3,700 GAMES SCORED! 13 YEARS OF HYPER HISTORY COMPLETE REVIEW LIST

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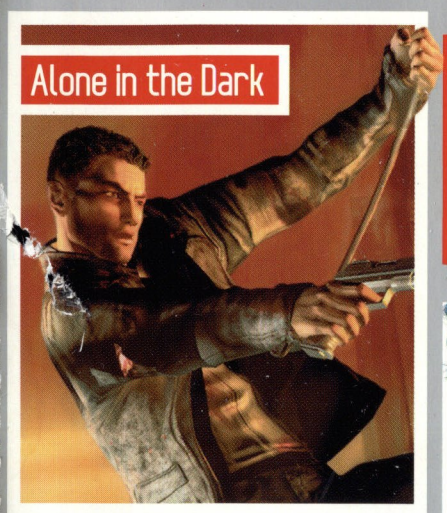
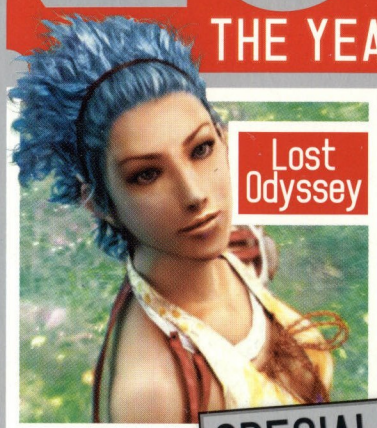
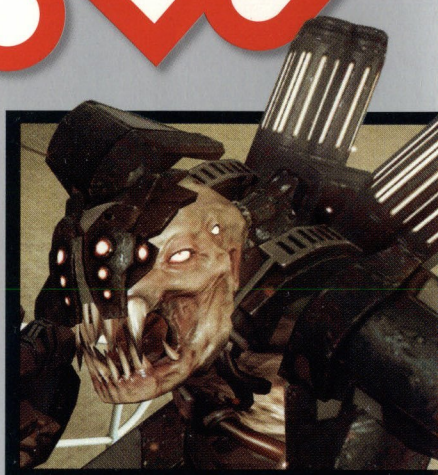
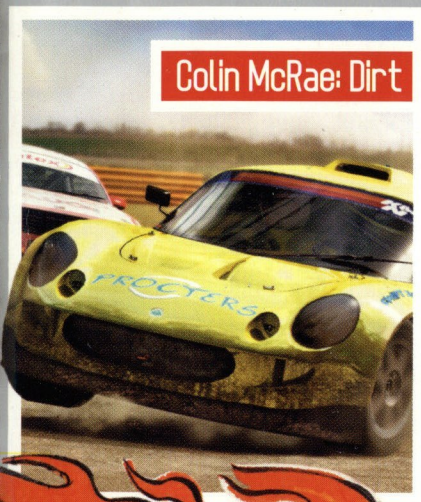
2007 THE YEAR AHEAD





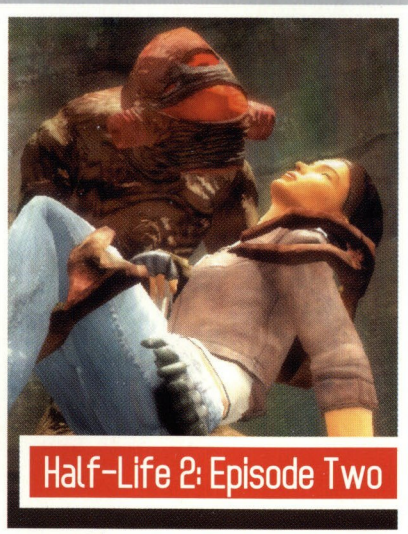


OZ PS3 Launch Roundup



SPECIAL ISSUE

THE GAMES YEARBOOK



TOP 40 THE GAMES OF 2006

SPECIAL REPORT
Getting Into The Games Industry

reviews reviews reviews reviews reviews reviews reviews reviews reviews reviews

God Hand PS2
Utter madness!

Final Fantasy XII PS2
The long awaited verdict

Lost Planet Xbox 360
Shooter heaven

Yoshi's Island DS DS
Same old, same old?

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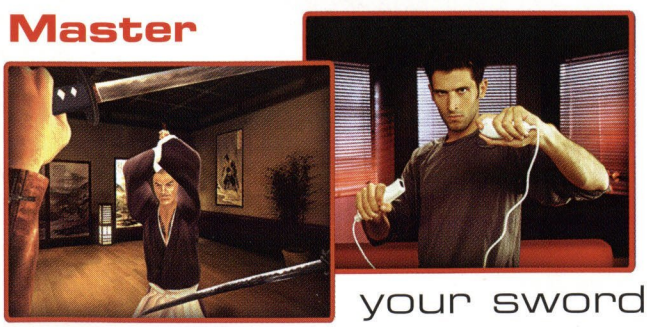
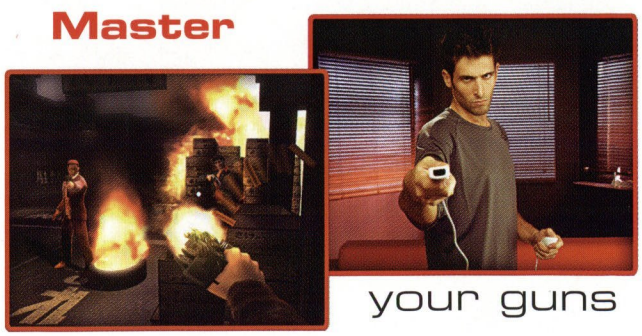
Master



your swords

Master



your guns

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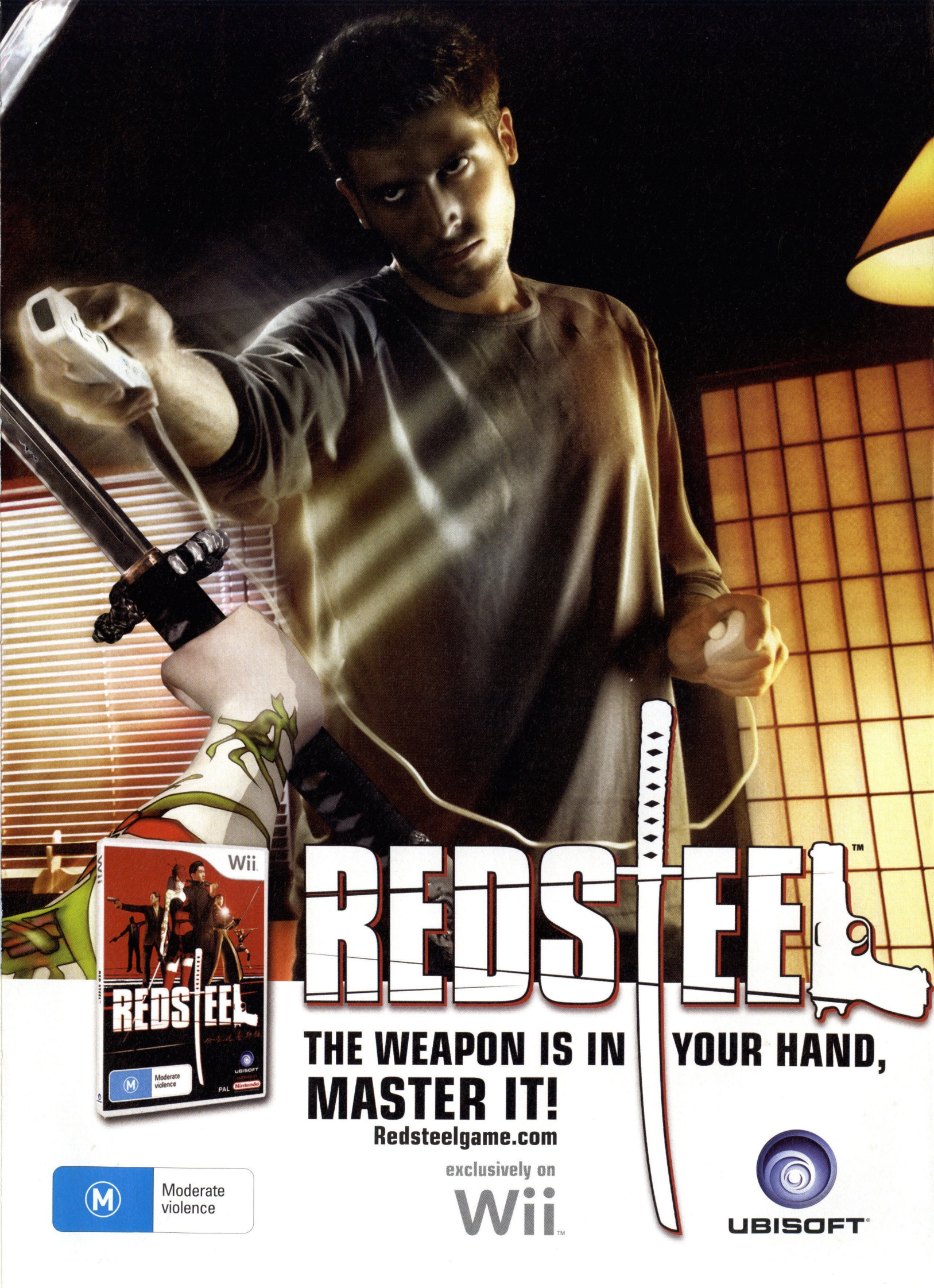
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54 Final Fantasy XII

Turns out this game actually *is* the bullshit sickness

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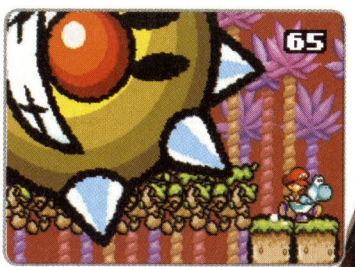

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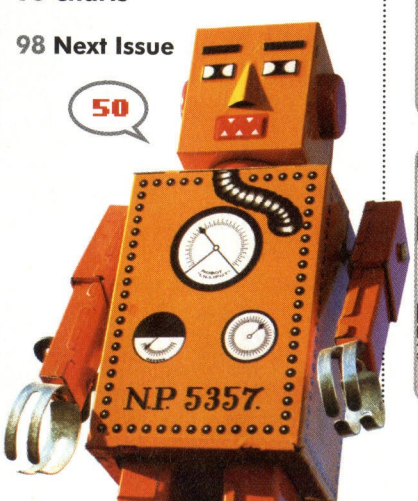

EDITORIAL

[up] The hip young editor of Hyper magazine

>>Time for another infamous Hyper recipe. Take one February issue and strip out all the normal sections until you're left with the shell. Toss in a healthy dose of prognostication about 2007, a cup and a half of full cream of the crop game awards, a smattering of finely critiqued FFXII and Lost Planet, and a huge tin of Mama's Old Fashioned Hyper History. Add some essence of Shea, spice of Wilks and concentrate of Sal. Simmer for about four weeks on a low Redfern heat, adding in-jokes, call-backs and retro pieces to taste. Garnish with silver foil. Serve with a Cold One.

Yes, we've done a Yearbook, and all the normal rules have been thrown out the window. We've boiled down our favourite games of 2006 to come up with our top 40 (including our somewhat controversial cover model, Amaterasu – controversial since Okami's not out here until February, but hey, we reviewed it in 2006), we've looked at the courses available for budding programmers and artists, and we've served up a helping of the games to look out for in 2007. I just can't shake this whole cooking metaphor can I? Perhaps the coolest part of the issue for the Hyper faithful, however, is our whopping great review archive. Across 18 pages you'll find every score we've published from the first 159 issues. BLAU!

Not only is this Hyper's first Yearbook, it's also my last issue as Editor. After working full-time for over six years on this delightful magazine, it's time for a change of scene. I've been reliably informed that a change is as good as a holiday, but right now it feels a bit like leaving behind my extended family and venturing out into the unknown. A massive thanks to everyone who has supported the magazine over the years – Hyper continues to play an important role in the Australian gaming scene and I really hope it stays that way. In other words, you guys rock.

And to Malks and Wilks, you are the wind beneath my... no, too corny. Erm, thank you for all your hard work, as a token of my appreciation please accept this Officeworks gift certifica... no, too formal. Shit, how to say goodbye? How about – Best. Crew. Ever. Yep, that just about sums it up. Thanks for working your butts off and making this mag an absolute blast to be a part of, and best of luck steering the ship Wilks! Cheers to all our writers and everyone else at Hyper HQ too! *wind up music starts playing* Well, that's my cue. Later Hyperinos!

Cam Shea >>Editor

HYPER CREW Monthly Top 5 Games

Cam Shea - Former Editor
1. The Legend of Zelda: Twilight Princess – Wii **"Want to savour this one all the way through to new year!"**
2. Lost Planet: Extreme Condition – Xbox 360
3. Ridge Racer 7 – PS3
4. Yoshi's Island DS – DS
5. The Old Kingdom Trilogy – Garth Nix

Daniel Wilks - Editor-in-Waiting
1. Disgaea 2: Cursed Memories - PS2 **"I haven't played Zelda yet"**
2. Lost Planet: Extreme Condition - Xbox 360
3. Wii Sports Bowling - Wii
4. Wii Sports Boxing - Wii
5. Moving out of my crappy flat - Priceless

Sally Woellner – Artiste
1. The Legend of Zelda: Twilight Princess – Wii **"Thanks, Cam, now it looks like I'm copying you!"**
2. Lost Planet: Extreme Condition – Xbox 360
3. Ridge Racer 7 – PS3
4. Yoshi's Island DS – DS
5. Vurt - Jeff Noon

Malcolm Campbell – On Holidays
1. Sandcastle Tycoon - The Beach **"SANDCASTLES. CRUSH."**
2. Sunscreen Manager Kids Edition - The Pool
3. Cars vs Trains vs Ponies - Kids' Toys
4. Reading - Books
5. Ultimate Ghosts 'n Goblins – PSP

HYPER»

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This Year in Gaming

BIG BANG THROUGH TO 13 YEARS AGO

"In the time before Hyper, primal chaos reigned. Heaven sought order, but the phoenix can fly only when its feathers are grown. The four worlds formed again and yet again, as endless aeons wheeled and passed. Time, the pure essences of Heaven, the moisture of the earth, the powers of the sun and the moon, all worked upon a certain rock; old as creation, and it became magically fertile – from it came an egg. That first egg was called Thought. Tathagata Buddha, the Father Buddha said, "With our thoughts we make the world." Elemental forces caused the egg to hatch. From it came a paper magazine.

The nature of Hyper was... IRREPRESSIBLE!"

Yes, Hyper was born a little over 13 years ago, and while people may tell you that videogames existed before then, well, that's just the way it appears. Ever heard of intelligent design? So what was making news around this time 13 years ago? Well, we told you that the 3Do "could wipe Sega, Nintendo and even the humble video cassette recorder off the face of the Earth." And that it "could well be the biggest revolution in leisure technology since the television". A little over the top you might say, but hey, when was the last time you used a video recorder? BLAM! In these optimistic times Virtual Reality seemed just around the corner, and would soon revolutionise sex, gaming and the universe... a little like the 3Do actually.

What else? We told you that "while most previous Arnie games have been duds, hope is high for Last Action Hero"... and then gave it 9% two issues later. Hot games 13 years ago were Street Fighter II Turbo on SNES and Megadrive, which is still amazing today, and Sam & Max Hit the Road, which has finally seen a true sequel. Took a while.

Funnily enough, 13 years ago we were harping on about things that we're still going on about today. Back in issue two we commented that Christmas time is "a time of peace, goodwill and opportunity. An opportunity for Sega to make sack loads of cash by releasing new Sonic titles." Sound familiar? That's because 13 years later they're still at it - just last issue Cam talked about Sonic the Hedgehog being a "sequel for the sake of a sequel". Sigh.

Oh, and back then, Pauly Shore was still "a huge star on MTV". Good times.

10 YEARS AGO

10 years ago the PlayStation and Saturn were both well and truly established, although Sony's machine was clearly in ascension. It was at this time that gaming royalty was born and the 32 bit consoles had their first queen – Lara. A bizarre cover image (part Lara, part Kryten from Red Dwarf) and a 95% review score sealed the deal. Of course, while freedom of movement throughout massive 3D environments turned out to be somewhat important, early 1997 saw another revolution – the Claymation Revolution. Unfortunately, it pretty much began and ended with The Neverhood.

Meanwhile, the Nintendo 64 was on the verge of release in Australia, and the March issue (with the scary mobster Mario on the cover) carried reviews of the launch titles. Mario 64 scored a somewhat understated 95% (an equal score– unbelievably – to FIFA 97 the issue before, and lower than FIFA 96), although it was declared as "probably the closest thing so far to a perfectly developed game." Other N64 launch reviews were Pilotwings 64 (92%) and Wave Race 64 (93%). Meanwhile in Japan, the 64DD was unveiled.

Yet another revered series was born around this time, with Diablo hitting the streets fresh off the back of a healthy 92% review. Our fighting game obsession was still going strong, with a report on Virtua Fighter 3 hitting the arcades ("the best fighting game yet") and Tobal No. 1 coming out on PlayStation and scoring a respectable 91%.

It was also 10 years ago to this issue that Stuart Clarke stepped away from the editor's chair, beginning the Era of Toose, which makes this retrospective oddly fitting, as this is the issue that Cam has decided it's time to move on. One thing's for sure though, there's no way for him to beat Stewie's Fenech inspired sign off - "I love youse all". While we're on the subject of leaving, 10 years ago we reported that John Carmack was leaving id to spend more time with his family. We guess it didn't take.

5 YEARS AGO

5 years ago to this month we were celebrating Hyper's 100th issue. Included was a retrospective on Hyper past (wow, it's like a retrospective within a retrospective – how po-mo) and the Ultimate Top 100 which was broken up into ten sets of top tens (the highlight? The most influential game of all time was crowned as Donkey Kong).

Meanwhile, both the GameCube and Xbox were out in the US, while Australian gamers twiddled their thumbs waiting for a March or later release. Gee, sound familiar? In any case, both systems were getting a thorough workout in the office – Halo was already hailed as a classic, while Rogue Leader was a strong performer for Cube. Of course, the PS2 wasn't sitting by idly, with GTA3, Metal Gear Solid 2 and Burnout all getting plenty of Hyper HQ TV time. Truly it was a golden age.

PRESENT DAY

Hyper is now entirely created in a Virtual Reality environment, while chimps maintain the feeding tubes and prime the 3Dos for the next injection of gaming goodness. Despite this ultra advanced monkey powered technology, there's still no Iron Chef game. Fingers crossed. Australian gamers are twiddling their thumbs, waiting for the delayed launch of the PS3 in – you guessed it – March. Nintendo's new system has launched with one of the silliest names in gaming history, and a pretty average launch lineup – good thing Zelda is the greatest game of 2006. Gaming has reached new heights of sophistication and is well on the way to overcoming the "sweaty nerds" stereotype... the cause obviously not being helped by DOA Xtreme 2. Oh, and Cam is leaving Hyper... he hopes to win the next subscription prize.

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THE HYPER 2006 GAME AWARDS

2006 we hardly knew ye. As quickly as you entered our lives, filling them with hope, wonder and a little too much Redfern, you also faded away, bucket kicked, to become but a distant memory. Thankfully, however, you left a legacy. A legacy of gaming goodness that will stand the test of time, and remind us of those halcyon days in your timely embrace. In honour of our late great friend 2006, we present to you the much debated Top 20 Console, Top 10 PC and Top 10 Handheld games of last year.

TOP 20: CONSOLE

1 The Legend of Zelda: Twilight Princess

Wii
96%

We agonised long and hard about which game should appear at the top of our 2006 rundown, but one title stood out from very early on as the clear favourite - Zelda. Every hallmark of a classic game is evident in Twilight Princess; fast paced and accessible gameplay, a great hook (transforming into a wolf and the twilight world) and a wonderful storyline. Sure, it may not be the prettiest game on the block but honestly, who cares – slightly low res genius is still genius, and great art design transcends hardware limitations.

2 The Elder Scrolls IV: Oblivion

Xbox 360
95%

Morrowind was a great idea but for a lot of people it was too big, populated with quest vendors rather than NPCs and too empty to be a fully satisfying game. Oblivion is almost the exact opposite. Sure, the game world is huge but it's filled with interesting NPCs, clever quests and enough places to explore to keep you enthralled for dozens of hours. The periodic content that Bethesda has been releasing keeps dragging people back in as well. Yes, we know there were some frame rate and load time issues but even so, Oblivion stands out as a masterpiece of open world RPG design.

3 Guitar Hero II

PS2
92%

Devil horns, rock pose, power thrust, big chord, raise the horns again, catchy riff, Gene Simmons tongue action, thrust, face melting solo, slow it down, do it for the ladies, pause, raise horns, bang head, burn the end wankery. There are hardly enough superlatives to describe how much fun Guitar Hero II is when you have a friend and a little friendly rivalry. Sure the game is not perfect and some of the songs are dogs but so what; rocking out in the lounge-room has never been so much fun.

HYPER NEWS TICKER

JANUARY: KEN KUTARAGI SAYS SOMETHING OUTRAGEOUSLY IMPOSSIBLE ABOUT THE CAPABILITIES OF THE PS3. REGGIE FILS-AMIE MANAGES TO OFFEND A BUNCH OF PEOPLE. L.A. SUES TAKE 2 OVER "HOT COFFEE". NINTENDO ANNOUNCES DS-LITE. JAPAN SAYS "MEH" TO XBOX 360 WITH UNDER 10,000 SOLD... WHILE EXCITABLE AUSTRALIAN GAMERS FORCED TO WAIT.

FEBRUARY: MR. T GETS HIS OWN TV SHOW – STILL NEEDS A GAME BASED ON HIM PUNCHING PEOPLE THOUGH. SNOOP DOGG LAUNCHES "HIP HOP GAMING LEAGUE"; WORLD DOESN'T CARE. EA LAYS OFF HUNDREDS OF WORKERS.

PS2
93%

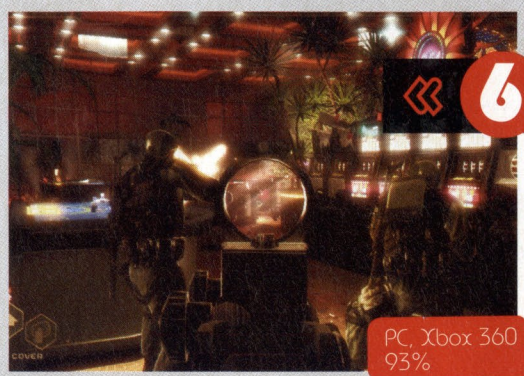
4 Okami

Proof that great art direction will always win out over raw horsepower, Okami isn't just an aesthetic masterpiece, weaving Japanese mythology into a hand painted gameworld, it's also a triumph of gameplay. As the sun god Amaterasu embodied in the form of a white wolf, Okami sees you bounding across the countryside learning different brush techniques to defeat the eight headed serpent Orochi. Brush techniques? Yep, you're able to freeze the scene for a spot of calligraphy to do things like cut enemies in two and bring sunlight back to the world. While the game isn't out here until February we've included it because we reviewed it in 2006. And we need another excuse to tell you to buy it.

5 Fight Night Round 3

Xbox 360
91%

Punching people in the face has always been fun. Since time immemorial people have been punching each other in the face for shits and giggles but unfortunately THE MAN has always frowned upon any notion of fun and criminalised it. What kind of world do we live in where people are put in gaol for punching someone else in the face in the name of fun? Thankfully Fight Night Round 3 looks so fantastic and has such bone crunching animations that you can now punch people in the face without fear of reprisal – unless it's some poor victim calling you a noob over Xbox Live or someone trash talking you in the pathetic hope of putting you off your game.



PC, Xbox 360
93%

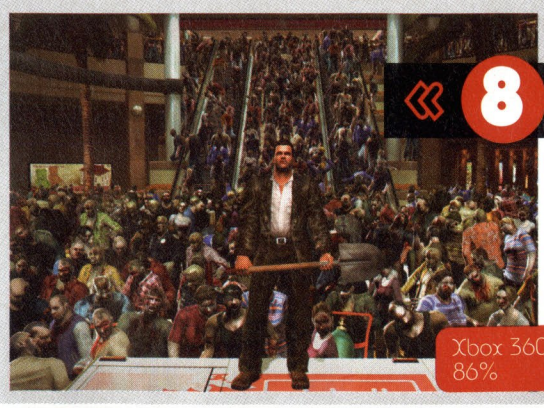
6 Rainbow 6: Vegas

Clearing rooms has never been this much fun – especially with friends. Vegas puts intuitive and versatile control options at your fingertips, making you feel like some kind of all powerful terrorist killing machine as you and your squad move from area to area, positioning, flanking and eliminating every threat. The new cover system combined with open plan level design is a stroke of genius, not only bringing added realism to each firefight, but a wealth of tactical options. Gadgets like the Snake Cam only sweeten the deal.

7 Dragon Quest: Journey of the Cursed King

PS2
94%

We could just write the word charm 100 or so times to explain why Dragon Quest is one of our favourite console games of the year but that would only scratch the surface of the game's immense appeal. Aside from the wonderful, bright character and monster design, Dragon Quest features loads of subversive humour, enough mini-games to choke a cat (yes, we've tried), a great old school Japanese RPG combat system, a robust crafting system and a storyline that will have you immersed for 50+ hours. All that aside, a female character comparing breast sizes with a busty monster and winning "the Battle of the Bulge" will always win votes in our book.



Xbox 360
86%

8 Dead Rising

Wilks may drone on and on about the Inevitable Zombie Apocalypse but if it's anything like Dead Rising we're not too worried. We've trained ourselves to be zombie killing machines, willing and able to pick up anything not bolted down to smack around some rotting, brain eating living dead flesh. How could anyone fail to fall for the dulcet tones of an acoustic guitar connecting with a zombie's goo filled head or not get a little emotional when carving through a shamble of zombies (shamble is the new collective noun) with the walking corpses' only natural predator, the chainsaw?

MOST EXCITING WORLD NEWS EVER

MARCH: XBOX 360 LAUNCHED. JACK THOMPSON SETS HIS SIGHTS ON THE FLORIDA BAR ASSOCIATION AFTER THEY SLAP HIM DOWN FOR BEING A JACKASS. **KEN KUTARAGI MAKES MORE OUTRAGEOUS CLAIMS, SUCH AS THE PS3 WILL HAVE A SIMULTANEOUS WORLDWIDE LAUNCH AND THAT SONY ARE MOVING INTO THE 4TH DIMENSION.** THE OFLC BANS GETTING UP: CONTENTS UNDER PRESSURE BECAUSE GRAFFITI DIDN'T EXIST BEFORE PEOPLE HEARD ABOUT THE GAME. **STEVE BALLMER EXCITED ABOUT PS3 DELAYS.** IN OTHER NEWS, STEVE BALLMER EXCITED BY ANYTHING. **MIAMI SCHOOL MOVES TO BAN BULLY WITHOUT EVER SEEING THE GAME.**

9 Gears of War

Possibly the most anticipated game for 360 since Oblivion, Gears of War didn't let us down. While not a huge gameplay revolution, Gears plays so smoothly, and the visual design is so stunning, that it really doesn't matter... especially when you have a Beserker charging through walls at you and your heart is beating at a rate of knots. Online co-op is the icing on the cake, and will have you, as a friend described it "screaming and giggling like little bitches". Such elegant wordplay.

Xbox 360
91%

10 Lego Star Wars II: The Original Trilogy

We liked the original Lego Star Wars but Lego Star Wars II: The Original Trilogy has something on its predecessor; The Original Trilogy has not tried to rape your childhood and turn it into a new set of action figures. Although the single player (or co-op) main game is great, the real joy of Lego Star Wars II is going back after completing a level and running through trying to find all the secrets and unlock all of the bucketloads of special content. After witnessing the build animation you'll want to keep playing it just to see it again.

GCN, PC, PS2, Xbox, Xbox 360
87%

11 Pro Evolution Soccer 6

PS2, Xbox 360
95%

Coming out on the unlikely pairing of the PS2 and Xbox 360, it doesn't matter which incarnation you play; the only way to describe this game is "GOOOOOOOAAAAAAAL!" Year in, year out Konami improve this series and Pro Evo 6 is no exception. Better medium range passing and control over close quarters dribbling, tweaks to Master League, new and improved stats for Australia, and a ref that's much more inclined to let the action flow rather than leaning on the whistle are just a few of the improvements.

12 We ♥ Katamari

PS2
92%

The King of All Cosmos is quite possibly the fruitiest character to appear on the PS2 but we love him for it. In the second outing the terrible parent and his put upon son take requests from fans of the first game. It's all very post-modern in approach but at its core the game is still about rolling around a sticky ball and making it bigger. It's a pity that there aren't meant to be any more Katamari games being developed because the sticky ball of joy and the Wii/Sixaxis seem like a perfect match.

13 Shadow of the Colossus

PS2
86%

Although some of the textures are a bit low res and the capabilities of the PS2 are definitely showing their age, Shadow of the Colossus remains one of the most phenomenally beautiful games of the year, simply due to the brilliant design of the colossi. For the most part gameplay equalled artistic direction; climbing monsters to stab at their soft bits is a brilliant idea and one pulled off very well. For the most part at least. We'll forget about some of the later, poorly designed colossi that relied more on luck than any real monster climbing skill and just reminisce about our faves.

14 Kingdom Hearts II

When starting a new game of Kingdon Hearts II, keep repeating this mantra to yourself, "the first five hours are a test of the righteous" and for added effect have someone beat the soles of your feet with split bamboo. If you keep it up long enough the first five odd mind numbingly terrible hours of Kingdom Hearts II will have been ignored and you can go on to the clever, joyful and brilliant game that is hidden within. More Disney and Square characters than you can poke a stick at, refined and fun combat mechanics and a kick ass story will pull you in faster than an automated pulling machine (that sounded far less dirty in my head). All that and the game has Jack Skellington!

PS2
89%

HYPER NEWS TICKER

APRIL: THREE ANONYMOUS DEVELOPERS CLAIM THAT THE PS3 ISN'T AS POWERFUL AS CLAIMED. KEN KUTURAGI CLAIMS IT IS MORE POWERFUL. NINTENDO NAME THEIR CONSOLE; WORLD SAYS "WTF?" LIONHEAD STUDIOS PURCHASED BY MICROSOFT.

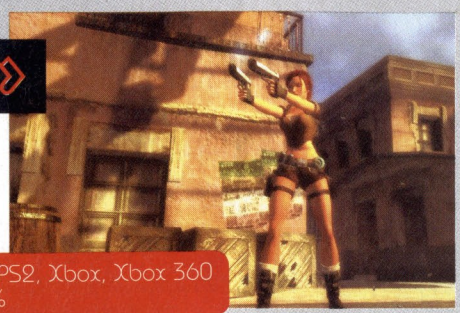
MAY: MICROSOFT'S "PROJECT ORIGAMI" TURNS OUT TO BE LESS EXCITING THAN HOPED. FRANCE ANNOUNCE THEY WILL HONOUR SHIGGY WITH THE ORDER OF ARTS AND LETTERS FOR HIS CONTRIBUTIONS TO GAMING. SONY FAILS TO IMPRESS AT E3; MOTION SENSITIVE CONTROLLER MET WITH A RESOUNDING "MEH". SHIGGY TAKES THE PISS OUT OF THE NEW NINTENDO CONSOLE NAME IN FRONT OF AN APPRECIATIVE CROWD OF JOURNALISTS.

Xbox 360
86%

15 Amped 3

Sure the game may have been the third in the series and not have introduced too many new mechanics into the game world but Amped 3 had a love it or hate it stylishness that we, luckily, loved. The boarding mechanics of the Amped series are solid and playable, essentially making Amped the snow-bound Tony Hawk, but the new approach to the cutscenes and story had us hooked from moment one. The combination of stop motion animation, 8 bit graphics, Flash animation, still frame and a brilliant closing musical number that warns you to turn away if you don't like closing musical numbers is a work of schizophrenic genius.

16 Tomb Raider: Legend



After the disastrous mishap that was Angel of Darkness we didn't hold high hopes for the latest outing for Lara Croft. How wrong we were. Tomb Raider Legend was a true return to form with a nice balance between combat, puzzle solving and movement. Yes there were remarkably dull motorbike sections but the progressive unlocking of sections of the mansion and the exploration that engendered more than made up for it. Here's hoping that the next Tomb Raider game keeps looking in the same direction and doesn't involve any more unwanted love interests or require players to push random objects to get strong enough to open a door.

PC, PS2, Xbox, Xbox 360
86%

Xbox 360
86%

17 Viva Piñata

It all sounded kind of suspicious when it was announced – a kiddie friendly game from Rare complete with animated TV series and infinite merchandising opportunities, but thankfully Viva Piñata is far more than just an attempt to bring younger gamers to 360 via media cross pollination. It is, in fact, a highly compelling sim/strategy game. Create a dynamic ecosystem on your patch of land by planting crops and trees, building houses, liasing with the freaky locals and hitting things with your spade. Seriously, if you like open ended games with incredible depth, give it a try.

18 Scarface: The World Is Yours

GTA games are a dime a dozen (or, erm, a ten cent piece a ten pack if you want a more localised expression) but we'll be damned if Scarface didn't come along and sweep us off our feet with its great dialogue, relentless swearing and impressively authentic adherence to the license. While dealing drugs, swearing at corpses and beating up Amos may sound like just another day at Hyper HQ, Scarface racks you up then sucks you into its gritty world. As Tony "f**king" Montana no less.

PC, PS2, Xbox
84%

PC, PS2, Xbox
85%

19 FlatOut 2

This game didn't set the world on fire (they really should package these things with lighter fluid and a zippo) but one thing it did have was heart. And by heart we mean great driving mechanics, stacks of shortcuts and scenery to run over, and wonderfully combative racing. For instance, you have a tank of nitrous, but why use that to go fast when you could use it to line up an opponent and crunch the shit out of him? That's the spirit of FlatOut 2. Plus, you get a range of "launch the driver out the windshield at speed" mini-games for bonus corpse flinging fun.

20 Chibi-Robo

Did this game ever come out here? We doubt it and that's a damn shame. A crying shame in fact. Like a little miniature Metal Mickey (only lacking the kickass catchphrase "boogie boogie") you play a robot who lives to please. Serve your dysfunctional family by doing things around the house, help other toys with their issues, battle Spydors and collect happy points, all to become the number one Chibi-Robo. As you progress you'll get battery upgrades which allow you to get to new areas of the house, giving the game a gradual but rewarding sense of progression.

GCN
82%

MOST EXCITING WORLD NEWS EVER

JUNE: TAKE 2 ISSUED GRAND JURY SUBPOENAS FOR "HOT COFFEE" SCANDAL. THE DAILY SHOW TACKLES THE SUBJECT OF VIOLENT VIDEOGAMES BETTER THAN ANY MAINSTREAM MEDIA COULD HOPE TO. A REHAB CENTRE FOR ADDICTED GAMERS OPENS IN THE NETHERLANDS.

JULY: E3 AS WE KNOW IT TAKEN OUT THE BACK OF THE LA CONVENTION CENTRE AND HUMANELY PUT DOWN. UBISOFT BUYS DRIVER FRANCHISE FOR $24 MILLION – GAMES PRESS SCRATCH HEADS IN DISBELIEF. NINTENDO OF AMERICA SEND DUBYA A DS-LITE AND BRAIN TRAINING FOR HIS BIRTHDAY; NOTHING ELSE THIS FUNNY HAPPENS IN JULY.

TOP 10: PC

1 Medieval II: Total War

94%

A real terrain map that can be investigated to decide where to fight, vastly improved diplomacy, real siege battles, full weather effects, more troops, more buildings... hell, just plain old more everything. Medieval II is an absolute beast of a game, enormous in scope and depth. Not since Civ has a game had the ability to steal hours of your life away so successfully. The fact that it's made by Australians doesn't hurt our love for the game either. If you know a bit of history we have two words that sum up how great Medieval II is: Polish Knights. Nothing gets better than that.

2 Half-Life 2: Episode One

92%

Good old Valve. It may have taken them five odd years to make Half-Life 2, but since then their impact on the industry has been like a freight train, not just in terms of how incredibly progressive Half-Life 2 was, but also in the way they have led the digital distribution and episodic content charge. With Episode One, the team were in fine form, pairing Gordon up with Alyx and taking players through a City 17 on the verge of destruction. Although short, Episode One kept players constantly on their toes with numerous memorable sequences. We particularly liked the more survival horror-esque sections. Genius.

3 Company of Heroes

93%

It seems as though every second game being released is set during the second war to end all wars and quite frankly we're more than a little bit over it. Or at least we thought we were. Company of Heroes is the olive drab boot to the head that we and the industry as a whole needed to re-energise the WWII setting. Brilliantly balanced and offering a fine line between management and micromanagement (albeit remarkably fun micromanagement), Company of Heroes is the first remarkably accurate yet incredibly approachable WWII RTS. Not only that, the game feature all the bells and whistles you could possible want ranging from a brilliant morale system to fully integrated physics and a massively destructible environment.

4 Battlefield 2142

90%

Battlefield 2142 may have been criticised for not reinventing the wheel but honestly, reinvention is not always what is needed to drive a franchise, refinement is. Battlefield 2142 further refined the Battlefield series, adding better balance, mechanics, weapons and vehicles than seen in the previous games. 2142 has also been criticised for not having a historically accurate setting but we believe that this is the true strength of the game, as it allowed the developers to concentrate on making weapons, vehicles and abilities that added to game balance and fun rather than having to try to keep things at least semi-accurate.

HYPER NEWS TICKER

AUGUST: WILKS GETS OLDER, CRANKIER. KEN KUTURAGI CLAIMS THAT THE PS3 IS CHEAP, BUT REALLY EXPENSIVE, BUT PRETTY CHEAP IN AN EXPENSIVE WAY. REGGIE ANNOUNCES THERE WILL BE NO HIDDEN COSTS OR FEES WITH THE WII ONLINE SERVICE. DURAN DURAN BUY ISLAND IN SECOND LIFE TO HOST VIRTUAL CONCERTS.

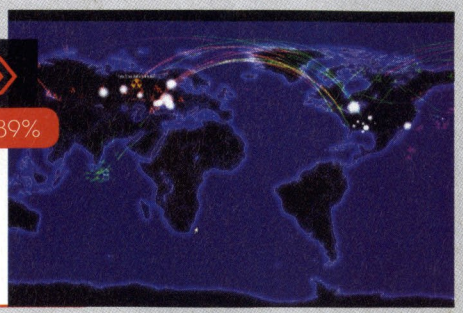
SEPTEMBER: PETER JACKSON ANNOUNCES HE WILL BE WORKING ON AN AS YET UNDISCLOSED HALO TITLE. GRAN TURISMO HD ANNOUNCED TO SHIP WITHOUT ANY REAL

5 Hitman: Blood Money

90%

Huge immersive environments and a freedom to approach the hit in any way you choose is just one of the appeals of Hitman: Blood Money. The camera has been overhauled so that the third person uses a much more approachable (and usable) screen centered third person rather than the old over the shoulder and the first person view is now all but indistinguishable from an FPS. The new graphics engine is lovely and has finally fixed the strange floaty leg animation that has made Agent 47 look a little 'special' since his first outing. It's a great way of killing time. And people.

6 DEFCON: Everybody Dies



89%

DEFCON is kind of a depressing game. Well, depressing may not be quite the right word. How about sobering? A game about losing the least amount of people in the apocalypse is fun for the strategy and darkly humourous but watching your country's population counter inexorably count down to zero is strangely quite effecting. Maybe the title DEFCON: Everybody Dies is a little off target; the game should be called DEFCON: Everybody Loses... you just have to try to lose the least. What Introversion will have for us next is anybody's guess but we can't wait to find out.

7 Neverwinter Nights 2

88%

Another game that isn't a reinvention of the wheel but a refinement of it. NWN2 features more races, classes and rules than the first game, making it the most accurate PC version of the D&D rules to date but this is not what makes NWN2 so great. The first game was criticised for having great tools but a rather lacking campaign but NWN2 has even better tools and a well written and acted epic campaign filled with enough ancient legends, political backstabbings and personal demons to keep anyone happy for the 50 odd hours it should take you to finish it. Bring on the expansions and user created modules!

8 V8 Supercars 3

90%

Also available on PS2 and Xbox, V8 Supercars 3 is our pick for most fully featured racing sim of the year. There are few other games with such a wide array of options and such compelling handling mechanics. From the V8s of the title through to Formula 1000, sprint cars, super trucks and even ride on lawnmowers, this is a must-have game for petrol heads. Do yourself a favour though and get a good wheel before sitting down to play.

9 Galactic Civilizations II: Dread Lords

92%

Galactic Civilizations II: Dread Lords was one of the biggest releases of the year; not through launch hype or the size of the development team (the game was made by only a handful of people) but the game itself is just big. Really big. Douglas Adams "space is big" big (something that is referenced in the all but indispensable manual). Choose a race, build a fleet and take over the universe through trade, warfare, double dealing and colonisation. Build your own ships from parts to tailor your fleet to your needs and battle against some of the best AI we've ever seen. Brilliant.

10 Sam and Max: Culture Shock

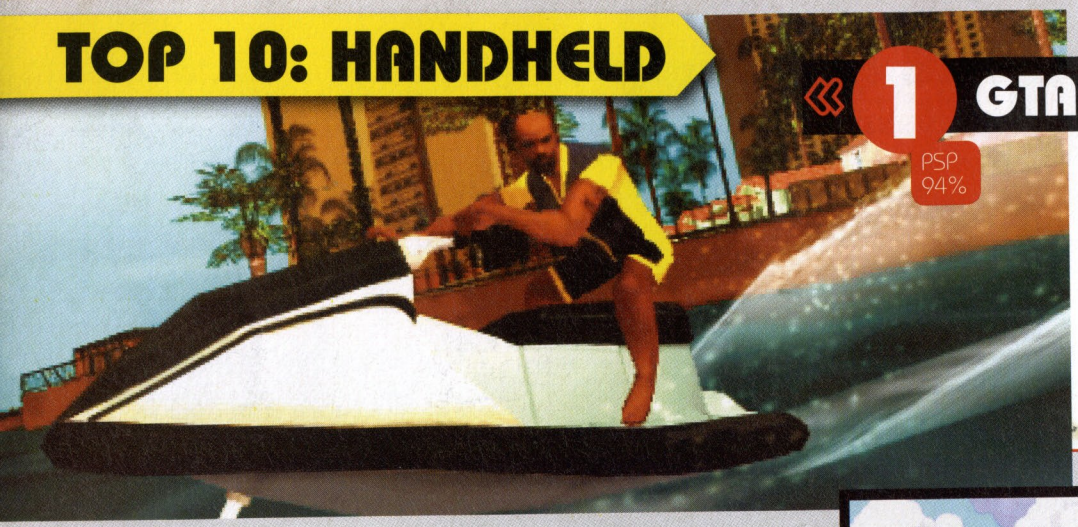
86%

A bit of a fanboy inclusion this one, but who can deny how great it is to have Sam and Max back, and in fine form? One of three games in our top 10 PC list primarily available via digital distribution, Sam and Max is yet another example of how much the industry is changing. And we couldn't be happier. For less than $10 US you get five or six hours of solid point and click adventuring, complete with zany but somewhat logical puzzles, engaging characters and stacks of great throwaway dialogue. Shoot that cheese!

MOST EXCITING WORLD NEWS EVER

CONTENT, INSTEAD FORCING PLAYERS TO BUY TRACKS AND CARS WITH MICRO-TRANSACTIONS. **SONY CUTS PRICE OF PS3 IN JAPAN; REST OF WORLD STILL SHAFTED.** KUTARAGI, AGAINST CHARACTER, MAKES A RATIONAL CLAIM, SAYING THAT SONY'S HARDWARE DOMINANCE IS IN DECLINE. **SONY ANNOUNCE THAT EUROPE AND AUSTRALIA ARE NOT ACTUALLY PART OF THE WORLD IN THEIR WORLDWIDE LAUNCH. PLACES NOT IN THE WORLD MUST WAIT UNTIL MARCH 2007.**

TOP 10: HANDHELD



1 GTA: Vice City Stories

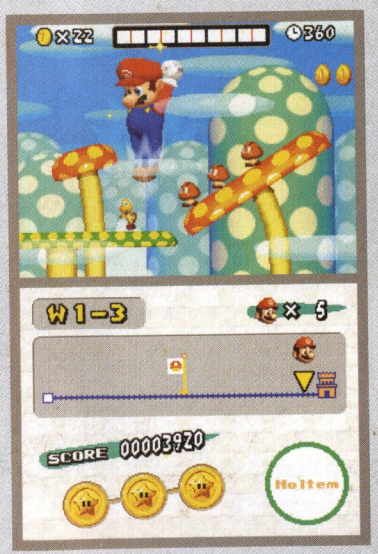
PSP 94%

The PSP may be flagging compared to the astounding success of the Nintendo DS but you wouldn't know it from glancing at our top 10 list. Coming in at number one is the all conquering Grand Theft Auto franchise with its second PSP title – Vice City Stories. Taking players back to the cheesy nostalgia of the 1980s, this title was a big step forward from Liberty City Stories, with much improved graphics and a tighter integration of missions into the heart of the game. Killer.

2 Mario & Luigi: Partners in Time

DS 88%

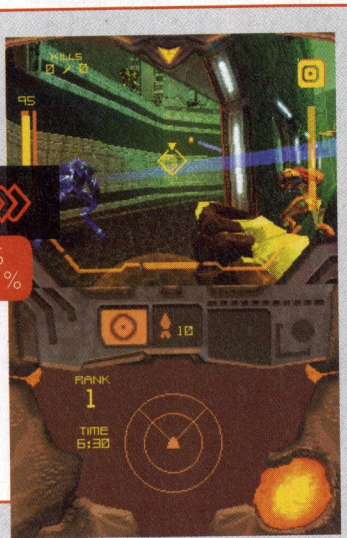
A brilliant combination of platforming and RPG, Mario & Luigi: Partners in Time has charm, laughs and gameplay in spades. Sure you're off to rescue the Princess yet again (she had better be dynamite in the sack to deserve all the attention) but teaming up Mario and Luigi with Baby Mario and Baby Luigi is brilliant. It is a little unfortunate that Partners in Time lacks the self referential humour that made Superstar Saga so funny but there's still enough jokes to leave you chuckling.



3 New Super Mario Bros.

DS 91%

The world clearly needed more 2D Mario platformers, and Nintendo were only too happy to oblige... eventually. New Super Mario Bros. takes the classic design of Super Mario World and gives it a makeover. Polygonal characters, more moves, a number of new powerups – including the ability to turn Mario into a screen filling giant, and plenty of secrets make this outing somewhat predictable, but no less fun for it. And as you'd expect, it's wonderfully polished.



4 Metroid Prime: Hunters

DS 91%

To those who say handhelds can't do first person shooters, we say, observe! Hunters is one of the few good stabs at the genre you can take on the road with you. Aiming with the touch screen takes a little getting used to but ultimately becomes fluid and intuitive. Of course, Hunters is more than just a tech demo, and is ably backed by great game design and depth. Most importantly, the gameplay deviates from the Cube games in key respects – no lock on, less exploration and more run and gun - to ensure Hunters is its own beast, and well suited to the DS. Great multiplayer tops it off.

HYPER NEWS TICKER

OCTOBER: SONY LITIGATES LIK-SANG TO DEATH. SONY CLAIMS THEY ARE NOT RESPONSIBLE FOR THE DEATH OF LIK-SANG. LIK-SANG PRESENT EVIDENCE TO THE CONTRARY. SONY SAYS THEY DID IT TO PROTECT PEOPLE FROM THE HORRORS OF USING REGION FREE GAMES ON A REGION FREE DEVICE. JACK THOMPSON LOSES HIS ONGOING BATTLE AND SUCCUMBS TO BULLY. CAPCOM CLOSES CLOVER STUDIOS; CREATIVITY CRIES INTO ITS BEER. SOUTH PARK FEATURES WORLD OF WARCRAFT; AWESOMENESS ENSUES. ACA /WALLPUNCH /MUMCRY WTB DOOR.

5 LocoRoco

Apparently LocoRoco is racist or something because the game features evil black spidery blobs that vaguely resemble golliwogs (as an interesting side note, Microsoft Words has golliwogs in the dictionary – does that make it racist too?) or some nonsense like that. Petty controversy aside, LocoRoco is one of those brilliantly clever and deceptively simple games that will hook you with a combination of accessibility and charm (there's that word again). It's hard not to fall in love with little smiling balls of happy that shout JOIN! every time you bring the little buggers together.

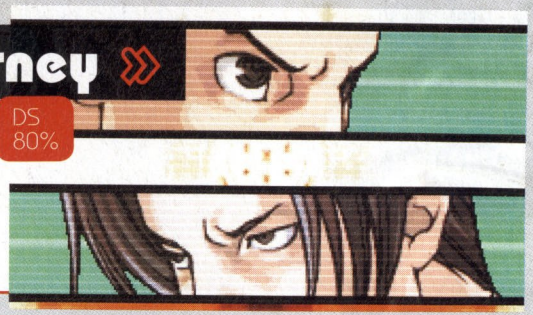
6 Animal Crossing: Wild World

Wild World has to be an ironic title for this game. I mean, we'd define "wild" as trashing a hotel room during an angry drunken binge then running naked through the lobby. But enough about Cam's trip to Vegas. In this case "wild" means decorating your house, talking to the friendly animals in your neighbourhood and sending mail. Erm, yeah. Wild. So what though? Wild World is a fantastically immersive game – you can spend days pottering about doin' stuff, and the added online functionality really takes it to a new level.

7 Ultimate Ghosts 'n Goblins

If you like your handheld games to be delivered with a side order of frustrating and painfully hard then Ultimate Ghosts 'n Goblins is the game for you. While extreme difficulty and frustration are usually points that turn us off a game, in the case of UGnG it's the exact opposite. Just like old school GnG, the satisfaction of playing the game comes from making it just that little bit further than last time through a mixture of reflex, luck, memory and trial and error. The addition of new armours, weapons and abilities doesn't hurt the game none too much either.

8 Phoenix Wright: Ace Attorney



There's something remarkably Japanese about Phoenix Wright. Maybe it's the look – pointy haired protagonist, mustachiod villains and what have you. Maybe it's the personalities of the players that are so incredibly different from Western expectations. Maybe it's simply the fact that Phoenix Wright is a point and click adventure game about a lawyer, an idea that definitely wouldn't have been hit upon by a Western developer. Whatever the case, any game that can have us standing up at random times and pointing to things whilst yelling, "OBJECTION!" can't be at all bad.

9 Tekken: Dark Resurrection

When Bryce first got his hands on Dark Resurrection he ominously claimed that the game would destroy the franchise and alienate all the players because the framerate was different to the console Tekken eliminating his precious 7 frame attacks or some such haha stepping nonsense. He ended up giving the game 91. Framerate differences be damned – Dark Resurrection is the best fighting game available on a handheld. It looks fantastic, controls well and features all the fighting depth that the Tekken franchise has become famous for.

10 Yoshi's Island DS

There are two ways of looking at this game. One is that it takes the best 2D platformer of all time and utterly fails to reinvent it for 2006. The other is that, well, when you're working off a template for the best 2D platformer of all time - it ain't broke so why fix it? Yes, it's more of the same. But hey, when you can EAT enemies then pop them out your backside as EGGS which you can then SHOOT at other enemies and items, in a world that looks like it was hand drawn with crayons, there's really not that much to complain about!

MOST EXCITING WORLD NEWS EVER

NOVEMBER: SONY REVISES LAUNCH NUMBERS BY HALF, LAUNCHES PS3, SELLS 267,000 CONSOLES. NINTENDO LAUNCHES WII, SELLS 708,000 CONSOLES. **LEGEND OF ZELDA: TWILIGHT PRINCESS SAID TO HAVE AROUND A 75% ATTACH RATE.** SOUTH PARK FEATURES WII, HILARITY.

DECEMBER: NINTENDO WII LAUNCHES. CAM QUITS, JOINS CHANGE THIEF ACTION SQUAD.

THE DS REVOLUTION

2006: The year of the Dual Screen...

THE DS HAS HAD ONE HELLUVA YEAR, OUTSELLING ALL CONSOLES, BECOMING ARGUABLY THE MAJOR GAMING PHENOMENON OF 2006, EASING IN A NEW STRATEGY FOR BOTH HANDHELD AND GAMING IN GENERAL. THE HUGE SUCCESS OF THE DS AND TOUCH GENERATION HAS HELPED REINFORCE NINTENDO'S STRATEGY OF FINDING NEW WAYS TO PLAY, GIVING THEM RENEWED CONFIDENCE AS WE MOVE INTO THE NEXT GEN FORMAT WARS. HYPER LOOKS BACK AT THE YEAR THAT WAS FOR NINTENDO'S NEW POCKET MONSTER.

BY MARK SERRELS

Despite challenges from Atari, Nokia, Sega, and numerous others, Nintendo has always dominated the handheld gaming market, a market they themselves invented way back with the Game and Watch series, and eventually steamrolled, with the handheld to end all handhelds, the original Game Boy. Ever since its original release, the Nintendo Game Boy brand has been ridiculously lucrative for the Japanese giant, arguably holding down Nintendo with the lacklustre performance of the GameCube outside its home territory of Japan. The DS has continued in this fine tradition, but it's easy to forget that, upon its release, most industry insiders forecasted doom and gloom for the little handheld that could, fearing that it would be cast to the wayside, trampled and beaten by the juggernaut that was Sony's upcoming PSP, a higher end, uber-handheld, designed to have a performance that enabled straight ports of existing PS2 games. Gamers everywhere drooled at the prospect of the all conquering PSP, and seemed to look down on the DS, a lower powered machine that seemed gimmicky at best.

So what the hell happened? At the end of 2006 the DS had a handheld market share upwards of 75% in Australia, a typically weak region for Nintendo, and DS games are now selling by the bucket load, regularly dominating game charts worldwide. The DS and its slimmer, sexier cousin, the DS Lite, have taken the gaming world by storm to the extent that it not only outsells its handheld competition, it consistently and comprehensively outsells all consoles. So how did Nintendo do it? How did it manage to decimate the competition so easily? How did the DS go from being a kooky control concept that most looked upon with disdain, to the most fashionable game machine on the planet in a couple of short years?

TOUCHY FEELY

If asked what the major reason for the success of the Nintendo DS was, most gamers would no doubt point to the innovative touch screen. What initially appeared to be a gimmicky control method eventually turned out to be the DS's trump card. It's easy to forget however, that the initial reaction to the vaunted touch screen was actually quite mixed, with most observers a little cynical as to how 3rd party developers, and even Nintendo themselves, would adapt to this new method of control; how would they create games for the DS's new features without resorting to tacked on controls, or shallow mini-games?

In hindsight, for a good while, this was a self fulfilling prophecy. While launch title, Mario 64 DS, a remake of the classic Mario 64, was an excellent game, the fact that it was not built from the ground up to take advantage of the DS's unique features rendered the game redundant. Mario games in the past have been notorious for showcasing new technology and control systems; in this respect Mario 64 DS was a failure, and this was the case for the majority of DS launch titles, most of which failed to utilise the touch screen and the built in microphone successfully.

Essentially, the games known as the 'Touch Generation' changed all of this. These were games that couldn't possibly have been developed for any other format besides the DS, and this, combined with the high quality of the software itself, turned these titles into system sellers. Rose Lappin, Director of Sales and Marketing at Nintendo Australia, claims that these touch generation games, such as Nintendogs and Brain Training, were pivotal to the success of the DS, stating that "great software continues to drive the sales of the DS".

And that is the secret of the DS; simply put, the software library the handheld has built up - particularly in 2006, has been stellar. Games such as New Super Mario Bros., Metroid Prime: Hunters, Phoenix Wright, Animal Crossing, Mario Kart, Trauma Centre, have all contributed to one of the best back catalogues in gaming. Never has a handheld had such a selection of games that were so essential. Instead of being secondary to the games released on home consoles, Nintendo and many 3rd party developers seem to have made handheld gaming their main focus, sending sales into the stratosphere. Suddenly, to gamers and developers alike, the handheld market is a place for AAA titles, not casual, lazily programmed knock offs. For Nintendo the DS is a goldmine, a home for innovative, cheap games that fans have been buying in their droves.

CASUALLY TAKING OVER

Something you never fail to hear Nintendo ranting on about is their attempt to "expand the market" by bringing new players/customers into the fray. Believing that the processing power arms race that Microsoft and Sony are currently embroiled in will result in gaming's eventual stagnation – and increased costs across the board, Nintendo want to get new people playing games, via simplified, intuitive controls, with games that appeal to the mass market. This is something you are no doubt hearing ad infinitum, with the Nintendo Wii hype machine kicking into overdrive, but this marketing strategy was undoubtedly pioneered and tested with the Nintendo DS.

Basically, in addition to the usual hardcore gaming audience Nintendo has garnered throughout the years, Nintendo want your grandad, your mum, your annoying brother in law, in fact just about everyone you could think of, to play games. You only have to look at the slightly embarrassing Wii promo pics of some toothless old codger holding the Wii-mote a little

Sugoi!

The Japanese in particular have gone completely crazy for the DS (this pic shows punters queueing up for the DS Lite), and are still suffering from shortages to this day. Consistently outselling all other consoles combined week by week, the DS even outsold the PS3 in its launch week (although this was more due to console shortages than anything). Software-wise the DS continues to dominate games charts in Japan; at the time of writing 13 of the 20 top selling games were on the DS. It could be argued that the strong Japanese demand for the Nintendo DS has helped spark the hype and publicity to help kick start the huge sales seen worldwide.

too enthusiastically to see where Nintendo are going with this. This is a strategy that Nintendo can enter into with confidence and zest, since it is a strategy they have already employed, and been successful with, thanks to the Nintendo DS.

Brain Training is perhaps the best example of how Nintendo have managed this 'casual crossover' on the Nintendo DS. When gamers in the West heard some rumblings about a game which improved your 'brain age' via a poorly rendered disembodied Japanese head spouting out half-assed puzzles, we shook our heads and said to ourselves, "it'll never catch on over here". We were, of course, horribly, horribly wrong...

Professor Kawashima's Brain Training flew off the shelves across the globe, riding the tide of Kawashima's celebrity status in Japan, and capitalising upon the West's newly acquired penchant for puzzles such as Sudoku. In Japan particularly, the game was a huge phenomenon, especially with regards to who was playing it. In Japan, the game was used in hospitals to help ward off Alzheimer's, and gamers over 40 apparently made up the majority of the Brain Training audience. The game was paramount in attracting the mainstream, untapped market Nintendo desired.

2007 AND BEYOND...

Despite the incredible year that Nintendo had with the DS in 2006, it's easy to forget that two of their potentially most lucrative franchises haven't even appeared on the DS yet. Both Zelda and the new Pokemon games, the Diamond and Pearl editions, are scheduled for release in 2007 and will surely keep DS sales at the phenomenal pace they have previously set. For anyone cynical with regards to the Pokemon phenomenon, take a gander at the sales: after a few short months in Japan, the new titles have sold over 3 million copies. Expect those figures to be replicated worldwide.

The Zelda title – Phantom Hourglass - should also be another hit for the DS, but perhaps the most important role the DS has played with regards to the future, is to do with another console completely; the Nintendo Wii. It could be argued that gamers would be significantly less excited about Nintendo's new console if they hadn't witnessed first hand the success of their previous revolution in control.

And this of course leads to Nintendo's slogan for the next year and beyond; 'playing is believing', an idea that Nintendo is dead set on hammering home to the public, to hardcore, casual and even non-gamers. The DS's success undoubtedly has resulted in a lot more non-gamers actually hearing this message, as Nintendo's handheld has been extremely effective in breaking down the barriers to gaming, paving the way for Nintendo's new console.

In a way the Wii, which was previously referred to as the Nintendo Revolution, is building upon the initial DS revolution, attempting to capitalise upon a new audience that Nintendo's handheld has been paramount in creating. As said before, the DS has had one hell of a year. Against all the odds it has redefined not only handheld gaming, but gaming as a whole, showing the world new methods of control and new ways to play; bringing a legendary company back to the forefront, and new people into gaming. <<

Get Connected

Despite the clumsy friends code system, the DS's online Wi-Fi connection has gone from strength to strength since being released on November 17th 2005, and has been another reason for the huge success of Nintendo's handheld. A completely free service, the Wi-Fi connection has so far logged over 70,000,000 connections from 2,000,000 unique users. Games such as Animal Crossing, Metroid Prime: Hunters, and Mario Kart all take advantage, with many more on the way.

I Have Seen the Lite...

It's impossible to underestimate the impact the DS Lite had on sales in 2006. A huge improvement over the first DS, we saw many of the flaws that plagued the original disappear, replaced by a sleek, modern, almost iPod-esque design. More than just a cosmetic update, the DS Lite helped convince many cynics to make the purchase, with an improved screen, adjustable brightness settings and better microphone placement. The DS Lite was also the first Nintendo product to be completely sold out in Japan, causing the big N to actually issue a public apology for the shortage. Japan still suffers from a shortage to this day; Nintendo can't make them quick enough, and DS software continues to dominate the charts.

If only they had something handheld and portable to play...

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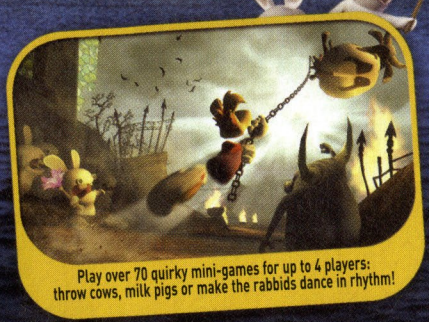

Play over 70 quirky mini-games for up to 4 players: throw cows, milk pigs or make the rabbids dance in rhythm!

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Run tumultuous race on animals such as warthog and bat to outrun the evil Rabbids!

PG Mild violence

Wii PlayStation.2 PC DVD-ROM GAME BOY ADVANCE

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UBISOFT

MUST PLAY: GAMES

2007 is shaping up to be one hell of a tasty year for gamers. The Xbox 360 has well and truly settled into living rooms around the country, with a fresh batch of second generation software just about out of the oven. Meanwhile, newcomers PS3 and

DELICIOUS

Alone in the Dark

Systems: PC, PS3, Xbox 360
Category: Survival Horror
Developer: Eden Games
Release Date: TBA 2007

There's no doubt about it, the latest opus from Eden Games is starting to look like it could be one of the games of 2007... and we're starting to get to know the Eden offices rather well (see issue 153). Even though they're in France. Yes, this month has seen another hop across the pond, and another chance to learn a little more about this much anticipated next-gen survival horror title.

TICKING BOXES

What do we already know about the game? Well, there's the episodic structure – ten episodes in all, each broken up into around forty minutes of gameplay. If you decide to stop playing and save the game, you'll be shown a 'coming up' sequence with snippets of the next episode. Similarly, when you return to the game you get a 'previously' cinematic which recaps your adventure(s) to date. The whole idea is to present the game as the first season of a series, in much the same way as Lost or 24.

Then there's the setting, Central Park. A dark and foreboding square of darkness surrounded by a vibrant, dense city. It has its own museum, castle and zoo (over 48 buildings and structures in fact) and when you think about it is a damn good setting for a survival horror game. And given the diverse locations possible in this epic yet almost claustrophobic setting, we're almost salivating at the idea of supernatural beasties in such a familiar and realistic environment. In fact, the inclusion of such an iconic and (somewhat) familiar setting should only add to the horror elements of the game. Resident Evil's mansion was always much more horrifying than the sterile lab environments for exactly the same reason.

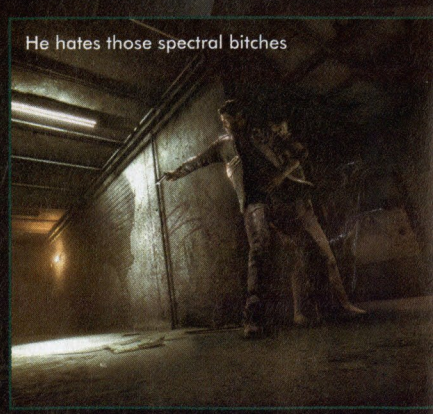
But bugger all that psychological stuff, you want to know how the game looks, right? The answer is fantastic. Not only are the graphics amazing, but the inclusion of depth-of-field effects and real time rendering of up to one hundred light sources helps to create an atmosphere in the game that is quite breathtaking. Think Resident Evil: Zero, but in real time and with 3D interactive environments. Only this isn't REo, it's a very different beast. Watching the game in action, it's easy to believe Eden's claim that all of the posters adorning the studio walls are actual in-game screenshots.

» The atmosphere is quite breathtaking «

TRESPASSER 2?

The word 'interactive' gets thrown around a fair bit, but we're absolutely convinced that Alone in the Dark can wear that description with pride. Each and every object in the game can be picked up and moved around in an intuitive fashion. We were shown an in-game demonstration of the Xbox 360 version, where Carnby grabbed a lamp and each movement of the right thumb stick translated to him moving the lamp around his body (with changing light effects as the lamp moved). A quick thrust on the thumb stick caused him to also thrust with it as a weapon. Then he moved away, still clutching the lamp and something

Evidently, it was a trap



He hates those spectral bitches

OF 2007

Wii are still cooling on the gaming window sill, the scent of new console smell strong in the air. Both are eager to prove themselves, with many of their most promising titles still on the horizon. And then there's the humble PC, for which there's no easy cooking metaphor. Instead, we'll just say that 2007 will whet the appetites of the hardcore - Quadcore architecture, another couple of generations of videocards, and of course, Vista and DirectX 10, will all help push PC gaming to new levels, and make games like Alan Wake the most sophisticated ever seen.

With all that in mind, here's a peek at some of the titles we think will take the gaming world by storm this year.

Fight fire with... guns?

unexpected happened – it turned off. Why? Well, because it came out of the power socket, of course. Next up, Camby grabbed a wooden chair, thrust it into some burning debris and the next thing we knew the chair was aflame and falling apart in front of our eyes. The game's lead designer, Hervé Sliwa, assured us that the fire system is completely realistic – wood burns while metal simply heats up. We saw this in action as a small fire in the corner of the room quickly spread to the far door, up onto the ceiling and then threatened to harm the protagonist. Luckily, the door was by now just pieces of crumbling charcoal so he managed to jump through it before becoming a crispy critter.

Such interactivity promises more than just cool stuff to look at; it gives every situation in the game the possibility of multiple approaches. This, then, will be a survival horror game in its truest sense, where you will need to use all of the objects at your disposal in multiple and experimental ways. It also promises to increase the replay value of the game, allowing you to solve problems in emergent ways. The Deus Ex of survival horror? We certainly hope so.

You can probably tell that we can't wait to get a proper hands-on with this game. The story is being kept under wraps for now and we're still not completely certain how all the other human 'survivors' factor into the game, but it's quite clear that Eden are determined to deliver an experience that is varied and exciting for the player. The fact that they totally rebuilt the game engine early last year (2006) – to enable the more varied gameplay options – is proof that the game won't get shipped until it's completely ready. Besides, what other game offers the ability to grab a display sword from a museum, douse it with fuel and then set it alight? Extemporised lightsabers FTW!

DYLAN BURNS

Walking the walls

In terms of enemies, this aspect of the game is still quite unknown, but once again we used our powers of erm, eyesight, to peruse the many pieces of concept art adorning the studio walls to garner a glimpse into the lurking horrors of the game. Many and varied freaky looking creatures bared their fangs at us, and to be honest, if I found myself alone in the dark with some of these creatures I'd be calling 1800-REVERSE pretty quick smart. It's just a guess, but I don't think that guns are going to be of much use when facing supernatural enemies. Situational puzzles and quick-smart thinking may be what's called for, which should make for an extremely tense and menacing experience.

Half-Life 2: Episode Two

Systems: PC, PS3, Xbox 360

Category: FPS
Developer: Valve
Due: Early 2007

While Episode One was a wonderfully paced extension to Half-Life 2, Episode Two is really set to shift the gameplay up thanks to a whole new setting. After Gordon's escape from City 17 with vital information for the resistance at the end of Episode One, he'll have to make his way to a secret base in the mountains, pursued by Combine forces. This change of setting will have a big impact on the way the game plays. For a start, many sections will be much more open – there won't be a prescribed path or way through. Instead, it will be up to you to use your wits to make it through alive, sussing out enemy positions and creatively utilising the tools at your disposal. Rather than the ever onwards pace of previous H-L 2 games, these valleys and mountain ranges won't require you to simply move from point A to B to C. Instead, you'll get to know the area, moving back and forth between positions as required.

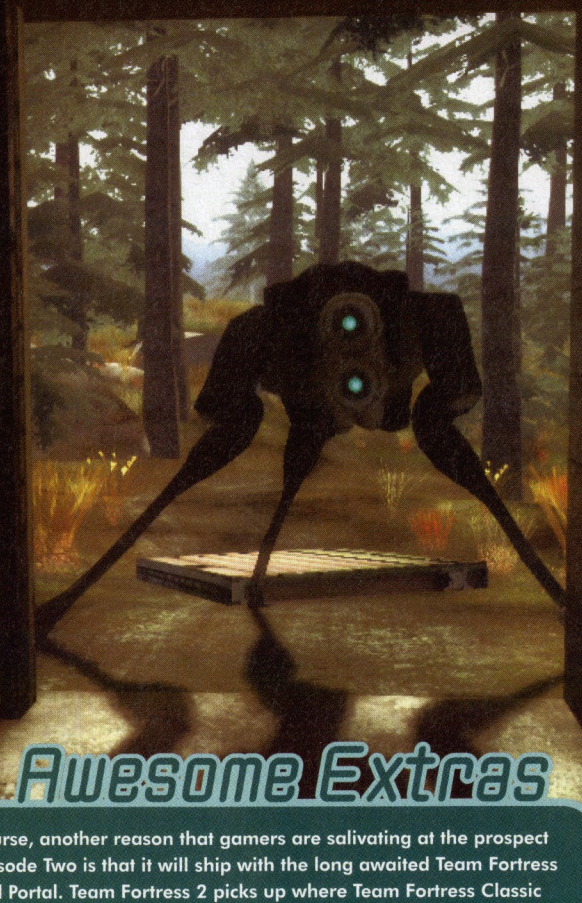
You'll also have access to a new vehicle, a hulk of a buggy created from spare parts, including a refrigerator bolted on the back which you can use as a makeshift boot for storing items for your gravity gun. The vehicle will be great for mowing down zombies, but if you're not careful they'll grab hold and climb onto the bonnet.

There won't be anywhere to hide either, as Valve are introducing a new adversary – the Hunter. As opposed to the massive Striders, the Hunter is a much smaller, much more agile synthetic Combine creature, and it will hunt in packs. You'll generally have three on your tail at once, and they'll be trying to flank you, communicating with one another to try and herd you in for the kill. Best of all, where you could hide from the Striders and take aim from relative safety, the Hunters will be able to follow you into buildings and smaller areas, and can attack with both long range plasma bolts and melee attacks. You truly will be the hunted, and each encounter will be high on adrenaline.

A decent portion of the game will be set out in the open, but Valve are also promising some more claustrophobic sequences – you'll make your way through underground mines and even an antlion colony. Much like Episode One you'll have some help along the way too, and many sequences will pair you with a Vortigaunt ally who has a ranged attack that Half-Life 1 veterans will know all about, as well as the ability to heal you.

The new setting has also given Valve the opportunity to up the visuals significantly. Episode One shared many of the same base art assets with Half-Life 2 as they were both set in City 17, while the new setting for Episode Two has allowed the team to start fresh and optimise the game as much as possible. We're talking improved particle effects, lighting, textures and multi-core support for PC gamers. This game can't come soon enough.

Team Fortress 2: Extreme Makeover



Awesome Extras

Of course, another reason that gamers are salivating at the prospect of Episode Two is that it will ship with the long awaited Team Fortress 2 and Portal. Team Fortress 2 picks up where Team Fortress Classic left off – the nine classes are back, but tweaked to within an inch of their lives to bring as many play options to the table as possible, and the presentation eschews the serious military look of most multiplayer shooters for a wonderfully comical tone, partly to suit the over the top gameplay, and partly so you can tell each class apart from across the map. Fans of Team Fortress Classic will also be pleased to hear that the maps Well and Dustbowl will be making a return, each overhauled to suit the updated gameplay mechanics.

And then there's Portal (see the screen on the left), an incredible looking puzzle FPS that opens up your interaction with the environment in as groundbreaking a way as the gravity gun did in Half-Life 2. You're able to create two portals on almost any surface, which can help you reach ledges, take out sentry guns and create infinite loops. Portal is shaping up to be three to four hours of puzzle heaven.

So yeah, did anyone notice the portals between Hyper and Total Gamer last year?

Metal Gear Solid: Portable Ops

System: PSP
Category: Stealth/action
Developer: Konami
Release Date: Nowish

Portable Ops is the first fully fledged Metal Gear game for PSP and it's been worth the wait. The game takes place six years after the events in Snake Eater and the action is centered around a compound in South America run by rogue soldiers and FOX unit who may have a nuclear device. With the help of a young Roy Campbell, Naked Snake must recruit and utilise soldiers in order to take them down. And this is the most innovative feature in Portable Ops - the recruitment and deployment system. There are a number of ways to recruit soldiers (including winning them from multiplayer battles and by finding and scanning wireless networks - no, seriously) but the most common is to knock an opponent out in the field then drag him back to your mobile command center. Before too long he'll join your side and you can use him. Each recruit has his or her own detailed set of stats, and when going out into the field there'll be a fair bit of strategy in determining your four man sneaking squads - especially since if you have the right enemy soldiers you'll be able to walk through certain areas without arousing suspicion. Adding to the strategy, you can put together other units and deploy them to maps. For instance, you can designate some of your recruits as spies and send them into the field to gather all sorts of valuable intel. Other squads can manufacture items for you and help heal wounded team members. It's a really interesting - and very expansive - new system and an inclusion worthy of the series.

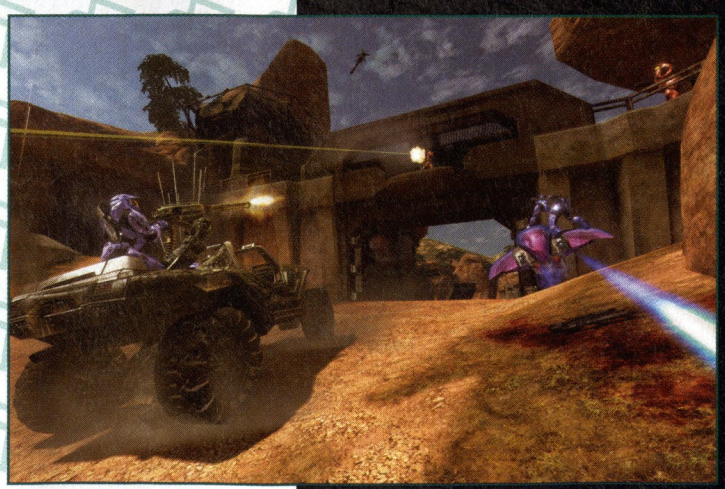
Other than the recruits, Portable Ops establishes itself as its own game in a few other areas - freeform mission order, much shorter missions, stylish graphic novel cutscenes and the new sound radar which alerts Snake when enemies are in the area but not exactly where they are. Portable Ops should be out very very soon.

Naked Snake "recruiting" an ally...

Halo 3

System: Xbox 360
Category: FPS
Developer: Bungie
Release Date: Late 2007

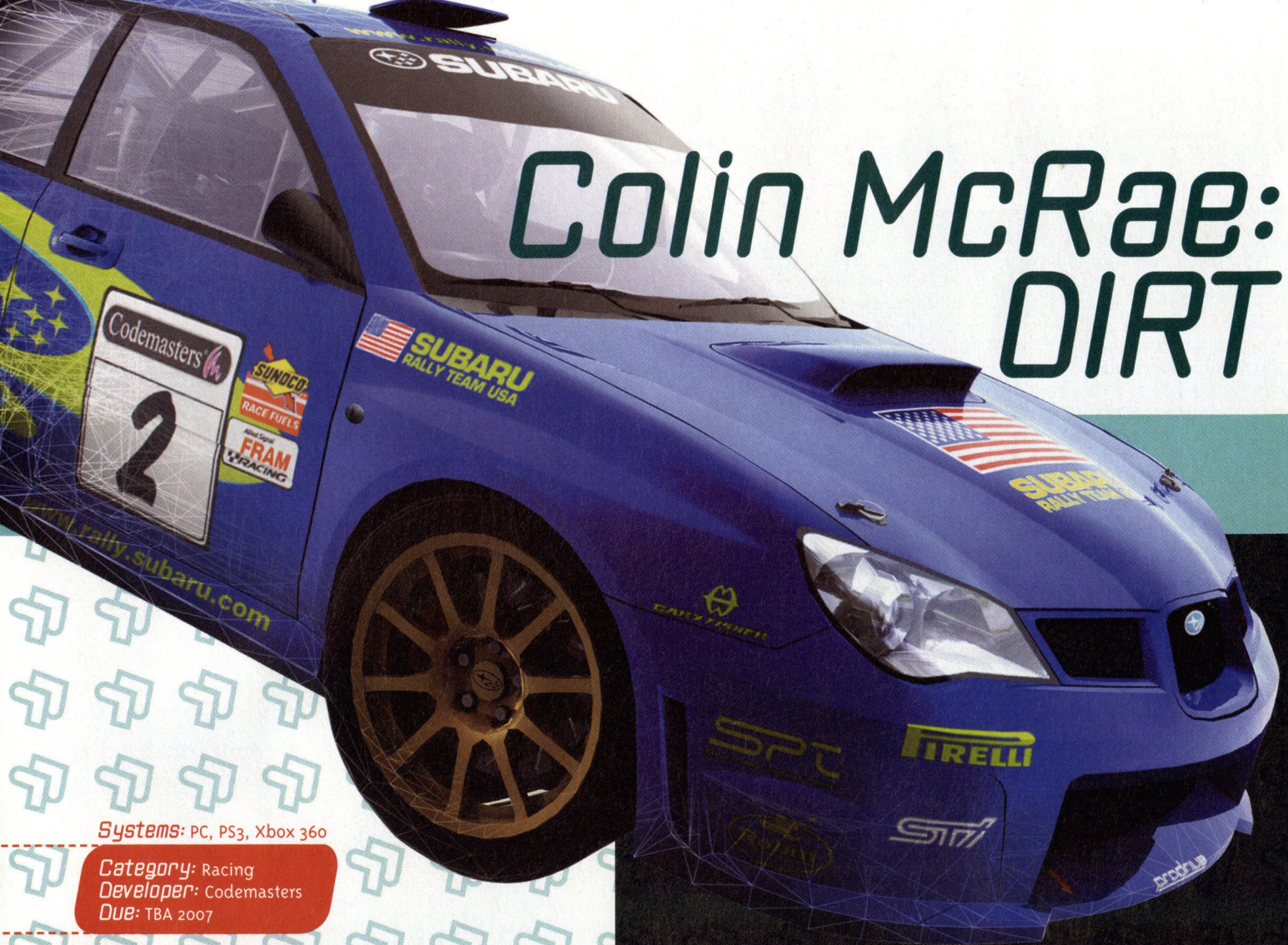
Halo sailor



While we still don't know much about the single player game (although a Covenant controlled Earth is going to be best setting ever), Bungie are starting to take the wraps off the multiplayer side of Halo 3. So far we've learned a little about three of the maps and some of the changes we can expect. The three maps revealed so far are High Ground, Valhalla and Snowbound. High Ground consists of a beach leading up to a compound. There are multiple ways to get in and you'll find a command center inside, which makes this map perfect for the likes of Assault and One Man CTF. Valhalla is something of a sequel to the famous Blood Gulch, and it has bases on either side and a stream running between them. Valhalla introduces a couple of new ways of getting around in the Halo universe, the first of which is the Mongoose ATV, an ultra mobile unarmed four wheeler. Capable of carrying a driver and passenger, this super fast vehicle may not have weaponry, but it's still hard to take down. Why drive though, when you can fly to your destination via Mancannon? That's seriously what they're calling them, and this map has several, which can fire players - and other items - across maps. Another new introduction you'll discover when playing Valhalla is the Spartan Laser - a massive shoulder mounted weapon that takes three full seconds to charge but fries anything in its beam when it unleashes its payload. Expect lots of cat and mouse between the Mongoose and Spartan Laser. The final map, Snowbound, has out of bounds areas guarded by turrets and two forerunner buildings as bases linked by underground tunnels. Between the bases underground you'll several entrances and flash points with transparent shield doors - these are impermeable but you can clearly see what an opponent is doing through them. Do you step through to take the fight to them, or run like hell?

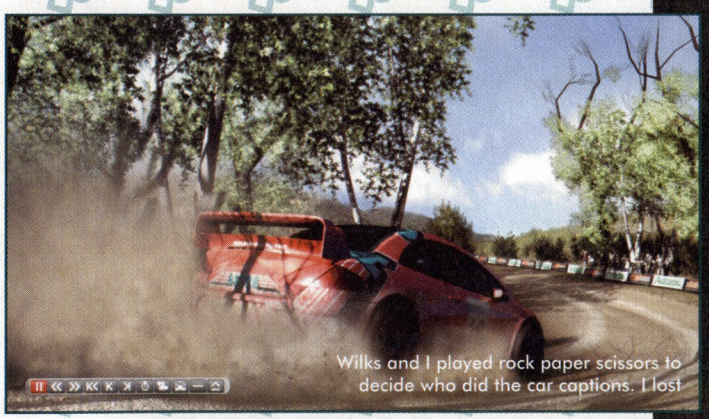
There are a bunch of other things we know - online each player will have a call sign instead of icons – so it will be much faster to call out to someone using a three digit code than it was. There's a new grenade - the Spike, which sits somewhere between the frag and plasma grenades; they'll stick to any surface and the blast is directional, shredding anything it points at. Cooler still, you can now save single and multiplayer footage for viewing later. Looks like we'll see a whole new generation of physics experiments hitting the net.

Colin McRae: DIRT



Systems: PC, PS3, Xbox 360

Category: Racing
Developer: Codemasters
Due: TBA 2007



Wilks and I played rock paper scissors to decide who did the car captions. I lost

With DIRT, Codemasters are looking to re-launch the Colin McRae brand for the next generation. Not just with prettier graphics and realistic sounds and effects – these are almost ubiquitous in games now - but with additional focus on dynamic physics and weather, constantly changing road surfaces and conditions, and an intriguing approach to multiplayer.

SMASHED TO BITS

Right at the forefront of this push for future tech is the new racing engine, Neon. It's been built from the ground up to handle complex damaging of car models and track environments. Whilst we were only able to see bits and pieces of the game, not a complete build, Neon certainly seemed very realistic. Seeing a car drive deliberately into a roadside barrier and have that barrier bend in real time to the impact, with concordant damage to the car's front end, is pretty impressive. Cars will crumple at the actual points of impact and damage occurs to specific parts of the vehicle or engine. No half-arsed excuses related to manufacturer agreements here, the relationship between Codemasters and car makers is as strong as steel, and it shows. Not only that, Colin McRae even allowed Codemasters some input into the design of his new custom-built prototype car, which is in the game.

So where will DIRT sit in relation to other racers? There are several ways to look at it. To date, the series has fairly comfortably balanced between simulation and arcade, requiring some deep effort to become proficient at rallying, but still being accessible to the casual gamer. DIRT aims to improve this somewhat, nudging in the direction of Forza and Gotham, but still firmly presenting itself as a rally game. The capitalised name sits well with the fact that road and track surfaces have an apparent effect on both car handling and the visual appearance of your vehicle. Mud can cover the car in different layers, at first a light dusting, but then perhaps with chunks of mud or streaked dirt. Although this may seem purely aesthetic, it's when using the in-car view – with a windscreen that streaks with dirt and even cracks from crashes - that you come to realise just how deeply environmental elements can impact on your experience. The game is now more about changing surfaces within races and less about point-to-point racing on one type of track. You'll likely encounter various conditions in the one race, which will impact upon decisions such as vehicle type and what tyres to equip. To give you an idea of the

variety, there are six different types of tarmac and all of them behave differently.

The damage system allows for cars to deform progressively, so the engine block may get exposed after a few prangs. Even little things, such as scratches revealing surfaces beneath paint, are present. As mentioned, physics are also fully integrated. We were shown footage of a car that actually dug into the ground as it crashed, generating momentum and roll. The new engine really allows objects to push into each other in spectacular fashion. We can only imagine how this will tie in to individual car handling in the finished game.

Perhaps the most ambitious aspect of Colin McRae: DIRT, confirmed for the 360 version at least, is its multiplayer focus. Codemasters claim that when the title is released it will be possible for 100 players to be in a lobby at one time. That's right, you and 99 other people in a lobby. Of course, being a rally game, you don't always race on the same track together (although there are modes that allow this). What will be implemented is a voting system whereby you nominate the track(s) that you wish to race and your success is somewhat random. While potentially frustrating, what this system does do is limit the amount of players who dominate a particular track without ever racing all the others. Once you're in a race (everyone races at the same time), you'll be given on-screen indicators of where you are (time wise) in relation to all the other players. No word on whether you'll be able to communicate during a race, but there was mention of including the ghost car of the fastest time on that track overall. This would make beating the world champion a little easier as you could effectively study his/her racing lines and mimic them to compete.

TRACKMARKS

But fear not, Colin McRae fans, as the rally structure is still present and accounted for. Races are still personal challenges – just you, the track and your best time. However, on top of this there are simply a lot more options this time around, with new modes like Rally Raid, which features multiple cars on track. There's also a mode involving dune buggies – which we weren't shown but can't wait to try out. Basically, DIRT brings some fun to the series, and opens up races to include a lot more variety in surfaces and driving experiences.

Lastly, we need to mention the funky start menu system. It's completely arbitrary and there's so much else that could be described, but the menu is just too cool for school. Basically, it's fully 3D - off in the distance you can see the actual race icon and each menu/decision brings you spatially closer to the race. It's just a really impressive front end that allows you to see all the game options around you in an almost palpable virtual space. If Codemasters can pull off all that they say they can, then Colin McRae: DIRT may well set the pace for all next-gen rally games. The old Scotsman's got some life in him yet.

DYLAN BURNS

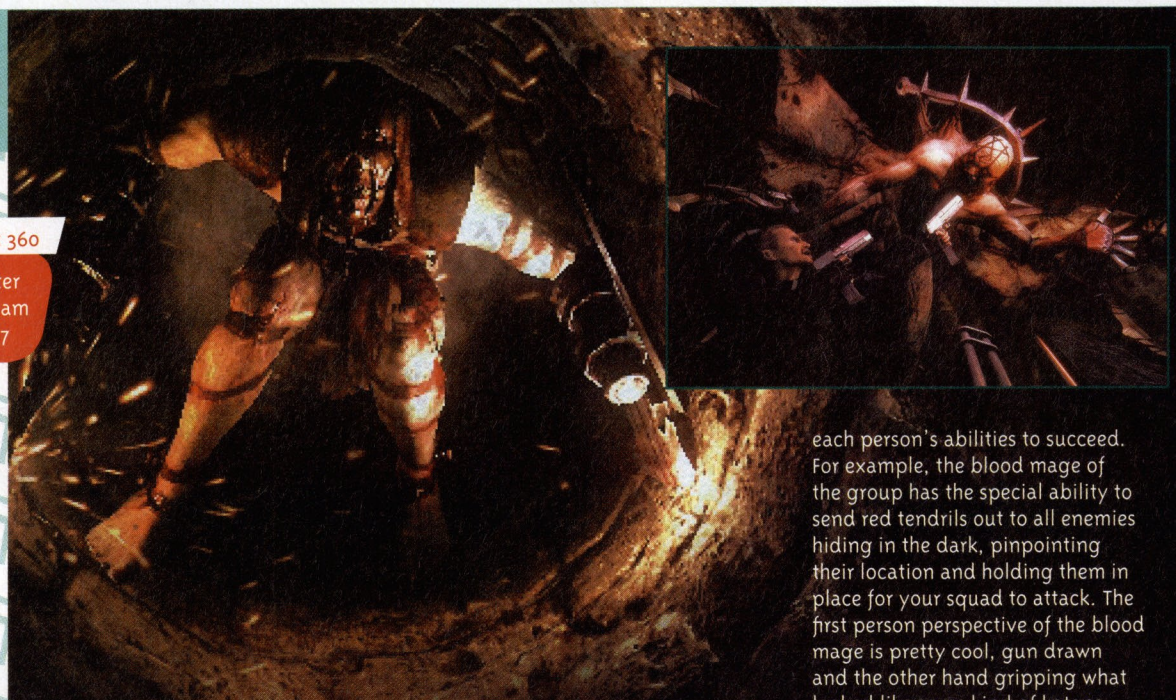
» *Cars will crumple at the actual points of impact* «

5.1 bird noises

In the audio room at Codies, we were subjected to some of the loudest revving noises possible through a full surround sound setup. It was explained that the audio in DIRT is deliberately a little over the top, to immerse the player, but to our ears it sounded pretty good. Not only did each car sound distinct – with individual gear change noises and engine tones – but each and every crash gave a satisfyingly violent clang, all to the tune of ambient bird noises and rocks kicking up from the road surface in our wake. Trust us, you're going to want that 5.1 system for this one.

The only joke I have is about that character in Police Academy. A little help Wilks?

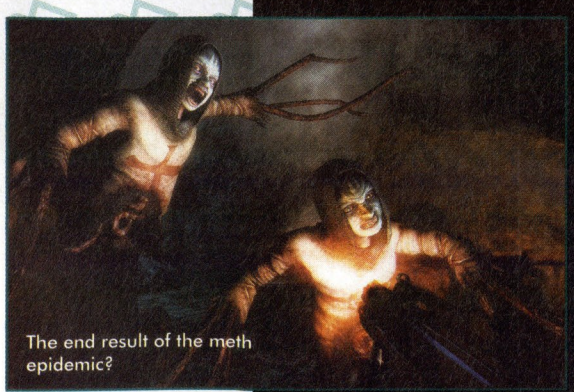
Clive Barker's Jericho



Systems: PC, PS3, Xbox 360
Category: Horror shooter
Developer: Mercury Steam
Release Date: TBA 2007

Talk about mixing genres! The description given for Clive Barker's Jericho is that it's a first person, squad-based horror shooter. A mysterious city permeating evil appears and you lead a group of psychic soldiers into the bowels of this horrifying structure to destroy the evil within once and for all. The city has been successfully banished in the past (WWII, medieval times, during the Roman era), but not one of the crack teams sent in has ever returned, and every time it reappears it's bigger than before – will you be the first squad to return from the dark city alive?

Scary as all hell but he's no Christopher Carrion



The end result of the meth epidemic?

SUPER POWERS, FROM SPACE!

Although a squad-based shooter, this isn't Ghost Recon, as each person in your squad has an additional special power. For example, the sniper has telekinetic powers, able to spear bullets into targets from a distance. The seer operates as a scout, and the healer, well, heals, and so on. You play as the squad leader but we're told that fairly early on in the story you'll actually die. Only nothing ever really dies in this city. So, riding on a wave of warped reality, your telepathic abilities will then allow you to take control of any of the six remaining troops in your squad at any time you like. What this promises is the ability to hot-swap between squad members in order to use their powers to defeat monsters and get to the bottom of the city's mystery. It also allows you to bring comrades back from the brink of death when they are down for the count (again, there's no real death in the game).

From what we've seen of the Jericho, it's looking very dark and foreboding. You really need to use each person's abilities to succeed. For example, the blood mage of the group has the special ability to send red tendrils out to all enemies hiding in the dark, pinpointing their location and holding them in place for your squad to attack. The first person perspective of the blood mage is pretty cool, gun drawn and the other hand gripping what looked like some kind of katana, ready to unleash it at a moment's notice. We also witnessed an intense interactive cutscene where the character was being brutally attacked by a monster that can only be described as freaky (pure Clive Barker creature design here, kids). Much like in Resident Evil 4 and Fahrenheit, the player will need to press correct button sequences to survive the onslaught. We liked the fact that if you fail – which by the way produced a very violent and painful-looking death – the game's checkpoint system actually restarts in the middle of the sequence – so no frustrating replaying of exactly the same scene over and over again from the beginning.

In terms of actual gameplay, it seems that Mercury Steam is aiming for a Doom 3 atmosphere. It's a horror shooter, not a survival game, and the characters are highly trained government troops focused on defeating this evil city – exactly what the embodiment of that evil is we're not sure but with Mr. Barker involved you can bet your socks it'll be both weird and trippy as hell. It was hinted that many of the enemies you encounter are actually the tortured remains of previous psychic soldiers who have entered the city and been transformed into ghoulish creatures. Jericho is certainly a disturbing title, but one that we can't wait to play. We'll keep you posted as the game nears release.

DYLAN BURNS

BECOME:
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XBOX 360

Ghost Recon: Advanced Warfighter 2

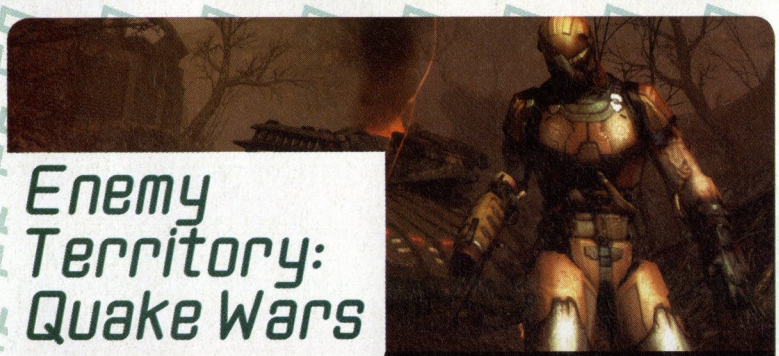
Systems: PC, PS3, Xbox 360
Category: Tactical shooter
Developer: Tiwak
Release Date: Early 2007

Kicking off – once again - south of the border in Mexico (although we're told the conflict will boil over to El Paso, Texas), GRAW2 is set to take what was amazing about last year's title and run with it. David Mitchell is back as the main character, but he'll have a few new tools at his disposal, including the "mule" which is a remote controlled equipment carrier and mobile cover, a new and improved cross-com system, and 18-20 new weapons. Enhanced visuals come standard too, with one of the biggest highlights being incredible new weather effects – we're talking everything from pounding storms that leave pools of water throughout the levels to blinding sandstorms. Also on the way, a PSP version with unique missions.

Metal Gear Solid 4: Guns of the Patriots

System: PS3
Category: Stealth action
Developer: Konami
Release Date: 2007

You really have to hand it to Kojima, he never rests on his laurels; each Metal Gear game is a big lateral step from the last, and Guns of the Patriots is no exception. Forget the jungles and relatively low tech loadout of Snake Eater, because Guns of the Patriots is set in modern times and dusty, wartorn urban environments reminiscent of many areas of the Middle East. Snake, now old and thoroughly jaded, has a whole new bag of tricks to help him skirt through firefights between opposing armies, and avoid the strange but highly maneouverable bi-pedal metal gears. For instance, he now has dynamic camouflage which allows him to pose as a corpse or blend into a wall, he can do more while prone such as roll along on the ground, use firearms and throw grenades, he can hide in barrels, and even roll along in them, literally barrelling guards over, and he can utilise Otacon's itsy robot companion to take down guards and provide ammo. Hot hot hot.



Enemy Territory: Quake Wars

System: PC
Category: Online shooter
Developer: Splash Damage
Release Date: Early 2007

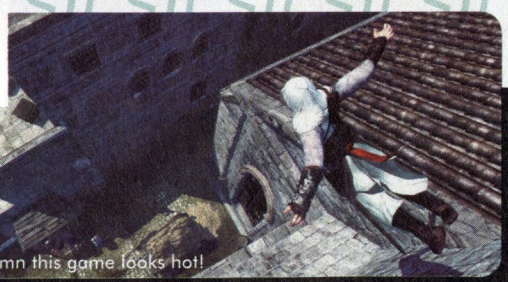
Want to know how the Earth was originally invaded by the Strogg? Then this is the game for you. Set during that crucial period, Quake Wars pits teams of Strogg versus teams of GDF soldiers against each other, in maps with progressive objectives and most importantly of all, gives them an absolute bucketload of abilities and vehicles to play with. In fact, the distinction between each of the five Strogg and GDF classes is one of this game's strongest attributes, and will let you do things like call down gun emplacements and anti-missile turrets (as a Strogg they're literally shot down from orbit), steal the identities of enemy casualties, deploy radar installations that can track enemy units in the field, call in air or orbital strikes, repair vehicles, hack enemy installations and of course, strap on Icarus jetpacks to fly around. Simply put, this game is looking incredible and could well be a BF2142 killer. Full review soonish.

Bioshock

Systems: PC, Xbox 360
Category: RPG/Adventure
Developer: Irrational Games
Release Date: 2007

If we have to say anything more than "spiritual successor to System Shock 2" to get you excited about Bioshock then you may need to check your pulse for signs of death. The art direction of Bioshock alone is enough to warrant the game's inclusion in the games of 2007 list; a creepy mix of 1950s retro-future science and art-deco, punctuated with a decaying majesty brought about by the all encompassing sea beginning to encroach. As good as it looks, however, Bioshock should be able to top it in terms of gameplay, with a compelling mix of action, RPG elements, puzzle solving and an open ended, freeform approach to the way players choose to tackle the problems they are destined to face.

Assassin's Creed


Shit yeah! Damn this game looks hot!

There's nothing about this game that doesn't look amazing. Crusades setting, hand animated movement based on free running, a counter-based fighting system, anything that protrudes from a surface can be used as a handhold for climbing and a twist that has had everyone that has seen it intrigued. What does the futuristic font signify? Who is the nurse in the white room? Why does a double helix like structure swirl in the corners of the screen during loads? Honestly, we don't know but we want, nay, need to find out. Assassin's Creed is yet another sign to us that Ubisoft Montreal is amongst the most interesting and adventurous developers working in the industry at the moment.

Systems: PC, PS3, Xbox 360
Category: Action
Developer: Ubisoft Montreal
Release Date: Early 2007

Spore

System: PC
Category: Evolution/strategy/sim
Developer: Maxis
Release Date: 2007

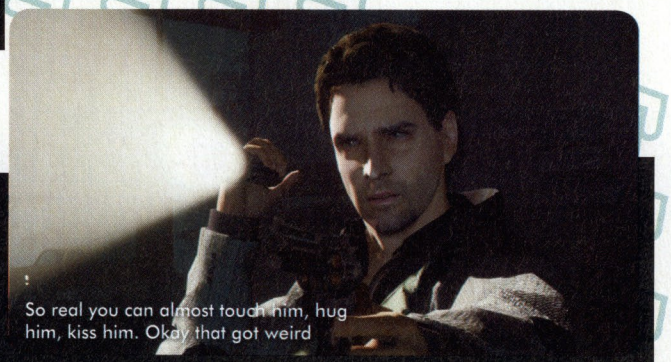
The team have "gone black" at the moment so we haven't heard anything new on Spore since we interviewed Mr Wright himself a few issues back. No matter, because we're already convinced this is going to be a hugely important game. The gameplay spans an incredible scale - from controlling a single cell organism, through to a creature, a tribe, a civilisation and finally, travelling the universe seeking out life on other planets, all with incredible control over evolution and customisation along the way. Plus, your planet and all the others in your world will be populated by creatures and civilisations created by other users then seeded throughout the game network's universe. Don't think of it as massively multiplayer though – you aren't actually competing with other players. Think of it as a massively single player evolutionary experiment.

Super Mario Galaxy

System: Wii
Category: Platform/Action
Developer: EAD Tokyo
Release Date: Mid 2007

It's only logical that since Mario has already taken over numerous worlds (including the New World apparently) that he would have to branch out a little further and spread his hairy lipped dominance throughout an entire galaxy. The question is, can a new control scheme keep the franchise alive? We think yes. Although Super Mario Galaxy isn't a massive revolution in form like Mario 64, the change of control really switches up how the game feels. It's at once intriguing bur familiar; all the gameplay tropes you have grown accustomed to in the Super Mario universe are still present but the approach to them is refreshingly different. If anyone can make a game that will truly show off the utility of the Wii control it's Nintendo and we think that Super Mario Galaxy will be the game to do it.

Alan Wake



So real you can almost touch him, hug him, kiss him. Okay that got weird

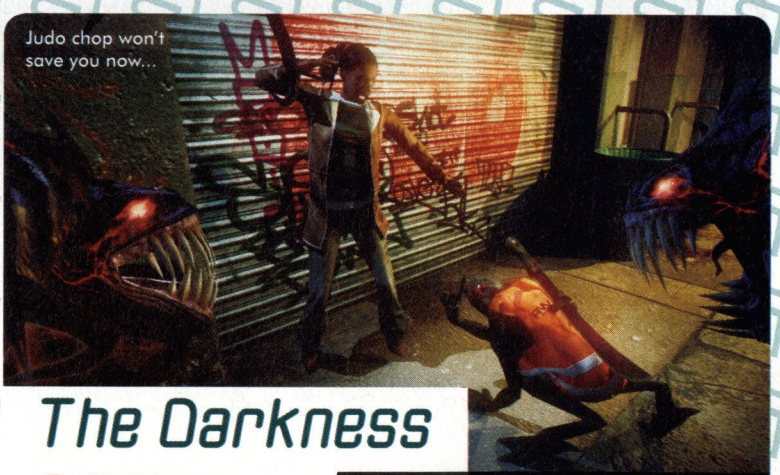
Systems: PC, Xbox 360
Category: Action/adventure
Developer: Remedy
Release Date: 2007

OK, it seems that every time you open a new issue we're pimping Alan Wake again but when you look at the screens how can you blame us? Remedy is at the top of the heap when it comes to action storytelling – just play through Max Payne and the sequel again if you need proof (but please ignore the walking on thin paths in the darkness section in the first game – that really sucked). In a year in which big names such as Peter Molyneux and Peter Jackson talk about new approaches to interactive storytelling being what is most interesting to them, it's nice to see a great developer already taking steps down such a path. A Lovecraftian storyline, Twin Peaks setting and TV show format – we can't wait.

Army of Two

Systems: PS3, Xbox 360
Category: Co-op action
Developer: EA Montreal
Release Date: 2007

This one represents the next logical step in action centric co-op gameplay. As the name suggests, Army of Two is all about you and a mate gunning your way through combat zones as Private Military Corporation mercenaries. Interactivity between players will be absolutely vital, such as giving a leg up to climb a wall, covering one another, fighting back to back when surrounded and dragging your team mate to safety when he's injured. Because you're a mercenary, the better you do, the more cash you make, and this can be used for extensive customisation of weapons - you'll be able to tweak absolutely everything about your firepower. Online and splitscreen are both supported and a mate can drop in and out at any time - buddy AI will pick up the slack when required. The gameplay and visuals look amazing... the only thing we're worried about right now is the distinct possibility that we'll hate the main characters.



Judo chop won't save you now...

The Darkness

Systems: PS3, Xbox 360
Category: Action
Developer: Starbreeze
Release Date: Early 2007

Next-gen means different things to different people. To a lot of people next-gen simple means really nice looking graphics and sound (not that you can actually look at sound but you know what we're saying) but to us next-gen means an integration of kick ass good looks, physics, storytelling, AI and gameplay in equal measure, utilising the full potential of the new consoles rather than only part of it. The Darkness looks set to fit the bill perfectly, faithfully recreating the comic book world of The Darkness and the fearsome "Darkness" powers of the main character, which incorporate elements of physics interaction (throwing things around with Darkness tentacles) and AI controlled NPCs. We've already had a chance to check it out briefly but we should be getting an in depth hands on very soon.

Lost Odyssey

Samurai 7 + Nazgul = cool art design

System: Xbox 360
Category: RPG
Developer: Mistwalker
Due: Late 2007

Final Fantasy creator and co-founder of Square, Hironobu Sakaguchi is now working full-time on his next 360 RPG, having already completed work on Blue Dragon. We've had some time with a Japanese preview build of the game, and it begins with a suitably over the top battle between human and robot soldiers. The sheer volume of bodies and number of weapons on show bears some comparison with Ninety-Nine Nights - technically, however, Odyssey is quite a way beyond N3.

MASSIVE SWORD? CHECK

Lost Odyssey's main character is Kaim, a warrior who must fight for 1000 years, which is the length of his magically extended lifespan. Kaim is equipped with a sword that matches him for height (a bit like Cloud Strife's sword in Final Fantasy VII) and it's a weapon that can be used both in attack and in defence, where it deflects incoming blows from enemies.

Lost Odyssey's battles are traditionally styled, turn-based encounters. Battle menus are easily navigable and some of the attack motions we've seen are wonderfully orchestrated — when Kaim runs to the top of a crane-like vehicle, for instance, and ceremoniously plunges his blade into its huge, freaky eye. Impressively, while battling with Kaim in the initial war scene, there are other battles being fought simultaneously all around. In lesser games, things just tend to stop when players enter battle scenes, but that's not the case in Lost Odyssey.

There are, as expected, plenty of random battles here. Whenever such a battle occurs, there's a cloud of purple smoke and a Final Fantasy-like dramatic shift to the game's dedicated battle music. Although all the enemies we fought against in the opening battle scene were robots (Kaim is fighting them for the good of human factions involved), we ran in to all sorts of weird amphibious creatures and over-sized insects once we set out to explore Lost Odyssey's countryside.

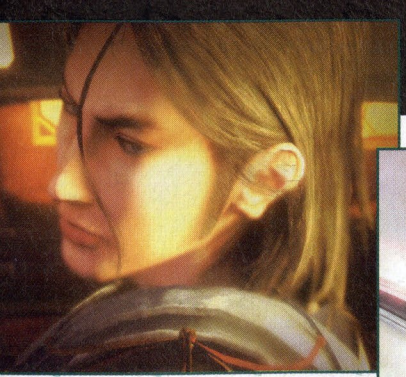
Players have no control over the camera in Lost Odyssey. But we're happy to say that the camera system Mistwalker is using here tends to give the best possible perspective anyway. Even when walking through winding corridors in the buildings of cities, where lesser games' fixed cameras might get stuck, Lost Odyssey's camera moves intelligently and the game engine renders walls and other potential obstructions translucent if necessary.

Other visual and audio features here are similarly well executed. The game's soundtrack is the work of Nobuo Uematsu, composer of countless classic scores for Square (including the legendary Final Fantasy VII soundtrack), and the calibre of his work is clearly audible: the music repeats without dragging, shifts tempo and tone at the perfect moments, and is generally memorable and catchy. Even the voice acting here (which is used to act out significant dialogues) — although it has nothing to do with Uematsu-san, is of a high standard.

There aren't many traditional Japanese RPGs available to Xbox 360 owners as yet, but Lost Odyssey could well turn out to be a system-seller in Japan. And with an English-language version guaranteed for release some time in 2007, Final Fantasy fans the world over will have chance to find out what Sakaguchi and Uematsu did next. It should be fascinating, and this is definitely one of the games to look out for this year.

JONATHAN IKEDA

The glamour shot



The Legend of Zelda: Phantom Hourglass

System: DS

Category: Action RPG
Developer: Nintendo
Release Date: 2007

Look, we'll be completely honest with you – you've probably seen as much of Phantom Hourglass as we have. If you've watched any of the videos online of the one playable demo to date, then you've seen what we've played. And that's all Nintendo have been prepared to unveil up until this point. But you know what? Those few minutes of play already show a game that is far more than just a worthy sequel in the Zelda canon; it's also shaping up to be the very definition of how to utilise the functionality of the DS – attacking enemies with a deft stab or circle on the touch screen, annotating maps with information, drawing in a path for the boomerang to follow, aiming your ship's cannons after you've plotted a course across the water, this is going to be genius.

Dragon Quest IX: Defenders of the Starry Sky

System: DS

Category: RPG
Developer: Level 5
Release Date: Late 2007

In a rather unexpected move, Square Enix have announced that the next Dragon Quest game proper will be coming to the DS. Unlike the last DS Dragon Quest title, Super Slime, Defenders will be a fully fledged part of the series rather than a sequel or spinoff series. Little is known about the game as yet save from the fact that Level 5, developers of Dragon Quest VIII and Dark Cloud will be developing the game and it will feature multiplayer for up to four players. Apparently a new combat system is going to be implemented utilising a more action oriented style but no details of how it will utilise the touch-screen have been released as yet.

Armored Core 4

Systems: PS3, Xbox 360

Category: Mech combat
Developer: FromSoftware
Release Date: Early 2007

FromSoftware have a long history with the mech combat genre, but it honestly seems as if they've saved the best for, erm, latest. Armored Core 4 looks nothing short of exhilarating. "Agile" is probably the word that best sums up the game, as the combat is extremely fast paced; jetting along the sand or skipping along the water before blazing up through the air, nimbly avoiding incoming fire with sharp strafing movements or a burst of speed, all while tracking your opponent and firing off volley after volley of missiles. As you'd expect there will be a huge array of mechs to buy, with an incredible array of parts that you can swap in and out. Need we say boo-ya?

Quick, get me a tree surgeon on the double!

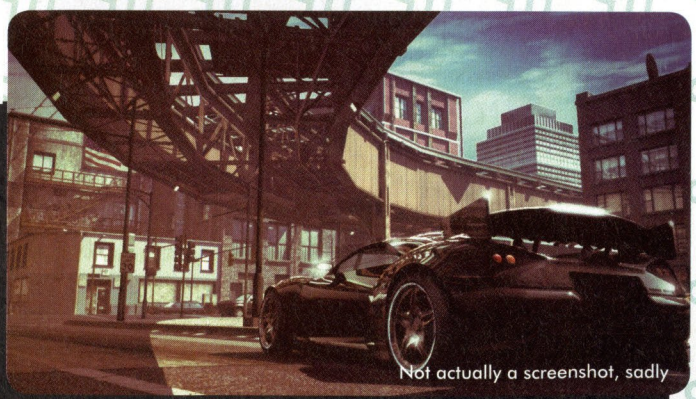
Crysis

System: PC

Category: FPS
Developer: Crytek
Release Date: Early 2007

If you thought Far Cry looked good then Crytek have gone that one step further to make Crysis look absolutely amazing. Set in 2019, what appears to be a huge meteor crashes into an island off North Korea, leading to a conflict between America and North Korea over ownership of the giant chunk of space rock. Of course everything is not what it seems; the "rock" is actually a giant alien spaceship two kilometres high. To further complicate issues, the ship creates a massive shield that flash freezes the island and causes weather patterns to shift worldwide and soon the Delta Force operatives are fighting giant mechanical alien creatures rather than communist troops.

Burnout 5


Not actually a screenshot, sadly

According to Alex Ward, director of game design at Criterion, Burnout 5 is "a complete reinvention of the series, built from the ground up for the PlayStation 3 and Xbox 360." These guys have always had their finger on the pulse of technology, so we can already imagine how incredible a truly next gen Burnout game will look, and talk of crash technology that allows gamers to "literally rip their cars in half", only adds to the anticipation. In gameplay terms, Burnout 5 sounds like it may have taken some inspiration from NFS for its structure, with a full city to seamlessly traverse and a Drivers License that racks up a tally of your most aggressive stunts behind the wheel. Hit certain thresholds and you'll have to face off against the city's most infamous drivers.

Systems: PS3, Xbox 360

Category: Arcade racing
Developer: Criterion
Release Date: 2007

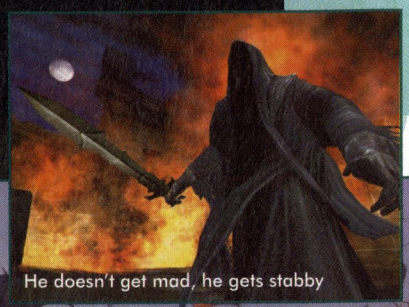
Lord of the Rings Online: Shadows of Angmar

System: PC
Category: MMORPG
Developer: Turbine
Release Date: 2007

There are few games that really stand a chance of knocking World of Warcraft off its perch as the all dominating, life devouring MMO but Middle Earth Online has a chance to eat into the game's success. For a start the Tolkien Middle Earth mythology is loved by millions upon millions worldwide and Turbine are pulling out all the stops to make sure that the game remains as faithful as possible to the source material. The fact that the gameplay is shaping up to be both casual and hardcore friendly shouldn't hurt the appeal of the title either.

Set in Eriador (the area shown in Fellowship of the Ring) during the Third Age (the time of the books), players will be able to create a character from one of four races: Human, Hobbit, Dwarf and Elf and one of seven classes. While this may sound like a rather small number in today's MMO climate, Turbine have a system that will allow players a great deal of customisation to their character. Each player will be able to choose from a large list of skills for their character as well as numerous traits which come from racial choices, professions and can be earned through adventuring or quests. Players can only have so many traits equipped at one time so choosing which ones to take with you should add an extra layer of strategy to adventuring. For that extra little bit of customisation, some traits will also come with titles; if you kill a bunch of Wargs you may gain a bonus against Wargs and have the title "Warg-Slayer" placed after your name.

From what we've seen so far, Shadows of Angmar is shaping up to be a fine looking game. Eriador is a beautiful continent that can be seamlessly traversed on foot from end to end, populated with beasts and characters fans will be familiar with. As attractive as the design is, the most pleasing aesthetic touch is what Turbine is calling their "Dramatic Moments"; beautiful cutscenes that can be happened upon when you discover a new area, complete a quest or talk to an important NPC. We should have a hands on sessions soon so we can give you a more in depth look.



He doesn't get mad, he gets stabby

Fear the Doom Crotch!

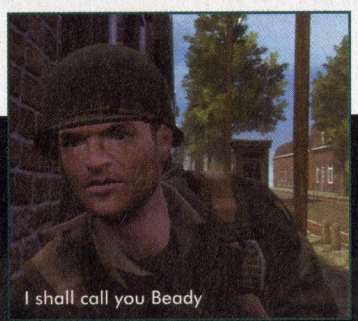
Brothers in Arms: Hell's Highway

Systems: PC, PS3, Xbox 360
Category: WWII FPS
Developer: Gearbox Software
Release Date: Q1 2007

Brothers in Arms was the first WWII-based FPS in years to come along with a significant variation on the formula established by MoH and CoD. Rather than creating overwhelming spectacles where the player essentially moves from one scripted sequence to the next, BiA placed the emphasis on small squads, close quarters and plenty of tactics. It was more of a thinking man's game, where flanking and situational awareness were paramount.

For Hell's Highway, you'll once again be playing as Sergeant Baker, this time during Operation Market Garden, the largest airborne operation in WWII, when the 101st Airborne Division were sent into Holland to try and capture a series of bridges to help bring the war to an end. What ensued was a long and bloody battle along a corridor of land, hence, Hell's Highway.

Ubisoft are making both the gameworld, and your options within it far more sophisticated. For the former, the game maps have been created based on aerial photography taken during the war, so the environments will be as faithful a representation as possible, and every engagement is based on an actual engagement on an actual day during the campaign. Environments are now far more destructible – cover objects and many buildings can be damaged or destroyed, keeping firefights dynamic – and bringing more cinematic elements to the fore. The world will feel lived in too – you'll see civilians as you move through the towns.



I shall call you Beady

In terms of player options, you'll now be moving with three squads as opposed to two, and will have access to even more specialised abilities – you can use mortar teams, bazooka teams, radio teams and more. You'll have greater control over your squads as well, allowing smart players to get the drop on enemy troops in almost any situation.

As you'd expect from a customised Unreal Engine 3, Hell's Highway is looking great, but it's actually the small touches that will make it special. For instance, the camera is not a generic first person perspective but is actually embedded in Baker's head, giving a more realistic sense of motion.

Gotta get by. Gotta get by...

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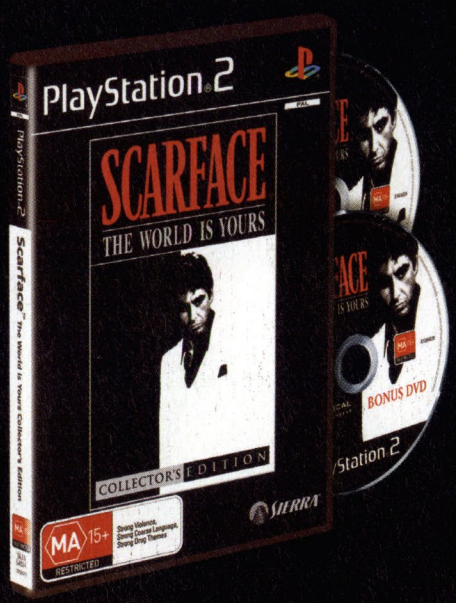

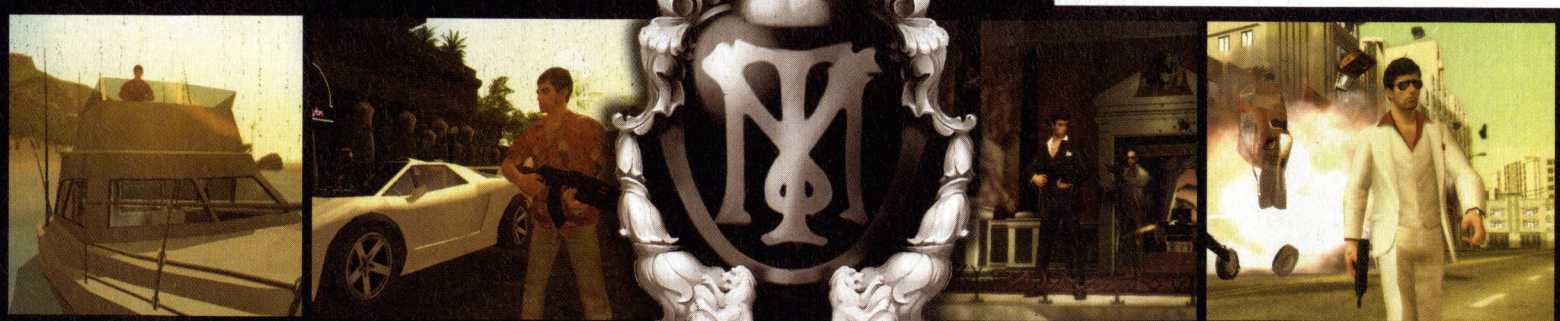

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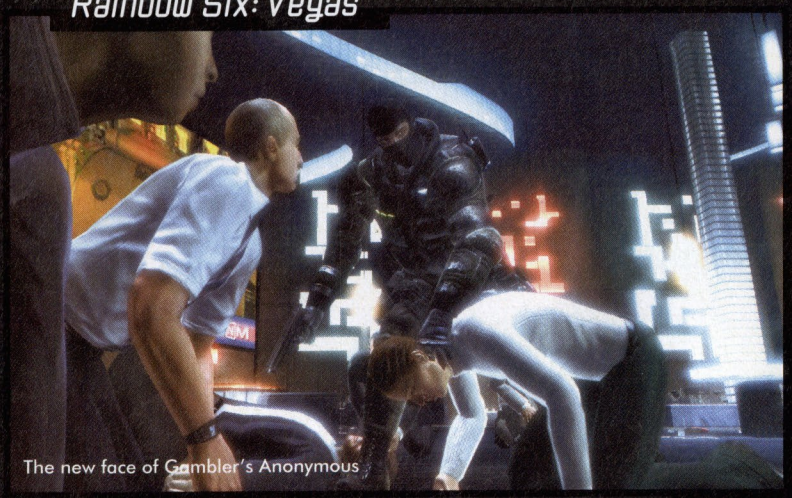
*While Stocks Last. Bonus Collectors Edition available for PlayStation®2 only.

The Australian PS3 Launch

A snapshot of the games we expect to be available for PS3 in March.

Rainbow Six: Vegas

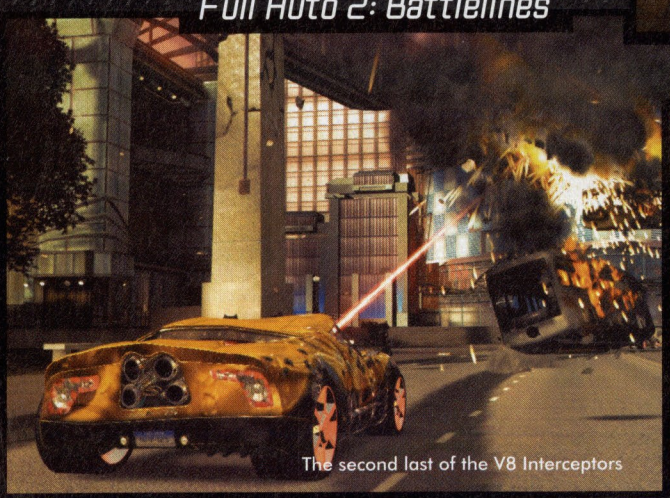


The new face of Gambler's Anonymous

Ghost Recon: Advanced Warfighter 2

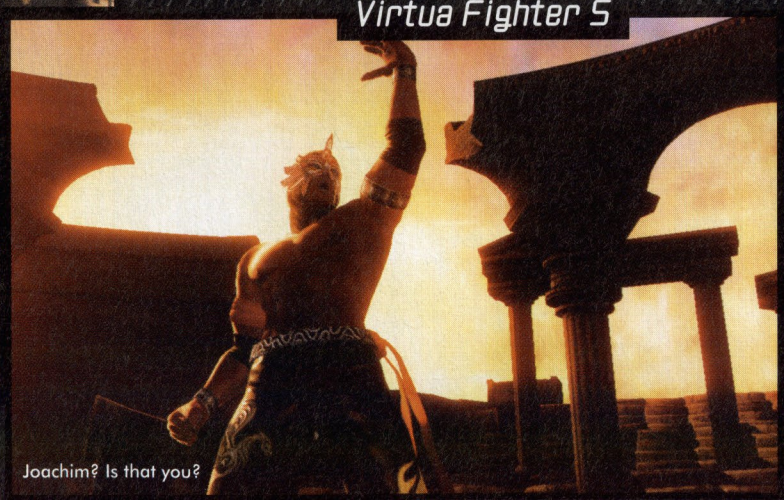
Luckily the barricades were made from office partitions, rendering them impregnable

Full Auto 2: Battlelines



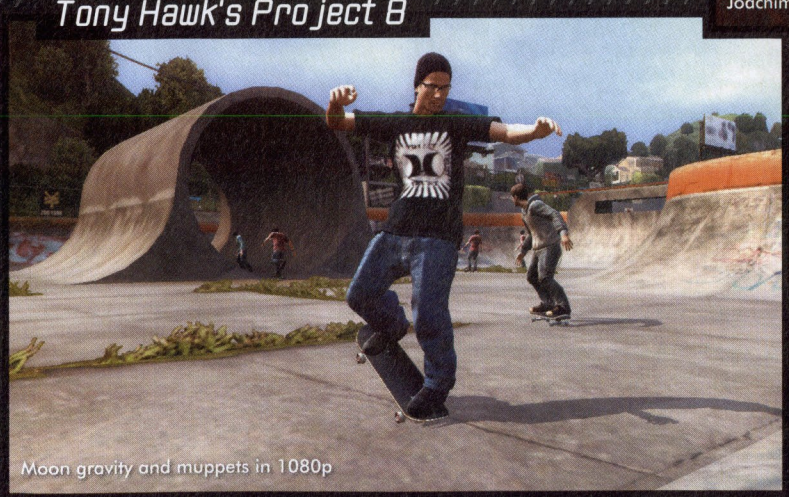
The second last of the V8 Interceptors

Virtua Fighter 5



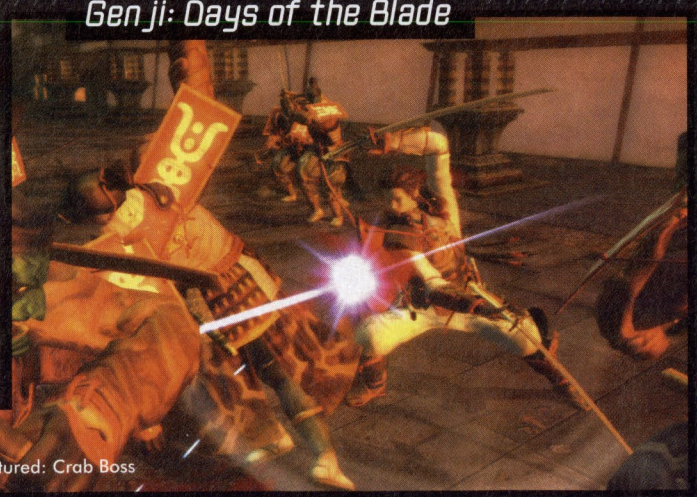
Joachim? Is that you?

Tony Hawk's Project 8



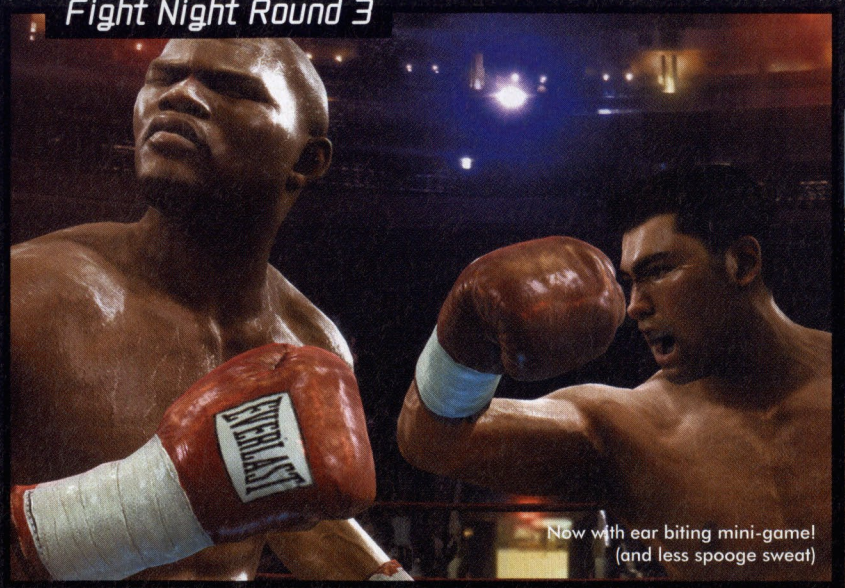
Moon gravity and muppets in 1080p

Genji: Days of the Blade



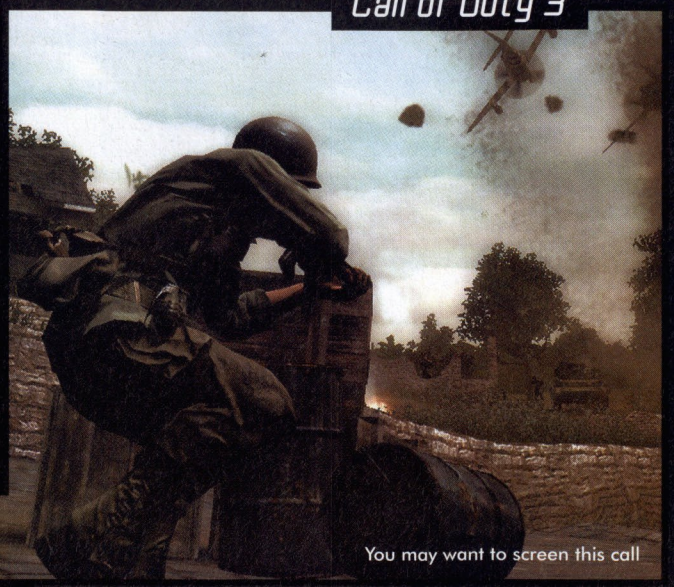
Not Pictured: Crab Boss

Fight Night Round 3



Now with ear biting mini-game! (and less spooge sweat)

Call of Duty 3



You may want to screen this call

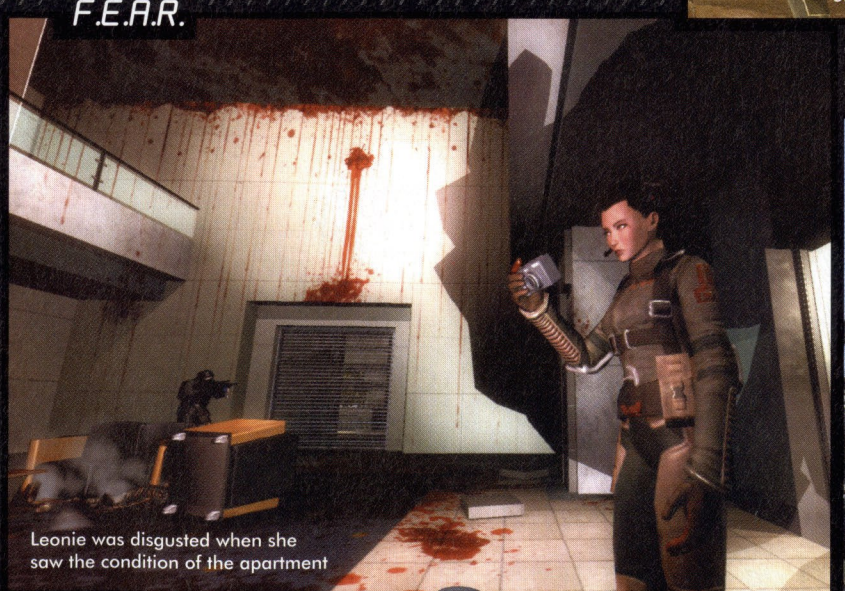
Resistance: Fall of Man

Crab people, crab people, taste like crab, look like people

Mobile Suit Gundam: Crossfire

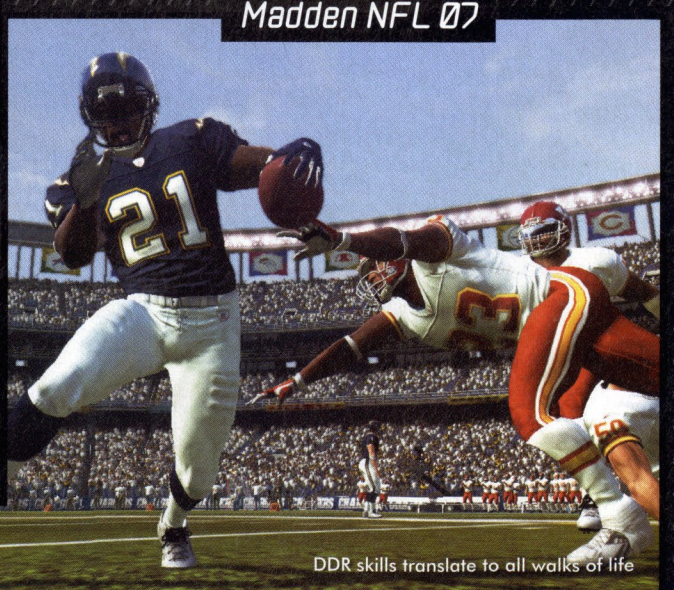
Seriously, don't buy this game

F.E.A.R.



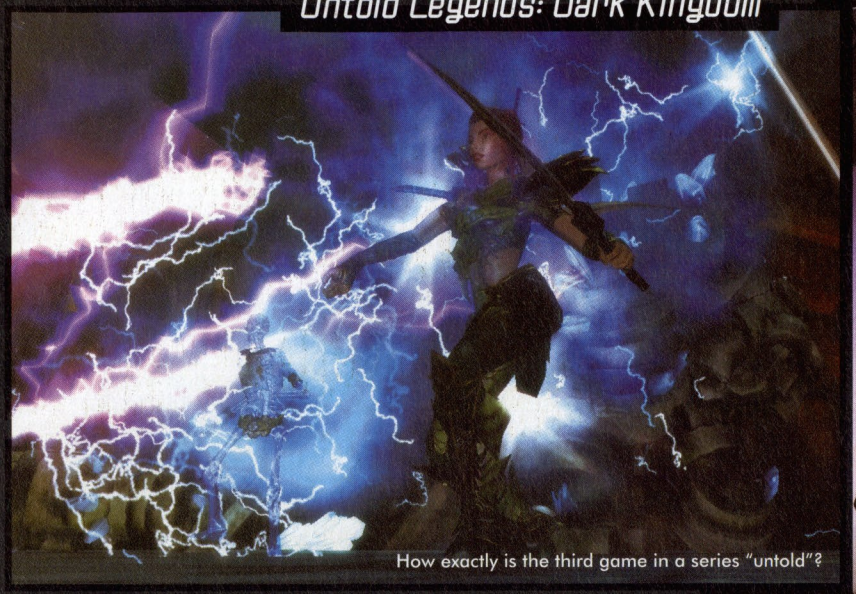
Leonie was disgusted when she saw the condition of the apartment

Madden NFL 07



DDR skills translate to all walks of life

Untold Legends: Dark Kingdom

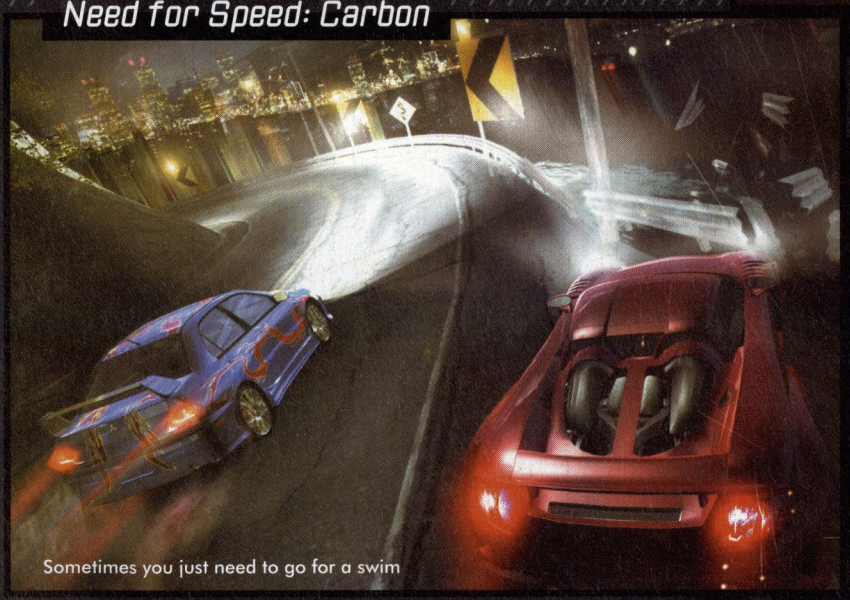


How exactly is the third game in a series "untold"?

NBA Street Home Court

The all new "turkey slap" dunk

Need for Speed: Carbon

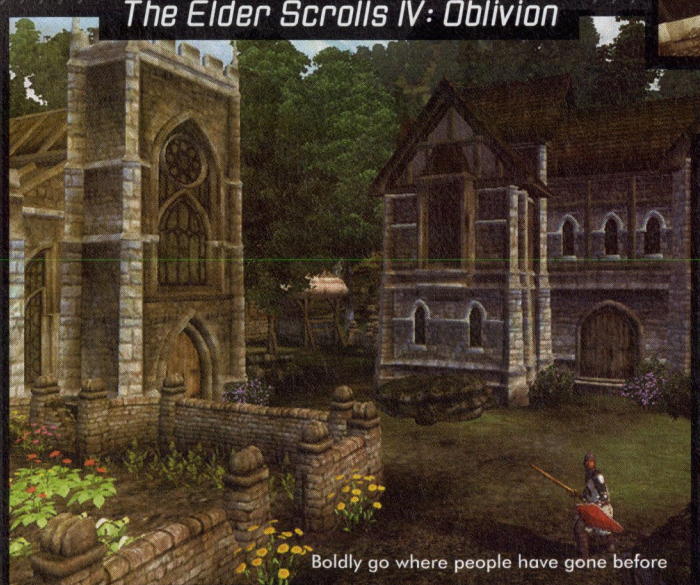


Sometimes you just need to go for a swim

Def Jam: Icon

WEST SIDE REPRESENT!

The Elder Scrolls IV: Oblivion

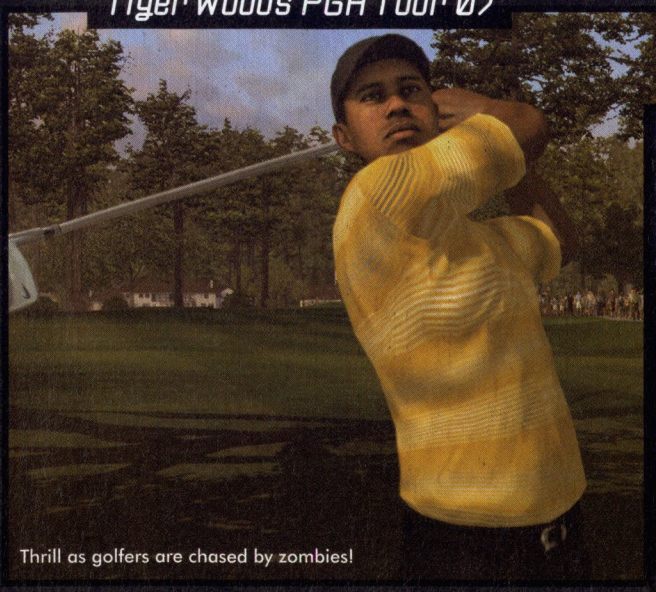


Boldly go where people have gone before

NHL 2K7

Go the Saginaw Spirit!

Tiger Woods PGA Tour 07



Thrill as golfers are chased by zombies!

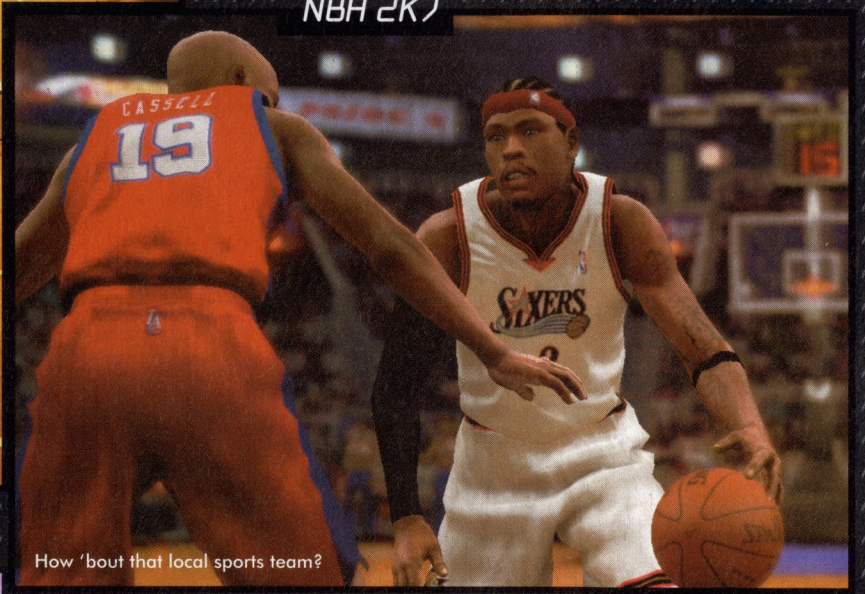
Ridge Racer 7

So much drifting, so little time

Virtua Tennis 3

The game budget was cut to the extent they couldn't afford an L

NBA 2K7



How 'bout that local sports team?

MotorStorm

Dustier than Slim Dusty, and less annoying to boot!

Marvel: Ultimate Alliance

Use Magician Punch!

IN DEVELOPMENT

by Christopher Taylor

Games development. Statistically and all, if you're a gamer - and you most likely are if you're reading this magazine - there's a pretty good chance that it's one of your dream jobs. It's like some slightly older, nerdier version of that dream every kid has of being a fire fighter or an astronaut when they grow up. It's an occupation that most of us would agree is very bloody cool indeed.

That being said, not many of you would have thought about it seriously. Like the fire fighter thing, like the 'guy who ices the nipples of porn stars' thing one of my puerile friends had in high school, it's just a dream and nothing more. But if you are one of those who really want to do it - as in, you think you'd truly enjoy heading to work each day to make games - then this article is for you.

Not all fun and games

Games development is serious business. You know - or should know - that already. There are dozens of studios in Australia and New Zealand developing games for interactive television, Xbox 360 and everything in between. To see for yourself just how active the industry is down here, take a squiz at the developers page of Sumea Launchpad (http://www.sumea.com.au/sdevelopers.asp).

As you can see, the employers are there. The employment - especially if you're interested in coding - is there. You're not trying to break into an industry that's suffering from a severe lack of vacant positions. If you really want to do this, you will be able to get a job... assuming, that is, you have the qualities and abilities that the studios are after.

Before we take a look at what those qualities are, let's go over a few basic things you should know about games development. Some of these points may be obvious, while others could dissuade you from pursuing your dream altogether - which is unfortunate, but it's probably better that you find out now than when you've just blown a few thousand dollars on a degree.

IT'S NOT ALL TOTAL WAR

"You don't always get to work on the games you want to play," says Tantalus' Tom Crago. Go look at that list of studios again. The vast majority of them aren't working on big name titles like Heroes of the Pacific, Rome: Total War and Destroy All Humans! Instead, they're doing contract work for businesses, little puzzlers for mobiles and licensed games like Gumby vs. the Astrobots. And you can't afford to turn your nose up at that if you expect to get anywhere in this industry.

ALWAYS ON THE MOVE

Like everything tech-related, the games industry is constantly changing. Morten Brodersen, CEO of Third Wave games, says, "The industry is evolving fast so you have to keep learning or you end up being as useful as a dinosaur in a china shop."

HARD YAKKA

The number of hours people in games development can log per week is simply horrific. "The hours can be long, especially during crunch periods [when] deadlines have to be met," says Steve Stamatiadis from Krome, Australia's largest developer.

Dan Toose - yes, that Dan Toose - from Creative Assembly adds, "This is one of those industries where people often put in 60+ hour weeks without thinking twice about it because that's what needs doing. Although working on something you love always makes the work easier, be aware that working that long on something you

love can ruin the enjoyment you had before it became work."

While long hours are to be expected, make sure you don't end up being exploited. "Not all studios are good places to work," says Tony Albrecht, Senior Engine Programmer at Pandemic. "You may be required to work long hours for little or no recompense. Good studios will minimise overtime and reward you appropriately."

IN THE DEEP END

"Most developers try to create as nurturing an environment as possible, but the reality of the industry is that it is deadline-driven, so there is no 'safe' project to learn on," explains Robert Murray, CEO of the Melbourne-based handheld and mobile developer Firemint. "It is about hitting the ground running. That is why so many studios request experience. This in turn creates a chicken and egg problem for new entrants. For us at Firemint, we kind of have to tackle that training problem head-on as no one usually has mobile game development experience when they join us."

PEOPLE SUCK

Don't think that games development is somehow free of all the political bullshit that plagues other industries. You're still going to have to deal with it - whether it's between co-workers, publishers, distributors or whoever.

IT'S THE EYE OF THE TIGER...

Not everyone is cut out for the games development. Aside from the obvious - i.e. talent - there are few qualities you really do need to have if you want to succeed in the industry... just as there are some you definitely shouldn't have.

First of all, you're going to have to have a passion for games. You shouldn't just love playing them, but have a lot of interest in the process that goes into creating them.

Secondly, you need to be creative. You need to have a good imagination. If you've never so much as cooked up an idea for a game in your head before, then this probably isn't the industry for you.

Thirdly, you need to be able to balance your desire to create something that's perfect with the need to finish things on time. "[If you're a perfectionist] then you really have to have a lot of self-discipline to focus on the big picture," says Murray. "You should regularly practice finishing things quickly and satiate your need for perfection [with your personal] projects. Finishing is everything in this timing-driven industry and it is surprisingly difficult."

One thing you absolutely do need is good people skills. The ability to keep your ego in check wouldn't go astray either. Seriously, every developer we spoke to said arrogance was the number one turn-off when it came to potential employees.

Sure, you might be able to produce some great work, but chances are, so can everyone else on the team. "You'll be working with very intelligent people," says Albrecht. "You may have been the smartest in your class at university, but you'll most likely just be one of the crowd [in the industry] - which is not necessarily a bad thing."

Kevin Chan from Blue Tongue

HE'S AN INSTITUTIONALISED MAN NOW...

We've compiled a list of courses complete with web links, details on where they're located and a short summary of what they offer. Bear in mind that like the industry they serve, these courses are constantly evolving.

AIE

The Academy of Interactive Entertainment is, as the name suggests, an institute that specialises in teaching people how to make games. Prior experience isn't required, but it will give you an advantage - especially with the programming courses. AIE has very close ties to the industry.

What they offer: numerous short courses, certificates and diplomas in programming and animation, with advanced diplomas on the way.

Location: Melbourne and Canberra.

Web: http://www.aie.edu.au/index.php

Carnegie Mellon University

If you're after some information about their course, check out the handbook (http://www.etc.cmu.edu/australia/CURRICULUM.pdf) - unlike the main page, it's actually useful.

What they offer: a masters degree in entertainment technology.

Location: Adelaide.

Web: http://www.etc.cmu.edu/australia/V2/index.html

Charles Sturt University

Charles Sturt has been running this program for a few years now, meaning it's well established. Obviously targeted at those who want to be programmers.

What they offer: computer science degree with the opportunity to major in games technology and the option of continuing on to post-graduate studies.

Location: Bathurst.

Web: http://www.csu.edu.au/courses/undergraduate/computer_science_games/

Crash Education

Exactly what the name implies. Crash Education offers 'crash courses' in a number of areas, including basic programming and handheld games development. Each course will set you back $499.

Location: Melbourne.

Web: http://crash-ed.com/

adds, "Big egos make everyone uncomfortable. Games are made by teams, not individuals. Everyone is entitled to their opinion and should be encouraged to express it. Raging egomania flies in the face of respectful teamwork."

Incidentally, the second biggest turn-off for developers was almost universally body odour. This might sound like a joke, but it's serious. Stinking like a bastard is just plain old poor form - take it from someone who works in retail.

In summary, to succeed in this industry you're going to have to be a good listener. You're going to have to be open-minded. You're going to have to shower occasionally, be willing to learn and be able to keep up. And, above all, you're going to have to know how to laugh. A sense of humour will always go a long way.

Hitting the books

In recent years, games development courses have started popping up all over the place. The question is: do you really need to do one?

The answers we received from studios basically boiled down to this: if you want to be a programmer, then yes, you'd have to be damn good to get a job without a qualification. If you want to be an artist, though, then you don't really need one.

While all of the studios had slightly different takes on the various certificates, diplomas and degrees that are available, everyone agreed on one point: that hands-on experience is far more important than any piece of paper will ever be.

You're going to have to shower occasionally, be willing to learn and be able to keep up. And, above all... a sense of humour will go a long way

"All of the courses are useful for games careers," says Albrecht, "with the specialised institutes leading the pack... but a degree [won't] guarantee you a position. You need more than that."

For those of you who might be a little snobbish about TAFE, he adds, "A TAFE attendee with an awesome portfolio or demo would probably be employed over an AIE student without one."

Krome's Stamatiadis spoke at great length about the various courses. "Tertiary education is important in giving an overall understanding of your chosen area. Each institute has its own strengths and weaknesses, and these need to be weighed up with what each student is looking for in a course and eventually a career.

"From our point of view, all of the courses are worthwhile and provide an overall base level of knowledge and skills for the students to build on in their own time. Additionally, courses give students the opportunity to interact with and learn from other students in the class."

In terms of pre-requisite school subjects and marks, it all depends on the individual institute and what you're planning on specialising in, so we can't really help you there. We can, however, offer some more general advice.

For starters, if you want to get into programming, some knowledge of maths and physics would be helpful. If you want to do a computer science degree when you're fresh out of school, you'll probably have to do that stuff anyway. You'd also be looked favourably upon if you've done a bit of coding in your spare time.

If, on the other hand, you want to be an artist then you'll need a portfolio to show off your artistic talents. This will be far more important and relevant to you getting into the course than your grades, so make sure that the work

you show them is the best you can do. AIE told us that "the best game artists are those who have an artistic aesthetic, understanding the elements of traditional art which become increasingly important in the creative process."

Much like any future employers, these places are looking for enthusiasm and natural talent above all else. Working in your spare time will, at the very least, prove that you're keen

As for which institute you should attend, we're going to leave that up to you. As Stamatiadis explained, it all depends on what you want to achieve. That being said, there are a few things you might want to consider looking for in a course:

LINKS TO THE INDUSTRY

Most of the institutes approach developers asking for advice on how to structure their curriculum. Some work more closely with the industry, occasionally bringing in people to talk to students or scout for talent. Even if you don't get offered a job when one of these people come to visit, being able to learn directly from someone who's actually in the business would be an invaluable experience.

EXPERIENCED STAFF

Because these courses are relatively new introductions to most institutes, it's unrealistic to expect every lecturer and tutor to have a lot of hands-on experience. That being said, make sure you ask about it. Being able to learn from someone who's worked in the field you're hoping to get into would help you immensely.

REALISTIC CLASSROOM ENVIRONMENTS

Some institutes do everything they can to ensure that their classroom environments are as close to the real deal as possible. The benefits of this are obvious.

HANDS-ON PROJECTS

Some of the courses will involve semester- or year-long projects where you'll be put into a team and asked to make a game. While you should work on getting more experience than that, it'd be a great way to learn.

SPECIALISATION

Some courses provide a general overview of games development, while others will make you focus on art, coding or design. While specialised courses are probably more likely to get you a job, the generalised courses tend to be cheaper - meaning they're an ideal of way of learning the basics and seeing if you actually like games development.

Also, if you're keen on programming, consider doing a computer science degree. It's old school as hell, but provided you choose your electives carefully you'll be fine.

ANSWERS

As we said earlier, we're not going to tell you which institute to attend. It's up to you to show the initiative, do the research and ask the questions

James Cook University

Be warned that years two and three of the course offered by JCU isn't offered at their Townsville campus, meaning you'll need to finish your studies in Cairns.
What they offer: information technology degree with a games development major.
Location: Cairns and Townsville.
Web: http://www.it.jcu.edu.au/Degrees/strands/Strands.html#BIT3IR

La Trobe University

La Trobe has a close relationship with the Sony Foundation, Microsoft, Tantalus and Torus. Their entry requirements aren't too traumatic in comparison to other computer science degrees either.
What they offer: computer science degree with a major in games technology.
Location: Melbourne (Bundoora).
Web: http://www.latrobe.edu.au/courseDB/courseFinder/

Media Design School

An option for those residing in New Zealand. Media Design School has an extensive range of courses that are well worth taking a look at.
What they offer: diplomas in all sorts of thing, including animation, creative technologies and games development. They also run a few short courses.
Location: Auckland.
Web: http://www.mediadesign.school.nz/index.asp

Murdoch University

The only option if you're in WA, unless you want to move interstate.
What they offer: science degree with a major in games technology.
Location: Murdoch.
Web: http://www.it.murdoch.edu.au/teaching/gamestech.html

QANTM

While HECS won't help you if you want to go to QANTM, the National Bank might. For more information on getting financial assistance call the institute on 1300 136 933 or fire off an email to enquiries@qantmcollege.edu.au.
What they offer: certificates, diplomas and degrees in animation and programming.
Location: Brisbane.
Web: http://www.qantm.com.au/

you want answered. If an institute can't answer all of your questions or can't articulate why its offerings suit your needs, then maybe it'd be a good idea to look elsewhere.

Are you experienced

Whether you're qualified or not, you're going to need to get some hands-on experience. As mentioned earlier, some of the courses will give you a bit, but ideally you'll have more. After all, the idea is to stand out from the pack.

One way of getting experience is to do a mod for an existing game. Another way is, you guessed it, to develop your own game from scratch. Both are very respectable and will prove that you are both dedicated and talented - which is exactly what your prospective employers are looking for.

As for the sort of thing you should create, it's really up to you. Developers aren't necessarily looking for complex games, but they do want to see fun ones. After all, games are supposed to be entertaining. If you can create something - even a simple puzzle game or platformer - that's engaging and enjoyable, you'll be a prize catch.

That being said, if you're an artist it doesn't really need to be good. All that matters is that it's suitably pretty. Don't expect a boring demo to land you a job as a designer, though.

Something else you should strive for is completion. While something that's almost done will still look pretty flash and still show that you're enthusiastic, something that's actually been finished - meaning it works and is free of bugs - will look bloody spectacular on your resume.

If you're new to the mod and indie scene, completing the project will be a task and a half in itself. We, Avril Lavigne and everyone in the indie scene we spoke to can't emphasise this enough: don't get complicated.

Don't think that your anime stuff will get you a job. It might be good, but you should have some more realistic work in there too.

Alan Wilson from Tripwire Interactive, the team behind Red Orchestra, probably sums it up best. "It is pretty easy to create 'something,' but it is hard, long and tedious work to create something that people really think highly of. Don't underestimate the effort that will go into creating something worthwhile - and expect to take a lot of criticism from people who don't understand how much effort you've put in!"

Although plenty of people have developed mods and games by themselves, you're most likely going to want to put together a team. While you'll have to learn a lot of the lessons about teamwork the hard way, there are a few things you should keep in mind when you create one.

First of all, don't make it too big. You only really need one person beside yourselves to help flesh out an idea. Otherwise it's like a dozen chefs in the kitchen of your grandmother's tiny flat - even if their numbers include the likes of Gordon Ramsay and Anthony Bourdain, nothing will ever get done.

When it comes time to actually making the game, you'll want a maximum of five, maybe six people involved. And all of them must earn their keep. Everyone must contribute. Don't have - or be - a leader who's simply there because he or she has no useful talent.

Secondly, understand that people have commitments outside of the project. Even if they're really keen to begin with, they may eventually run out of steam. You will have a high turnover.

It's really important that you be careful when creating a team. Games development is hard enough without even more nonsense. If you're in a course, it shouldn't be that hard to find a group of likeminded friends who you know can work together and produce the goods on time and to the required standard. If you're not or can't find any suitable classmates, consider

Queensland University of Technology

Unlike a lot of the university-level offerings, QUT will let you do more than just programming. Definitely worth a look if you're interested in art or design.

What they offer: a degree that will teach you the basics of games development in the first year, and then let you be more specific in the second year.

Location: Brisbane.

Web: http://www.newit.qut.edu.au/interactive/

RMIT University

A number of the developers we spoke to said very good things about what RMIT has to offer. Unlike most of the universities, they offer both art and programming units.

What they offer: arts degrees majoring in digital art, games graphics design and games graphics programming.

Location: Melbourne.

Web: http://www.rmit.edu.au/ID%3D8lxyo1gzf2g61

Southbank Institute

Southbank Institute has only recently started to teach games development, but don't let this dissuade you, as their classroom environments and projects simulate the real world. The diploma only goes for a year - whether that's a good thing or a bad thing is up to you.

What they offer: a diploma that covers animation, audio coding and design.

Location: South Brisbane.

Web: http://www.southbank.tafe.net/course/DOM/CUF50701-4.htm

University of Ballarat

Their degree offers a lot of freedom. You have to do some basic C++ units, but after that you can focus on either art or programming. On-campus accommodation should lessen the pain of the location.

What they offer: degree in applied computing where you can choose to major in games technologies.

Location: Ballarat, oddly enough.

Web: http://www.ballarat.edu.au/ard/itms/courses/bappcomp_games.shtml

University of Otago

Sadly, this course won't run in 2007 as the lecturer will be overseas. If you're still a couple of years from finishing school, though, that shouldn't matter. You'll need a strong background in programming.

What's on offer: computer science degree with a unit in game design.

Location: Dunedin.

Web: http://cosc360.otago.ac.nz/index.php

looking online. Some people will charge for their services, but the quality of the work they do might just give your game what it needs to be noticed.

You are no longer maggots

When it comes to actually looking for work, approach every single studio you know of. Even if they're not advertising positions. Tell them exactly what you have to offer their company.

If you're an artist, you'll need to show them a portfolio that demonstrates your talents. Don't think that your anime stuff will get you a job. It might be good, but you should have some more realistic work in there too. The idea is to show that you're capable of doing anything they ask you to do. Any 3D work should include all wire-frames, UV maps and so on. And, obviously, any mod or game you show off should have good graphics.

If you want to get into design, spend a lot of time looking at games with an analytical eye. Never label games as simply being 'good' or 'bad.' Rather, think about why they're like that and what could make them better.

Write some design documents, too. They don't need to be for complex, highly involved games - they just need to demonstrate that you're capable of thinking through the various aspects of creating a game.

Don't waste words rambling on about storylines and character bios. You might be able to give Tolkien a run for his money when it comes to creating a world with a rich history, but that doesn't mean shit unless you're capable of explaining how characters would interact with the game environment and how everything works. And no, you don't need to actually make the games.

If you want to be a programmer, make sure that any mods and games you have on your resume are relatively bug free. Maybe do a demo on your own (well, you can have an artist assist you), too, as with group efforts developers aren't able to tell who actually did all of the coding and who took credit for another team member's work. Ideally, any demo will run straight from the disc. Specific requirements - such as a certain version of Direct X - should be clearly marked on the case.

So that's it. If you were looking for a course guide or some step-by-step, Lego instruction book-style affair, you're probably very disappointed now... but that wasn't our intention with this article. We just wanted to give you some idea of what the developers are after. What you do with that information is up to you. <<

University of Tasmania

Only offers a single unit of games programming.
What's on offer: degrees in computing and science.
Location: Hobart and Launceston.
Web: http://www.utas.edu.au/handbook_archive/UTASHANDBOOKS/UNITS/UNITSK/KXA462.html

Victoria University

Actually run through the Victoria University TAFE. Centrally located, making it ideal for those reliant on public transport. Students can move on to the Bachelor of Arts (Interactive Media) after they complete the diploma.
What's on offer: a two-year diploma that covers art, design, programming and storytelling.
Web: http://multimedia.tafe.vu.edu.au/mmsite/games_development.htm

LINKS

Industry

Gamasutra: http://www.gamasutra.com/
GameDev: http://www.gamedev.net/
Game Developers Association of Australia: http://www.gdaa.com.au/
GamesIndustry.biz: http://gamesindustry.biz/
GameProducer: http://www.gameproducer.net/
Sumea Launchpad: http://www.sumea.com.au/

Indie development

Adelaide's Game Developer Community: http://adelindie.org/
Casual Gamers Association: http://www.casualgamesassociation.org/
GarageGames: http://www.garagegames.com/
IGDA Brisbane: http://igda.org/brisbane
IGDA Melbourne: http://igda.org/melbourne
IGDA Perth: http://igda.org/perth
Indie Gamer Forum: http://forums.indiegamer.com/

Mod development

ModDB: http://www.moddb.com/
UnrealWiki: http://www.wiki.beyondunreal.com/wiki/
Valve Developer Community: http://developer.valvesoftware.com/wiki/Main_Page

Other

3D Buzz: http://www.3dbuzz.com/vbforum/sv_home.php

Win Win Win

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» Ever missed a call because you were bopping down the street listening to your iPod, oblivious to the ringing in your backback? Well that's the kind of situation these new Motorola headphones are designed to overcome. These Bluetooth enabled gems allow you to be wirelessly connected to your Bluetooth compatible handset, as well as your audio player - simultaneously. Simply mute the music when a call comes in and you'll automatically switch over to the phone, allowing you to talk via the noise-reducing, wind resistant embedded mic.

Thanks to our friends at Motorola, we have three pairs of S805s to give away. To be in the running, just answer this simple question:

» What does the acronym "DJ" stand for?

Send your answer, with your name and address to: **Motorola Madness, Hyper, 78 Renwick St, Redfern, NSW, 2016**, or email your entry to ***hypercomps@next.com.au*** with the comp name in the subject line. One entry per person please.

Win DR WHO DVDS!

10 PACKS UP FOR GRABS!

» When we organised this comp Wilks practically had a Dr Who joygasm, ranting on about the releases being classic Tom Baker story arcs and how he wet the bed for years after seeing The Hand of Fear as a child. Okay, I made that last part up, but the point stands — this is classic Who. So whether you're a seasoned vet like Wilks or a noob who can't tell his Davros' from his Eldrads, his Sarah Jane Smiths from his K9s, these are more than worth checking out, and both releases come with a wealth of special features, including commentaries from Tom Baker and Elisabeth Sladen.

Thanks to our friends at BBC DVD, we have ten Dr Who DVD packs to give away, each containing two releases — The Sontaran Experiment and The Hand of Fear. To be in the running, just answer this vexing question in 50 words or less:

» Who is the best Dr and why?

Send your answer, with your name and address to: **Who's on first?, Hyper, 78 Renwick St, Redfern, NSW, 2016**, or email your entry to ***hypercomps@next.com.au*** with the comp name in the subject line. One entry per person please.

BBC

Terms & Conditions: 1. Entry is open to residents of Australia and New Zealand except employees and immediate families of Next Publishing Pty Ltd and its agencies associated with the promotion. 2. Only entries completed with these terms and conditions will be eligible. 3. Competition begins 9am December 26, 2006 and entries close at 6pm February 21, 2007. 4. In determining eligibility the judge's decision is final and no correspondence will be entered into. 5. The winner will be drawn at 9am February 22, 2007 at Next Publishing Pty Ltd, 78 Renwick St, Redfern NSW 2016. 6. Prizes must be taken as offered and are not redeemable for cash. 7. The promoter is not responsible for misdirected or lost mail. 8. The winners names will be published in the April issue of Hyper on sale March 14. 9. 3 winners will each receive one set of Motorola S805 DJ headphones (RRP $249.95). 10 winners will each receive one copy of Dr Who: The Hand of Fear on DVD (RRP $34.95) and one copy of Dr Who: The Sontaran Experiment (RRP $34.95). Total value of the competition is $1448.85. The promoter is Next Publishing Pty Ltd ABN 88 002 647 645 of 78 Renwick St, Redfern NSW 2016.

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PG Mild violence

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20th Century Fox

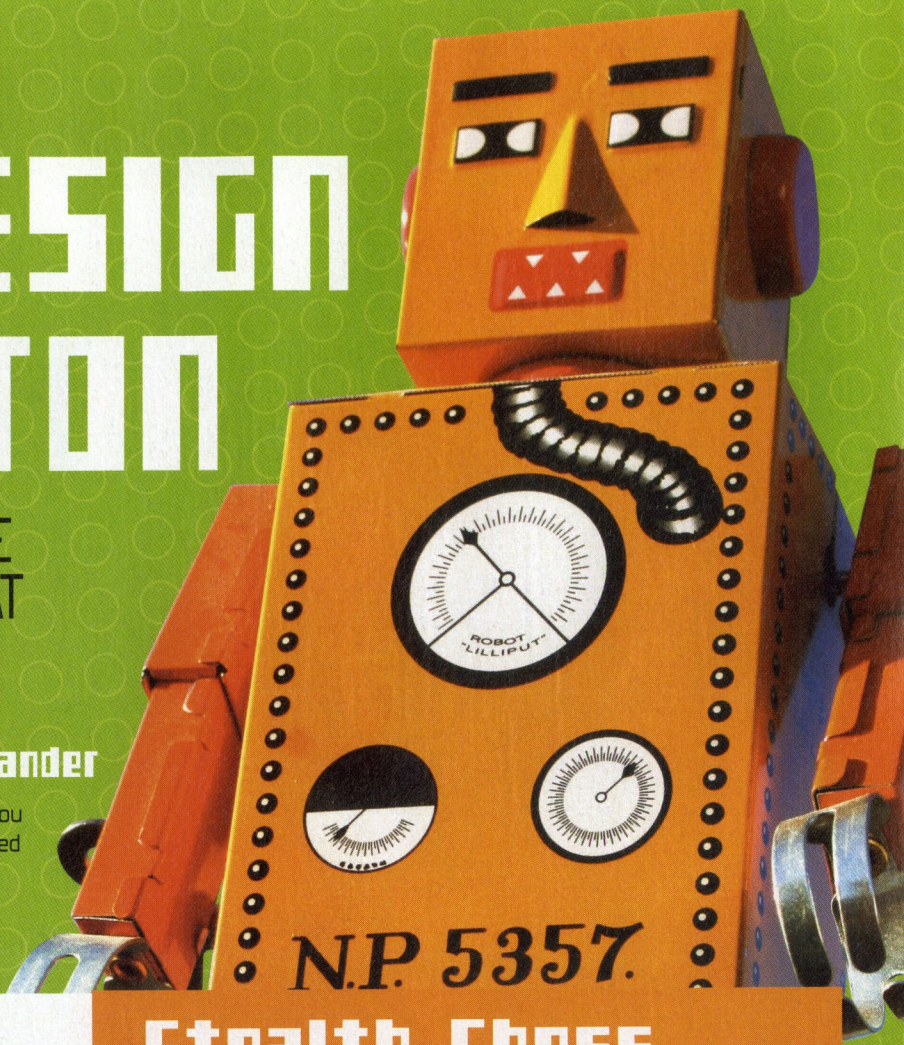
SIERRA

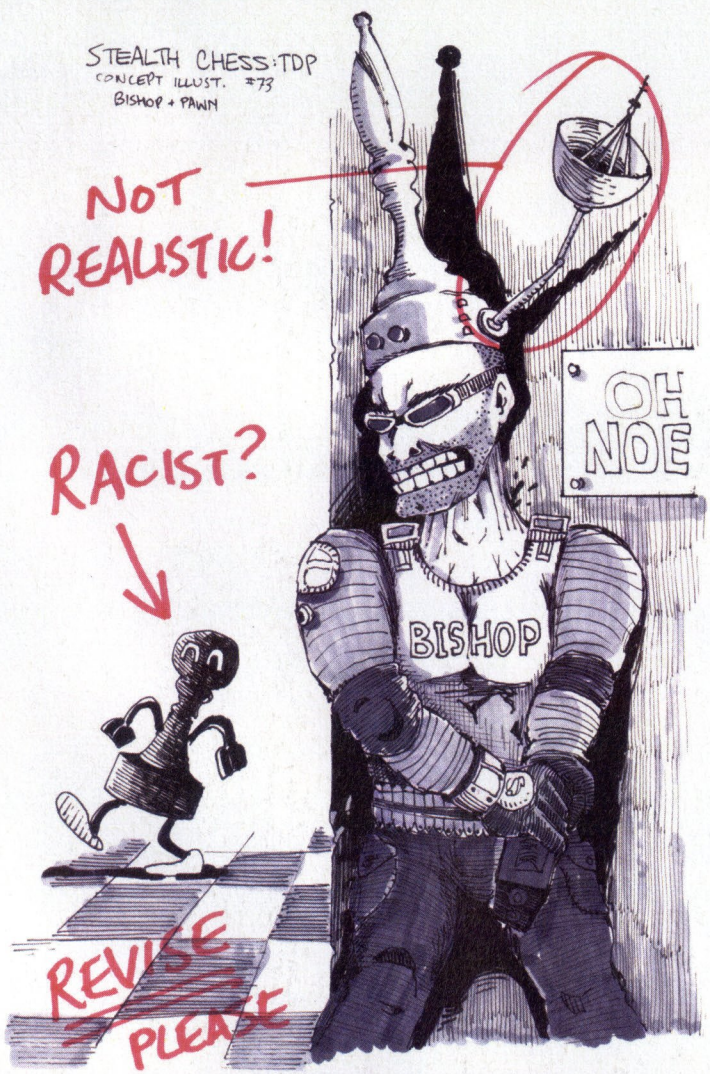
THE GAME DESIGN AUTOMATON

FUN WITH THAT RANDOM GAME NAME GENERATOR THINGY THAT IS ON THE INTERNETS

By Daniel Staines and Patrick Alexander

Using the very excellent Random Videogame Name Generator (which you can try yourself at www.norefuge.net/vgng/vgng.html), we've generated a bunch of absurd videogame names and then written fake press-releases for the ones we like best. Why? I dunno. Reasons. Anyway, here's how it turned out...





Stealth Chess - The Dark Project

LOS ANGELES, CA (September 16, 2006) — ATARI, Inc (Nasdaq: ATAR) today announced the development of STEALTH CHESS — THE DARK PROJECT; a gritty and exciting reinterpretation of the world's most beloved strategy game due for release on next-gen systems in April 2007.

Developed under the expert guidance of Grandmaster Gary Kasparov, STEALTH CHESS — THE DARK PROJECT is a third-person action-adventure with cutting-edge graphics and innovative stealth-strategy gameplay. In the role of Benjamin Bishop, the White Kingdom's deadliest undercover operative, players must use all the skills at their disposal to infiltrate the dreaded Black Tower and assassinate the evil dictator — Darius Cheq'Maayte. Features include:

FORTY deadly moves, including the bone-crunching BishopC1-to-Knight-F6 Necksnap, the spectacular Fianchetto-Castle Combo, and more than TWENTY wince-inducing groin punches.

SIXTEEN vicious enemy agents to destroy. Go hard against sexpot Payne and her Hot Pawn Possé, walk the plank with cyborg pirate Rook McHook, and overcome the devilish machinations of the sick and twisted Knightmare Twins.

A spectacular cast of A-List actors, including Michael Madsen as the grim-yet-heroic Bishop, Tara Reid as the vile and sexy Black Queen, and Zach Braff as the comically clumsy White Knight.

"When you think about it, chess has always been about sneaking up behind guys and cutting their throats," says John Hight, executive producer, Atari. "With STEALTH CHESS — THE DARK PROJECT, we're bringing that out in a way that our core 18-25 year old male demographic will appreciate. This project will introduce the ancient game of kings to a whole new generation — and with Grandmaster Kasparov onboard, it's sure to please hardcore chess fans as well as newcomers."

"It seems that I just really like money," Grandmaster Gary Kasparov adds. "Offer me enough money and you can use my name on anything you want. Videogames, instant noodles, anal-beads — anything."

STEALTH CHESS — THE DARK PROJECT is scheduled for release in April 2007 on the PlayStation® 3 computer entertainment system, the Xbox 360™ videogame system from Microsoft, and the Nintendo® Wii™.

Hitler's Jetpack Kombat

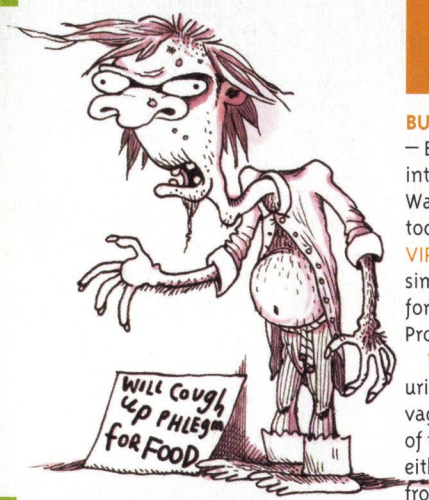
HOMEWOOD, ALABAMA (December 5, 2006) – Knights of the Aryan Cross® Inc. is proud to announce the development of HITLER'S JETPACK KOMBAT – a new action-packed shooter made for Nintendo® DS™ by Treasure Co. Ltd.

Set two years after the conclusion of World War II, HITLER'S JETPACK KOMBAT sees a reincarnated and robotically enhanced Adolf Hitler take to the skies to exact revenge on the Zionist conspirators responsible for the catastrophic downfall of Nazi Germany. Stocked-up with experimental weapons taken from secret underground labs, Hitler must macht schnell through TEN stages of flying Führer fun – destroying enemies of the Reich while collecting special Swastika tokens that can be redeemed for incredible Nazi powers.

"We're really very proud to be involved in the making of HITLER'S JETPACK KOMBAT," states Knights of the Aryan Cross® founder and CEO, Cornelius Göring. "I think gamers – white gamers, I mean – are tired of playing the decadent filth peddled by the liberal Jew lesbians in charge of most major game publishers. So, in partnership with the wily Japs at Treasure, we're creating a game that any self-respecting Aryan man will be proud to play. It's like Mein Kampf for your Nintendo® DS™."

HITLER'S JETPACK KOMBAT is scheduled for release in December 2007 on the Nintendo® DS™ videogame system.

Virtual Hobo



BURBANK, CA (Smarch 43, 2006) – Buena Vista Games Inc. (BVG), the interactive entertainment arm of the Walt Disney Company (NYSE: DIS), today announced that it will publish VIRTUAL HOBO – an exciting lifestyle simulation game being developed for PC by Boston-based Outrageous Profanity Studios.

VIRTUAL HOBO puts players in the urine-soaked boots of an ambitious vagrant struggling to reach the top of the hobo hierarchy. Players can either create their own custom hobo from a wide variety of authentic pre-fabricated parts, or simply select from one of many ready-made virtual vagabonds, all of whom come with a unique physical deformity and mysterious burlap sack. Once in the game, players must live the life of their hobo, performing fun activities such as searching garbage bins for sustenance, begging strangers for spare change and cigarettes, and screaming profane tirades at inanimate objects.

"We're thrilled that Beuna Vista Games has decided to work with us in publishing VIRTUAL HOBO," says Horatio Cockpunch, Marketing Director of Outrageous Profanity Studios. "We feel that videogames are all about escapism – about doing the things you could never do in reality. Have you ever thought about smearing yourself with faeces and rolling around in the middle of a busy freeway? Of course you have! And with VIRTUAL HOBO, you can do exactly that – but without any of the negative repercussions. It really is the ultimate escape!"

VIRTUAL HOBO is scheduled for release in September 2007 on PC.

Distinguished Octopus Summoner

SEOUL, KOREA (December 14, 2006) – Glorious Rocket Games, Inc. (GRG GAME), industry leader in fun entertainment and related services, today announce making of new massive-multiplay online game (MMORPG) called DISTINGUISHED OCTOPUS SUMMONER.

To play DISTINGUISHED OCTOPUS SUMMONER game is to be small boy with magic power of summon DISTINGUISHED OCTOPUS. Everybody plays in internet and a struggle for most DISTINGUISHED OCTOPUS can result. With excellent graphics and attractive faces, players put clothes and items on DISTINGUISHED OCTOPUS and then devour lovely girls. But sometimes girls are clever and hide, so player must be wise and use correct monocle! Sixty levels in progress promise many hours of pleasure for DISTINGUISHED OCTOPUS SUMMONER.

Some features will be:

- Many monocles for DISTINGUISHED OCTOPUS. Magic monocles to see most attractive girls! Some are lasers!
- TOP-HAT RENDERING SYSTEM™ enforces beauty in all places. Lovely girls with wobbling chest meats excite desire and make the gamer sweat!
- Unique STICKY TENTACLE CONTROL SCHEME™
- Many coloured DISTINGUISHED OCTOPUS for player pleasure. It is possible for own creations!
- Cigars!

DISTINGUISHED OCTOPUS SUMMONER is made for computer with an internet. For more information and personal talking, please contact God Rocket Games using your telephone for details.

AND SOME OTHER THINGS

Here are the names that we didn't have the space/inclination to expand upon with a fake press release. We're including them here just because.

Apathetic Office Warrior

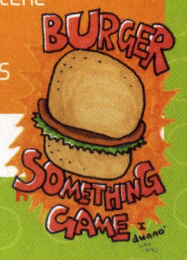
Jacki Chan's Chainsaw Safari

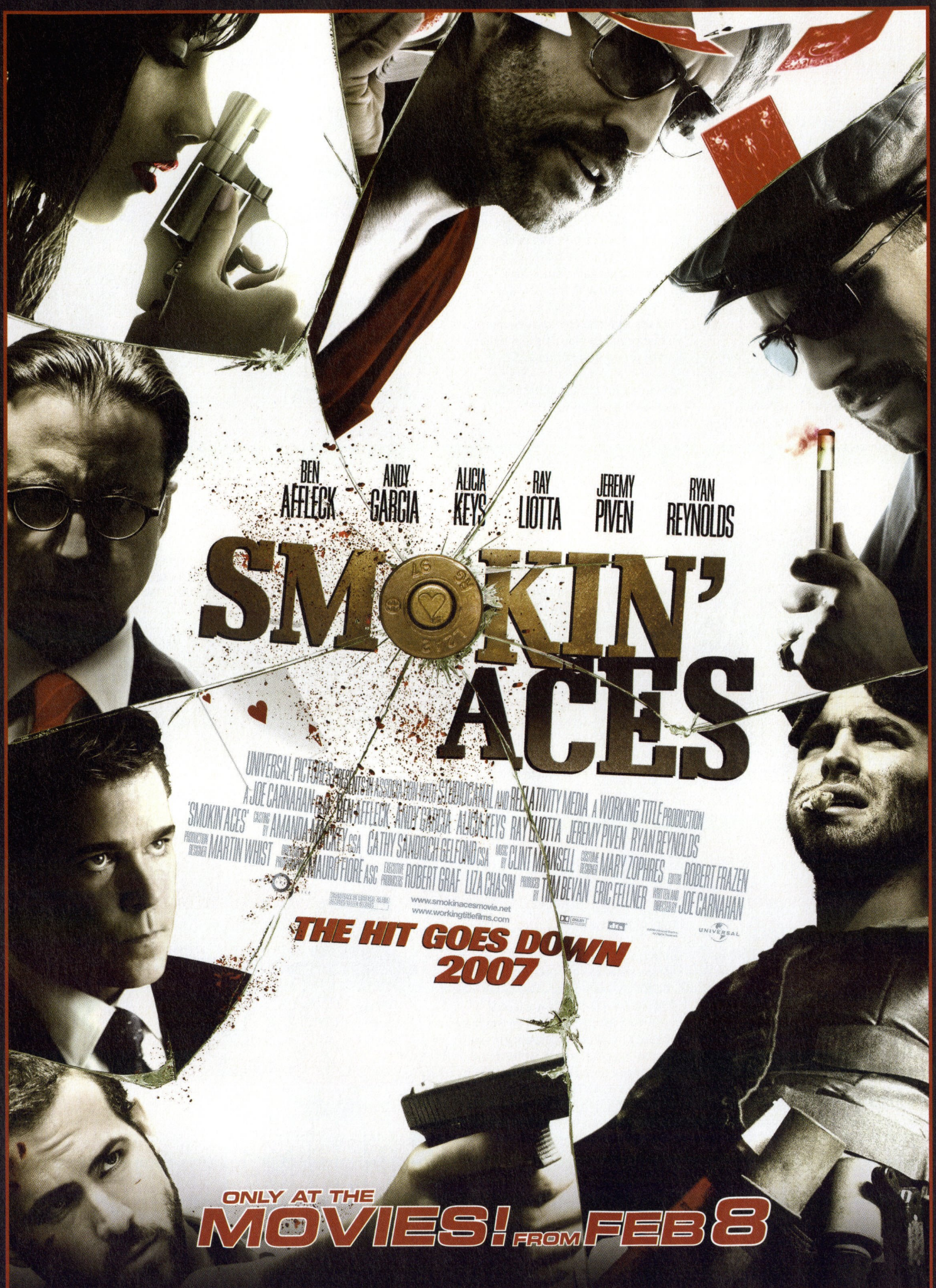
Drunken Teenage DX

Third-World Burger Lord

Kirby's Sex Crime Scene Investigation

Tom Clancy's Golf DS




BEN AFFLECK
ANDY GARCIA
ALICIA KEYS
RAY LIOTTA
JEREMY PIVEN
RYAN REYNOLDS
SMOKIN' ACES
THE HIT GOES DOWN
2007
ONLY AT THE MOVIES! FROM FEB 8

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So... cold. So... pretty

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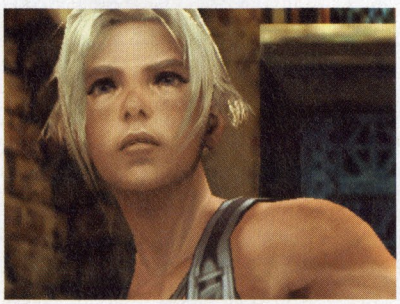
65 Yoshi's Island DS

THE HYPER SCORING SYSTEM - What's it all about?

HYPER BIG RUBBER STAMP OF APPROVAL

0-49	50-59	60-69	70-79	80-89	90+
These games are so sucky it's actually kind of scary... eeshk!	Coulda shoulda woulda - no excuses for such crapulence...	Despite meaning well, these games have a bit of whiff about them...	Well I'll be! These darn tootin' titles ain't so bad after all. Yeee-haaa!	You'd have to be a grade A sucker not to play these tasty creations	Play them, devour them, love them, marry them. One step too far?

FXII is also coming to DS in the form of FFXII: Revenant Wings – an FFX-2 spin off starring Vaan and Penelo as free-wheeling sky-pirates. Should be out in Japan later this year.



Yeah, I shave my pits!

The quiet before the dance-off

Final Fantasy XII

Is **DANIEL STAINES** emo enough for this game?

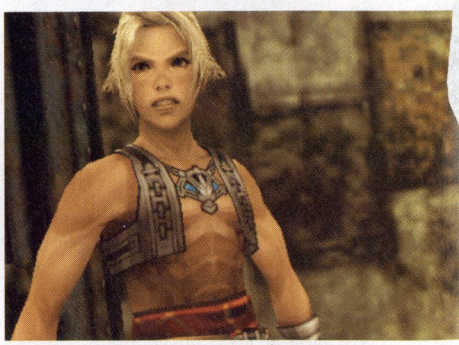
Final Fantasy XII is about as important as a videogame gets. For starters, it's an attempt by one of the world's largest developers to reinvigorate and perhaps even reinvent their most popular franchise. It innovates – and the extent to which its innovation is profitable will play a defining role in the future of the genre to which it belongs. FFXII could very well be the template upon which Japanese RPGs are based from now on. And you know, that's fine by me. Because guess what? This game is goddamn incredible.

CHOP! CHOP! CHOP!

It sounds sort of strange, but one of the nicest things I think you can say about FFXII is that it doesn't repeat the mistakes of its predecessors. Longstanding conventions of the series (conventions that ultimately drove me away from it) have been amputated and cast aside like gangrenous limbs on an otherwise healthy body. Chop! Goodbye random encounters. Chop! Bye-bye self-contained battle screens. Chop! Aufwiedersehen annoying mini-games. The impact these changes have on the established formula is dramatic – so dramatic that it sometimes feels as though FFXII isn't really a Final Fantasy game at all. The setting and characters are still very traditional, but the story, mechanics, even the music all feel... I dunno... more Western? Western done Japanese-style? Anyway, it feels different. Different in a good way.

Getting rid of random encounters, for example, definitely makes for a positive change. You've probably heard this before, but it bears repeating – random encounters are stupid. STUPID. They're such a ridiculous relic of game design that I'm genuinely shocked that some developers still view them as a valid game mechanic. The fact is that they discourage exploration, rupture immersion and ruin the flow of any game in which they're used. Thank God they're gone. Now please don't ever bring them back.

Not that this new battle system – random encounter free as it is – doesn't have its own flaws. But even then, it's still a hundred times better than the alternative. Anyone familiar with FFXI or games like KOTOR will have a pretty good idea of how it works. Basically, you fight monsters where you see them, in pseudo real-time, with no transition from exploration to battle. No more tripping invisible triggers and other such nonsense. The bad guys are right there, prowling around right in front you, their presence imbuing the gameworld with a vitality that stands in stark contrast to the largely lifeless locales of previous Final Fantasy



IN THE HUNT **Early on in the game, you're given the opportunity to join a clan of hunters and start earning cash (and other goodies) by helping people take care of their various monster problems. It's a neat and challenging diversion from the main game that recalls fond memories of Final Fantasy Tactics Advance. But be warned: some of the monsters you hunt can be very difficult to find – so much so that you can spend upwards of a few hours just looking for the damn things. And then you've still gotta kill 'em!**

Elizabethan candy ravers

Death to furries!

FFXII could very well be the template upon which Japanese RPGs are based from now on

games. And the best thing is that a lot of the time you can simply walk right by a monster without having to initiate a fight at all. FFXII lets you control the frequency of combat and in so doing makes it something to enjoy – not endure.

And the same goes for the rest of the game, where it seems that everything has been designed from the ground-up to cause as little irritation as possible. For example, instead of making you walk back and forth between major destinations, teleport-crystals are provided for instant transportation. And if you get sick of walking around the big cities, just catch a cab or tell a Moogle to zap you over to where you want to go. Your map always contains information on where you're supposed to be and what you're supposed to do. There are even markers that alert you whenever there's something interactive on-screen – no more randomly pressing the X button! Are these groundbreaking innovations? Of course not. But combined they make for an experience that is consistently pleasant and completely free of the frustrations so common to this genre. (I don't think I've gritted my teeth once while playing FFXII. I had to get root canal after playing FFVII. True story.)

SHOW US YA GAMBITS!

I guess what I'm trying to say here is that FFXII is simply less of a chore than its predecessors. Look at combat. We've already discussed the immense positive impact that removing random encounters has had, but what we haven't talked about is the Gambit system. Gambits are simple conditional orders that you assign to each of your party members to determine their behaviour in combat. When you equip a character with a set of Gambits, you are effectively telling them WHAT they should do, WHO

You must be this tall to enter

Gamorreans sure do get around

Rico Suavez is only here for the ladies

they should do it to, and WHEN they should do it. For example, a simple list of Gambits for a healer might go something like: "If an ally is injured, then cast Cure; otherwise, if an ally is KO-ed, then use Phoenix Down; otherwise, if an enemy is visible, then attack; otherwise..." and so on and so forth. The idea is to set up your Gambits in such a way that they combine to form reliable routines that reflect the roles you want your characters to play.

By automating common commands, Gambits eliminate the banality of battle and shift the focus away from micromanagement over to general strategy. Some critics have argued that this reduces combat to a meaningless spectator sport, but I don't see how reducing the need to press X all the time makes fighting any less meaningful than before. You still have to tell your party what to do – but now you only have to tell them once. And at any rate, it's not like you can't just turn off the Gambits for each character and issue commands the old fashioned way. You can even mix it up by having some party-members running on Gambits and the rest under your direct control. Ultimately, the extent to which you use Gambits is entirely up to you, and that's one of the main reasons the system works so well.

But there is a one small (and somewhat strange) problem – Gambits are collectibles. What I mean by that is that, like every other item in the game, Gambits have to be bought from specialised merchants or found in treasure chests. And I can't for the life of me figure out why. For the purpose of balance, it obviously makes sense to limit the availability of weapons, armour, and magic... but Gambits? Why Gambits? Why on Earth should we have to play the game for thirty hours before merchants start selling a simple "revive ally" command? The whole point of Gambits is to make combat less arduous, so making it laborious to get them is clearly counter-productive. They might as well have made menu-commands collectibles as well.

GETTING YOUR LICENSE

Speaking of unnecessary complications, let's discuss the License system. A License is an ability or bonus that you purchase with License Points, which are acquired along with experience whenever you kill an enemy. Pretty much everything a character can do in FFXII has a corresponding License: equipping weapons, wearing armour, using magic, getting stat-boosts, and casting summons all require Licenses. Which is fine – that part makes perfect sense. The part that doesn't make so much sense, the unnecessary complication alluded to before, is the way in which you actually acquire individual Licenses.

You remember the Sphere Grid in FFX? It's a lot like that: each character has a big misshapen chess-board thingy (called a License Board) with numbered squares corresponding to all the Licenses you can acquire. At the beginning of the game, only a few Licenses are available and the rest of the board is blanked out. Obtaining a License unlocks all adjacent Licenses, which (provided you have the License Points) can then be obtained as well. So: acquiring Licenses unlocks more Licenses which in turn unlocks even more Licenses and so and so on until the whole License Board is unlocked. Okay? Okay.

So now that you know how the system works, lemme tell you what's wrong with it: It makes obtaining Licenses too much of a gamble. Because of the way the board is laid out, it is often the case that you simply don't know how to unlock the Licenses you want. Different levels of the same type of License (like Ninja Swords 1 and Ninja Swords 2) can sometimes be separated by several squares, and so developing a character's strengths often involves obtaining a crapload of useless Licenses just to find a single useful one. In this way, the License Board complicates what ought to be an entirely straightforward process. It obfuscates the information you need to make the right choice when spending License Points. And why? To what benefit? I don't know. The whole thing seems utterly superfluous.

BALTHIER > YOU

Anyway, that's enough about game mechanics for now. We all know the main reason most people play a Final Fantasy game is for the story and characters, and in this regard FFXII succeeds admirably. It's difficult to give much detail about the narrative without dropping a bunch of spoilers, but what I can

You no think me pretty?

...and every Sunday. there shall be free pancakes by royal decree...

say is that it takes longstanding genre clichés – such as the old orphaned-hero-facing-off-against-an-evil-empire bit – and weaves them into a nuanced tale of political intrigue and personal sacrifice that (unlike its predecessors) never once bogs itself down with unnecessary detail or finger-waving moralising. It's deliberately unobtrusive and pleasantly concise, eschewing complicated plot-twists and absurd deus ex machinas in favour of good old fashioned character development.

Fans of charming rogues take note: sky-pirate Balthier is the charmingest charmer that ever charmed his way out of Charmtown's prestigious Charm University. He's an obvious archetype skillfully implemented – well-written and eminently charismatic. The rest of the cast aren't quite as awesome, but they're all pleasant enough in their own familiar ways. And it certainly helps that they're all voiced by skilled and enthusiastic actors. Even emo protagonist Vaan is portrayed with enough charisma to be likeable. You'll still want to smash his face in with a brick sometimes, but since he's the main character in a Final Fantasy game, that's pretty much a given. (At least he isn't as annoying as Tidus.)

So there's the story and characters dealt with – now onto the setting. Similar in many ways to its namesake from Final Fantasy Tactics Advance, Ivalice is a unique and vibrant world alive with diversity. Populated by a variety of distinct races (most of which appear in FFTA) and peppered with numerous assorted cultures and institutions, it bubbles with an exotic cosmopolitan vivacity that makes it an absolute pleasure to explore. Plus it looks VERY pretty. And I don't mean pretty for a PS2 game – I mean it's genuinely gorgeous. Square-Enix has compensated for the PS2's obvious technical limitations perfectly, masking the game engine's imperfections with unanimously stylish art direction and design. I don't know if you could call it the best looking RPG out there, but it's easily the best looking Final Fantasy. Not that you wouldn't expect it to be, but still... it's surprising how great this game looks sometimes.

Too bad the same can't be said for how it sounds. For while Hitoshi Sakimoto's score is competent and unobtrusive, it lacks the catchy panache and emotional resonance of Uematsu's work. You can hear the music, you know it's there, but it rarely catches your attention or adds to the atmosphere. There are of course a few standout tracks – the sombre piano played in Paramina Rift comes to mind – but they're surrounded by unremarkable interpretations of tired fantasy game clichés. It isn't bad per se; it's just flat. Uninspired.

But that's the only area in which FFXII fails to live up to its predecessors. In every other respect – combat, narrative, characters, voice-acting, setting, and presentation – it is the pinnacle of the series. I've been playing it for over seventy hours now and it STILL continues to impress almost every time I turn it on. This is the best Final Fantasy game ever made and the ultimate crowning achievement for the PS2.

What was that phrase I used at the start of this review? Goddamn incredible? Yeah, well that's exactly what FFXII is: goddamn incredible. <<

AVAILABLE ON:

360 / PS3 / Wii / PC / **PS2** / Xbox / GCN

DETAILS:

CATEGORY: RPG
PLAYERS: 1
DEVELOPER: Square-Enix
PUBLISHER: Square-Enix
PRICE: $99.95
RATING: M
AVAILABLE: February

HYPER VERDICT:

PLUS: Brilliant gameplay, story, characters, setting and presentation.

MINUS: Collectible Gambits and the License board are silly.

VISUALS	SOUND	GAMEPLAY
95	91	97

OVERALL

96

Goddamn incredible.

That's a serious cockroach problem!

When Ant-Rid just isn't strong enough

Lost Planet: Extreme Condition

DANIEL WILKS refuses to revive the Baygon jokes

Take one snow-covered planet with an average temperature of fatally cold, an insectoid race straight out of Starship Troopers, a high tech conspiracy, some heroic snow pirates and an amnesiac hero and you have the makings of one of the most frustratingly brilliant shooters on the Xbox 360 to be released so far. After his father's death at the hands of the terrifying giant Akrid "Green Eye", Wayne, rendered partially amnesiac by the ordeal must fight against the Akrid and a shadowy but very well armed organisation called NEVEC to discover the truth about his past, his father's death and the fate of the planet. What this means is multiple vast arctic levels, numerous bugs, snow pirate and Vital Suits, and enough big guns to do away with them.

DOES ANYONE HERE NOT HAVE AMNESIA?

Throughout the single player game players take the role of Wayne, yet another unfortunately named badass capable of taking out an army almost single handedly. The levels vary from massive open spaces inhabited by Akrid through to narrow indoor areas held by snow pirates or NEVEC guards but all feature the same relentless drive forward as you try to make the final objective, whether it be a cutscene or a boss battle, as you fight against not only the enemy but the overwhelming cold.

Aside from regular weapons, Wayne also has the ability to pilot Vital Suits, powerful mechanised suits of armour bearing powerful shoulder mounted weapons. The Vital Suits fall into two rough categories, mecha and transformers; the former lumber around but have some type of special movement skill such as double jumps, brief flight or Gundam style rocket "skating" while the latter can transform into a secondary vehicle such as fast moving snowmobiles or powerful tanks. Although the Vital Suits are fun to play around with and look fantastic they essentially just come across as a BFG rather than a true gameplay mechanic in their own right.

There are two game mechanics central to Lost Planet that elevate the title above typical run and gun fare; the grapple and thermal energy. The grapple, as the name hints is a grapple, indispensable for accessing high areas, traversing gaps and saving Wayne's butt hundreds of times throughout the course of gameplay. A good deal of the level design is based around leaping, or grappling as the case may be. A fine example of this level design comes early in the game with a level that sees Wayne grappling his way up a cliff while trying to avoid a giant moth-like Akrid that flies by at regular intervals and drops exploding egg sacks. It's tense but accessible, requiring something of a trial and error approach, but it is the errors that truly show the greatness of the grapple; it automatically deploys if you fall off an edge that is grappleable (grapplicious, supergrappletastic). It's such a simple little mechanic but so good it deserves a medal. An automatically deploying grapple allows players to use trial and error to find paths; instead of being turned into a fine red mist if you fail and being forced back to the beginning you can try again from the position you fell. Unfortunately the grapple also leads to its fair share of hair pulling moments. There are many tempting rocks, rooftops and overpasses that allow you to grapple on to them but then kick

[up] Semi-Mobile Suit Gundam

SNOW PATROL

Lost Planet: Extreme Condition features multiplayer for up to 16 players. Four game modes are available including Elimination and Team Elimination (deathmatch and team deathmatch respectively) but the other two are far more interesting. Post Grab uses a mechanic somewhat similar to the Battlefield series and sees two rival teams fighting to capture and hold mechanical posts dotted across the maps. Fox Hunt is potentially the most interesting and sees a single "fox" player being hunted by the remaining players. All of the multiplayer modes are spiced up with Vital Suits and the addition of the grapple adds a fantastic strategic element as players vie for high ground or those special, all but inaccessible weapons.

Did anyone else watch Lexx?

Not Pictured: Bugs

> **The necessity of thermal energy and the way it keeps ticking down leads to wonderfully tense moments...**

you off with an invisible wall, often causing you to fall to your death.

SO VERY COOL

Thermal energy is the most frustratingly brilliant aspect of the game. In the freezing climate of the game, characters need heat to survive, heat harvested from generators, stores and more frequently from the bodies of dead Akrid, Vital Suits and Snow Pirates. Wayne's Thermal Energy meter is tied in with his life force, essentially making it a timer ticking down how long he has before becoming another corpsicle. Taking damage drains the Thermal Energy meter as the heat is used to heal wounds. The necessity of thermal energy and the insidious, unstoppable way it keeps ticking down leads to wonderfully tense gameplay moments and the player is forced into fights they don't really want just to suck up some sweet dead body warmth or conversely having to flee from battle to try and find a source of heat to regenerate your health.

Thermal energy ties in directly with the design of the insectile Akrid, a species that is at once awe-inspiringly next-generation and relentlessly old school in design. The Akrid look amazing. There's no other way to say it. The concept artists, animators, texture artists and what have you have done a brilliant job bringing a truly alien race to life. The Akrid range in size and threat from the rather small and mildly annoying flying trilobite things through to massive and terrifying such as the huge snow worms (reminiscent of the sandworms from Dune). The first time a worm bursts from the snow is a definite brown trouser moment. No matter the size of the Akrid, from small and ignorable through to the massive screen-filling bosses, all of the Akrid bear one feature in common, glowing orange hard points. These hard points both serve to show where the

creature is vulnerable and where it stores its tasty, tasty warmth. Destroy a hard point and the thermal energy stored within will pool on the ground for you to collect, destroy them all and the Akrid will instantly freeze into an ugly chunk of bug ice that just begs to be shattered. Working out the patterns of the boss monsters and how to access their often tiny reservoirs of thermal energy is a blast.

Lost Planet comes achingly close to brilliance. The action is smooth and compelling, the creature design is sublime and the weapons pack a real punch. Unfortunately the vast majority of the levels require a real trial and error approach, leading to multiple deaths and restarts before you can work out the right route. Even with the frustrations you'll still be compelled to play on – if only to witness the majesty of the next boss. <<

AVAILABLE ON:
360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:
CATEGORY: Action
PLAYERS: 1-16
DEVELOPER: Capcom
PUBLISHER: Capcom
PRICE: $119.95
RATING: M
AVAILABLE: January 12

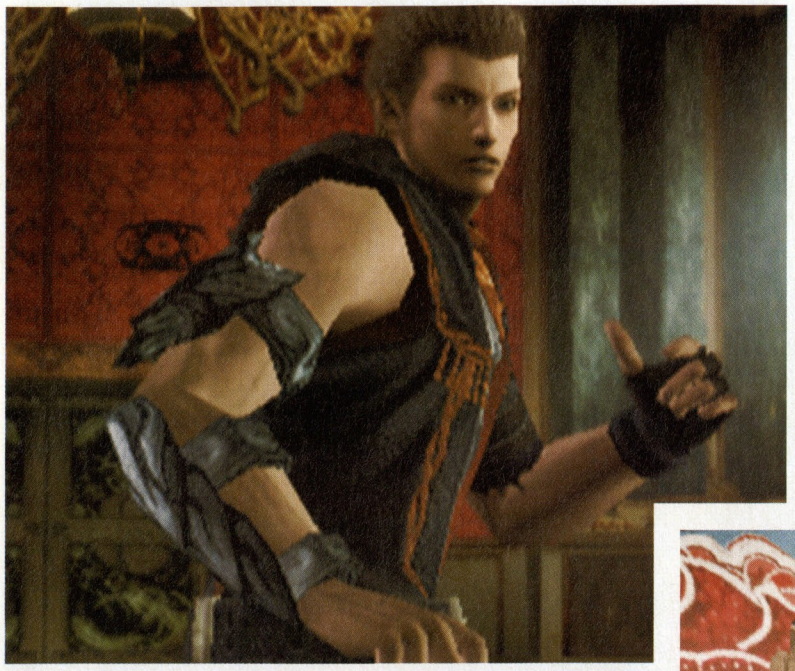
HYPER VERDICT:
PLUS: Brilliant monster design, old school boss battles, Grapplicious.
MINUS: Trial and error level design, invisible walls.

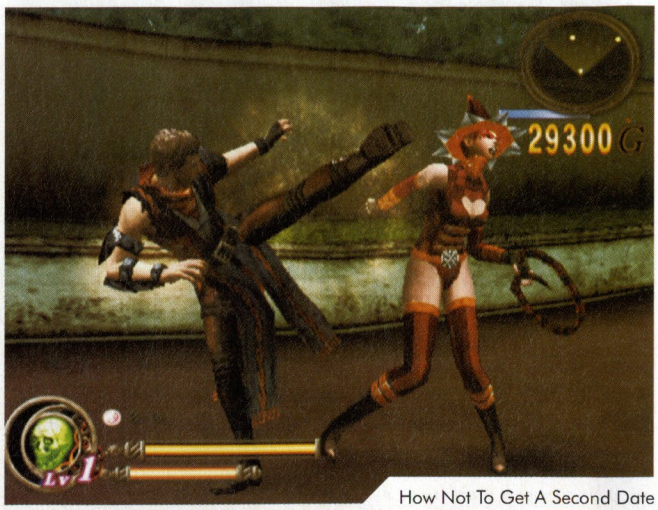
VISUALS	SOUND	GAMEPLAY
95	88	89

OVERALL

88

Achingly close to brilliance.





How Not To Get A Second Date

Yes: they want you

God Hand

DANIEL STAINES hands it to Clover

[01] Darren Wells' dream screenshot sequence!

[02] Batter Up!

Even though I love it to bits, I can understand why a lot of people might hate God Hand. It's deliberately esoteric and self-consciously absurd: a viciously clever pisstake that makes no apologies for the fact that some people... a lot of people... probably won't get the joke. But it definitely is a joke. And also more than a joke. It's both a merciless satire of beat-em-ups and one of the best examples of the genre to come out in recent memory. Plus it features an ape who dresses like a Mexican wrestler. Also, midgets. Can't go wrong with midgets. Especially when they're wearing Power Ranger costumes. Anyway, let's talk gameplay and stuff.

POW! ZOOM! STRAIGHT TO THE MOON!

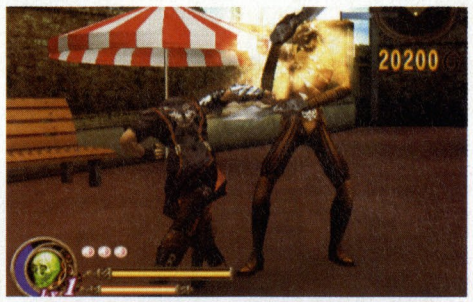
So here's the setup: your name is Gene, you're a martial arts superchamp with a magical right arm, and you live in a post-apocalyptic wasteland populated by punks and demons. And that's all the information you need. There's a story there if you want it – something about fiends from hell invading earth or whatever – but we don't need to talk about it. You know why? Because plots are for pussies. Seriously, there's an ape out there committing unspeakable crimes against good taste and you want to sit back and think about your motivation? Nuts to that. You get the hell out there and you punch that damn gorilla right in the balls. And don't even THINK about looking for a reason why.

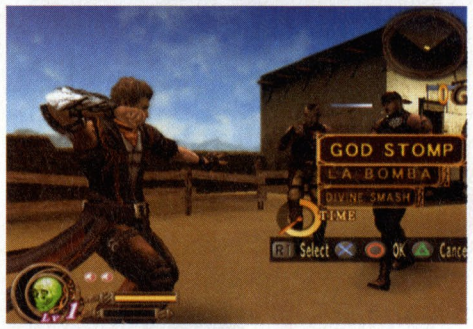
What I'm trying to say here is that the fighting in God Hand is really good. So good that you don't need a proper narrative to justify it. The best way I can think of to describe it is like Fist of the North Star with less blood and more comedy. So, instead of punching people so hard that their internal organs pop out of their eye-sockets, Gene will instead punch people so hard that they fly into outer space and disappear in a twinkle of light. Basically, it's the sort of slapstick violence that's still visceral enough to be gratifying. Kind of like those old Road Runner cartoons where Wile E. Coyote would always get an anvil dropped on his head; you laugh when Gene repeatedly stomps some poor guy's face into the ground, but you also wince a little bit too.

I should mention at this point that – even with all its deliberately silly ultra-violence – God Hand's combat system is still pretty damn deep. With a vast number of standard and

DON'T BET ON PURPLE. HE SUCKS. **To help pace the game and give you a way to earn money between levels, God Hand features a casino where you can play a variety of gambling-based mini-games – stuff like video poker and so on. This all seems pretty normal until you get about five-hours into the game, at which point the dog-racing track opens up... and you're given the opportunity to bet on Chihuahua races. So: brightly coloured rat-dogs racing each other for money. There's only one thing you can say to something like that – AWESOME.**

Everything floats down here does it bitch?





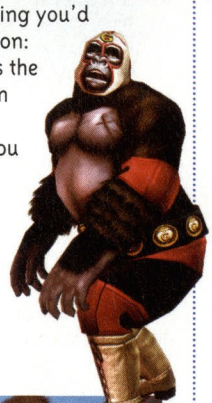
God Hand wants you to experiment. We've seen videos of guys playing in ways we hadn't even thought of

special moves available, you are free to select which attacks will constitute Gene's repertoire and thus develop a unique style that suits your particular tastes. For example, since I'm a no-nonsense sort of guy when it comes to fighting games, I tend to use a lot of simple flurry attacks supported by powerful finishing kicks. It isn't pretty, but so what? It's fast and it gets the job done. Of course, showponies who go for extravagant drunken master attacks and Guile-style somersault kicks can still kick arse just as well (if not better) than a boring git like me – that's the beauty of the system. God Hand WANTS you to experiment. It WANTS you to develop your own playstyle. We've seen videos on Youtube of Japanese guys playing in ways we hadn't even thought of. It's crazy, and totally awesome at the same time.

IMPRESSED WHISTLE

Looking at the screenshots accompanying this review, you can see that God Hand isn't exactly the world's best looking beat-em-up. Environments are barren and lifeless, textures are uniformly unimaginative, and polygonal clipping is a recurring problem throughout the entire game. But somehow (and I'm going to sound like a blatant apologist here) in some weird way, God Hand's distinct ugliness just adds to its unique charm. It's dodgy and cheap in the same way that that the aforementioned Fist of the North Star is dodgy and cheap – like a classic kung-fu movie filmed on a shoestring budget. Of course, I know a lot of you probably don't think that cheapo charm is an acceptable trade-off for crap graphics and that's fine. As was made clear in the intro, this isn't a game for everyone.

It is a game for me though. I love God Hand. I think it's one of the most original and enjoyable fighting games to come out in ages. But there's no way I can recommend it wholesale – not when I know that the majority of gamers are probably going to hate it. So! To help you decide whether or not this is sort of thing you'd like, here's a question: just how much does the idea of punching an ape in the testicles appeal to you? If you answered with an emphatic "a lot!", then God Hand might just be the best game you buy this year. Otherwise... not so much. <<



AVAILABLE ON:

360 / PS3 / Wii / PC / **PS2** / Xbox / GCN

DETAILS:

CATEGORY: Beat-em-up
PLAYERS: 1
DEVELOPER: Clover Studios
PUBLISHER: Capcom
PRICE: $79.95
RATING: TBC
AVAILABLE: February 21

HYPER VERDICT:

PLUS: Hilarious, charming, deep and flexible fighting mechanics.

MINUS: Cheapo graphics, limited appeal, really hard sometimes.

VISUALS	SOUND	GAMEPLAY
75	88	88

OVERALL

88

A hilarious beat-em-up that sacrifices broad appeal for esoteric charm.

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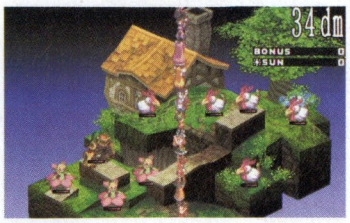

This is the greatest screenshot ever

Pretty butterflies. KILL IT!

Disgaea 2: Cursed Memories

DANIEL WILKS drops some science

Mass is constant, light has a finite speed, the Earth revolves around the Sun and Nippon Ichi know how to do turn based strategy. These are immutable facts of life. Disgaea 2, sequel to one of the greatest turn based strategy games of all time, delivers the goods as you would expect from the developers; players take the role of the sole surviving human in a demon filled realm whose sole goal is to confront and defeat the demon lord responsible for cursing his family and turning them into monsters. Of course there are a few unforeseen obstacles in the way – an attempted summoning kidnaps the demon lord's snooty daughter and binds her to our hero Adell, leading to "romantic" tension, back-stabbing and shonky dialogue. If all of that sounds a bit heavy you couldn't be further from the truth as Disgaea 2 has its tongue placed firmly in cheek from beginning to end with a silly story, amusing characters and some of the most deliciously wrong item descriptions ever to grace a game; one of the early fist weapons available to the main character has a description along the lines of, "Baby, why do you make me hit you?"

GRIDDY WITH EXCITEMENT

Gameplay is based around turn-based combat on grid maps. Players can recruit characters from a pool that grows with level and monsters defeated and field up to 10 of them in battle at any one time. Each character has a pool of attacks and abilities that grow with level, training and equipment, giving players a vast strategic pool to draw from. There's no two ways about it, Disgaea 2 is an enormous game and if you start be prepared to surrender your life to it for a good long time. Aside from the multitude of story levels, every item in the game can be entered as "Item Dungeons", randomly created dungeons of up to 30 levels, each populated with beasties, treasure and "specialists" that can be recruited to upgrade other items. Each level completed in an item dungeon increases the effective level (the effectiveness) of the item. Aside from upgrading items, item dungeons are vital for leveling up characters to tackle boss battles and more difficult encounters that in turn give you better items to be leveled up. It's a horribly recursive trap that will steal every hour you have in a day. And the next day. And the next.

If there's any complaint to be leveled against Disgaea 2 it is the fact that it's not that much of a step past the first game; the only significant change being the fact that players can now stack characters on the one square for devastating chain attacks that get more and more powerful with each character stacked. Otherwise it's the same old mechanics; grid based turn based combat, petitioning the council for new items, characters and the like, leveling items in item dungeons and having a grand old time. Of course saying that Disgaea 2 is too much like Disgaea is like complaining that cars still have round wheels after all the many models and iterations they have gone through. You stick with what works and the mechanics of Disgaea work really, really well.

AVAILABLE ON:
360 / PS3 / Wii / PC / **PS2** / Xbox / GCN

DETAILS:
- **CATEGORY:** Strategy
- **PLAYERS:** 1
- **DEVELOPER:** Nippon Ichi
- **PUBLISHER:** Koei
- **PRICE:** $79.95
- **RATING:** M
- **AVAILABLE:** Now

HYPER VERDICT:

PLUS: Incredible depth to strategy, huge, frequently hilarious.

MINUS: Will eat your life, some of the characters grate, overwhelming.

VISUALS	SOUND	GAMEPLAY
65	80	90

OVERALL

89

Kicks arse one square at a time.

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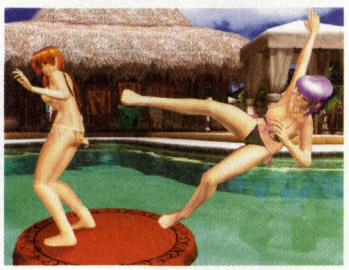
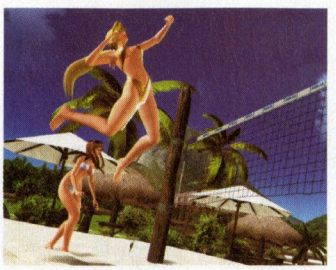




Dead or Alive Xtreme 2

Pay special note to the fact that Team Ninja has dropped the "Beach Volleyball" from the title. The omission could be due to the more fan service oriented nature of the second game (if such a thing were even possible) or it could be the fact that Team Ninja have realised that the gameplay of the beach volleyball and other mini-games is so non-existent it's not even worth a mention. We'd put our money on the latter.

"Gameplay", for want of a better word, revolves around picking one of the bikini clad DOA girls and spending a fortnight on the newly resurfaced Zack Island, playing games, lounging by the beach or pool and buying presents for the other girls to entice them to become your beach volleyball partner. This could work – a big, pretty, semi-dating sim with sports mini-games and a collect-em-up list of items to gather – but unfortunately Team Ninja seem to have excised anything remotely enjoyable from the first game and replaced it with space age physics that allow each undulating mound of chest jelly to move independently. Volleyball is a two button affair hampered by a terrible camera and retarded partner AI, Tug of War and Butt Battle are simply guessing games in which you have to do a move to counter your opponent, and the waterslide is fast, pretty and uncontrollable. The only mini-game that nearly works is the new jetski races, but these too are hampered by a shoddy camera and incredibly twitchy controls. Strangely, the only robust part of the game is the casino where you can try and increase your cash pool before bed every night. You can play poker, blackjack, roulette and slots to try and win big. This is also the only part of the game that doesn't have the girls on display. Instead you have to listen to their horribly repetitive airhead comments over and over.

The whole thing comes across as so pointless and gratuitous in the end that you can't help but wonder if Itagaki and his Team Ninja cronies are playing some kind of epic post-modern joke on us – DOAX2 is not actually a game, the game is how much money they can make us pay for it.

DANIEL WILKS

AVAILABLE ON:
360 / PS3 / Wii / PC / PS2 / Xbox / GCN

DETAILS:
CATEGORY: Jiggle Physics Simulator
PLAYERS: 1-2
DEVELOPER: Team Ninja
PUBLISHER: Tecmo
PRICE: $69.95
RATING: PG
AVAILABLE: Now

HYPER VERDICT:
PLUS: Boing, looks great.
MINUS: The game.

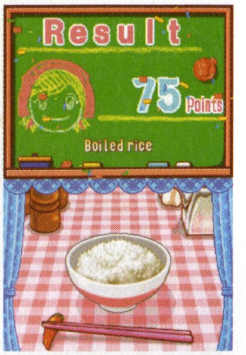
OGLE-FACTOR	ORAL	BOUNCE
92	70	38

TITILLATION

36

Shallow, vapid and pointless.

Hand injury simulator!



Cooking Mama DS

Wheee! Man, for a pastime that can be more complicated than a thesis on thermodynamics, Cooking Mama (CM) does two things really well: it makes cooking simple, and it makes it fun.

Really fun. Utilising the stylus and touch screen, you gesture your way through the preparation of over 70 food dishes. So you peel potatoes, chop carrots, clean-up cuts of meat, mix ingredients, cool food by blowing, stir-fry and even choose how you'll present your food. And it's almost perfectly accessible. Apart from the occasionally ambiguous instructions, those who don't know what to do when presented with a knife and some tomatoes should really stick with TV dinners.

When it all boils down to it (that's one!), Cooking Mama is essentially a collection of stylus-based cooking mini games and not much else. Cooking enthusiasts only get a broad overview of ingredients and methods used in the various dishes on offer, so anyone expecting some sort of real-world utility will be disappointed. Bugger – they didn't even bother with a simple recipe list to take down with you to the shops.

Plus, the other complaint with CM comes down to the nature of the mini games – they're just a bit too basic and short. Cooking in CM is very much an abstract art: sure, peeling and chopping and arranging convince but many mini games are rhythm action affairs and not much else. Each dish is designed to be played in a couple of minutes max, so you'll work your way through the entire collection in no time.

There's no doubt about it: Cooking Mama is a charming, fun, and engaging title – for as long as it lasts. It's seriously lacking in the longevity department, and it's maybe a little too simplistic. If Majesco hits back with a more fleshed-out sequel (that's two!), we could have a real winner in our hands. Can't wait to see the Wii version!

MARCH STEPNIK

AVAILABLE ON:
PSP / **DS** / GBA

DETAILS:
CATEGORY: Cooking Action
PLAYERS: 1
DEVELOPER: Majesco
PUBLISHER: Red Ant
PRICE: $69.95
RATING: G
AVAILABLE: Now

HYPER VERDICT:
PLUS: Charming, great idea.
MINUS: Pretty shallow at the end of the day.

VISUALS	SOUND	GAMEPLAY
80	73	70

OVERALL

74

It's no Iron Chef, but it's a start.

Yoshi's Island DS

What were Nintendo thinking, entrusting Artoon - the team behind Blinx and the oh so average Yoshi's Universal Gravitation - with the sequel to arguably the greatest 2D platformer of all time? We don't know, but they must have kept them on a very tight leash, as Yoshi's Island DS is certainly a competent and entertaining game.

But really, is competent enough? Is retreading the design of the original – at the time a groundbreaking title – this many years later just a cop out? Or should we see it as a homage? A chance for fans of the original to get another dose, and for newcomers to see what all the fuss was about? It's a tricky one because Yoshi's Island DS is definitely one of the best platformers available for the system, but it doesn't really add a great deal to the original game, instead opting to play it safe – the exact opposite, in other words, of the spirit of the original.

But hey, there's no denying that the mechanics are still great – flutter jumping, butt stomping, frantically pursuing bubble-boy Mario after you've taken a hit, and of course, converting enemies to eggs. We'll never get tired of that; there's something so cool about bringing up that egg aiming cursor, whether you're going to bounce it a off couple of walls to hit an out of reach secret, blaze away at a far flung question mark shimmering in the sky, or do something more pedestrian, like take out one of the bizarrely innocuous enemies. Speaking of which, what's with that whistling flower guy anyway? It strolls along as if it doesn't have a care in the world, when at any moment a would-be plumber riding a dinosaur could swoop down and callously bust an eggy cap in its ass, or worse, swallow it and use it as fodder for the conquest of its native land. But I digress. The point I'm trying to make is that as a platform game Yoshi's Island is expansive – beating a level is generally simplicity itself, but uncovering each level's fertile secrets and hoarding its collectables is where the true gameplay lies.

Spicing things up somewhat is the new ability to swap babies at stork points during levels. Baby Mario can dash, baby Peach can float on updrafts, baby DK can climb vines and shoulder charge, baby Wario has a magnet to attract metal and baby Bowser can breath fire. This brings more puzzle elements into play and means you'll have to revisit some levels once you have the requisite abilities. It has also allowed Artoon to design much larger levels to make use of the dual screens – it's quite cool, for instance, to see Peach soaring up through a level, umbrella outstretched. Even so, with all the art assets and gameplay mechanics that have been recycled, we can't help but think that this game lacks its own soul.

CAM SHEA

AVAILABLE ON:
PSP / **DS** / GBA

DETAILS:
CATEGORY: Platformer
PLAYERS: 1
DEVELOPER: Artoon
PUBLISHER: Nintendo
PRICE: $69.95
RATING: G
AVAILABLE: Now

VISUALS	SOUND	GAMEPLAY
79	76	85

OVERALL

83

Into the Labyrinth

When we were offered an interview opportunity with Guillermo del Toro we pondered for a while as to whether he would fit with the magazine; after all we do have a games focus. Looking at the Mexican director's filmography, however, convinced us he was a natural fit, having been responsible for such genre favourites as Blade II and Hellboy as well as the lesser known but superb Spanish language works Cronos and The Devil's Backbone. OK, sure, he's also responsible for Mimic but everyone has to pay the bills. After seeing his latest film, Pan's Labyrinth, a work that has been nearly universally praised, evaporated all of our doubts. The fact that it took about half an hour for Wilks' hands to stop shaking after seeing it didn't hurt our desire to speak to the writer/producer/director either.

Set in 1944 Spain, Pan's Labyrinth on its surface is the story of a little girl, Ofelia and her beautiful but fragile pregnant mother Carmen who have been removed from their city life and transported to a remote mill that serves as the headquarters and barracks for Carmen's new husband the pro Franco fascist Captain Vidal. As Vidal wages a guerrilla war against the "rebels" hiding in the woods he all but ignores (his only attention is malignant) his new family aside from his unborn son who he sees as his heir and legacy. Ofelia escapes the confines of the mill and Captain Vidal's gaze, finding a nearby garden labyrinth, home to Pan, who tells her that she is in fact the Earthly form of his world's princess and that to come home and assume her throne by the side of her real parents she must perform three dangerous tasks before time runs out.

Throughout the film fantasy and reality merge, clash, juxtapose and reinforce each other in turns creating one of the most spectacularly powerful movies to have been made in recent years.

Monster

The lead villain in Pan's Labyrinth, Captain Vidal, is without a doubt one of the most horrifying and intimidating movie monsters to have appeared on screen in quite a time. To call him a sadist would be to give him a recognisably human trait.

"That was the idea. The idea that has been present in my movies ever since Cronos is that actually the worst monsters are not the monsters of fantasy but the monsters of real life. Vidal I think is the most tragic example of that and the most current example of that because I think that we live in a world where we have lost any sense of what war really means. Right now war means a headline in a newspaper. A boring thing that goes on somewhere in the world but in reality we are all effected by it and there is a kind of person who articulates their view of the world through the destruction of others. Vidal is a particular brand of fascist that is incredibly disenfranchised humanly from the rest of the world. He's a fascist that's perhaps a little too Spanish, a little too Mediterranean. It's the kind of fascist I know very well as a third-worlder."

ON VIOLENCE

The test audience for Pan's Labyrinth was rather shocked by the level of violence shown in the film.

"I thought the fact that I needed to show how fantasy is not so much an escape from the world as it is a way to articulate the world. A way to make sense of it. The violence of the world surrounding the girl needed to be reflected in the fantasy. The fantasy, like the world, is definitely not benign. Fantasy can be made sense of because the violence was perpetrated by monsters: If you watch the movie multiple times you will catch more and more of that nuance; how her fantasy actually reflect forces that are at work in the real world."

Making films in different countries

How does making a film in a different country – del Toro has made films in Mexico, Spain and America - influence the way it is made?

"It changes in the sense that when I do a movie like Pan's Labyrinth I regard whichever hypothetical audience is for it as extensions of myself. I am not aiming for a pleasing rhythm or a pleasing approach to things but a much more unique, personal and challenging approach to things. My current movie is a movie that challenges the more linear mind. There will be a certain percentage of people that will come in expecting Harry Potter and they will be f**ked up the arse. It's a movie that is going to f**k up people's expectations. That is one of the differences doing films essentially on my own as opposed to making movies in a studio system. I have the freedom to do these things."

Creative control

Pan's Labyrinth has been a labour of love for del Toro to finally bring to the screen, the director having been developing the story for nearly 20 years.

"It was a nightmare to get the movie going but I thought that the only way to get it made the right way was to produce it, direct it and write it. Frankly it made the experience very painful but the results make it worth it. I really don't think if I had relinquished control on some of the things I had to do that the movie would have come out the same. It was difficult for all the wrong reasons. There was a lot of bureaucracy and a lot of politics going on in raising the money and finding the sources for it and then allowing the sources to be channelled between Mexico and Spain. That was incredibly baroque, incredibly Byzantine to deal with; work permits, cooperation agreements, creating structures bureaucratically. It was a nightmare and then shooting it was equally difficult because we were facing everything from forest fires to actors falling out of schedule to everything really. It was a very complicated shoot. It was a movie that was made for 13.5 million euros and I was trying to make it look like 50 million dollars."

DOUG JONES

Doug Jones, like Andy Serkis is one of those great actors that is hardly ever seen on screen, instead lending his incredible physicality to numerous creature roles such as Pan and The Pale Man in Pan's Labyrinth, one of the insects in Mimic, Abe Sapien in Hellboy and numerous other all but anonymous roles.

"I think that he has a gift that is not very common. Inhabiting these creatures requires true acting talent. Most people think it's a mime-like ability. It isn't. It's about finding the quirks, the emotions and the idiosyncrasies or creating them and it's a gift. Some people have it, some great actors have it, Sir Laurence Olivier was someone that was excellent in makeup. Ron Perlman is another very gifted actor in makeup. Doug is one of the best that ever lived. As a guy who loves creature movies I can tell you that he is truly one of the greatest actors to be able to create these creatures. He puts all his love and all his intelligence behind it. He has plenty of both."

Making Monsters

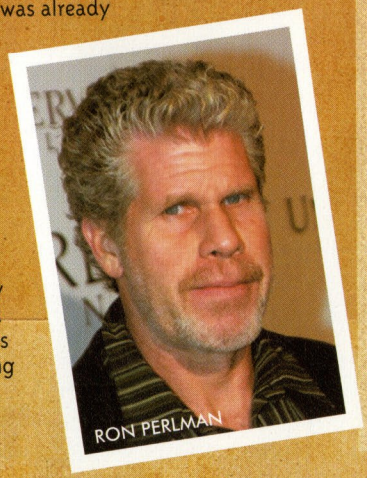
Pan's Labyrinth contains two of the most memorable fantasy creatures to appear in films to date, the otherworldly forest god Pan and the horrifying Pale Man, both of which have been invested with the same level of incredible physicality by Doug Jones. So how exactly do you go about making these creatures come to life?

"The first thing is the look of the creatures. I talk to Doug in the broadest of forms about what the movement is; what style of movement he has but then he fabricates a lot of it. He took a lot of direction from me on the Pale Man because I was a lot more precise on the way he moved. With Pan I wrote the part hoping he would do it but not knowing if we could afford him. All I told him was that he needed to shake his body like a goat, especially when he was old and then as he became younger and younger in the movie he needed to become a rockstar. I talked to him about Mick Jagger; that certain swagger and Glam Rock star strut. You see it in the movie. At the start he is really an old, old, feeble creature and as he approaches the end he becomes more and more the rock star."

RON PERLMAN!

He whose name shall only be spelt in capital letters has become something of a mainstay in Guillermo del Toro's films, so far having appeared in Cronos, Blade II and Hellboy as well as starring in his upcoming sequel to Hellboy.

"Even by the first time I worked with him I was already a fan. I was a huge fan of his Salvatore in In the Name of the Rose and I was a huge fan of his Neanderthal or primitive man he played in Quest for Fire. I truly thought that anyone who could play those two characters and play Vincent in Beauty and the Beast had such range. He could go from the base, almost innocent brutality to majestic elegance and power in the portrayal of Vincent. The second thing that joined us was that he has a very childlike enthusiasm for what he does and he loves food. He eats like a pig and that is always an important thing in me becoming fond of people. I believe that any person that does not enjoy food should not be talked to."


RON PERLMAN

Hellboy: The Game

Before talking to Guillermo we had heard variously that the director is working with Krome studios on the upcoming Hellboy game for next generation consoles and conversely that he is doing no such thing. So which is it?

"I am working with them. Mike Mignola and I are working pretty much in conjunction. We have approved the designs, we have approved the storyline, we have influenced the storyline, we have given notes on the designs, we have given comments on the playability of the game. We have had several meetings to help them art direct the thing. So yeah, I think we are pretty much involved in the game. The last Hellboy game was a horrible thing."

Hellboy 2

"We're working on it. We're frankly still in the budgeting stages so it's a little too early to predict exactly when we're going to shoot but the aim is to start shooting in May for a 2008 release."

The Genre Trap

Throughout his career so far, Guillermo del Toro has made genre films, telling his stories, whether they be deeply personal or broadly entertaining through mediums such as horror and fantasy, inevitably leading him to be labelled, somewhat critically a "genre filmmaker".

"I think that both Devil's Backbone and Pan's Labyrinth are both parables about innocence and brutality. In the case of Pan's Labyrinth it's a battle about choice and disobedience being important. Devil's Backbone is about sticking together due to how incomplete and fragile we are. It's essentially the reverse of Lord of the Flies. Flies is about how a group is dissolved by their differences and Devil's Backbone is about how a group of broken kids get together and form the only complete character in the movie. I would love to continue making genre movies. I remember when I was about to do Mimic – which was unfortunately a really difficult experience – I remember James Cameron looked at me very concerned and he said to me, "If you follow Cronos with this you will be branded a genre filmmaker", and I said, "that's what I hope!" I really love the genre with all my heart and I think it is the most complete style as an artist that I could aspire to. You can tell any story you want to in a genre."

LOVECRAFT

Aside from Hellboy II, one of del Toro's most exciting projects is an adaptation of the H. P. Lovecraft story, At the Mountains of Madness.

"I've been working on it for the last three years. It's a definite labour of love. The first time I wrote a version of it was in 1993 so it has taken a while. We have actively been working on it for three years but personally I've been working on it for more than a decade. I think we may shoot it perhaps in Greenland and Canada."

International flavour

So far del Toro has made films in three different countries, Hellboy, Blade II and Mimic in America, Pan's Labyrinth and The Devil's Backbone in Spain and Cronos in Mexico. Which does he prefer?

"I think there are different flavours. When we talk about film and food being sort of equal in my mind I think that you don't only want to eat caviar all your life – sometimes you want to go and have a huge burger with fries. I enjoy both the more pop, crazy pieces like Hellboy or Blade; they bring something different and I enjoy doing them. Those pieces are a lot of fun. Pan's Labyrinth, Devil's Backbone or Cronos are absolutely oxygen to me. There are absolutely necessary for me to exist as a person, forget about as an artist."

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Complete Review Database

Welcome to the end product of one of the most epic undertakings in Hyper history. Wilks and I have slaved over a hot Excel document to bring you a complete list of every game Hyper has ever reviewed. Yes, over 3,700 scores await your eager eyeballs, from Aero the Acrobat to Zero Divide, covering all the major platforms of the last 13 odd years. Insanity, She Wrote! Enjoy!

Game Title	Platform	Issue No	Score
9	PC/Mac	39	86
1942	Gameboy	82	60
.Hack Part 1: Infection	PS2	127	77
.Hack Part 2: Mutation	PS2	131	71
007: Agent Under Fire	PS2	100	60
007: Everything or Nothing	GBA	124	69
101st Airborne in Normandy	PC	63	83
1080 Avalanche	GCN	126	77
1080 Snowboarding	N64	57	90
11th Hour, The	PC	28	70
1503 AD: The New World	PC	116	84
18 Wheeler: American Pro Trucker	DC	92	75
1830: Railroads and Robber Barons	PC	21	68
187: Ride or Die	PS2/Xbox	145	48
1942: The Pacific Air War	PC	10	88
1944: Across the Rhine	PC	23	75
1nsane	PC	87	89
24: The Game	PS2	150	87
2Xtreme	PSX	42	50
3D Lemmings	PC/PSX	23	83
3D Ultra Pinball	PC	27	75
40 Winks	N64	73	74
4X4 Evo 2	Xbox	107	42
4X4 Evolution	PS2	97	55
5th Element	PSX	61	76
7th Guest, The	Mac	7	88
7th Legion	PC	51	52
A Bug's Life	PSX	66	74
A10 Cuba!	PC	41	76
Aaahh!!! Real Monsters	Megadrive	23	74
Abuse	PC	33	79
Ace Combat 2	PSX	49	75
Ace Combat 3	PSX	78	86
Ace Combat Zero: The Belkan War	PS2	156	79
Ace Combat: Distant Thunder	PS2	101	89
Ace Combat: Squadron Leader	PS2	138	88
Ace Ventura	PC	40	55
Aces of the Deep	PC	13	83
Aces Over Europe	PC	3	86
Act of War: Direct Action	PC	140	80
Activision Action Pack #1	PC	18	65
Actua Golf	PSX	27	50
Actua Soccer	PC/PSX	31	84
Actua Soccer 3	PC	66	74
Actua Soccer Club Edition	PSX	47	77
Actua Tennis	PC	63	81
Addams Family, The	Megadrive	3	74
Addiction Pinball	PC	57	74
Adidas Power Soccer '98	PSX	57	65
Adidas Power Sports Soccer	PSX	32	88
Adrenix	PC	60	79
Advance Wars	GBA	97	92
Advance Wars 2: Black Hole Rising	GBA	118	93
Advance Wars: Dual Strike	DS	145	91
Advanced Civilization	PC	28	55
Adventures of Batman and Robin, The	Megadrive	22	80
Aegis: Guardian of the Fleet	PC	8	86
Aeon Flux	PS2/Xbox	149	71
Aero Fighter Assault	N64	60	70
Aero Gauge	N64	56	69
Aero the Acrobat	SNES	3	74
Aero the Acrobat 2	Megadrive	16	72
Aerowings	Dreamcast	76	74
AFL '98	PC	51	84
AFL '99	PSX	70	59
AFL '99	PC	64	82
AFL Finals Fever	PC	40	78
AFL Live 2003	Xbox	108	85
AFL Live 2004	PS2	121	79
Afterlife	PC	36	85
Age of Empires	PC	50	93
Age of Empires 2	PC	74	90
Age of Empires 2: The Conquerors	PC	85	89
Age of Empires III	PC	147	84
Age of Empires: The Age of Kings	DS	152	85
Age of Mythology	PC	111	90
Age of Mythology: The Titans	PC	123	84
Age of Wonders	PC	77	77
Age of Wonders 2	PC	107	85
Aggressive Inline	PS2	106	88
AH-64D Longbow	PC	34	92
Aheron's Call 2: Fallen Kings	PC	116	84
Aidyn Chronicles	N64	93	60
Air Boarders	N64	58	69
Air Combat	PSX	23	85
Air Warrior	PC	2	85
Air Warrior 3	PC	55	80
Airblade	PS2	98	79
AIV Evolution Global	PSX	35	81
Akuji the Heartless	PSX	68	79
Al Unser Jr Arcade Racing	PC	33	64
Aladdin	PC	15	80
Aladdin	SNES	3	90
Aladdin	Megadrive	1	94
Alan Border's Cricket	PC	8	78
Alfred Chicken	SNES	6	71
Alias	PS2/Xbox	126	73
Alice	PC	89	84
Alien Breed	PC	4	72
Alien Breed: Tower Assault	PC	20	56
Alien Earth	PC	57	89
Alien Legacy	PC	11	80
Alien Odyssey	PC	27	78
Alien Olympics	PC	21	60
Alien Resurrection	PSX	89	65
Alien Soldier	Megadrive	19	50
Alien Trilogy	Saturn/ PSX/PC	31	92
Alien vs. Predator	SNES	3	71
Aliens Vs Predator	PC	68	92
Aliens Vs Predator 2	PC	100	85
Aliens Vs Predator 2: Primal Hunt	PC	109	62
Aliens: A Comic Book Adventure	PC	29	60
Aliens: Thanatos Encounter	Gameboy	93	60
All New World of Lemmings	PC	15	85
All Star Baseball 2000	N64	69	92
All Star Baseball 2002	PS2	93	84
All Star Baseball '99	N64	57	91
All Star Tennis 2000	PSX	84	68
Allied General	PC	30	89
Alone in the Dark	PC	17	78
Alone in the Dark 2	PC	5	90
Alone In The Dark: The New Nightmare	PSX	94	93
Alpha Centauri	PC	67	93
Alpine Racer 3	PS2	112	58
Al-Qadim: The Genie's Curse	PC	9	76
Alter Echo	Xbox	121	74
Altered Beast	PS2	139	48
Alundra	PSX	55	82
American NFL Football	SNES/ Megadrive	3	77
America's Toughest 18	PC	63	76
Amok	Saturn	45	67
Amok	PC	38	69
Amped	Xbox	102	88
Amped 2	Xbox	123	86
Amped 3	Xbox 360	149	86
Amplitude	PS2	120	83
Anachronox	PC	96	79
Andretti Racing	Saturn	43	75
Andretti Racing	PSX	38	76
Angel Devoid	PC	30	70
Animal Crossing	GCN	120	86
Animal Crossing: Wild World	DS	149	86
Animaniacs	Megadrive	13	83
Anna Kornikova Smash Court Tennis	PSX	70	88
Another Code: Two Memories	DS	144	87
Antz	Gameboy	77	40
Anvil of Dawn	PC	28	87
AOE: Rise of Rome	PC	63	82
Apache Havoc	PC	66	93
Apache Longbow	PC	24	92
Ape Escape	PSX	70	92
Ape Escape 2	PS2	112	90
Ape Escape 3	PS2	152	82
Apocalypse	PSX	63	88
Aquanaut's Holiday, The	PSX	35	75
AquaNox	PC	101	80
Arc of Doom	PC	23	30
Arc: Twilight of the Spirits	PS2	125	78
Arcade's Greatest Hits: The Atari Collection 1	PSX	53	55
Arcade's Revenge: Spider-Man vs. X-Men	SNES/ Megadrive	1	62
Arcanum	PC	96	93
Archon Ultra	PC	5	50
Are You Afraid of the Dark? The Tale of Orpheo's Curse	PC	20	61
Area 51	PSX	42	77
Area 51	PS2/Xbox/ PC	141	78
ARL 96 Rugby League	PC	37	86
ARL Rugby League	Megadrive	25	87
Armageddon's Blade	PC	75	75
Armed & Dangerous	Xbox	123	79
Armored Core	PSX	56	88
Armored Core 2	PS2	90	79
Armored Core 3	PS2	118	72
Armorines	N64	78	67
Armoured Fist	PC	14	75
Army Men	PC	59	73
Army Men 2	PC	68	87
Army Men RTS	PC	105	70
Army Men: Green Rogue	PS2	92	30
Army Men: Sarge's War	PS2/Xbox/ PC	131	54
Art of Fighting	Megadrive	5	79
Arx Fatalis	PC	112	83
Ascendancy	PC	27	80
Asghan	PC	64	75
Asphalt Urban GT	N-Gage	136	82
Assassin 2015	PC	39	81
Assault	PSX	62	66
Assault Rigs	PSX	27	83
Asterix and the Great Rescue	Megadrive	3	81
Asteroids	PSX	63	75
Asteroids	PC	63	75
Asteroids 64	N64	78	60
Astonishia Story	PSP	154	50
Astro Boy: Omega Factor	GBA	133	93
Astro Chase 3D	Mac	9	45
Atari Arcade Classics	PSX	81	74
Atelier Iris 2: Azoth of Destiny	PS2	156	65
Atelier Iris: Eternal Mana	PS2	151	73
Athens 2004	PS2	130	65
Athlete Kings	Saturn	37	62
Atlantis	PC	49	85
Atlantis: The Lost Empire	PSX	96	73
Atmosfear: The Third Dimension	PC	32	68
ATV Off-Road Fury	PS2	95	86
Austion Powers: Welcome to my Underground Lair	Gameboy	84	60
Australian Cricket Captain	PC	66	85

Auto Destruct	PSX	53	76
Auto Modellista	PS2	111	76
Azure Dreams	PSX	57	83
Azurik: Rise Of Perathia	Xbox	106	60
B Movie	PSX	64	84
B.O.B.	SNES/ Megadrive	1	65
Babe and Friends	Gameboy	81	70
Bad Day on the Midway	PC/Mac	32	80
Bad Mojo	PC	33	76
Baku Baku Animal	Saturn	32	74
Baldur's Gate	PC	66	94
Baldur's Gate 2: Shadows Of Amn	PC	85	93
Baldur's Gate 2: Throne Of Bhaal	PC	96	91
Baldur's Gate: Dark Alliance	Xbox	116	80
Baldur's Gate: Dark Alliance	PS2	98	90
Baldur's Gate: Dark Alliance II	PS2/Xbox	127	79
Baldur's Gate: Tales of the Sword Coast	PC	71	60
Ballblazer Champions	PSX	45	76
Banjo Kazooie	N64	59	96
Banjo Tooie	N64	89	92
Bard's Tale, The	PS2/Xbox/ PC	133	83
Barkley Shut Up and Jam	SNES	12	57
Barkley Shut Up and Jam	Megadrive	6	61
Baseball	Game Boy	37	66
Baten Kaitos: Eternal Wings and the Lost Ocean	GCN	138	80
Batman and Robin	PSX	58	58
Batman Begins	Xbox	143	66
Batman Forever	SNES/ Megadrive	25	70
Batman Returns	Mega CD	1	86
Batman: Rise of Sin Tzu	PS2/Xbox/ GCN	123	69
Batman: Vengeance	PS2	99	90
Battalion Wars	GCN	149	82
Battle Arena Toshinden	PSX	18	92
Battle Arena Toshinden 2	PSX	32	90
Battle Arena Toshinden: Ultimate Revenge Attack	Saturn	42	47
Battle Cruiser 3000AD	PC	44	65
Battle Engine Aquila	PS2	113	79
Battle Isle 2: Shadow of the Emperor	PC	28	82
Battle Isle II	PC	8	80
Battle Realms	PC	100	86
Battle Stations	PSX	44	70
Battle Tanx	N64	68	77
Battleclash	SNES	8	50
Battlecorps	Mega CD	10	87
Battlefield 1942: Road to Rome	PC	115	65
Battlefield 1942: Secret Weapons of WWII	PC	121	73
Battlefield 2	PC	143	91
Battlefield 2: Modern Combat	PS2/Xbox	146	92
Battlefield 2142	PC	158	90
Battlefield Vietnam	PC	127	85
Battleground Ardennes	PC	31	82
Battles in Time	PC	29	65
Battlespire	PC	62	47
Battlestar Galactica	PS2	126	68
Battletanx 2: Global Assault	N64	75	51
Battletech	Megadrive	13	88
Battletoads in Battlemaniacs	SNES	1	79
Battletoads/Double Dragon	SNES	11	49
Battlezone	PC	54	92
Battlezone 2	PC	79	92
B-Boy	PS2/PSP	157	67
BC Racers	Mega CD	17	55
Beach Life	PC	109	72
Beach Spikers	GCN	109	83
Beasts & Bumpkins	PC	49	84
Beatdown: Fists of Vengeance	PS2/Xbox	144	74
Beatmania	PSX	73	85
Beavis and Butthead	SNES	16	60
Beavis and Butthead: Bunghole in One	PC	69	55
Bedlam	PC/PSX	39	85
Beetle Adventure Racing	N64	68	92
Bermuda Syndrome	PC	33	78
Bet On Soldier	PC	146	65
Betrayal in Antara	PC	47	70
Beverly Hillbillies, The	PC	3	20
Beyond Divinity	PC	130	79
Beyond Good & Evil	PS2	124	88
Big Brain Academy	DS	154	78
Big Hurt Baseball	SNES/ Megadrive	27	82
Big Red Racing	PC	33	65
Big Three, The	PC	18	60
Bill Walsh College Football	Mega CD	6	82
Bill Walsh College Football	Megadrive	1	89
Billy Bob's Huntin' and Fishin'	Gameboy	76	40
Bio Freaks	PSX	57	69
Bio Freaks	N64	58	74
Bioforge	PC	19	90
Biometal	SMES	6	71
Birthright	PC	49	68
Bishi Bashi Special	PSX	83	69
Black	PS2/Xbox	150	74
Black & White	PC	92	93
Black & White 2	PC	146	86
Black & White: Creature Isle	PC	103	73
Black and Bruised	PS2	119	88
Black Dahlia	PC	56	92
Black Hawk Down: Team Sabre	PC	126	75
Blackthorne	Mac	39	78
Blade Dancer: Lineage of Light	PSP	157	68
Blade Runner	PC	51	92
Bladeforce	3DO	27	61
Blades of Vengeance	Megadrive	3	66
Blake Stone: Aliens of Gold	PC	6	73
Blam! Machinehead	Saturn/PSX	39	48
Blast Chamber	Saturn/PSX	39	40
Blast Corps	N64	46	85
Blast Radius	PSX	58	82
Blasto	PSX	59	82
Blaze and Blade	PSX	70	72
Blazing Angels: Squadrons of WWII	PC/Xbox	151	75
Blazing Dragons	PSX	40	80
Blinx 2: Masters of Time and Space	Xbox	136	80
Blinx: The Time Sweeper	Xbox	111	61
Blood	PC	45	77
Blood & Magic	PC	41	56
Blood 2: The Chosen	PC	64	76
Blood Lines	PSX	64	77
Blood Net	PC	3	70
Blood Omen 2	Xbox	104	75
Blood Omen: Legacy of Kain	PC	49	78
Blood Will Tell	PS2	138	77
BloodRayne	GCN	116	73
BloodRayne 2	PS2/Xbox/ PC	140	72
Bloodshot	Megadrive	12	80
Bloodwake	Xbox	102	69
Bloodwings: Pumpkinhead's Revenge	PC	23	25
Bloody Roar	PSX	53	86
Bloody Roar 2	PSX	70	60
Bloody Roar 3	PS2	95	80
Bloody Roar: Primal Fury	GCN	104	79
Blue Stinger	Dreamcast	71	77
Body Count	Megadrive	4	83
Body Harvest	N64	62	73
Boiling Point: Road to Hell	PC	143	83
Boktai: The Sun Is In Your Hands	GBA	128	78
Bomberman 64	N64	52	83
Bomberman 64: The Second Attack	N64	83	55
Bomberman DS	DS	144	80
Bomberman Generation	GCN	112	80
Bomberman Hero	N64	61	69
Bomberman Tournament	GBA	96	88
Bomberman: Act Zero	Xbox 360	158	32
Bone: The Great Cow Race	PC	155	84
Boogerman: A Pick and Flick Adventure	Megadrive	13	86
Boss Rally	PC	70	62
Bouncer, The	PS2	94	48
Brahma Force: Assault on Beltlogger 9	PSX	54	78
Brain Dead 13	PC/Mac/ PSX/3Do	30	10
Bram Stoker's Dracula	SNES/ Megadrive	3	57
Braveheart	PC	72	90
Break Point	Saturn	41	20
Breakdown	Xbox	130	77
Breakneck	PC	71	72
Breath of Fire	GBA	107	74
Breath of Fire 3	PSX	62	80
Breath of Fire IV	PSX	98	59
Breath of Fire: Dragon Quarter	PS2	121	84
Breed	PC	129	58
Brett Hull Hockey	SNES	12	75
Brian Lara's Cricket	Megadrive	20	86
Bridge Olympiad	PC	11	70
Broken Sword	PC/PSX	37	70
Broken Sword 2	PSX	50	79
Broken Sword 3: The Sleeping Dragon	PC	125	84
Broken Sword: The Shadow Of The Templar	GBA	105	82
Brothers in Arms: Road to Hill 30	PS2/Xbox/ PC	139	87
Brunswick Circuit Pro Bowling	PC	63	60
Brutal: Paws of Fury	SNES/ Megadrive	15	82
Brute Force	Xbox	118	82

The Best Captions: Issues 50-100

In the spirit of the occasion, we figured it would be cool to take a look back at some of our favourite captions from the early years of Hyper. The original idea was to do the first 100 issues but since we only have tape backups of the first 50 or so issues, the scans just didn't come out well enough to make it worthwhile... too much squinting at screenshots that were incredibly blurry to begin with. So instead, we're going with the Toose/Fish golden years of issues 50-100.

In making our selections we tried to focus on good standalone gags, so although there were stacks of running jokes that were tested to their limits during this period – the endless string of "something cam" jokes in racing games, the bad tank and mech puns, the have at yous, the Hyper HQ gags, the multitude of tonking lines, a gaggle of Star Wars quotage, and a surprising number of fart lighting jokes, Colgate jokes and Baygon jokes, they're not really represented. If only we had more space!

Issue 56 - M1 Tank Platoon

Commemorative dinner plates... collect all 10

Issue 57 - Hexen II Mission Pack

Buffalo Soldier

Bubba n Stix	Megadrive	9	86
Bubsy 2	Megadrive	13	61
Buck Bumble	N64	61	82
Bud Tucker	PC	34	70
Buffy The Vampire Slayer	Gameboy	86	60
Buffy The Vampire Slayer	Xbox	107	90
Buffy: Chaos Bleeds	PS2/Xbox/ GCN	123	65
Buffy: Wrath of the Darkhul King	GBA	120	52
Bug	Saturn	24	70
Buggy	PC	60	44
Buggy	PC	64	74
Buggy Heat	Dreamcast	76	78
Bugriders: The Race of Kings	PSX	54	62
Bulls vs. Blazers	Megadrive	1	79
Bureau 13	PC	19	66
Buried in Time - The Journeyman Project 2	PC	23	95
Burn Cycle	PC/Mac	27	40
Burning Rangers	Saturn	60	91
Burning Road	PSX	40	70
Burnout	PS2	99	90
Burnout 2	PS2	110	92
Burnout 2: Point of Impact	Xbox	117	92
Burnout 3: Takedown	PS2/Xbox	132	92
Burnout Championship Drag Racing	PC	65	62
Burnout Legends	PSP	146	82
Burnout Revenge	PS2/Xbox	145	89
Bushido Blade	PSX	52	84
Bust A Groove	PSX	61	91
Bust A Move 2	PC	53	71
Bust A Move 2	N64	57	80
Bust A Move 2	Saturn/PSX	36	86
Bust A Move 3	PSX	56	84
Bust A Move 3DX	N64	62	83
Buzz Lightyear Of Star Command	Gameboy	92	30
C-12 Final Resistance	PSX	90	79
Cadillacs & Dinosaurs	Mega CD	22	10
Caesar 2	PC	25	86
Caesar 3	Mac	73	86
Caesar 3	PC	62	87
California Speed	N64	68	75
Call of Cthulu: Dark Corners of the Earth	PC/Xbox	147	82
Call of Duty	PC	124	89
Call of Duty 2	PC	147	87
Call of Duty 2: Big Red One	PS2/Xbox/ GCN	148	84
Call of Duty 3	Xbox 360	159	68
Call of Duty: Finest Hour	PS2/Xbox	136	79
Call of Duty: United Offensive	PC	133	80
Call To Power 2	PC	89	72
Cannis Canem Edit	PS2	158	78
Cannon Fodder	Megadrive	17	54
Cannon Fodder	PC	8	80
Capcom Fighting Jam	PS2	137	68
Capcom Vs SNK	DC	86	86
Capcom Vs SNK 2	PS2	98	91
Capcom Vs SNK 2 EO	Xbox	115	87
Capcom's Soccer Shootout	SNES	15	75
Captain Commando	SNES	18	72
Captain Quazar	PC	41	48
Captain Quazar	3Do	31	90
Capt'n Havoc	Megadrive	13	58
Cardinal Syn	PSX	56	70
Carmageddon	Gameboy	78	60
Carmageddon	PC	46	90
Carmageddon 2	PC	63	82
Carmageddon 64	N64	69	85
Carmen Sandiego: The Secret of the Stolen Drums	PS2	125	53
Carriers at War II	PC	7	78
CART Precision Racing	OC	51	80
Carve	Xbox	126	68
Castlevania	N64	67	80
Castlevania	PS2	124	84
Castlevania	GBA	95	89
Castlevania: Curse of Darkness	PS2/Xbox	148	80
Castlevania: Dawn of Sorrow	DS	147	89
Castlevania: Harmony of Dissonance	GBA	114	88
Castlevania: Legacy Of Darkness	N64	80	78
Castlevania: Symphony of the Night	PSX	51	82
Castlevania: The New Generation	Megadrive	3	79
Castrol Superbikes	PC	57	83
Catwoman	PS2/Xbox/ GCN/PC	132	24
Catwoman	Gameboy	77	80
Catz	Gameboy	83	60
Cel Damage	Xbox	103	69
Centipede	PC	59	64
Central Intelligence	PC	13	77
Chameleon Twist 2	N64	68	60
Champions of Norrath	PS2	127	86
Champions: Return to Arms	PS2	139	76
Championship Manager 3	PC	69	92
Championship Manager 4	PC	116	77
Championship Manager Season 00/01	PC	89	92
Championship Manager Season 01/02	PC	100	91
Championship Manager Season 01/02	Xbox	108	91
Championship Pool	SNES	5	76
Championship Soccer	Megadrive	7	45
Chaos Control	Saturn	47	57
Chaos Control	PC	22	65
Chaos Engine	SNES/ Megadrive	8	87
Chaos Legion	PS2	119	76
Chaos Overlord	PC	34	66
Chase	Xbox	108	72
Chase The Express	PSX	84	84
Chessmaster	Gameboy	78	80
Chessmaster 4000	PC	13	86
Chibi-Robo	GCN	152	82
Chicken Run	PSX	90	87
Children of the Nile	PC	137	78
Chill	PSX	57	48
Chocobo Racing	PSX	72	82
Choplifter 3	SNES	6	82
Chopper Attack	N64	60	76
Chrome Hounds	Xbox 360	154	80
Chronicles of Riddick: Escape From Butcher Bay, The	PC	137	90
Chronicles of Riddick: Escape From Butcher Bay, The	Xbox	130	92
Chu Chu Rocket	Dreamcast	79	87
Chuck Rock II	Mega CD	6	62
Circuit Breakers	PSX	59	78
Circus Maximus	Xbox	106	59
City Crisis	PS2	97	69
City of Lost Children	PC/PSX	43	84
Civilization: Call to Power	PC	68	94
CivNet	PC	29	92
Clayfighter	Megadrive	12	83
Clayfighter	SNES	4	87
Claymates	SNES	9	87
Cliffhanger	SNES/ Megadrive	3	64
Clive Barker's Undying	PC	91	86
Clock Tower 3	PS2	116	67
Clockwork Knight	Saturn	19	80
Clockwork Knight 2	Saturn	25	65
Cloning Clyde	Xbox 360	156	84
Close Combat	PC	35	88
Close Combat 2	PC/Mac	51	82
Close Combat 3	PC	66	84
Codename: Panzers Phase 1	PC	133	90
Cold Fear	PS2/Xbox/ PC	139	81
Cold Winter	PS2	141	81
Colin McRae Rally	PSX	58	90
Colin McRae Rally	PC	61	92
Colin McRae Rally 2.0	GBA	111	84
Colin McRae Rally 2.0	PC	89	91
Colin McRae Rally 2.0	PSX	82	92
Colin McRae Rally 2005	Xbox	132	88
Colin McRae Rally 3	PC	118	79
Colin McRae Rally 3	Xbox	110	83
Colin McRae Rally 4	Xbox	121	89
Colonization	PC	13	88
Colony Wars	PSX	50	92
Colony Wars: Red Sun	PSX	80	90
Colony Wars: Vengeance	PSX	62	90
Colosseum: Road to Freedom	PS2	145	71
Comanche	Mac	29	87
Comanche 3	PC	45	88
Comanche CD	PC	11	92
Comanche Gold	PC	58	86
Comanche: Over the Edge	PC	4	92
Combat Air Patrol	PC	23	40
Combat Elite: WWII Paratroopers	PS2/Xbox/ PC	131	64
Comix Zone	Megadrive	24	88
Command & Conquer	Saturn/PSX	40	80
Command & Conquer	N64	71	82
Command & Conquer	PC	24	90
Command & Conquer: Generals	PC	115	83
Command & Conquer: Renegade	PC	103	79
Command & Conquer: Tiberian Sun	PC	72	91
Command Aces of the Deep	PC	25	78
Commandos	PC	58	85
Commandos 2: Men Of Courage	PC	98	79
Commandos 3: Destination Berlin	PC	125	75
Commandos: Beyond the Call of Duty	PC	69	81
Commandos: Strike Force	PS2/Xbox/ PC	150	84
Company of Heroes	PC	157	93
Complete Ultima 7, The	PC	8	92
Condemned: Criminal Origins	Xbox 360	149	77
Confidential Mission	DC	97	78
Conflict Zone	PC	95	87
Conflict: Desert Storm	Xbox	108	81
Conflict: Desert Storm 2	PS2	122	79
Conflict: Global Storm	PS2/Xbox/ PC	145	88
Conflict: Vietnam	PS2/Xbox/ PC	132	68
Conker's Bad Fur Day	N64	92	85
Conqueror: AD 1086	PC	29	60
Conquest of the New World	PC	33	79
Conquest: Frontier Wars	PC	98	83
Conspiracy	PC	5	75
Constructor	PC	47	89
Contra Advance: The Alien Wars EX	GBA	117	68
Contra: Shattered Soldier	PS2	115	71
Contract J.A.C.K	PC	124	70
Cool Boarders	PSX	40	78
Cool Boarders 2	PSX	53	70
Cool Boarders 3	PSX	62	86
Cool Boarders 4	PSX	78	65
Cool Boarders Full Burrrn	Dreamcast	74	78
Cool Spot	SNES	2	82
Cool Spot Goes to Hollywood	Megadrive	23	78
Corpse Killer	Mega CD	16	79
Corvette	PS2	129	41
Counter-Strike	Xbox	124	80
Counter-Strike: Condition Zero	PC	128	69
Crash Bandicoot	PSX	36	90
Crash Bandicoot 2: Cortex Strikes Back	PSX	50	88
Crash Bandicoot 2: N-Tranced	GBA	114	75
Crash Bandicoot XS	GBA	105	77
Crash Bandicoot: Fusion	GBA	131	55
Crash Bandicoot: The Wrath Of Cortex	PS2	99	68
Crash Bandicoot: Warped	PSX	63	87
Crash Bash	PSX	87	90
Crash n Burn	PS2/Xbox	136	74
Crash 'n Burn	3DO	3	82
Crash Nitro Kart	GBA	124	75
Crash Team Racing	PSX	75	90
Crash Twinsanity	PS2/Xbox	133	72
Crazy Taxi	PS2	93	86
Crazy Taxi	Dreamcast	78	92
Crazy Taxi 2	DC	94	90
Crazy Taxi 3: High Rollers	Xbox	109	62
Crazy Taxi: Catch a Ride	GBA	118	40
Creature Shock	PC	16	61
Creatures	GBA	103	76
Creatures	PC/Mac	38	89
Creatures 2	PC	61	87
Creed, The	PC	64	80
Cricket 2000	PSX	80	80
Cricket 2002	PS2	100	65
Cricket 2004	PS2	125	39
Cricket 97	PC	42	60
Cricket World Cup '99	PC	69	86
Crime Killer	PSX	59	79
Crime Patrol	PC	14	67
Crimewave	Saturn	43	52
Crimson Skies	PC	86	92
Crimson Skies	Xbox	122	93
Crimson Tears	PS2	136	70
Crisis Zone	PS2	132	73
Critical Path	PC	5	35
Croc	PSX	49	77
Croc 2	PSX	71	80
Cruisin' USA	N64	42	65
Cruisin' World	N64	61	69
Crusader: No Regret	PC	38	92
Crusader: No Remorse	PSX	46	82
Crusader: No Remorse	PC	25	96
Crusaders Of Might and Magic	PSX	81	65
CSI	PC	117	58
Cultures	PC	87	82
Curse of Monkey Island, The	PC	52	90
Cutthroat Island	SNES/ Megadrive	30	69
Cyber Race	PC	3	75

Cyber Speedway	Saturn	25	70
Cyber Tiger	PSX	78	77
Cyberball	PC	60	56
Cyberia	Saturn/PSX	34	59
Cyberia	PC	16	81
Cyberjudas	PC	36	84
Cybermage: Darklight Awakening	PC	29	80
Cybersled	PSX	21	65
Cyberspeed	PSX	31	74
Cyberstorm	PC	35	91
Cyberstorm 2	PC	58	62
Cyberstrike 2	PC	65	80
Cyberwar	PC	16	77
Cyclemania	PC	12	82
D	PC/PSX/ Saturn	32	50
D&D Heroes	Xbox	124	80
Daedalus Encounter, The	PC	20	60
Daffy Duck: Foul Play	Gameboy	78	70
Daggerfall	PC	40	93
Daikatana	PC	83	60
Daikatana	N64	80	80
Dakar 2	PS2	116	50
Dame Was Loaded, The	PC	27	82
Dance Summit 2001	PS2	89	85
Dancing Stage Fever	PS2	126	72
Dark Angel	Xbox	115	56
Dark Chronicle	PS2	118	88
Dark Cloud	PS2	95	86
Dark Colony	PC	50	86
Dark Earth	PC	50	90
Dark Legions	PC	11	75
Dark Light Conflict	PC	45	81
Dark Messiah of Might and Magic	PC	159	81
Dark Reign 2	PC	82	93
Dark Reign: The Future of War	PC	45	96
Dark Rift	N64	53	71
Dark Savious	Saturn	43	77
Dark Sun: Shattered Lands	PC	1	66
Dark Vengeance	PC	67	55
Dark Wizard	Mega CD	8	75
Darklight Conflict	PSX	47	89
Darkseed II	PC	33	87
Darkstalkers 3	PSX	68	78
Darkwatch: Curse of the West	PS2/Xbox	145	84
Darwinia	PC	142	90
Dave Mirra Freestyle BMX	PSX	86	83
Dave Mirra Freestyle BMX 2	PS2	98	73
David Beckham Soccer	GBA	101	67
Dawn Patrol	PC	16	82
Daxter	PSP	152	86
Daytona USA	Saturn	20	86
Daytona USA 2001	DC	90	88
Daytona USA: Championship Edition	Saturn	40	77
Daze Before Christmas	Megadrive	14	58
D-Day	PC	10	38
Dead Ball Zone	PSX	57	87
Dead Man's Hand	PC/Xbox	128	73
Dead Or Alive	PSX	57	87
Dead Or Alive 2	Dreamcast	80	92
Dead Or Alive 3	Xbox	102	90
Dead Or Alive 4	Xbox 360	151	86
Dead Or Alive Xtreme Beach Volleyball	Xbox	114	68
Dead Or Alive: Ultimate	Xbox	139	88
Dead Reckoning	PC	62	70
Dead Rising	Xbox 360	156	86
Dead to Rights	Xbox	115	78
Deadalus	Saturn	20	30
Deadline	PC	35	85
Deadly Skies	Dreamcast	78	70
Deadly Skies	Xbox	105	78
Deadly Tide	PC	38	25
Death & Return of Superman, The	SNES	20	30
Death By Degrees	PS2	138	66
Death Gate	PC	15	74
Death Rally	PC	41	70
Deathkarz	PC	63	86
Deathrow	Xbox	108	75
Deathtrap Dungeon	PSX	57	72
Deathtrap Dungeon	PC	58	77
Deep Fighter	DC	86	73
Deep Space Nine: Crossroads of Time	SNES	22	75
Deep Space Nine: Harbinger	PC/Mac	32	88
Deer Avenger	PC	66	25
Deer Hunt 3D	PC	64	15
Deer Hunter 2	PC	62	35
Def Jam Vendetta	PS2	116	85
Def Jam: Fight for New York	PS2/Xbox/ GCN	134	89
Defcon 5	PSX	31	85
DEFCON: Everybody Dies	PC	158	89
Defender	PS2	113	69
Defender of the Crown	PS2	121	80
Delta Force	PC	64	80
Delta Force: Black Hawk Down	PC	116	81
Delta Force: Land Warrior	PC	91	74
Delta Force: Task Force Dagger	PC	108	62
Delta V	PC	13	78
Demolition Man	3DO	17	82
Demolition Racing	PSX	75	85
Demon's Crest	SNES	19	84
Descent	PC	19	84
Descent	Mac	29	94
Descent	PSX	32	94
Descent 2	PSX	48	80
Descent 2	PC	31	94
Descent 3	PC	70	91
Descent Freespace	PC	58	92
Descent to Undermountain	PC	54	58
Desert Demolition	Megadrive	18	74
Desert Fighter	SNES	8	85
Desert Strike	PC	17	74
Desert Strike Advance	GBA	108	80
Desperados	PC	93	87
Destiny	PC	40	20
Destroy All Humans!	PS2/Xbox	142	85
Destroy All Humans! 2: Make Love Not War	PS2/Xbox	158	85
Destruction Derby	Saturn	37	60
Destruction Derby	PSX	24	92
Destruction Derby 2	PSX	39	74
Destruction Derby 64	N64	75	59
Destruction Derby Arenas	PS2	126	68
Destruction Derby Raw	PSX	83	71
Detroit	PC	9	45
Deus Ex	PC	81	97
Deus Ex: Invisible War	PC	124	93
Deus Ex: The Conspiracy	PS2	103	96
Devastation	PC	116	76
Devil Dice	PSX	64	85
Devil Kings	PS2	150	68
Devil May Cry	PS2	98	93
Devil May Cry 2	PS2	114	79
Devil May Cry 3: Dante's Awakening	PS2	138	90
Diablo	PSX	56	83
Diablo	Mac	57	90
Diablo	PC	41	92
Diablo 2	PC	84	90
Diablo 2: Lord Of Destruction	PC	95	87
Diddy Kong Racing	N64	51	95
Die by the Sword	PC	56	91
Die Hard Arcade	Saturn	42	78
Die Hard Trilogy	Saturn	44	81
Die Hard Trilogy	Saturn/PSX	37	93
Die Hard Trilogy 2	PSX	79	80
Die Hard: Vendetta	GCN	112	65
Dig, The	PC	28	70
Digimon World	PSX	96	70
Digital Pinball	Saturn	25	70
Dino Crisis	PSX	73	89
Dino Crisis 2	PSX	88	88
Dinosaur	Gameboy	83	40
Dinotopia: The Sunstone Odyssey	Xbox	129	64
Dirge of Cerberus: Final Fantasy VII	PS2	158	76
Disciples II: Dark Prophecy	PC	102	86
Discworld	PC	17	93
Discworld 2	PSX	49	82
Discworld Noir	PSX	82	78
Disgaea: Hour of Darkness	PS2	131	89
Disney's Extreme Skate Adventure	GBA	122	69
Disney's Magical Quest	GBA	109	71
Disruptor	PSX	41	62
Diver's Dream	PSX	69	73
Divine Divinity	PC	111	75
DJ: Decks & FX	PS2	132	92
DK: King of Swing	GBA	139	80
Dog Day	PC	47	82
Dog's Life	PS2	123	75
Dominion	PC	60	65
Dominus	PC	21	78
Donald Duck in Maui Mallard	SNES	39	65
Donkey Kong	Super Game Boy	11	85
Donkey Kong 64	N64	75	96
Donkey Kong Country	GBA	118	78
Donkey Kong Country	Gameboy	88	90
Donkey Kong Country	SNES	13	94
Donkey Kong Country 2	GBA	130	73

Issue 59 - Tekken 3

After planting Eddy, Law does a rain dance, in the hope new Eddies will grow

Issue 60 - Wild Arms

Man this screenshot was so hot, we just had to caption it

Issue 61 - Rival Schools

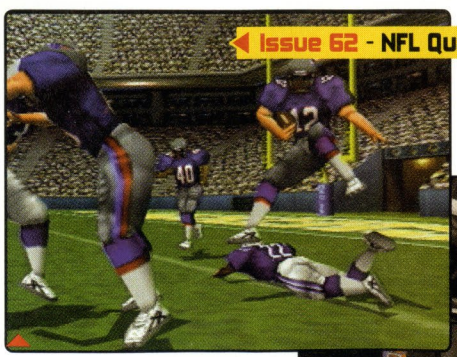
The little camera inside Kevin's brain captured this moment

Issue 62 - Half-Life

Australia, your chicken is ready

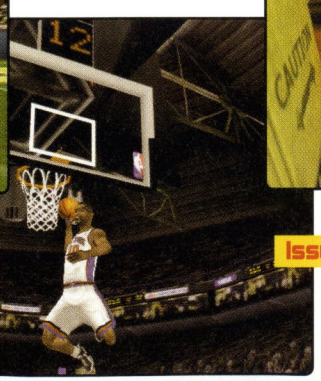
Donkey Kong Country 2: Diddy Kong's Quest	SNES	28	93
Donkey Kong Country 3: Dixie Kong's Double Trouble	SNES	40	88
Donkey Kong Land	Game Boy	23	93
Donkey Kong Land 2	Game Boy	39	91
Donkey Kong Land 3	Game Boy	50	82
Doom	3Do	33	70
Doom	SNES	27	80
Doom	GBA	99	88
Doom	Mac	24	96
Doom	PSX	29	96
Doom	32X	14	90
Doom 3	Xbox	140	89
Doom 3	PC	132	94
Doom 64	N64	47	89
Doom II	GBA	112	79
Doom II Master Levels	PC	31	90
Doom II: Hell on Earth	PC	12	94
Double Switch	Mega CD	7	78
Down in the Dumps	PC	40	83
Down Under Dan	PC	25	76
Downhill Domination	PS2	125	80
Dr Muto	PS2	114	79
Dr Robotnik's Mean Bean Machine	Megadrive	3	75
Dr. Kawashima's Brain Training: How Old Is Your Brain?	DS	153	80
Dracula	PC	2	45
Dracula Unleashed	Mega CD	5	78
Dragon	SNES/ Megadrive	9	59
Dragon Ball Z: Budokai	PS2	113	69
Dragon Ball Z: The Legacy Of Goku	GBA	106	64
Dragon Ball Z: The Legacy of Goku II	GBA	119	74
Dragon Force	Saturn	48	80
Dragon Heart	Game Boy	35	15
Dragon Lore	PC	17	75
Dragon Quest: Journey of the Cursed King	PS2	151	94
Dragon Warrior Monsters	Gameboy	77	70
DragonBall Z: Taiketsu	GBA	125	40
Dragon's Fury 2	Megadrive	4	59
Dragon's Lair	Mega CD	6	44
Dragon's Lair 3D	PC	115	73
Dragonshard	PC	145	81
Dragonsphere	PC	10	84
Drakan	PC	74	89
Drakan: The Ancient's Gate	PS2	102	84
Drakengard	PS2	129	72
Drakengard 2	PS2	150	78
Dreams to Reality	PC	52	70
Dreamweb	PC	13	86
Driv3r	PS2/Xbox/ PC	130	63
Driver	Gameboy	82	70
Driver	PSX	70	89
Driver 2	GBA	113	60
Driver 2: Back on the Streets	PSX	87	84
Driver: Parallel Lines	PS2/Xbox	151	78
Driving Emotion Type S	PS2	90	63
Dual Heroes	N64	57	49
Ducati World	PSX	91	60
Duck Dodgers	N64	86	72
Duke Nukem 3D	Saturn	51	85
Duke Nukem 3D	PC	33	95
Duke Nukem 3D: Atomic Edition	PC	47	85
Duke Nukem 64	N64	52	90
Duke Nukem Advance	GBA	110	85
Duke Nukem: Land Of The Babes	PSX	91	67
Duke Nukem: Time To Kill	PSX	60	80
Duke Nukem: Zero Hour	N64	71	88
Dukes Of Hazzard	PSX	79	65
Dune	Mega CD	5	74
Dune 2000	PC	62	81
Dune: Battle For Arrakis	Megadrive	4	89
Dungeon Hack	PC	3	50
Dungeon Keeper	PC	47	81
Dungeon Keeper 2	PC	71	86
Dungeon Lords	PC	142	46
Dungeon Master 2	PC	23	60
Dungeon Siege	PC	104	92
Dungeon Siege II	PC	144	86
Dungeon Siege: Legends of Aranna	PC	124	64
Dungeon Siege: Throne of Agony	PSP	159	84
Dynamite Headdy	Megadrive	13	85
Dynasty Warriors	PSP	143	62
Dynasty Warriors 2	PS2	88	81
Dynasty Warriors 4	PS2	118	82
Dynasty Warriors 5	PS2	142	71
EA Sports Cricket	PC	28	88
Earth 2140	PC	50	84
Earth 2150	PC	84	86
EarthSiege	PC	16	75
EarthSiege 2	PC	32	75
Earthworm Jim	GBA	96	70
Earthworm Jim	PC	28	88
Earthworm Jim	Megadrive	11	94
Earthworm Jim 2	GBA	113	53
Earthworm Jim 2	PSX	37	79
Earthworm Jim 2	SNES/ Megadrive	25	93
Earthworm Jim 3D	N64	76	67
Earthworm Jim: Special Edition	Mega CD	22	94
Ecco II: Tides of Time	Megadrive	15	80
Ecco the Dolphin	Mega CD	1	92
Ecco the Dolphin: Defender of the Future	DC	83	90
Echelon	PC	62	39
Ecks Vs Sever	GBA	103	90
Ecstatica	PC	15	90
Ecstatica 2	PC	43	87
ECW: Hardcore Revolution	N64	79	55
Edge Of Chaos: I-War 2	PC	95	92
EF 2000	PC	27	80
Egypt 1156BC	PC/Mac	57	75
Ehrgeiz	PSX	78	80
Elder Scrolls III: Morrowind, The	Xbox	110	80
Elder Scrolls IV: Oblivion, The	PC/Xbox 360	152	95
Elder Scrolls: Arena, The	PC	6	85
Eliminator	PSX	69	81
Empire 2: The Art of War	PC	25	90
Empire Deluxe Master Edition	PC	10	75
Empire Earth	PC	99	83
Empire Earth II	PC	139	85
Empires: Dawn of the Modern World	PC	125	89
Emporer: Battle For Dune	PC	94	89
Enchanted Arms	Xbox 360	156	77
Enclave	Xbox	109	78
Endgame	PS2	108	70
Enemy Infestation	PC	61	80
Enemy Nations	PC	48	79
Enemy Zero	Saturn	52	85
Enter the Matrix	PS2	117	80
Enthusia Professional Racing	PS2	142	68
Entombed	PC	8	68
Equinox	SNES	2	83
Escape From Monkey Island	PS2	95	91
Escape From Monkey Island	PC	87	93
Escape From Monster Manor	3DO	5	79
ESPN Baseball Tonight	SNES	13	72
ESPN NBA 2K5	PS2/Xbox	137	82
ESPN NFL 2K5	PS2/Xbox	137	91
Eternal Champions	Megadrive	4	85
Eternal Champions: Challenge from the Dark Side	Mega CD	22	86
Eternal Darkness	PC	41	50
Eternal Darkness	GCN	109	92
Eternal Ring	PS2	90	66
EUFA Euro 2004	PS2/Xbox/ GCN	129	83
European Air War	PC	62	93
European Champions	PC	9	50
Evasive Action	PC	8	49
Eve Of Extinction	PS2	103	69
Evergrace	PS2	92	79
Everquest	PC	69	95
Every Extend Extra	PSP	159	84
Everybody's Golf	PSX	57	82
Everybody's Golf	PSP	143	88
Everybody's Golf 2	PSX	73	83
Evil Dead: A Fistful of Boomstick	PS2	120	69
Evil Genius	PC	133	62
Evil Twin	PS2	101	55
Evil Zone	PSX	69	86
Evolution Worlds	GCN	117	57
Evolution: The World Of Sacred Devices	DC	80	90
Evo's Space Adventures	PSX	85	54
Excalibur 2555 AD	PSX	44	76
Excitebike 64	N64	82	77
Exhumed	Saturn	38	89
Exit	PSP	150	81
Expendable	Dreamcast	73	50
Extermination	PS2	94	89
Extreme Assault	PC	49	85
Extreme G 2	N64	62	69
Extreme G-3	PS2	96	79
Extreme G-3	GCN	105	80
Extreme Games	N64	52	75
Extreme Games	PC	31	80
Extreme Games	PSX	28	86
Extreme Ghostbusters: Code Ecto-1	GBA	105	75
Extreme Pinball	PSX	32	40
Extreme Pinball	PC	29	75
Extreme Tactics	PC	57	60
Eye of the Beholder	SNES	16	73
Eyetoy: Groove	PS2	123	70
F Zero: Maximum Velocity	GBA	95	84
F.E.A.R.	PC	146	91
F.E.A.R. Extraction Point	PC	159	79
F1	Megadrive	1	88
F1 2	N64	71	82
F1 Career Challenge	PS2	120	77
F1 Live Information	Saturn	28	85
F1 Pole Position 64	N64	51	67
F1 Racing Championship	PC	92	85
F1 World grand Prix	N64	60	86
F-117 Nightstorm	Megadrive	4	66
F-16 Aggressor	PC	63	73
F-16 Fighting Falcon	PC	48	79
F-18 Thunder Strike	Gameboy	85	40
F-22 Lightning II	PC	39	82
F355 Challenge	DC	90	89
Fable	Xbox	133	89
Fable: The Lost Chapters	PC	146	86
Fade to Black	PSX	35	84
Fade to Black	PC	25	85
Fahrenheit	PS2/Xbox/ PC	144	93
Falcon 4.0	PC	64	94
Falcon Gold	PC	11	88
Fallout	PC/Mac	51	87
Fallout 2	PC	63	92
Fallout Tactics	PC	92	80
Family Feud	3DO	19	72
Fantastic 4	PS2/Xbox/ GCN/PC	143	53
Fantastic Dizzy	Megadrive	1	81
Fantasy Empires	PC	2	71
Fantasy General	PC	33	70
Fantavision	PS2	87	75
Far Cry	PC	127	90
Far Cry Instincts	Xbox	146	87
Far Cry Instincts: Evolution	Xbox	151	84
Fatal Fury 2	Megadrive	10	77
Fatal Racing	PC	28	85
Fear Effect	PSX	79	90
Fear Effect 2: Retro Helix	PSX	91	90
Felony 11-79	PSX	49	79
Fields of Fire	PC	60	60
Fields of Glory	PC	6	78
FIFA 07	PS2/Xbox/ GCN/PC	157	80
FIFA 2000	Gameboy	79	50
FIFA 2000	PC	75	89
FIFA 2001	PS2	87	90
FIFA 2002	PS2	99	88
FIFA 2003	PS2	111	77
FIFA 2004	PS2/Xbox/ GCN/PC	123	72
FIFA 97	Saturn/PSX	40	95
FIFA 98: Road to the World Cup	PSX/N64	53	89
FIFA 98: Road to the World Cup	PC	52	93
FIFA 99	PC	63	90
FIFA International Soccer	SNES	9	91
FIFA International Soccer	PC	11	91
FIFA International Soccer	Megadrive	2	94
FIFA International Soccer	Mega CD	10	94
FIFA International Soccer	3DO	15	95
FIFA Soccer 95	Megadrive	14	85
FIFA Soccer 96	SNES/ Megadrive	27	90
FIFA Soccer 96	PC	25	96
FIFA Soccer 96	PSX	29	96
FIFA Soccer 96	Saturn	30	96
FIFA Street	PS2/Xbox	139	75
FIFA World Cup 2002	Xbox	104	81
Fight Night 2004	PS2/Xbox	128	85
Fight Night Round 2	PS2/Xbox/ GCN	139	90
Fight Night Round 3	Xbox 360	151	91
Fighter Duel	PC	28	15
Fighter Squadron: SDOE	PC	68	94
Fighter Wing	PC	16	70
Fighters Destiny	N64	54	86
Fighters Megamix	Saturn	44	87

Fighting Force	PSX	51	65
Fighting Force	PC	57	68
Fighting Force 2	PSX	76	76
Fighting Force 64	N64	70	65
Fighting Vipers	Saturn	38	91
Fighting Vipers 2	DC	93	72
Final Doom	PSX	38	90
Final Doom	PC	36	93
Final Fantasy Anthology	PSX	76	92
Final Fantasy I & II: Dawn of Souls	GBA	135	76
Final Fantasy IX	PSX	84	95
Final Fantasy Tactics Advance	GBA	121	90
Final Fantasy VI	PSX	102	80
Final Fantasy VII	PC	58	94
Final Fantasy VII	PSX	49	95
Final Fantasy VIII	PC	78	79
Final Fantasy VIII	PSX	74	93
Final Fantasy X	PS2	103	94
Final Fantasy X-2	PS2	125	88
Final Fantasy: Crystal Chronicles	GCN	127	80
Final Fight 2	SNES	1	80
Final Fight One	GBA	98	75
Final Fight: Streetwise	PS2/Xbox	151	78
Fire Emblem	GBA	126	92
Fire Emblem: Path of Radiance	GCN	148	85
Fire Emblem: The Sacred Stones	DS	147	87
Fire Fight	PC	36	82
Firestorm: Thunderhawk 2	Saturn	29	83
Flashback	SNES	2	91
FlatOut	PS2/Xbox	135	83
FlatOut 2	PS2/Xbox/PC	155	85
Fleet Defender	PC	7	89
Flight of the Amazom Queen	PC	21	70
Flight Unlimited	PC	21	90
Flink	Megadrive	13	78
Flintstones: The Treasure of Sierra Madrock, The	SNES	4	77
Flipnic	PS2	126	81
Flying Corps	PC	42	80
Foes of Ali	3DO	30	84
Football Manager 2005	PC	136	90
Football Manager 2006	PC/Mac	148	90
Forbidden Siren	PS2	126	55
Forbidden Siren 2	PS2	155	45
Force 21	PC	73	68
Forgotten Realms: Demon Stone	PS2/Xbox/PC	134	73
Formula 1	PSX	37	94
Formula 1 3DFX	PC	45	82
Formula 1 '97	PSX	48	83
Formula One 2004	PS2	131	79
Formula One Manager	PC	29	65
Forsaken	PC/PSX/N64	56	92
Fortress of Dr Radiaki, The	PC	14	75
Forza Motorsport	Xbox	141	93
Frank Thomas Big Hurt Baseball	Saturn/PSX	36	84
Frankenstein: Through the Eyes of the Monster	PC/Mac	28	80
Freak Out	PS2	97	74
Freedom Fighters	PS2/Xbox/GCN/PC	123	87
Freedom Force	PC	104	90
Freedom Force vs The Third Reich	PC	142	88
Freekstyle	GCN	108	72
Freelancer	PC	114	86
Freespace 2	PC	75	90
Frenzy!	PSX	59	47
Frequency	PS2	105	83
Front Lines	PC	18	85
Front Page Sports: Baseball '94	PC	13	81
Frontier: First Encounters	PC	20	88
Full Auto	Xbox 360	150	85
Full Court Press	PC	38	60
Full Spectrum Warrior	Xbox	129	87
Full Spectrum Warrior: Ten Hammers	PS2/Xbox/PC	152	77
Full Throttle	PC	21	93
Full Throttle: All American Racing	SNES	18	70
Full Tilt 2 Pinball	PC	40	68
Fun and Games	SNES/Megadrive	10	60
Fur Fighters	DC	84	85
Fury of the Furries	PC	8	84
Fury3	PC	25	75
Futurama	Xbox	119	70
Future Cop LAPD	PSX	61	89
Fuzion Frenzy	Xbox	102	70
FX Fighter	PC	22	74
F-Zero GX	GCN	120	89
F-Zero X	N64	60	91
G Police 2: Weapons of Justice	PSX	73	82
Gabriel Knight	PC	4	96
Gabriel Knight 2: The Beast Within	PC	29	88
Gadget	PC	23	80
Galactic Attack	Saturn	30	86
Galactic Civilizations II: The Dread Lords	PC	152	92
Galaxian 3	PSX	34	30
Galleon	Xbox	131	85
Game Boy Gallery 2	Game Boy	47	51
Game, Net and Match	PC	58	85
Gangs of London	PSP	155	80
Gangsters	PC	64	82
Gangsters 2	PC	95	51
Garfield	Megadrive	25	65
GASP	N64	60	50
Gauntlet 4	Megadrive	2	86
Gauntlet Legends	N64	73	86
Gauntlet: Dark Legacy	PS2	96	69
Gazillionaire	PC	21	63
G-Darius	PSX	60	84
Gears of War	Xbox 360	159	91
Gekido: Urban Fighters	PSX	82	78
Gender Wars	PC	35	80
General Chaos	Megadrive	1	74
Generations Lost	Megadrive	16	74
Genji	PS2	146	80
Genma Onimusha	Xbox	103	85
Get Bass	Dreamcast	71	78
Get Medieval	PC	61	72
Getaway, The	PS2	112	59
Getaway: Black Monday, The	PS2	135	63
Gex	Saturn/PSX	32	85
Gex	3DO	20	90
Gex 3: Deep Cover Gecko	PSX	67	83
Gex 3D: Enter The Gecko	PSX	55	90
Ghost in the Shell	PSX	58	88
Ghost in the Shell: Stand Alone Complex	PS2	141	73
Ghost Vibration	PS2	118	58
Ghosthunter	PS2	124	78
Ghoul Patrol	SNES	19	70
Giants: Citizen Kabuto	PC	89	92
Gio Gio's Bizarre Adventure	PS2	110	83
Gitaroo Man	PS2	106	84
Gitaroo Man Lives!	PSP	156	80
Gladius	PS2/Xbox/GCN	123	88
Global Domination	PSX	68	79
Glover	N64	64	82
G-Nome	PC	46	79
Goblins Quest 3	PC	8	79
God of War	PS2	141	91
Godfather, The	PS2/Xbox/PC	150	90
Godzilla: Destroy All Monsters Melee	Xbox	116	75
Godzilla: The Series	Gameboy	81	40
Golden Axe: The Duel	Saturn	32	76
Golden Sun	GBA	100	93
Golden Sun: The Lost Age	GBA	116	93
Goldeneye	N64	50	95
Goldeneye: Rogue Agent	PS2/Xbox	135	84
Golf Pro, The	PC	57	75
Goosebumps: Escape from Horrorland	PC	41	82
Gorasul	PC	101	88
Gore: Ultimate Soldier	PC	108	60
Gothic 2	PC	118	90
Gothic 3	PC	159	73
GP 500	PC	76	91
G-Police	PC/PSX	49	92
Grabbed by the Ghoulies	Xbox	123	79
Gran Turismo	PSX	56	92
Gran Turismo 2	PSX	77	87
Gran Turismo 3 A Spec	PS2	94	95
Gran Turismo 4	PS2	139	90
Gran Turismo 4 Prologue	PS2	130	75
Grand Prix 2	PC	29	95
Grand Prix 3	PC	85	90
Grand Prix 4	PC	107	84
Grand Prix Legends	PC	61	92
Grand Theft Auto	Gameboy	76	60
Grand Theft Auto 2	PC	74	79
Grand Theft Auto 3	PS2	99	96
Grand Theft Auto Advance	GBA	136	85
Grand Theft Auto: Liberty City Stories	PSP	147	94
Grand Theft Auto: San Andreas	PS2	135	97
Grand Theft Auto: Vice City	PS2	111	95
Grand Theft Auto: Vice City	PC	117	95
Grand Theft Auto: Vice City Stories	PSP	158	94
Grand Touring	PC	66	70



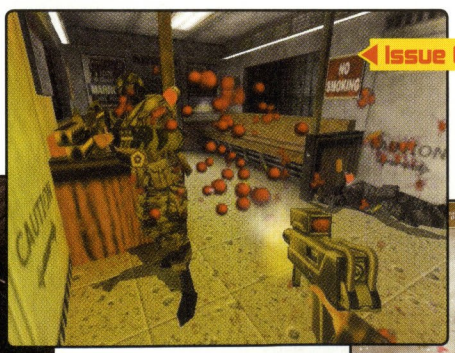
Issue 62 - NFL Quarterback Club 98

Dickheads



Issue 63 - NBA Live 99

Play of the day... amputee dunk contest



Issue 64 - Blood 2: The Chosen

The Malteser gun strikes a deadly blow!!

Issue 65 - Myth 2 Soulblighter

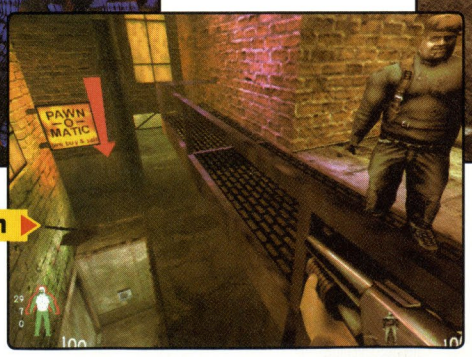
Poor Frank had forgotten the tents

Grandest Fleet, The	PC	10	55
Grandia	PSX	76	86
Grandia II	DC	92	90
Granstream Saga	PSX	65	79
Great Escape, The	PS2	121	61
Great Naval Battles II: Guadalcanal 1942-43	PC	7	83
Greatest Heavyweight	Megadrive	3	62
Gregory Horror Show	PS2	121	78
Gremlins: Stripe Versus Gizmo	GBA	107	37
Grid Runner	Saturn/PSX	39	89
Grim Fandango	PC	62	93
Grind Session	PSX	83	70
Ground Control	PC	84	88
Ground Control II: Operation Exodus	PC	130	90
Ground Zero: Texas	Mega CD	4	90
Group S Challenge	Xbox	123	62
Gruntz	PC	66	89
GT 64	N64	58	63
GT Advance	GBA	95	78
GT Concept 2002	PS2	107	64
GTA London	PC	69	67
GTR FIA GT Racing Game	PC	142	85
Guardian Heroes	Saturn	35	85
Guardian's Crusade	PSX	68	82
Guilty	PC	19	48
Guilty Gear	PSX	78	86
Guilty Gear X2 #Reload	PS2/Xbox	136	86
Guilty Gear: Judgement	PSP	156	66
Guitar Hero	PS2	153	90
Guitar Hero II	PS2	158	92
Gumboy: Crazy Adventures	PC	159	87
Gun	PS2/Xbox/ GCN/PC	147	79
Gun Griffon	Saturn	37	85
Gun Metal	Xbox	109	73
Gunbird 2	DC	92	70
Gungage	PSX	72	67
Gungrave	PS2	112	78
Gunman Chronicles	PC	89	57
Gunship 2000	PSX	35	80
Gunstar	Megadrive	2	88
Gunstar Future Heroes	GBA	148	79
Gunvalkyrie	Xbox	105	80
Guts	SNES	17	55
Half-Life	PS2	99	79
Half-Life	PC	62	97
Half-Life 2	PC	134	95
Half-Life 2: Episode One	PC	154	92
Half-Life: Blue Shift	PC	95	72
Half-Life: Opposing Force	PC	76	88
Halo 2	Xbox	135	94
Halo: Combat Evolved	PC	122	85
Halo: Combat Evolved	Xbox	102	96
Hammer of the Gods	PC	15	82
Hang On GP 95	Saturn	28	45
Hardball 5	PC/PSX	33	91
Hardball '94	Megadrive	11	65
Hardball IV	PC	16	90
Hardwar	PC	60	64
Harpoon II	PC	10	90
Harpoon II Deluxe Multimedia Edition	PC	24	86
Harry Potter and the Chamber Of Secrets	GCN	112	78
Harry Potter and the Philosopher's Stone	PSX	99	83
Harry Potter and the Prisoner of Azkaban	PS2/Xbox/ GCN	130	74
Hrad Edge	PSX	70	67
HSV Adventure Racing	N64	77	79
Hulk	GCN	118	77
Hunter Hunted	PC	40	64
Hunter: The Reckoning	Xbox	108	83
Hybrid Heaven	N64	73	85
Hydro Thunder	N64	80	72
Hydro Thunder	Dreamcast	75	84
Hyper Final Match Tennis	PSX	38	58
Hyper Street Fighter II	PS2	127	80
Hyperblade	PC	39	86
Hyperdunk	Megadrive	5	65
I Have No Mouth And I Must Scream	PC/Mac	34	83
ICC: Ashes Edition	PC	97	79
Ice & Fire	PC	29	55
Icewind Dale	PC	84	87
Icewind Dale II	PC	108	89
ICO	PS2	102	92
iF/A-18E Carrier Strike Attack	PC	62	72
iF22	PC	48	83
Iggy's Reckin' Balls	N64	59	78
IGI-2: Covert Strike	PC	115	70
Ignition	PC	51	82
Ignition Factor, The	SNES	22	80
IL-2 Sturmovik	PC	102	93
Illusion of Time	SNES	19	86
IMG Tour Tennis	Megadrive	13	75
Immercenary	3DO	19	86
Impact Racing	Saturn/PSX	36	78
Imperial Glory	PC	142	74
Imperialism 2	PC	69	89
Imperium Galactica	PC	45	80
Imperium Galactica 2	PC	79	89
Impossible Creatures	PC	114	78
In Cold Blood	PSX	83	70
In Search of Dr Riptide	PC	14	25
In the 1st Degree	PC/Mac	27	75
Inca 2	PC	5	65
Incredible Crash Dummies, The	SNES/ Megadrive	2	18
Incredible Crisis	PSX	89	66
Incredible Hulk , The	Megadrive	9	69
Incredible Hulk, The	GBA	119	58
Incredible Hulk: The Pantheon Saga	PSX	42	25
Incredible Hulk: Ultimate Destruction, The	PS2/Xbox/ GCN	143	91
Incubation	PC	51	79
Independence Day	PC	44	68
Independence War Deluxe Edition	PC	75	70
Indiana Jones and the Emperor's Tomb	Xbox	114	84
Indiana Jones and the Infernal Machine	Gameboy	93	50
Indiana Jones and the Infernal Machine	PC	76	77
Indiana Jones and the Infernal Machine	N64	91	84
Indiana Jones: His Greatest Adventures	SNES	14	78
Indy Car II	PC	28	92
Indy Car Series	Xbox	118	79
Indy Racing	PC	59	60
Indycar Racing	PC	3	92
Infected	PSP	149	73
Inferno	PC	14	93
Inherit the Earth	PC	10	86
I-Ninja	PS2	125	80
Innocent - Until Caught	PC	3	70
Harry Potter: Quidditch World Cup	PS2	125	65
Harvest Moon 64	N64	78	83
Harvest Moon: A Wonderful Life	GCN	127	88
Harvest Moon: Friends of Mineral Town	GBA	126	86
Haunted Mansion	PS2/Xbox/ GCN	128	66
Haunting starring Polterguy	Megadrive	2	60
Haven: Call of the King	PS2	112	76
Heart of Darkness	PC/PSX	59	90
Heavy Gear	PC	52	89
Heavy Gear 2	PC	71	92
Heavy Metal FAKK 2	PC	85	78
Hedz	PC	61	63
Helicops	PC	46	72
Hell	PC	17	65
Hell Cab	PC/Mac	8	68
Hellfire Zone	PC	27	75
Hellfire: Diablo Expansion	PC	55	65
Hellnight	PSX	74	55
Herc's Adventures	PSX	49	82
Hercules	PSX	48	84
Heretic	PC	16	90
Heretic 2	PC	62	87
Heretic: Shadow of the Serpent Riders	PC	34	89
Heroes of Might and Magic	Gameboy	85	80
Heroes of Might and Magic	PC	25	86
Heroes of Might and Magic 2: The Succession Wars	PC	41	75
Heroes of Might and Magic 3	PC	67	90
Heroes of Might and Magic IV	PC	104	88
Heroes of Might and Magic V	PC	153	86
Heroes of the Pacific	PS2/Xbox/ PC	145	75
Hexen	PC	27	94
Hexen 2	PC	49	91
Hexen 2 Mission Pack	PC	57	83
Hexen 64	N64	47	70
Hexen: Deathkings of the Dark Citadel	PC	34	91
Hexplore	PC	59	68
Hidden & Dangerous 2	PC	123	81
High Heat Baseball 2002	GBA	97	59
High Seas Trader	PC	19	65
Hi-Octane	PC	22	65
Hitman 2: Silent Assassin	GCN	118	83
Hitman 2: Silent Assassin	Xbox	111	85
Hitman: Blood Money	PS2/Xbox/ Xbox 360/PC	153	90
Hitman: Codename 47	PC	88	83
Hitman: Contracts	PS2/Xbox/ PC	129	74
Hive, The	PC	27	84
Hocus Pocus	PC	11	72
Hogs Of War	PSX	84	83
Holy Magic Century	N64	60	65
Homeworld	PC	70	94
Homeworld: Cataclysm	PC	86	91
Hook	Megadrive	3	62
Hooves of Thunder	PC	30	80
Horde, The	Saturn	33	76
Horizons: Empire of Istaria	PC	125	71
Hot Wheels Turbo racing	N64	74	71
Hot Wheels: Velocity Maximum Justice	PS2	113	69
House of the Dead	PC	59	58
House of the Dead	Saturn	58	62
House of the Dead 2	Dreamcast	71	91
House of the Dead 3	Xbox	115	77
Inside Drive 2002	Xbox	106	83
Interactive Sailing	PC	25	60
International Cricket Captain	PC	59	83
International Superstar Soccer	PS2	87	86
International Superstar Soccer 64	N64	47	94
International Superstar Soccer '98	N64	60	87
International Track and Field 2	PSX	79	77
Interplay's 10 Year Anthology	PC	10	80
Interstate '76	PC	43	91
Interstate '82	PC	76	65
Iron and Blood	Saturn/PSX	38	60
Iron Assault	PC	18	55
Iron Cross	PC	14	65
Iron Helix	PC	9	75
Iron Storm	PC	111	70
Ishar 3	PC	19	54
Islad Casino	PC	30	30
ISS 2	Xbox	104	71
ISS Pro Evolution	PSX	79	91
Italian Job, The	PSX	97	73
Italian Job: LA Heist, The	PS2	122	57
Itchy and Scratchy Game, The	SNES	19	70
I-War	PC	53	92
Jackie Chan Adventures	GBA	100	82
Jackie Chan Stuntmaster	PSX	81	77
Jade Cocoon	PS2	105	78
Jade Cocoon	PSX	77	80
Jade Empire	Xbox	140	87
Jagged Alliance	PC	19	75
Jagged Alliance 2	PC	73	88
Jagged Alliance: Deadly Games	PC	38	86
Jak & Daxter	PS2	100	92
Jak 3	PS2	135	90
Jak II: Renegade	PS2	121	91
Jak X: Combat Racing	PS2	146	80
James Bond 007: Everything or Nothing	PS2/Xbox/ GCN	126	90
James Bond 007: Nightfire	GCN	111	86
James Pond 3: Operation Starfish	Megadrive	3	87
Jammit	Megadrive	6	70
Jane's Advances Tactical Fighters	PC	32	80
Jazz Jackrabbit 2	PC	57	75
Jeremy McGrath Supercross '98	PSX	58	48
Jet Force Gemini	N64	75	91
Jet Rider	PSX	41	80
Jet Rider 2	PSX	53	68
Jet Rider 3	PSX	74	42
Jet Set Radio	GBA	120	78
Jet Set Radio	DC	87	90
Jet Set Radio Future	Xbox	103	88
Jetfighter Fullburn	PC	62	78
Jetsons: Invasion of the Planet Pirates, The	SNES	6	65
Jewels of the Oracle	PC/Mac	23	85
Jim Henson's Puppets	Gameboy	81	50
Joe Montana's NFL Football	Megadrive	3	93
John Madden Football	3DO	7	91
Johnny Bazookatone	Saturn/PSX	31	84
Johnny Herbet Grand Prix	PC	61	70
Joint Operations: Escalation	PC	137	80
Joint Operations: Typhoon Rising	PC	131	83
Joint Task Force	PC	157	89
Jonah Lomu Rugby	PSX	45	84
Jonny Moseley: Mad Trix	GBA	107	61

Journeyman Project, The	PC	7	65
Judge Dredd	PSX	52	64
Judge Dredd	SNES/ Megadrive	20	72
Judge Dredd Pinball	PC	60	85
Judge Dredd: Dredd Vs Death	PS2/Xbox/ GCN/PC	123	76
Juiced	PS2/Xbox/ PC	141	79
Juiced	PS2/Xbox	132	84
Jump Raven	Mac	6	79
Jumping Flash	PSX	23	83
Jumping Flash 2	PSX	34	94
Jungle Book	SNES	10	77
Jungle Book	Megadrive	9	79
Jurassic Park	Megadrive	1	62
Jurassic Park	Mega CD	4	82
Jurassic Park	SNES	2	87
Jurassic Park 2: The Chaos Continues	Megadrive	13	75
Jurassic Park 3: The DNA Factor	GBA	97	55
Jurassic Park: Operation Genesis	Xbox	117	60
Just Cause	PC/Xbox 360	157	89
Justice League	SNES/ Megadrive	20	66
Justice League Heroes	PS2/Xbox	159	63
KA-50 Hokum	PC	17	83
Kaido Racer	PS2	148	79
Kakuto Chojin	Xbox	113	55
Kameo: Elements of Power	Xbox 360	150	82
Katamari Damacy	PS2	137	93
Kawasaki Superbike Challenge	Megadrive	18	50
Ken Griffey Baseball	Game Boy	50	79
Ken Griffey Jr	N64	70	81
Kengo: Master Of Bushido	PS2	92	81
Kensei	PSX	67	75
Kessen	PS2	89	76
Kessen 2	PS2	103	60
Kessen III	PS2	141	80
Key of Heaven	PSP	150	72
Kick Off World	PSX	59	58
Kid Klown in Krazy Chase	SNES	15	70
Kilaek the Blood	PSX	25	40
Kill.Switch	PS2	125	77
Killer 7	PS2/GCN	142	78
Killer Instinct	SNES	23	94
Killer Instinct Gold	N64	42	80
Killzone	PS2	135	78
Killzone: Liberation	PSP	158	89
King Kong	PS2/Xbox/ GCN/PC	147	88
King of Fighters '95, The	PSX	46	53
King of Fighters '95, The	Saturn	47	65
King of Fighters '95, The	Game Boy	39	80
King of Fighters EX2: Howling Blood, The	GBA	127	82
King of Fighters: 2000-2001, The	PS2/Xbox	137	84
Kingdom at War	PC	23	55
Kingdom Hearts	PS2	110	70
Kingdom Hearts II	PS2	155	89
Kingdom Hearts: Chain of Memories	GBA	138	62
Kingdom Under Fire: Heroes	Xbox	145	81
Kingdom Under Fire: The Crusaders	Xbox	138	80
Kingdom: The Far Reaches	PC	21	5
Kingmaker	PC	13	76
Kingpin	PC	72	86
King's Quest 8	PC	65	91
Kings Quest VIII: The Princeless Bride	PC	16	70
Kirby 64	N64	84	85
Kirby Air Ride	GCN	126	50
Kirby Canvas Curse	DS	145	86
Kirby's Block Ball	Game Boy	34	84
Kirby's Dream Course	SNES	21	89
Kirby's Fun Pak	SNES	38	86
Kirby's Ghost Trap	SNES	23	80
KISS Psycho Circus: The Nightmare Child	PC	85	69
KKND	PC	42	82
Klingon Honour Guard	PC	61	84
Klonoa	PSX	57	91
Klonoa 2: Dream Champ Tournament	GBA	148	80
Klonoa 2: Lunatea's Veil	PS2	98	87
Knights and Merchants	PC	63	77
Knockout Kings 2000	N64	75	57
Knockout Kings 2001	PS2	92	87
Kohan II: Kings of War	PC	133	78
Kohan: Ahriman's Gift	PC	105	89
Konami GB Collection Vol 1	Gameboy	78	70
Konami Krazy Racers	GBA	97	73
Koudelka	PSX	85	71
Krazy Ivan	PSX	29	75
Kronolog: The Nazi Paradox	PC	6	59
Krossfire: KKND 2	PC	59	89
Kudos	PC	158	75
Kula World	PSX	56	80
Kung Fu Chaos	Xbox	116	82
Kuri Kuri Mix	PS2	97	83
Kuru Kuru Kururin	GBA	95	87
Kurushi Final	PSX	70	83
Kurushii	PSX	48	80
Kya: Dark Lineage	PS2	125	70
L.A. Rush	PS2/Xbox	146	60
La Pucelle: Tactics	PS2	139	84
La Russa Baseball 95	Megadrive	12	75
Labyrinth of Time	PC	5	78
Lamborghini 64	N64	50	85
Lander	PC	69	91
Lands of Lore	PC	7	86
Lands of Lore 2: Guardians of Destiny	PC	48	90
Lands of Lore 3	PC	68	83
Landstalker	Megadrive	1	92
Last Action Hero	SNES/ Megadrive	3	9
Last Bronx	Saturn	51	86
Last Dynasty, The	PSX	39	78
Last Express, The	PC	44	84
Lawnmower Man, The	SNES	8	65
Lawnmower Man, The	PC	8	82
Le Mans 24 Hour	PSX	76	63
Le Mans 24 Hours	Gameboy	82	70
Le Mans 24 Hours	DC	86	92
Legacy of Kain: Blood Omen	PSX	43	80
Legacy of Kain: Defiance	PS2	124	79
Legacy of Kain: Soul Reaver	PSX	70	93
Legend	SNES	11	59
Legend	PSX	66	68
Legend of Blackthorn	PC	16	81
Legend of Dragoon	PSX	89	80
Legend of Kartia	PSX	71	82
Legend of Kyrandia 3: Malcolm's Revenge	PC	16	65
Legend of Zelda: A Link to the Past, The	GBA	112	93
Legend of Zelda: Collector's Edition, The	GCN	128	90
Legend of Zelda: Four Swords Adventures, The	GCN	132	89
Legend of Zelda: Majora's Mask, The	N64	87	92
Legend of Zelda: Ocarina of Time, The	N64	64	94
Legend of Zelda: Oracle Of Ages, The	Gameboy	95	94
Legend of Zelda: Oracle Of Seasons, The	Gameboy	95	94
Legend of Zelda: The Minish Cap, The	GBA	137	90
Legend of Zelda: The Wind Waker, The	GCN	116	97
Legend of Zelda: Twilight Princess, The	Wii	159	96
Legends of the Ring	SNES	2	84
Legends of Wrestling II	Xbox	112	59
LEGO Racer	N64	76	79
LEGO Star Wars	PS2/Xbox/ PC	140	81
LEGO Star Wars II: The Original Trilogy	PS2/Xbox/ Xbox 360/ PC/GCN	156	87
Leisure Suit Larry 6	PC	10	82
Leisure Suit Larry VI	PC	3	50
Leisure Suit Larry's Casino	PC	59	64
Lemmings	PSX	62	70
Lemmings 2: The Tribes	SNES/ Megadrive	12	88
Lemmings 3D	PSX	28	86
Lemmings Revolution	PC	81	82
Lethal Enforcers	SNES	6	84
Lethal Enforcers	Mega CD	1	89
Lethal Enforcers II	Megadrive	12	86
Lethal Skies	PS2	107	73
Lethal Weapon	SNES	1	32
Let's Smash tennis	N64	65	88
Libero Grande	PSX	62	79
Libero Grande 2	PSX	91	75
Lifeforce Tenka	PSX	45	88
Lighthouse	PC	39	75
Line of Sight: Vietnam	PC	120	60
Line-Kill Spirits	PC	152	70
Links LS 1997 Edition	PC	37	90
Links LS 1998 Edition	PC	48	82
Links LS '99	PC	67	84
Links Pro CD	Mac	24	90
Lion King	Megadrive	14	88
Lion King, The	PC	14	79
Lionheart: Legacy of the Crusader	PC	119	84
Litil Divil	PC	4	80
Live Wire!	PSX	72	75
LMA Manager 2002	PS2	107	88
Loaded	PSX	29	60
Loadstar: Legend of Tully Bodine	PC	25	68

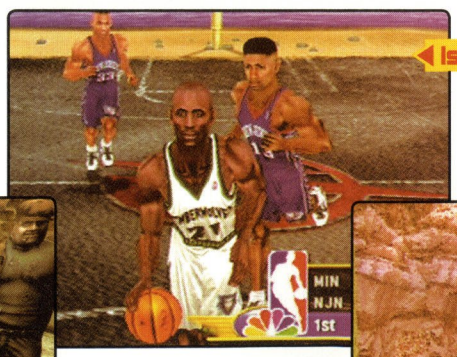
Issue 72 - Braveheart

The local schoolgirls take way too many steroids



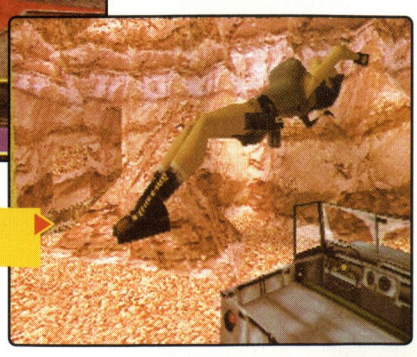
Issue 72 - Kingpin

Ahh, the Pawn-O-Matic. Now I can complete my chess set



Issue 75 - NBA Showtime

Shane Heal played for the Timberwolves. It just made them suck harder

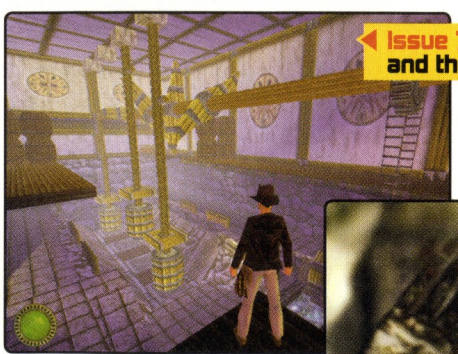


Issue 75 - Tomb Raider: The Last Revelation

Gee there must be helium in those things!

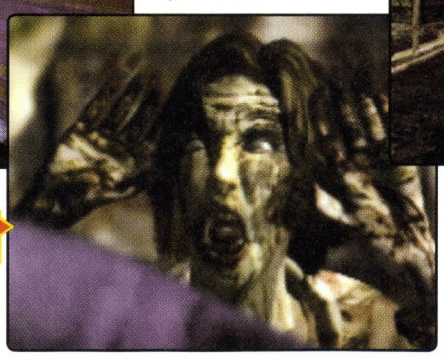
LocoRoco	PSP	154	92
Lode Runner	PC/Mac	11	78
Lode Runner 3D	N64	69	55
Lomax in Lemmingland	PSX	39	78
Lone Soldier	PSX	30	52
Longest Journey, The	PC	99	91
Lord of the Realms 2	PC	40	85
Lord of the Rings, The	SNES	20	70
Lord of the Rings: The Battle for Middle-Earth, The	PC	136	77
Lord of the Rings: The Fellowship of the Ring, The	Xbox	110	75
Lord of the Rings: The Return of the King, The	GBA	124	83
Lord of the Rings: The Return of the King, The	PS2	122	88
Lord of the Rings: The Third Age, The	PS2/Xbox/ GCN	135	80
Lord of the Rings: The Two Towers, The	PS2	111	84
Lord of the Rings: The Two Towers, The	GBA	112	84
Lords of Magic	PC	54	78
Lords of Midnight	PC	23	45
Lords of the Realm	PC	14	82
Lords of the Realm	PC	21	82
Lost Eden	PC	18	60
Lost in Time	PC	5	70
Lost Kingdoms	GCN	107	84
Lost Kingdoms II	GCN	116	85
Lost Magic	DS	153	68
Lost Vikings, The	GBA	117	79
Lost World, The	PSX	49	70
Lotus II	Megadrive	2	59
Lucky Luke	PSX	57	63
Lufia and the Fortress of Doom	SNES	6	79
Luftwaffe Commander	PC	66	74
Luigi's Mansion	GCN	104	86
Lumines	PSP	140	91
Lumines II	PSP	159	80
Lylat Wars	N64	49	94
M.A.X. Mechanised Assault & Exploration	PC	41	79
M1 Tank Platoon	PC	56	80
Mace Griffin: Bounty Hunter	Xbox	120	76
Mace: the Dark Ages	N64	52	75
Machiavelli the Prince	PC	21	61
Machines	PC	69	76
Mad Dog McCree	3DO	5	38
Mad Dog McCree	Mega CD	8	75
Madden 2000	Gameboy	78	70
Madden 2004	PC	121	90
Madden 2005	PS2/Xbox/ GCN/PC	134	93
Madden 95	SNES/ Megadrive	15	90
Madden 97	PC/PSX	39	88
Madden 99	PSX	62	82
Madden 99	PC	63	85
Madden NFL 07	Xbox 360	156	90
Madden NFL 2000	PSX	73	85
Madden NFL 2001	PS2	89	91
Madden NFL 2002	PC	99	90
Madden NFL 2003	GCN	110	88
Madden NFL 94	Mega CD	3	85
Madden NFL 94	SNES	6	92
Mafia	PS2	127	70
Mafia	PC	109	88
Mageslayer	PC	51	62
Magic Carpet	Saturn/PSX	32	83
Magic Carpet	PC	15	90
Magic Carpet 2	PC	25	90
Magic the Gathering	PC	44	91
Magic the Gathering: Battlegrounds	Xbox	125	48
Magic the Gathering: Battlemage	PC	43	82
Magna Carta	PS2	150	64
Majesty	PC	81	80
Makai Kingdom: Chronicles of the Sacred Tome	PS2	146	84
Make My Video: INXS	Mega CD	3	58
Maken X	DC	83	75
Manhunt	PS2	124	77
Maniac Sports	PC	13	40
Mansion of Hidden Souls	Mega CD	7	80
Mansion of Hidden Souls, The	Saturn	28	70
Manx TT	Saturn	43	70
Marathon	Mac	17	92
Marathon 2: Durandal	Mac	29	90
Mario & Luigi: Partners in Time	DS	149	88
Mario & Luigi: Superstar Saga	GBA	123	90
Mario Andretti's Racing	Megadrive	7	72
Mario Golf	Gameboy	83	80
Mario Golf	N64	72	86
Mario Golf: Advance Tour	GBA	130	85
Mario Golf: Toadstool Tour	GCN	124	82
Mario Hoops: 3 on 3	DS	159	83
Mario Kart 64	N64	44	95
Mario Kart DS	DS	148	93
Mario Kart: Double Dash	GCN	123	91
Mario Kart: Super Circuit	GBA	97	90
Mario Party	N64	67	79
Mario Party 2	N64	78	80
Mario Party 3	N64	96	73
Mario Party 4	GCN	112	69
Mario Pinball Land	GBA	134	82
Mario Power Tennis	GCN	137	82
Mario Smash Football	GCN	152	78
Mario Superstar Baseball	GCN	148	66
Mario Tennis	Gameboy	90	90
Mario Tennis	N64	85	91
Mario Tennis: Power Tour	GBA	148	87
Mario Vs. Donkey Kong	GBA	130	87
Mark Ecko's Getting Up: Contents Under Pressure	PS2/Xbox	149	80
Mark of Kri, The	PS2	114	83
Marko's Magic Football	Megadrive	8	83
Marsupilami	Megadrive	22	84
Marvel Super Heroes	PSX	50	88
Marvel Vs Capcom	Dreamcast	71	87
Marvel Vs Capcom 2	DC	83	91
Mashed	PS2/Xbox/ PC	131	88
Mashed: Fully Loaded	PS2/Xbox	140	89
Mask, The	SNES	22	78
Mass Destruction	Saturn	44	75
Master of Orion 2	PC	41	91
Master of Orion 3	PC	116	80
Masters of Magic	PC	19	86
Mat Hoffman's Pro BMX	GBA	100	80
Matrix: Path of Neo, The	PS2/Xbox/ PC	147	81
Matt Hoffman's Pro BMX	PSX	94	70
Max Payne	GBA	125	80
Max Payne	PS2	101	82
Max Payne	PC	96	89
Max Payne 2	PC	123	88
Max Power Racing	PSX	66	67
Maximo	PS2	102	90
Maximo Vs. Army of Zin	PS2	125	85
Maximum Carnage	SNES/ Megadrive	12	74
MDK	PSX	49	85
MDK	PC	43	89
MDK 2	DC	81	90
Me and My Katamari	PSP	153	81
Meat Puppet	PC	47	72
Mech Assault	Xbox	112	91
Mech Commander	PC	58	88
Mech Commander 2	PC	97	91
Mech Platoon	GBA	101	83
MechAssault 2: Lone Wolf	Xbox	138	86
Mechwarrior	SNES	6	75
Mechwarrior 2	PSX	43	80
Mechwarrior 2	PC	21	90
Mechwarrior 3	PC	70	89
Mechwarrior 3050	SNES	24	86
Mechwarrior 4: Vengeance	PC	87	92
Mechwarrior Mercenaries	PC	112	80
Medal of Honor	PSX	77	81
Medal of Honor: Allied Assault	PC	101	87
Medal of Honor: European Assault	PS2/Xbox/ GCN	143	81
Medal of Honor: Frontline	PS2	105	88
Medal of Honor: Infiltrator	GBA	122	85
Medal of Honor: Pacific Assault	PC	135	79
Medal of Honor: Rising Sun	Xbox	124	63
Medal of Honor: Underground	PSX	88	90
Medieval II: Total War	PC	159	94
Medieval: Total War	PC	109	91
Medievil	PSX	60	90
Medievil 2	PSX	80	86
Medievil Resurrection	PSP	144	65
Mega Bomberman	Megadrive	12	91
Mega Man 2	Game Boy	37	10
Mega Man Battle Network 3: Blue	GBA	120	74
Mega Man X	SNES	6	83
Mega Race	PC	8	88
Megaman Legends	PSX	62	83
Megaman Mega World	Megadrive	21	84
Megaman Soccer	SNES	19	76
Megaman X Command Mission	PS2/GCN	136	70
Megaman X3	PSX	37	65
Megaman X4	PSX	62	78
Megaman X7	PS2	127	60
Megaman X8	PS2	136	70
Men in Black	PC	52	70
Men In Black II: Alien Escape	PS2	107	77
Mercedes Benz Truck Racing	PC	87	81
Mercenaries	PS2/Xbox	138	90
Mercury	PSP	143	81
Mercury Meltdown	PSP	157	83
Messiah	PC	79	90
Metal Arms: Glitch in the System	Xbox	124	80
Metal Dungeon	Xbox	113	59
Metal Gear Acid 2	PSP	154	84
Metal Gear Acid	PSP	143	75
Metal Gear Solid	Gameboy	79	90
Metal Gear Solid	PC	86	90
Metal Gear Solid	PSX	65	93
Metal Gear Solid 2	PS2	101	96
Metal Gear Solid 2: Substance	Xbox	115	94
Metal Gear Solid 3: Snake Eater	PS2	138	96
Metal Gear Solid 3: Subsistence	PS2	157	95
Metal Gear Solid VR Missions	PSX	72	85
Metal Gear Solid: The Twin Snakes	GCN	127	83
Metal Slug 3	PS2/Xbox	137	76
Metal Slug Anthology	PSP	157	84
Meteos	DS	148	92
Metroid Fusion	GBA	111	93
Metroid Prime	GCN	113	96
Metroid Prime 2 Echoes	GCN	135	95
Metroid Prime Hunters	DS	152	91
Metroid Prime Pinball	DS	148	79
Metroid: Zero Mission	GBA	127	78
Metropolis Street Racer	DC	88	92
Miami Vice: The Game	PSP	156	60
Mickey and Minnie: The Great Circus Mystery	Megadrive	17	58
Mickey Mania	SNES	13	80
Mickey's Speedway USA	Gameboy	93	70
Mickey's Speedway USA	N64	91	77
Mickey's Ultimate Challenge	SNES	7	23
Micro Machines	PS2	111	68
Micro Machines	SNES	12	90
Micro Machines	Megadrive	1	90
Micro Machines 1&2: Twin Turbo	Gameboy	80	80
Micro Machines 2	PC	22	86
Micro Machines 2	Megadrive	15	92
Micro Machines 2: Turbo Tournament	SNES	30	90
Micro Machines 2: Turbo Tournament	SNES	35	90
Micro Machines 64	N64	66	84
Micro Machines 96	Megadrive	25	94
Micro Machines V3	PC	59	86
Micro Machines V3	PSX	45	91
Micro Machines V4	PS2/PC	154	84
Micro Maniacs	PSX	80	88
Microcosm	PC	6	65
Microcosm	Mega CD	3	83
Microsoft Flight Simulator 2000	PC	75	93
Microsoft Flight Simulator 2004	PC	119	85
Microsoft Flight Simulator V5.1	PC	23	82
Microsoft Golf '98	PC	57	90
Microsoft Golf '99	PC	67	68
Microsoft Pinball Arcade	PC	64	88
Microsoft: Combat Flight Sim	PC	64	93
Midnight Club 3: DUB Edition	PS2/Xbox	140	92
Midnight Club II	PS2	117	90
Midtown Madness	PC	71	85
Midtown Madness 2	PC	86	79
Midtown Madness 3	Xbox	119	75
Midway Arcade Treasures	PS2/Xbox	127	75
Might & Magic IX	PC	105	75
Might and Magic 6	PC	57	86
Might and Magic 7	PC	71	85
Might and Magic 8: Day of the Destroyer	PC	81	69
Might and Magic: World of Xeen	PC/Mac	20	79
Mighty Hits	Saturn	41	62
Mighty Max	SNES/ Megadrive	13	48
Mighty Morphin' Power Rangers	Megadrive	14	22
Mighty Morphin' Power Rangers	SNES	13	63
Mike Tyson Boxing	PSX	86	62
Mirage	PC/Mac	23	55
Mischief Makers	N64	53	65
Mission Critical	PC	28	80
Mission Impossible	PSX	74	78
Mission Impossible	N64	60	82

Mission Impossible: Operation Surma	PS2	124	71
MLBPA Baseball	SNES/ Megadrive	9	84
Moho	PSX	85	80
Monaco GP 2	Dreamcast	73	80
Monaco GP 2	N64	66	83
Monaco Grand Prix 2	PC	63	79
Monopoly Tycoon	PC	97	84
Monster Hunter Freedom	PSP	153	68
Monster Seed	PSX	67	74
Monster Truck Madness	PC	38	75
Monster Truck Madness 2	PC	57	82
Monster Truck Madness 64	N64	73	68
Monster Trucks	PSX	50	80
Moon Project, The	PC	96	88
Morrowind	PC	106	93
Morrowind: Tribunal	PC	114	79
Mort the Chicken	PSX	90	69
Mortal Coil	PC	33	80
Mortal Kombat	PC	5	74
Mortal Kombat	Megadrive	1	87
Mortal Kombat	Megadrive	1	88
Mortal Kombat 3	SNES/ Megadrive	24	91
Mortal Kombat 3	PC/PSX	27	92
Mortal Kombat 4	PC	61	80
Mortal Kombat 4	N64	59	82
Mortal Kombat Advance	GBA	103	33
Mortal Kombat CD	Mega CD	9	78
Mortal Kombat Gold	Dreamcast	74	60
Mortal Kombat II	Megadrive	10	89
Mortal Kombat II	PC	18	92
Mortal Kombat II	SNES	10	94
Mortal Kombat Mythologies: Sub Zero	N64	53	45
Mortal Kombat Trilogy	N64	46	60
Mortal Kombat Trilogy	PSX	39	75
Mortal Kombat: Armageddon	PS2/Xbox	158	86
Mortal Kombat: Deadly Alliance	GBA	115	77
Mortal Kombat: Deadly Alliance	PS2	113	81
Mortal Kombat: Deception	PS2/Xbox	134	83
Mortal Kombat: Shaolin Monks	PS2/Xbox/ GCN	145	85
Mother 3	GBA	156	92
Moto GP	PS2	92	80
Moto GP 2	PS2	101	72
Moto GP 2	Xbox	118	90
Moto GP: URT	Xbox	106	88
Moto Racer	GBA	111	84
Moto Racer	PSX	50	87
Moto Racer	PC	48	90
Moto Racer 2	PSX	61	83
Moto Racer 3	PC	104	70
Moto X	PSX	40	60
Motocross Championship	32X	15	58
Motocross Madness 2	PC	82	92
Motor Toon Grand Prix	PSX	20	75
Motor Toon Grand Prix 2	PSX	36	92
Motorcross Madness	PC	60	92
Motorhead	PC/PSX	57	91
Movies, The	PC	147	90
Mr Domino	PSX	59	69
Mr Driller	PSX	85	71
Mr Nutz	Megadrive	14	75
Mr Nutz	SNES	5	86
Mr Nutz 2	Megadrive	19	66
Mr. Driller: Drill Spirits	DS	140	72
Ms Pac-Man: Special Edition	Gameboy	76	70
MTV Music Generator 2	PS2	94	79
MTV Music Generator 3	PS2/Xbox	131	72
MTV Skateboarding	PSX	86	49
MTV Skateboarding	Gameboy	86	70
MTV Snowboarding	PSX	75	74
MTX Mototrax	PS2/Xbox/ GCN	127	79
Mucho	PSX	71	73
Multi Racing Championship	N64	51	74
Muppets Treasure Island, The	PC/Mac	36	80
Music 2000	PC	83	83
Music 2000	PSX	76	89
Mutant League Hockey	Megadrive	7	66
Muzzle Velocity	PC	47	45
MVP Baseball 2005	PC	139	80
MX 2002	PS2	97	83
MX Unleashed	PS2/Xbox	128	78
MX Vs ATV Unleashed	PS2/Xbox	140	82
Myst	PSX	41	60
Myst	3DO	19	95
Myst	PC/Mac	5	96
Myst III: Exile	PC	94	84
Myst IV: Revelation	PC/Mac	134	90
Mystaria: The Realms of Lore	Saturn	33	72
Mystic Towers	PC	7	75
Mystical Ninja 2	N64	68	83
Mystical Ninja Goemon	N64	60	83
Myth 2: Soulblighter	PC	65	92
Myth III: The Wolf Age	PC	100	85
Myth: The Fallen Lords	PC/Mac	51	92
N Gen Racing	PSX	82	70
N2O	PSX	59	83
Nagano Winter Olympics '98	PSX/N64	54	60
Namco Arcade Museum Volume 2	PSX	34	60
Namco Museum	GBA	103	80
Namco Museum 4	PSX	46	48
Namco Museum Battle Collection	PSP	149	78
Namco Museum Piece Volume 1	PSX	32	80
Nanotek Warriors	PSX	44	74
Nascar '98	PSX	53	79
Nascar Racing	PC	14	63
NBA 2K	Dreamcast	78	90
NBA 2K3	Xbox	114	90
NBA 2K6	PS2/Xbox	147	90
NBA Ballers	PS2	133	88
NBA Courtside	N64	58	83
NBA Courtside 2002	GCN	106	77
NBA Hangtime	N64	48	74
NBA Inside Drive 2003	Xbox	112	81
NBA Jam	Megadrive	3	95
NBA Jam	SNES	3	95
NBA Jam 2002	GBA	105	7
NBA Jam 2004	Xbox	122	71
NBA Jam '99	N64	62	84
NBA Jam Extreme	PSX	41	75
NBA Jam Tournament Edition	SNES/ Megadrive	18	92
NBA Jam Tournament Edition	PSX	28	92
NBA Live 2000	PC	75	94
NBA Live 2001	PC	92	80
NBA Live 2003	PS2	112	77
NBA Live 2005	PS2/Xbox/ GCN/PC	135	80
NBA Live 95	Megadrive	13	88
NBA Live 95	PC	19	90
NBA Live 96	Megadrive	25	88
NBA Live 96	PSX	34	89
NBA Live 96	PC	31	92
NBA Live 97	Saturn/PSX	41	80
NBA Live 97	Megadrive	40	84
NBA Live 98	PC	52	83
NBA Live 99	PC	63	85
NBA Pro 99	PSX	70	77
NBA Showdown 94	Megadrive	4	87
NBA Showtime	Dreamcast	75	79
NBA Street	PS2	96	88
NBA Street Showdown	PSP	144	78
NBA Street Vol 2	Xbox	115	87
NCAA: Road to the Final Four 2	PC	14	78
Need for Speed 2	PSX	46	78
Need for Speed 2	PC	45	79
Need for Speed 3	PC	60	67
Need for Speed 3	PSX	56	85
Need for Speed 4: High Stakes	PSX	68	88
Need for Speed Underground: Rivals	PSP	143	76
Need for Speed, The	3DO	16	89
Need for Speed, The	PC	25	91
Need for Speed, The	PSX	32	92
Need for Speed: Carbon	PS2/Xbox/ Xbox 360/PC	158	80
Need for Speed: Hot Pursuit	Xbox	111	70
Need for Speed: Most Wanted	PS2/Xbox/ GCN/PC	147	85
Need for Speed: Underground	PS2	124	86
Need for Speed: Underground 2	DS	142	57
Need for Speed: Underground 2	PS2/Xbox/ GCN/PC	135	87
Neon Genesis Evangelion	N64	72	61
Netstorm	PC	51	79
Networks AIV	PC	23	81
Neverhood, The	PC	39	88
Neverwinter Nights	PC	107	84
Neverwinter Nights 2	PC	159	88
Neverwinter Nights: Shadows of Undrentide	PC	119	82
New Super Mario Bros.	DS	153	91
New Tetris	N64	73	89
Newman Haas Racing	PSX	55	75
Newman-Haas Indycar featuring Nigel Mansell	SNES	18	77
Nexus: The Jupiter Incident	PC	137	84
NFL Blitz	N64	61	83
NFL Blitz 2000	N64	73	91
NFL Gameday	PSX	31	88
NFL Quarterback '96	SNES/ Megadrive	27	75
NFL Quarterback Club 98	N64	53	82



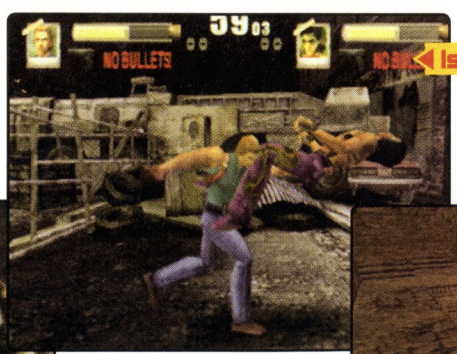
Issue 76 - Indiana Jones and the Infernal Machine

Oh this is just the annoying machine, not the infernal one



Issue 77 - Resident Evil 3: Nemesis

You'd think the undead could think of something scarier than blowing a raspberry



Issue 77 - Zombie Revenge

The tricky mid-air cavity search combo

Issue 79 - Tomb Raider: The last Revelation

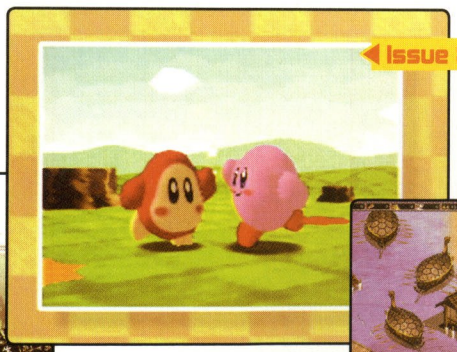
Lara before she lost the ability to see her feet

NFL Street	PS2/Xbox/GCN	126	79
NFL Street 2	PS2/Xbox	138	80
NFL Street Unleashed	PSP	144	70
NHL 2000	PSX	75	86
NHL 2004	PS2	124	85
NHL 2K6	Xbox 360	149	84
NHL 96	SNES/Megadrive	25	90
NHL 96	PC	27	90
NHL 97	Megadrive	38	85
NHL 97	Saturn/PSX	40	86
NHL 98	PC	50	90
NHL 99	N64	63	81
NHL 99	PC	62	89
NHL Breakaway '98	N64	54	87
NHL Face Off	PSX	53	79
NHL Faceoff	PSX	33	92
NHL Faceoff 2000	PSX	80	71
NHL Hitz Pro	Xbox	123	88
NHL Hockey 94	Megadrive	2	94
NHL Hockey 94	Mega CD	6	94
NHL Hockey 95	Megadrive	11	93
NHL Powerplay	PSX	53	71
NHL Rivals 2004	Xbox	126	76
NHRA Drag Racing	PC	64	64
Nick Faldo's Championship Golf: Deluxe Edition	PC	24	45
Nigel Mansell's Indycar Series	SNES	12	72
Night Warriors: Dalkstarkers Revenge	Saturn	35	80
Nightcaster	Xbox	106	72
Nightlong	PC	63	83
Nightmare Before Christmas, The	PS2/Xbox	144	82
Nightmare Creatures	PSX	49	78
NiGHTS	Saturn	37	93
Nightshade	PS2	126	65
Nihilist	PC	39	82
Ninety-Nine Nights	Xbox 360	153	70
Ninja	PSX	61	77
Ninja Assault	PS2	108	70
Ninja Gaiden	Xbox	128	91
Nintendogs	DS	145	82
No Fear Downhill Mountain Biking	PSX	75	81
No One Lives Forever	PS2	106	76
No One Lives Forever	PC	111	82
Noctropolis	PC	15	78
Nocturne	PC	76	80
Noir	PC	43	55
Nomad Soul	PC	75	92
Normality	PC	34	89
Normy's Beachbabe-O-Rama	Megadrive	5	73
Novastorm	PC	14	54
Nox	PC	79	79
Nuclear Strike	PSX	51	85
Nuclear Strike 64	N64	77	75
Oddworld Adventures	Gameboy	67	78
Oddworld Adventures 2	Gameboy	79	70
Oddworld: Abe's Exoddus	PSX	62	92
Oddworld: Abe's Oddysee	PSX	48	92
Oddworld: Munch's Oddysee	Xbox	103	85
Oddworld: Stranger's Wrath	Xbox	138	89
ODT	PSX	63	74
Off World Interceptor	3DO	15	85
Off World Interceptor Extreme	PSX/Saturn	25	80
Offensive	PC	35	50
Official Formula 1	PC	70	81
Offroad Challenge	N64	60	61
Okami	PS2	155	93
Olympic Games	PSX	36	50
Olympic Soccer	PSX	36	83
Olympic Summer Games	SNES	35	11
Olympic Summer Games	Game Boy	35	25
Omega Boost	PSX	70	90
On the Ball: World Cup Edition	PC	17	46
One	PSX	55	80
One Must Fall	PC	14	45
One Piece: Grand Battle	PS2	148	84
Oni	PC	89	90
Onimusha	PS2	91	90
Onimusha 2	PS2	109	88
Onimusha 3: Demon Siege	PS2	130	86
Onimusha: Blade Warriors	PS2	129	60
Onimusha: Dawn of Dreams	PS2	150	88
Operation Crusader	PC/Mac	9	80
Operation Flashpoint	PC	95	93
Operation Logic Bomb	SNES	5	78
Ossu! Tatakae! Ouendan	DS	148	91
Otogi 2	Xbox	139	82
Otogi: The Myth of Demons	Xbox	122	79
Outcast	PC	70	84
Outfit, The	Xbox 360	151	81
Outlaw	PC	44	88
Outlaw Racers	PC	65	64
Outlaw Volleyball	Xbox	124	73
Outpost	PC	11	86
Outpost 2	PC	49	88
Outrun 2	Xbox	133	84
Outwars	PC	57	90
Overboard	PC/PSX	50	86
Overlord	PC	11	84
P.N. 03	GCN	120	80
P.O.D.	PC	43	70
Pac Attack	SNES	11	45
Pacific Air War Gold	PC	19	88
Pac-Man World 2	PS2	114	68
Pac'n Roll	DS	147	79
Pac-Pix	DS	142	79
Pagemaster, The	Megadrive	15	60
Painkiller	PC	129	82
Painkiller: Battle Out of Hell	PC	136	79
Pandemonium	Saturn	47	78
Pandemonium	PSX	40	91
Pandora Directive, The	PC	36	90
Pandora's Box	PC	74	75
Panzer Dragoon	PC	42	84
Panzer Dragoon	Saturn	20	90
Panzer Dragoon 2	Saturn	32	91
Panzer Dragoon Orta	Xbox	115	88
Panzer Dragoon Saga	Saturn	61	90
Panzer Elite Action: Fields of Glory	PS2/Xbox/PC	152	80
Panzer General	PC	16	72
Paparazzi	PC	22	50
Paper Mario	N64	92	90
Paper Mario: The Thousand-Year Door	GCN	134	92
Paperboy	Gameboy	77	30
Paperboy 64	N64	76	56
Papyrus	Gameboy	74	70
PaRappa the Rapper	PSX	47	72
PaRappa the Rapper 2	PS2	101	80
Parasite Eve 2	PSX	85	86
Pariah	PC/Xbox	141	83
Parodius	Saturn/PSX	28	85
Pebble Beach Golf Links	Saturn	21	74
Pebble Beach GolfLinks	Megadrive	4	75
Pen Pen Tri-Icelon	Dreamcast	76	63
Penny Racers	PSX	38	30
Penny Racers	N64	66	70
People's General	PC	63	85
Perfect Dark	Gameboy	86	80
Perfect Dark	N64	82	97
Perfect Dark Zero	Xbox 360	151	86
Perfect General II	PC	22	77
Pet in TV	PSX	58	85
Pete Sampras Extreme Tennis	PSX	35	72
Pete Sampras Tennis	Megadrive	8	88
Pete Sampras Tennis 2	Megadrive	21	88
PGA European Tour	Megadrive	5	90
PGA Golf Tour 486	PC	13	85
PGA Golf Tour III	Mac	22	88
PGA Tour 96	PC	25	80
PGA Tour Golf III	Megadrive	15	86
PGA Tour Pro	PC	47	78
Phalanx	GBA	101	84
Phantasmagoria	PC	24	65
Phantasmagoria 2	PC	43	65
Phantasy Star IV	Megadrive	30	80
Phantasy Star Online	DC	91	89
Phantasy Star Universe	PS2/PC/Xbox 360	159	62
Phantom 2040	Megadrive	19	72
Phantom Brave	PS2	137	89
Phantom Crash	Xbox	113	80
Pharaoh: Cleopatra	PC	85	83
Philisoma	PSX	28	63
Phoenix Wright: Ace Attorney	DS	149	80
Pikmin	GCN	105	90
Pikmin 2	GCN	133	89
Pilgrim	PC	57	62
Pilotwings 64	N64	41	92
Pinball Soccer '98	PC	64	73
Pink Panther: Pink Goes to Hollywood	SNES	6	69
Pinobee: Wings Of Adventure	GBA	96	80
Pirates of Dark Water	Megadrive	10	70
Pirates of the Caribbean	GBA	122	59
Pirates of the Caribbean	Xbox	121	77
Pirates: The Legend Of Black Kat	Xbox	105	74
Pitball	PSX	40	84
Pitfall 3D	PSX	56	79
Pitfall: The Mayan Adventrue	PC	24	80
Pitfall: the Mayan Adventure	GBA	96	71
Pitfall: The Mayan Adventure	SNES/Megadrive	14	83
Pizza Tycoon	PC	18	80
Plan, The	PS2	154	31
Plane Crazy	PC	57	86
Planescape Torment	PC	78	90
Plasma Sword	DC	85	77
Playboy: The Mansion	PS2/Xbox/PC	139	74
Player Manager 2	PC	24	86
Player Manager 98-99	PC	66	66
Plok!	SNES	8	84
Pocket Fighter	PSX	61	86
Pocky and Rocky	SNES	1	88
PO'ed	PSX	33	90
PO'ed	3Do	31	93
Point Blank	PSX	55	79
Point Blank 2	PSX	70	87
Point Blank DS	DS	155	61
Pokemon Colosseum	GCN	129	78
Pokemon Dash	DS	140	55
Pokemon Emerald Version	GBA	141	70
Pokemon Gold and Silver	Gameboy	87	90
Pokemon Leaf Green and Fire Red	GBA	132	75
Pokemon Mystery Dungeon	GBA/DS	157	71
Pokemon Pinball: Ruby & Sapphire	GBA	121	80
Pokemon Puzzle Challenge	Gameboy	90	80
Pokemon Puzzle League	N64	90	88
Pokemon Ruby and Sapphire	GBA	115	90
Pokemon Snap	N64	72	88
Pokemon Stadium	N64	80	90
Pokemon Stadium 2	N64	93	80
Pokemon Trading Card Game	Gameboy	84	80
Pokemon XD: Gale of Darkness	GCN	147	71
Pokemon Yellow: Pikachu Ed.	Gameboy	74	80
Police Quest IV: Open Season	PC	4	80
Police Quest: SWAT	PC	29	80
Police Swat 2	PC	60	80
Pool Hustler	PSX	67	77
Pool Of Radiance: The Ruins Of Myth Drannor	PC	97	69
PoPoLoCrois	PSP	152	70
Populous: The Beginning	PC	63	88
Porche Challenge	PSX	43	89
Porsche 2000	PSX	81	79
Postal	PC/Mac	48	80
Power Drive	SNES	14	77
Power Pete	Mac	24	77
Power Pro Tennis: WTA Edition	GBA	105	80
Power Serve Tennis	PSX	30	75
Power Stone	Dreamcast	71	91
Power Stone 2	DC	85	86
Power Stone Collection	PSP	157	85
Powerdrome	PS2/Xbox	135	80
PowerHouse	PC	22	75
Powerpuff Girls: Mojo Jojo A-Go-Go, The	GBA	108	62
Powerslide	PC	63	89
Poy Poy	PSX	57	89
Poy Poy 2	PSX	66	89
Praetorians	PC	115	77
Prehistorik Man	SNES	47	69
Premier Manager '98	PC/PSX	60	76
Premier Manager '99	PSX	67	68
Prey	PC/Xbox 360	155	86
Primal	PS2	115	60
Primal Rage	Megadrive	22	83
Prime Goal EX: European Tour	PSX	35	55
Prince of Persia	Megadrive	4	82
Prince of Persia	GBA	123	63
Prince of Persia 2	Mac	10	86
Prince of Persia 3D	PC	74	82
Prince of Persia: Revelations	PSP	148	78
Prince of Persia: The Sands of Time	PS2	123	93
Prince of Persia: The Sands of Time	Xbox	127	93
Prince of Persia: The Two Thrones	PS2/Xbox/GCN/PC	147	91
Prince of Persia: The Warrior Within	PS2/Xbox/GCN/PC	135	88
Prisoner of Ice	PC	23	75
Prisoner of War	PS2	107	74
Privateer	PC	2	91

Privateer 2: The Darkening	PC	39	92
Prize Fighter	Mega CD	7	70
Pro 18 World Tour Golf	PC	69	75
Pro Cast Sports Fishing	Xbox	118	59
Pro Evolution Soccer	PS2	100	91
Pro Evolution Soccer 2	PS2	111	93
Pro Evolution Soccer 3	PS2	123	93
Pro Evolution Soccer 4	PS2/Xbox/ PC	134	94
Pro Evolution Soccer 5	PS2/Xbox/ PC	146	95
Pro Evolution Soccer 6	PS2/Xbox 360/PC	158	95
Pro Pilot '99	PC	65	76
Pro Pinball Big Race USA	PSX	66	78
Pro Pinball Big Race USA	PC	63	79
Pro Rally 2001	PC	89	70
Pro Tennis: WTA Tour	PS2	107	62
Probotector	Megadrive	12	85
Project Eden	PS2	98	80
Project Gotham Racing	Xbox	102	91
Project Gotham Racing 2	Xbox	123	92
Project Gotham Racing 3	Xbox 360	150	88
Project IGI	PC	88	85
Project Overkil	PSX	40	78
Project Rub	DS	138	79
Project Zero	PS2	109	81
Project Zero 3: The Tormented	PS2	150	87
Project Zero II: Crimson Butterfly	PS2	130	85
Project: Snowblind	PS2/Xbox/ GCN	138	77
Prophecy of Light and Dark	PC	57	80
PSI-Ops: The Mindgate Conspiracy	PS2/Xbox	131	86
Psybadek	PSX	64	76
Psychic Force 2012	Dreamcast	77	75
Psychonauts	PS2/Xbox/ PC	145	94
Psychotron, The	PC	12	25
Puggsy	Megadrive	2	86
Pugley's Scavenger Hunt	SNES	1	92
Punch King	GBA	109	69
Punisher, The	Megadrive	18	48
Punisher, The	PS2/Xbox/ PC	138	76
Pure Wargame: Death from Above	PC	21	72
Putty Squad	Megadrive	21	55
Puyo Pop Fever	PS2	125	79
Pyrotechnica	PC	20	68
Quake	Saturn	52	82
Quake	PC	36	96
Quake 4	PC	147	84
Quake 64	N64	55	85
Quake II	PSX	75	83
Quake II	N64	70	85
Quake II	PC	52	96
Quake II MP: The Reckoning	PC	58	65
Quake II: Ground Zero	PC	61	90
Quake III Arena	DC	89	86
Quake III Arena	PC	77	95
Quake III Revolution	PS2	93	87
Quake III: Team Arena	PC	90	70
Quake: Dissolution of Eternity	PC	44	77
Quake: The Scourge of Armagon	PC	43	92
Quantum Gate	PC	6	58
Quantum Redshift	Xbox	111	70
Quarantine	3DO	19	85
Quarterback Club '99	N64	62	80
Quest For Glory 5	PC	65	89
R Type Delta	PSX	66	89
R: Racing	PS2/Xbox/ GCN	128	63
RAC Rally Championship	PC	38	70
Racing Aces	Mega CD	8	17
Racing Evoluzione	Xbox	115	84
Radical Rex	SNES	12	70
Rage of Mages	PC	61	83
Rage Racer	PSX	44	82
Raiden Project, The	PSX	28	80
Railroad Tycoon 3	PC	124	84
Railroad Tycoon Deluxe	PC	2	86
Rakuga Kids	N64	64	80
Rallisport Challenge	Xbox	103	87
Rallisport Challenge 2	Xbox	128	83
Rally Championship	PS2	105	80
Rally Championship 2000	PC	76	80
Rally Cross	PSX	47	89
Rally Cross 2	PSX	65	75
Rally Fusion: Race of Champions	Xbox	112	70
Rampage 2: Universal Tour	N64	69	55
Rampage World Tour	N64	57	70
Rampage World Tour 2	PSX	68	75
Rampage: Total Destruction	PS2	152	32
Ranger X	Megadrive	1	88
Rapid Racer	PSX	49	90
Rapid Reload	PSX	25	56
Raptor	PC	7	75
Rascal	PSX	54	77
Ratchet & Clank	PS2	111	83
Ratchet & Clank 2	PS2	122	90
Ratchet & Clank 3	PS2	135	91
Raven Project, The	PC	29	72
Ravenloft	PC	7	80
Ray Crisis	PSX	86	68
Ray Storm	PSX	44	90
Ray Tracers	PSX	45	76
Rayman	PSX	28	75
Rayman	PC	33	86
Rayman	Gameboy	79	80
Rayman 2	Dreamcast	79	89
Rayman 2	N64	74	90
Rayman 2: The Great Escape	PSX	85	87
Rayman 3: Hoodlum Havoc	GCN	114	90
Rayman Advance	GBA	95	79
Rayman Raving Rabbids	PS2/Wii/PC	159	74
RC Revenge	PSX	86	72
RC Stuntcopter	PSX	61	75
Ready 2 Rumble	Gameboy	78	50
Ready 2 Rumble	PSX	75	75
Ready 2 Rumble	Dreamcast	74	89
Ready 2 Rumble Round 2	PS2	88	80
Reah	PC	63	60
Realms of Arkania III: Shadows over Riva	PC	46	81
Realms of Arkania: Star Trail	PC	14	80
Realms of the Haunting	PC	42	90
Reap, The	PC	54	89
Reboot	PSX	56	88
Recoil	PC	68	82
Red Alert	PC	40	92
Red Alert 2	PC	87	91
Red Alert 2: Yuri's Revenge	PC	99	82
Red Alert: Counterstrike	PC	44	70
Red Baron 3D	PC	65	80
Red Baron II	PC	54	84
Red Dead Revolver	PS2/Xbox	129	84
Red Dog: Superior Firepower	DC	81	79
Red Faction	Ngage	125	65
Red Faction	PS2	93	91
Red Faction II	GCN	119	71
Red Faction II	PS2	110	83
Red Zone	Megadrive	16	78
RedCard	PS2	105	65
Redguard	PC	65	81
Redjack	PC	60	57
Redline	PC	68	78
Redline Racer	PC	57	85
Redneck Rampage	PC	45	87
Redneck Rampage 2	PC	57	73
Relentless: Twinsen's Adventure	PC	14	93
Re-Loaded	PSX	43	68
Remote Control Dandy	PSX	73	82
Ren and Stimpy Show: Stimpy's Invention, The	Megadrive	5	80
Ren and Stimpy Show: Veediots, The	SNES	3	78
Ren and Stimpy: Time Warp	SNES	16	69
Renegade: Battle for Jacob's Star	PC	21	86
Rengoku: Tower of Purgatory	PSP	151	49
Rent A Hero	PC	71	70
Republic: The Revolution	PC	118	80
Requiem	PC	69	85
Resident Evil	Saturn	49	78
Resident Evil	PC	51	78
Resident Evil	PSX	33	90
Resident Evil	GCN	108	92
Resident Evil 2	N64	77	87
Resident Evil 2	DC	81	87
Resident Evil 2	PC	69	91
Resident Evil 2	PSX	55	92
Resident Evil 2 & 3	GCN	119	67
Resident Evil 3: Nemesis	PSX	77	87
Resident Evil 4	GCN	138	94
Resident Evil 4	PS2	146	94
Resident Evil Zero	GCN	113	87
Resident Evil: Code Veronica	DC	82	93
Resident Evil: Code Veronica X	GCN	126	60
Resident Evil: Code Veronica X	PS2	98	79
Resident Evil: Dead Aim	PS2	116	69
Resident Evil: Survivor	PSX	81	39
Retribution	PC	17	67
Retro Atari Classics	DS	141	70
Retro Force	PSX	68	67
Return Fire	PC	35	75
Return Fire	3DO	17	83

Issue 80 - Syphon Filter 2

The menu system reminds our hero where he stuck his binoculars



Issue 84 - Kirby 64

Everything's grand in testicle land

Issue 82 - Shogun: Total War

Capture the flag just got that bit harder

Issue 85 - Age of Empires 2

Summer Bay was never the same after the Vikings arrived

Return Fire 2	PC	63	78
Return To Castle Wolfenstein	PC	100	86
Return to Castle Wolfenstein: Tides of War	Xbox	118	75
Return to Krondor	PC	64	74
Return to Zork	PC	2	85
Reunion	PC	8	66
Revenant	PC	76	86
Revenge of the Ninja	Mega CD	7	32
Re-Volt	PC	71	80
Re-Volt	Dreamcast	77	80
Revolution X	SNES	29	62
Rez	PS2	100	80
Richard Burns Rally	PS2/Xbox/ PC	131	82
Riddle of Master Lu, The	PC	27	50
Ridge Racer	PSP	140	93
Ridge Racer	PSX	18	92
Ridge Racer 2	PSP	157	91
Ridge Racer 6	Xbox 360	149	89
Ridge Racer 64	N64	79	90
Ridge Racer DS	DS	143	69
Ridge Racer Revolution	PSX	32	88
Ridge Racer Type 4	PSX	66	89
Ridge Racer V	PS2	87	85
Riding Spirits II	PS2	129	67
Righteous Fire	PC	7	82
Ring	PC	62	57
Ring Of Red	PS2	93	86
Riot	PSX	43	79
Ripper	PC	32	89
Rise & Fall: Civilizations at War	PC	155	59
Rise of Legends	PC	154	88
Rise of Nations	PC	117	89
Rise of Nations: Thrones & Patriots	PC	129	90
Rise of the Robots	Megadrive	14	55
Rise of the Robots	PC	13	60
Rise of the Triads	PC	17	76
Rise of the Triads Extreme	PC	30	79
Rise to Honour	PS2	127	66
Risk: The World Conquest Game	PS2	127	40
Rival Realms	PC	63	79
Rival Schools	PSX	61	90
Riven	PC	51	82
River World	PC	63	62
Road Champs: BXS Stunt Biking	Gameboy	92	80
Road Rash	Saturn	36	89
Road Rash	PSX	30	91
Road Rash	3DO	12	94
Road Rash 3	Megadrive	17	85
Road Rash 3D	PSX	58	70
Road Rash 64	N64	74	73
Road Rash: Jailbreak	PSX	79	70
Roadkill	PS2	124	49
Robin Hood: The Legend Of Sherwood	PC	112	83
Robocop vs. Terminator	Megadrive	2	75
Robotech: Battlecry	Xbox	113	81
Robotron X	N64	57	65
Robots	PS2/Xbox/ GCN/PC	139	70
Rock 'n Roll Racing	Megadrive	13	80
Rock 'n Roll Racing	SNES	5	90
Rocket Knight Adventures	Megadrive	1	84
Rocket: Robot on Wheels	N64	76	84
Rocko's Modern Life: Spunky's Dangerous Day	SNES	17	79
Rockstar Games Presents Table Tennis	Xbox 360	153	83
Rocky Legends	PS2/Xbox	134	71
Rogue Ops	Xbox	128	24
Rogue Spear	PSX	93	69
Rogue Spear	PC	73	90
Rogue Trip	PSX	62	76
Rogue Trooper	PS2/Xbox/ PC	152	76
Roland Garros	PC	49	71
Rolland Garros '98	PC	63	60
Rollcage	PSX	66	92
Rollcage 2	PSX	80	79
RollerCoaster Tycoon	PC	67	91
RollerCoaster Tycoon 2	PC	110	86
RollerCoaster Tycoon 2: Wacky Worlds	PC	118	60
RollerCoaster Tycoon 3	PC	135	81
Rome: Total War	PC	134	93
Rosco McQueen	PSX	49	78
RTX Red Rock	PS2	119	70
R-Type Final	PS2	128	80
R-Type II: The Third Lightning	SNES	4	90
R-Types	PSX	61	84
Rub Rabbits, The	DS	151	75
Rugby 2001	PC	85	82
Rugby 2001	PS2	94	86
Rugby 2004	PS2	122	69
Rugby 2005	PS2/Xbox/ PC	139	80
Rugby League	PS2	124	79
Rugby World Cup 1995	PC	22	80
Rugby World Cup 95	Megadrive	15	86
Rumble Roses	PS2/Xbox	138	73
Run Like Hell	Xbox	120	62
Rune	PC	88	80
Rune War	PC	54	75
Rush 2: Extreme Racing USA	N64	65	85
Rush for Berlin	PC	155	78
Rygar	PS2	118	79
Sabre Wulf	GBA	128	80
Sacred	PC	128	77
Sacrifice	PC	86	90
Saga	PC	70	49
Saga Frontier 2	PSX	79	72
Saint's Row	Xbox 360	156	84
Sam & Max CD-ROM	PC	8	95
Sam & Max Hit the Road	PC	3	93
Sam and Max: Culture Shock	PC	158	86
Samurai Jack: The Shadow of Aku	PS2/Xbox/ GCN	131	63
Samurai Showdown	Megadrive	19	86
Samurai Showdown	3DO	16	90
Samurai Showdown 3	PSX	39	78
San Francisco Rush	N64	52	91
San Francisco Rush 2049	DC	87	76
Sango Fighter	PC	8	80
Santa Fe Mysteries: The Elk Moon Murder	PC	36	70
Saturday Night Slammasters	Megadrive	18	85
Saturn Bomberman	Saturn	43	92
Scarface: The World is Yours	PS2/Xbox/ PC	158	84
SCARS	98145.452	62	83
98145.452	PSX	60	85
Scottish Open Virtual Golf, The	32X/PC	21	65
Screamer	PC	27	70
Screamer 2	PC	39	86
Sea Quest DSV	SNES	17	84
Seal of the Pharaoh	3DO	20	5
Second Samurai	Megadrive	14	57
Second Sight	PS2/Xbox/ GCN	132	76
Secret of Evermore	SNES	30	92
Secret of Mana	SNES	5	93
Secret Weapons Over Normandy	PS2/Xbox/ PC	123	79
Secrets of the Luxor	PC/Mac	34	83
Seek and Destroy	PS2	121	72
Seek and Destroy	PC	34	83
Sega Ages	Saturn	42	63
Sega GT	DC	87	90
Sega GT 2002	Xbox	112	83
Sega Rally	PC	42	81
Sega Rally	Saturn	28	91
Sega Rally 2	Dreamcast	72	91
Sega Soccer Slam	GCN	108	85
Sega Superstars	PS2	135	74
Sega Touring Car	Saturn	51	75
Sensible Soccer	SNES/ Megadrive	2	88
Sensible Soccer	Mega CD	9	89
Sensible Soccer 2006	PS2/Xbox/ PC	153	80
Sensible World of Soccer	PC	28	95
Sentinel Returns	PC/PSX	58	85
Separation Anxiety	SNES	27	62
Serf City: Life is Feudal	PC	9	60
Serious Sam	Xbox	113	84
Serious Sam	PC	92	85
Serious Sam II	PC/Xbox	145	66
Serious Sam: Next Encounter	PS2/GCN	130	75
Serious Sam: The Second Encounter	PC	102	85
Settlers	PC	10	75
Settlers 2	PC	34	86
Settlers 3	PC	64	80
Settlers 4	PC	91	73
Settlers II Mission CD	PC	43	71
Seven Cities of Gold Commemorative Edition	PC	2	53
Severance: Blade Of Darkness	PC	90	90
Shade: Wrath of Angels	PS2/Xbox	134	73
Shadow Gunner	PSX	61	69
Shadow Hearts	PS2	106	75
Shadow Hearts: Covenant	PS2	137	88
Shadow Hearts: From the New World	PS2	155	81
Shadow Man	N64	71	90
Shadow Man	PC	71	90
Shadow Master	PSX	52	74
Shadow of Rome	PS2	137	77
Shadow of the Colossus	PS2	147	86
Shadow Ops: Red Mercury	PC/Xbox	131	60
Shadow the Hedgehog	PS2/Xbox/ GCN	147	56
Shadow Warrior	PC	49	85
Shadowbane	PC	117	77
Shadowcaster	PC	2	85
Shadowgate 64	N64	73	38
Shadowgrounds	PC	152	76
Shadowrun	SNES	2	89
Shame Game	PC/Mac	19	85
Shane Warne Cricket	SNES	33	86
Shane Warne Cricket '99	PSX	63	84
Shane Warne Cricket '99	PC	65	84
Shanghai Dynasty	PC	53	87
Shanghai II: Dragon's Eye	PC	9	90
Shanghai True Valour	PSX	67	75
Shanghai: Great Moments	PC	19	79
Shannara	PC	29	65
Shaq Fu	SNES/ Megadrive	13	77
Shattered Steel	PC	40	84
Shaun Palmer's Pro Snowboarder	GBA	101	77
Shaun Palmer's Pro Snowboarder	PS2	101	78
Sheep	PSX	89	70
Shellshock	Saturn	33	69
Shellshock: Nam '67	PS2/Xbox/ PC	130	72
Shenmue	DC	88	94
Shenmue II	Xbox	113	85
Sherlock Holmes Consulting Detective Vol. II	Mega CD	1	70
Sherlock Holmes: Case of the Rose Tattoo	PC	39	90
Shin Megami Tensei: Lucifer's Call	PS2	141	86
Shin Shinobi Den	Saturn	25	60
Shining Force II	Megadrive	10	76
Shining Force: Resurrection of the Dark Dragon	GBA	131	71
Shining Soul 2	GBA	129	90
Shining the Holy Ark	Saturn	47	73
Shining Wisdom	Saturn	36	82
Shinobi	PS2	115	80
Shinobido: Way of the Ninja	PS2	155	64
Shivers	PC/Mac	28	65
Shock Wave	3DO	11	93
Shockwave 2	3DO	29	93
Shockwave Assault	PC	29	75
Shockwave: Operation Jumpgate	3DO	17	78
Shogo M.A.D.	PC	62	84
Shogun	PC	82	92
Shox	PS2	113	82
Shrek	Xbox	102	69
Sid Meier's Civilization II	PSX	69	70
Sid Meier's Civilization II	PC	30	96
Sid Meier's Civilization III	PC	99	95
Sid Meier's Civilization IV	PC	147	96
Sid Meier's Civilization IV: Warlords	PC	155	87
Sid Meier's Pirates!	PC	136	80
Sid Meier's Sim Golf	PC	102	85
Sign of the Sun	PC	57	72
Silent Hill	PSX	70	90
Silent Hill 2	PS2	99	88
Silent Hill 2: Inner Fears	Xbox	110	87
Silent Hill 3	PS2	118	92
Silent Hill 4: The Room	PS2/Xbox/ PC	133	85
Silent Scope	DC	87	61
Silent Steel	PC	28	78
Silpheed	Mega CD	2	85
Silver	PC	66	84
Silverload	PC	22	75
Sim City 2000	PC/Mac	5	96
Sim City 2000: Great Disasters	PC	8	55
Sim City 3000	PC	66	87
Sim City 4	PC	113	92
Sim Coaster	PC	91	78
Sim Isle	PC	27	72
SImCity 2000	Saturn	31	89
Simcopter	PC	41	76
Simfarm	PC	2	54
Sim-Golf	PC	40	40
Simon the Sorcerer	PC	3	91

Simon the Sorcerer 2	PC	24	70
Simpsons Road Rage	GBA	120	59
Simpsons Skateboarding, The	PS2	112	30
Simpsons Wrestling	PSX	91	16
Simpsons: Hit & Run	PS2/Xbox/ GCN/PC	123	74
Simpsons: Night Of The Living Treehouse Of Horror, The	Gameboy	93	40
Sims 2, The	PS2/Xbox/ GCN	147	84
Sims 2, The	PC	133	91
Sims, The	PS2	113	86
Sims, The	PC	78	94
Sims: Bustin' Out, The	GBA	127	75
Sims: Bustin' Out, The	PS2	125	79
Sims: Hot Date, The	PC	100	84
Sims: Houseparty, The	PC	92	72
Sims: Livin' Large, The	PC	85	79
Sims: Superstar, The	PC	118	72
SimTower	PC/Mac	15	70
SimTown	PC	22	75
SiN	PC	63	89
SiN Episodes: Emergence	PC	154	83
SiN: Wages of Sin	PC	68	90
Singles: Flirt Up Your Life	PC	130	60
Skeleton Krew	Megadrive	21	82
Skeleton Warriors	PSX	36	65
Skies of Arcadia	GCN	117	84
Skies of Arcadia	DC	94	90
Skitchin'	Megadrive	4	89
Sky Odyssey	PS2	94	80
Sky Puppy	PC	156	62
Sky Target	Saturn	45	65
Skyblazer	SNES	3	82
Slam 'n Jam 95	3DO	21	70
Slam 'n Jam 96	PSX	39	75
Slam Tennis	Xbox	107	79
Slave Zero	PC	78	82
Sled Storm	PSX	73	79
Slip Stream 5000	PC	22	82
Sly 2: Band of Thieves	PS2	134	90
Sly 3: Honour Among Thieves	PS2	146	84
Sly Raccoon	PS2	112	80
Smart Bomb	PSP	143	45
Smash Court Tennis	PSX	38	88
Smash Court Tennis 2	PS2	129	83
Smash Court Tennis Pro Tournament	PS2	105	77
Smash Tennis	SNES	17	76
Smuggler's Run	PS2	88	84
Smuggler's Run 2	PS2	100	87
Smuggler's Run: Warzones	GCN	110	82
Smurfs	PSX	75	62
Snatcher	Mega CD	18	78
SNK Vs Capcom: Chaos	PS2/Xbox	140	61
Sno Cross Championship	PSX	90	70
Snow Racer '98	PSX	57	74
Snow Wave Avalanche	PC	64	38
Snowboard Kids 2	N64	68	60
Soccer Kid	PC	17	62
Soccer Manager	Megadrive	12	56
SOCOM 3: US Navy Seals	PS2	152	70
Socom II	PS2	126	82
SOCOM: US Navy Seals	PS2	117	75
SOCOM: US Navy Seals Fireteam Bravo	PSP	152	87
Soldier of Fortune	PC	81	89
Soldier of Fortune II: Double Helix	Xbox	118	77
Soldier of Fortune II: Double Helix	PC	106	78
Soldiers at War	PC	58	78
Soldiers: Heroes of World War II	PC	131	84
Sonic	PC	39	84
Sonic & Knuckles	Megadrive	11	78
Sonic 3	Megadrive	4	90
Sonic 3D Blast	Saturn	42	65
Sonic Advance	GBA	102	90
Sonic Advance 2	GBA	116	88
Sonic Advance 3	GBA	129	76
Sonic Adventure	Dreamcast	73	90
Sonic Adventure 2	DC	95	87
Sonic Adventure 2 Battle	GCN	105	77
Sonic CD	Mega CD	2	89
Sonic Heroes	GCN	124	67
Sonic Jam	Saturn	48	75
Sonic Mega Collection	GCN	115	72
Sonic Mega Collection Plus	PS2/Xbox	138	70
Sonic R	Saturn	51	82
Sonic Riders	PS2/Xbox/ GCN	151	65
Sonic Rivals	PSP	159	60
Sonic Rush	DS	148	81
Sonic Shuffle	DC	89	72
Sonic Spinball	Megadrive	2	88
Sonic the Hedgehog	Xbox 360	159	30
Soul Blade	PSX	42	90
Soul Calibur	Dreamcast	72	96
Soul Calibur II	PS2	117	94
Soul Calibur III	PS2	147	95
Soul Reaver	DC	80	92
Soul Reaver 2	PS2	101	82
Soulstar	Mega CD	14	78
South Park 64	N64	65	61
South Park Rally	PSX	77	49
South Park: Chef's Luv Shack	PSX	76	70
Soviet Strike	Saturn	43	80
Soviet Strike	PSX	39	90
Space Bucks	PC	31	60
Space Channel 5	Dreamcast	79	84
Space Invaders	Gameboy	76	70
Space Invaders	GBA	105	79
Space Jam	PSX	41	71
Space Quest VI: The Spinal Fronteir	PC	22	79
Space Station Silicon Valley	Gameboy	85	60
Space Station Silicon Valley	N64	63	88
Spacehulk	3DO	27	93
Spaceward Ho!	Mac	20	59
Sparkster	Megadrive	12	87
Spartan: Total Warrior	PS2/Xbox/ GCN	146	88
Spawn	Gameboy	83	40
Spawn	SNES	27	65
Spawn: Armageddon	PS2	125	33
Spec Ops: Covert Assault	PSX	96	65
Spec Ops: Stealth Patrol	PSX	79	65
Special Ops	PC	59	80
Speed Devils	Dreamcast	74	80
Speed Freaks	PSX	69	81
Speed Kings	Xbox	119	69
Speed Rally	PC	53	89
Speedball 2	GBA	114	76
Speedbusters	PC	63	86
Speedy Gonzales: Aztec Adventures	Gameboy	82	40
Spellforce: The Order of Dawn	PC	132	86
Sphinx and the Cursed Mummy	Xbox	127	62
Spider-Man	PSX	86	80
Spider-Man	GBA	106	83
Spider-Man 2	PSP	144	79
Spider-Man 2	PS2/Xbox/ GCN/PC	131	85
Spider-Man 2 DS	DS	138	58
Spider-Man 2: Enter Electro	PSX	99	70
Spider-Man vs. The Kingpin	Mega CD	3	73
Spider-Man: Mysterio's Menace	GBA	99	79
Spider-Man: The Movie	PC	105	80
Splashdown	PS2	98	80
Splatterhouse 3	Megadrive	2	78
Sprung	DS	139	41
Spud	PC	30	65
Spy Hunter	GBA	107	69
Spy Hunter	PS2	97	90
Spy Vs Spy	Gameboy	74	70
Spycraft: The Great Game	PC	30	75
Spyro 2: Gateway to Glimmer	PSX	76	90
Spyro 3: Year Of The Dragon	PSX	86	90
Spyro the Dragon	PSX	61	85
Spyro: A Hero's Tail	PS2/Xbox/ GCN	136	77
Spyro: Enter the Dragonfly	PS2	113	67
Spyro: Fusion	GBA	131	60
Spyro: Season Of Ice	GBA	99	79
Sronghold 2	PC	141	65
SSN-21 Seawolf	PC	7	83
SSX	PS2	87	83
SSX 3	PS2/Xbox/ GCN	123	83
SSX On Tour	PS2/Xbox/ GCN	147	83
SSX Tricky	PS2	99	80
Stalingrad	PC	18	85
Star Chamber	PC	127	85
Star Control II	3DO	18	77
Star Crusader	PC	14	86
Star Fighter	3Do	31	88
Star Fox Adventures	GCN	111	82
Star Fox Command	DS	157	73
Star Fox: Assault	GCN	143	60
Star Gladiator	PSX	37	80
Star Ocean: Second Story	PSX	82	91
Star Ocean: Till the End of Time	PS2	133	86
Star Reach	PC	17	82
Star Trek Voyager: Elite Force	PC	86	92
Star Trek: 25th Anniversary	PC	5	82
Star Trek: Armada II	PC	101	69
Star Trek: Away Team	PC	93	82
Star Trek: Birth of the Federation	PC	70	87

Issue 85 - Koudelka

Excuse me miss, maybe you could help me scrub these Japanese characters off my kitchen floor?

Issue 85 - X-Men Mutant Academy

Wolverine always wins the Friday night limbo competition

Issue 89 - Gunman Chronicles

A challenge is made: burp the alphabet or else!

Issue 92 - Black & White

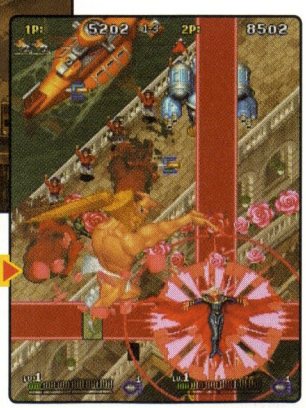
It's not often we put Cam's family photos in the magazine

Star Trek: Bridge Commander	PC	103	80
Star Trek: Elite Force II	PC	119	78
Star Trek: Generations	PC	46	70
Star Trek: Hidden Evil	PC	77	59
Star Trek: Invasion	PSX	86	83
Star Trek: Judgement Rights	PC	5	56
Star Trek: Starfleet Academy	PC	50	89
Star Trek: Starfleet Command	PC	74	86
Star Trek: Starfleet Command III	PC	113	67
Star Trek: The Next Generation - Future's Past	SNES	11	74
Star Trek: The Next Generation "A Final Unity"	PC	20	92
Star Wars Arcade	32X	14	70
Star Wars Trilogy: Apprentice of the Force	GBA	135	79
Star Wars: Battlefront	PS2/Xbox/ PC	134	76
Star Wars: Battlefront II	PS2/Xbox/ PC	146	89
Star Wars: Bounty Hunter	PS2	112	84
Star Wars: Dark Forces	PSX	41	79
Star Wars: Dark Forces	PC	18	96
Star Wars: Dark Forces	Mac	22	96
Star Wars: Demolition	PSX	88	70
Star Wars: Empire at War	PC	150	84
Star Wars: Episode I - Battle For Naboo	N64	90	89
Star Wars: Episode I - Jedi Power Battles	PSX	80	84
Star Wars: Episode I - The Phantom Menace	PC	69	80
Star Wars: Episode II - Attack of the Clones	GBA	108	63
Star Wars: Episode III - Revenge of the Sith	PS2/Xbox	141	68
Star Wars: Force Commander	PC	80	74
Star Wars: Galactic Battlegrounds	PC	99	85
Star Wars: Jedi Knight - Dark Forces II	PC	50	93
Star Wars: Jedi Knight - Jedi Academy	PC	121	69
Star Wars: Jedi Knight - Mysteries of the Sith	PC	55	92
Star Wars: Jedi Knight II - Jedi Outcast	PC	104	86
Star Wars: Jedi Knight II - Jedi Outcast	Xbox	111	89
Star Wars: Jedi Starfighter	PS2	104	84
Star Wars: Knights of the Old Republic	Xbox	119	85
Star Wars: Knights of the Old Republic II - The Sith Lords	PC/Xbox	136	91
Star Wars: Lethal Alliance	PSP	159	81
Star Wars: Masters of Teras Kasi	PSX	54	65
Star Wars: Obi-Wan	Xbox	103	69
Star Wars: Pod Racer	PC	69	90
Star Wars: Pod Racer	N64	70	90
Star Wars: Racer	DC	81	82
Star Wars: Racer Revenge	PS2	102	83
Star Wars: Rebel Assault	PC	3	90
Star Wars: Rebel Assault	Mac	12	90
Star Wars: Rebel Assault II	PC/Mac	27	60
Star Wars: Rebel Assault II	PSX	41	62
Star Wars: Rebel Strike	GCN	123	75
Star Wars: Rebellion	PC	55	79
Star Wars: Republic Commando	PC/Xbox	139	70
Star Wars: Rogue Leader	GCN	104	91
Star Wars: Rogue Squadron 3D	N64	64	84
Star Wars: Rogue Squadron 3D	PC	64	84
Star Wars: Shadows of the Empire	N64	42	77
Star Wars: Shadows of the Empire	PC	50	79
Star Wars: Starfighter	PS2	91	90
Star Wars: Super Bombad Racing	PS2	92	67
Star Wars: The Clone Wars	GCN	111	78
Star Wars: TIE Fighter	PC	10	95
Star Wars: TIE Fighter - Defender of the Empire	PC	16	86
Star Wars: X-Wing - B-Wing	PC	3	89
Star Wars: X-Wing Alliance	PC	67	90
Star Wars: X-Wing Vs. TIE Fighter	PC	44	93
Star Wars: Yoda Stories	Gameboy	80	60
Star X	GBA	106	52
Starcraft	PC	56	91
Starcraft 64	N64	81	86
Starcraft: Brood War	PC	65	90
Starcraft: Insurrection	PC	59	70
Starfighter 3000	PSX	39	78
StarLancer	DC	89	82
StarLancer	PC	80	90
Starlord	PC	7	80
Stars!	PC	43	55
Starship	PC	6	60
Starship Troopers	PC	88	82
Starshot	N64	62	50
Starsiege	PC	67	76
Starsiege Tribes	PC	65	90
Starsky and Hutch	Xbox	120	76
Startopia	PC	94	87
State of Emergency	PS2	103	59
State of Emergency	Xbox	117	59
Steambot Chronicles	PS2	158	84
Steel Panthers	PC	27	90
Steel Panthers 2	PC	40	83
Steel Reign	PSX	52	73
Steep Slope Sliders	Saturn	53	80
Sting!, The	PC	97	71
Stolen	PS2/Xbox/ PC	140	60
Stone Keep	PC	27	80
Story of Thor 2	Saturn	38	86
Story of Thor, The	Megadrive	21	83
Stranded Kids	Gameboy	75	70
Stratosphere	PC	59	77
Streak	PSX	61	66
Street Fighter Alpha	Saturn/PSX	33	88
Street Fighter Alpha 2	PC	57	70
Street Fighter Alpha 2	PSX	38	85
Street Fighter Alpha 3	GBA	111	85
Street Fighter Alpha 3	PSX	66	90
Street Fighter Alpha 3 Max	PSP	150	87
Street Fighter Collection	PSX	59	72
Street Fighter EX Plus Alpha	PSX	49	89
Street Fighter II Turbo	SNES	1	95
Street Fighter II Turbo	Megadrive	1	96
Street Fighter III	Dreamcast	78	82
Street Fighter III: Double Impact	DC	84	91
Street Fighter: The Movie	Saturn	24	74
Street Hoops	PS2	109	81
Street Racer	Saturn/PSX	39	65
Street Racing Syndicate	PS2/Xbox/ GCN/PC	141	60
Street Sk8er	PSX	67	68
Street Wars	PC	70	84
Streets of Rage 3	Megadrive	7	83
Strife	PC	34	65
Striker 95	PC	22	65
Striker 96	PSX	28	76
Striker 96	Saturn	35	79
Stronghold	PC	100	89
Stubbs the Zombie	PS2/Xbox/ PC	146	84
Stunt Race FX	SNES	9	92
Stuntman	PS2	108	79
Stupid Invaders	PC	89	82
SU-27 Flanker	PC	28	89
Sub Culture	PC	53	83
Submarine Commander	PSX	95	70
Subterrania	Megadrive	8	85
Subwar 2050	PC	7	88
Sudden Strike	PC	94	81
Sudeki	Xbox	132	74
Suffering, The	PS2/Xbox	128	81
Suffering: Ties That Bind, The	PS2/Xbox/ PC	146	83
Suikoden	PSX	46	83
Suikoden V	PS2	157	85
Summoner	PS2	87	90
Summoner 2	PS2	110	85
Summoner: A Goddess Reborn	GCN	114	82
Super Baseball 2020	Megadrive	1	80
Super Battletank 2	SNES	7	60
Super Bomberman	SNES	2	92
Super Bomberman 3	SNES	27	93
Super Bust-A-Move	PS2	89	70
Super Bust-A-Move 2	PS2	110	80
Super Dragonball Z	PS2	155	79
Super Drop Zone	SNES	14	84
Super International Cricket	SNES	21	76
Super Karts	PC	18	78
Super Mario 64	N64	41	95
Super Mario 64 DS	DS	138	85
Super Mario Advance	GBA	95	85
Super Mario Advance 4	GBA	121	92
Super Mario Sunshine	GCN	109	93
Super Mario World	GBA	104	93
Super Metroid	SNES	8	94
Super Monkey Ball	GCN	104	88
Super Monkey Ball 2	GCN	116	88
Super Monkey Ball Deluxe	PS2/Xbox	140	70
Super Monkey Ball Jr	GBA	115	83
Super Monkey Ball: Banana Blitz	Wii	159	81
Super Monkey Ball: Touch & Go	DS	151	70
Super Pinball - Behind the Mask	SNES	18	56
Super Princess Peach	DS	152	73
Super Punchout	SNES	15	84
Super Putty	SNES	7	83
Super Puzzle Fighter II	PSX	44	62
Super Puzzle Fighter II Turbo	GBA	119	87
Super Skidmarks	Megadrive	27	65
Super Smash Bros.	N64	66	90
Super Smash Bros. Melee	GCN	105	93
Super Space Harrier	32X	14	51
Super Star Wars: Return of the Jedi	SNES	15	84
Super Star Wars: The Empire Strikes Back	SNES	2	92
Super Street Fighter II Turbo	PC	20	85
Super Street Fighter II Turbo	3DO	15	92
Super Street Fighter II Turbo Revival	GBA	98	82
Super Street Fighter II: The New Challengers	Megadrive	10	91
Super Street Fighter II: The New Challengers	SNES	10	93
Super Wing Commander	3DO	9	91
Superbike World Championship	PC	65	79
Superbike World Championship	PC	68	86
Supercross	PSX	91	79
Supercross 2000	N64	79	82
Superman	N64	71	10
Suzuki Alstare Racing	Gameboy	75	60
Suzuki Alstare Racing	Dreamcast	74	75
SWAT 4	PC	139	86
SWAT 4: The Stechkov Syndicate	PC	150	83
SWAT: Global Strike Team	Xbox	123	75
Sword of Etheria	PS2	149	74
Sword of Mana	GBA	123	84
Sword of The Beserk	DC	82	71
Sword of the Samurai	PS2	115	80
Swords of Destiny	PS2	149	58
SX Superstar	Xbox	119	61
Sydney 2000	DC	85	70
Sylvester & Tweety in Cagey Capers	Megadrive	8	78
Syndicate	Megadrive	12	82
Syndicate Wars	PC	39	80
Syndicate Wars	PSX	47	85
Syndicate: American Revolt	PC	5	90
Syphon Filter	PSX	69	92
Syphon Filter 2	PSX	80	89
Syphon Filter 3	PSX	99	79
Syphon Filter: Dark Mirror	PSP	154	90
Syphon Filter: Omega Strain	PS2	129	58
System Shock	Mac	29	94
System Shock	PC	13	95
System Shock 2	PC	73	97
T2: Judgement Day	SNES/ Megadrive	6	28
Tactical Ops: Assault On Terror	PC	106	25
Tactics Ogre: The Knight of Lodis	GBA	114	86
Tai Fu	PSX	69	89
Tak and the Power of Juju	GCN	127	78
Take No Prisoners	PC	51	81
Tales of Eternia	PSP	147	79
Tales of Legendia	PS2	157	77
Tales of Phantasia	GBA	152	65
Tales of Symphonia	GCN	134	93
Tank Commander	PC	20	72
Tank Racer	PSX	69	75
Tao Feng: Fist of the Lotus	Xbox	117	80
Tarzan	PSX	72	72
Taz Express	N64	81	75
Team Apache	PC	59	87
Team Buddies	PSX	85	85
Tech Romancer	Dreamcast	79	82
Teenage Mutant Ninja Turtles: Tournament Fighter	Megadrive	2	75
Teenage Mutant Ninja Turtles: Tournament Fighter	SNES	4	91
Tekken	PSX	21	84
Tekken 2	PSX	33	95
Tekken 3	PSX	59	93
Tekken 4	PS2	107	85
Tekken 5	PS2	139	93
Tekken Advance	GBA	102	86
Tekken Tag Tournament	PS2	87	88
Tekken: Dark Resurrection	PSP	155	91
Temple of Elemental Evil	PC	122	77
Tenchu	PSX	61	91
Tenchu 2: Birth of the Assassins	PSX	85	85
Tenchu 3: Wrath of Heaven	PS2	114	84

Tenchu: Fatal Shadows	PS2	140	50
Tennis Arena	PSX	53	77
Terminal Velocity	PC	22	92
Terminal Velocity Deluxe CD Edition	PC	24	92
Terminator 3: Rise of the Machines	GBA	125	63
Terminator 3: The Redemption	PS2/Xbox/GCN	133	73
Terminator Rampage	PC	4	86
Terminator, The	Mega CD	9	65
Terminator: Future Shock	PC	31	94
Terminator: Skynet, The	PC	43	78
Terra Nova	PC	32	92
Test Drive 4	PSX	51	83
Test Drive 5	PSX	63	76
Test Drive Unlimited	Xbox 360	157	82
Test Drive: Overdrive	PS2	105	76
Tetris 2	SNES	37	40
Tetris and Doctor Mario	SNES	15	80
Tetris Attack	SNES/Game Boy	38	78
Tetris DS	DS	152	90
Tetris Worlds	GCN/PS2/Xbox	109	70
Tetrisphere	N64	54	86
Tex Murphy - Overseer	PC	56	64
TFX	PC	5	86
Theatre of Death	PC	9	77
Theme Hospital	PSX	56	76
Theme Hospital	PC	44	83
Theme Park	PC	9	85
Theme Park	Megadrive	17	87
Theme Park	PC	11	89
Theme Park World	PC	76	86
Thief 2: The Metal Age	PC	80	90
Thief: Deadly Shadows	PC/Xbox	130	93
Thief: The Dark Project	PC	64	89
Thing, The	PS2	109	80
Third Millenium, The	PC	53	80
This Is Soccer	PSX	79	69
This Is Soccer 2	PSX	87	83
This Is Soccer 2002	PS2	97	88
This Is Soccer 2003	PS2	109	79
This Is Soccer 2004	PS2	128	68
This Means War	PC	30	55
Thrasher: Skate and Destroy	PSX	78	79
Three Dirty Dwarves	Saturn	40	70
Three Kingdoms: Fate Of The Dragon	PC	93	83
Three Lions Soccer	PC/PSX	57	83
Throne Of Darkness	PC	98	79
Thunder Hawk	Mega CD	1	94
Thunderbirds	Gameboy	91	80
Thunderbirds: International Rescue	GBA	106	73
Tiger Woods '99	PC	61	76
Tiger Woods '99	PSX	67	85
Tiger Woods PGA Tour	PSP	143	81
Tiger Woods PGA Tour 2004	GBA	124	83
Tiger Woods PGA Tour Golf	GBA	109	75
Tiger Woods USA Tour 2001	PS2	93	82
Tiger Woods USA Tour 2002	PS2	106	86
Time Commando	PC	36	91
Time Crisis	PSX	48	91
Time Crisis 2	PS2	98	84
Time Crisis 3	PS2	120	86
Time Crisis: Project Titan	PSX	92	70
Time Gate: Knight's Chase	PC	31	85
Time Lapse	PC	39	83
TimeSplitters	PS2	88	92
TimeSplitters 2	PS2	110	91
TimeSplitters: Future Perfect	PS2/Xbox/GCN	140	80
Timestalkers	DC	82	68
Tiny Toons: Acme All-Stars	Megadrive	12	75
Titan Quest	PC	154	89
Tobal No. 1	PSX	40	91
TOCA 2	PC	68	91
TOCA Touring Car Championship	PSX	51	86
TOCA Touring Car Championship	Gameboy	84	90
TOCA Touring Cars 2	PSX	62	93
TOCA World Touring Cars	PSX	84	85
Toe Jam & Earl 2: Panic on Funkatron	Megadrive	2	92
Toe Jam and Earl III	Xbox	114	69
TohShinDen S	Saturn	31	86
Tokobot	PSP	150	71
Tokyo Highway Challenge	Dreamcast	76	74
Tom Clancy SSN	PC	46	71
Tom Clancy's Ghost Recon	Xbox	112	82
Tom Clancy's Ghost Recon	PC	101	90
Tom Clancy's Ghost Recon 2	PS2	136	80
Tom Clancy's Ghost Recon 2	Xbox	135	83
Tom Clancy's Ghost Recon 2: Summit Strike	Xbox	145	92
Tom Clancy's Ghost Recon: Advanced Warfighter	Xbox 360	151	89
Tom Clancy's Rainbow 6	PSX	75	72
Tom Clancy's Rainbow 6	PC	61	80
Tom Clancy's Rainbow Six	Gameboy	81	60
Tom Clancy's Rainbow Six 3	Xbox	123	87
Tom Clancy's Rainbow Six 3: Black Arrow	Xbox	132	87
Tom Clancy's Rainbow Six: Lockdown	PS2/Xbox/GCN	145	76
Tom Clancy's Rainbow Six: Raven Shield	PC	115	89
Tom Clancy's Rainbow Six: Rogue Spear	GBA	105	82
Tom Clancy's Rainbow Six: Vegas	PC/Xbox 360	159	93
Tom Clancy's Splinter Cell	N-Gage	125	79
Tom Clancy's Splinter Cell	GBA	117	82
Tom Clancy's Splinter Cell	GCN	117	93
Tom Clancy's Splinter Cell	Xbox	111	94
Tom Clancy's Splinter Cell Essentials	PSP	151	80
Tom Clancy's Splinter Cell: Chaos Theory	DS	144	55
Tom Clancy's Splinter Cell: Chaos Theory	PS2/Xbox/GCN/PC	139	89
Tom Clancy's Splinter Cell: Double Agent	PC/Xbox 360	158	92
Tom Clancy's Splinter Cell: Pandora Tomorrow	GBA	128	76
Tom Clancy's Splinter Cell: Pandora Tomorrow	PC/Xbox	127	90
Tomb Raider	Gameboy	84	80
Tomb Raider	Saturn/PSX	39	95
Tomb Raider 2: Dagger of Xian	PC/PSX	50	91
Tomb Raider 3	PSX	63	90
Tomb Raider Chronicles	PSX	88	82
Tomb Raider: Angel of Darkness	PS2	119	60
Tomb Raider: Last Revelation	Dreamcast	79	83
Tomb Raider: Last Revelation	PSX	75	89
Tomb Raider: Legend	PS2/Xbox/Xbox 360/PC	151	86
Tomb Raider: The Prophecy	GBA	113	81
Tomb Raider: Unfinished Business	PC	57	85
Tombi	PSX	59	79
Tombi! 2	PSX	82	84
Tomcat Alley	Mega CD	7	80
Tommorow Never Dies	PSX	71	78
Tommy Makinen Rally	PSX	59	78
Tonic Trouble	N64	72	77
Tony Hawk's American Wasteland	PS2/Xbox/GCN	147	90
Tony Hawk's Pro Skater 2	N64	97	90
Tony Hawk's Pro Skater 2	GBA	95	91
Tony Hawk's Pro Skater 2	PSX	86	95
Tony Hawk's Pro Skater 3	GBA	104	83
Tony Hawk's Pro Skater 3	PS2	99	92
Tony Hawk's Pro Skater 3	Xbox	103	92
Tony Hawk's Pro Skater 4	GBA	113	83
Tony Hawk's Pro Skater 4	PS2	110	91
Tony Hawk's Project 8	Xbox 360	159	77
Tony Hawk's Skateboarding	Gameboy	80	70
Tony Hawk's Skateboarding	N64	80	92
Tony Hawk's Skateboarding	PSX	72	95
Tony Hawk's Underground	PS2	124	79
Tony Hawk's Underground 2	PS2/Xbox/GCN/PC	134	79
Tony Hawk's Underground 2 Remix	PSP	144	83
Tony La Russa's Baseball II	PC	10	90
Top Gear Overdrive	N64	64	85
Top Gear Rally	Gameboy	74	60
Top Gear Rally	N64	51	87
Top Gear Rally 2	N64	75	60
Top Gear Rally Advance	GBA	123	82
Top Gun	PC	65	77
Top Gun: Fire at Will	PSX	37	72
Top Gun: Fire at Will	PC	30	85
Top Spin	Xbox	122	89
Top Spin 2	Xbox 360	151	87
Torico	Saturn	45	65
Torin's Passage	PC	31	69
Total Air War	PC	62	93
Total Annihilation	PC	50	95
Total Annihilation - Battle Tactics	PC	60	63
Total Annihilation: Kingdoms	PC	71	82
Total Carnage	PC	18	60
Total Carnage	SNES	7	82
Total Distortion	PC	28	78
Total Drivin'	PSX	52	74
Total Eclipse Turbo	PSX	28	78
Total Mayhem	PC	34	79
Total NBA	PSX	29	93
Total NBA '97	PSX	42	86
Total Overdose	PS2/Xbox/PC	144	94
Total Soccer	GBA	98	49
Total War: Eras	PC	155	93
Toughman Boxing	32X	23	80

Issue 92 - Fallout Tactics

The finest used car salesmen in the wastelands

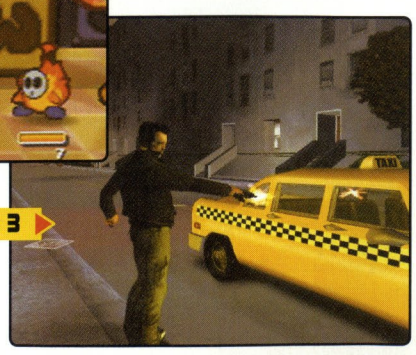


Issue 92 - Gunbird 2

Jesus died on the cross for your weird Japanese shooters

Issue 92 - Paper Mario

Remember when the word "gay" used to mean "happy"?

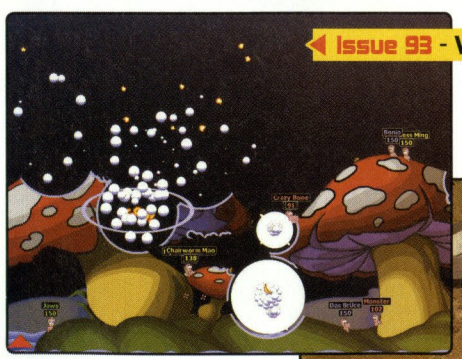


Issue 93 - Grand Theft Auto 3

Missing the point of the drive-by entirely

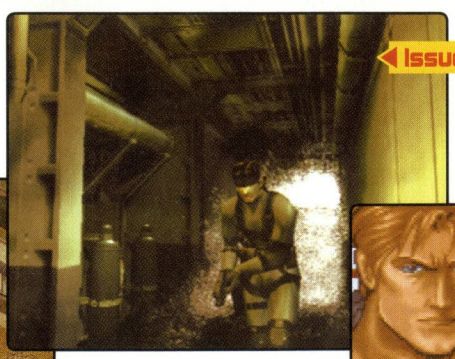
Toughman Boxing Contest	Megadrive	17	79
Tourist Trophy: The Real Riding Sim	PS2	153	80
Toy Commander	Dreamcast	76	89
Toy Story	Game Boy	39	60
Toy Story	SNES/ Megadrive	32	92
Toy Story 2	Gameboy	80	30
Toy Story 2	PSX	76	60
Toys	SNES/ Megadrive	1	41
Trackmania Sunrise	PC	140	86
Trackmania Sunrise eXtreme	PC	150	86
Traitors Gate	PC/Mac	74	63
Transformers	PS2	129	88
Transport Tycoon	PSX	44	78
Transport Tycoon	PC	14	79
Transporter Tycoon: World Editor	PC	19	57
Transworld Surf	Xbox	102	80
Trap Runner	PSX	69	70
Trauma Center: Under the Knife	DS	147	82
Treasures of the Deep	PSX	58	83
Trespasser	PC	63	63
Trial By Magic	PC	27	65
Tribes 2	PC	93	87
Tribes: Vengeance	PC	134	90
Trickstyle	Dreamcast	75	72
Triple Play 2000	PSX	68	92
Triple Play 96	Megadrive	22	90
Triple Play 97	PC	37	90
Triple Play 98	PC	57	83
Triple Play 98	PC	47	84
Tron 2.0	PC	120	89
Trophy Bass 2 Deluxe	PC	59	49
Tropico 2: Pirate Cove	PC	118	80
True Crime: New York City	PS2/Xbox/ GCN	148	55
True Crime: Streets of LA	PS2/Xbox/ GCN	123	84
True Lies	SNES	19	84
Tunnel B1	PC	42	71
Tunnel B1	Saturn/PSX	39	92
Turn and Burn	SNES	7	85
Turok 2	N64	63	91
Turok 3	Gameboy	86	70
Turok 3: Shadows Of Oblivion	N64	86	72
Turok Dinosaur Hunter	N64	42	90
Turok Evolution	GBA	110	77
Turok Evolution	PS2	108	82
Turok: Rage Wars	N64	76	71
Twinsen's Odyssey (Little Big Adventure 2)	PC	46	82
Twisted	3DO	9	90
Twisted Edge	N64	66	70
Twisted Metal	PSX	29	88
Twisted Metal 2	PC	53	72
Twisted Metal 2	PSX	42	87
Twisted Metal Black	PS2	97	90
Twisted Metal: Head On	PSP	146	83
Ty the Tasmanian Tiger	PS2	112	82
Ty the Tasmanian Tiger 2	PS2/Xbox/ GCN	135	73
TYRIAN	PC	37	81
U.S. Navy Fighters	PC	15	68
UberSoldier	PC	152	35
Ubik	PC	55	86
UEFA Challenge	PS2	96	78
UEFA Champions League	PS2	102	68
UEFA Striker	Dreamcast	74	79
UFC Sudden Impact	PS2	130	55
UFC: Tapout	Xbox	104	79
UFO	PC	61	81
UFO Enemy Unknown	PC	8	84
UFO: Aftermath	PC	124	68
Ulrima VIII: Pagan	PC	6	95
Ultima 9 Ascension	PC	76	89
Ultimate Doom, The	PC	24	89
Ultimate Fighting Championship	PSX	90	71
Ultimate Ghosts 'n Goblins	PSP	156	88
Ultimate NFL Club Coaches Football	PC	13	78
Ultimate Race Pro	PC	54	80
Ultimate Spider-Man	PS2/Xbox/ GCN/PC	146	82
Um Jammer Lammy	PSX	68	82
Under a Killing Moon	PC	12	90
Under the Skin	PS2	135	62
Underworld	PS2	127	12
Unholy War	PSX	62	84
Unirally	SNES	18	86
Unreal	PC/Mac	57	97
Unreal Championship	Xbox	112	75
Unreal Championship 2: The Liandri Conflict	Xbox	140	84
Unreal II: The Awakening	PC	114	81
Unreal Tournament	PS2	93	83
Unreal Tournament	PC	66	89
Unreal Tournament	PC	72	95
Unreal Tournament 2003	PC	110	91
Unreal Tournament 2004	PC	128	92
Untold Legends	PSP	144	80
Untold Legends 2: The Warrior's Code	PSP	155	66
Uprising	PC	53	85
Urban Assault	PC	60	65
Urban Chaos	PC	77	69
Urban Chaos: Riot Response	PS2/Xbox	152	86
Urban Freestyle Soccer	PS2	125	69
Urban Reign	PS2	149	33
Urban Strike	Megadrive	12	84
Urbz: Sims in the City, The	PS2/Xbox	136	65
US Navy Fighters '97	PC	40	70
US Navy Fighters Gold	PC	25	70
V for Victory: Commemorative Collection	PC	28	87
V Rally	PSX	46	85
V2000	PSX	63	80
V2000	PC	63	80
V8 Challenge	PC	106	67
V8 Supercars 2	PC/Xbox	127	88
V8 Supercars 2	PSP	144	90
V8 Supercars 3	PS2/Xbox/ PC	150	90
V8 Supercars Race Driver	Xbox	115	82
V8 Supercars Race Driver	PS2	109	87
Vagrant Story	PSX	83	95
Vampire Chronicles: The Chaos Tower	PSP	140	86
Vampire Hunter D	PSX	81	79
Vampire: The Masquerade - Bloodlines	PC	136	83
Vampire: The Masquerade - Redemption	PC	83	79
Vampire: The Night Warriors	PSX	34	78
Van Helsing	PS2/Xbox	129	84
Vandal Hearts 2	PSX	84	69
Vanishing Point	DC	91	79
V-Ball	PSX	58	62
Vectorman	Megadrive	24	79
Vegas Games: Deluxe CD-ROM	PC	8	75
Versailles 1685	PC	42	78
Vexx	PS2	116	59
Vib Ribbon	PSX	84	83
Victory Boxing 2	PSX	61	68
Victory Goal	Saturn	19	78
Vietcong	PC	117	87
Vietcong: Fist Alpha	PC	126	73
Viewpoint	PSX	35	60
Viewtiful Joe	GCN	122	93
Viewtiful Joe 2	PS2/GCN	137	85
Viewtiful Joe: Double Trouble	DS	149	83
Viewtiful Joe: Red Hot Rumble	GCN	151	63
Vigilante 8	PSX	58	88
Vigilante 8	N64	68	89
Vigilante 8: Second Offense	PSX	78	84
Viper Racing	PC	64	75
Virtua Cop	Saturn	28	92
Virtua Cop 2	Saturn	41	90
Virtua Fighter	Saturn	18	90
Virtua Fighter	PC	37	85
Virtua Fighter 2	Saturn	29	94
Virtua Fighter 3TB	Dreamcast	72	95
Virtua Fighter 4	PS2	104	94
Virtua Fighter 4: Evolution	PS2	119	92
Virtua Fighter Kids	Saturn	38	82
Virtua Fighter Remix	Saturn	24	91
Virtua Racing	Saturn	28	86
Virtua Racing	Megadrive	4	92
Virtua Racing Deluxe	32X	17	82
Virtua Striker 2000	Dreamcast	78	62
Virtua Striker 3 Ver 2002	GCN	106	49
Virtua Tennis	GBA	117	86
Virtua Tennis	DC	84	90
Virtua Tennis 2	PS2	111	81
Virtua Tennis: World Tour	PSP	144	83
Virtual Bart	Megadrive	10	60
Virtual Chess 64	N64	64	79
Virtual Golf	Saturn	33	55
Virtual Karts	PC	29	89
Virtual On: Cyber Troopers	Saturn	41	91
Virtual Pool	PC	21	82
Virtual Pool 2	PC	52	84
Virtual Pool 64	N64	66	80
Virtuoso	PC	17	15
Viva Football	PSX	64	40
Viva Piñata	Xbox 360	159	86
Voodoo Vince	Xbox	122	89
Vortex	SNES	12	80
Voyeur	PC	16	50
VR Baseball	PC	53	86
V-Rally 2	PSX	71	92
V-Rally 2: Expert Edition	DC	83	91
V-Rally 3	GBA	108	82
V-Rally 3	PS2	106	85
V-Rally '98	N64	63	85
Vs	PSX	55	55
Wages of War	PC	41	66
Wakeboarding Unleashed feat. Shaun Murray	PS2	118	79
Walt Disney Magical Racing Tour	Gameboy	91	40
War Commander	PC	104	60
War Gods	PC	48	72
War of the Monsters	PS2	115	85
War of the Ring	PC	125	68
War Wind	PC	40	89
Warbreeds	PC	57	63
Warcraft 2: Tides of Darkness	PC	28	92
Warcraft II: Beyond the Dark Portal	PC	34	89
Warcraft III	PC	107	94
Warcraft III: The Frozen Throne	PC	119	90
Warcraft: Orcs and Humans	PC	17	83
Wargame Construction Set II: Tanks!	PC	9	75
Wargames	PSX	58	80
Warhammer 40K: Chaos Gate	PC	64	84
Warhammer 40K: Dawn of War	PC	134	87
Warhammer 40K: Fire Warrior	PS2	121	81
Warhammer: Dark Omen	PC/PSX	56	86
Warhammer: Shadow of the Horned Rat	PC	30	80
Warhawk: The Red Mercury Missions	PSX	28	92
Wario Ware Inc	GBA	116	79
Wario Ware Touched!	DS	139	79
Wario Ware Twisted!	GBA/DS	141	82
Wario Ware, Inc. Mega Party Games	GCN	132	63
Wario World	GCN	119	82
Warioland 4	GBA	99	90
Wario's Woods	SNES	15	60
Wario's Woods	SNES	38	80
Warlock	SNES	18	60
Warlord II: Scenario Builder	PC	8	80
Warlords 3 - Darklords Rising	PC	60	80
Warlords Battlecry	PC	83	79
Warlords Battlecry II	PC	102	84
Warlords II	Mac	15	87
Warlords III; Reign of Heroes	PC	49	90
Warrior Kings	PC	104	93
Warriors, The	PS2/Xbox	147	86
Warzone 2100	PC	67	87
Waterworld	SNES/ Megadrive	31	66
Wave Race	Game Boy	37	45
Wave Race 64	N64	41	93
Wave Race: Blue Storm	GCN	104	88
Way of the Samurai 2	PS2	129	74
Way of the Warrior	3DO	12	60
Wayne Gretsky '98	PSX	57	68
Wayne Gretsky's 3D Hockey	N64	48	84
Wayne Gretzky & The NHLPA Allstars	PC	31	50
Wayne's World	SNES	1	63
WCW Mayhem	N64	74	72
WCW Nitro	PSX	56	62
WCW Vs NWO Revenge	N64	63	86
WCW vs. NWO: World Tour	N64	53	85
WCW/NWO Thunder	PSX	67	63
We Love Katamari	PS2	148	92
Weaponlord	SNES/ Megadrive	25	82
Welcome to the Future	Mac	23	55
Werewolf vs. Comanche	PC	24	75
Wetlands	PC	27	30
Wetrix	PC	62	78
Wetrix	N64	56	83
Wetrix +	DC	91	84
Whacked	Xbox	112	62
Whacky Wheels	PC	17	37
Wheel of Time	PC	76	91
Where in Space is Carmen Sandiago? Deluxe	PC/Mac	10	75
Where's Wally at the Circus	PC	34	80
Whiplash	PS2/Xbox	126	85

Wicked 18	3DO	20	68
Wild 9s	PSX	61	88
Wild Arms	PSX	60	90
Wild Arms 3	PS2	115	83
Wild Earth: Photo Safari	PC	157	86
Will Rock	PC	117	74
William Shatner's Tekwar	PC	27	90
Williams Arcade's Greatest Hits	PSX	36	72
Winback	N64	75	92
Wing Arms	Saturn	27	70
Wing Commander	Mega CD	12	65
Wing Commander Academy	PC	1	90
Wing Commander Armada	PC	13	84
Wing Commander II: Heart of the Tiger	PC	15	94
Wing Commander III	PSX	32	91
Wing Commander III	3DO	22	94
Wing Commander IV	PSX	47	73
Wing Commander IV: The Price of Freedom	PC	30	95
Wing Commander Prophecy	PC	53	89
Wing Over 2	PSX	70	78
Wings of Glory	PC	11	83
Winter Gold	SNES	34	76
Winter Heat	Saturn	54	64
Winter Olympics	Megadrive	4	66
Winter Sports	PC	21	78
Winter X Games Snowboarding 2	PS2	107	72
Wip3out	PSX	73	94
Wip3out Special Edition	PSX	83	90
Wipeout	PSX	25	90
Wipeout	Saturn	35	90
Wipeout 2097	PC	46	90
Wipeout 2097	PSX	38	95
WipEout 64	N64	62	93
Wipeout Fusion	PS2	100	93
WipEout Pure	PSP	143	90
Witchaven	PC	25	80
Witchaven II	PC	34	80
Without Warning	PC	145	76
Wiz 'n' Liz	Megadrive	2	84
Wizardry 8	PC	100	93
Wizardry V: Heart of the Maelstrom	SNES	9	64
Wizardry: Tales Of The Forsaken Land	PS2	108	73
Wizards and Warriors	PC	88	80
Wolf	PC	18	78
Wolfenstein 3D	GBA	105	65
Wolfenstein 3D	SNES	6	72
Wolfenstein 3D	Jaguar	12	78
Wolfpack	PC	7	66
Wolverine	Megadrive	14	70
Wolverine	SNES	18	75
World Championship Rugby	PS2/Xbox/PC	128	66
World Cup '98	PC/PSX/N64	57	90
World Cup Golf	Saturn/PSX	31	83
World Cup Soccer '94	SNES	10	73
World Cup USA '94	Megadrive	9	69
World Cup Year 94	PC	13	78
World Driver	N64	71	90
World Heroes	SNES	4	71
World Is Not Enough, The	PSX	88	80
World Is Not Enough, The	N64	88	84
World League Soccer '98	PSX	59	85
World Rally Championship	PS2	100	82
World Rally Fever	PC	35	56
World Series Baseball II	Saturn	40	84
World Soccer	SNES	2	69
World Tour Soccer	PSP	144	80
World Tour Soccer 2	PSP	154	70
World War II: Frontline Command	PC	119	78
World War III: Black Gold	PC	100	76
World's Scariest Police Chases	PSX	96	70
Worldwide Soccer 97	Saturn	39	95
Worldwide Soccer '98	Saturn	51	86
Worms	Game Boy	35	65
Worms	SNES/Megadrive	30	85
Worms	PC	27	88
Worms	Saturn/PSX	31	88
Worms 2	PC	51	90
Worms 3D	PS2	124	80
Worms 4: Mayhem	PS2/Xbox/PC	143	79
Worms Armageddon	Dreamcast	77	79
Worms Armageddon	PC	67	87
Worms Armageddon	N64	75	89
Worms Blast	PS2	104	63
Worms Open Warfare	PSP	153	79
Worms World Party	GBA	111	60
Worms World Party	PC	93	80
Worms World Party	PSX	100	89
Wrath Unleashed	Xbox	125	65
WRC 3	PS2	124	80
WRC 4	PS2	134	79
WRC II Extreme	PS2	112	82
Wreckin Crew	PSX	59	75
Wreckless: The Yakuza Missions	Xbox	103	76
Wu-Tang: Taste the Pain	PSX	74	80
WWE Day of Reckoning	GCN	133	78
WWE Raw	Xbox	109	73
WWE Smackdown! Here Comes The Pain	PS2	125	86
WWE Smackdown! Shut Your Mouth	PS2	110	89
WWE Smackdown! Vs Raw	PS2	135	84
WWE Smackdown! Vs Raw 2006	PSP	148	83
WWE Wrestlemania X8	GCN	110	78
WWE Wrestlemania XXI	Xbox	142	60
WWF Attitude	N64	71	68
WWF No Mercy	N64	88	86
WWF Rage in the Cage	Mega CD	5	76
WWF Royal Rumble	DC	85	68
WWF Royal Rumble	SNES/Megadrive	1	84
WWF Smackdown	PSX	80	84
WWF Smackdown: Just Bring It	PS2	99	90
WWF Smackdown: Know Your Role	PSX	87	85
WWF Warzone	N64	58	86
WWF Wrestlemania	SNES/Megadrive/PSX	27	85
X Games Pro Boarder	PSX	64	79
X Squad	PS2	88	69
X2: The Threat	PC	125	67
X3: Reunion	PC	147	79
X-Com: Apocalypse	PC	47	80
X-Com: Interceptor	PC	59	74
X-Com: Terror from the Deep	PC	19	84
Xena: Talisman of Fate	N64	76	77
Xena: Warrior Princess	PSX	74	83
Xenocracy	PC/PSX	59	85
Xenosaga Episode II: Jenseits von Gut und Bose	PS2	146	82
Xevious 3D	PSX	45	80
X-Files	PC	57	90
X-Files: Resist or Serve, The	PS2	130	75
XGRA	PS2	122	65
XIII	PS2/Xbox/GCN/PC	123	86
X-Kaliber 2097	SNES	6	70
X-Men 2: Wolverine's Revenge	PS2	117	60
X-Men Vs Street Fighter EX	PSX	59	80
X-Men: Children of the Atom	PSX	54	76
X-Men: Children of the Atom	Saturn	30	80
X-Men: Legends	PS2/Xbox/GCN/PC	134	81
X-Men: Legends II - Rise of Apocalypse	PS2/Xbox/GCN/PC	146	83
X-Men: Mutant Academy	PSX	85	79
X-Men: Mutant Academy 2	PSX	98	78
X-Men: Mutant Apocalypse	SNES	16	79
X-Men: Mutant Wars	Gameboy	85	50
X-Men: Next Dimension	GCN	112	52
X-Men: The Official Game	PS2/Xbox/Xbox 360	153	64
xXx	GBA	109	68
Yager	Xbox	116	90
Yakuza	PS2	155	86
Yoshi's Cookie	SNES	4	76
Yoshi's Island	SNES	25	92
Yoshi's Island	GBA	110	93
Yoshi's Safari	SNES	6	69
Yoshi's Story	N64	55	82
Yoshi's Touch & Go	DS	141	85
Yoshi's Universal Gravitation	GBA	146	67
Young Merlin	SNES	6	85
Z	PC	36	84
Z.O.E: The 2nd Runner	PS2	122	78
Z: Steel Soldiers	PC	95	73
Zapitalism	PC	34	80
Zephyr	PC	14	78
Zero Divide	PSX	30	86
Zero Divide 2	PSX	62	62
Zero the Kamikaze Squirrel	Megadrive	16	82
Zero Tolerance	Megadrive	14	85
Zombie Revenge	Dreamcast	77	65
Zombies Ate My Neighbours	SNES/Megadrive	1	90
Zone Of The Enders	PS2	92	78
Zoo Keeper	DS	138	80
Zoo Tycoon	PC	100	85
Zoo Tycoon 2	PC	136	76
ZooCube	GCN	107	62
Zool	Megadrive	2	79
Zoop	SNES/Megadrive/PC	27	70
Zork Nemesis	PC	32	95



Issue 93 - Worms World Party

Gargamel finally finds Smurf Village



Issue 96 - Metal Gear Solid 2

Snake realises he shouldn't have accepted a job on the Titanic

Issue 93 - Zoo Tycoon

Babe 3: Pig up shit creek

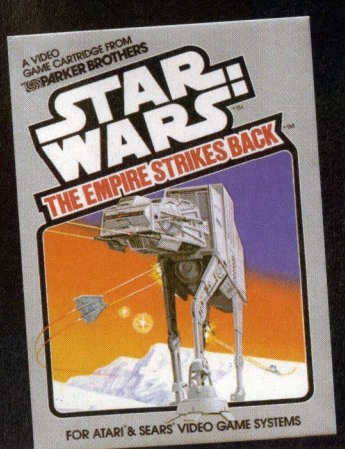
Issue 98 - Final Fight One

You brought your pet slug again?

A NEW HOPE

BY ALEXANDER GAMBOTTO-BURKE

So tell me, why exactly did you hate Jar-Jar so much? Was it the high-pitched squeal? Hisa annoyinga waya ofa mesa speakinga? Perhaps his comic stylings detracted from the tone of the prequels, you thought. Heck, you might even have a secret thing for lanky, flexible, big-eared, amphibious men that you're only just beginning to come to terms with. (I get it, man; I'm here for you.) Or there is one other reason why you may hold a grudge against Mr. Binks, and it's this: his first onscreen appearance marked the souring of Star Wars' legendary marriage to videogames, and LucasArts' shift from renegade Rebel Leader to seemingly callous, capitalist Emperor. The franchise was restored to vibrant life some years later, but I'm getting ahead of myself.



VIDEOGAME ROYALTY

Our story begins in 1982, the year in which Prince William first showed the world his pretty face. Presumably to get peeps excited about Return of the Jedi's 1983 release, a little Battle of Hoth reenactment named after its 1980 film inspiration, The Empire Strikes Back, appeared on the Atari 2600. With 160 x 192 pixels to work with, the Parker Brothers (ESB's developers) recreated the famous Star Wars battle every frustrated Padawan has wanted to experience since they watched Luke go all You Spin Me Right Round on an AT-AT. Okay, so you didn't actually get to do that, or anything else other than fly to the right in a snowspeeder, blasting at the aforementioned Imperial vehicles, but, man, it was 1982. And it kicked ass.

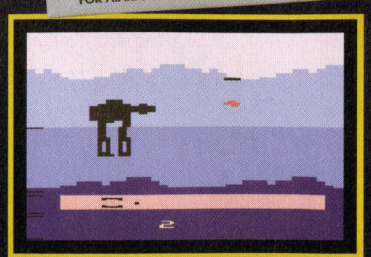
1983's Return of the Jedi: Death Star Battle had you in the Millennium Falcon, presumably cosied up next to Harrison Ford – you scoundrel! - trying to obliterate Emperor Wrinklyface's evil space station. It was a little more complex than ESB; you started off shooting at enemy vessels until you were able to slip through the Death Star's energy field, at which point you had to wear the bastard down until you reached the core. The graphics had improved, too, with some slick gradients on certain elements, and a more varied use of colour.

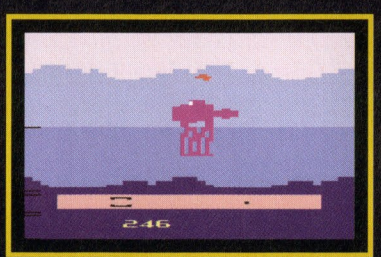
The last title in the Parker Brothers' trilogy was another '83 gem, Jedi Arena. Now, space battles are fun and all, and everyone likes to see shit explode, but lightsabers? Too cool for gruel! Jedi Arena had lightsabers – in fact, it was all about lightsabers – and was, essentially, the precursor to every Jedi simulator made since. I mean, look, it wasn't a particularly interesting game – your goal was to guide a blaster-equipped seeker so it eroded your enemy's shield, all the while deflecting laser blasts from your enemy – but it was the first Star Wars game to feature lightsaber combat, and was thus completely magnificent.

Interestingly, Jedi Arena was also the first Star Wars game whose content was not specifically tied to any of the films; this was a trend that would eventuate with a very weird Japanese port and, more significantly, a slew of franchise games that both drew upon and added to the vast Expanded Universe, in the nineties and naughties. But before that trend could take hold, the girl next door from Atari showed just how many things she could do with gorgeous vector graphics.

A VECTOR WONDERLAND

Star Wars (1983) surfaced in arcades, and sported numerous technological feats – the vector-based visuals, for one, allowed for smooth, fast-paced gameplay. Additionally, the game was one of the first to have digital speech playback, taking a few lines from the movies. It took quite a bit of inspiration, at least





structure-wise, from Parker Brothers' DSB, but switched the perspective to first-person. This time, though, you were in Luke's X-Wing, and you were zooming through the Death Star trenches just like in A New Hope. By this juncture, it was becoming fairly obvious that Star Wars had the potential to become a market mainstay. Sadly, however, just as the franchise was beginning to make a name for itself in games, the market itself disappeared from beneath. Thanks to a certain big-headed extra-terrestrial who's desperate to phone home, the games industry collapsed. Okay, so there were other causes – people stopped buying consoles and started getting jiggy with PCs, too many consoles to choose from, et cetera et cetera – but the end result was the Great Videogame Crash of 1983. And the Star Wars franchise, after partying hard on consoles for a solid year and then getting a massive financial hangover, disappeared for four long years, presumably to watch The Golden Girls.

Our favourite IP made a brief murmur in Japan in 1987, finally ending the silence. The result? A Namco-tooled, original Star Wars platformer for the Famicom. The story didn't match up to what we'd grown used to – you were cast as a Jedi-ready Luke, riding to strange planets (one with Egyptian ruins) to rescue Leia, Han, R2-D2, C-3PO, Obi-Wan, and Chewie – and, at one point, you could turn Darth Vader into a giant scorpion. So, yeah, it wasn't exactly the best Star Wars simulation in the world, but coming from Japan, the absence of tentacle loving was refreshing.

Come 1988, though, and things were looking up. Nine Inch Nails formed, Australia had its bicentenary, and Splatterhouse got the first Parental Advisory rating for a game. What's more, two nifty Star Wars titles were released on the Spectrum, Amiga, Atari ST, Amstrad, and the Commodore 64. The first? Atari's Empire Strikes Back, but this one had much more in common with '83's Star Wars arcade game than the '82 Hoth simulator. Graphics were sexy vectors again, giving the whole thing a nice, pseudo-3D feel. You soared around Hoth, space, and asteroid fields, in the first-person perspective, and finally got to teach those AT-ATs why they should always use velcro.

Return of the Jedi, Midway's first stab at Star Wars games, was a little different. For starters, it utilised the soon-to-be-eternally-popular-with-RPG-geeks-everywhere isometric perspective, and vectors were ditched. You had three mini-games to work with: first, you're on a landspeeder, trying to get to Ewok Town whilst avoiding Stormtroopers. Next, you're piloting a renegade Imperial walker, and you're taking out other walkers. Finally, you get to, once again, pound the Death Star's big, metal butt.

The movie adaptation theme continued with three SNES games – Super Star Wars (1992), Super Star Wars: The Empire Strikes Back (1993), and Super Star Wars: Return of the Jedi (1994). These were essentially all the best bits of past Star Wars games thrown together with a less trippy version of the Famicom platformer, and a nicely-administered graphical facelift. Most action sequences were now in first-person, with the rest of it platformified, which gave the SNES titles some varied gameplay.

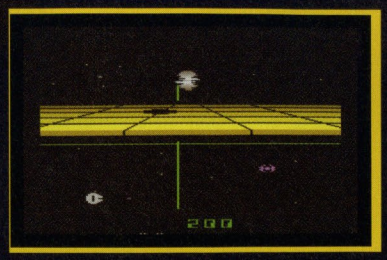
Because the Super Star Wars games were able to translate all of the films' best action sequences to the interactive format, they showed just how palatable George Lucas' vision and universe were to games. A New Hope was filmed back when Pong had cutting-edge graphics, but even then, the style, content, and pacing of the film were just bawling out for some videogame spinoffs. If there's any particular reason why Star Wars has become one of the most commonly-adapted franchises in gaming today, that's probably it.

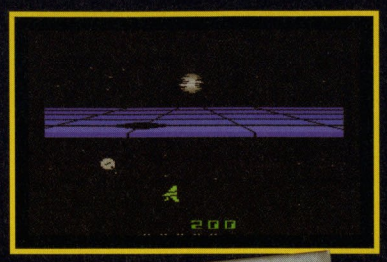
However, if it was the SNES that showed the combined possibilities of Star Wars gaming, the PC was the platform to realise it. Beginning with X-Wing, released in the same year as SSW, Star Wars' PC oeuvre started taking the franchise in wacky, new directions that would eventually contribute to Lucas-approved Star Wars canon. X-Wing took a bag of feathers from Wing Commander's sombrero, and focused on intense, first-person missions set before and during the Battle of Yavin – that's the one where Luke hit the Death Star's weak point for massive damage.

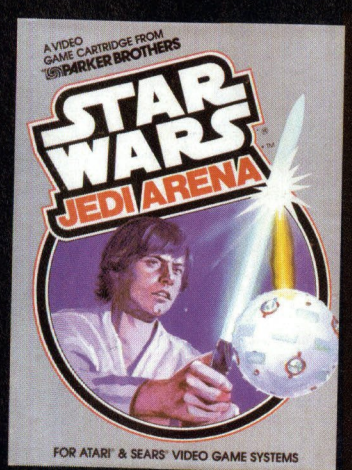
X-WING FOCUSED ON INTENSE, FIRST-PERSON MISSIONS SET DURING THE BATTLE OF YAVIN

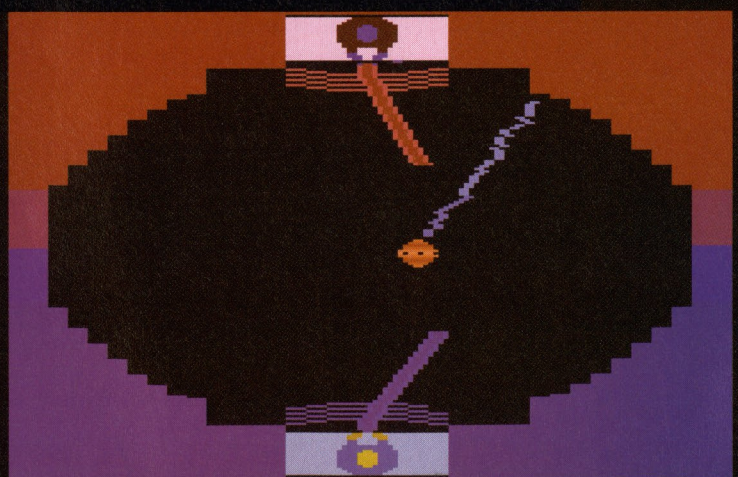
LucasArts then followed up with two nifty expansion packs, Imperial Pursuit and B-Wing. The first had you on the run from Imperial ships whilst trying to find a new location for the Rebel base, whilst B-Wing let you ride in the titular vehicle, making your way to sunny Hoth. Aside from greatly lengthening X-Wing's shelf life – and turning it into one of PC gaming's most successful "flight sim" titles – these add-ons were some of the first popular expansions for games.

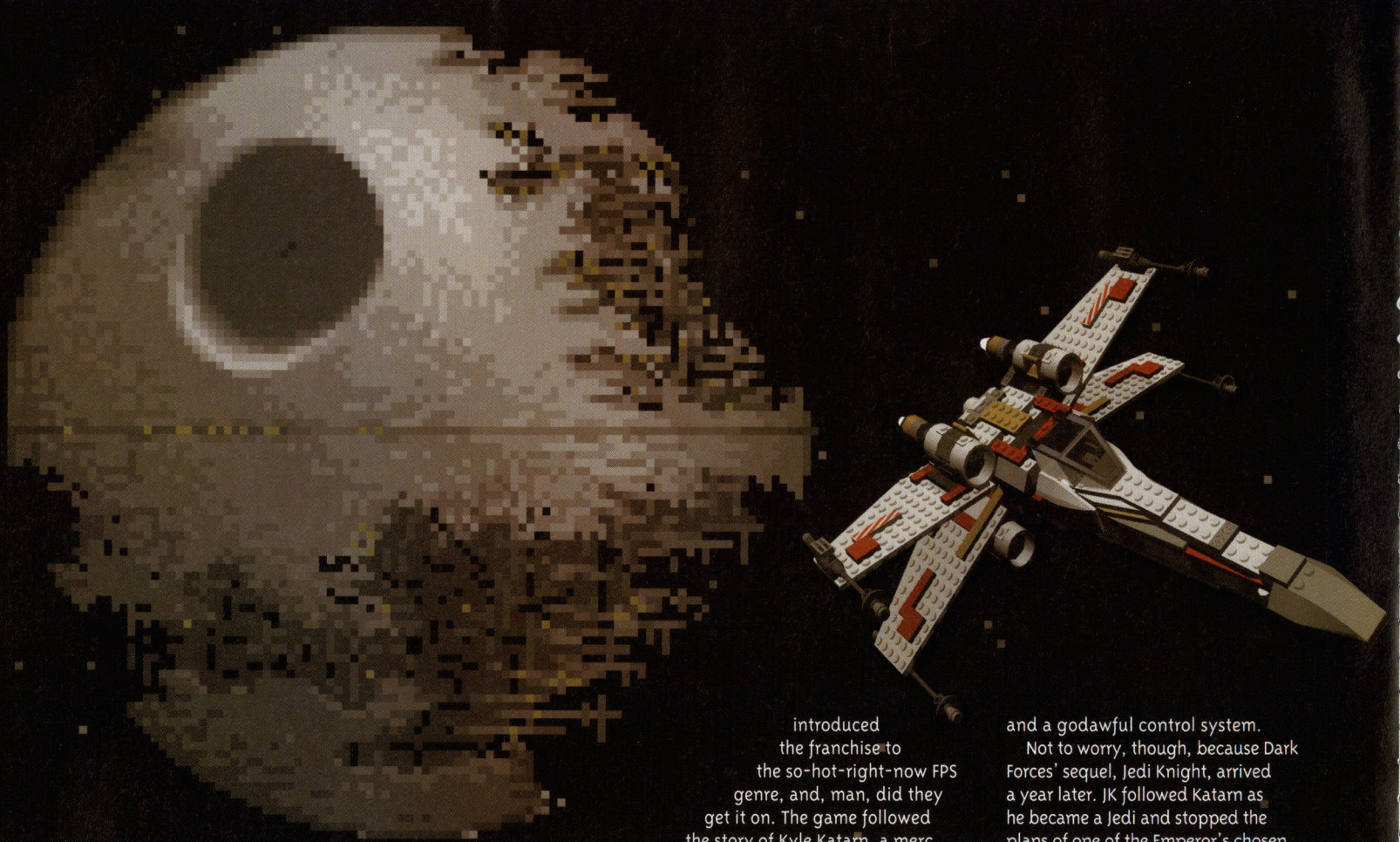
1993 also saw LucasArts join and greatly popularise (for better or worse) the FMV vogue, with Rebel Assault. Although the game's story is largely non-canon – you're cruising in snowspeeders on Hoth long before Empire Strikes Back, and you destroy the Death Star in Luke's place – the game did introduce interesting graphics technology, later used in Full Throttle's action sequences. Basically, it allowed you to zoom











through pre-rendered 3D spaces, making the game seem far more visually sophisticated than was possible in gaming at the time. It also greatly restricted your movement, but it looked lovely. Rebel Assault was also LucasArts' first CD-only game, which allowed it to sample footage and music from the films, to great effect.

X-Wing got itself a sequel in '94, the very evil TIE-Fighter. In this one, you're on the side of the Imperials, looking out to squash the Rebel scum. It featured a very sexy graphics engine for its time, supporting Gourard (smooth) shading, and allowed the player to pilot four different vessels. Also released was the utterly seminal Star Wars Chess. Okay, so maybe "seminal" isn't the right word, but it did have this cool thing where pieces would have a little scuffle when one was taken. Yep, just like the holographic game from the film.

That said, although TIE-Fighter rocked hard, it was 1995 that truly revolutionised not only Star Wars' position in gaming, but Star Wars gaming's position in the Star Wars continuum. Rebel Assault II shook its little tush on the catwalk, and managed to do so without wrecking Star Wars canon, but it was another game that really changed everything.

DOOM PLUS STORY = GOOD TIMES

Made as an answer to all the Star Wars mods for DOOM that were flying around – and built on the DOOM engine - Dark Forces introduced the franchise to the so-hot-right-now FPS genre, and, man, did they get it on. The game followed the story of Kyle Katarn, a merc working for the Rebel Alliance as he helps to topple the Imperial Dark Trooper project, before and after the events of A New Hope. Dark Forces endured a few jibes for being a DOOM spawn, but in many ways, LucasArts' offering was far superior – it featured an increased use of 3D objects, jumping, crouching, and detailed cutscenes. Also, using iMUSE technology, the game featured dynamic music; like with LucasArts' adventure games, it could change based on what was going on.

Most importantly, though, it had a story – the most developed story in any Star Wars game thus far, and a godawful control system.

Not to worry, though, because Dark Forces' sequel, Jedi Knight, arrived a year later. JK followed Katarn as he became a Jedi and stopped the plans of one of the Emperor's chosen, Jerec. The game looked truly exquisite for its time, featured cheesy-but-entertaining FMV cutscenes, had an engaging plotline, and robust multiplayer. What really earned it its reputation, though, was the still-amazing lightsaber combat. Remember Jedi Arena? JK was that game's true progenitor, and I'm sure Parker Brothers couldn't have been more proud. With a few simple mouse clicks, you were slashing and sweeping that powerful weapon, and deflecting blaster bolts with relative ease. And in multiplayer, you could create your own lightsaber and duel opponents. It's because of JK's success that Katarn and his cohorts have gone on to feature in not only subsequent games, but also novels and comics.

STAR WARS GAMES HAD GONE FROM NIFTY LITTLE MOVIE TIE-INS TO WORLD CLASS GAMES

actually. And despite the insults, it went on to spawn a successful, long-running series.

After the 1995 Revolution, the Expanded Universe-inspired games started rolling in, and Star Wars games on the whole increased in sophistication and complexity. 1996, the year of Our Father Quake, saw the release of Shadows of the Empire on the N64, which attempted to fill in the story gap between Empire Strikes Back and Return of the Jedi, taking inspiration from the novel series of the same name. It had great, fully-3D graphics, and a brilliant opening Hoth level, but the rest was marred somewhat by occasionally generic shooter design

Admittedly, not all of 1997's Star Wars offering were stellar. X-Wing vs. TIE Fighter also hit shelves in '97, but didn't receive the kind of praise that X-Wing and TIE-Fighter garnered years earlier. Masters of Teräs Käsi, a PSX fighter, also had a lukewarm response. Finally, Yoda Stories, an adventure/puzzle "desktop" game, proved to be a fun distraction, provided you didn't take it too seriously.

Rogue Squadron 3D continued the trend of blockbuster Star Wars games in 1998, featuring some of the best space combat on consoles ever. Set between A New Hope and Empire

Strikes Back, the game featured beautifully varied missions and tight gameplay. Mysteries of the Sith, JK's expansion, was also released, continuing the game's excellent storyline, and, in a bold move, ditching cutscenes in favour of then-unpopular in-game footage.

Overall, Star Wars games had gone from being nifty little movie tie-ins, to world-class games independent of their film parents. When the Year of Prince, 1999, arrived, though, that all changed. Yep, you guessed it: Jar-Jar. There were two shimmering stars in 1999's offerings – Episode One Racer, which simulated and expanded upon Epi's pod-racing sequence, and the very decent X-Wing Alliance – but the rest? Bland city. The Epi adaptation was abysmal, offering generic gameplay and a poor retelling of the story. Battle For Naboo, released a year later, was unremarkable. Demolition offered nothing new to the franchise and Jedi Power Battles, also 2000, was an exercise in uninspired game design. The flood of forgettable cash-in titles made it loud and clear Star Wars was selling out.

There were some more innovative ideas floating around – Force Commander tried to do Star Wars RTS, but failed thanks to dated graphics and poor execution. Galactic Battlegrounds, another stab at RTS, released in 2001, suffered a similar fate. All around, countless Star Wars titles were springing up, none of which you probably even remember – Clone Wars? Starfighter? Super Bombad Racing? Rogue Squadron II (GCN) was great but was something of a diamond in the rough. Later 2002 titles – Bounty Hunter, Racer Revenge, Jedi Starfighter – told a similar story: competent, but not what we'd grown used to.

A sign of turnaround occurred in 2002, with Jedi Knight: Jedi Outcast which was, confusingly, the third title in the Dark Forces series. It detailed Katarn's return to mercenaryhood and then re-Jedification, and looked a treat using the Quake III: Arena engine. Most significantly, the game's lightsaber combat eclipsed even Jedi Knight's, offering more freedom than ever before.

REBIRTH!

The franchise's true rebirth, though, came from Canada. BioWare's Knights of the Old Republic gave Star Wars fans what they'd been hankerin' for in those lonely, post-Jar-Jar years: a fantastic storyline, unforgettable characters, competitive visuals, and gorgeous battles. It was the first game to really let players be exactly the Jedi they wanted to be – even Star Wars Galaxies, a MMO released the same year as KoTOR, offered little in the way of Jedi goodness (although that was probably the least of the game's faults). Telling the tale of – SPOILER! - powerful Sith Lord Darth Revan's redemption (or further corruption, depending on whether you followed the light side or the dark side), KoTOR was every bit as engrossing as the films. What's more, despite the dated graphics, the game still holds up wonderfully today.

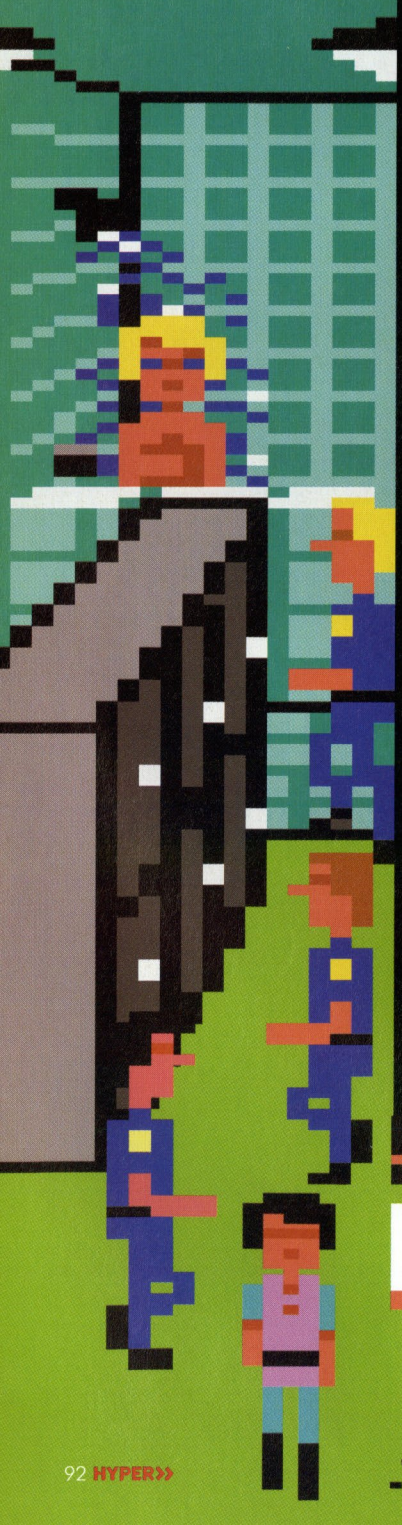
Since then, Star Wars officially got its groove back. KoTOR II came out the next year, giving budding RPG-ers even more depth and customisation, and arguably a stronger, darker plotline despite the botched ending. LEGO Star Wars joined two concepts that went together like chocolate and strawberries in the toy world, and took the delicious results to unexpected success in videogames. Star Wars Battlefront, LucasArts' answer to BF1942, did an admirable job of recreating the film's most exciting battles. And, most amazingly, Petroglyph managed in 2006 to pull off the seemingly impossible: a great Star Wars RTS, Empire at War.

Sure, the latest entries to the franchise probably haven't contributed much to gaming as a whole – well, save for the KoTOR series, from which many RPG developers should take inspiration in terms of character development and dynamic story, ya hear me? – but importantly, they've helped re-associate the brand with quality titles. It's a good time to be a Star Wars geek, and hopefully, LucasArts will continue reorganising itself to push out even more innovative Star Wars games. Lucas' universe has contributed much to the evolution of gaming, and it'd be a shame to see that stop. <<

Remembering

Score:0 of 158

by Yahtzee Croshaw



Adventure games are dead. How many times have we heard that one? It's said again and again by the gamers and the gaming media, as if at some point around the late 90s Farmer Public took adventure games around the back of the milking sheds and tearfully put two shotgun shells into its oblivious, smiling mouth.

But adventure games didn't die out any more than Cro-Magnon Man did. They simply interbred with other species and evolved into new forms, like action-adventure and survival horror, the new sophisticated homo erectus in the sea of excitable chimps and aloof orangs that is the gaming sphere. And at the risk of labouring this metaphor until its cheeks are raw and red, I'd like to take you back through the mists of time to when PC gaming was still slithering out of the primordial soup.

STUBBORNLY ALIVE

The year was 1984. The inaccuracy of George Orwell's famous novel was confirmed once and for all, Princess Diana was still stubbornly alive, and PC gaming was new-born and hungry, setting forth on wobbly infant legs into new realms of technology. Something had to provide the stepping-stone between text adventures like Zork and graphic adventures like Monkey Island, and that stone would be provided by Sierra Online, and the AGI engine.

The AGI (Adventure Game Interpreter) games are remembered fondly by retro gamers today, mainly because graphic adventures don't get much more retro unless you count illustrated choose-your-own-adventure books. While the palette restricted to 16 colours and the 160x200 resolution were advanced for the time, from a modern standpoint the games might as well have been presented as a series of finger paintings on the wall of a prehistoric cave.

The first AGI game was Roberta Williams' King's Quest. Originally using Game Assembly Language, Sierra needed to switch to IBM's AGI software after the game's designer, Arthur Abraham, took to his heels, and history was made. The game was originally intended to showcase the capability of IBM's PCjr, but the fact that a lot of you are now asking yourselves 'what the hell is a PCjr' would indicate that this scheme didn't quite work out. The PCjr was swallowed by the black hole of history, but King's Quest remained.

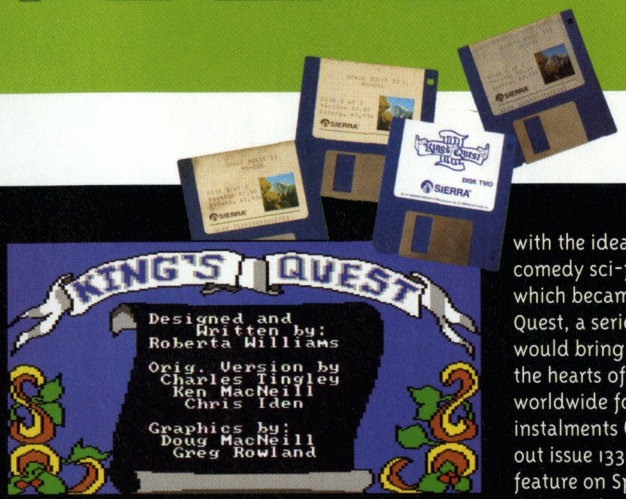
From a modern standpoint the games might as well have been presented as a series of finger paintings on the wall of a prehistoric cave

Text adventures of the 'look room go north die screaming' variety had long been around, of course, even ones with static images to help the drama along, but it was only with King's Quest and AGI that it became feasible to have a graphical on-screen avatar, interacting with a visible environment and moving with the cursor keys. Mouse support was still on the distant horizon so complex instructions like 'get key' and 'kill badger' still had to be typed in, but for the first time adventure gamers were SEEING their characters getting torn apart by bears instead of merely reading about it. It was the dawn of the graphic adventure.

As unlikely as it sounds, though, the first King's Quest didn't really make the most out of the engine's capabilities, and since the engine we're talking about could barely pull half an empty dustcart along an icy road that's saying something. The plot wasn't exactly a world-beater - you were Sir Graham, who had to gather three magic artefacts from a fantasy kingdom to win the crown - and nearly all the room backgrounds were variations on wide grassy fields. Sir Graham was an ugly little dwarf with sickly yellow flesh, there being no decent skin tones among the preset 16 colours, the only two possibilities being the colours of jaundice or severe sunburn. And the puzzle structure was severely unintuitive. There were several instances where progress would stop dead because the player failed to collect an item or solve a puzzle eighty screens ago,

AGI

Sound:on



and there was no way to return. And let's not forget that the slightest error would cause Sir Graham to be instantly struck dead. It was actually possible to kill yourself by taking one or two steps in the wrong direction on the very first screen.

King's Quest was followed up two sequels, King's Quest 2, which added very little to the original, and then King's Quest 3, which was a definite improvement. The graphics were suddenly much more detailed and busy, the story more imaginative and flowing. There was still the problem of dying all the time (or Sierra Sudden Death Syndrome as it is now affectionately known) but at this stage Sierra were in a class of their own, and there were few competitors alongside which the King's Quests could be compared.

SOFTPORN SUBHEAD

Having proved themselves capable of telling girly fantasy stories, Sierra designers began to move into new properties. In-house bods Mark Crowe and Scott Murphy came up with the idea for a comedy sci-fi game, which became Space Quest, a series that would bring joy to the hearts of nerds worldwide for six instalments (check out issue 133 for our feature on Space Quest and interview with Mark Crowe). It should be noted at this point that Sierra weren't exactly championing the cause of coming up with interesting game titles. I mean, a science fiction adventure called Space Quest? That's like calling Inspector Morse 'Cynical Detective Programme'. Fortunately, designer Al Lowe challenged the naming convention by creating 'Leisure Suit Larry In The Land Of The Lounge Lizards', an AGI update of a previous text-only game 'Softporn Adventure', another candidate for the uninspired name award.

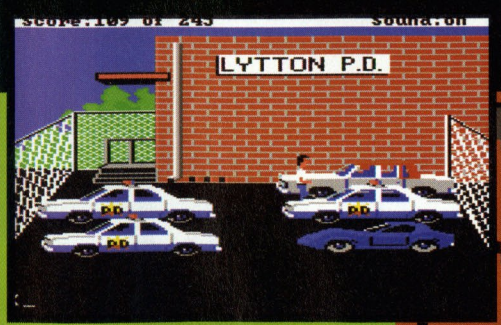
Sierra's approach to game design has always been of the 'make them FAST FAST FAST release them NOW NOW NOW' persuasion, and the company released a total of 14 AGI games between 1984 and 1989. Other titles of note besides the aforementioned series include Gold Rush!, a historical adventure involving the 19th century incident of the same name, Manhunter, a pair of adventures offering a first-person alternative to the third-person shenanigans of its peers, and Police Quest (ARGH). Like many games, Police Quest, as the name implied, put you in the shoes of a police officer. However, unlike many games, Police Quest also required a rigid adherence to conventional police procedure. So, while other police-based games would have you breaking up drug busts with an uzi in each hand, Police Quest had you checking the tyres of your vehicle and writing tickets for uppity women drivers. You can laugh, but on those firm foundations the Police Quest series is still going, except now it's called SWAT, the new, flashy generation that goes around hoping no one finds out about its boring ancestors.

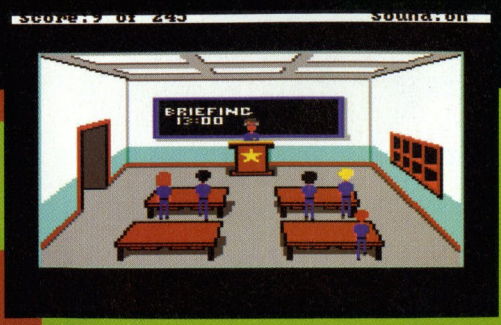
Sierra stopped making AGI games around 1989 with the arrival of their new SCI0 engine. Essentially identical to the AGI engine but for the crucial additions of mouse support and a higher resolution, Sierra switched all their adventure franchises over to the new technology in the hopes of keeping up with LucasArts, whose SCUMM adventures were already overshadowing the products of the older company. Interestingly, an AGI version of King's Quest IV was released just before it was dropped in favour of an identical SCI update, and now a copy of the original is considered quite the collector's item.

The Sierra AGI era ended with Manhunter 2 in 1989, but it was a feature of many gaming childhoods, and as such is remembered fondly by internet retro gaming communities. It remains appealing because of, rather than despite, its extremely dated-looking graphics, and it virtually embodies the notion so beloved of retro enthusiasts that good gameplay can still save a visually atrocious game. Even graphics that look like they were made out of Lego and sound that could be emulated by a van moving in reverse can still go together with a sound idea to create an enjoyable gaming experience.

Bedroom programmers continue to keep AGI in circulation. Hobbyists have created engine recreation tools like Sarien and NAGI that allow AGI games to be played under Windows or Linux, with additional features like mouse support and MIDI sound. If you're of a creative bent, there's also a programme called AGI Studio that allows you to build your own games under the engine. Some amateur adventure designers are drawn to this option, partly because it provides a cop-out for those daunted by the prospect of making quality graphics. There have been a number of Space Quest AGI fan sequels in recent years such as Space Quest: The Lost Chapter and Replicated, but there are some real standouts among the original properties, too. Enclosure, for example, is a surprisingly sophisticated horror/mystery game that manages to evoke a feeling of genuine tension and unease despite AGI's limitations.

And so, we remember AGI. One of the few good things to come out of the 1980s, alongside the B-52s and the fall of the Berlin Wall. <<





STUNTS™

PC, 1990

by Tim Henderson

The fourth dimension is time, so by right any game with real 3D visuals can call itself 4D. Time just sort of takes care of itself. Stunts (which went on to be released as 4D Sports Driving, and then Stunts again, and then 4D Sports Driving again...) may not have any of Day of the Tentacle's time-traveling toilets, but it did feature real, polygon 3D graphics and a replay feature with a time buffer of a whopping ten minutes. Not at all unimpressive for a racing game that first hit shelves in 1990.

THEM IS POLYGONS, GUV'

In order to clear up some confusion, Stunts is essentially 4D Sports Driving and 4D Sports Driving is essentially Stunts. There are some minor programming differences, but the core game at large is the same, and all file types other than replays can be shared between the two. Stunts also allegedly possesses slightly faster cars, and it's the one that our nostalgia is attached to, so we'll just be using 'Stunts' as an umbrella name from here on in.

Developed by DSI (who would be sold to EA for $11 million the following year) and headed up by Ferrari owner and general exotic car racing fanatic, Don Mattrick, Stunts was one of several games from the very beginning of the 90s that set surviving obstacle-riddled courses as its main focus, with opponents still an option but hardly the point of interest. It was also head-and-shoulders the best of the batch. Excelling where others fell down, Stunts featured controls that, while perhaps best not measured against real cars, felt absolutely perfect and bizarrely natural on a keyboard. Steering was tight, and acceleration was right on the mark, something that was both integral to a game of this nature, and sorely missing from other games that also took a shot at the stunt driving fad. With courses riddled with loops, jumps and corkscrews among other challenges, solid control was absolutely essential to the game's sense of fun, and some of the bugs and oversights actually helped out, also. After blasting along a straight, through a corkscrew and up a mountain and over a jump, it was something of a relief to realise that your breaks would actually work in mid-air when you found yourself flying fast towards a couple of concrete dividers. Not that crashing was something to get too upset about, however, as you could always enter the menu and rewind time a bit to start just before your disaster, so long as you didn't mind not having your time recorded at the end of the race. It was like Sands of Time, only without any sand, or magical daggers, or fancy lighting effects.

Crashing was also fun in its own right, especially when Stunts' most infamous bug was exploited. Here, after hitting a building or a bridge's edge at the right angle, a player's car would be catapulted directly skyward, flying in a perfect upwards direction for some time until eventually

crashing back down to Earth. The replay feature's ten-minute time buffer meant that such events could be saved and cherished, and getting the highest skyward leap became as much of a competition among friends as getting the best time did. Since the game featured full, chunky polygon graphics, the action could also be viewed from perspectives outside of the default behind-the-wheel perspective, and complete camera control was also offered. Being real 3D was still a novelty at this time, and although the game appeared clunky, lacked detail, and had a terrible draw-distance for scenery objects such as trees and buildings, it also meant that it was possible to actually part from the tracks and find illegal shortcuts, at the risk of a time penalty. Polygon-based 3D graphics also allowed for an unbelievably simple and powerful track-editing tool.

SKID VICIOUS = NEW MASCOT

The track editor in Stunts was undeniably its biggest draw-card. It was incredibly straightforward, but allowed for almost limitless possibilities within the game's own scope at the same time. Players simply had to choose one of five terrain maps (or they could hit Shift + F1 to access the hidden terrain editor) and from there they could add normal, dirt or ice roads at will, freely adding various stunts, scenery and bridges so long as the choice was suited to the land (no, you couldn't place a corkscrew in the middle of a lake) along the way. Typically, when the game deemed you to have made something a little too impossible players would be thrown back into the editor, but once the Internet got rolling it became apparent that people had been hacking into the game, tweaking car statistics, and putting together some absolutely fiendish tracks that found ways to bypass the general rules of the game. Personally, we hope that all the people who put curved bridges as landings for jumps rot away in hell, but it's a testimony to the game's legacy that it actually managed to hold a strong online presence for a time, with sites sporting various hacks, downloadable tracks and replays, and even a couple of competitions. Unfortunately, most of the sites that hosted this stuff now fit into the expired Tripod and Geocities homepage category, but a couple of sites still exist where tracks and the like can be obtained, and there are still plenty there for those willing enough to look.

It's a little strange, considering that Stunts fostered such a sense of community for its time, that no link-up play was available. Instead, friends were left taking turns against some rather easy AI drivers with some rather fantastically tacky profile headshots, and creating tracks for each other. This is just one of many limitations, and looking back the balance of different cars was almost pointless as one vehicle was basically best at everything. But even today, despite the faults, Stunts is immediately playable, and a little looking around online can show off just how well it fostered the idea of giving gamers of old the building blocks to make their own fun with. <<

The Official Australian Games Chart

Compiled by GfK in association with the IEAA

TOP 10 PlayStation 2 Games Over $50

W/E 10th December RETAIL SALES

1	▲	Need For Speed Carbon	Racing
2	▼	WWE Smackdown Vs Raw 07	Sports
3	◆	Guitar Hero 2 Bundle	Family
4	◆	Cricket 2007	Sports
5	◆	Eye Toy Sports Bundle	Compilation
6	◆	Buzz: Junior Jungle Bundle	Family
7	▲	Scarface	Action
8	▲	Buzz: The Sports Quiz Bundle	Family
9	▲	Singstar Pop Bundle	Family
10	▲	Buzz: The Sports Quiz	Family

TOP 10 Nintendo DS Games Over $40

W/E 10th December 2006 RETAIL SALES

1	✪	Pokémon Ranger	Adventure
2	◆	New Super Mario Bros	Adventure
3	▼	Bratz Forever Diamonds	Adventure
4	▲	Pokémon Mystery Blue	RPG
5	▼	Nintendogs Chihuahua	Simulator
6	▼	The Sims 2: Pets	Strategy
7	▼	Spyro A New Beginning	Adventure
8	◆	Crash Boom Bang	Family
9	▼	Yoshi's Island 2	Action
10	▲	Eragon	Adventure

TOP 10 Nintendo Wii Games Over $50

W/E 10th December 2006 RETAIL SALES

1	✪	Zelda Twilight Princess	RPG
2	✪	Red Steel	Action
3	✪	Rayman Raving Rabbids	Adventure
4	✪	Super Monkey Ball	Adventure
5	✪	Call Of Duty 3	Action
6	✪	Need For Speed Carbon	Racing
7	✪	Cars	Adventure
8	✪	Monster 4X4 World Circuit	Racing
9	✪	Spongebob Krusty Krab	Adventure

TOP 10 Xbox Games Over $50

W/E 10th December 2006 RETAIL SALES

1	◆	Need For Speed Carbon	Racing
2	◆	Scarface	Action
3	◆	Call Of Duty 3	Action
4	◆	Fifa 2007	Sports
5	◆	Lego Star Wars 2	Action
6	▲	Spyro A New Beginning	Adventure
7	▲	Eragon	Adventure
8	▲	NFS: Most Wanted	Racing
9	▼	Tony Hawk Project 8	Sports
10	▼	Melbourne Cup Challenge	Sports

TOP 10 PC Games Over $20

W/E 10th December 2006 RETAIL SALES

1	◆	Sims 2: Pets	Strategy
2	◆	World Of Warcraft	RPG
3	◆	EA Warfare Collection	Action
4	▲	Battlefield 2142	Action
5	▲	Sims 2: Happy Holiday Pack	Strategy
6	▼	Medieval Ii Total War	Strategy
7	◆	Need For Speed Carbon	Racing
8	▲	Sims 2	Strategy
9	▲	Sims 2: Open For Business	Strategy
10	▲	Warhammer Mark Of Chaos	Strategy

TOP 10 Xbox 360 Games Over $50

W/E 10th December 2006 RETAIL SALES

1	◆	Gears Of War	Action
2	▲	Massive Entertainment Pack	Compilation
3	▼	Need For Speed Carbon	Racing
4	▲	Rainbow Six Vegas	Action
5	◆	Call Of Duty 3	Action
6	▼	Viva Pinata	Strategy
7	◆	WWE Smackdown Vs Raw 07	Sports
8	◆	Saints Row	Adventure
9	▲	Sonic The Hedgehog	Adventure
10	▲	FIFA 2007	Sports

TOP 10 All Format Games Over $50

W/E 10th December RETAIL SALES

1	✪	Zelda Twilight Princess Wii	Nintendo Wii
2	◆	Need For Speed Carbon	PlayStation 2
3	▼	WWE Smackdown Vs Raw 07	PlayStation 2
4	◆	Guitar Hero 2 Bundle	PlayStation 2
5	◆	Cricket 2007	PlayStation 2
6	◆	The Sims 2: Pets	PC/MAC
7	▼	Gears Of War	Xbox 360
8	▼	Eye Toy Sports Bundle	PlayStation 2
9	▼	Buzz: Junior Jungle Bundle	PlayStation 2
10	✪	Red Steel	Nintendo Wii

TOP 10 PlayStation Portable Games Over $40

W/E 10th December 2006 RETAIL SALES

1	◆	GTA: Vice City Stories	Adventure
2	◆	Need For Speed Carbon	Racing
3	◆	The Family Guy	Adventure
4	◆	GTA: Liberty City Stories	Adventure
5	▲	Cars Ptm	Racing
6	▲	Tekken Dark Resurection	Action
7	▲	Lego Star Wars 2	Adventure
8	◆	FIFA 2007	Sports
9	▲	The Sims 2	Strategy
10	▼	Killzone Liberation	Action

✪ New Entry
◆ Non Mover
▲ Up from last week
▼ Down from last week

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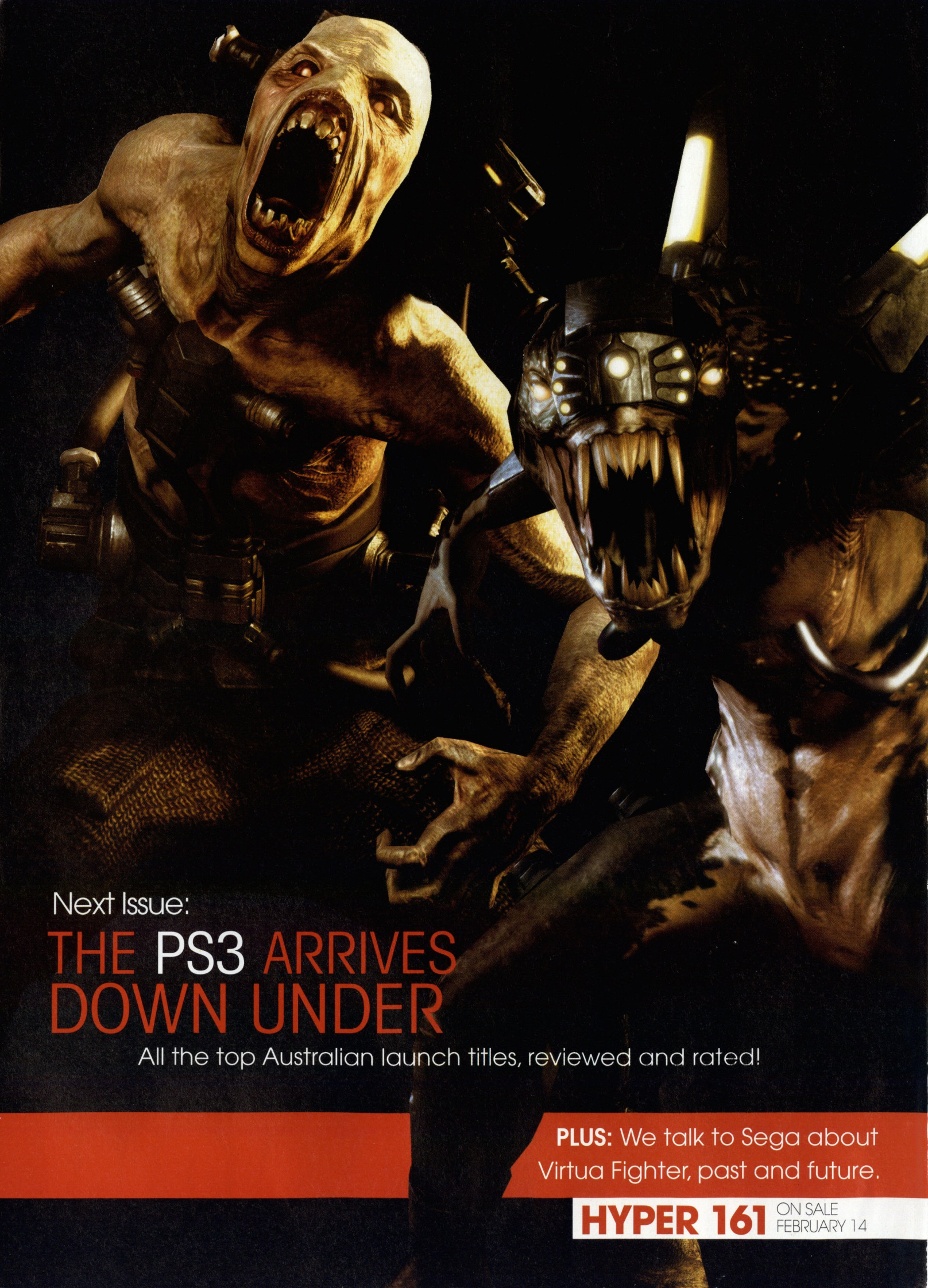

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THE PS3 ARRIVES DOWN UNDER

All the top Australian launch titles, reviewed and rated!

PLUS: We talk to Sega about Virtua Fighter, past and future.

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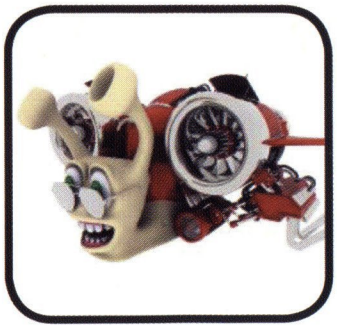

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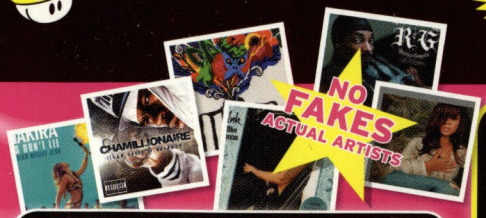

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Real4848	Justin Timberlake	My Love
Real4849	Vanilla Ice	Ice Ice Baby
Real4850	Cypress Hill	I Wanna Get High
Real4851	Eminem ft Nate Dogg	Shake That...
Real4852	ACDC	You Shook Me All Night
Real4853	Jet	Rip It Up
Real4854	Jay Z Linkin Park	Numb / Encore
Real4855	Wolfmother	Joker & The Thief
Real4856	Jet	Rip It Up
Real4857	Jay Z Linkin Park	Numb / Encore
Real4858	Wolfmother	Joker & The Thief

FUNSOUNDS

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Crazy8407

Crazy8408

Crazy8409

Crazy8410	The F++g Phone Is
Crazy8411	Nanana - Ive Got A
Crazy8412	Oi D+++-Head! Answer
Crazy8413	Bl++dy F++g Text For Ya
Crazy8414	Please Wont You Pick
Crazy8415	Police Siren

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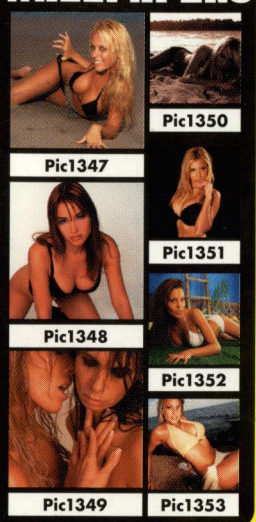

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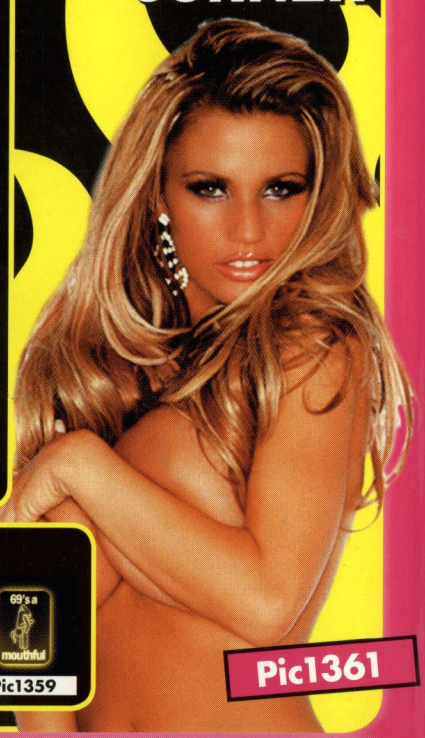

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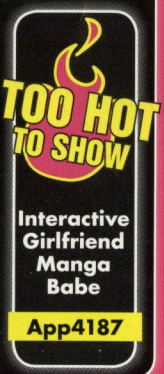

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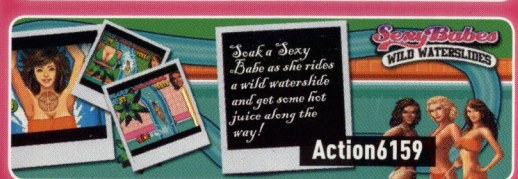

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