



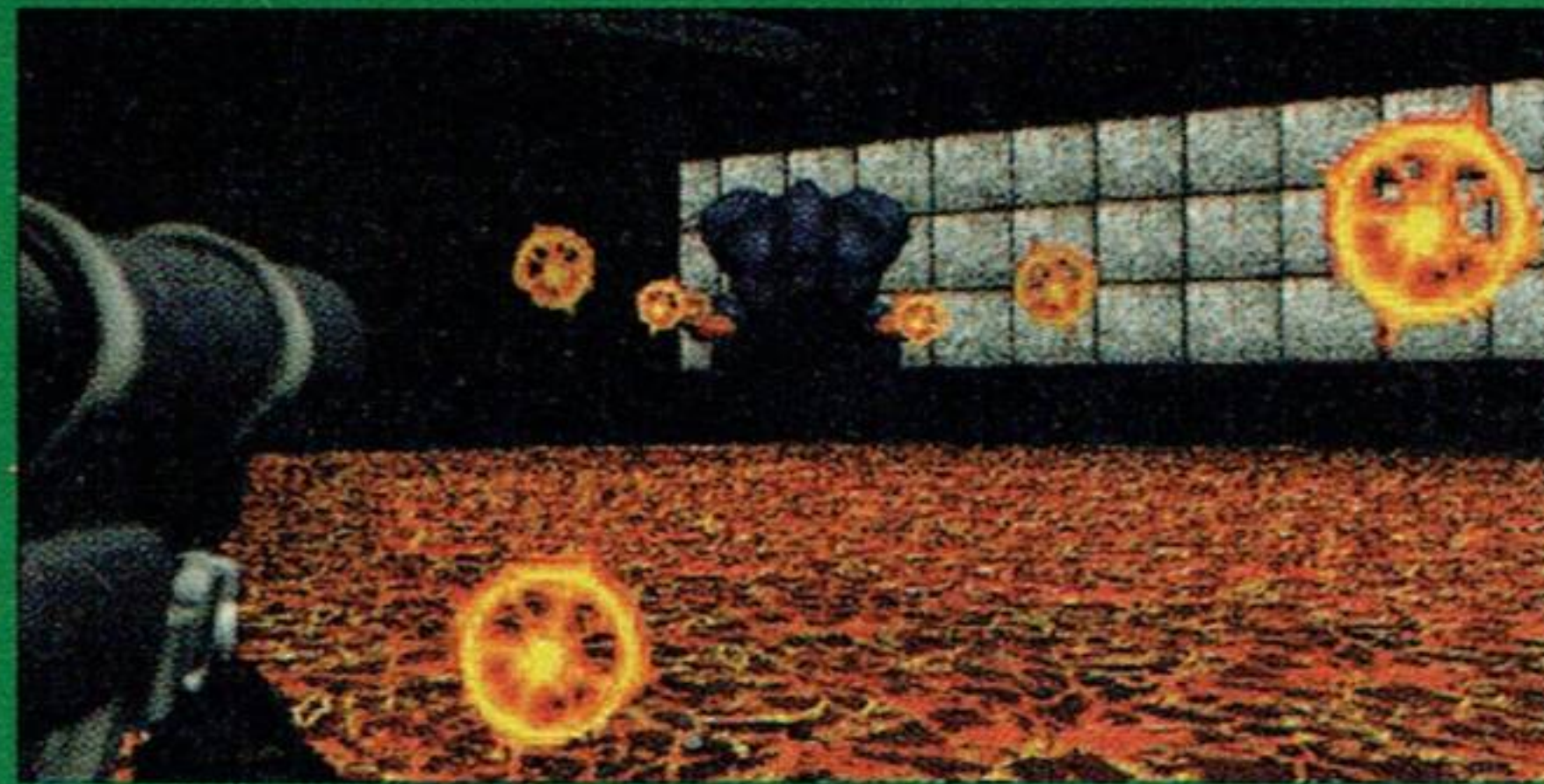
GROUPS OF HUMANS (BOBS) OCCASIONALLY POP UP TO HELP



MMM. NAPALM



THE DOUBLE SHOTTY AND A TRAGIC COLOUR SCHEME



BIG GUN. BIG LAVA. BIG BAD GUY



LEARNING TO PLAY POLITELY AT BATH TIME



AN ALIEN AS PORTRAYED BY DANIEL DAY-LEWIS



AT SECOND GLANCE, THIS ROOM LOOKS EVEN UGLIER



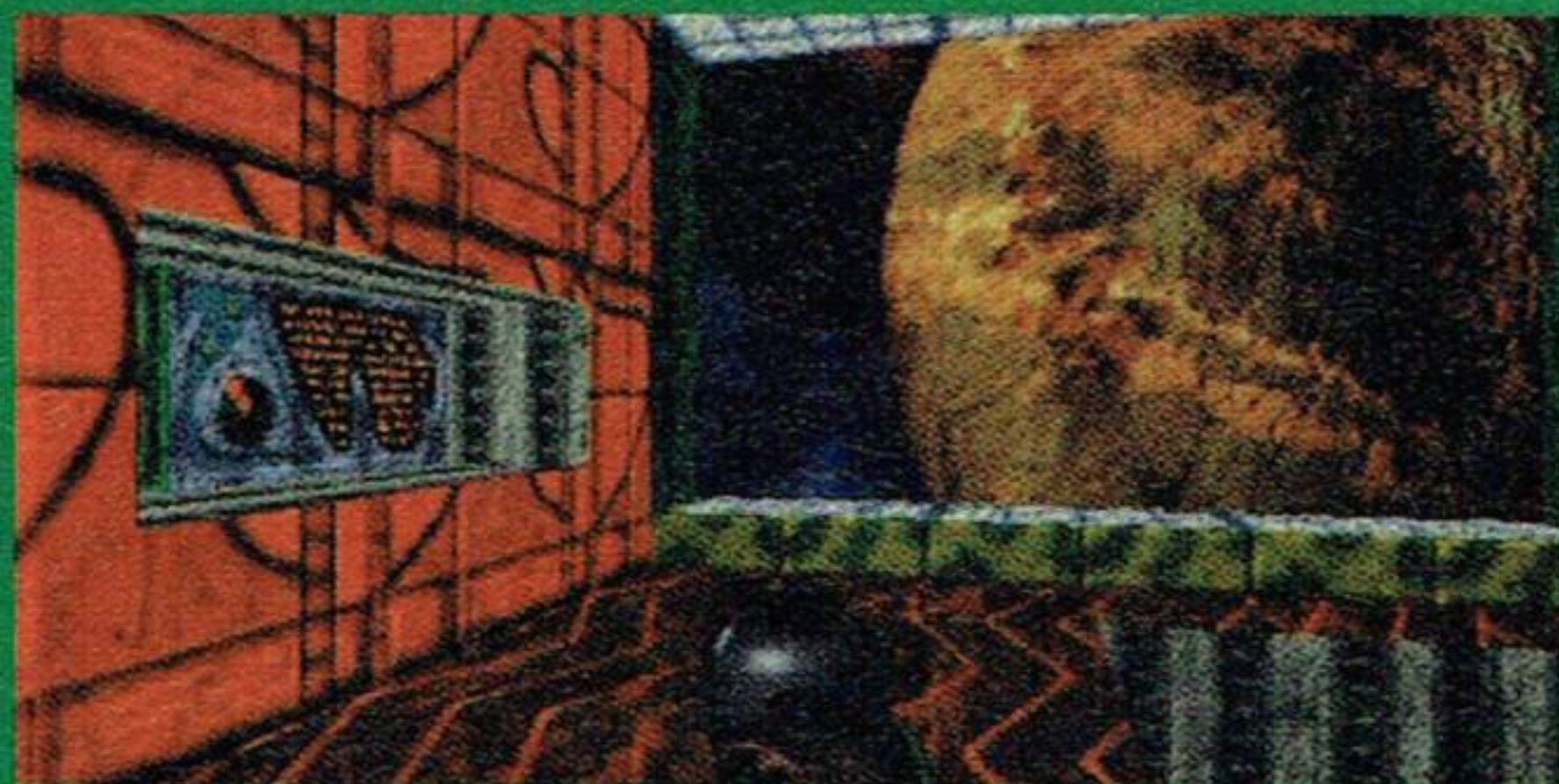
HELENA BONHAM-CARTER (NO RELATION TO JOHN) TAKES AIM

Marathon 2: Durandal

Available: Now • Category: Doomy • Players: 1-8 • Publisher: Bungie • Price: ? • Rating: M15+
Minimum Requirements: 68040 Processor or higher; System 7.0 or later; 4 Meg of RAM



RELOADING THE ASSAULT RIFLE. CHECK THE TEXTURES



A ROOM WITH A VIEW



SWIMMING IN LAVA NOT RECOMMENDED. THERE COULD BE SHARKS

If there's one thing the world needs it's a game about marathon running - surely the most exciting spectator sport there can ever be. This isn't it though, it's another 3-D, first-person shooter and it's very good. **ANDREW HUMPHREYS** fights his way through the S' pht. . .

Keen HYPER readers would've already guessed that Marathon 2: Durandal is a sequel to another game — a game simply called Marathon in fact. Very good. Keener HYPER readers (perhaps also Mac owners) may even know something about that game, a Doom-like, first-person explore/shoot 'em up that made quite an impact on the game-starved Mac community. It wasn't as good as Doom, but it hit the Mac before Doom 2 did and it was an original Mac product — not some old PC game ported six months too late. Marathon was fun. The game window was a little narrow perhaps — making the whole experience a little too claustrophobic for my liking — but network (ie Deathmatch) games were a riot and kept the HYPER crew and assorted hangers-on happy for many an hour. Since then we've had Doom 2 and Dark Forces to occupy our down times and Marathon hasn't got a look in. Marathon 2 promises to change all that. The buzz around the 'Net suggests it's even a Doom beater. Can these dozens of geeky Mac owners (most of whom probably also own cats named "Jean-Luc") possibly be wrong?

Deep S' pht

For those of you interested in the story, it picks up 17 years after the original Marathon ends. Luckily (for you and possibly others), cryogenic suspension of some kind has kept your virile, young body intact. Durandal, your trusty (maybe not?) computer, transports you to an alien planet, inhabited by a race of creatures with legendary problems of oral hygiene, known as the S' pht ("We're the S' pht, man!") A small force of humans lands with you to clear the area, but soon it's just you, a hostile planet and some butt-ugly aliens to keep you company. Time for some independent action.

What's new in Marathon 2? The sounds and graphics for starters. The screen is bigger (hooray for width!), the graphics are clearer (you can play in 8-bit (256 colours) or 16-bit colour), the sounds are meatier (and include groovy "ambient" stereo-panning) and the environment is far more open — including masses of outdoor areas and underwater sections. Blub, blub! Best of all, there're new weapons to fondle, including a Doom 2-like double shotgun. In fact, you can carry one in each hand, creating the daunting prospect of the double double-shotty.

You Say "Tomato", I say "Tomato"

So is it as good as Doom? Well, let's just say it's different, which is a roundabout way of saying, "No". Marathon 2 canters along at a much gentler pace. It's not a splatter-fest, preferring to concentrate on puzzle-solving, exploring and "atmosphere" — which means lots of lovely sound effects (lashing wind reminiscent of Dark Forces, running water, hints of far-off danger) and an emphasis on the evolving narrative: What are you really doing here? Is the constant struggle between good and evil forces an enduring motif of humanity or just an easy way out for game designers? Why is Durandal so keen to liberate the S' pht? Why don't they wear any underwear on this planet?

If "atmosphere" of this kind is your bag, then maybe Marathon 2 is better than Doom. It certainly looks better (the detail is excellent on high-res, although a lot of the creatures themselves look slightly dicky) and the game engine (you can look up, down, around and swim with ease but still can't jump or crouch) is very impressive. Size-wise, it compares favourably too. There's 28 big levels to go through, moving in and out of water, lava and other environments. And when you're done, you can start exploring the host of custom levels (just like Doom .WAD files and Dark Forces .GOB files, the 'Net is already crawling with Marathon 2 MAP files and utilities) that hackers around the world are busily putting together even as we speak.

For me though, as a single-player experience, Marathon 2 runs a close third behind Doom 2 and Dark Forces. It's good, but it lacks that certain something. Maybe it's that sheer adrenalin rush only Doom (and Dark Forces in its best moments) can deliver.

Network Games

Multi-player games of Marathon 2, on the other hand, are a whole new ball game. There's no provision for direct, modem-to-modem Deathmatches (although a control panel called NetLink Remote — available on the 'Net — will allow you to simulate an AppleTalk connection via modem and play anyway); Marathon 2 is designed for direct network connections (office networks are very handy) for up to eight players. As well as the standard multi-player options (every player for himself/herself Deathmatches, cooperative play), Bungie have thrown in a couple of extras, like, "Tag", "King of the Hill" and "Kill the Guy With the Ball" — all of which require different strategies and add to the long-term fun. Good kill stats and replay options (which you can save for extra wanker points) make it even better.

If your Mac is chunky enough to run it (you really need a well-stocked Power Mac to turn on all the good bits), then you probably need Marathon 2. It'll take up 50 megs on your hard drive, but it's well worth it. It might not be the best, but it's a worthy contender. No glass jaw in sight.

Thanks to Try & Byte (02 9906 5227) for our copy.

VISUALS 90 - Real purty. Run it in high res and thousands of colours if you can.

SOUND 92 - Excellent speech, splats and "ambient" noodles. Lonely and spooky.

GAMEPLAY 89 - A bit on the slow side for my liking, otherwise solid.

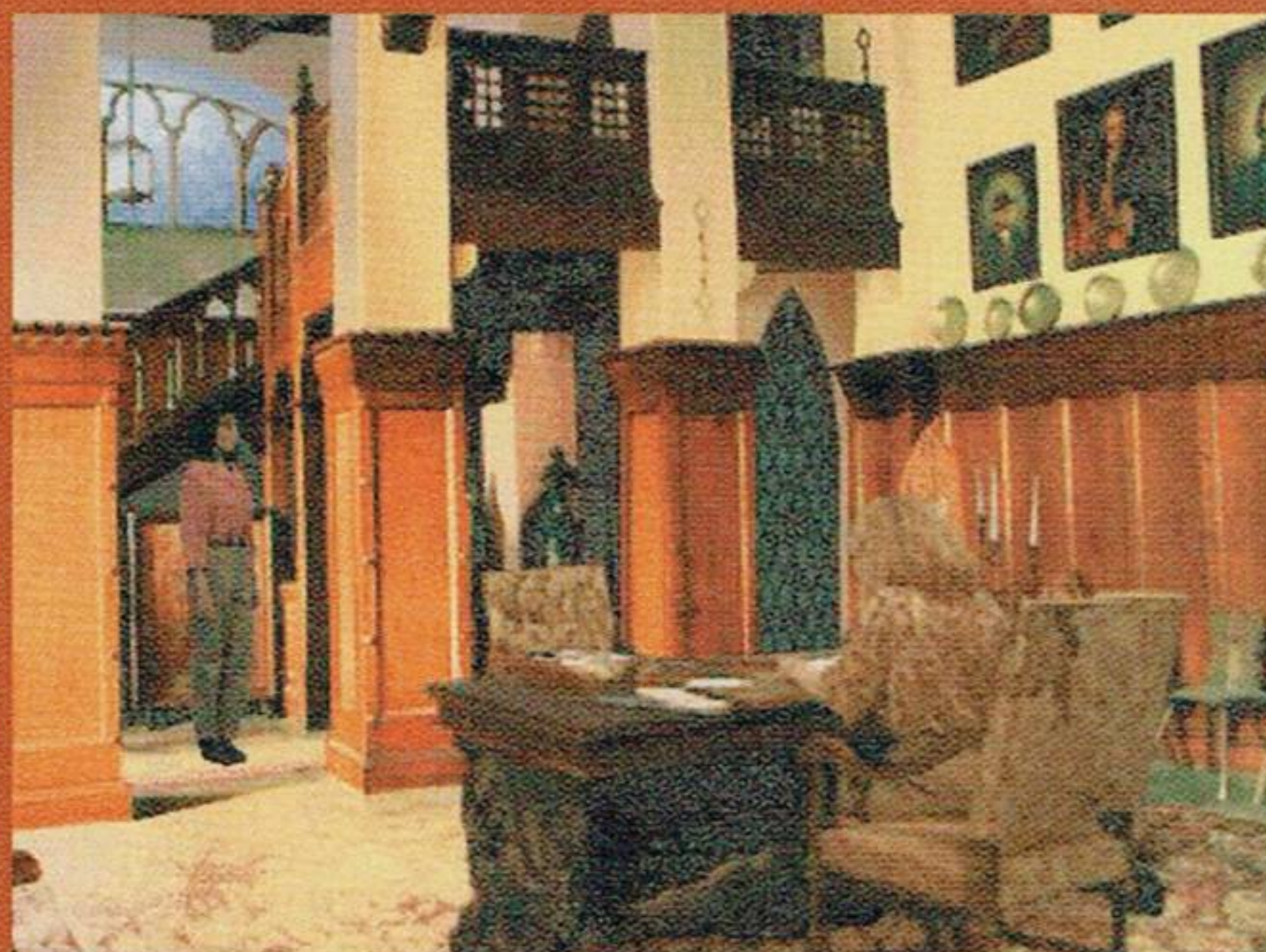
LONGTERM 90 - As long as you're not sick of Doom clones, there'll be plenty to do for a long time to come.

OVERALL 90 - Dodgy theme-song aside, an excellent example of the world's favourite game style.





ONCE UPON A TIME THERE WAS A LADY WHO COULDN'T MOVE...



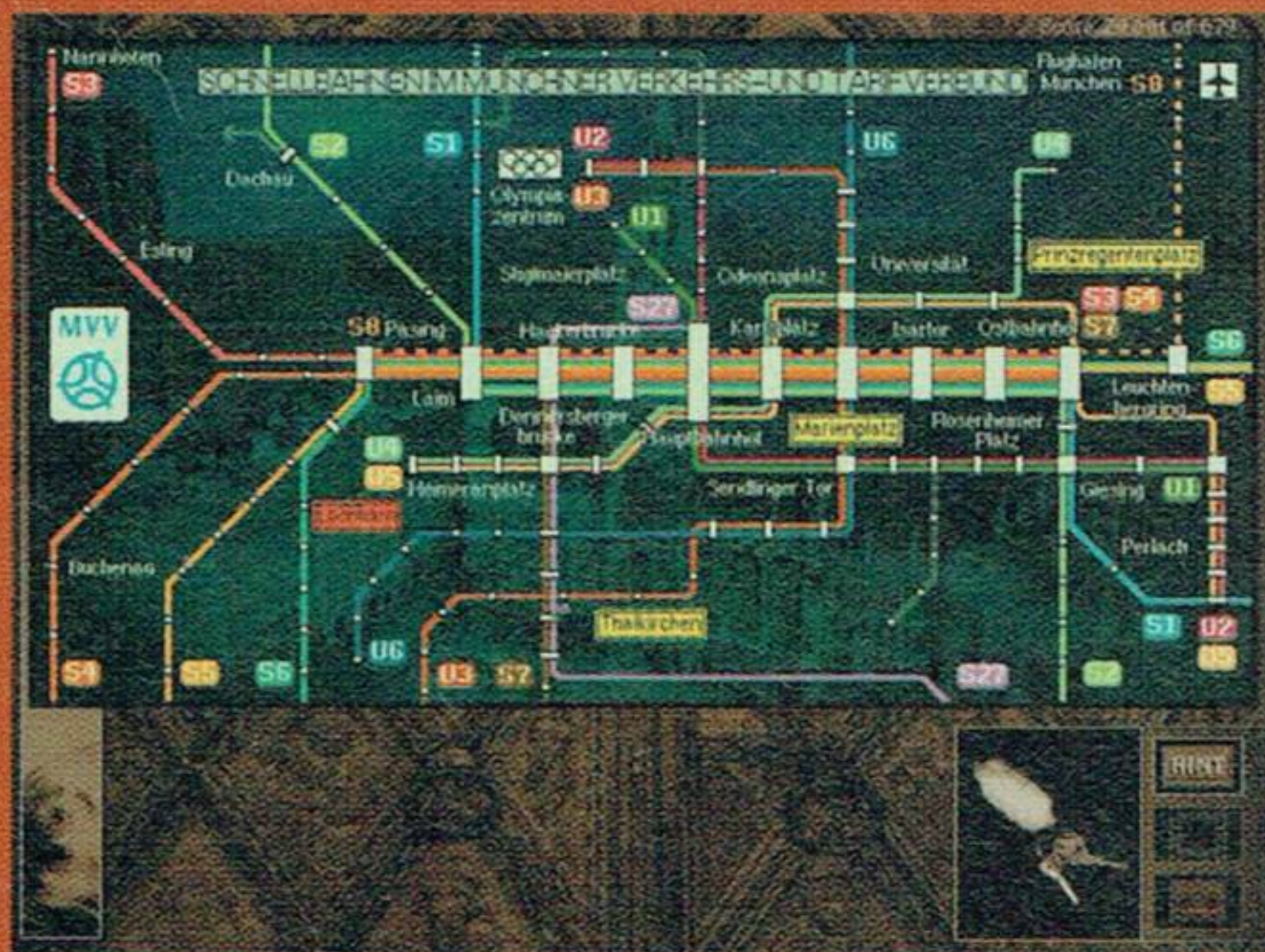
HER FRIENDS WOULD CARRY HER FROM ROOM TO ROOM...



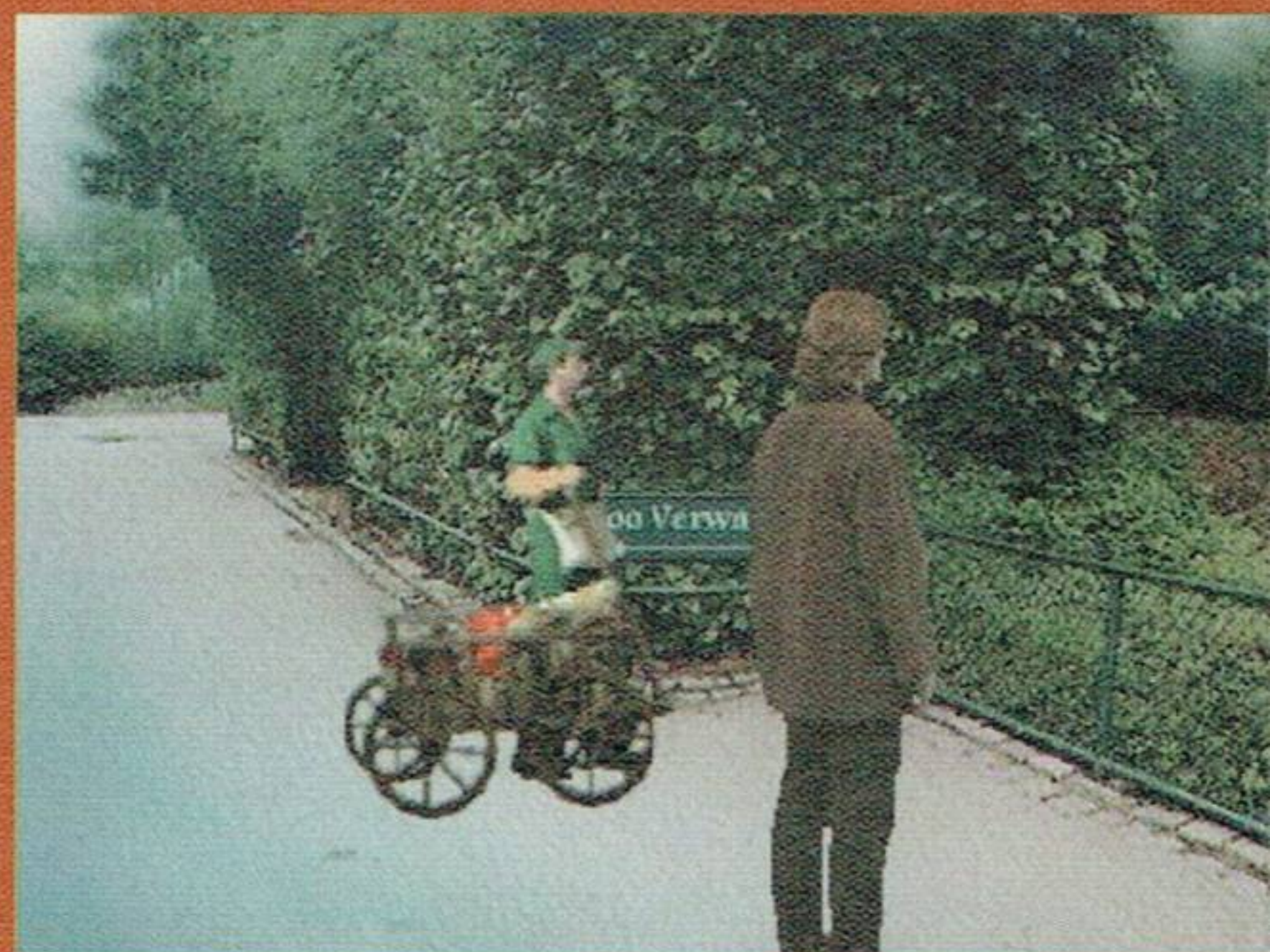
UNTIL ONE DAY THEY FOUND A MAN WITH THE SAME PROBLEM.



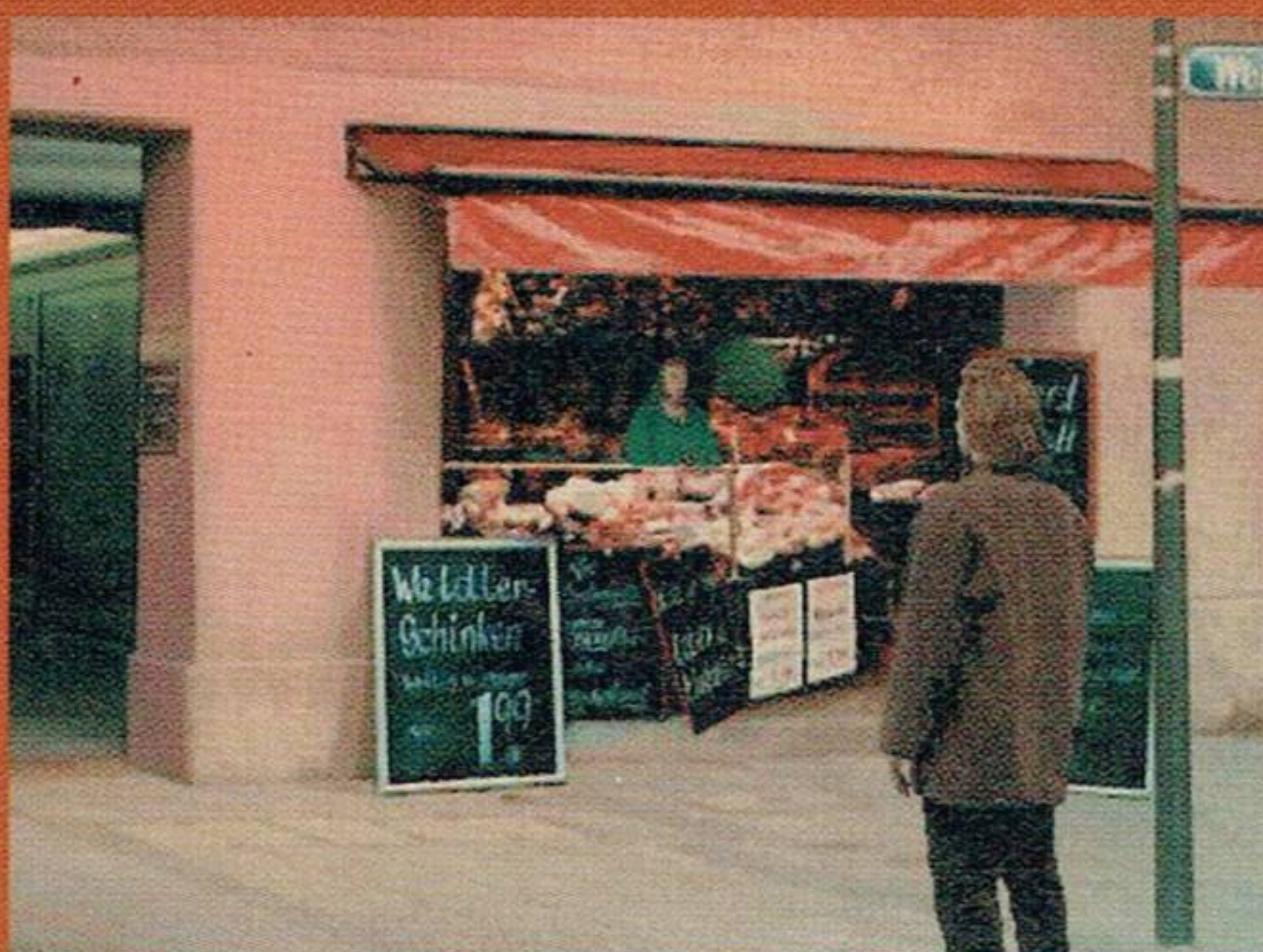
... AND CARRIED HER TO MEET HER FUTURE HUSBAND



UNFORTUNATELY THEY GOT LOST ON THE WAY...



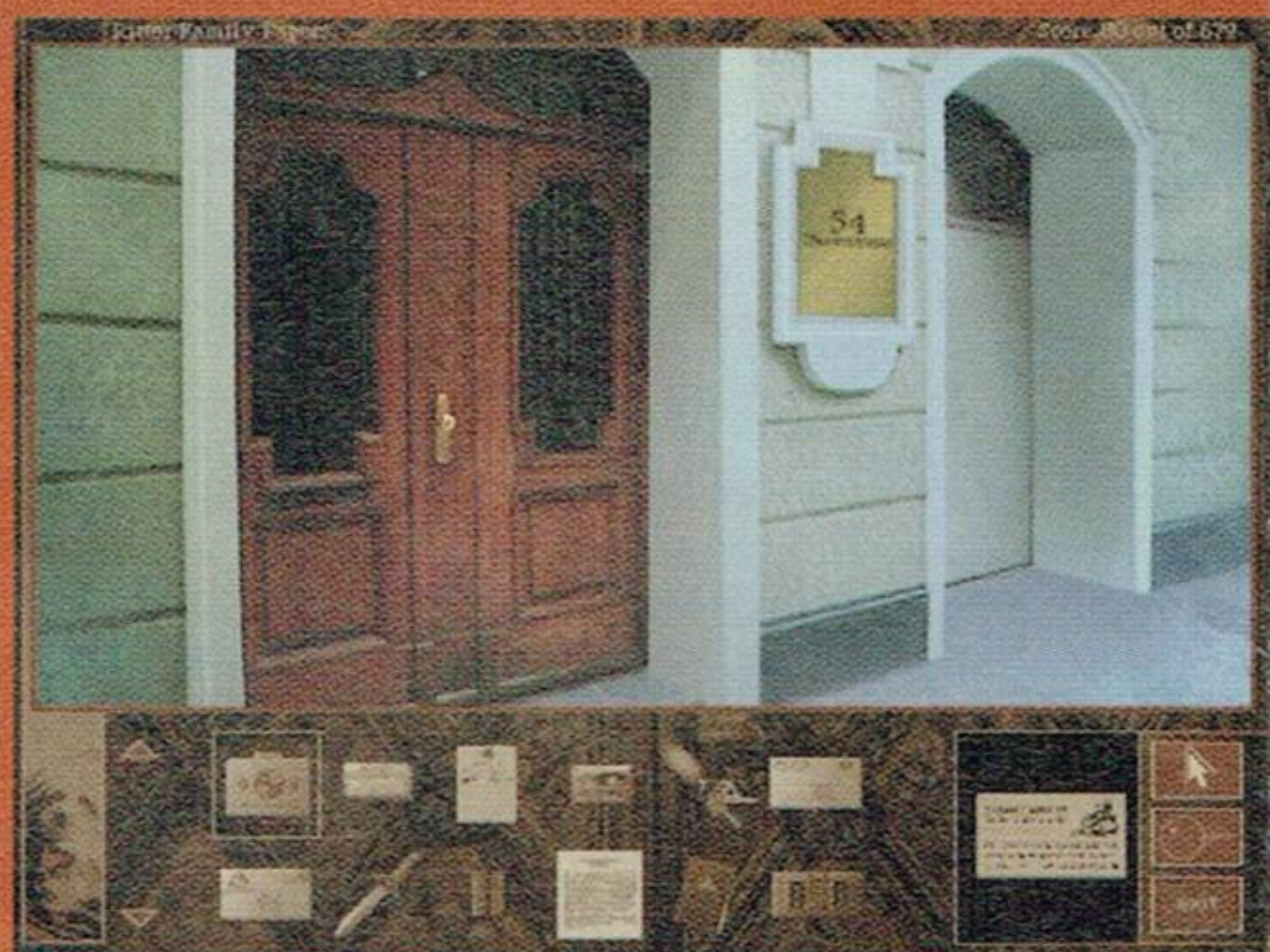
BUT FINALLY FOUND HIM WHERE HIS FRIENDS HAD LEFT HIM



HUDDY'S FRIENDS LEFT HIM ON A STREET CORNER...



HE FELT IGNORED BECAUSE HE WAS...



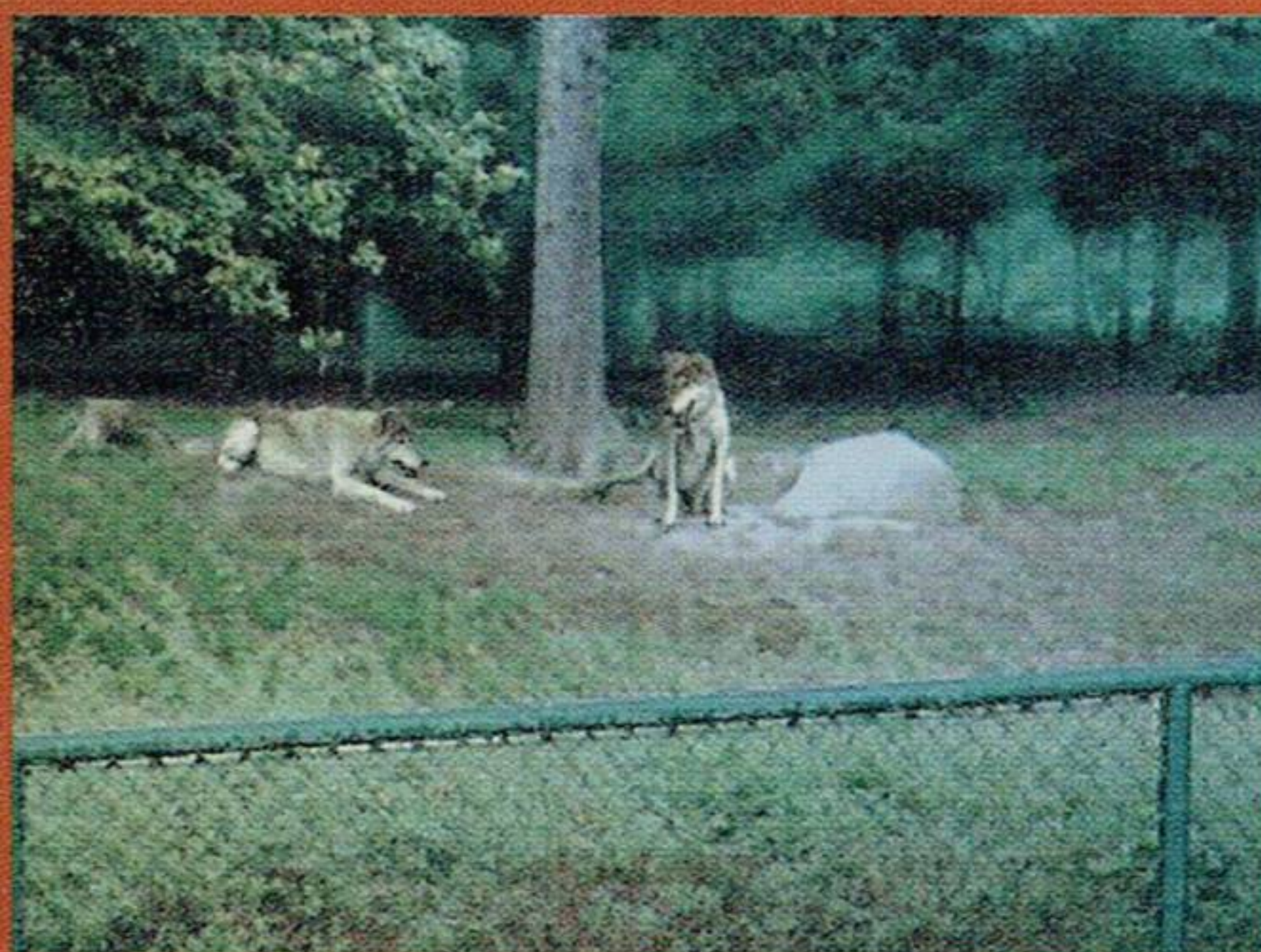
THEN A NICE LADY TOOK HIM THROUGH THE DOORWAY TO HELL

Gabriel Knight 2: The Beast Within

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: SIERRA • Price: \$99.95 • Rating: M15+ • Min Requirements: 486/DX33; 8MB RAM; D/SPEED CD



HER FRIENDS CRESSED HER IN THE NICEST RAINCOAT IN TOWN



INTERMISSION. MAKE TWO DOGS JOKE.



WHERE THE STORY MORAL MAN SAID "KEEP MOVING!"

The horror keeps on coming from Sierra with the second outing from Gabriel Knight. JULIAN SCHOFFEL lets out a few blood-curdling screams and tries his luck...

The first Gabriel Knight game, sub-titled "Sins of the Fathers", marked Sierra's departure from producing only family oriented titles. The game was decidedly plot driven, as opposed to the usual random assortment of puzzles and characters prevalent in so many other adventure games. It was also bloody hard and mildly scary in parts with the CD ROM version featuring the voices of Tim Curry and Mark Hamill. While the sequel, "The Beast Within", uses new actors and a Phantasmagoria-like interface, the basic premise remains the same: Gabriel becomes embroiled in another supernatural mystery which he decides to solve, while at the same time providing him with inspiration for his new novel.

G e r m a n i c W e r e w o l v e s

The Beast Within is set in Germany where Gabriel has been living for the last year in the family castle. After discovering his Germanic ancestry he has inherited the title of 'Schattenjager', which means Shadow Hunter (sounds like an obscure brand of European ice cream to me). With this title Gabriel also has a new set of responsibilities to the people in the surrounding countryside; sort of like a feudal baron and his serfs. Recently there have been some grisly murders near the castle and the villagers come to Gabriel for help. After a bit of detective work Gabriel discovers that these murders may not be the work of some rogue wolves after all, but something far more sinister. Yes, you guessed it - werewolves. From here on in the player controls both Gabriel and his assistant Grace in their quest to solve the murders.

This game uses a refined version of the Phantasmagoria engine with a number of distinct improvements: the player no longer has to watch the character under his or her control trudge from one destination to another, although there is still a bit of this in the street sequences. The digitised footage is also a little better and the game designers have opted for photographed backgrounds instead of rendered landscapes. Thankfully, GK2 uses better actors which greatly reduces the game's "wince" factor.

Like all new Sierra games The Beast Within is divided into different Chapters. This gives GK2 some structure and stops the player from getting lost in what is an undeniably huge game. Like its predecessor, GK2 is extremely plot driven and features an entertainingly complex dual storyline: While Gabriel follows the trail to a sinister, secret hunting club Grace does some of her own detective work and discovers an historical link with mysterious death of King Ludwig II and a lost opera.

Choosing to set the game in Germany could have been a serious mistake, knowing how Americans tend to see and deal with all things European, but GK2's developers have managed to pull it off with class. Thankfully the actors and scenery appear to be authentically Germanic without any "Hogan's Heroes" shaving cream snow and Colonel Klink accents. The puzzles are generally fairly logical and shouldn't pose a major problem for anyone with an iota of common sense and a few detective novels under their belt.

C r u e l T o B e K i n d

The game can be a little cruel occasionally, particularly when the player must perform the exact right action at a certain time to keep the plot rolling along. One example of this is in the first chapter when Gabriel splices some audio tape to create a phoney message, he must search another character's item of clothing before he performs a certain action (I'm being vague here on purpose to avoid spoiling the puzzle) or he loses the chance forever and the game grinds to a halt. I was stuck at this point for quite a while. Another slightly irritating aspect of GK2 is having to constantly re-visit locations. I got sick of watching Gabriel walk up and down one of the streets in town all the bloody time!

As I have already stated, the video footage in the game is much improved over Phantasmagoria, but it is still by no means television quality. For this I suppose we'll have to wait for wider MPEG support in games and more graphics cards which play MPEG footage. Hopefully Creative Labs will include it on their new PCI 3D accelerators.

I always find it strange that in graphic adventures which use digitised actors instead of animated sprites, the character just stands there with his or her arms hanging limply by their sides, waiting for you to give them a command. I think Sierra should employ some of the techniques used in arcade

VISUALS 85 - The digitised footage is better than Phantasmagoria, but still has those annoying black lines through it. The photographic backgrounds are beautiful

SOUND 85 - Great music, great sound effects and passable acting.

GAMEPLAY 90 - Rock solid adventure fare with enough plot twists and puzzles to please even the most jaded gamers

LONGTERM 90 - A massive game which starts a tad slowly but gets better as it progresses. My bet is most of you will want to stick it out to the end

OVERALL 88 - Far better than Phantasmagoria. Good to see Sierra back on track

games and LucasArts adventures: when the action hits a flat spot the character should do something instead of standing there

like a zombie - I don't know, maybe a surreptitious fart or a spot of groin scratching or exploratory nasal work would suffice...but maybe I'm being too picky.

As you'd expect from most new Sierra games, the sound effects and music are great. In fact, the whole game is very entertaining and lavishly presented. One of the best adventure offerings released in '96 so far...



HOW WE'LL DRESS IN THE FUTURE... CAN'T WAIT!



INSIDE THE AIR-CAR...



...AND INSIDE THE TANK. COOL. COOL. COOL.



AMAZING SPRITE DETAIL THIS...



AND THEN A STEP THE RIGHT



THE INTENSE AI AT WORK. IT'S FANTASTIC.



LOOK OUT SHIRT-MAN! FORK-BOY COMETH!



NOW YOU'RE REALLY FLYING



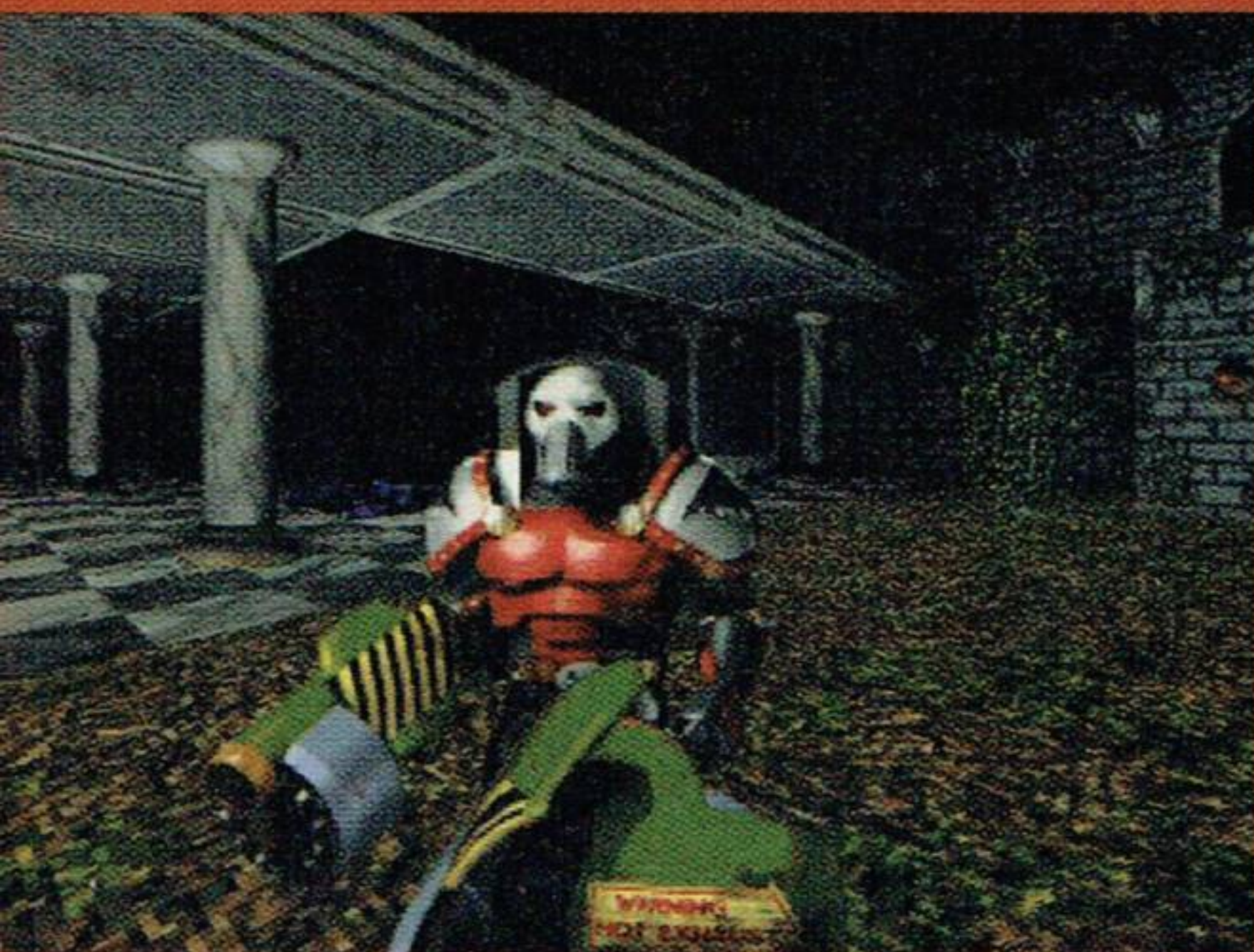
ACADACA-BOY WEATHERS HIS LAST INSULT FROM CYBER-POPE

Cybermage: Darklight Awakening

Available: NOW • Category: ACTION • Players: ONE • Publisher: ORIGIN • Price: \$99.95 • Rating: M15+ • Min Requirements: 486/DX266; 8MB RAM; D/SPEED CD



SIGN OF THE DEVIL DUDE!



FANCY A QUIET DRINK SOMEWHERE?



"OK! I TAKE IT BACK, YOU'RE REALLY VERY ATTRACTIVE"

It's a cyberpunk Doomy game from Origin!
That's bound to excite more than a few people.
JULIAN SCHOFFEL happens to be
one of them...

"Doom, Doom, Doom, Doom, everybody loves Doom!" If this little ditty isn't being sung by all and sundry in the PC gaming world then everybody's sure as hell thinking it, because Doom clones just keep popping up everywhere. To be fair to Origin though, they were one of the pioneers of smooth-scrolling 3D action/RPG games back in 1991/92 when they released Ultima Underworld onto an unsuspecting public. Since then they've given us Underworld 2 and System Shock, both of which are far more than Doom copies. For starters Underworld 2 was released way before Doom was even a stirring in the loins of iD's creative team and System Shock would have been well under development before Doom hit the BBSs around the world. Okay so CyberMage isn't a Doom clone, and in fact it absolutely blows Doom off the planet when it comes to visuals and the choice of weaponry available. So why do I even mention Doom then I hear you ask? Because that's the audience Origin are aiming at with their latest 3D shooter/RPG.

A C Y B E R P U N K A C T I O N R P G

The idea for CyberMage was spawned by cyberpunk comic books. You know the type; full of big, beefy guys running around in multi-colour, lycra jumpsuits touting M16s and yelling things at bad guys like: "You're mine now Dr Craniax! I'm going to bite your head off and use it as a hood ornament on my magnatronic tank!" CyberMage is basically a 3D shooter with some RPG elements thrown in for good measure. It features the best graphics yet seen in any game of this variety and you get to kill things with an interesting assortment of weaponry as well as an array of supernormal Darklight Powers.

The game is set about 50 years from now when the usual (usual for the cyberpunk genre that is) giant corporations have taken over the world. After creating two separate gene banks these corporate entities proceed to develop new species of beings in their quest for world domination. Eventually it becomes evident that one of these corporations is obtaining information and technology from an evil race of aliens known as the Sri-Feng. The player character manages to foil an assassination attempt on an alien but gets mortally wounded in the process. The alien decides to reward you by regenerating your body and imbuing it with supernormal powers derived from the Darklight gem implanted in your head. Now it's off to waste some bad guys and eventually foil the plans of the evil NeCrom, a corporate warlord and leader of fanatical pseudo-religious forces. Sound complicated? It's not. Just follow your nose and blast everything that moves, make some friends and then revise your earlier directive to blasting everything that shoots at you first!

So CyberMage is another 3D shooter albeit with some character interaction and a fairly interesting plot. "So what?", I hear many of the more cynical in the gaming fraternity mumble. CyberMage also happens to look better than any other 3D game out there. Period. The sprites are so detailed and so clear (in hi-res mode) that you can get close enough to pick their nose for them and they still don't pixilate! It also features a near full range of movement and a variety of vehicles for you to fly or drive. It's a veritable feast for the senses with enough gameplay variety to have even the most ardent Doom addict nodding his head and uttering his first coherent words in over six months: "Hey that looks pretty cool".

H I G H - T E C H R E Q U I R E M E N T S

Unfortunately all of this audio-visual splendour comes at a price and to play CyberMage in full screen SVGA hi-res mode at an acceptable frame rate you need some heavy duty hardware, and I'm not talking Harvey Norman's idea of a mega multi-media machine here either. I'm talking hardware that hasn't been invented yet! That's right CyberMage is sluggish in full detail SVGA with even a P133! Ahh Origin, why does it always seem as though you must test all your games on a bloody mainframe! Oh well, I guess this is why we need 3D accelerators so badly. Luckily you can twiddle with the detail settings of the game by either reducing the window size or using the VGA with hi-res sprites option. So everyone should be able to get the game to an acceptable speed while still enjoying most of the fabbo graphics.

To buy weaponry in CyberMage your character will need to gamble at a betting window where you put your money on a contestant or into a slot machine. My advice is to save when you win and reload when you lose - easy money. With these newly acquired funds you can buy weaponry and equipment from vending machines. You can also visit the hospital and get your wounds healed free of charge or if you're really desperate you can even sell your own blood to finance your growing gambling addiction - hey, just like in real life!

The game has heaps of colourful enemies to nail in heaps of colourful ways. Your character will also have to solve a few simplistic puzzles eg. Find right object to open particular door etc. You can run, jump, swim, fly, look up or down in your journey through the massive gameworld.

L A C K O F I N N O V A T I O N

Okay, those are the game's positive attributes. So why don't I feel like I've just played the best game ever? I can't really say what it is for certain, but CyberMage lacks something which could have elevated it to the "Oh my God this is a wondrous and truly tremendous game" category. For all the supposed RPG elements I

VISUALS 98 - Simply the best yet seen in this genre. It's just a pity you need a bloody mainframe to run it fast with all the detail levels at optimum...

SOUND 85 - Plenty of ear candy to keep the audiophiles happy

GAMEPLAY 76 - Apart from a fairly scanty RPG feel, the game played like your basic 3D shooter

LONGTERM 80 - Once the novelty of how pretty it is wears off, you may feel CyberMage becomes a tad repetitive. It's big though...

OVERALL 80 - Origin have an amazing 3D engine, now all they need is a little innovation to really do it justice

still felt like I was playing a prettier version of Dark Forces. CyberMage lacks any real innovation in a genre which is rapidly becoming over populated with clones. Apart from this small and possibly unrealistic expectation on my part CyberMage is still an amazing game. If you have the PC to do its gorgeous graphics justice you shouldn't be disappointed. It's really a blast (in the literal sense of the word).



I'M READY ALREADY!



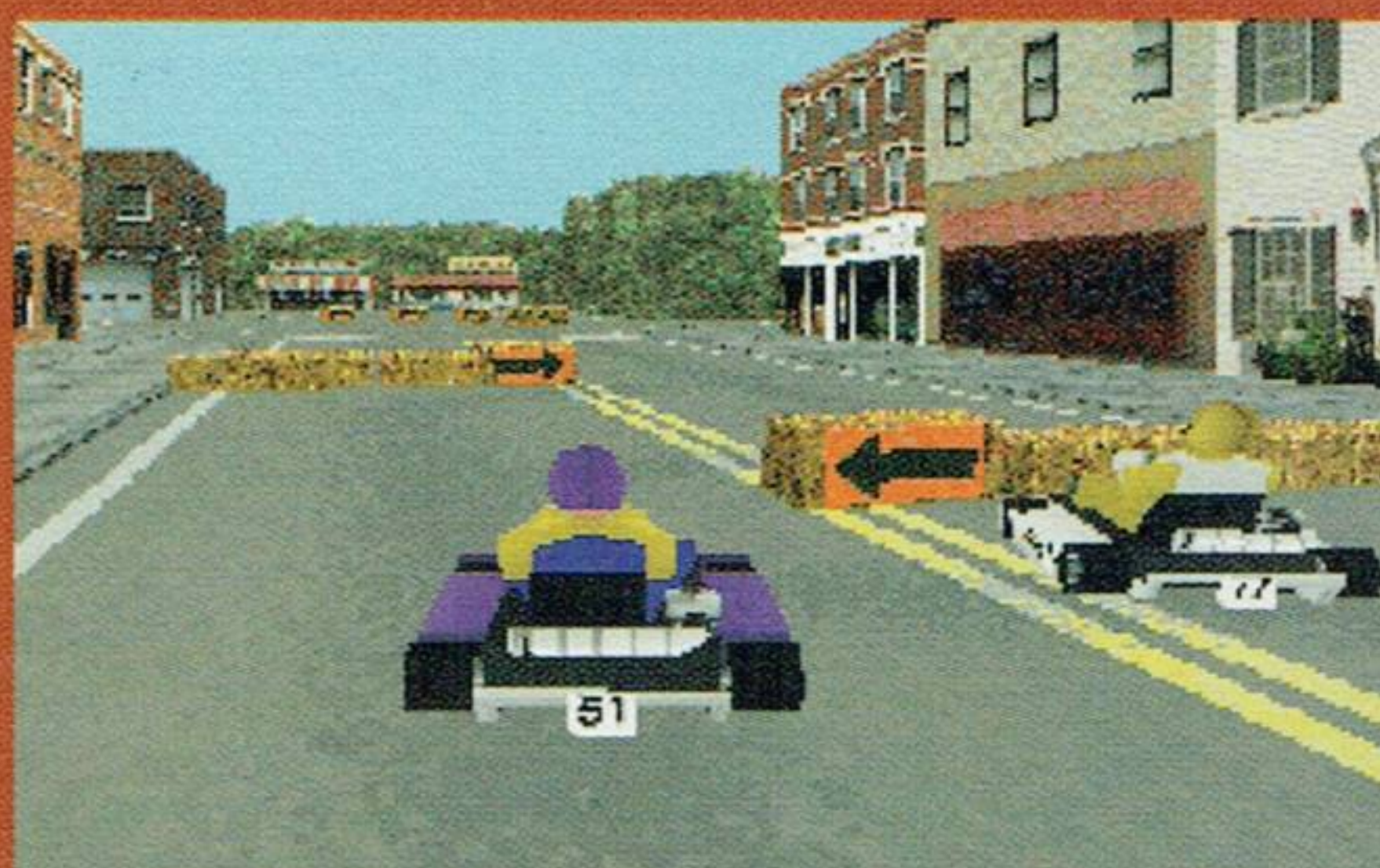
TOP TRACK DESIGN WORK HERE



SADLY CHASSIS CHOICE DOESN'T AFFECT PERFORMANCE



GO STREET RACER GO!



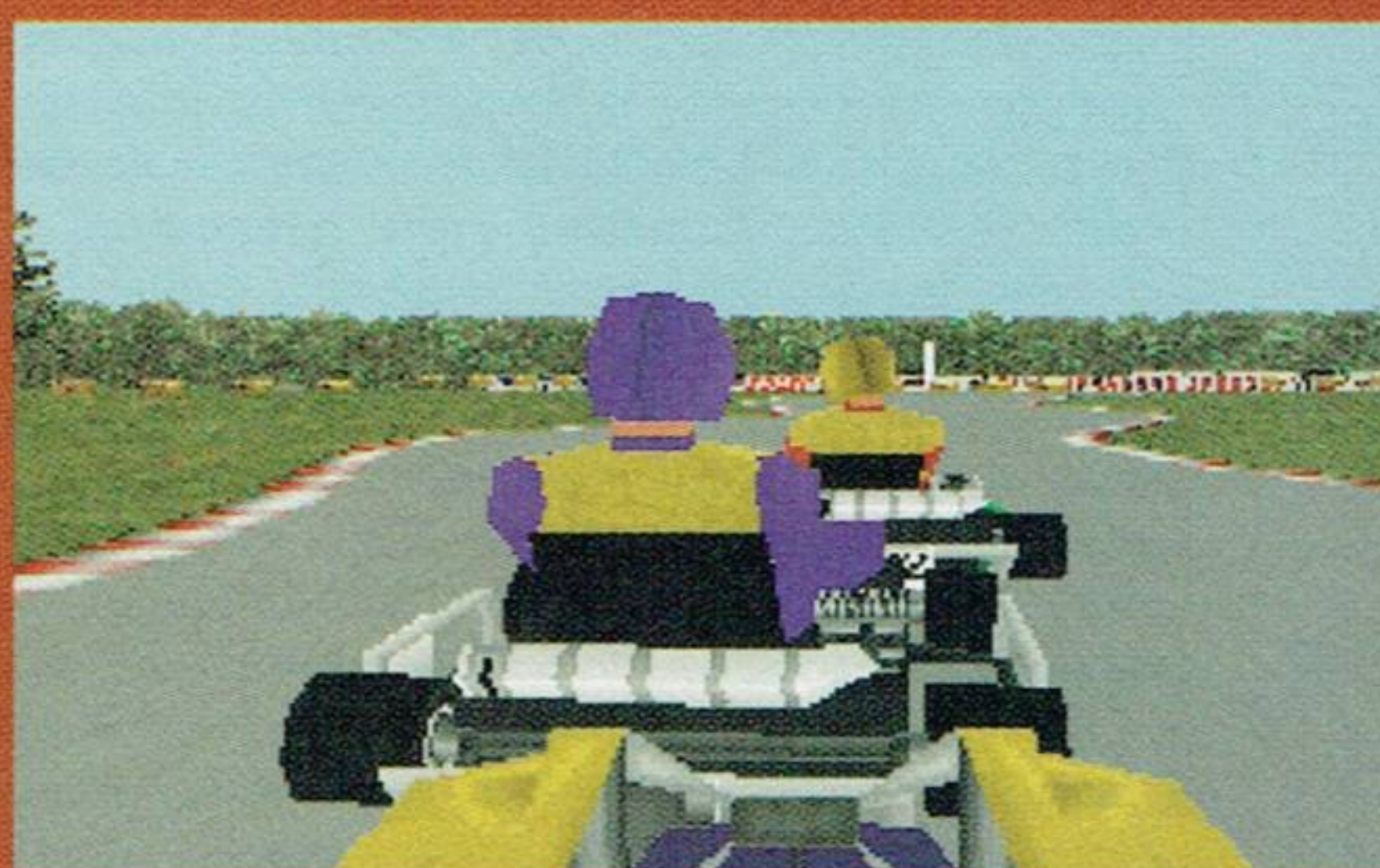
YEP, GOT THAT HAY-DALE GOOD!



AHEAD AND UP A BIT IN FRONT...



MAKING A MOVE...



YOU WANT CLOSE RACING?



...AND A BIG HELLO TO OUR FRIENDS AT THRUSTMASTER

Virtual Karts

Available: NOW • Category: RACING SIM • Players: 1-8 • Publisher: MICROPROSE • Price: \$99.95 • Rating: G



FOR THOSE WHO HAVE NEVER KARTED... JUST DO IT!



HEY, WATCH IT BUDDY!



SHUNT AND BE SHUNTED

There are now two ways to kart, the dirty, expensive and smelly variety that'll leave you aching for days, or the more civilised Microprose way. **BEN MANSILL** knows what he prefers...

Having to fill a page with words about Virtual Karts is a bit unnecessary, because all that really needs to be said is that it's a completely faithful kart-sim. That alone should be enough to convince you to rush out and grab a copy, for there's not a lot you can do in this world that's more fun than karting. Being a Hyper reader, you've undoubtedly got excellent taste in fun and would have at least a couple of kart licenses in your wallet to show for it. Yesindeedy, karting is meaty fun and so is Virtual Karts.

Most flavours of motor racing require you masterfully tame the mighty horsepower of your NASA-spec engine, with the caper mostly being that you try not to overshoot tight corners in your horny vehicle of pure thrust. Karting is totally the opposite. The lawnmower engines must be nurtured carefully so they maintain the revs needed to sustain a decent velocity. Corners, collisions and power-slides bleed off speed horrendously, so the go is to thread carefully around the track while keeping your motor humming along as loudly as possible. It can often take a full lap to build up speed again after a bump, so it's kind of handy to stay awake and summon every iota of skill you possess, if you're to have a hope in hell.

Subtle Nuances

This is what playing Virtual Karts is like. Microprose have done an outstanding job of replicating both the general feeling of karting, as well as the subtle nuances you only become aware of after burning your way through a few dozen litres of petrol.

Unlike many other sims modelled on racing codes higher up in the food chain, Virtual Karts imparts a truly believable sensation of both speed and, um... virtualness. That is, you really feel like you're doing it. Sitting so close to the ground has much to do with it, but adding to the recipe for success are sensational graphics and well above average chassis dynamics.

The Good Looks Dept. first. Virtual Karts has a few resolution modes, but I found the SVGA option unplayably slow on a Pentium 90. No great loss though, as SVGA provides only a small (roughly one third of the screen) letter-box view. Regulation VGA is full-screen and runs speedily on most reasonable machines. It's also an exceptionally detailed and sharp VGA, you won't be wanting for a higher res, so good it is. Course prettiness rates on the high end of the scale, city streets look just as they should and the traditional paddock circuits are lush. Notably, the trackside billboard count makes Indycar look decidedly austere - whether Microprose were paid for the proliferation of Intel and Thrustmaster ads is a question that begs.

Exceptionally close racing also provides for lengthy examinations of your opponents' karts. Right down to the motor's cooling fins and appropriately swivelling driver's heads. Very convincing and a real pleasure to be immersed in.

True Grit

Close racing? Oh yeah! Expect to pass and be passed at least a dozen times during a short 15 lap race. Hairly stuff and good news for those bored with more "sophisticated" codes of racing. The bad news is that there's no difficulty setting and within a week you'll be winning almost every time. It'll still be fun, just

not the test of true grit it was initially. You can prolong the joy by churning through a series in each of the three motor categories. Unfortunately the lowly 4-cycle (the kind you

find on an indoor-karting machine) is so slow you'll suffer an irresistible urge to park the thing and run the lap. This leaves the mid-range 100cc and the steroid-dosed shifter class. The latter dashes around at least twice as fast as the 100cc and has an option for a manual gearbox. Sounds great, but give it a go and it quickly becomes apparent that the computer cars are calibrated badly for this class. You'll have a decided speed advantage over them, meaning that provided you can keep the little missile on the track most of the time a win is automatic. No matter, the 100cc's are the essence of karting and it'll be a long while before I tire of it all. Modem and network support are here for even more longterm value. It's a top game for multiplayer fun too, a "must do" game in fact for modem chums looking for something new.

Virtual Karts comes up trumps in just about every important racing sim category. Tougher opponents would be nice, but for the most part this sim is one you just gotta have. Budda budda budda...

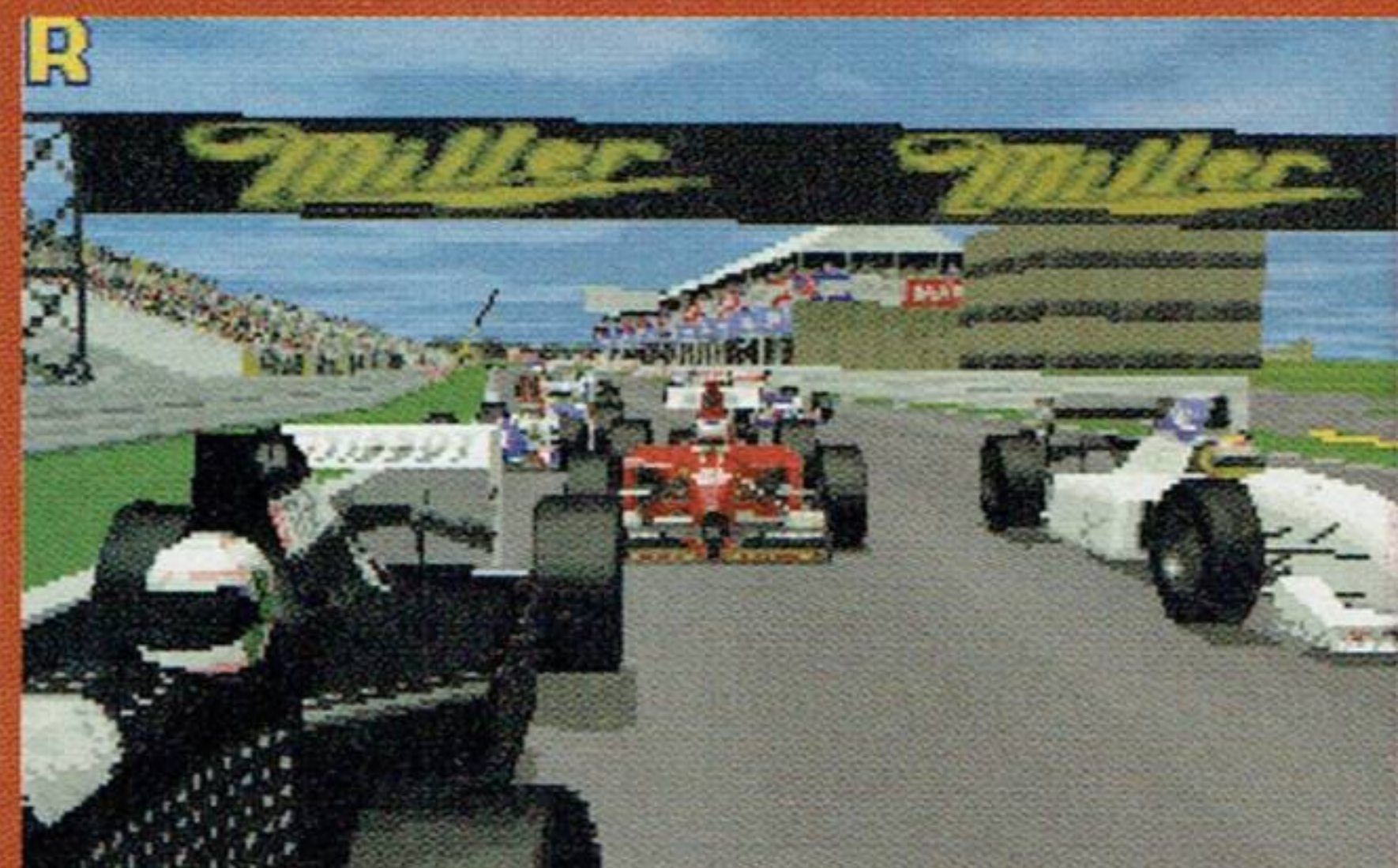
- GRAPHICS 90** - Unusually realistic. Not just sharp SVGA lines, but a style that's true to life. Also unusual is the high standard of track design.
- SOUND 80** - You'll depend heavily on the engine sound to get an idea of the current state of affairs, thankfully it delivers reliable aural feedback.
- GAMEPLAY 82** - Fantastic - until you become reasonably competent and start winning almost everything. It's still fun to play though, so good are the dynamics.
- LONGTERM 84** - Not as great as it could be (see above), but in multiplayer mode it'll last years.
- OVERALL 89** - A totally accurate kart-sim. The first game in ages I played through to sunrise without realising it.



JUST ONE OF THE SETUP SCREENS. WOW.



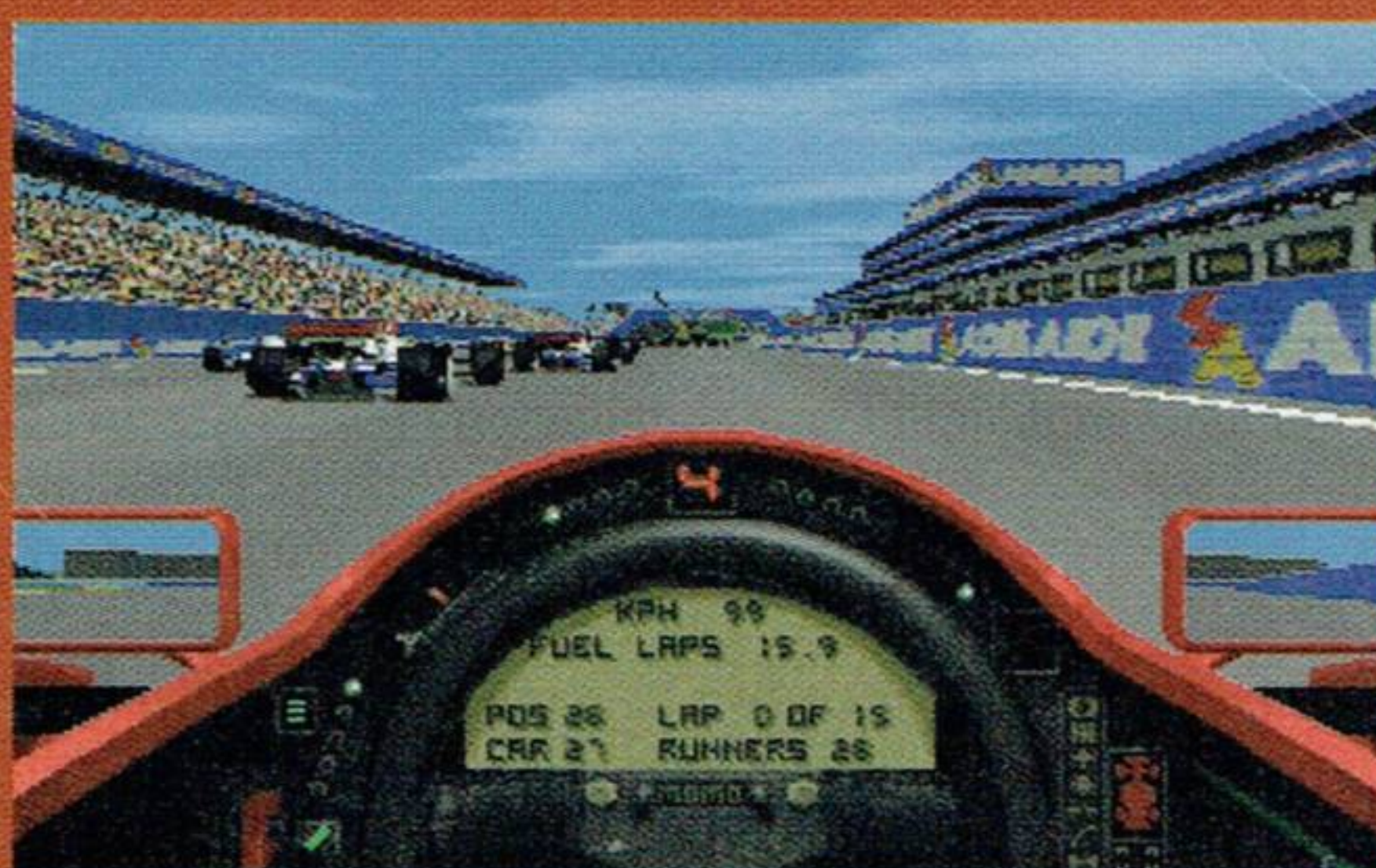
TV-PERFECT REPLAYS. NO DARYL EASTLAKE EITHER, PERFECT.



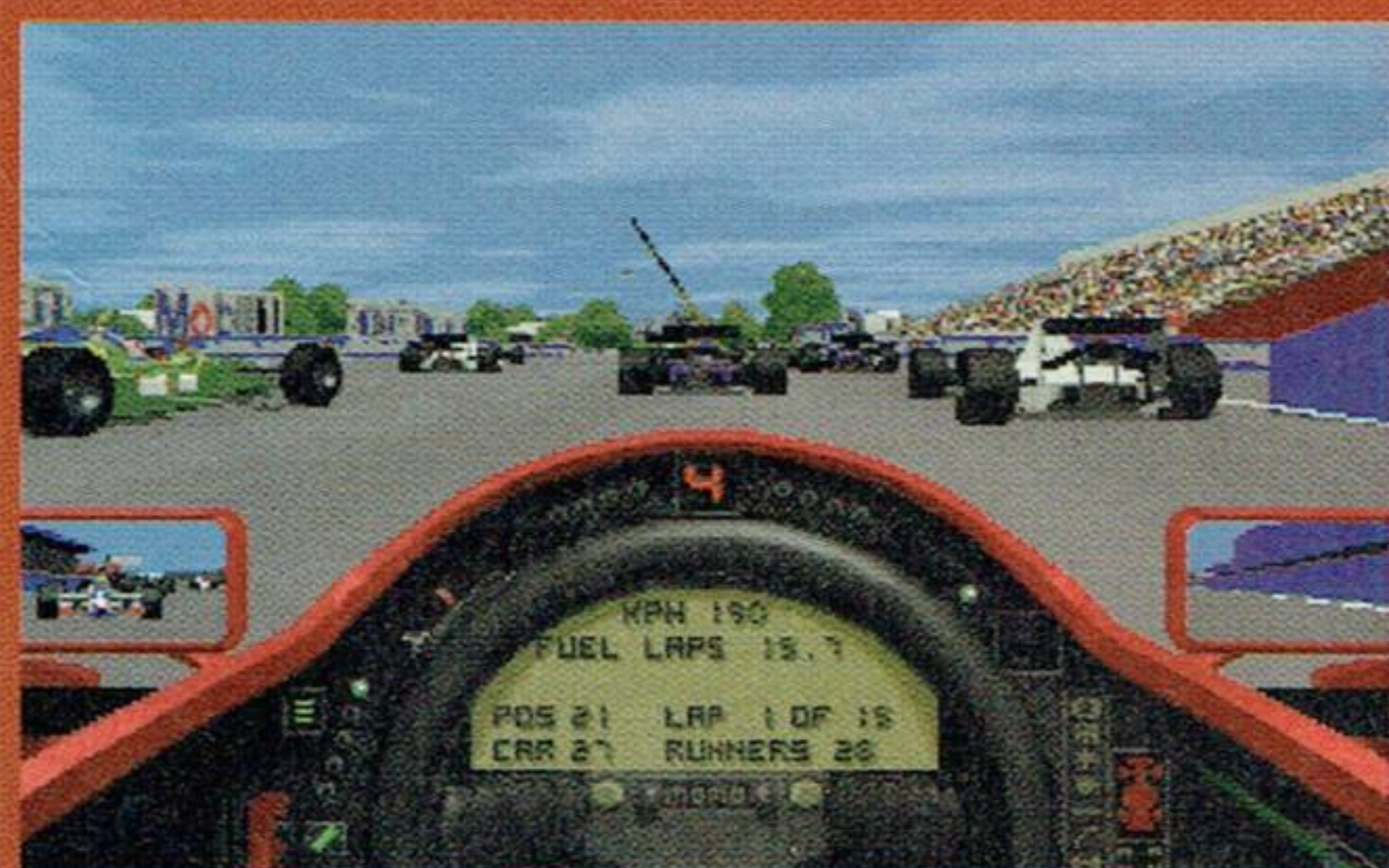
AMAZING.



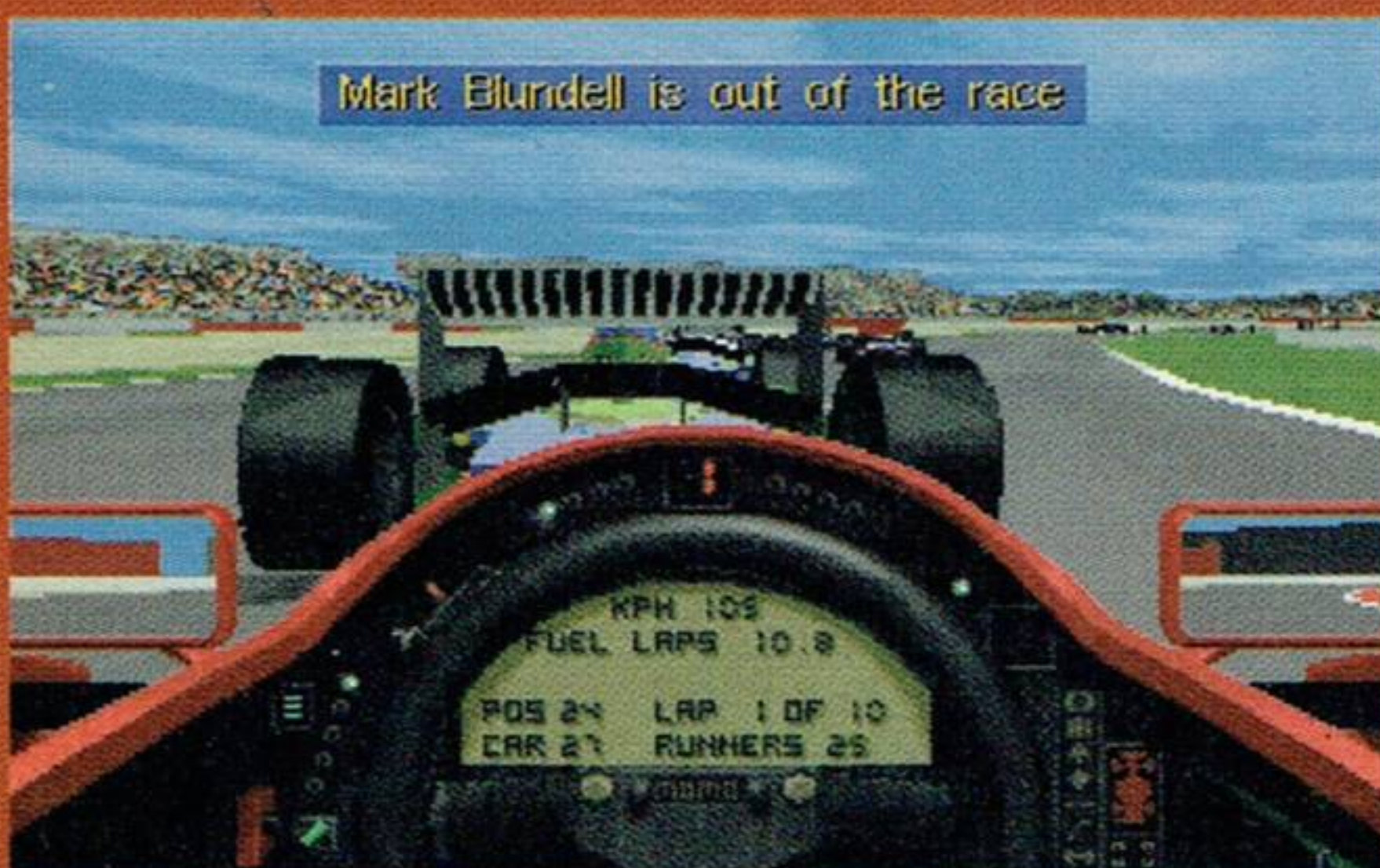
NOTHING IS MISSING FROM THIS GAME...



LAST AT THE START AT ADELAIDE. GREAT.



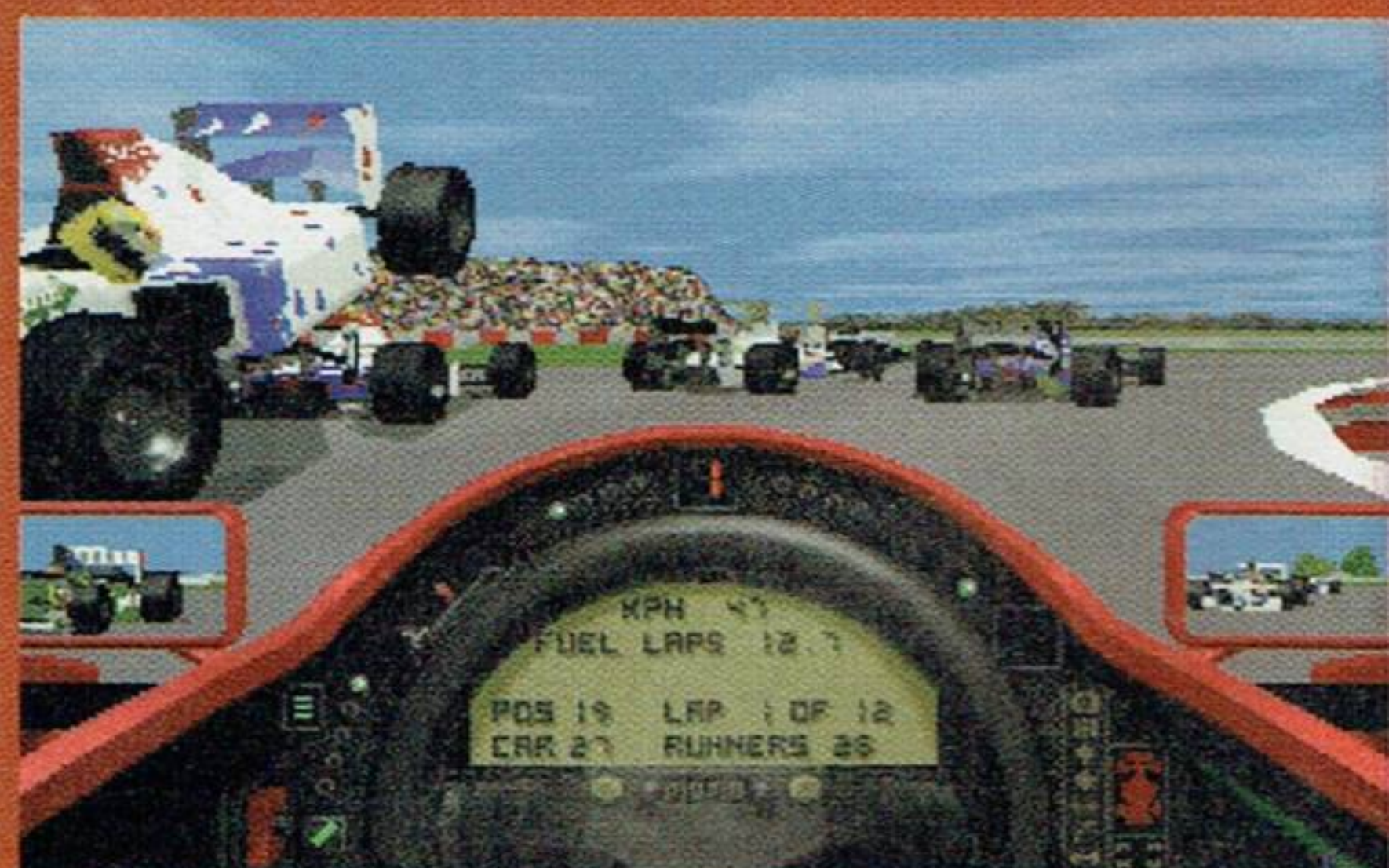
OK, HERE WE GO...



JUST SQUEEEEEZE IT PAST...



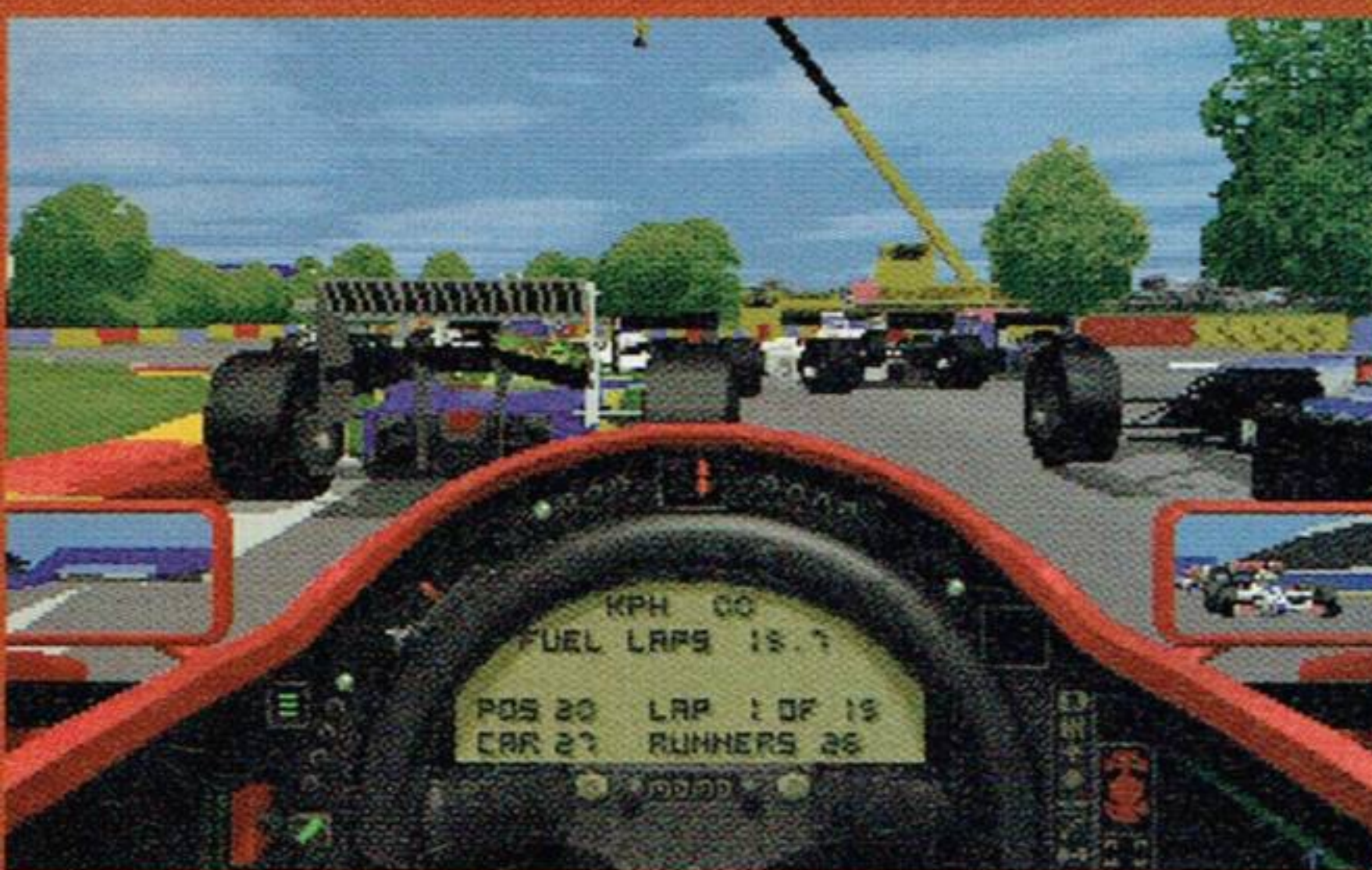
THE GRASS IS GREEN, THE CAR IS RED, THERE'S A WALL AND NOW I'M DEAD



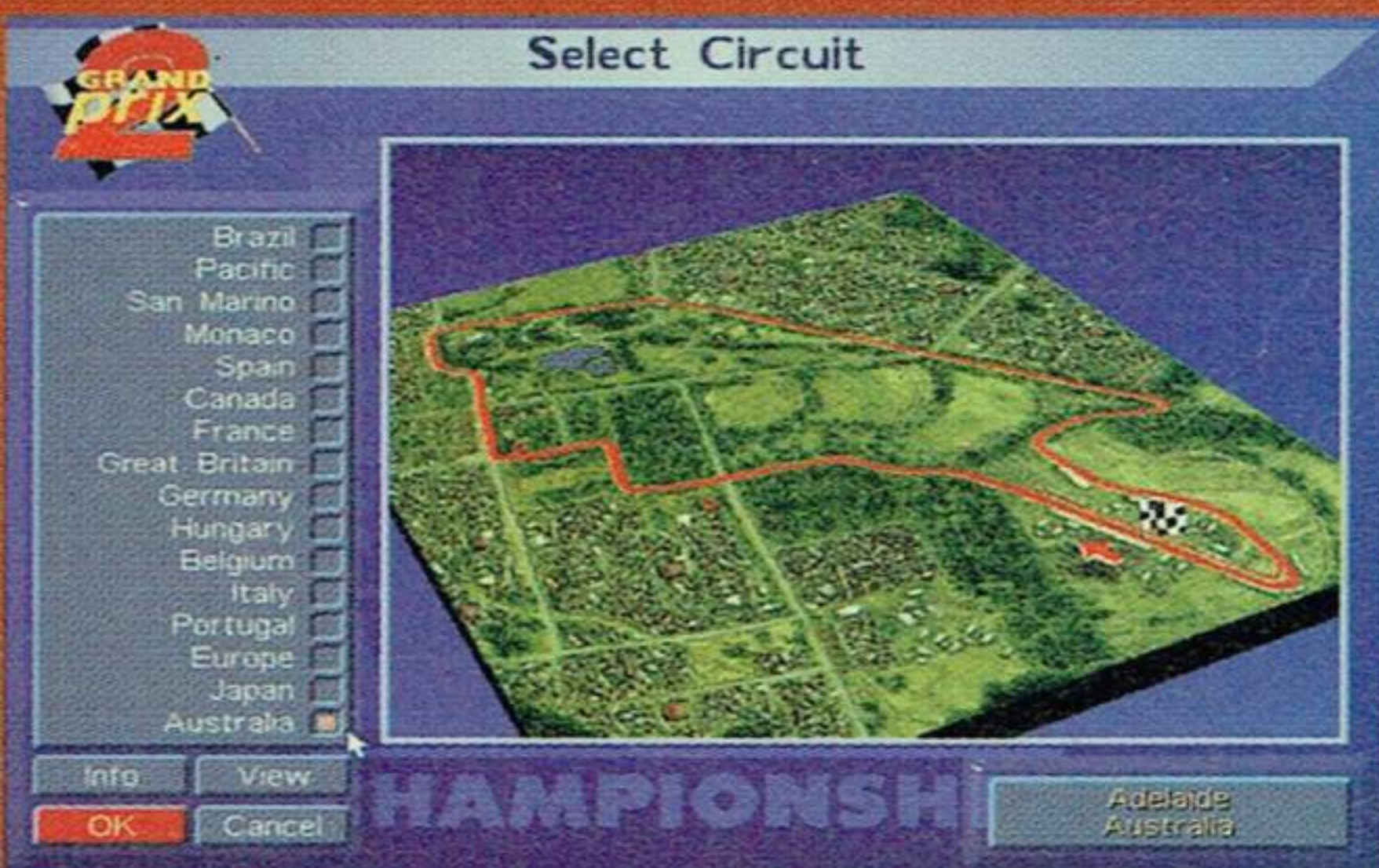
TEKKEK OFF

Grand Prix 2

Available: Now • Category: Racing sim • Players: 1-8 • Publisher: Microprose • Price: \$99.95 • Rating: G



AND YOU SHOULD HEAR IT...



ADELAIDE WAS A GREAT CIRCUIT. THANKS JEFF, MATE.



GOIN' OFF LIKE A HAND-GRENADE IN A BUCKET OF WHIPPED CREAM

So many great driving games lately... There's got to be a best one though and **BEN MANSILL** reckons it's Grand Prix 2...

Rarely has one game ruled its genre as overwhelmingly as Grand Prix has over the last few years. Without a trace of doubt it can genuinely be called a cult game. Look around the 'net and you'll find countless pages dedicated to this comparatively ancient classic. It had faults though; opponent drivers ran their own race without displaying either courtesy or aggression if you came too close, and the driving dynamics had quirks you could exploit which made winning easy and required little in the way of true driving skill. Still, we loved it and a toast is in order for the joyous gratification it gave over the years.

All Hail The New King

Welcome to the era of Grand Prix 2. A new king has come and the legends foretell a long and prosperous rule. For the first time gamers can experience the true sensation of F1 racing, as GP2 is a complete and sometimes painfully accurate representation of the highest form of motor sport.

Running in either VGA or high res SVGA, Grand Prix 2 certainly looks the part. F1 cars are (to me at least), exceptionally beautiful objects and the game does them the justice they deserve with authentic team colours and extremely detailed components. The world they inhabit is equally tasty; trackside features are accurately re-created, from the Fosters and Campari billboards to the sandtraps and run-off areas which were overlooked in the original Grand Prix. Hills and camber are also new, besides adding a tangible sense of 3D realism, they make for a far more demandingly realistic drive.

Which is what it's all about, really. Driving games of late have been enormously impressive, with dynamic realism (a snappy way of describing how well the things actually handle) reaching new extremes with Need For Speed and Indycar 2, but never have I experienced a sim that feels more true to life than Grand Prix 2.

"Lucky bastards", you may have thought to yourself as you watch a televised race. "I could do that", we've all murmured under our envious breath. Think again. The first few hours spent with GP2 are quite educational, as F1 racing is really hard. It took me two solid nights of practise before I could string more than a dozen laps together at a reasonable pace without screwing up - and that was on an empty practise track. This is a good thing, nay, a very good thing. Simple racing games get boring fast, but GP2's learning curve is gratifyingly steep, yet not impossibly frustrating as can sometimes be the case with Indycar 2. That said, GP2 is still capable of bringing about the occasional murderous rage. 100% concentration 100% of the time is a pre-requisite and the fist-banging you see real F1 drivers do will be most emphatically felt.

Making Life Easier

There's a lot you can do to make life easier though. GP2 features the most comprehensive setup options ever seen. Most of us should be content fine-tuning gear ratios and wing settings, but perfec-

VISUALS 94 - The sumptuous fabulousness you would expect, but it took a P90 to get 25 fps - in low res. VGA. Even so, VGA looks heaps better than it has any right to.

SOUND 92 - The engine startup sequence, complete with air compressor wind-up can only be described as horn-inducing. Neighbours have complained about the volume twice (true story!).

GAMEPLAY 96 - Flawless, perfect, unbelievable. A truly real F1 experience, which means it's hard to get the hang of, but deeply rewarding when you do.

LONGTERM 92 - Well, the original was good for at least one drive a month for three years...

OVERALL 95 - We expected it to be amazing and it is. You'll hate it at first because it's so hard, then you'll like it, then love it...

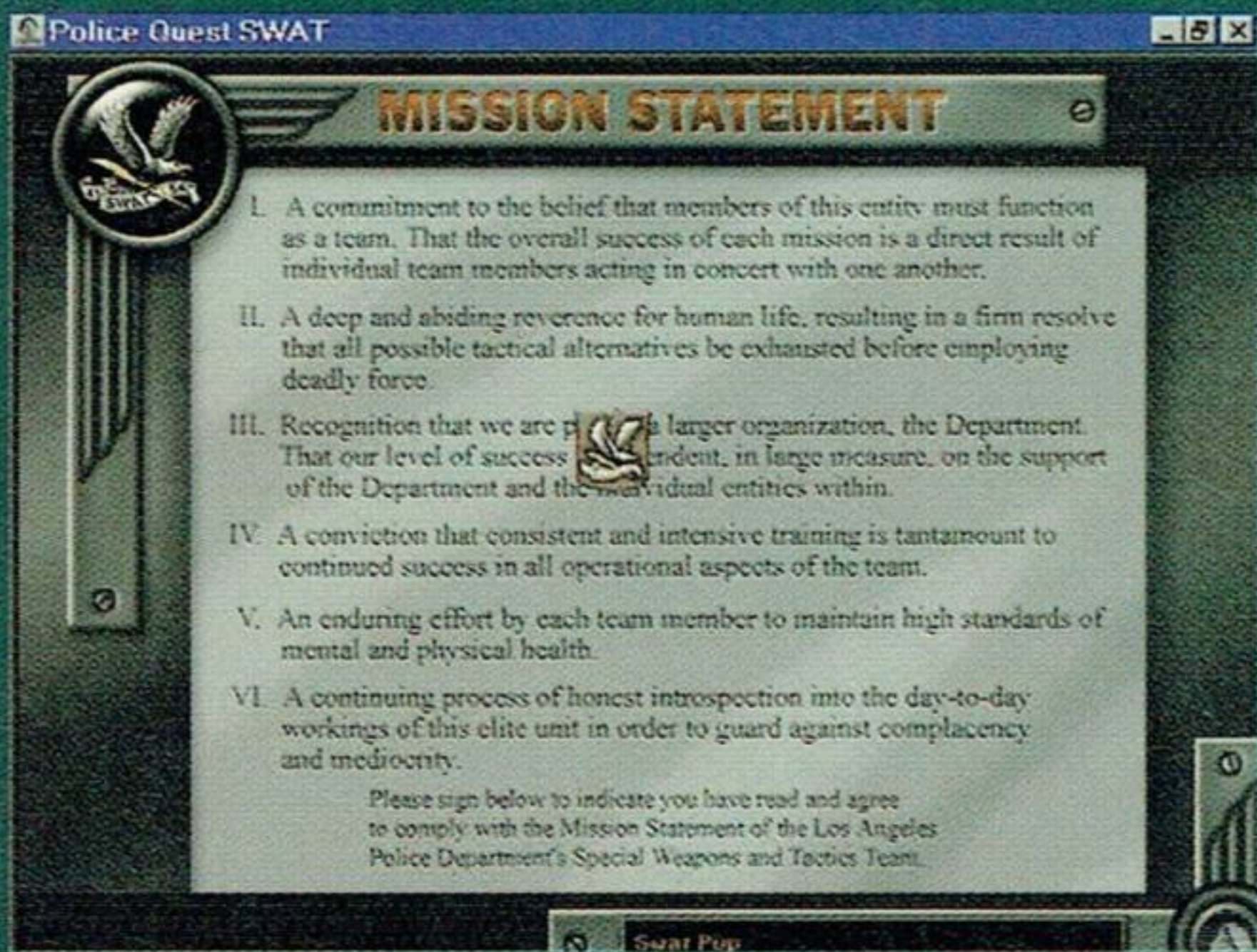
tionists are well catered for with performance tuning that puts Indycar to shame. For suspension alone there are 30 variables! A big difference to the

performance comes after a visit to the control options screen. Here you'll find the "steering help" choice, with it on the car almost runs on rails, turn it off though, the nimble agility of the unassisted car actually makes it a far easier drive.

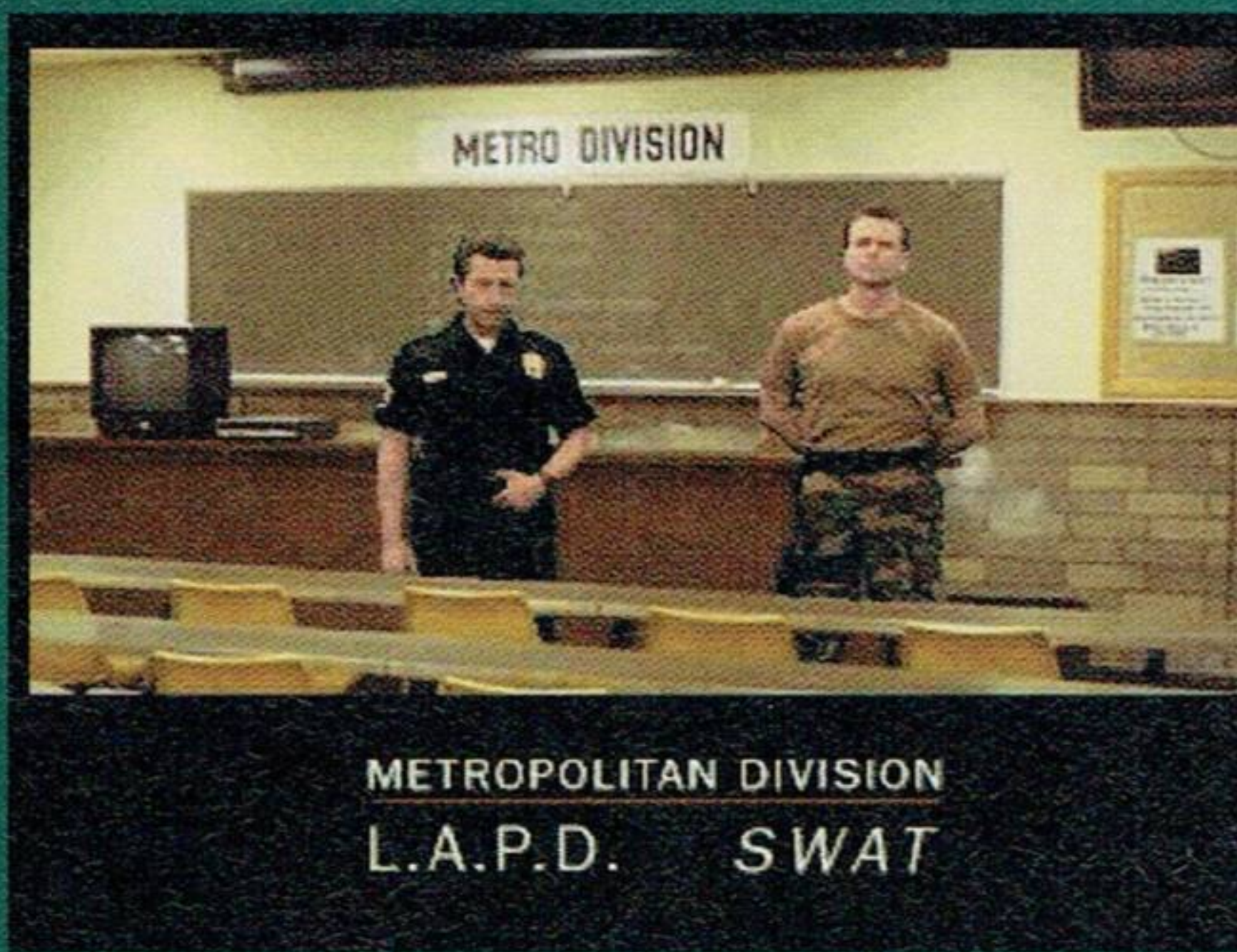
Not such an easy task is dealing with the opponent drivers. Their skill is the best I've ever seen in a racing sim and the contribution that makes to the overall sense of realism is pretty huge. They also reflect the personality traits of the real drivers. Hill and Berger are safe and predictable, Schumacher and Alesi are aggressive opportunists and Eddie Irvine is downright dangerous. Fantastic stuff this.

Some folks might find Grand Prix 2 too difficult. Fair enough too, as it's definitely tough to master. Hang in there though, for once it all starts to come together you'll be in for one of the most exciting and gratifying experiences a PC game can offer.

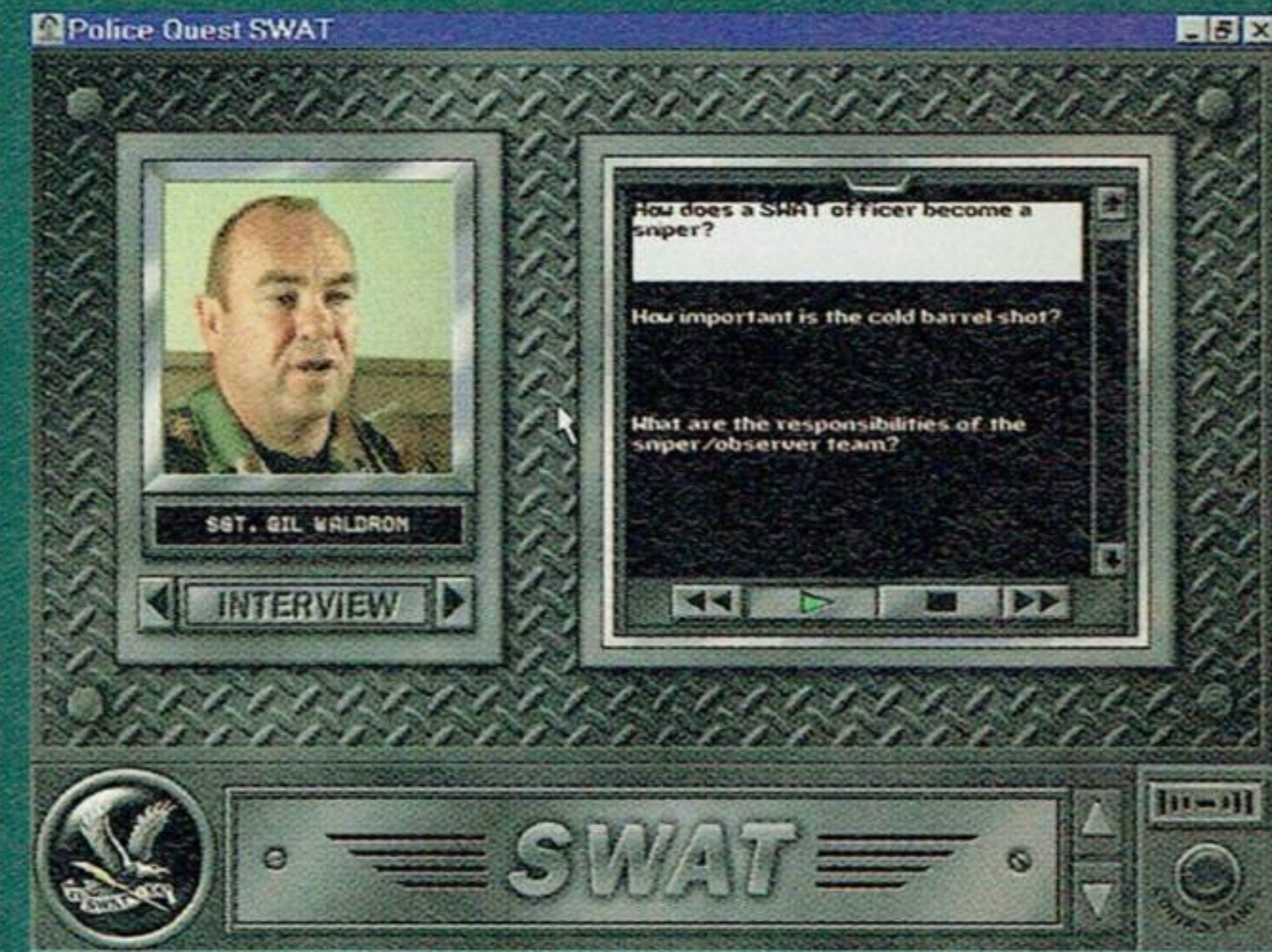




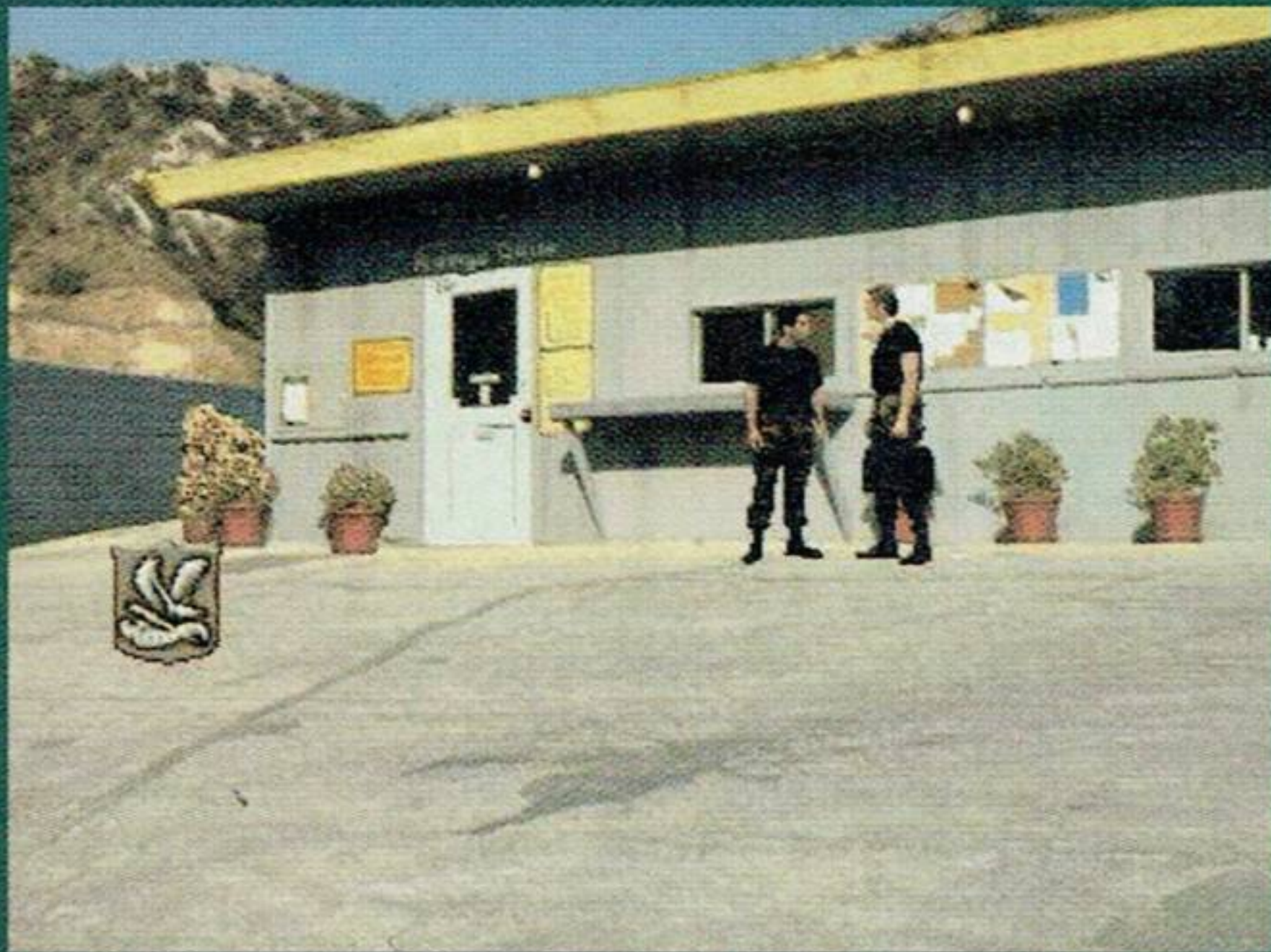
CUT TO THE CHASE, ONE WORD - KILL!



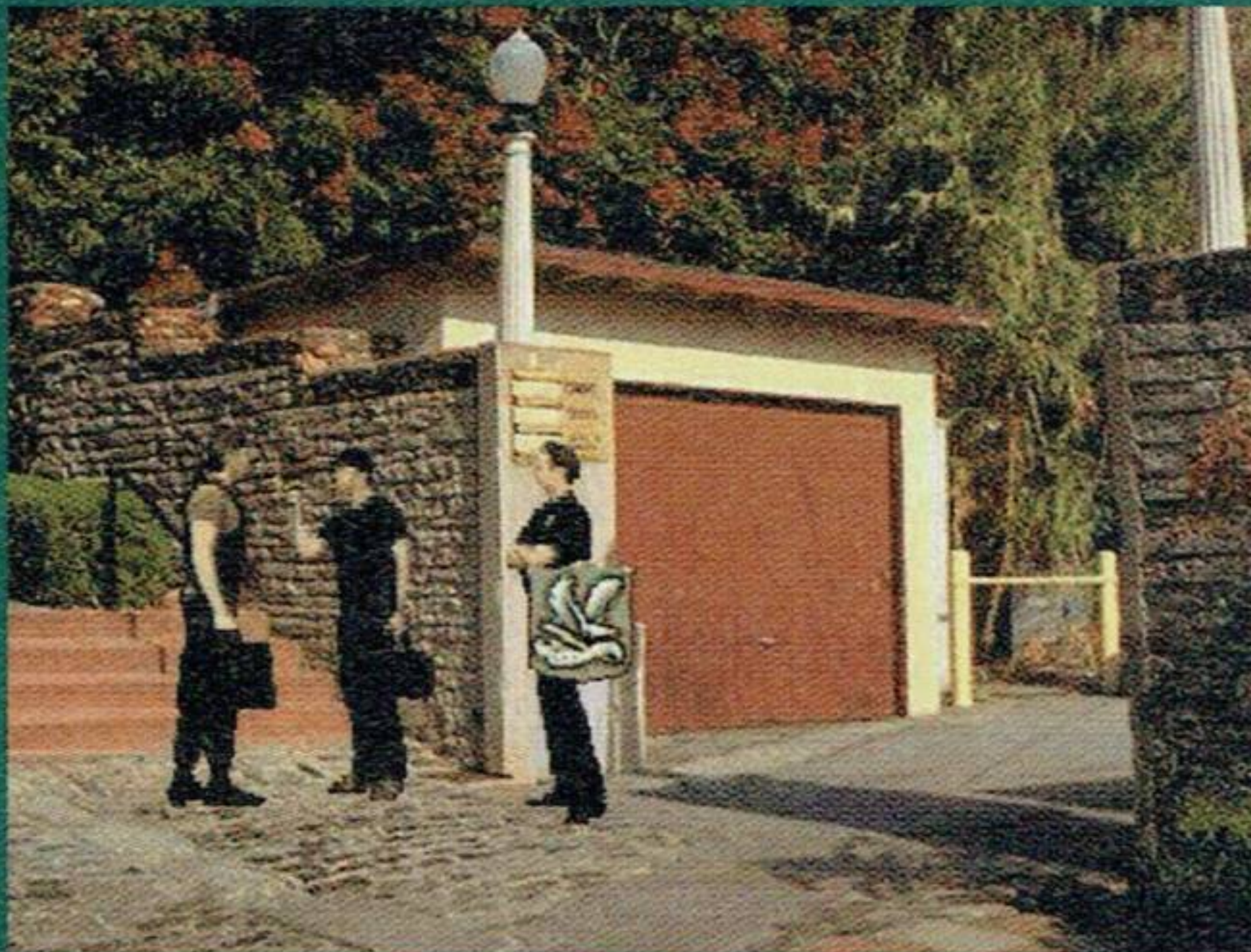
TWO BARREL CHESTED BEEFY BOOFY BLOKES



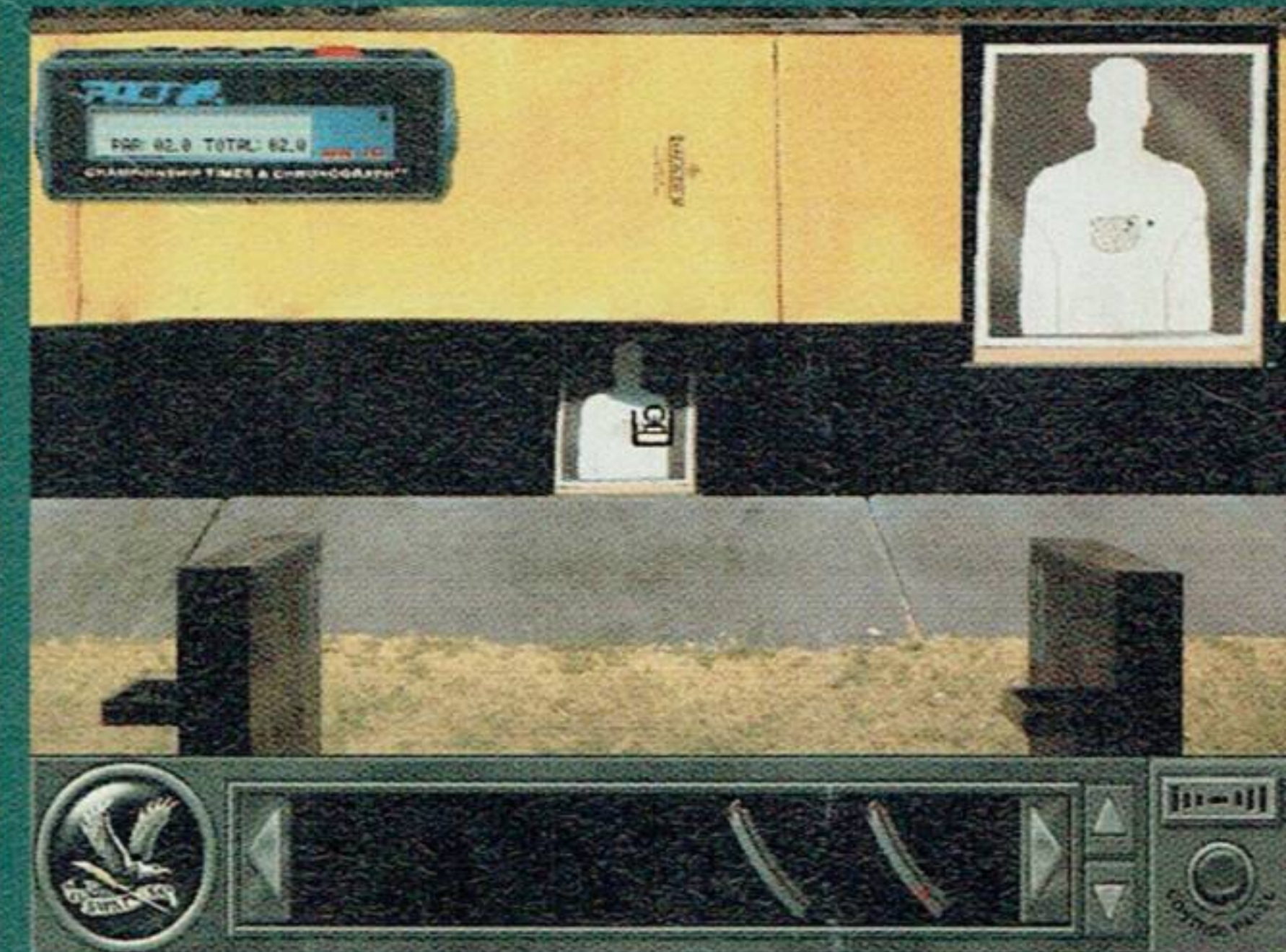
BLOKE ALERT!!!



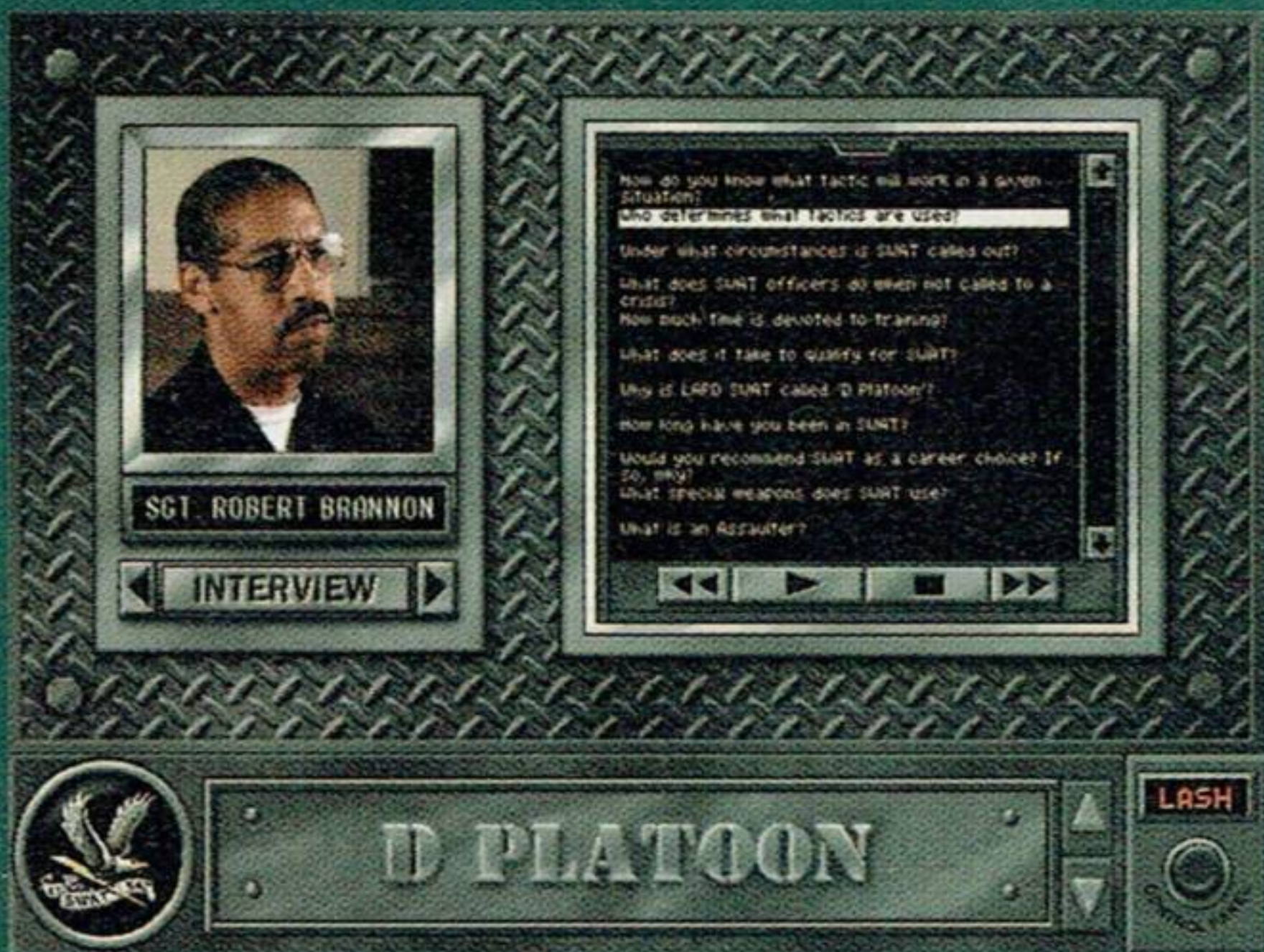
"I CAN'T BELIEVE IT! I ONLY PARKED FOR A MINUTE..."



"OK O'REILLY, FORENSICS FOUND YOUR PRINTS ON MY DONUT BOX"



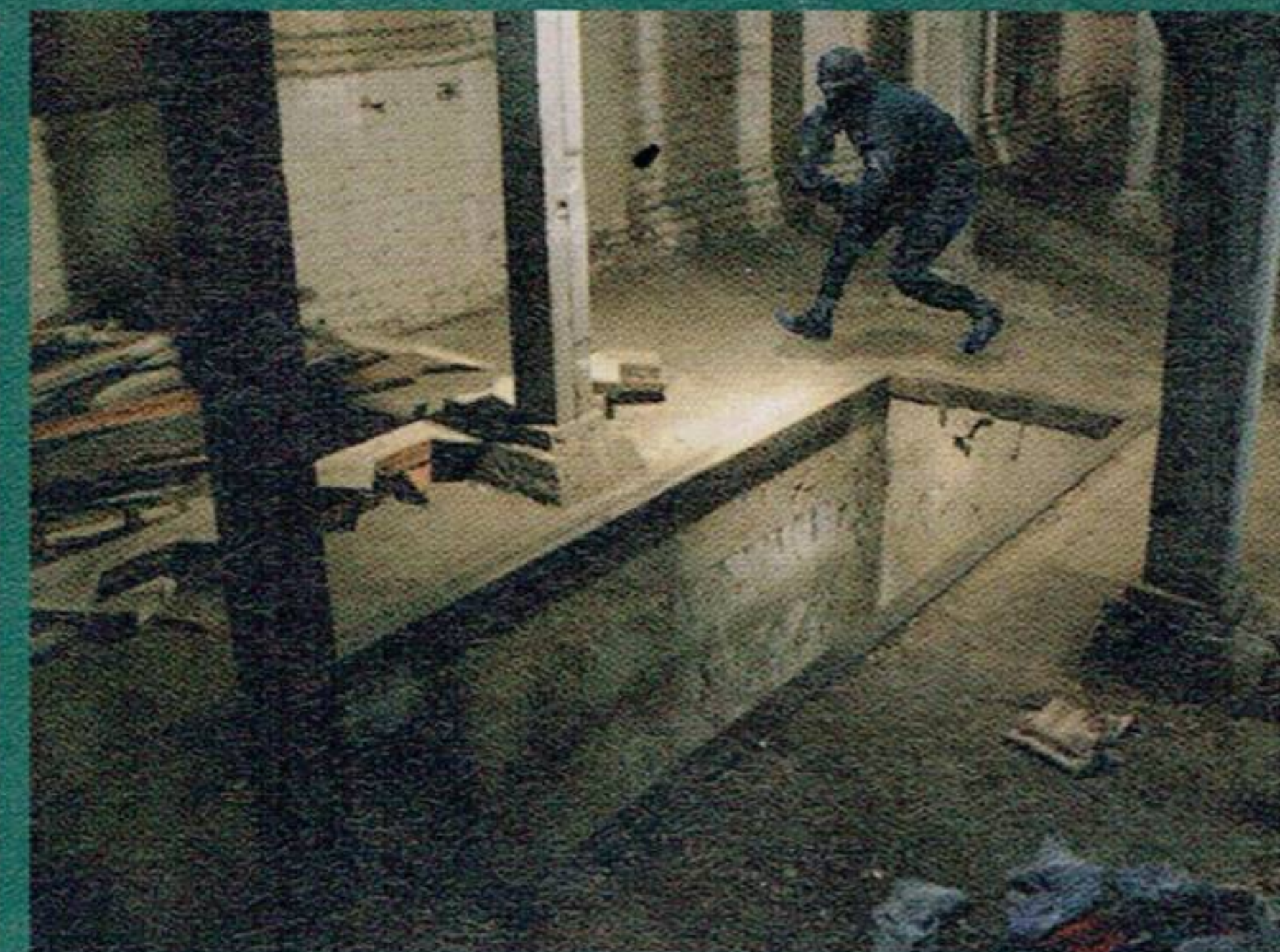
KILLING SCHOOL



WHAT A FUN LOOKING FELLOW



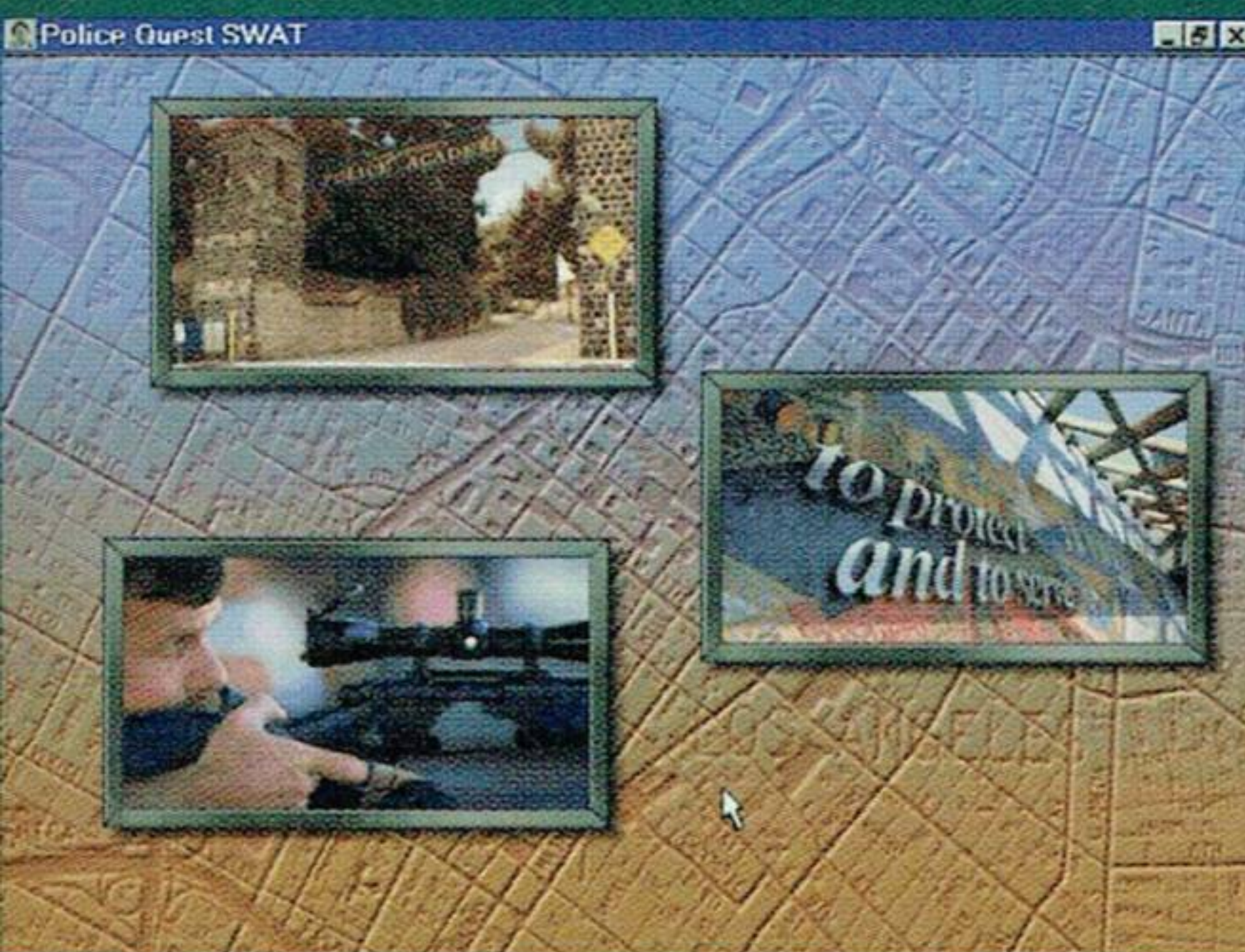
TIME FOR A CYBERDEMON, WE THINK



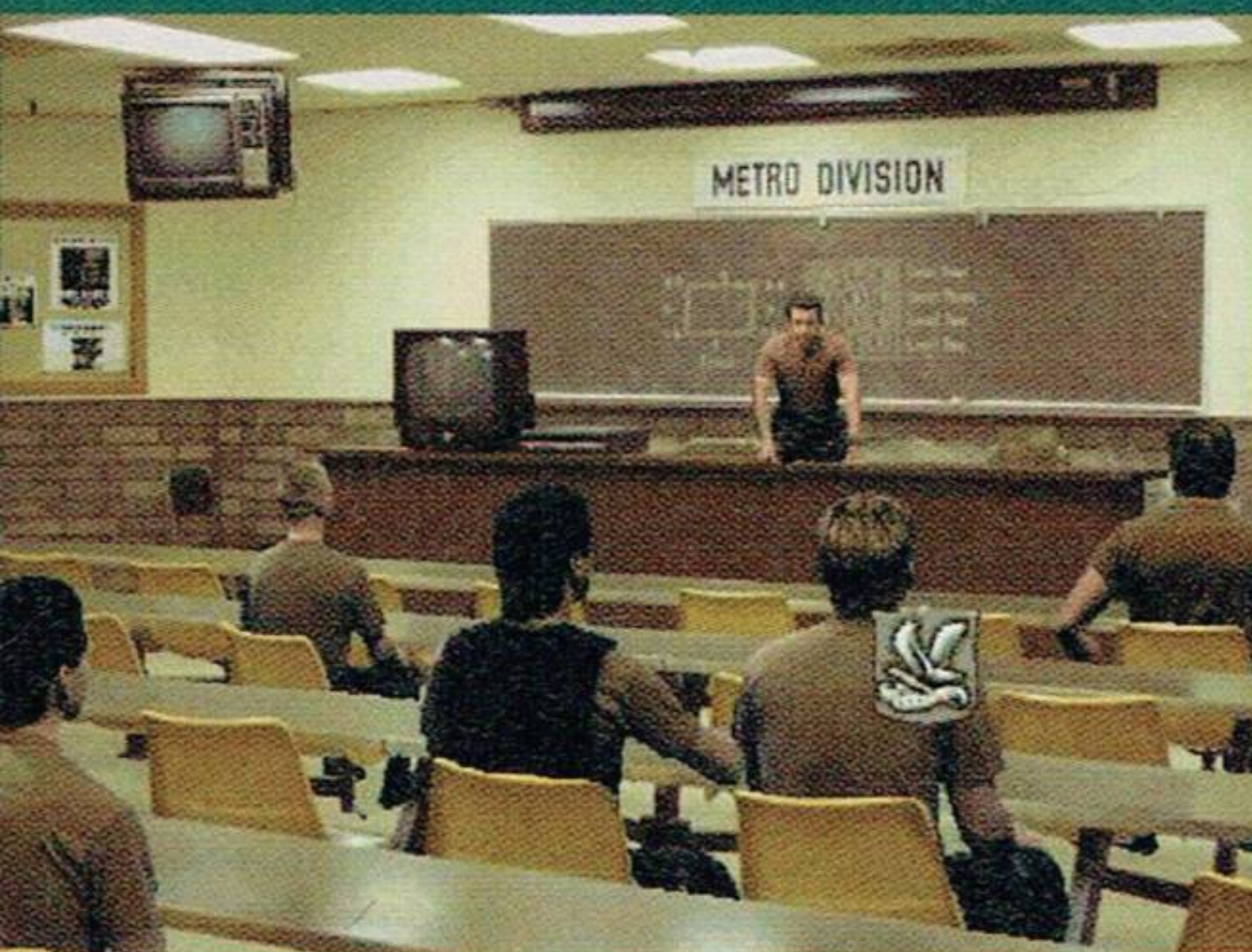
TEKKEN THE LONG WAT AROUND

Police Quest: SWAT

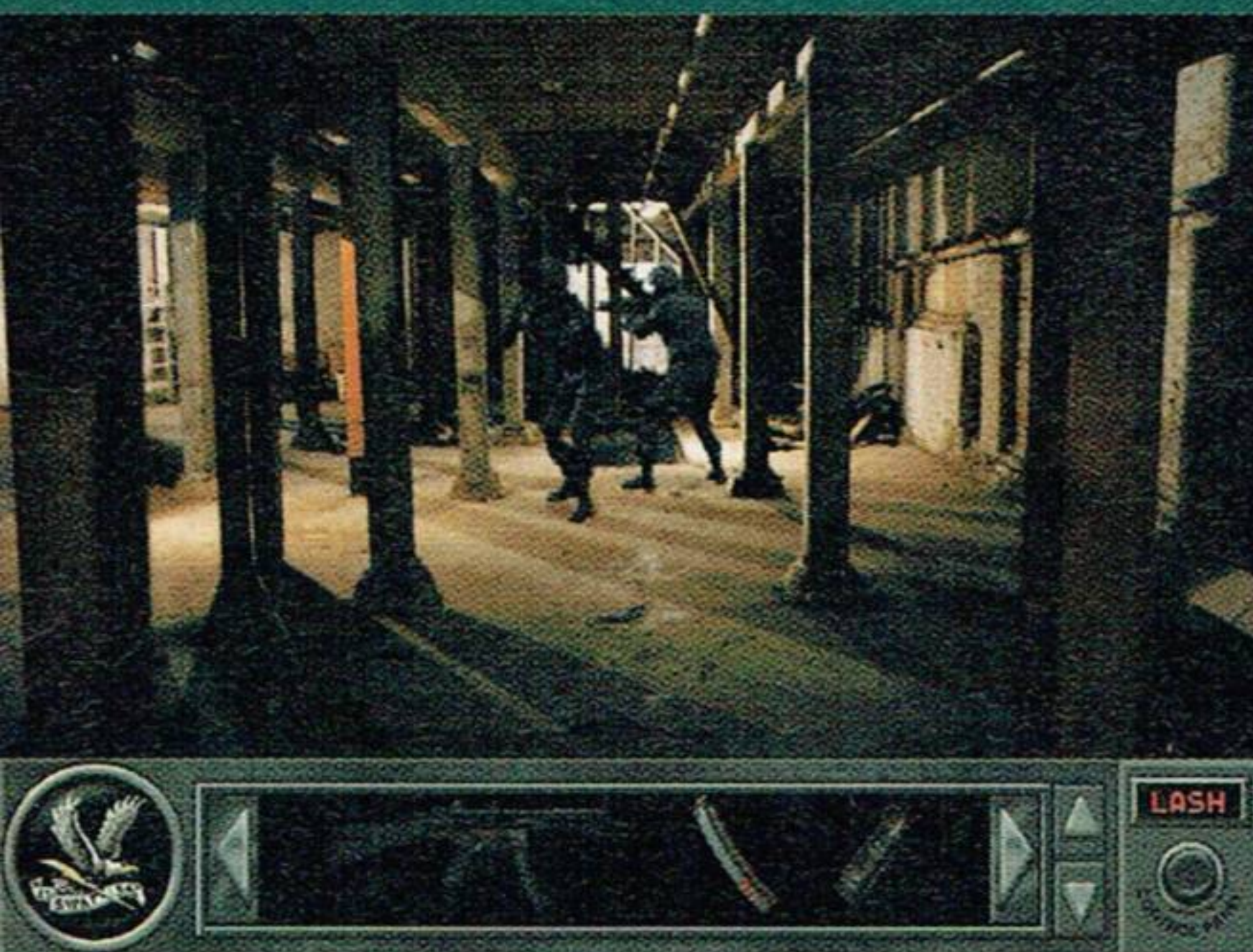
Available: NOW • Category: ACTION • Players: ONE • Publisher: SIERRA • Price: \$99.95 • Rating: M15+ • Min Requirements: 486/DX33; 8MB RAM; D/SPEED CD



THREE PICTURES ON A MAP BACKGROUND. WOW.



"JONES! THERE'S SOMETHING ON YOUR SHOULDER"



CONCRETE JUNGLE

Hands up who wants to be a cop? Oh well, maybe the SWAT team is more appealing.
JULIAN SCHOFFEL goes into training...

The original Police Quest was one of the first adventure games to appear back in the eighties. The resulting Police Quest series always had one thing going for it: realism. And how would I know? Well, the back of the boxes always used to say: "Adheres to authentic LAPD procedures". Hang on that can't be right - I don't ever recall arresting a Negro and beating him senseless for no apparent reason in any of the games. I guess they meant "Adheres to what we would like the public to think are authentic LAPD procedures". I used to find the games a tad tedious because they always penalised you for not sticking to the rules ie. lose ten points for not checking your weapon when you enter the station etc. "But sir I only shot him in the foot..."

Elite Cop Squad

Rather than being a standard Sierra adventure game, Police Quest: SWAT is really a comprehensive interactive run-down on what it's like to train for and eventually become a member of the LAPD SWAT (Special Weapons and Tactics) team. I guess it's really the elite section of this very large urban police force and now would probably be a good time to start throwing macho platitudes like "the best of the best" around. Like other Police Quest games, SWAT uses the talents of former LAPD Chief Daryl F. Gates (no relation to Bill) for added accuracy and realism. I guess that must be why the issues of police racism and drug abuse are always noticeably absent from any of the games.

While I can see the appeal for those of you who are interested in this kind of stuff, I guess it doesn't really light my candle. I've always been an anti-establishment lout at heart and the kind of idealistic, self-righteous lectures this game hurls at you further shrunk my already small concentration span. From the word go

SWAT throws you back to school: click the cursor to skip over a boring speech by your Commanding Officer and the bastard gives you a right scolding! Leave the shooting range before the drill is over and you get called a quitter...that really hurts!

So Real It Hurts

There's no doubt that SWAT is a very realistic portrayal of what it's like to be in the LAPD SWAT team. The game also happens to be very slickly presented with stacks of photo-realistic locations to visit. The training part of the game appears to be quite

lengthy and would give anyone with enough patience to work their way through it a sense of great satisfaction when they actually made it into the team

Unfortunately I just about gave up when the shooting range drill officer told me to: "put two rounds into the centre-mass and one into the head" for the 50th time. How was I to know he was referring to the target and not the guy next to me?

I may be taking the piss a little, but SWAT is really quite an entertaining product. The graphics are great, the detail is awesome and the interface a breeze to come to grips with. Just don't expect to be able to blow away a couple of likely looking terrorists after ten minutes of playing time. Mad Dog McCree this ain't!

VISUALS 85 - Great digitised footage of numerous officers ordering you around, backed up by great photo-realistic locations.

SOUND 80 - Clear digitised speech of cops giving you lots of informative tidbits about police life.

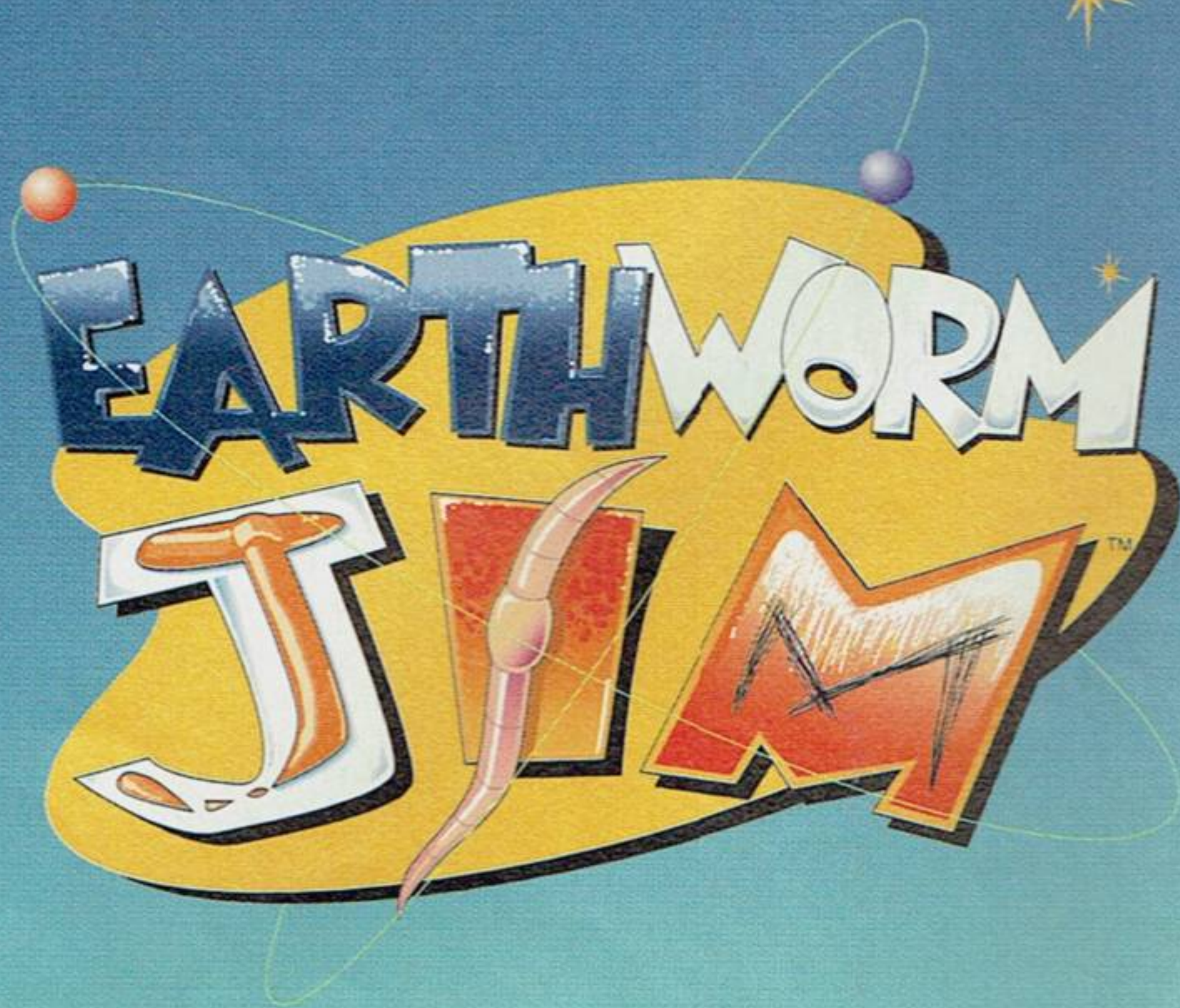
GAMEPLAY 85 - There's actually rather a lot to do in this game, if you're so inclined.

LONGTERM 80 - If you like the subject matter then you can follow your character's career and bulging waistline as he scoffs one too many doughnuts, gets a drinking problem and eventually goes to jail on a domestic violence charge.

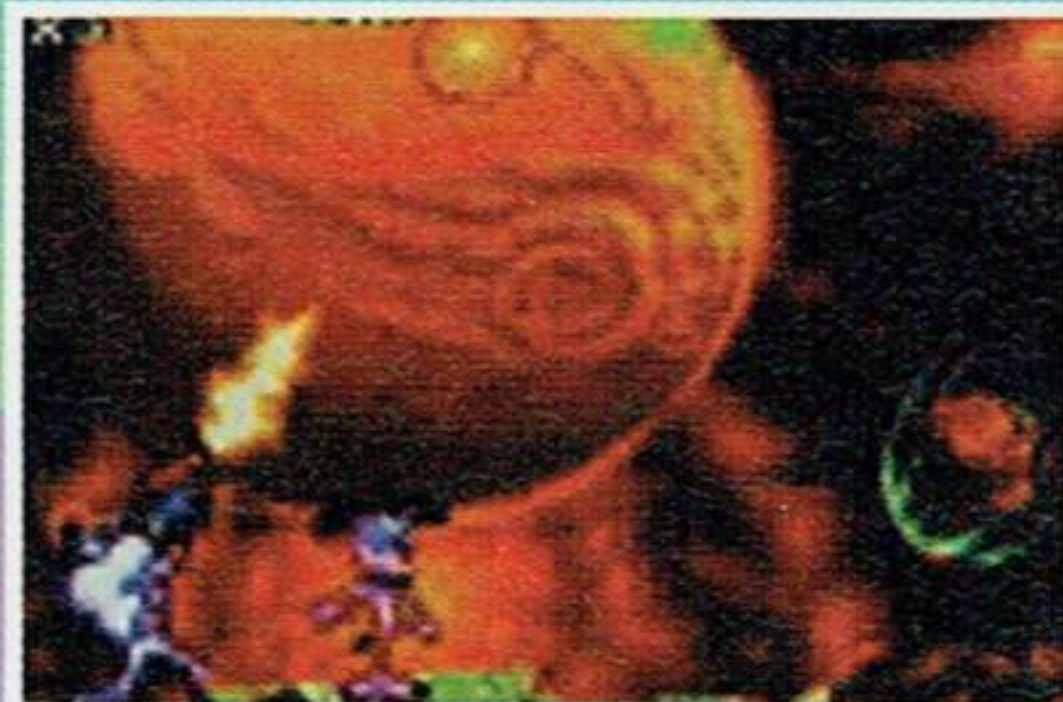
OVERALL 80 - Slickly presented, entertaining and highly informative. Especially if you want to be a cop in the LAPD SWAT team. Hmmm, funny that.

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Blasting onto Windows® 95



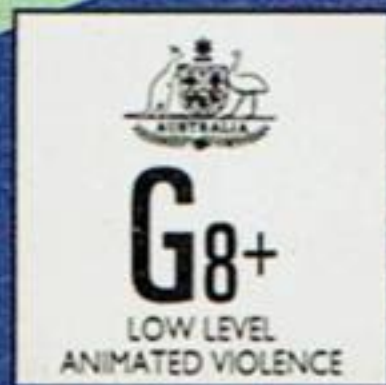
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Doom

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: DOOM
 PLAYERS: 1-2
 PUBLISHER: ID/WILLIAMS
 PRICE: \$99.95
 RATING: MA15+



John Romero, one of the legend creators of the game, has apparently called the PlayStation version the best Doom going around. And who am I to disagree?

Let's face it - it's Doom. No more need really be said. Even after two years of playing the PC version, the 32X version, the Jaguar version, the Mac version and the SNES version, PlayStation Doom still blew me away. It's easily the best console version around and with both Ultimate Doom and lots of Doom 2 included on the one disc, you can't really go wrong here.

This time around some definite changes have been made, both to the graphics and sound. The gameplay, of course, remains completely intact and that's just the way we like it. The main graphical difference is the use of colour. Many rooms and sections of rooms are now bathed in shades of colour. For example, when you come across poisonous green goo lakes, the entire surrounding room is bathed in a sickly lime green. Doors which require coloured keys to access luminously glow in the appropriate colour. This doesn't affect the gameplay at all, and may slightly lessen the realism, but I quite liked it and experienced Doomers will find that a change is as good as a holiday.

The same goes for sound. Some of the weapon effects have been re-done and while there's not much difference, it's certainly noticeable and old Doom pros have yet another incentive to plough their way through Hell again. The echo effects are completely unreal. Nothing much else is different, although some levels have minor architectural modifications. The PlayStation controller works very well and it responds to your commands quickly and fluidly. Yes, it moves fast! Deathmatching is possible (and if you're wise, essential) via a link-up cable. The only thing missing is mid-level saves which is a bit of a shame but there may be a way of doing this that I haven't discovered yet via the Memory Cards. There is a password system however which works well and loading time is not painful at all.

No more needs to be said. You've got a Playstation? You need this game.

VISUALS 92
 SOUND 93
 GAMEPLAY 96
 LONGTERM 95
 OVERALL 96

STUART CLARKE

Fifa Soccer 96

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-8
 PUBLISHER: EA SPORTS
 PRICE: \$99.95
 RATING: G



Everything I said in my review of the PC version of this game still holds true here. But just to be sure, I'll run through them again.

"EA can be deservedly proud of themselves in achieving what so few football games ever manage; that is, making the player really feel like they're actually playing a game of football".

"Passing is simple, intuitive and intelligent. Smooth flowing passing movements and



sweeping length-of-the-field attacks soon become second nature. Defending is not as futile or hit-and-miss as it usually is, thanks to the realistic computer AI... Shooting is as easy as passing, the after-touch is good and not as hopelessly exaggerated as in other games".

"FIFA's big gimmick though is the variety of camera angles offered. There are seven from which you can play the game, plus a couple more used in the Instant Replay feature".

The graphics "are beautiful, each player is rendered and the animation is remarkably fluent".

"Then there's the speech. Wow. Commentary is provided throughout the match with every incident (goals, near misses, fouls, etc, even the name of each player who touches the ball) being mentioned".

"Nearly everything has been executed perfectly - from the feel of each match to the presentation and options, it is a stunning achievement".

"Clearly, this is the ultimate soccer sim, and possibly - oh, what the hell - definitely the best sports sim you can get".

Yes, it all still stands, FIFA 96 is the best. In fact, the Playstation version may even hold the advantage with the control pad making it a dream to control.

DAVID WILDGOOSE

VISUALS 94
 SOUND 87
 GAMEPLAY 96
 LONGTERM 95
 OVERALL 96

Loaded

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: PSYGNOSIS
 PRICE: \$99.95
 RATING: TBA

Ho hum. Yet another "next generation" 32-bit game that promises the future, but can only deliver an uninspired and inferior replication of the past. Loaded is a top-down, multi-directional scrolling shoot 'em up. Think Gauntlet. Or Smash TV. Or Alien Syndrome. Except with better graphics.

After selecting your player(s) from a list of six unwholesome sorts, you find yourself deposited in a dank, grimy, futuristic maze. Oh, and you'll be briefed on your mission too. Brief being the operative word, as it usually consists of simply finding a few keys and nipping out the exit.

The gameplay, then. Each level is split into sections by the devilish trick of using coloured doors that can only be opened once you've picked up the appropriately-coloured key. But because the key you're after is most often found at the furthest reaches of a particular section, there's a lot of tedious trudging back through empty corridors. You get the feeling that there's no logic at all to the layouts, other than to make the player



take the longest possible route.

Another design flaw comes due to the forced top-down view of the action. Often you'll find that you're being shot at by people you can't see, because the walls in the foreground obscure a part of the playing area just large enough for the enemy to hide in. On a number of occasions I did manage to notice them and pumped a few rounds into their general direction. Having presumed them to be dead, I turned my back only to find them still spraying bullets. And while I'm at it, I didn't like the way there appeared to be no real strategy to employ, beyond the basic "kill them before they kill you". You try to hide behind crates and things, but your foe seem able to fire straight through them.

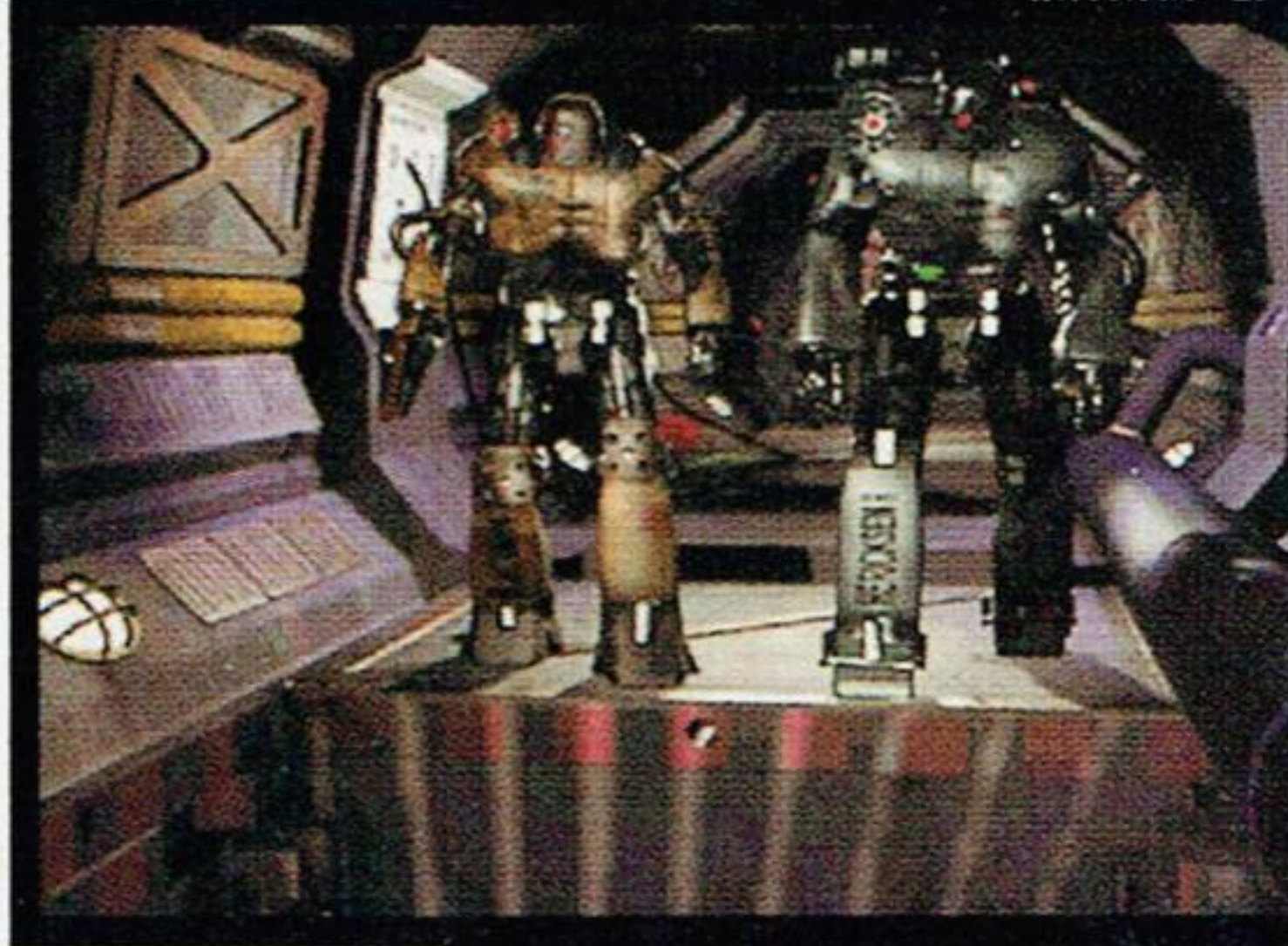
Visually, Loaded is a bit varied - the weapons and explosions are superb, while the dark levels are presumably meant to be all sinister and moody, but really they're just dull. The pseudo-3D effect is quite good though. The soundtrack is supplied by Pop will Eat Itself, if you're interested.

DAVID WILDGOOSE

VISUALS 70
 SOUND 65
 GAMEPLAY 62
 LONGTERM 50
 OVERALL 60

Aliens: A Comic Book Adventure

PC CD ROM
 AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: MINDSCAPE
 PRICE: \$49.95
 RATING: G



Cryo, those wonderful purveyors of full-motion video boredom are at it again with a Hollywood/comic book/computer game cross-merchandising extravaganza that's sure to generate more excitement than Sir Reginald Hugelbottoms' recent attempt to be the world's first man to cross the Atlantic on a monocycle. And anyone who dares enter into this world of legoland adventure gaming will probably end up like poor old Sir Reg... all wet.

As you may have guessed from the name, these aren't just any old aliens, they're THE aliens. The ones that scared Sigourney Weaver out of her cute little panties and gave new meaning to the words 'head job'. You're returning from a routine terraforming mission out in the boonies when a distress call forces you to investigate Outpost B54-C, a small remote colony just sitting there and asking to be ferociously attacked by undesirable elements of the alien community.

Instead of realising that maybe the planet belongs to the aliens anyway, you decide to go down there and see if there's anything you can kill, and what the heck, maybe they've got a good duty free shop too. The whole game takes place in a pre-rendered environment that rolls, or should I say waddles, off the CD as you play.

This makes for incredibly slow and frustrating play. I wouldn't even bother looking at this one if you don't have a six speed CD ROM drive. You can interact with objects and characters in the usual manner, it just takes a long time. This does lead to some amusing moments, like hearing fifty footfalls as the CD plays a sequence of you walking down three steps, but mostly it just makes you want to go to sleep.

There's combat too. This is handled by a different game engine with a 3D isometric viewpoint. There are four different characters with different abilities (like STNG: A Final Unity) that you must use in different situations. Doesn't really add much to the game except more tedium though, as it takes so long to switch from one to the other!

Aliens is a bit like a '78 Corolla fitted with a lawnmower engine; the original product was unexciting enough without slowing it down even more. With game development being so compartmentalised these days I seriously wonder whether developers actually play the games they produce - there's so much offal being mucked about these days that I doubt it! So why haven't the laws of capitalism sent them to their much deserved grave? For the same reasons that Baywatch is the most widely syndicated TV program in the world, I guess.

VISUALS 80
 SOUND 70
 GAMEPLAY 55
 LONGTERM 50
 OVERALL 60

GEORGE SOROPOS

CivNet

PC CD ROM
 AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-8
 PUBLISHER: MICROPROSE
 PRICE: \$89.95
 RATING: G



Civilisation changed the face of gaming. It was the first game that successfully combined military strategy, resource management and scientific advancement. It was addictive in ways nothing has yet approached, thinking "just one more turn" at 4.00 am on a weekday morning was typical, as was spending an entire weekend without sleep in marathon Civ epics. It spawned a new genre that has since risen to dominate the strategy style and while you read this, you can bet that countless games are being played on the original version around the world.

Another equally safe bet has recently emerged - that people all over the world aren't just playing Civilisation, they're playing against each other. CivNet is finally here. After years of pathetic begging, the players have at last been given what they wanted. Microprose took their time about it, but the wait was worth it, for CivNet gives us ways to play we hadn't even dreamed about when the original appeared.

You can: play a stand-alone game against the computer, play against up to seven friends on one computer using the "hotseat" method, play against one other by way of modem or direct connection, play against up to seven others on a Novell network, play up to seven on a BBS, or play seven others from around the world on the internet. Wow.

Now, even if you don't ever intend to multi-play, a good look at this new version is most definitely warranted. It was and still is one of the most fantastically enjoyable games on the planet. Old-time Civ'ers should also have a go at the new version, while the game features almost nothing new (it doesn't need or want too - Civilisation is perfect you see), it's now bug-free and runs in SVGA.

I hope CivNet is a hit on the internet. Not to worry if it doesn't take off though, for even as a stand-alone game it offers an experience that still shits on just about every other strategy game - even after all these years. Just give it a go OK? After a week I guarantee you'll be hooked for life.

VISUALS 75
 SOUND 68
 GAMEPLAY 96
 LONGTERM 96
 OVERALL 92

BEN MANSILL

Ice & Fire

PC CD ROM
 AVAILABLE: NOW
 CATEGORY: FMV FLIGHT/ACTION
 PUBLISHER: ZOMBIE
 PRICE: \$79.95
 RATING: G

Ice & Fire is a game with a reasonable pedigree. It is the second programming effort of Russia's Vladimir Pokhilko and Alexey Pajitnov, creators of the legendary Tetris and inventors of the former Soviet Union's latest fast food craze, Choc Chip Lard suppositories (that was a joke, by the way). The game is a joint Russian-American project and much hoo haa is made in the opening pages of the manual about Perestroika (a hand woven Russian undergarment for Yaks) and the end of the Cold War. The two Russians claim to have been keeping their finger on the pulse of gaming, but I don't think anyone told them the pulse they were checking belonged to their

milkman, Boris, who died of a severe brain haemorrhage three years ago. Oh well.

The scenario of Ice & Fire involves liberating a research base, situated on an asteroid, and rescuing all the brave and noble scientists inside from the invading 'Spherids'. The game consists of two main elements; FMV 'flying on rails' shoot 'em up bits which are used to link up the separate first person (a.k.a. Doom) shoot 'em up bits. The 'flight' section of the game takes you through a maze of pathways along the surface of the asteroid base. As usual you can change direction only when another pathway intersects the one you are already on and if you make a wrong decision, you die. Of course aliens also conveniently throw themselves into your line of fire, but what else are aliens for?

OK, now to the other part of the game. Here you are inside the base, trying to find and rescue Dr. Bunsen Burner and his lovely assistants before the aliens discover the plans for our new fusion powered twelve speed toaster oven with the



deadly curling wand attachment. If you're into gore and offal, forget it. You don't even get to kill the bad guys, only freeze them. Ah phooey. One of the 'reviewer' quotes on the box says it's a thinking persons' Doom. More like a boring persons' Doom if you ask me. Who are these idiots always quoted on the packaging of dodgy games anyway? "This game is smelly", now there's a good quote.

One more thing, the game claims to be playable on a 486DX2 or better. I would say it isn't playable at all, but if you must, don't do it on anything less than a Pentium 90 as it's very slow.

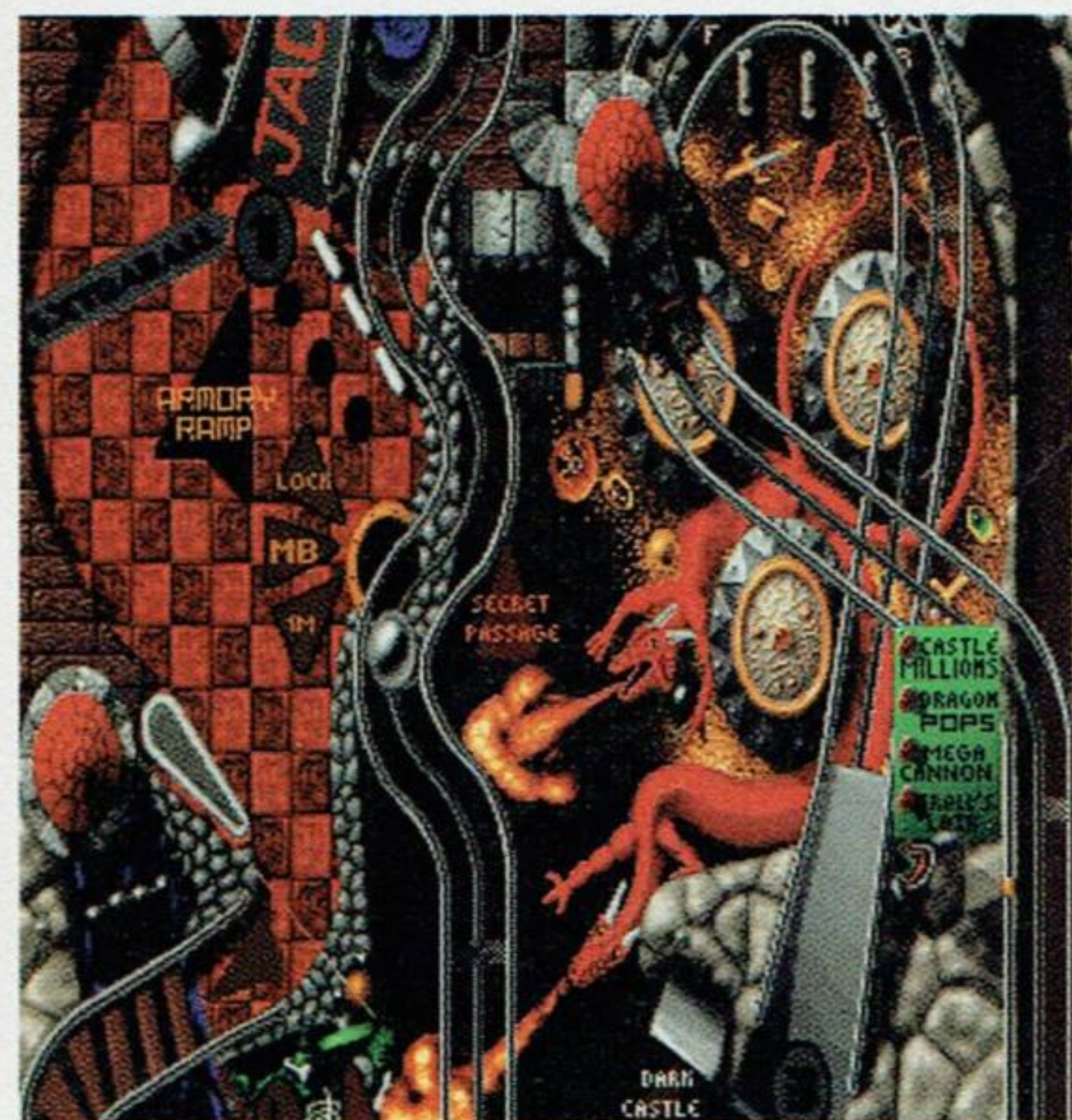
VISUALS 75
 SOUND 74
 GAMEPLAY 45
 LONGTERM 50
 OVERALL 55

GEORGE SOROPOS

Extreme Pinball

PC CD ROM

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



After playing Extreme Games last month and experiencing its unique blend of street violence and large trousers, I was half-expecting this to feature similarly attired "radical dudes", perhaps elbowing each other as they play side by side on separate tables or even just giving their opponents a cold, hard look as they menacingly place their twenty cent coins on the machine. Sadly, it was not to be.

Extreme Pinball is simply a straight pinball game. In fact, it has been written for EA by the talented people at Epic MegaGames, previously responsible for the not too bad Epic Pinball. The latter is the best shareware pinball game you can get with the full version (yet still cheaper than a full price game) including a real value for money twelve tables. Extreme is clearly just an enhanced version of Epic, yet it only has four tables. Uh-huh, those enhancements had better be pretty special.

Well, the actual game engine is quite similar. Epic was good enough for the old "if it ain't broke..." adage to come into play. You get smooth ball movement, realistic collisions and bounces, multi-ball, and lots of cute graphical touches and scoreboard animations. Visually, Extreme is clearly superior to Epic - more colours, sharper resolution, and a few superfluous rendered stills. The manual boasts that the tables are SGI rendered as well, but I've got to say that you'd never know. It's still a bit blocky, and certainly not as nice as Pinball Fantasies in high-res mode. And that's the main problem. The clever table design (I particularly liked the long flowing loops in Rock Fantasy, despite the spandexed, poodle-haired rock wanker in the middle) is nearly brought undone because the low resolution doesn't allow you to see enough of the table at once. Pinball Fantasies condensed the play area to about one and a half screens, and it worked brilliantly. But in both Extreme and Epic Pinball it takes up at least three screens.

So, Pinball Fantasies is still the best pinball game ever. Extreme is good, but not a great leap forwards from Epic.

DAVID WILDGOOSE

VISUALS 72
 SOUND 68
 GAMEPLAY 75
 LONGTERM 74
 OVERALL 75

Shockwave Assault

PC CD ROM

AVAILABLE: NOW
 CATEGORY: SHOOTER
 PLAYERS: ONE
 PUBLISHER: ELECTRONIC ARTS
 PRICE: \$99.95
 RATING: G

Our alternative video game history has been plagued by many thoughtless attempts to invade and conquer our favourite planet. And now again we must face wave upon wave of dribbling, incontinent aliens, forever attracted to the Earth because of its natural beauty and the low price of baby oil. You, strangely enough, are the only one who has the strength and courage to stand up to these villains, and stand you must or soon all the world's bowling greens will be torn asunder and the elastic in your jocks will perish.

Shockwave Assault pits you against the horde in an arcade style blastathon which was originally developed for the 3DO. Consequently the feel of the game is very 'consoley' and quite accessible, a two button stick of joy is all you will need to play this one. Gameplay takes place in various locations on Earth and beyond, all of which tend to look remarkably similar, and takes the form of combat missions with multiple objectives. The weapons at your disposal are simple but effective, a laser with a finite energy source and twelve almost guided missiles. These can



be replenished pretty regularly from refuelling stations throughout the game.

The nasties come at you from the air and from the ground but most are very predictable and easy to knock out, especially the ground based units. The most obvious PC game comparison to make, I suppose, is to Terminal Velocity and unfortunately Shockwave Assault just doesn't come close. There are no tunnels or mist or sweeping mountain ranges and the enemy AI engine doesn't give you that same engrossing feeling. Shockwave Assault is also much slower than TV and you wouldn't want to play it on anything less than a Pentium90, regardless of the 486-66 minimum stated on the box. I haven't seen the 3DO version of this game so I don't know whether the problem was in the conversion or the original concept but Shockwave Assault just doesn't quite get it right. Maybe next time?

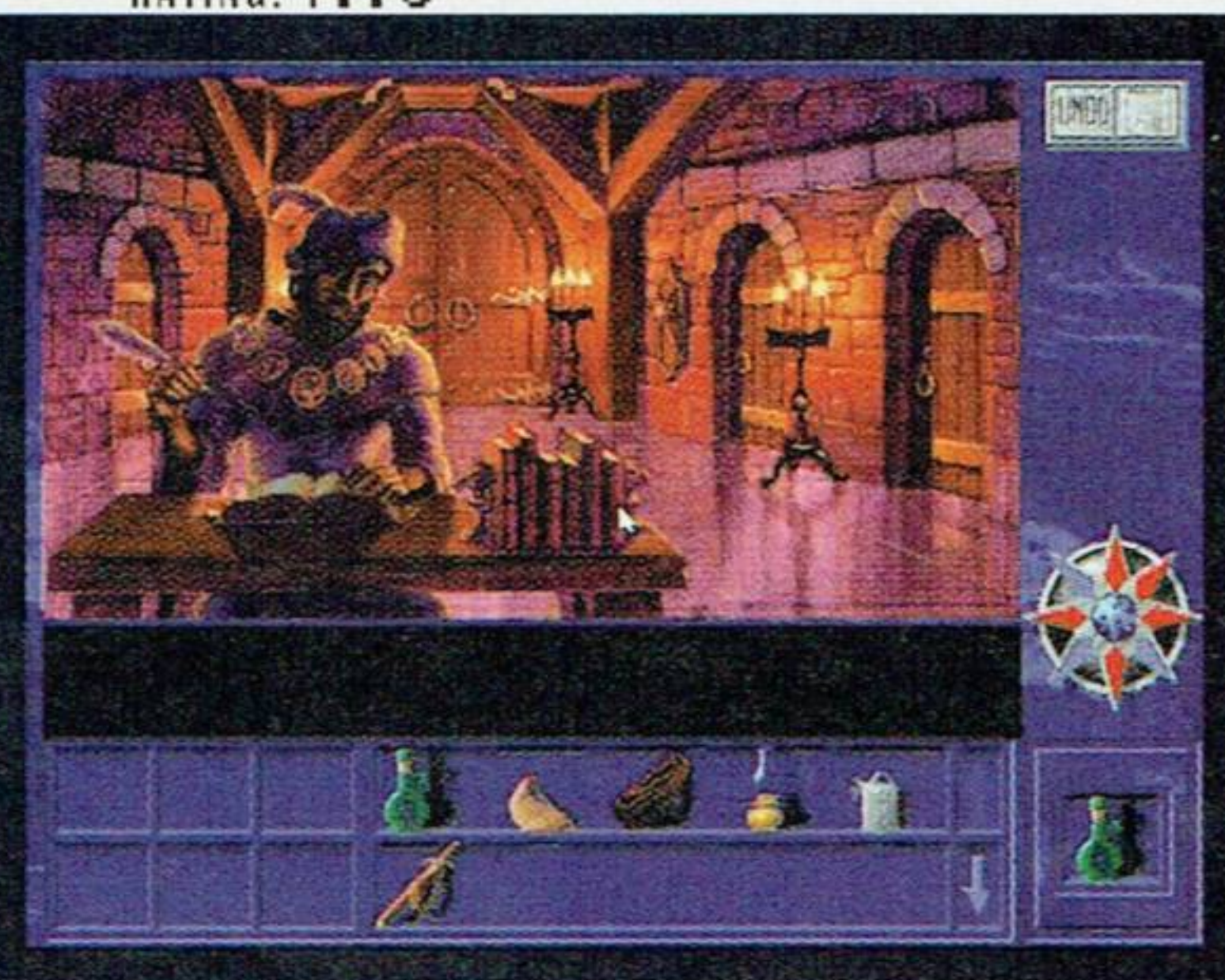
GEORGE SOROPOS

VISUALS 79
 SOUND 80
 GAMEPLAY 72
 LONGTERM 70
 OVERALL 75

Shannara

PC CD ROM

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



If there's one tale of fantasy and romance written this century that stands head and shoulders above the rest it has to be J.R.R. Tolkien's "The Lord of the Rings". This is my all time favourite fantasy novel and simply can't be compared to the umpteen pale imitations it has spawned. Terry Brooks is one of many writers who have tried to create a fictitious world on par with Tolkien's masterpiece and in my opinion he has failed miserably. Nevertheless his books have proven to be extremely popular. This game is based directly on his Shannara novels.

In Shannara the player controls Jak Ohmsford. Apparently the evil spirit of Brona (a warlock king supposedly vanquished in one of the earlier books) has returned to wreak revenge on those who killed him blah, blah, blah... While Jak is still only a child the fate of the four lands sits squarely on his shoulders blah, blah, blah... I'm sure you get the idea.

The game is fairly standard adventure fare. To be more precise it is actually fairly sub-standard when compared to the likes of Gabriel Knight 2, Full Throttle and even Legend's other current adventure title Mission Critical. Why? Well basically because the plot is terribly cliched, the actual in-game graphics comprised of mostly static screens, boring 'click-click' (see how many times you can click a mouse button in 30 seconds) combat sequences and appalling American voice actors performing all the dialogue. The very average in-game artwork is made to look even worse when compared to an absolutely magnificent rendered intro. I mean it's like making a movie and getting Industrial Light and Magic to design the credit sequences while Bowral Rotary Club film the actual picture.

If you're bored shitless, have already played all the other adventure titles mentioned earlier and have around \$100 burning a hole in your pocket, then Shannara should suit you down to the ground. But honestly, after Mission Critical, I expected more from Legend. I suppose now I can only look forward to all the hate mail from Terry Brooks fans.

JULIAN SCHOFFEL

VISUALS 65
 SOUND 60
 GAMEPLAY 65
 LONGTERM 60
 OVERALL 65

The Raven Project

PC CD ROM

AVAILABLE: NOW
 CATEGORY: SHOOTER
 PLAYERS: ONE
 PUBLISHER: MINDSCAPE/CRYO
 PRICE: \$49.95
 RATING: G

God - not again! Those awfully terrible alien types have subjugated the Earth once more. Is Earth invading an Olympic sport somewhere out there? Maybe our Galactic neighbours have decided, after years of studying deep space transmissions of Baywatch and Hey Hey Its Saturday, that we should be exterminated for the future protection of all things wholesome and cuddly. And who could blame them for that? Almost every time I walk out my front door I have an overwhelming desire to obliterate utterly all traces of human civilisation. Fortunately for the world the only weapons presently at my disposal are a couple of rubber

bands and a piece of string. But for now we have to worry about these pesky aliens, who seem to have totally ignored the 'No Parking' signs and infested every corner of the globe. The Raven Project, to get back to the subject, is a hybrid combination of FMV shoot-em-up and arcade/fight sim. The arcade levels let you fly one of two fighter types or drive a walking mech over drab, monotonous terrain (this isn't Comanche, unfortunately) and the FMV stages, while having much more interesting landscapes, suffer the usual boring limi-



tations imposed by being stuck on a railway track. The graphics are quite OK and run a great deal faster than Shockwave Assault (also reviewed here somewhere), so the game will work fine on a DX2. Whether you'll want to play it though... well it's really depends on how desperate you are! I have yet to see a hybrid game that is any good, as it's always been a case of 'jack of all trades, master of none' And unfortunately Raven falls into this trap too. While it is an above average effort to make an interesting FMV game, things like this just can't compete with the likes of Terminal Velocity or Mechwarrior 2. Raven Project is not in the same class as these games because the attention to detail and atmosphere just aren't there.

GEORGE SOROPOS

VISUALS

80

SOUND

76

GAMEPLAY

70

LONGTERM

70

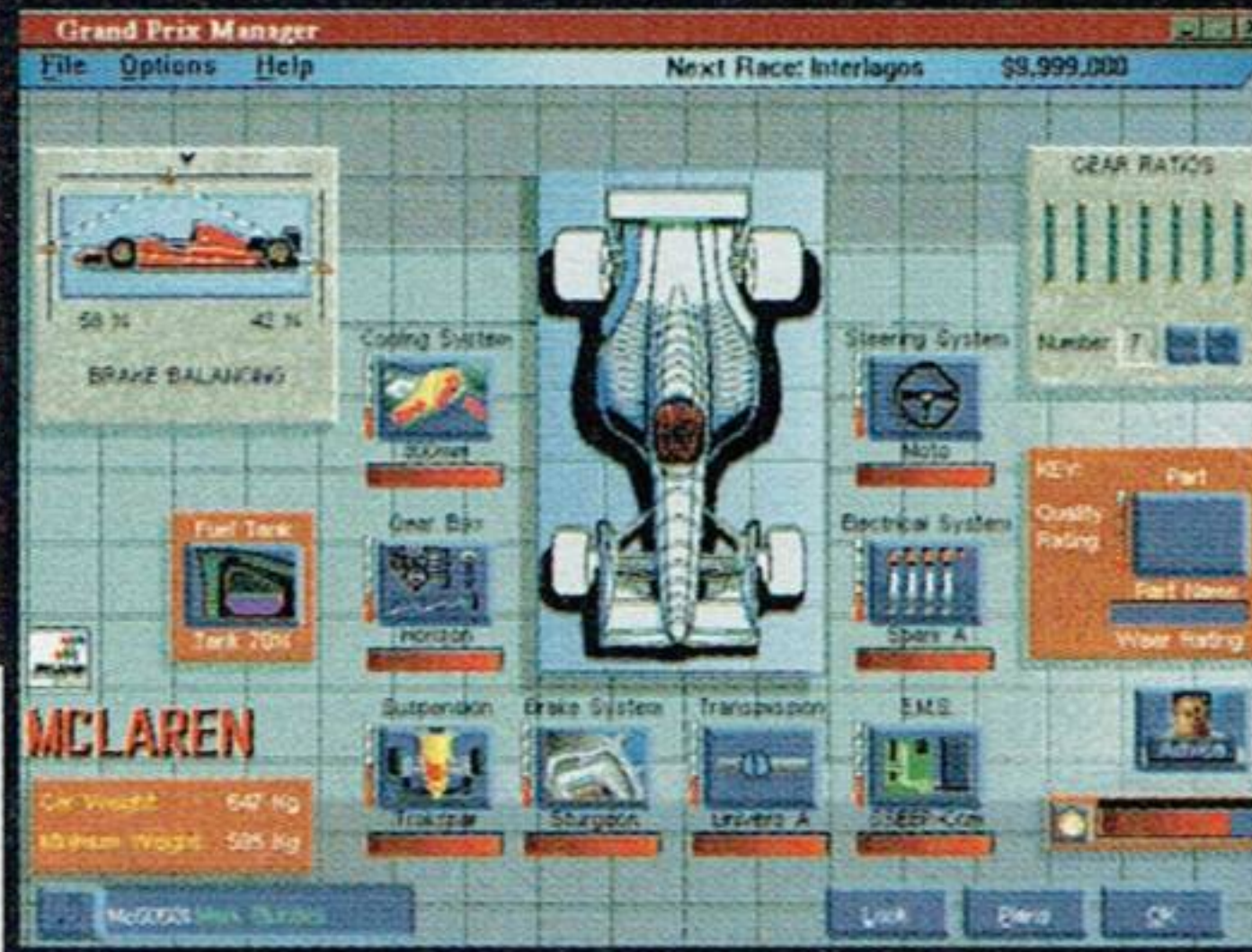
OVERALL

72

Formula One Manager

PC CD ROM

AVAILABLE: NOW
 CATEGORY: MANAGEMENT
 PLAYERS: ONE
 PUBLISHER: MICROPROSE
 PRICE: \$99.95
 RATING: G



The insanely complex world of Formula 1 is a temptingly ideal vehicle for a management game, but so far only the fairly dismal Fi Challenge for the Amiga has actually made it past the conceptual stage. Trusty Microprose have finally realised the potential for such a game. The bad news is that in their enthusiasm for the project they seem to have lost sight of the central focus every game's gotta have, instead bogging it down with a mind-boggling plethora of wildly varied and mostly dead boring chores.

There's probably a good time buried under the massive amount of things to do, but I couldn't find anything actually enjoyable in there. GP Manager is a game for anally retentive accountants. The volume of number-manipulating is staggering. I was looking forward to this game for ages, but despite some intensive efforts at trying to enjoy the experience, I eventually surrendered to its unplayable dryness. It's hard criticising a game that's essentially faultless, but I think the problem is that GP Manager is too complete. Absolutely every aspect of Fi team management is included, with the focus being mostly on staff management. Hiring and firing, wage negotiation, job allocations, a plethora of research options - that's just the tip of a very bottom-heavy iceberg.

The underlying fundamental is keeping the books balanced. I soon found myself not giving nearly as much of a damn as I would have liked about the interesting stuff like designing a perfect car, so busy was I with the mundane financial chores that take up 90% of the playing time. How much I yearned to oversee my test driver put the new design through its paces, but sadly duty called and off I went to renegotiate the security guard's contract.

Ordinarily I'd cop out and just say this game would be fine for utterly fanatical Fi freaks, but I'm one of them myself and must sadly report that the essence of Fi is smothered in a rainforest's worth of dull paperwork. Sure, that's what it is probably really like, but the beauty of computer games is that all things boring and dull can be reshaped into sparkling fun. This is the boat Microprose missed, and perhaps a wide berth would be in order from you too.

BEN MANSILL

VISUALS

75

SOUND

75

GAMEPLAY

45

LONGTERM

50

OVERALL

65

Battles In Time

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-4
 PUBLISHER: QQP
 PRICE: TBA
 RATING: G



Battles in Time is the latest game from QQP, creators of the Perfect General series, The Lost Admiral etc. Those of you familiar with those games will be familiar with this one too. QQP seem to be making a habit of creating new games by fiddling around with elements of the ones they already have, foregoing any kind of development almost completely. Some people, however, quite like that sort of thing so let's press on, shall we?

BiT supports up to four players via modem/network and pits them in battle in one of four time zones, the prehistoric and Roman eras, WWII and 2025. The game is played on the usual hex based map screen and is divided between strategic and tactical levels. The strategic map shows all territories and cities for that particular battle and is where all your planning, army building and movement takes place. Each scenario has a turn limit and the aim is to accrue the most points by the time this limit is reached. Points, points, how do I get these points? Sit on a city, each one has a different point value and you can also accrue goodies from your allies' cities as well.

Initiating combat on the strategic map brings up the tactical battlefield, which is where all the fun stuff happens. This is where you order your Brontosaurus' to barrage the enemy pterodactyls or tell your tanks to drive up and down in front of the neighbours house with their mufflers off. There are six or seven different units, depending on the time zone, at your disposal, all rendered quite nicely, and some of the sounds of battle are pretty cool too. There's absolutely nothing radical about this game and if you've already played some of QQP's other titles or the Battle Isle series it may feel a bit tired. The four player modem support is a winner though and is definitely the way to get the most out of this one.

GEORGE SOROPOS

VISUALS

75

SOUND

75

GAMEPLAY

45

LONGTERM

50

OVERALL

65

Comanche

MAC CD-ROM

AVAILABLE: NOW
 CATEGORY: ACTION FLIGHT SIM
 PLAYERS: ONE
 PUBLISHER: NOVA-LOGIC
 PRICE: \$99.95
 RATING: G



HYPER: Hey kids, here comes another classic PC game to the Macintosh. Readers: Hip-hip hooray! HYPER: It's way overdue, but Comanche Mac is here. Readers: So, what's the fuss, dude? HYPER: This game is/was regarded as one of the finest air-combat sims you could get your hands on. Readers: Er...Why?! HYPER: It's simple. Just point and shoot. It's fun! Readers: We like fun! HYPER: Well, this game has bucketloads! 100 missions to be exact! Helicopter cruising, missile blasting, artillery dodging fun fun fun! Readers: Great! Does it go fast, like? HYPER: Er... well, you'll probably need a PowerMac 7100 or higher for it to run smoothly in 640x480 mode (even with details off), so either squint a lot at a little 320x240 display or weep into your wet little pillows. Reader: Dodgy coding or what?! Shouldn't it be fast on a 68000 system? Rip off! HYPER: Well now, the box says it's in Native code for both PowerMacs and older Macs.... hey, look, it has ultra-realistic Voxel Space effects like translucent smoke, snow, haze and reflective water! Readers: Yeah, but we have to turn all of those off just to get it to scroll at a playable speed! Sniff. HYPER: Come on folks, the gameplay in here is nothing to sniff at! You're flying a super-duper decked-out 'copter from Hell and there is all this firepower at your finger-tips! Fly through canyons! Order your wingman to break and strike! Lock missiles and blow things up from behind rock cover! Look at the strategy involved... the dastardly AI 'copters and tanks... all those missions!! Readers: Oooh... we're all excited now. Can we view the RAH-66 Comanche from behind? Peer left and right out of the cockpit? Play with things like maps and target indicators? HYPER: Yes. Yep. Sure can! Readers: Cool. But like, isn't this game a bit dated now? HYPER: Weeeeeelllll, yeah... but the gameplay is so good, fancy graphics don't matter nothin'. Readers: You don't sound entirely convinced. HYPER: OK. Put it this way. It's a great game. The frame rate is surprisingly slow - that's a bummer. Play it a while and you forget about the techy disappointments and you're emersed in the mission. It's great value with the Maximum Overkill missions in there. It's Comanche, goddamit! Readers: Better than buying Zoop I suppose. HYPER: !!!!!

ELIOT FISH

VISUALS 85
 SOUND 85
 GAMEPLAY 88
 LONGTERM 94
 OVERALL 87

Descent

MAC

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-NETWORK
 PUBLISHER: INTERPLAY
 PRICE: \$89.95
 RATING: GS



Some serious reappraisal is order here. Descent, definitely my favourite game of 1995 and shockingly underrated at just 84% in HYPER #19 (it was Ben Macintosh. Readers: Hip-hip hooray! HYPER: It's way overdue, who did it, not me!), has made its way onto the Mac. And it's bloody fantastic. Because you're the pilot of a small ship, you get complete freedom of movement. You can perform 360 degree rotations on both axes plus barrel rolls. You can strafe from side to side as well as up and down. And although each level is an abandoned mining station, and thus has, in theory at least, a floor and ceiling, it doesn't matter you just fly anywhere and anyway you wish. If the control sounds complicated, that's because it is. Daunting it may be at first, but please persevere with it as you'll find it immensely rewarding in the end. Forget Doom. Descent is the scariest game you'll ever play. Imagine circling around a room that has a small dark opening in the centre of the ceiling. You can hear the mechanical creak of "something" in there. You can't see it yet, but you just know that it knows exactly where you are. Edging closer to the rim, the sound of movement grows louder. You move out into the dim corridor, there's a loud, chilling wail as you see the "something" and it hurls a homing missile straight into your face. You hit reverse and fire your own missile, shooting your lasers the whole time. A second missile takes it out in a satisfyingly large and red explosion. Re-entering the corridor, you find it empty and deathly silent. You move up, keeping to the wall - you know, just in case. As you draw nearer to the end you realise that it opens up into a massive room, the furthest side of which you can hardly make it in the shadows. Then you hear it again - that mechanical creak of "something" in there... if you persevere with the complex controls Descent is as good as a computer game can get.

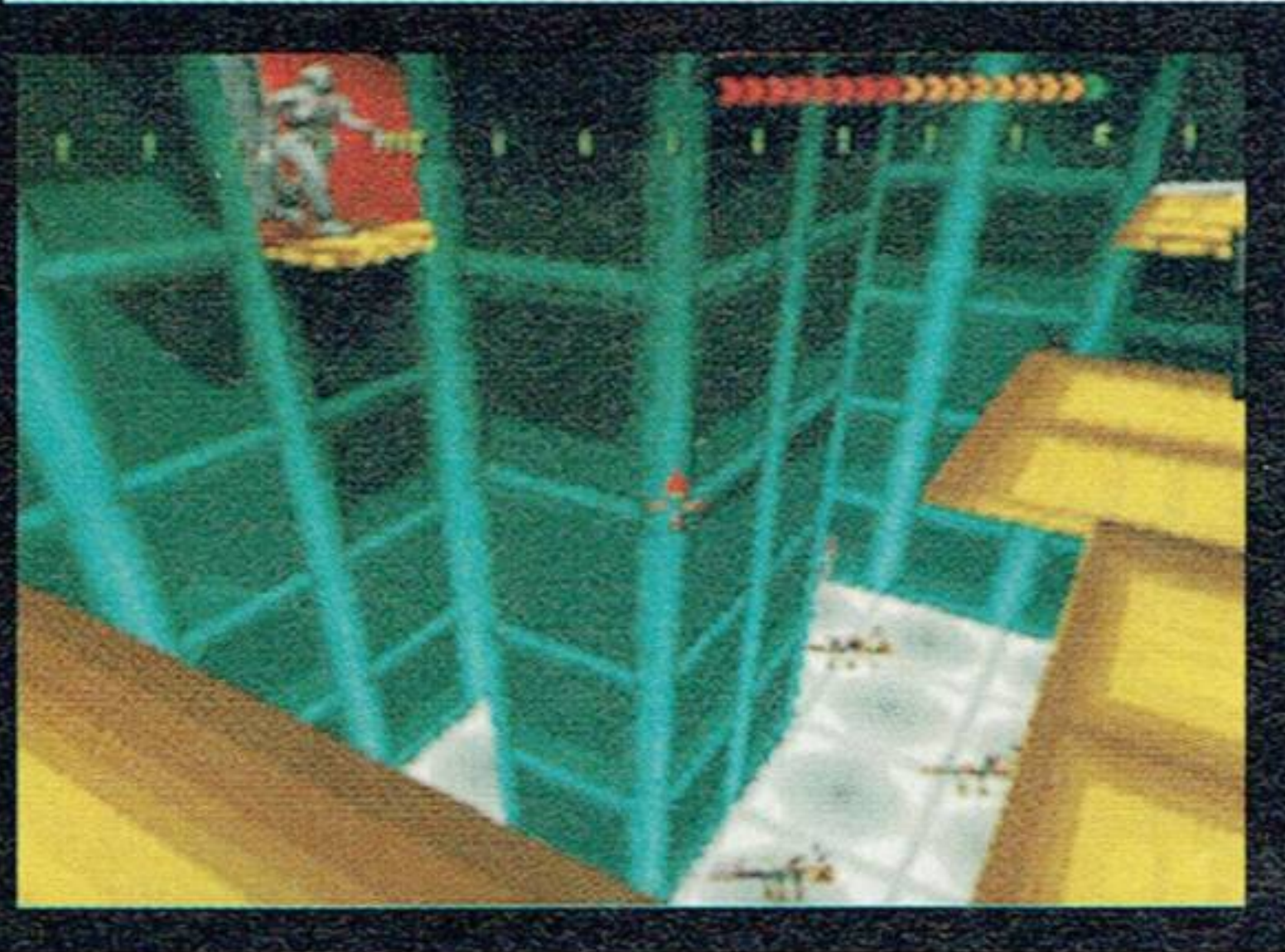
DAVID WILDGOOSE

VISUALS 95
 SOUND 85
 GAMEPLAY 94
 LONGTERM 92
 OVERALL 94

System Shock

POWER MAC CD-ROM

AVAILABLE: NOW
 CATEGORY: ADVENTURE/ACTION
 PLAYERS: ??
 PUBLISHER: ORIGIN
 PRICE: \$99.95
 RATING: M15+



Take one big space station, fill it with mutant cyborgs, put the whole thing in the hands of a rogue computer with God-like delusions and you've got... one helluva problem! Emerging from your six months in deep-freeze, you unhappily stumble out of your cryo-chamber and discover that you have to save the

planet Earth. There's not even a few minutes to check that the video successfully taped all 24 episodes of the Simpsons whilst you were snoozing amongst the fish-fingers. But being the legend that you are, you grab a lead pipe and go crazy. Weeee-haaa! You're pulverising mutant skulls like melons before even wiping the sleep from your eyes. System Shock was a big title on the PC. Combining adventuring with awesome Doom-ish action was a winning move. The 3D environment was painstakingly detailed, right down to you being able to identify that light-blubs needed replacing! Combine that with the ability to manipulate your character in a variety of new and interesting ways, and before you know it, System Shock has taken over your life. This Macintosh port is certainly no exception. This is a superb game.

At first the controls look ridiculously complex. Your view is surrounded by buttons to enable your character to stand, crouch, lie down and lean to the left or right, as well as tilting the head up, forward or down. There are biosystems checking on your brainwaves, fatigue levels and vital signs and a variety of patches to enhance your vision, speed, logic etc. etc. You'll be literally 30 seconds into the game, and ready to abandon it for good. But you'd be a crazy fool to do so. All the controls are actually incredibly intuitive, and after a bit of practice you'll figure out what you do and don't need to use. Moving the mouse to the extreme of the screen lets you swivel, strafe and run, freeing up your left hand to keep tabs on weapons and ammo levels. There is also a huge cyberspace element to the game, letting you jack in and attack the computer on it's own ground. The detail and variety in System Shock is utterly engaging - and the atmosphere incredible. Even though the minimum requirements on the box is for a Power Mac 7100/80 with a recommended 16MB RAM, the game ran smoothly on a 6100/60. If you have the juicy Macintosh to handle it, and can spare a hefty chunk out of your social life, then I highly recommend that System Shock be your next purchase.

ELIOT FISH

VISUALS 93
 SOUND 90
 GAMEPLAY 94
 LONGTERM 93
 OVERALL 94



WIPEOUT

PC CD ROM
Playstation

To turn your vehicle into an X-Wing fighter, do the following:
PC - type "x'apdghost" at the Title screen.
Playstation - enter *U, U, D, U, L, D, R, R, D* also at the Title screen.

OFF WORLD INTERCEPTOR EXTREME

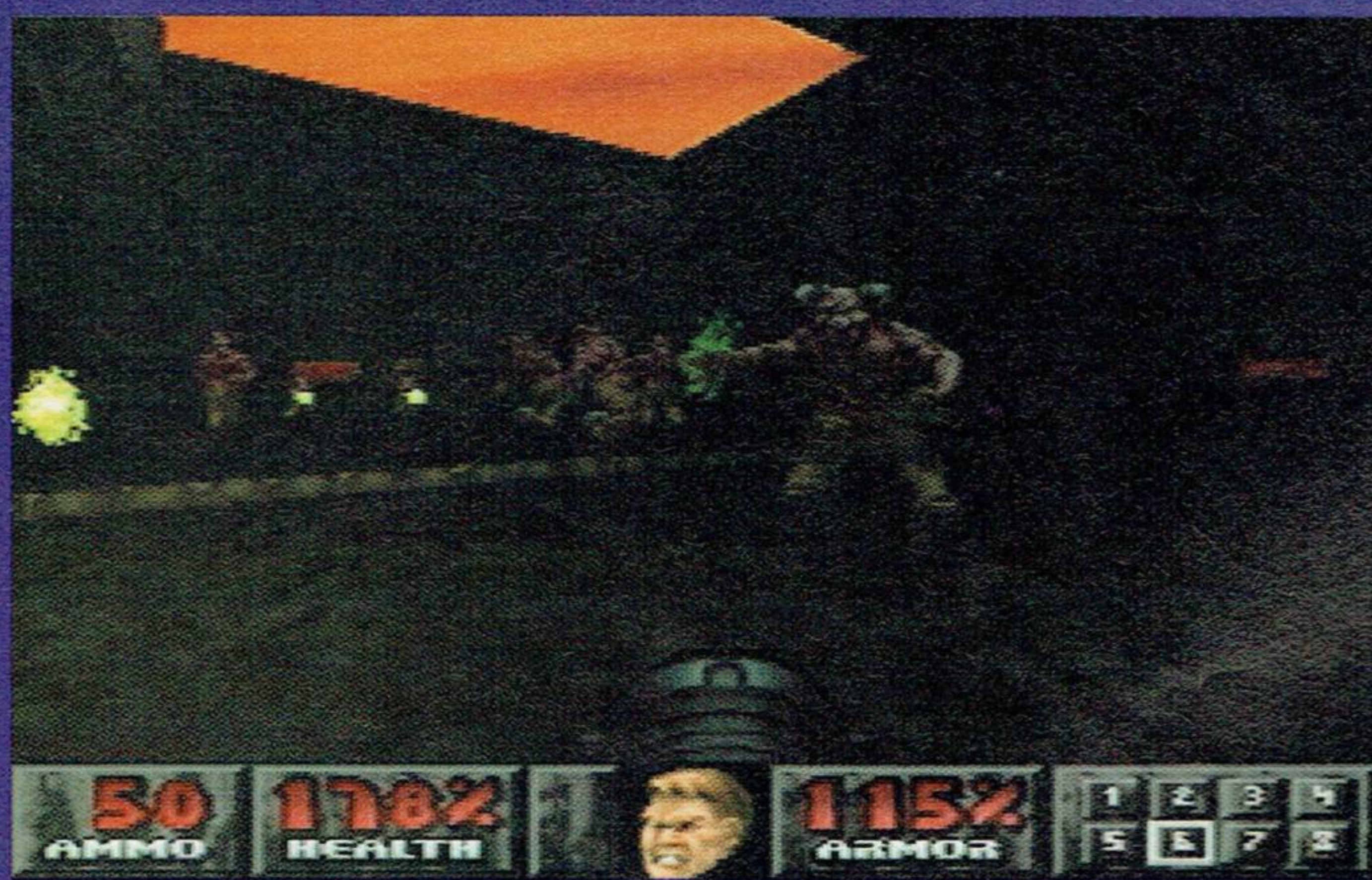
Playstation

On the Main Menu, select Options, and go to the Controller Setup. Press *Square, X, Circle* (six times) then *Li*. You should now have just under \$10 billion.
Submitted by someone who thinks we don't need to know their name. Oh, but we do...

LOADED

Playstation

At the title screen press *Up, Up, Down, Left, Circle, Triangle, and X* to get to the hidden Stage Select screen.
Submitted by dodo@zonk.com (Are you sure?)



DOOM

Playstation

SECRET LEVELS
Level 55: *JCGDNFL778*
Level 56: *3P67ZPPGGG*
Level 57: *JCGDNFL555*
Level 58: *3P67ZPPHHH*
Level 59: *JCGDNFL666*

Submitted by dhirsch@aol.com.au
If you die on a particular level after collecting a few weapons, rather than restarting normally, instead press Start then Select, highlight Password and press X twice. The level will restart but you'll have all your previous weapons and health maximum.
Submitted by tveicent@almac.co.uk

GOD MODE
Press *Down, Square, R, Right, Li, Left, and Circle* to access the Doom God Mode. Obviously.

VIEWPOINT

Playstation

LEVEL:	CODE	LEVEL:	CODE
1-1	<i>CGG</i>	4-1	<i>KGG</i>
1-2	<i>CLL</i>	4-2	<i>KLD</i>
1-3	<i>CRR</i>	4-3	<i>KRJ</i>
2-1	<i>FGD</i>	4-4	<i>KWN</i>
2-2	<i>FMK</i>	5-1	<i>MGJ</i>
2-3	<i>FNL</i>	5-2	<i>MLD</i>
3-1	<i>HGD</i>	6-1	<i>PGL</i>
3-2	<i>HLG</i>	6-2	<i>PLG</i>
3-3	<i>HRL</i>	6-3	<i>PRD</i>

Submitted by baophac@sgi.com

VECTORMAN MEGADRIVE

Pause the game, then press *C, A, Left, Left, A, C, A, B* and Vectorman will change into an arrow that can go straight through any enemies - except the bosses. Re-enter the code to change back again. Similarly, enter *B, A, Left, Left* to show the x, y co-ordinates of any extra life bonuses remaining on the current level.

THE HIVE

PC CD ROM

Just one code for you - "TORYO" - that will allow you to play all the levels of the game.
Submitted by als@pb.net

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3D SPORTS
TITLE EVER!

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EXTREME GAMES Playstation

Finish in 1st place in any race then hold down X for about ten seconds and you'll turn into a pegasus - or, if you like, a horse with wings.

FLAY 3 PC CD ROM

WEAPON CODES

- PACKIN1 - Servo Laser
- PACKIN2 - Isokinetic Gun
- PACKIN3 - Rapid Laser
- PACKIN4 - DOM
- PACKIN5 - Viper
- PACKIN6 - Baryon
- PACKIN7 - Superbomb

Submitted by als@pb.net

PRIMAL RAGE Playstation/3DO

BOWLING GAME

In a two player game, both players should choose Armadon. During the fight, both players should attempt the spinning death move and collide in mid-spin three times in a row. After the third collision, a bowling game will appear using cavemen as the pins!

VOLLEYBALL GAME

Again, in a two player game, play until you reach the Cove stage. When a caveman runs into the foreground after a combo, swat him into the air towards your opponent. If you can hit him back and forth a few times, a net (and umpire, natch) will appear so you can have a proper game. Just don't eat the ball, okay?

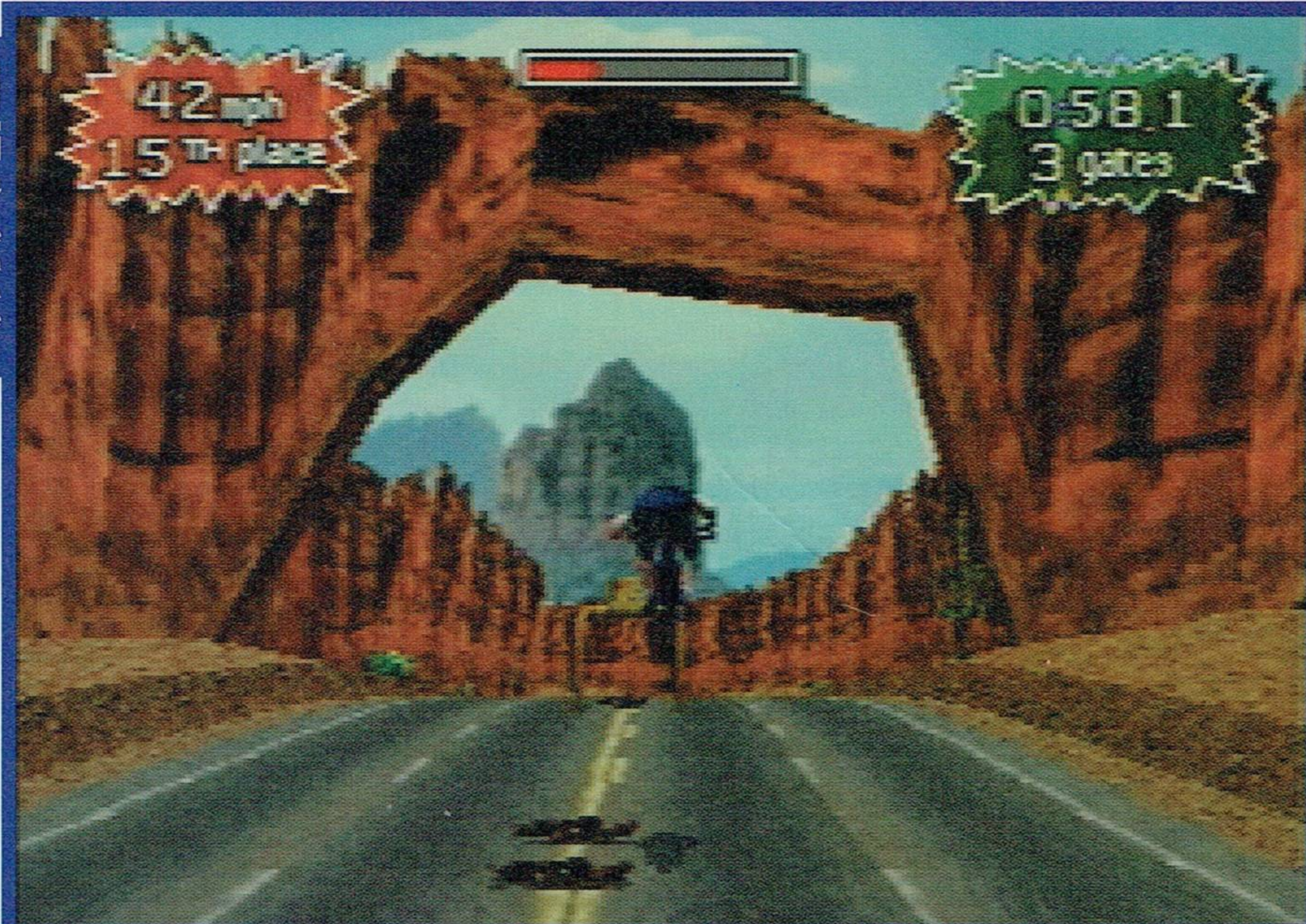
WOLFENSTEIN MAC

CODES

- Burger - all weapons
- Wowzers - 999 bullets, 99 all others
- Ledoux - no damage
- iddqd - turns off no damage
- seger - gives keys
- appleigs - shows secret doors
- mccall - skip level

Submitted by

michael_ullmer@colybrand.com.au



RAYMAN Playstation

99 LIVES

And the password is...

"XNB9FM!Z2"

Really, that's all there is.



SUPER STRIKE EAGLE SNES

LEVEL CODES

- Libya Day - 066f87fh
- Libya Night - 062h869d
- Gulf War Day - cggg4724
- Gulf War Night - 90b68g8c
- Korea Day - 057f4902
- Korea Night - hf3h09h8

Submitted by

graffery@opennet.net.au

DIGITAL PINBALL Saturn

Staff Rolling - at the Title screen, press C, B, A, A, B, C, Y, Z, X, Down, Down, and Start.
Sound Test - at the Title screen, press X, X, Y, Y, Z, Z, A, A, B, B, C, C, Start, then Left or Right to choose sound.
Secret Machine - at the Title screen, press X, Y, Z, X, Y, Z, C, B, A, Up, Down, Start, then choose Staff Ball.

Submitted by

rwong@extro.ucc.su.oz.au

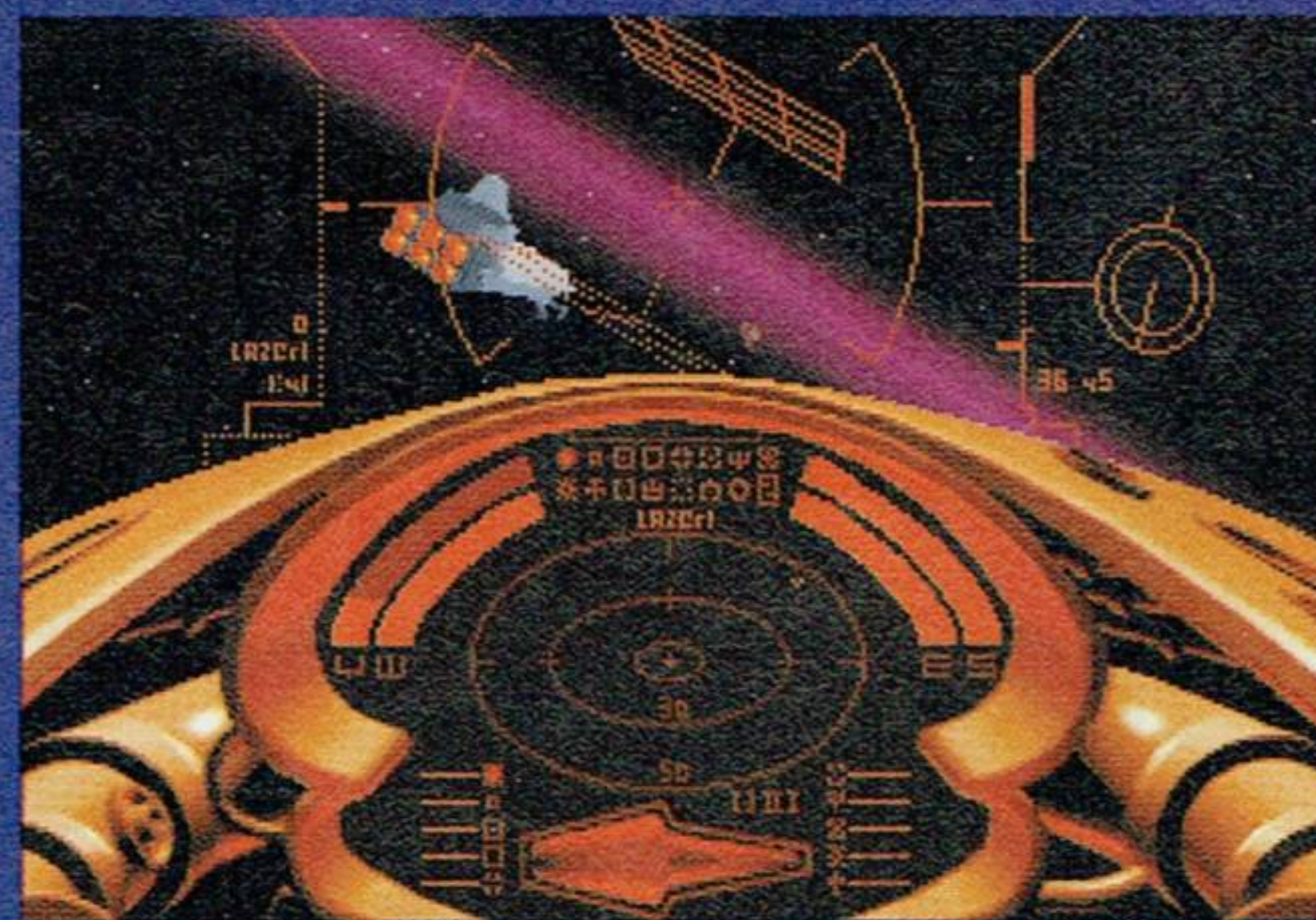
INFERNO PC CD ROM

INVINCIBILITY

When you are beginning your mission, hold down R-Shift and type "LOLIFE". The message "Cheat Enabled" will appear, for your fighter is now invincible and equipped with an unlimited supply of weapons.

Submitted by yeeteng@pl.jaring.my

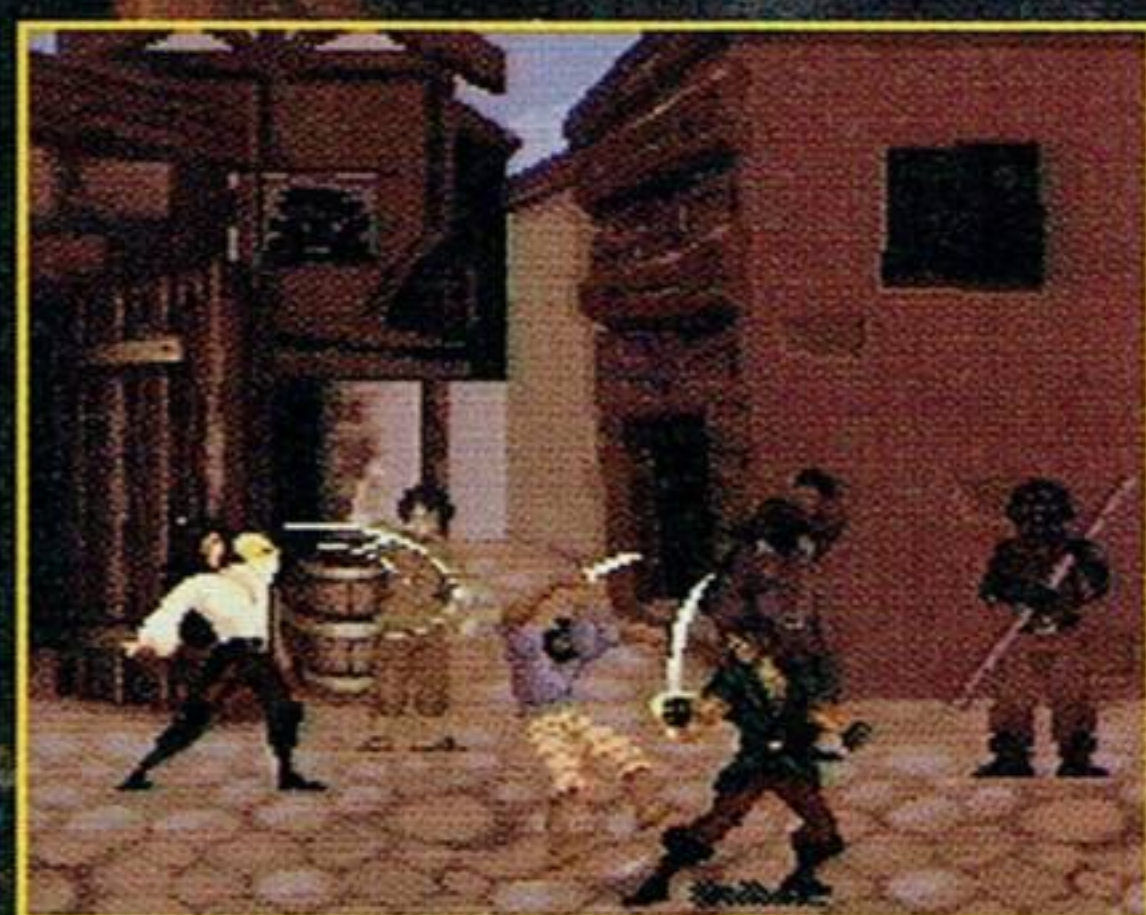
(Are you sure?)



Treasure
Awaits
On

CUTTHROAT ISLAND

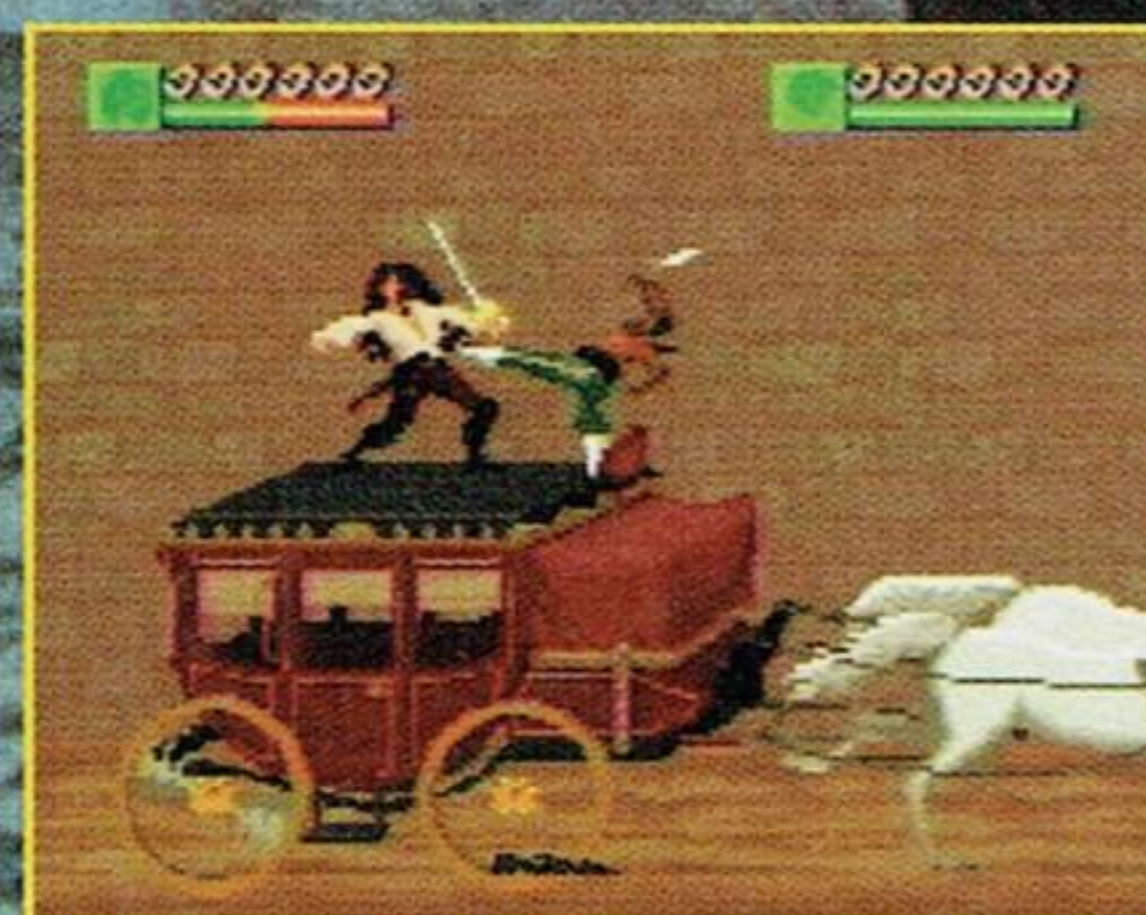
IF YOU SURVIVE



'Sharpen your long swords for the ultimate high seas battle!'



'Plundering two player action!'



'Battle bloodthirsty pirates with knives, pistols and flaming torches!'



'Remember - dead men tell no tales on Cutthroat Island!'

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G8+
LOW LEVEL
VIOLENCE



YOSHI'S ISLAND SNES

INFINITE LIVES

There's always one of these little routines in a Mario game, and Yoshi's Island is no exception. Work your way up to Stage 4-1 first. Near the beginning of the level you'll stumble upon a cluster of green pipes. Kill the plants with your eggs then go to the first green pipe that produces the purple critters. Eat them until you have your maximum amount of eggs, then eat a red Koopa shell and jump onto the second green pipe in the group. Cough the shell back up so that it bounces between the second and first pipes. Shoot one of your eggs in the air. The purple critters will begin pouring out of the first pipe straight into the path of your red shell and soon you'll be clocking up the lives. You can do this as often as you like.

АИР КОМБАТ Playstation

10 NEW FIGHTERS

An easy one to do. Just play through the whole game on the Easy setting. Wait for the credits to roll and watch them in their entirety. When the wait is over it'll be worth it, cos you'll find ten new additions to the Plane Select list.

МЛРВА BASEBALL SNES

POWER HITTING

Finding it a bit tough to hit that all-important home run? Simply enter PWRHT as your password and you'll find it just that little bit easier.

АДАМС FAMILY VALUES SNES

INVINCIBILITY

During the game, go to the Inventory screen and move the glove to the top right corner of the Item box. Return to the game, hold *L* and *Select*, press *Start* (to go back to the Inventory), and then *R, A, B, R, A, B*. If you did it right, you'll a distinctly odd noise. Return to the game again and you should be invincible.

ЛВА ЯМ Т.Е. Playstation

SECRET CHARACTER

There's a secret character, you know. He's called Kirby. To BE him you must hold down *L1* and *R1* while entering *CHR* at the Initial screen and *DEC 18* as the date. Start the game and you'll really BE Kirby.

СУПЕР БОМБЕРМАН 3 SNES

ALL SORTS OF THINGS

All these cheats are to be entered as you would a password for Normal Mode. Including the ones for Battle Mode, okay? To begin Normal Mode with the maximum power-ups already collected enter these:

LEVEL	PASSWORD
1-1	0704
2-1	3200
3-1	2711
4-1	3870
5-1	4501
6-1	0606
End	3104

Now in Battle Mode, if you would like to play against tougher computer opponents, enter the password as *1511*. Or if you would prefer to play in a slightly (but significantly) altered Battle arena, enter any of the following passwords - *1616, 4622, 3194*. Now select any stage and you should notice several differences. So, if you think about it, it's almost like having 30 new levels to play!



РАУМАЛ Playstation

TINY SCREEN

For everyone out there who's just dying to be able to watch a miniature version of the game you're playing just do the following: pause the game, hold *R2* and press *O, O, L, O, O*. How silly.

РАЛЗЕР DRAGON Saturn

DITCH YOUR RIDER

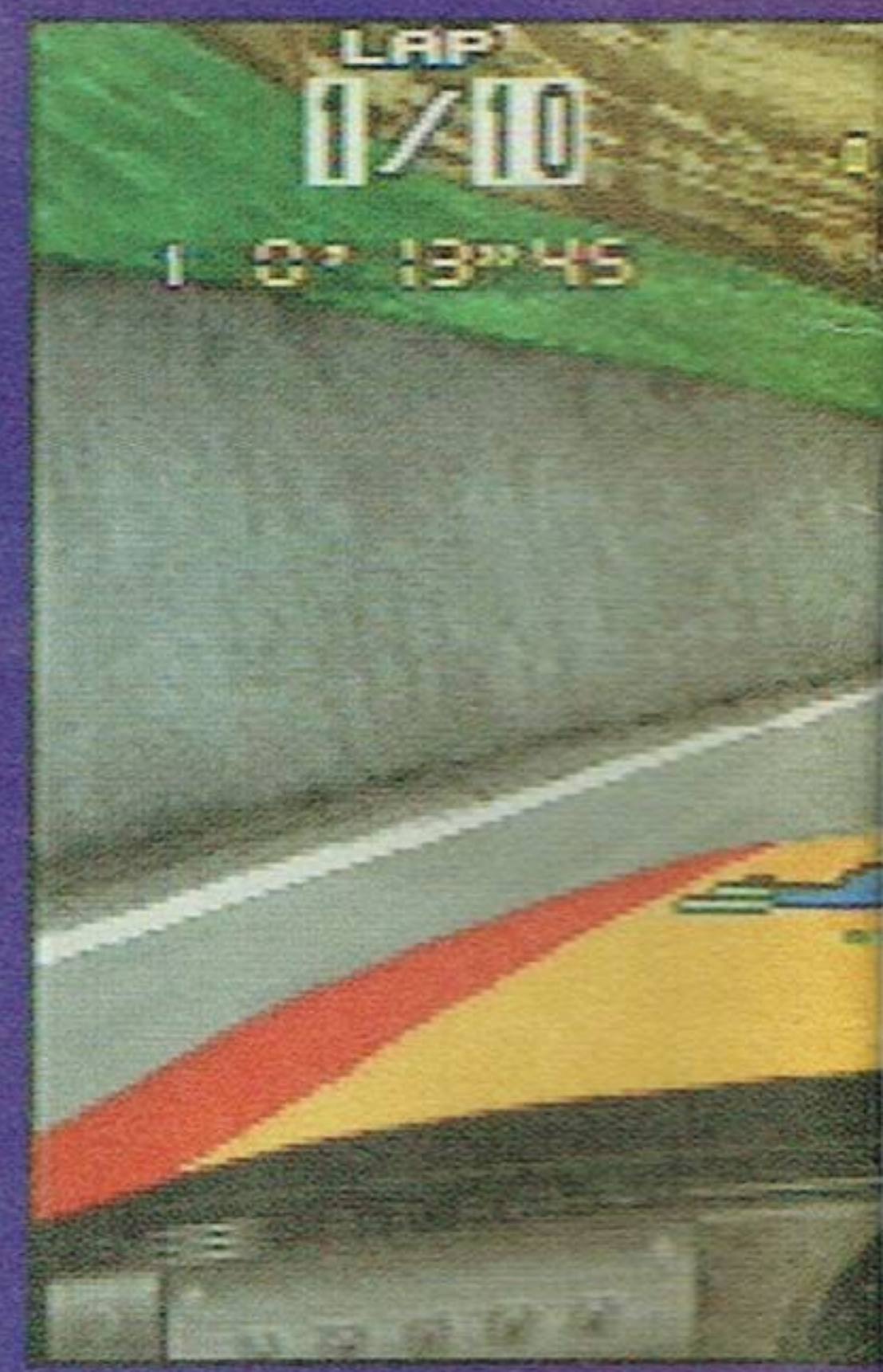
To do a solo dragon game (that is, without the rider on its

back), go to the Title screen and press *U, X, R, Y, D, Z, L, Y, U*, and *X*. Then enter *L, L, R, R, U, D, U, D*, top *L*, top *R*, and *Start*.

DAYTONA Saturn

TYRELESS CHEATING

For something a bit different next time you make a pitstop, press *A, B, C*, and *Start* simultaneously at the exact moment when your pit crew begin to change your tyres. When you complete the race and the demo pops up, there'll be no tyres on the car!





Doom Playstation

CHEATS

David Orris Jr is the awesome man who gave us these.

Controller Based Codes:

(REMEMBER TO PAUSE THE GAME BEFORE USING ANY OF THESE!)

Map All - Triangle, Triangle, L2, R2, L2, R2, Right, Square

Map All plus Objects - Triangle, Triangle, L2, R2, L2, R2, Right, Circle

Invincible Mode - Down, L2, Square, R1, Right, L1, Left, Circle

Free Stuff - X, Triangle, L1, Up, Down, R2, Left, Left

Level Warp - Right, Left, R2, R1, Triangle, L1, Circle, X

X-Ray Vision - L1, R2, L2, R1, Right, Triangle, X, Right

CODES

Jenn Dolari is the saviour who rescued us and you with this fine lot.

Doom

	HEALTH	ARMOR	WEAPONS	PASSWORD	TITLE
Level 2	125%	200%	All	CR!3WDD3DB	Plant
Level 3	200%	200%	All	3JJCMK8W64	Toxin Refinery
Level 4	200%	200%	All	03LTJoY!02	Command Control
Level 5	200%	200%	All	H33!iHFTHK	Phobos Lab
Level 6	200%	200%	All	04MSKZX9Z1	Central Processing
Level 7	125%	200%	All	YTTLXXLXV	Computer Station

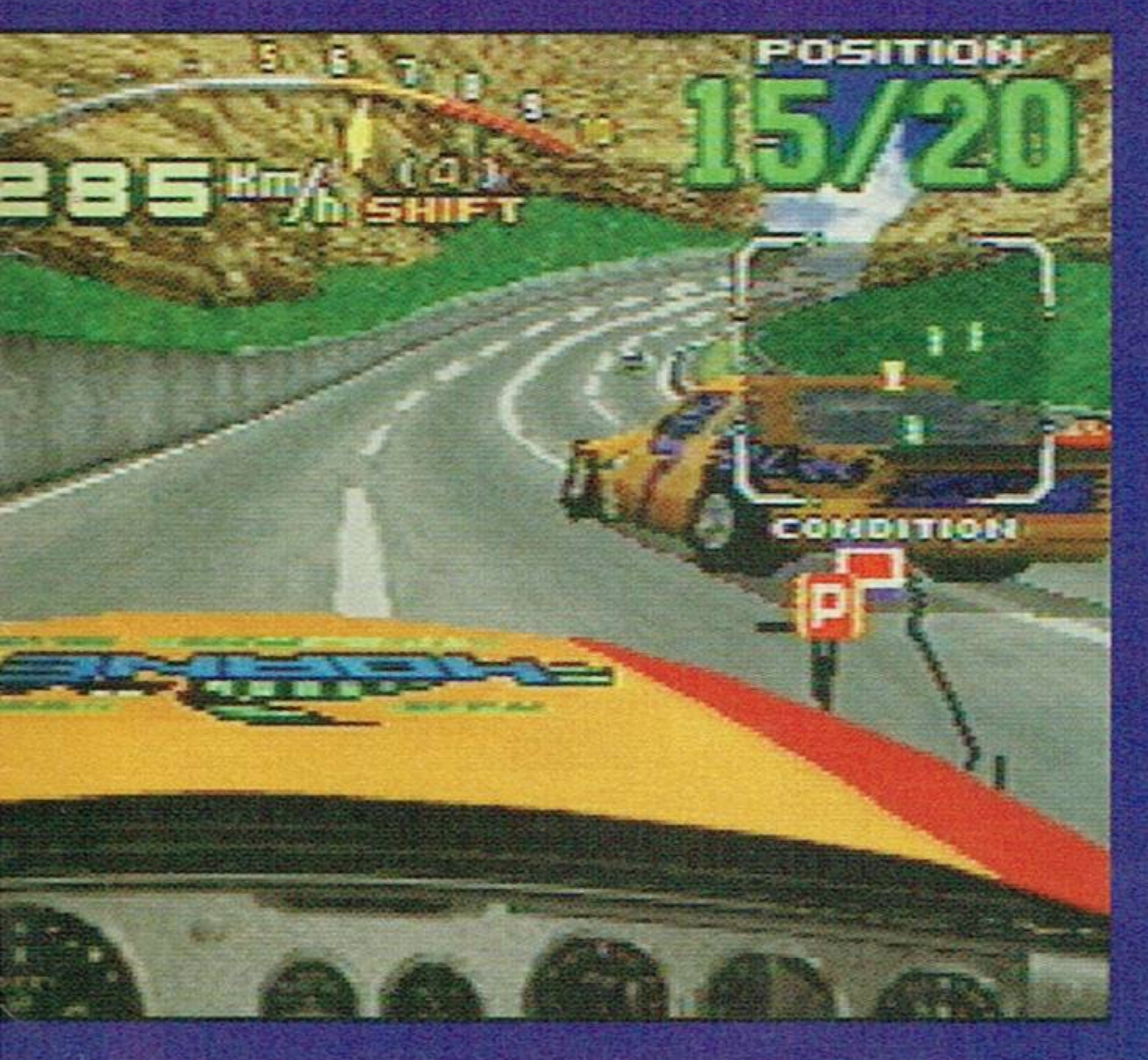
	HEALTH	ARMOR	WEAPONS	PASSWORD	TITLE
Level 8	200%	200%	All	09SMBY04YW	Phobos Anomaly
Level 9	200%	200%	All	7KKBLD7V53	Diemos Anomaly
Level 10	100%	200%	All	FM4217GSGJ	Containment Area
Level 11	200%	200%	All	H!l3WDGLDB	Refinery
Level 12	200%	200%	All	07QPDW26WY	Deimos Lab
Level 13	350%	150%	2346	WTXQ9C3W12	Command Center
Level 14	100%	200%	123456	RBR4G!LDLN	Halls of the Damned
Level 15	300%	175%	1236	WTXQ9C3W11	Spawning Vats
Level 16	50%	75%	1234567	548C7DFWYX	Hell Gate
Level 17	100%	125%	1234567	JOC89DZPQS	Hell Keep
Level 18	100%	125%	1234567	JGB9CT0NRT	Pandemonium
Level 19	100%	200%	All	9QLTKRo!02	House of Pain
Level 21	200%	200%	All	S!6iFHVQJG	Mt. Erebus
Level 22	200%	200%	All	33QHFTT6WY	Limbo
Level 23	200%	200%	All	VBGQPJ!Y46	Tower of Babel
Level 24	200%	200%	All	ZYKTLW7V53	Hell Beneath
Level 25	200%	200%	All	0DJSM4HW64	Perfect Hatred
Level 26	200%	200%	All	LS5YPTCRKH	Sever the Wicked
Level 27	200%	200%	All	ZDJSMVRW64	Unruly Evil
Level 28	200%	200%	All	1YKTX4QV53	Unto the Cruel
Level 30	200%	200%	All	DJX07Q4HTR	Threshold of Pain

Doom II

Level 31	200%	200%	All	CoW1!QNJQS	Entryway
Level 32	125%	200%	All	VM!3ViD3DB	Underhalls
Level 33	150%	200%	All	W394W2DMFC	The Gantlet
Level 34	150%	200%	All	ZQ58ZKJRKH	The Focus
Level 35	175%	200%	All	Z758ZKJ8KH	The Waste Tunnels
Level 36	200%	200%	All	5C2V3DQBNL	The Crusher
Level 37	200%	200%	All	NCKBLX7V53	Dead Simple
Level 38	200%	200%	All	1Q580FCRKH	Tricks and Traps
Level 39	100%	200%	All	HTMSKZZ9Z1	The Pit
Level 40	200%	200%	All	WS58ZKCRKH	Refueling Base
Level 41	200%	200%	All	CSNRG2W820	O of Destruction!
Level 42	200%	200%	All	WT670JBQJG	The Factory
Level 43	200%	200%	All	DQLTJ1Y!02	The Inmost Dens
Level 44	100%	200%	All	2N94VFFMFC	The Suburbs
Level 45	200%	200%	All	CQLTJoY!02	Tenements
Level 46	200%	200%	All	WR492GDSCJ	The Courtyard
Level 54	200%	125%	All	7L3!266DJK	Redemption Denied

Bonus

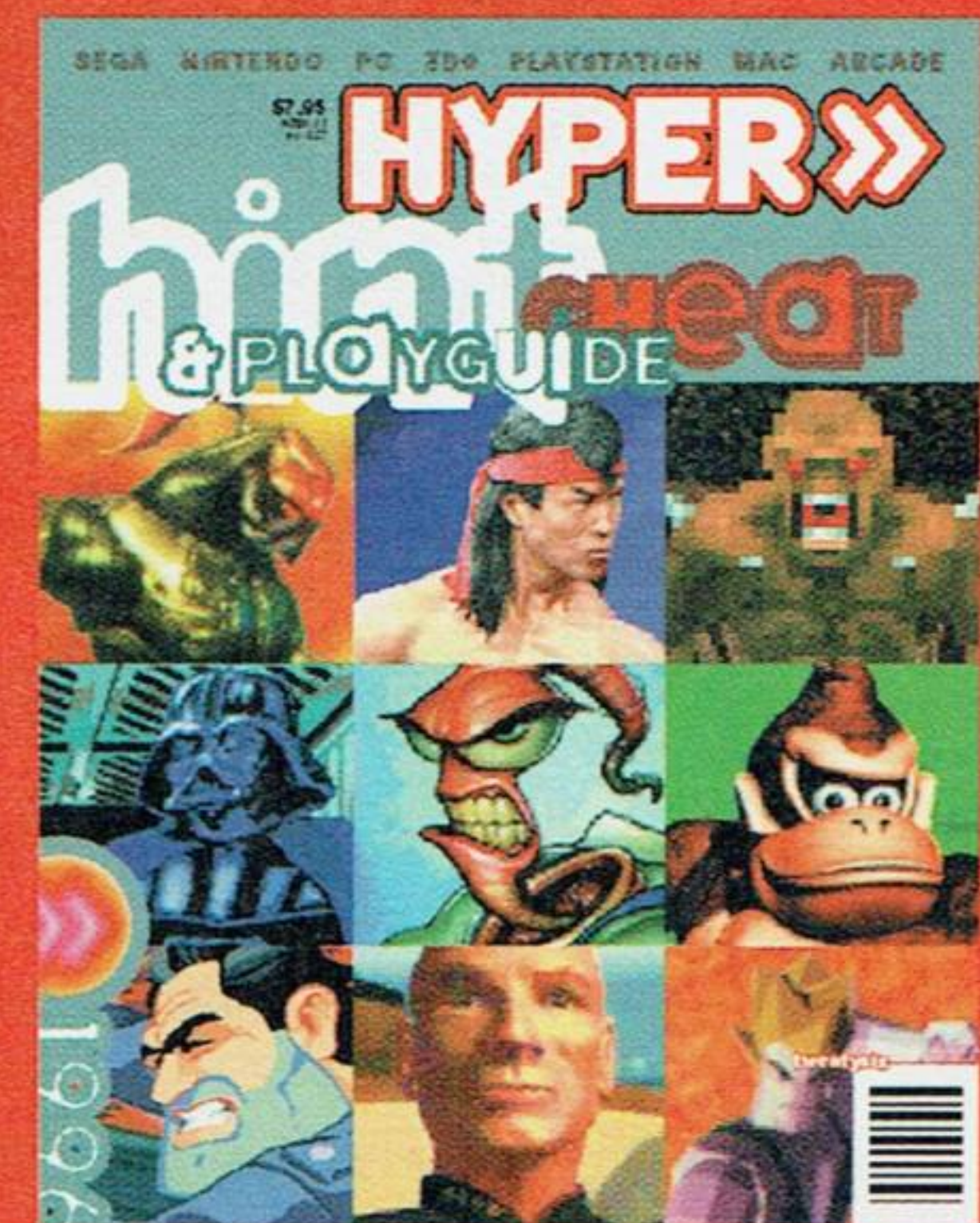
Level 56	200%	200%	All	3P67ZNBQJG	The Military Base
Level 57	100%	0%	123 5678	JCGDNFL555	The Marshes
Level 59	150%	25%	All	JCGDNFL556	Club Doom



HYPER

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freakscene@next.com.au



The attentive amongst you may have noticed that there isn't a lot in the way of readers art this month. We noticed too. Would you like to know why? Of course you do... because we didn't bloody get any, did we! Only one bit of art this month! What have you all been doing? *Playing games?* Having fun? Leading a life? Stop it at once, get out the crayons and get to work. You don't know how close we were to knocking up a bit of fine art ourselves just to fill the spaces. That's an artistic tragedy that should never be allowed to happen, so save the crew from embarrassing themselves and get cracking! We know you can do it. Whassamatta? Don't you want the fame and recognition that only an appearance on the HYPER letters page can bestow? Sheesh...

In the meantime, feast your eyeballs on these screenies of *Criticom*. It's the PlayStation beat 'em up that's getting the hype 'em up treatment this month, as it's got the looks and the moves. Anticipate a full review soon.

WHERE'S THE MEGA DRIVE

Dear Wildmen at 'HYPER',
Just for the record, I will get my "sucking up" over and done with straight away - I think your mag is the best on sale at the moment and I hope you will continue to produce the "goods". Your magazine has great reviews, tips, and cheats and it would take a lot of hard work to better your "HYPERactive" magazine.

Although your magazine is tops, recently I have become concerned with your coverage of the Sega Mega Drive, whether it be reviews, playguides, or even my favourite segment of your magazine "cheats". In the past couple of magazines MK3 gas been the game to look at and I have just a few questions I would like to be answered:-

1. Why is there a large selection of cheats printed for Super Nintendo, PC etc, but not the Mega Drive.

In the January 1996 edition, we find there is quite a few cheats, for the SNES but the Mega Drive has been left out - Why is this? I believe the introduction of the new systems such as PlayStation, and Saturn has down graded the Mega Drive and because of this, the Mega Drive has been put 2nd on the list of preference as far as 'codes' and 'cheats' are concerned. Mega Drive still has more owners worldwide than Playstation and Sega Saturn and it deserves more - much more attention than what it has been getting lately. I write this letter on behalf of the Mega Drive owners worldwide.

Keep up the good work in your kick-arse magazine

CLINTON M WILSON

I agree that the Mega Drive appears to be getting left behind but we're not doing it on purpose. We haven't received a new Mega Drive title for ages and believe us, we've been asking for them! The same with the cheats - we rely on readers, Hyperactive browsers and companies to supply us with cheats and we simply have not received Mega Drive codes or hints recently - and it's not like we can just make them up! I apologise to all Mega Drive owners but believe me, HYPER is still definitely supporting the system and we'll have reviews and codes as soon as we get them.

WHERE'S BATTLETECH?

Dear Ed,
Just one quick question. I a computer/console shop to ask if they had Battletech for the Mega Drive. They said it wasn't released locally and was only available on import. Is this true? And if so, will the SNES version (Mechwarrior 3050) prompt a local release of Battletech? I don't have a Jap/US converter and don't intend to.
Your sincerely,

NIFF
We reviewed Battletech on Mega Drive way back in HYPER #13. It was released locally by Sony in very small numbers and I think you'll probably have a hard time finding it. Mechwarrior 3050 on SNES is basically a renamed Battletech in an attempt to cash in on the Mech hype generated by Mechwarrior 2. It's still a good game though.

CHARTS

Dear HYPER,

You already know that your magazine is the best gaming one around although there is one flaw. In issue 25 on page 17 it has the charts of the best games but I don't know how the heck Lion King can be at #2, Theme Park at #3 and Brian Lara Cricket at #7 (MD) when MK3 isn't even on the list! Next issue I would appreciate an accurate listing with MK3 at the top. Apart from the stinky charts you have a great mag. Now for some questions:

1) I've heard a rumour that they have made MK3 on 32X. If it's true, is it worth getting a 32X and MK3 on that or should I just get it on MD?

2) My cousin has MK3 on PC. Would the 32X version be better than PC?

3) I am also thinking about buying ARL Rugby League but from the review of it in issue 25 it looks too similar to Rugby World Cup 95 which I think is pretty crappy. Should I buy it?

4) I have thought about getting a hand held machine but I wouldn't have a clue which one. Are any of them any good and worth getting or should I stick to my MD?

THOMAS BUTLER

VIC

The charts are not the BEST games, they're the BEST SELLING games - big difference. The reason older games are in there sometimes is because they get discounted in price and therefore sell more. 1. It's probably true but it's not worth buying a 32X just to play MK3. It's coming on Saturn so that version will be the best of the Sega ones 2. No way. 3. ARL Rugby League is very similar to Rugby World Cup so if you didn't like that game then I probably wouldn't bother buying it. Rent first. 4. In terms of quality the Atari Lynx is the best, but it's no longer being supported and you'll have a hard task finding one. The Sega Game Gear is the next best but once again, very few games make it to Australia. The Nintendo Game Boy, even though it's been around an eternity and is not in colour, is really the only hand-held machine that gets good support in terms of new software. Game Boys are fun but I'd probably stick to your MD until something new and exciting happens on the hand-held front.

LOCKED ON

Dear HYPER,

I've just got a Sega Lock On for Christmas and I think it's great. I read the article in issue 22 about the Lock On and you said the only problem with it is the beeping sound the gun makes. You're right - it always ruins the element of surprise. However I've found out how to stop the beeping (HOORAY). All you do is press the HP button and

turn the gun on at the same time.

Thanks for your time.

FROM A REALLY REALLY REALLY BIG FAN OF HYPER.
Thanks for that Fan-boy. I'm going to launch a surprise attack on Ben and Mark as soon as I've finished this.

RENTAL SITUATION

Dear HYPER,

For some time now, you've been reviewing, analysing and comparing the various 32 bit consoles and games. As well as hypothesising about the coming 64 bit systems. This has all been quite interesting and helpful to me as to which systems I should purchase. But what I'd really like to know is which companies are going to make their games available for rental at the video stores?

For instance, my buying preference for a new console is 1. 3DO 2. Playstation 3. Saturn. But if, for example, I was to walk into my video store next week and see the video games section stocked with a shitload of Saturn games - but no 3DO or Playstation, I'd more likely than not seriously consider rushing out and buying a Saturn.

A video store owner recently told me that as from 1/1/96, no new release Nintendo games will be permitted to be rented in Australia. From this I am assuming that perhaps all the companies are doing likewise. If not, it would surely be a very stupid move by Nintendo. Can you please clarify the situation regarding game rental?

AARON JOHNSON

The rental situation is as follows: Sega will be renting Saturn titles so if they're not in your local video store ask the proprietor to get some. Sony will not be renting PlayStation titles. With the 3DO it's up to individual distributors but I doubt you'll see many 3DO games in video stores. As for Nintendo, yes, they've stopped renting their games.

SATURN IS CRAP?

Dear HYPER,

I must say that I agree (mostly) with Troy Watson (#27) in that the Saturn is a worthless piece of crap. Give it 6 months, and the software support for it will drop right off, and Sega will pull some new equally crap systems or add-on out of their arse and try to flog that to you instead. Aaaaah, it felt good getting that off my chest. Now, ladies and gentlemen, here's my rational explanation.

I have a Mega Drive and Mega CD (bet you couldn't see that coming), so you can imagine my prejudice. The Mega CD was launched at \$700 (Sega preferred to pay millions on those crap TV ads than to cut the price) and heralded as, and I

quote, "The next level". BULLSHIT! It was pushed along for a couple of months, and then fell flat on its face. There was virtually no software support, and then Sega pushed the 32X under our noses instead. This 'system' suffered a similar fate. Best not to mention the VR helmet eh? Oops, just did. Damn. The Menacer was launched with and again I quote, "Lots of software support by the end of the year". Three years and five titles later we know in our acquired wisdom that they were either blatantly talking through their arse or were on an illegal psychoreactive substance of some sort.

So, kids, don't even think about spending \$800 on a Saturn, especially as the PSX is cheaper, and better as well. My advice is, if you want it, is to wait for the Nintendo U64, as Nintendo seem to actually give a flying turd about their customers, and they back their hardware up with quality software titles.

JIMMY

ACT

P.S. One gripe about the PSX are those TV ads. Who else thinks that 'Stick' is a massive rip off of LOG from Ren & Stimpy?

Your points are valid about the Mega CD/32X and Menacer but the Saturn should be a different kettle of chips. Sega are throwing all their efforts behind the format (at the expense of the Mega CD/32X) and it's certainly not a bad system, so don't let your prejudices blind you. There are some hot Saturn games out now and more are coming soon. As for "Stick", well of course it's a massive rip-off of Ren & Stimpy's Log - it was supposed to be. Ren & Stimpy fans seem to be split into liking it or hating it though...

PLAYSTATION'S WON MY HEART

Dear HYPER,

I ain't gonna suck up like all the other weirdos that write to you. OK then I will, don't get pushy! Suck. Suck. Suck. Slurp. Slurp! Happy now? Good!

I'd like to say that the Playstation rules and I don't even got one. I played it in the States and it won my heart straight away. It leaves the Saturn in a lump of shit near the dogs kennel that ain't been moves for 60 years. I wasn't only impressed with the incredibly wild graphics and gameplay, but it's really cool because you use the controls in some really weird ways - Destruction Derby for instance.

Now I've got some questions that I would love answered please? Suck. Suck. Slurp Slurp! (You probably think I have a dribbling problem by now, but you're wrong - leave me alone!)

1. How many tracks does Wipeout have altogether?
2. When the f*ck will Twisted Metal

be put out on the Playstation?

3. Will Killer Instinct ever be out on the Playstation?

4. Are there any good basket ball games coming out on the Playstation?

5. Is there any word of Battletoads being released on the Playstation?

Gotta love ya and leave ya now!

MICHAEL H

SA

1. It's got 5 normal tracks and apparently a hidden track as well but I haven't seen it yet so I can't 100% confirm. Has anyone got to it? 2. It should be out now. Check our review this issue. 3. Nope. 4. Total NBA is great and it's also reviewed inside this issue 5. No, there's no word (not that I've been keeping an ear out, mind you).

NINTENDO-LESS AND BORED

Dear HYPER,

I'm just writing this letter because I'm incredibly bored right now, mainly because I made the stupid decision to sell my Super Nintendo. Now I've got no game system to play with. I would gladly appreciate any gaming donations that you have no use for anymore. Here's a few questions for you wizards to answer:

1. Is there any chance of an adaptor coming out for the Ultra 64 that allows you to play Super Nintendo games on it? I need to know this because I am definitely going to buy an Ultra 64 and don't want to miss out on games like Yoshi's Island, Donkey Kong 2 and Mario RPG.

2. I read in an overseas magazine that the PlayStation's version of Mortal Kombat 3 will look better than the Ultra 64 version due to some problems with the Ultra 64's memory. Is this true?

Thanks for taking the time to answer these questions. You put a great magazine together and I hope you keep it going for a long time coming.

TROY WILMOT

1. I doubt there will be a U64/SNES converter and nothing's been announced yet, but in this crazy video gaming world anything could happen 2. I doubt it. I would say they were foolishly speculating through their arse.

CENSORSHIP HAS ITS PLACE

Dear HYPER,

I thought I would drop you a line on my thoughts on the topic of Video Game Censorship. I believe that there is a place for censorship of games in our society. Censorship was bought in mainly to protect our children from material that they are not old enough to understand fully. Censorship protects children from irresponsible parents who take no notice of what their children buy in shops. It

also protects children (or should anyway) from money greedy shop sellers who will literally sell anything to anyone with no thought to age.

Yes, I agree adults can make well informed, justified decisions about what games they like and will or will not buy, but the problem still lies with children. Children under 18 (particularly those in the 12 to 17 years age bracket) think they know everything and have all the knowledge they need to get by in this world, when really they are only at the very beginning of developing adult views and opinions. It is this group that needs to be protected.

I also believe that censorship makes way for a standard of games. It makes people make games that meet a certain standard. This way there will always be quality games available to purchase or hire. If a game is banned from sale then there must be a justifiable reason for banning it. The people who censor our games need to have some idea of what the interests are of the various age groups within the gaming community, they can't just ban a game because they are not interested in it or it offends them, they have to think of the majority of gaming people. This again brings me back to my earlier point of censorship creating a standard - a set of guidelines to follow to protect everyone.

I don't really think that censorship is taking away an adult's right to freedom of choice. What censorship is really saying to us is that there are some games which are acceptable and others which are not. It does not really matter where you live in this world, lots of things are subjected to censorship and as adults that is something we have to accept whether we agree with it or not.

Last of all, I cannot see how playing a video game can create or turn a person into a murderer. Some games are so unrealistic that it is almost impossible to even think that the game could make someone commit some awful crime. The trait to commit such a violent crime like rape and murder in our society would already have to be entrenched into that person.

GAYE INALL

Thanks for your opinion Gaye but I'm going to disagree with a minor point. Classification has a role to play in video games but censorship does not. The classification system is there to protect "children" from "adult" themes but the banning of all 'R' rated games means that those of us over 18 cannot play some of the games we want to - which is denying our freedom of choice. 'R' rated games should not be available to under 18s but they should definitely be available to over 18s in the same way that 'R' rated movies can be seen by over 18s.

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DEFENDING THE SATURN

Dear HYPER,

I am writing to you in response to Troy Watson's letter (Jan96). In reply to his "anti Sega" letter (more like disgruntled 3DO owner), I would like to point a few things out, if I may.

On the hardware side the Saturn may initially be harder to program but its processing structure is there to be fully exploited. The PSX-3DO are somewhat limited in this area. Texture mapping the Saturn wins hands down. Map every surface with no speed loss. With the PSX doing this chews up the juice. Sound=Saturn>No.1. Computational power the Saturn kicks PSX ass again. Your basic everyday 2D the Saturn comes first again. 3D no worries.

Sadly HYPER failed to point out games like Rayman and Parodius suffer some slowdown on the PSX compared to the Saturn. All the other games mags from around the world DID!! The same occurs in Ridge Racer when the screen fills with cars. Doesn't happen in Daytona.

An enhanced version of Toshinden is making its way to the Saturn and guess what? Their inspiration for doing this was none other than Virtua Fighter.

As for the Mega CD/32X Mr Watson should be thankful that companies like Sega continually push the hardware "envelope". If they didn't take the gamble we certainly wouldn't be able to enjoy the consoles/games we have today.

On the 3rd party developers whinge it's interesting to note that many are deserting the 3DO quicker than you can say PSX/Saturn. Gex 2 for the 3DO. Buckleys.

As for me being a "whingeing git" (pommie or what), you've got a lot to learn.

And yes, I too have played all the consoles starting a very long time ago.

FLANGE

Figtree NSW

The Saturn (and it's programmers) has taken a while to come to grips with the processing structure but as you can see from games like Virtua Cop and Virtua Fighter 2, when the Saturn is programmed well it kicks arse, so I'd agree there. Having said that, only Sega's programmers seem to have a grip on how to utilise the Saturn's power effectively and in the meantime a flood of excellent third party PlayStation titles have emerged. The ease with which PC games can be converted to PlayStation is a major plus in that console's favour. Still, the Saturn is certainly not a barker and you can expect some hot software over the next few months.

WWF FANS ARE TOOLS

Dear HYPER,

So you've never met anyone who DOESN'T rubbish WWF Wrestling? (January 1996). Well you're about to meet a few people who DON'T rubbish the WWF right now! US! Wrestlemania did get a good score, which it so

rightly deserves but we find it totally appalling how you TOSS POTS insulted the World Wrestling Federation (which would probably earn more money than you can earn in a year!)

Yes we can take jokes, but not if they're not funny! Now you write you don't need skill to be a wrestler. WRONG! You need athleticism, to perform all the athletic moves the wrestlers do, they must be able to ACT, for obvious reasons, and you have to learn how the wrestlers do their moves (which is actually very clever).

As for your magazine, in order to make money, you have to pay out a brilliant, world wide sports-entertainment such as the WWF. Then you must lead a low life. JUST STICK TO REVIEWING THE GAMES BUDDY!

And for your information, I'll bet that there are millions of people who want to be Undertaker's friend. He's probably got more friends than you Plebeians (look it up in the dictionary, MORONS) put together.

The WWF is the best there is, the best there was, and the best there ever will be.

WWF FANS FOREVER

Adelaide SA

Hmmmm, I think the less said about WWF the better. It only encourages freaks like you to write in...

STICKING WITH PC

Dear HYPER,

I would like to begin this letter with a few words for all those concerned about the new 32-bit consoles. If you have a fairly powerful computer I wouldn't even begin to worry about buying a new 32-bit machine, because many of the games that are being made for these consoles are also being ported to the PC. Manufacturers such as Sega, Namco, Capcom and Psygnosis are all making games for the PC. There is a catch though as games that are made by Sega are being done through the technology of the Diamond Edge 3D board, and Namco & Capcom will use the Win 95 technology. Even so, I'd much rather play games such as Sega Rally (which at the moment is rumoured to be coming out on the PC), Tekken, Virtua Fighters and other such games on the PC as the graphics would be much better and there is support for proper controls. I do admit that it would cost a lot more to upgrade or buy a new PC, but since I heard this news I have decided to spend all my money on my PC.

Now for some quick questions:

1. Please tell me which out of these three joysticks you would recommend (price is no option plus the ones without rudder control, I will buy a foot rudder): Sidewinder 3D Pro, Thrustmaster PRO Flight control System, or a CH Flightstick Pro; or any other joystick brand/type?
2. Why don't you do reviews of add on's for games; such as the mission disks for MW2? The reviews wouldn't have to be big, they could be the size of BYTE SIZE reviews, or smaller.
3. How come you don't review some

games earlier? As soon as your December 95 edition came out, FATAL RACING for the PC came out. I expected to find the review in your January 96 edition, but it was nowhere to be found. I never buy games until I know that HYPER approves of them.

JONATHAN HAPKE

St Ives

1. We like Thrustmaster a lot. Their gear is modelled on real fighter joysticks, provide great control and are generally bulletproof - they're designed for home maintenance too, just in case anything does goes wrong.
2. We do review add-on disks for games if they're suitably exciting. You'll find a piece on MW2's add-ons in the news pages of this issue 3. There are different reasons why some games are reviewed late. Sometimes the company's don't give us the title in time (a bit scared of our opinion perhaps?) and in other situations, such as Fatal Racing, we simply don't have enough room to fit the review. Fatal Racing was reviewed in the February issue though so I hope you're happy now.

WAKE UP SONY!

Dear HYPER,

In response to the letter from the General Manager of Sony Entertainment, I would like to add my humble observations to the multitude of letters about this subject. Firstly the price: My colleagues and I (all brilliant men) are going to reveal the truth (hopefully) and shed some light on the subject.

Facts: US retail - \$299.00(US)

Aust retail- \$695.00(Aust)

Using a calculator, we commenced to calculate the US price converted to Australian dollars with 73c(US) = \$1.00(Aust).

Therefore \$299 US is equal to \$409.58 (Aust) without sales tax. Sales tax we calculated as: US=8% and Aust=22%. When we add the sales tax to the figure, the price of an Aussie Playstation is \$499.68. Add the US sales tax to the US Playstation cost (NTSC) the cost becomes \$322.92 US dollars.

The price of a Playstation in shops is \$695.00 and is \$195.32 more than our calculated price. I know they have to make a profit, but if they lowered the price they would sell a lot more and make much more of a profit than if they just sold a few at \$695.00.

Not all Australians are fabulously wealthy, in fact, most of us struggle to make ends meet! If Nintendo manages to keep the price of the Ultra 64 down to \$250(US) or \$417.80(Aust) I know what system I will be buying.

Wake up Sony!!

R & B BOGAN

Well Bogans, you certainly know how to use a calculator. There are a few more factors to the pricing than just sales tax (ie PAL machine and population size) but your

points are valid. Sony are realising the need to cut the PlayStation's price though and you'll see a drop in price soon. The Nintendo Ultra 64 should definitely make it out at under \$500 so expect a very comparably priced PlayStation before the U64's launch.

ROCK STAR WRITERS

Dear HYPER,

I would like to commend the team at HYPER for the high quality publication you churn out each month after month. The different page layouts you use every issue are great. These make a refreshing change from the same layouts month after month that other mags and HYPER used to use. Mark's doing a great job. In my opinion the page layout used in issue 24 was by far the best.

Anyway, enough of the bullshit, I am writing in regard to Ben Mansill's criticism of Command & Conquer in issue 24. Ben said that a huge fault of the game was that playing with Nod you have to fight against the ion cannon that GDI possess. This is not true since I have finished the Game with Nod and never had to go up against the orbiting ion cannon. I think this is because there is a certain mission that I played where you have limited units and no base and you must blow the crap out of the Satellite downlink building. He must of chosen a different mission because as you know you often get a choice of mission

and sometimes they are different.

Oh, and one other thing. Would the Eliot Fish who writes for you be the same Eliot Fish who plays for Big Heavy Stuff? In issue Dec 95 on page 60 caption 2, is this just your average caption or is it a reference to the Big Heavy Stuff song of the same name (Angry Youngish Man)? All I'm trying to do is raise an interesting point and provide some reader feedback. If Eliot is indeed the same Eliot I'm talking about congratulate him on the recent Triple J Live at the Wireless session BHS did.

Thankyou and Goodbye

MATTHIAS RIST

You've certainly been reading your HYPER's very carefully haven't you? For Command & Conquer, Ben (the reviewer) replies: I've had heaps of comments about that one. To get the nukes you have to find crates which are apparently on levels 6, 10 and 12. We were only allowed the preview copy for exactly two days, while I finished it I missed the crates, didn't know you see... sorry. As for Eliot, yes, he is the bass player for Big Heavy Stuff and one of HYPER's other star writers, Russell Hopkinson, is the drummer for You Am I. George Scropos is on the techno side of things in Clan Analogue. How about that for a star studded line-up? Stuart also wails on occasion but unfortunately he's not in a band and Ben can play Back in Black and Highway to Hell on the tennis racket.



RICHARD HARRISON FROM JOONDALUP, W.A SENT US THIS VERY BUTCH DRAWING OF RUNGO FROM TOSHINDEN. NOW THAT'S A BIG CLUB!

A pixelated character wearing a yellow helmet with a white visor and a blue, textured armor. The character has a serious expression and is looking slightly to the right. The background is a dark, reddish-brown color.

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Mega Drive, 1 controller, Sonic 1&2, Columns all for \$120. WA callers only. Ask for Jeremy on (09) 306 3333.

IBM CD ROM - Under a Killing Moon \$45, The Journeyman Project 2 - Buried In Time \$50, Slipstream 5000 \$55. 3.5 Disk - Disney's Aladdin \$30. All games include instructions, boxes and are in perfect condition. Ph Nicholas on (077) 83 6015 after 4:00pm.

1 Sega Master System with 13 games and 2 control pads for \$150. Phone Kalif on (066) 661 327.

Mega Drive II with 2 pads (1 6 button) \$100, MK2 \$40, Sonic 3 \$25, Smash TV \$15. PC CD ROM games Cyberia \$40, Buried In Time \$45. All with original packaging. PH Ralfe (076) 36 2494.

SNES, two control pads, Mortal Kombat 2 & Tasmania, with boxes and manuals in good condition. \$200 ono. Ring Andrew on (02) 528 3117 after 6pm.

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SNES with 2 controllers (1 normal, 1 turbo), 2 games: MK1, Super Metroid. Sell for \$150. Also Sega Game Gear and 2 games: Sonic 1&2, and AC adapter, sell for \$150. All in EC and fully boxed with instructions. Call (03) 9890 7644 and ask for Peter after 10am.

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3DO - two controllers, a game gun and 9 games including Theme Park, Need for Speed, Mad Dog 2, Super Street Fighter 2 Turbo, Alone in the Dark, The Horde, Road Rash, Crash'n'Burn, and Syndicate the Demo, will sell for \$900 ono. Ph (08) 336 7014.

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PC CD ROM Full throttle, X-Wing Collection, Magic Carpet Plus, Wing Commander 3, FIFA International Soccer, Comanche, Dark Forces, Flight of the Amazon Queen, Mega Race, Entombed, Iron Helix, Star Trek: The Next Generation, Relentless, One Tribe & Seinfeld Screen Saver \$40 each or \$495 the lot. Melb 0414 950 361.

Who Shot Johnny Roc \$30 usually \$40. Ultimate Shareware collections Vol 1, includes Doom ver 1.2, Duke Nukem, Blakestone, Wolfenstein, Shadowcaster, Abyss. etc etc etc about 50 games \$35. Ph David (02) 727 7936. All games on CD. Price negotiable.

Sega Game Gear, 5 games, Columns, 4 in 1 sports game, Krusty's Fun House (boxed & manual), Chuck Rock (boxed & manual), and F1 Racing (boxed & manual). Excellent condition, will sell for \$200 ono or swap for PC CD ROM games (must be boxed with manual), Warcraft2, Rebel Assault 1 or 2, Mechwarrior 1or 2, and Stonekeep or Hexen, must be in excellent condition & not scratched. Write to Ben Patterson, "Fairview" M/B 166 Calliope, QLD. 4680.

SNES games: Stunt Race FX \$35, NBA All Star challenge \$40 also trade both for MK3 on SNES ph (053) 67 1645.

Mega Drive Games NBA Jam TE \$40, Wrestle War \$10, Columns \$8, Double Clutch \$15, 2 control pads \$14. Good cond. Call Ben on 589 0205. Leave a message.

WANTED

PC games wanted badly. Command and Conquer \$55, Destruction Derby \$60, Need For Speed \$55. Ph Craig Kirby (03) 9543 3706 between 12.30pm & 6pm. Prices negotiable.

Sony Playstation with/without games. Will swap a SNES with 5 games for it and money. Ph (099) 21 5045. Ask for Brad.

Mortal Kombat in good condition, boxed with instructions. Ph Luke on (087) 39 4095.

Jaguar games! esp Doom & Iron Soldier. Ph (063) 51 3964. Ask for Jon.

Gameboy battery pack and magnifier also any Super Mario Land Games or any other good Gameboy games. Ph Andrew on (039) 776 7450 anytime.

Unwanted game magazines, or a pair of size 7 rollerscates (or rollerblades). Send them to Vu Vuon Thien 65 Ormond Ave Daw Park SA 5041. Cheats for Mortal Kombat or Street Fighter. Ph Vu (pronounced Voo) on (08) 276 1230.

I am desperate for the full version of One Must Fall 2097 for PC. Will pay \$\$\$\$ Please help? Ph (002) 29 4348 ask for Garth.

MD games: Landstalker, Flashback, Rock and Roll Racing, Fatal Fury 2, Another World, Gods, Populus 2-2 Tribes, Dune 2: Battle for Arrakis. Must be boxed with instructions. No imports. Ph (066) 28 1517.

Panasonic 3DO with at least 5 games will a pay \$550. Ph (047) 82 6289. Ask for Jason

SWAPS

MK2 or Killer I for Super Int Cricket. Ph Liam (043) 34 6196.

Will swap Zelda 3-SNES (fully boxed with instructions) for Mega Man X-SNES or Mortal Kombat 2-SNES, boxed. Ph Daniel or Nenad (03) 9700 5358, Melbourne only.

I will swap my NHL 94, Stunt Race FX or Illusion of Time for your Kirby's Dream Course, Lemmings, NBA Jam or Secret of Mana. Or will swap 2 games for MK3. If interested ph (051) 99 2876. Ask for Lucas.

Cheats for Warcraft 2 on PC in return will send you Wacky Wheels demo. First call to Anthony on (089) 81 8466 gets demo for PC if the cheats work.

I'll swap any two of my games which are Shaq Fu, Jurassic Park, Bulls vs Blazers, James Pond 3 for Dungeons and Dragons or Might and Magic 3 all on Megadrive. Ph Mat on (065) 71 2729.

I will swap the Beverly Hillbillies & Michael Jordan In Flight on PC for Mortal Kombat on PC. PH (07) 3888 0162.

Mechwarrior 2 for PC CD ROM. Comes with manuals, etc, but no box (came bundled with modem). Almost new, swap for any good PC CD ROM game in good condition. Phone Clay on (07) 893 2299.

Battle Arena Toshinden on Playstation for NBA Jam, Wipeout, or MK3. PH Steve (02) 534 6037.

Cheats and moves for MK3 will give cheats or moves for MK2 please I'm desperate. Anthony 6 Cooper St Fannie Bay Darwin NT 0820.

Stunt Race FX or Super Metroid, US versions, comes with boxed and instructions for Rock n Roll Racing with box and instructions (any version) or sell for \$50 each. Call Matthew (03) 9547 3765.

Mechwarrior 2 & Theme Park for either Wipeout, Destruction Derby, Need for Speed, NBA Jam TE, or MK3. All for PC CD ROM. Or sell for \$100. Ph Rodney on 063 74 1973.

Super Nintendo with Super SFII, Samurai Shodown, Fatal Fury Special (32 meg version), Super Gameboy and 4 other fighting games for a 486 IBM compatible. Contact Danny on (02) 579 5083.

SNES Mechwarrior 3050 for Earthworm Jim 2, Diddy Kong Quest, Yoshi's Island or good RPG. Ph (064) 94 1807.

SNES - swap my Super Mario World for your Bubsy. (Must be PAL version). Gameboy wanted. A 2 player link up cable. Swap for a NES game or buy for \$5. A cable which you connect to the gameboy and uses electricity from a wall power outlet, just by plugging it into an outlet. Swap for a NES game or buy for \$5. Customer must collect and live in Adelaide. Ph (08) 279 1230. Ask for Vu. Call Mon-Fri 5pm-6pm.

PENPALS

Hi Kiddies, if you like Spawn, Monty Python & the darker side of life, are 14 or older, male, female, man, woman or beast, write to me! (Morpheus) 16 Waratah St Lithgow NSW 2790. P.S. I AM THE DREAMGOD! P.P.S. I am NOT insane. Well, maybe a little.

Hi, I'm Steven. I'm 12 and looking for a male or female penpal aged between 11-14. I have a PC CD ROM. I love Mortal Kombat 1,2,3 and Flight sims. Please write to Steven Latimore Main Arm Rd Mullumbimby NSW 2482.

Hi I'm 13. Anybody who would want a penpal write to me Jonathon Kanyo 1 Adela Place Spearwood WA 6163. Any sex and any age. 100% promise to write to all.

I like basketball, computers and swapping games. So if you have a computer and want to swap games please reply to K Eckart 5 Roslyn St Burpengary 4505.

My name is Andrew Eather. I am 15 years old. I own a Super NES, NES, Gameboy, Sega Megadrive, Sega Master system, 3DO. Also I am a very big Star Trek fan. Write to PO Box 355 Portland VIC 3305.

Hi, my name is Mathew and I'm 15 years and like Sega and Nintendo. I also like MK3, SF2, Kylie Minogue and Jim Carrey. Female/male any age. Mathew Lindsay 19 Argyle St Singleton NSW 2330

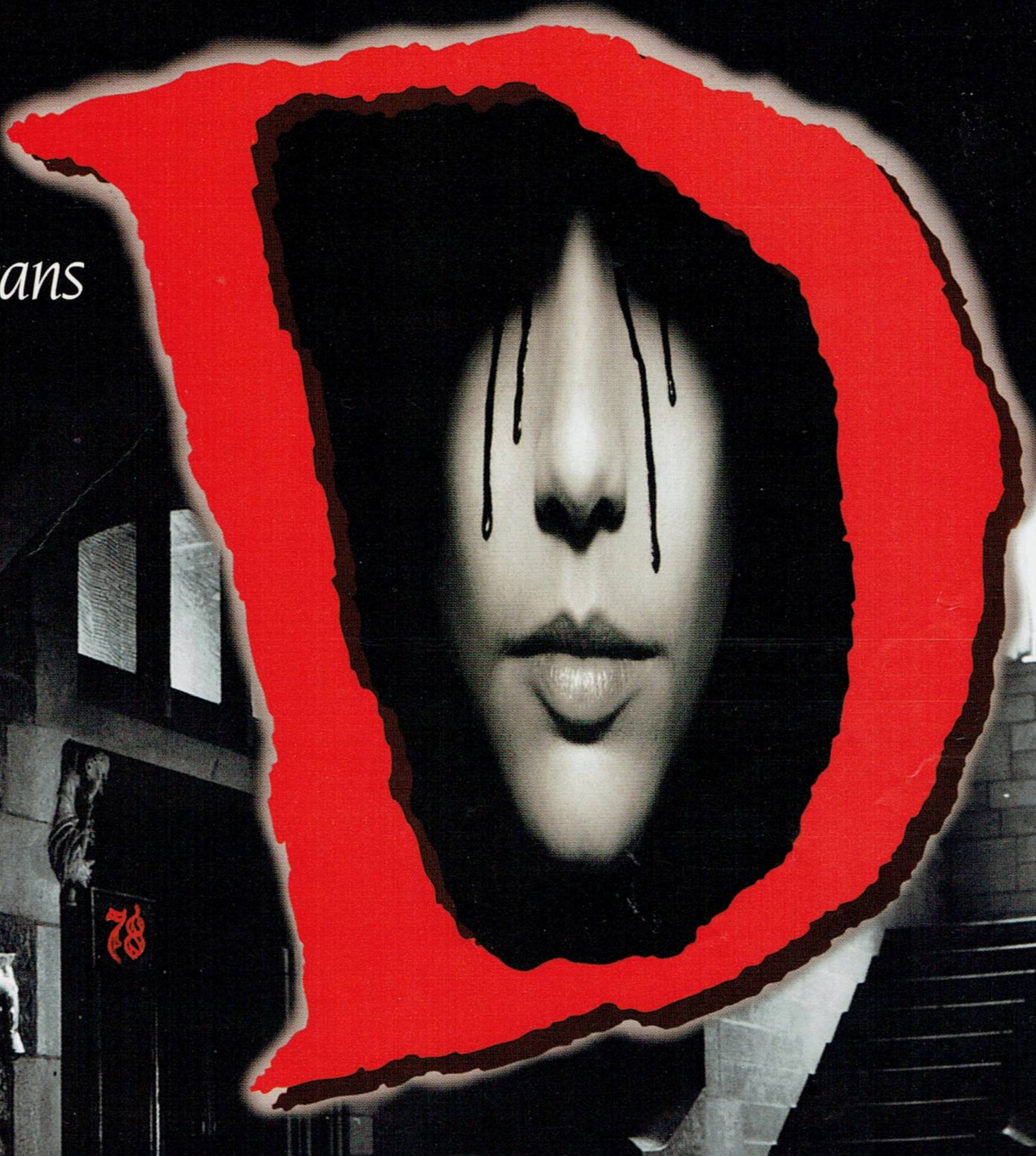
Hi, my name is Brendan White and I am looking for a male or female penpal between the ages of 12-14. I enjoy playing my computer and Gameboy. So if you're pretty cool and are bored like me please write to Brendan White. 14 Allan St Kyabram VIC 3620.

Hi my name is Jenna, well you can call me Jen (my nickname). I've got an IBM and I love computers, Nintendo, Sega's and Gameboys. I'd rather a cool exciting male. So if you're really cool and fun write to Jenna White 14 Allan St Kyabram VIC 3620.

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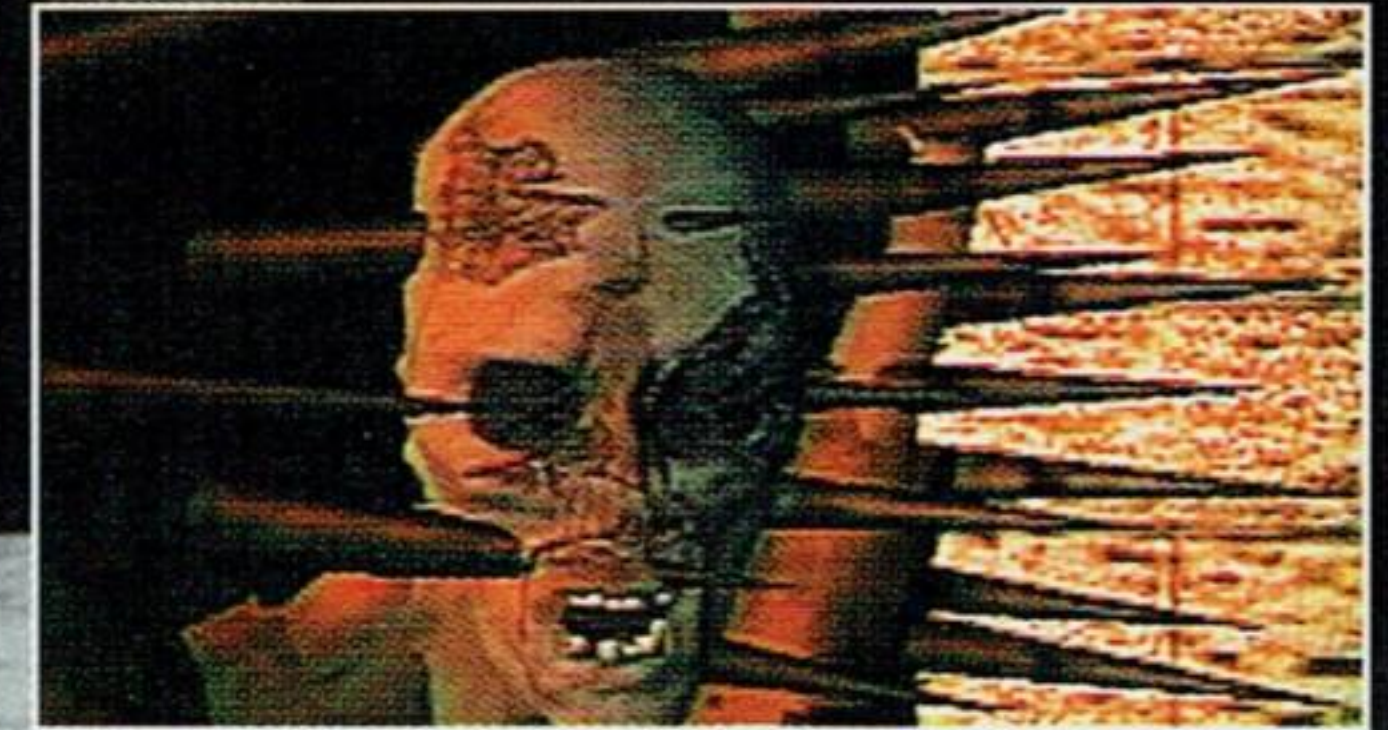
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