

MARCH '99

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AUSTRALIA'S NO.1 VIDEO GAMES MAG

HYPERM



South Park 64
Kick ass N64 action

Zelda 64
The complete
walkthrough, Part I

Metal Gear Solid
Konami's Masterpiece Reviewed

Sonic The 3D Sonic Adventure
you've been waiting for

Special preview of Sonic Adventure on Dreamcast



WHICH IS BEST?
NINTENDO 64,
PLAYSTATION,
DREAMCAST, PC

Gaming systems compared



30 HOT NEW TITLES REVIEWED!!

SIXTY FIVE

Australian cricket. Could



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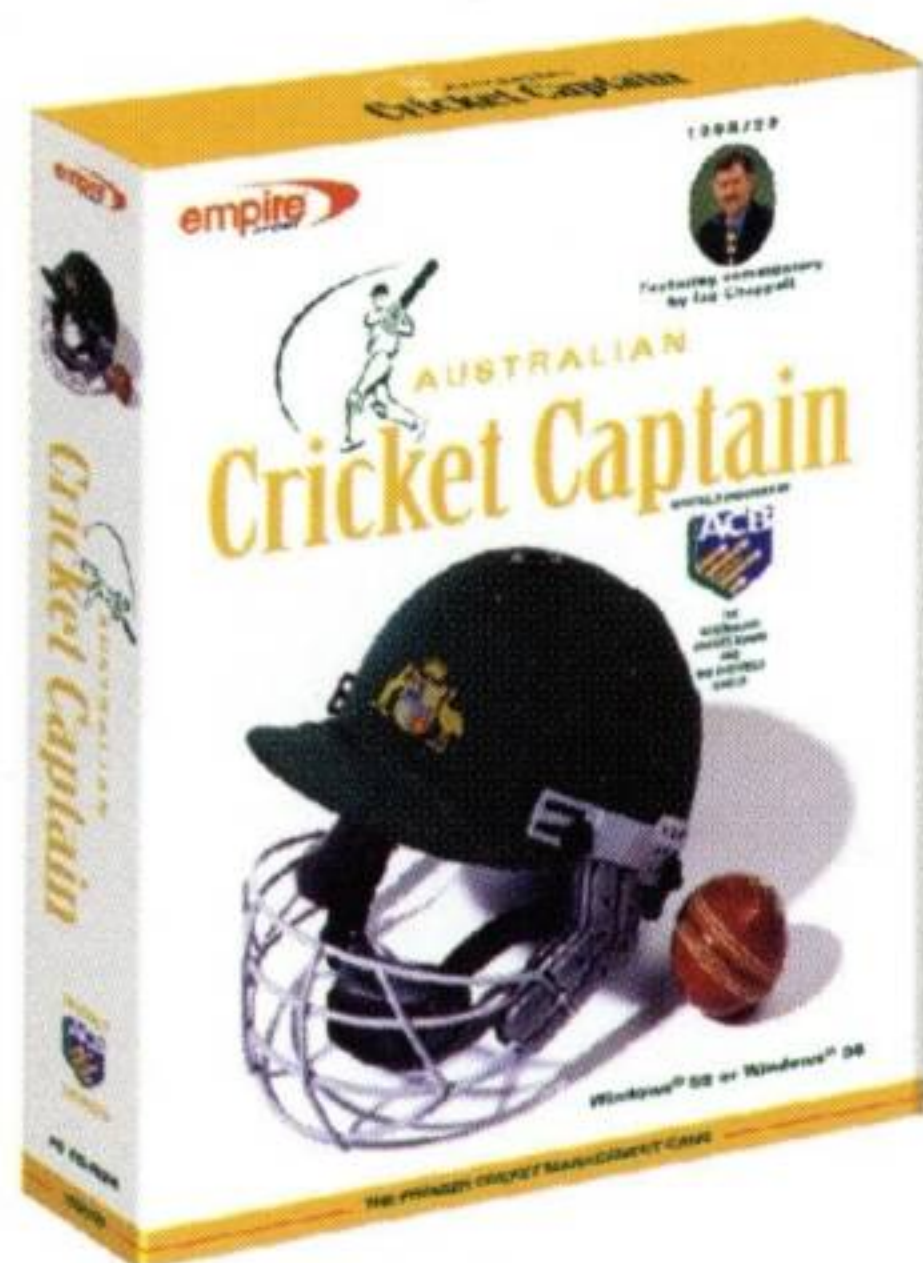


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www.metrogames.com.au

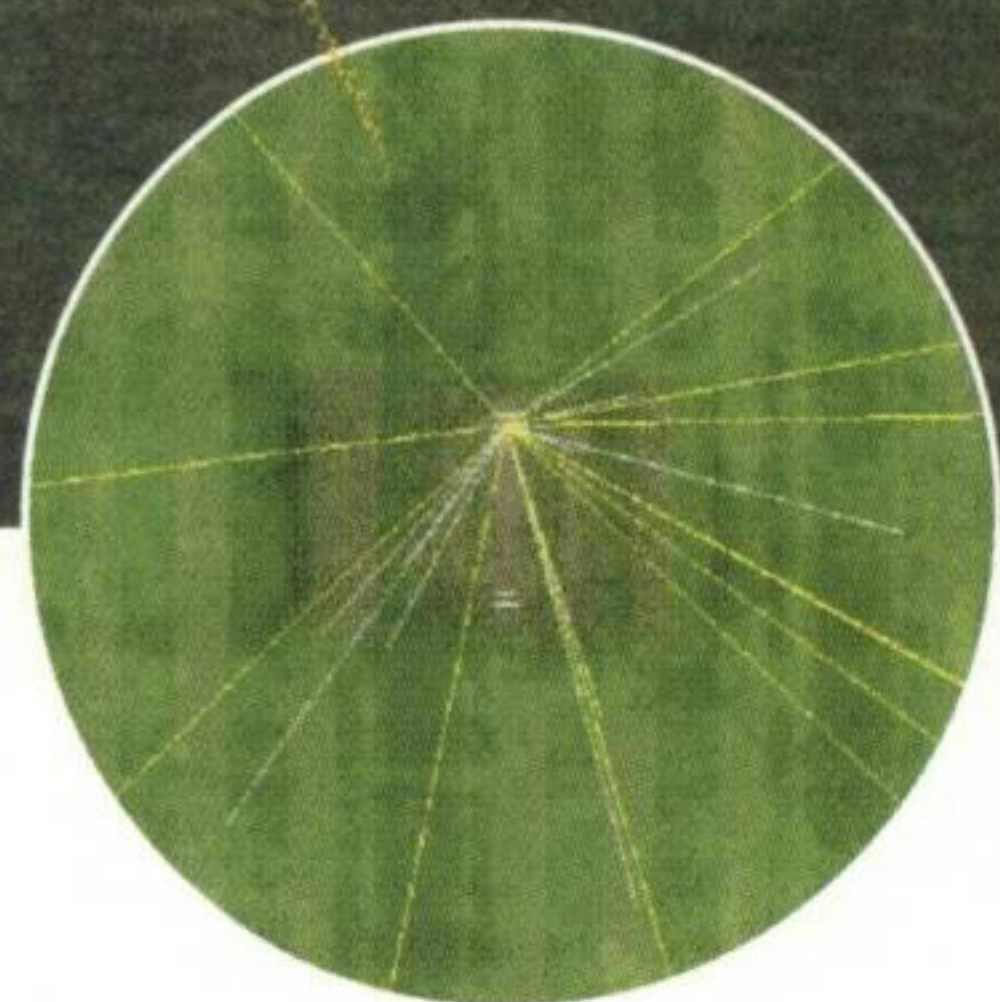
you manage any better?



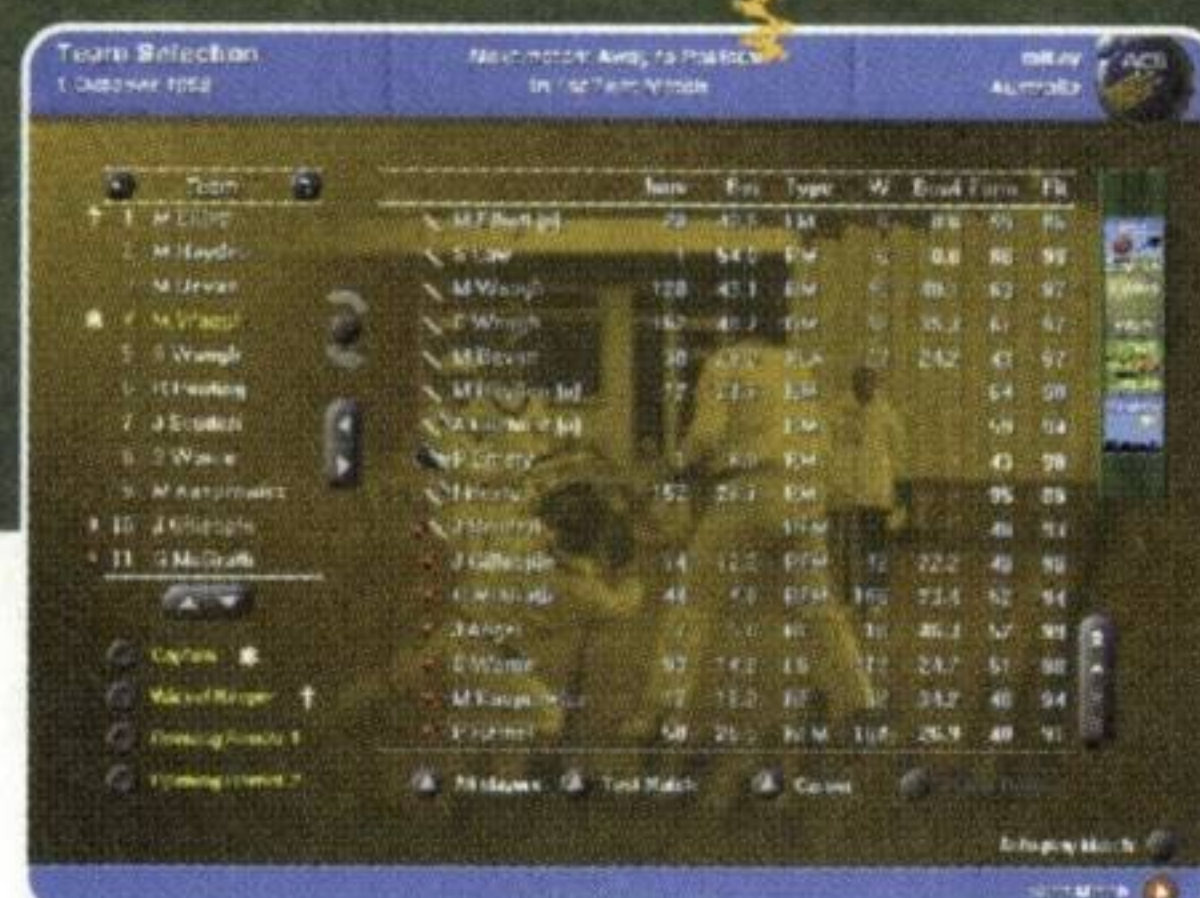
Featuring commentary
by former
Australian Captain
and voice of Cricket
Ian Chappell



How do you measure up as a Captain? Are you leading your side to glory or are you languishing at the foot of the table? Here's where you'll find out.



Leg glances, square cuts, reverse sweeps, drives, pulls and hook shots - this will show you the batsman's weak shots as well as his favourites.



Check out your players' stats - are they performing to the best abilities? If not, maybe it's time to bring in some fresh faces.

PHOTOGRAPH: PATRICK EAGAR



AUSTRALIAN

Cricket Captain

Available soon on PC CD-ROM

THE PREMIER CRICKET MANAGEMENT GAME

EDITORIAL

Well, thanks to a recent jaunt to Japan by Kevin san, I'm the proud owner of a Dreamcast, and it rocks. I've actually been dying to finish this issue so I can get some time to actually play with the thing. The more I looked at what the Dreamcast is capable of, the more it astounded me. Word is that Sony are announcing their next console within the next month, and after learning about all the chipsets in the Dreamcast, I'm really at a loss to see how Sony are going to be able to better the machine at this point in time.

Despite the grunt of the machine, we've seen eight games now, two of which rock very hard, and six of which aren't anything special. There's no denying that good visuals and super hardware do not make poor games into good ones.

We also saw the first glimpses of Quake 3 Arena in motion with John Carmack's presentation at a recent Mac Expo, and it looked very impressive. It does look like you're going to need a REALLY powerful processor to get a smooth game with all the pretty effects on though, which may mean the rush for the Quake community to come across may be a bit slower than you'd expect. Looking at what the Dreamcast can do in terms of moving polygons, and visual effects, I can't see why the Dreamcast couldn't support this game. In fact, with the CPU in the Dreamcast running seven floating point calculations per cycle, compared to a Pentium II chip that does one, that means the Dreamcast rates at 1400 FPC/sec while a PII-450 does just 450 FPC/sec. In theory, the Dreamcast would be three times as fast running Quake 3 than a top PC... It's scary! Although I'd be crying like a baby if the keyboard and mouse aren't available for it! The idea of deathmatching online, in hi-res full screen anti-aliased, on my big shiny TV is just too appealing. If you're a PC gamer who is sceptical about consoles, the Dreamcast could be the one that changes your mind, with all the PC games that are going to be ported to it.

Thank God console technology is moving on again. Thank God we're all going to become used to playing hi-res games at sixty frames a second, without having to shell out thousands for a top PC.

Dan

REGULARS



6 News

Will Yu Suzuki's new Shenmue define a new genre in gaming? Latest screen shots and info. Unreal Tournament out before Quake 3? Speaking of which Q3 Arena and PlayStation emulators for Macintosh. EGN, the serious gamers ICQ, and more.

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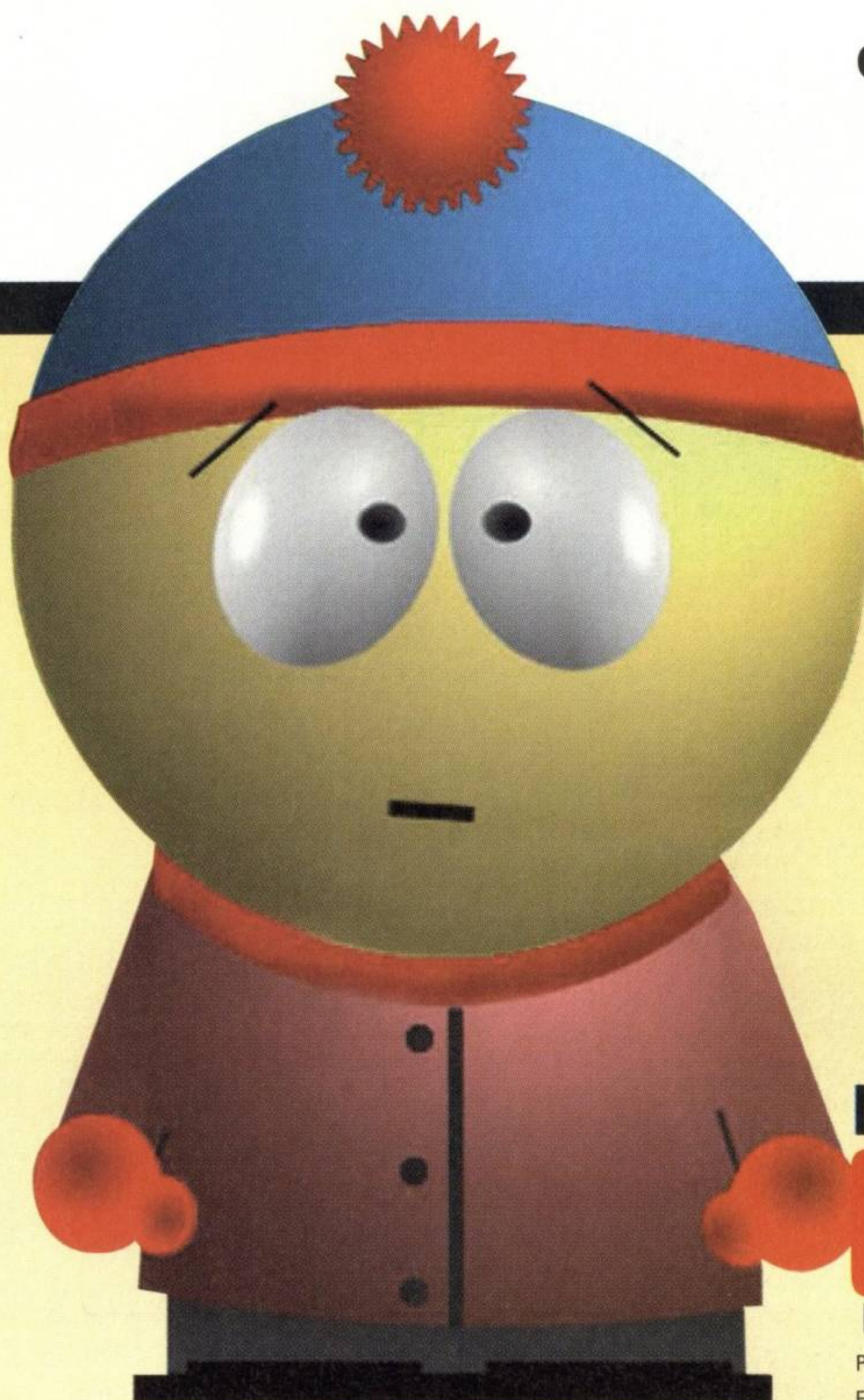
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FEATURES



ISSUE 65

March 1999

Publisher: Phillip Keir

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We break down the strengths and weaknesses of the PlayStation, PC, Nintendo 64, and the Dreamcast. With tech spec comparisons that clearly illustrate where the improvements are being made in consoles.

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The cult TV series has given birth to a Nintendo 64 game. Cam Shea reviews the game with authority!

40 **Konami's looking Solid!** 

Metal Gear Solid will be in store very shortly, and no PlayStation owner should be without it. Kevin Cheung gives the in depth review.



74 **Link's a bit lost?** 

Having problems with Zelda 64? We bring the beginning of the epic playguide, to Nintendo's epic game.

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DREAMCAST'S SHENMUE



What you see here on this page are not pieces of rendered art or FMV, but actual in-game screenshots of the most talked about Dreamcast game of the last few months. Shenmue is Sega's incredibly ambitious Dreamcast RPG, which attempts to simulate "real life" in terms of how you actually play through the game. Your character must earn money to be able to eat and survive, requiring you to either do part-time work or gamble with dice, and there are literally thousands of "rooms" in the game to investigate. Meet people, animals and engage in martial-arts brawls in what looks set to be one of the most visually stunning if not epic RPGs ever seen on a console. The detail in the characters is truly amazing, with different facial expressions, speech, and photo-realistic textures. All the action occurs in real-time, with the same visual quality you see in these pictures here! Sega prefer to call Shenmue a "world sim" as opposed to an RPG, but it's obvious that this is very much an adventure game. Shenmue will be released in Japan mid to late 1999.

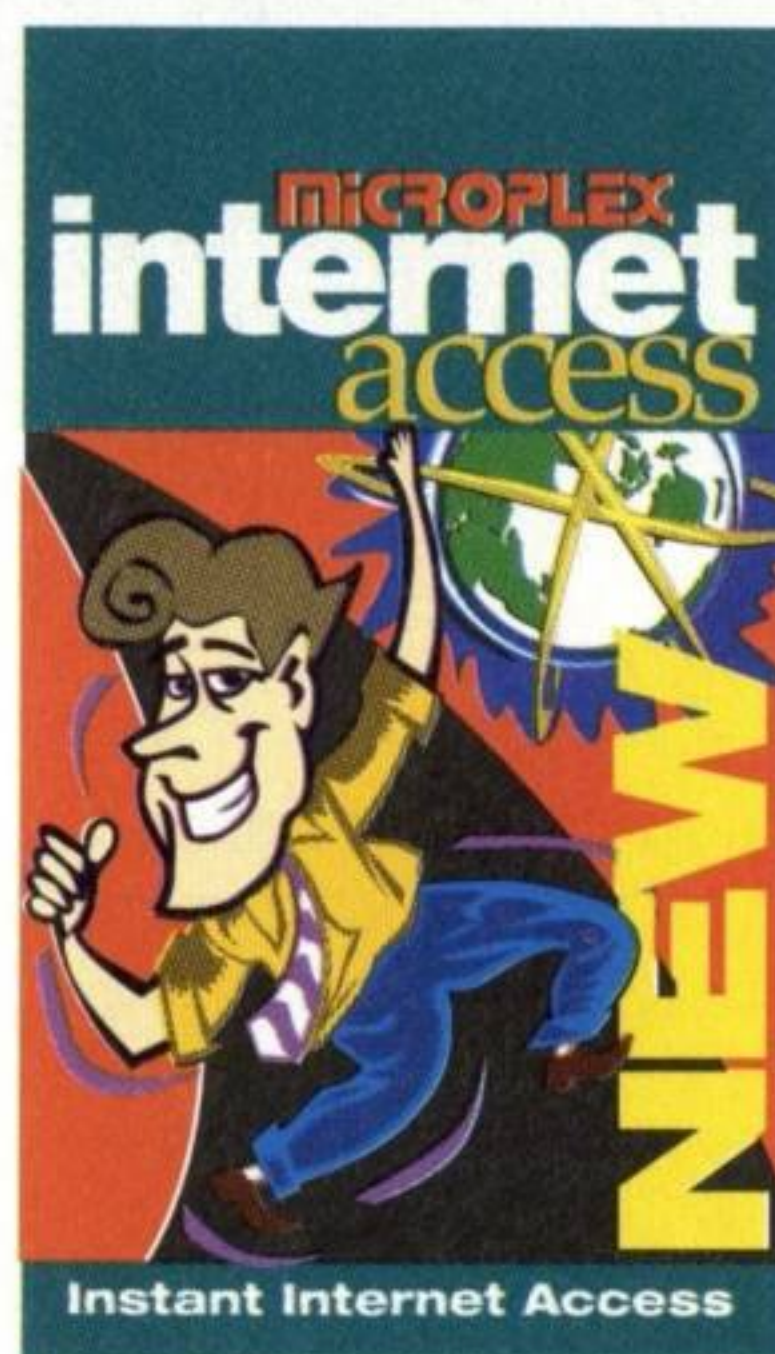


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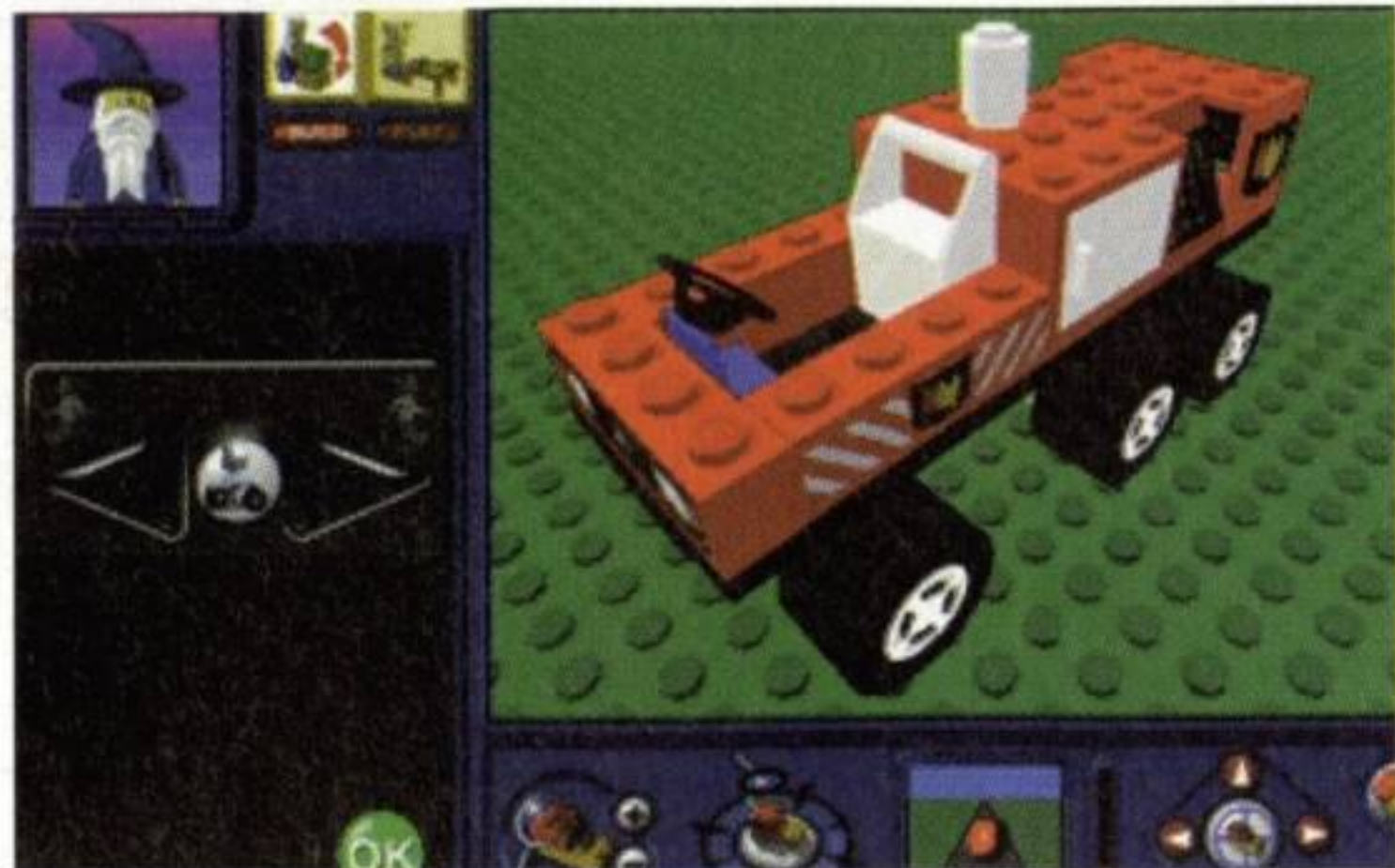
Available at:

Harvey Norman, David Jones, Dick Smith Electronics, Myer/Grace Bros., Chandlers, Strathfield Car Radio, Software Today, Brisbane Sound, Archie Martin and Billy Guyatts stores.

System Requirements: Windows 95, Windows NT or later, 12Mb RAM Windows 95, 16Mb RAM Windows NT, 14.4K or faster modem, unused serial port and up to 70Mb free disk space (exact disk space usage is dependent upon installation selections).

MPX5108/H

BUILD LEGO ON YOUR PC



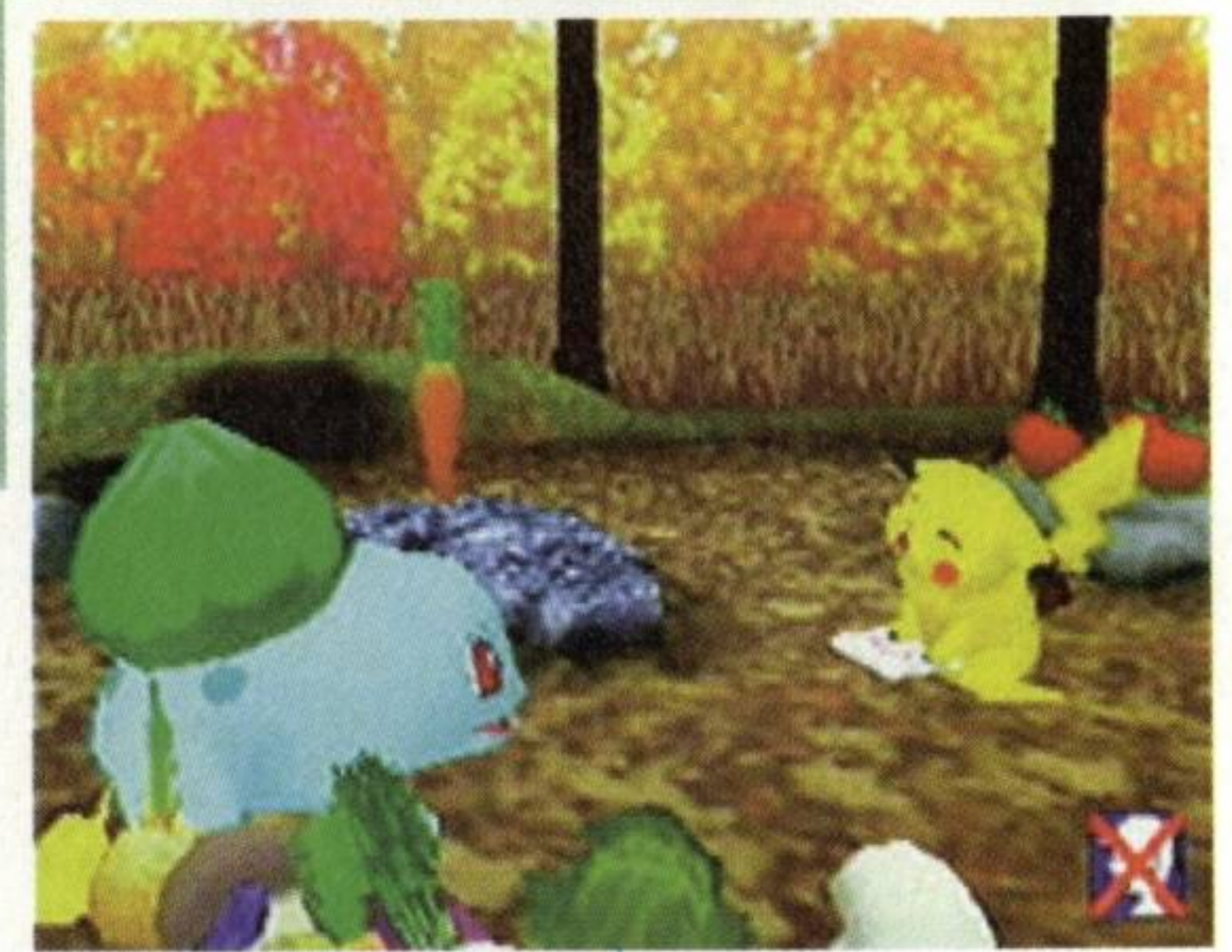
Anything to do with LEGO is cool, because we say so. Anyone who has never had the chance to build all sorts of mad crap out of LEGO is simply deprived and depraved. LEGO themselves have entered the PC gaming market with some funky LEGO titles designed for kids of all ages... LEGO Loco allows you to design and run your own LEGO train set on your PC, even letting you route trains to deliver messages across a LAN or the internet to other users using LEGO Loco!! You can also complete your LEGO train set with commuters who will queue up and catch the trains around the land. LEGO Chess on the other hand, is a fun chess title with two different LEGO themes - Western and Pirates. The chess pieces are all fully 3D LEGO characters, all animated in hilarious ways. Cool. Also in the series is LEGO Creator, which sounds like the pick of the bunch. Basically, you can build and play with 3D LEGO bricks on your PC, eventually creating whole LEGO worlds. You can then explore your creation from the viewpoint of one of your LEGO action figures. LEGO Creator is also 3D accelerated.



DONKEY KONG 64

Happy Birthday you great big hairy, smelly, banana-eating monkey... you've finally hit the big 64! Um... well, actually, you know what we mean... Donkey Kong 64 for the Nintendo 64 looks like it is finally a reality. Rare have been listening to the prayers of Nintendo owning gamers around the world, because they have come clean on Donkey Kong 64, and announced that it's real, it's happening and it's coming soon. Chances are it will be the big game of Christmas '99, but for now Rare are being typically silent on the actual gameplay mechanics in the game and have not released any more information. This year's Electronic Games Expo could very well answer all our most urgent questions... patience young gamers... we have Perfect Dark to look forward to before then.

PIKACHU GENKI DECHU



Pikachu is undoubtedly the most popular Pokemon in all of Japan, and Nintendo have been smart enough to recognise this and release this bizarre virtual pet game. The reason this game in particular is generating so much interest, is the fact that it requires a new Nintendo peripheral - a N64 Voice Recognition add-on! Coming with an earpiece and microphone, the system allows you to speak words to Pikachu and have him respond. Get angry at him, and he'll spit out his electricity and disobey you until you regain his trust. You can order him to play, retrieve things and generally do virtual pet stuff. A small icon in the corner of the screen will flash when the system recognises words you speak, so you'll know when Pikachu "understands" what you're trying to say. Graphically, the game looks great, with fantastic colour and detail. Of course, looking utterly cute, little Pikachu chirps his little "Pika Pika" call and hops around the forest, making this a must-have for Pokemon nuts.

COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

Crash Bandicoot

Andrew Thompson, Qld
George Gifford, WA
Alfee Ficarra, NSW
Alexander Loxley, WA
Kris Harringer, WA

Turok 2

Aaron Moodie, NSW

Tomb Raider 3

Shane Bunning, Qld
Mark Rucco, WA

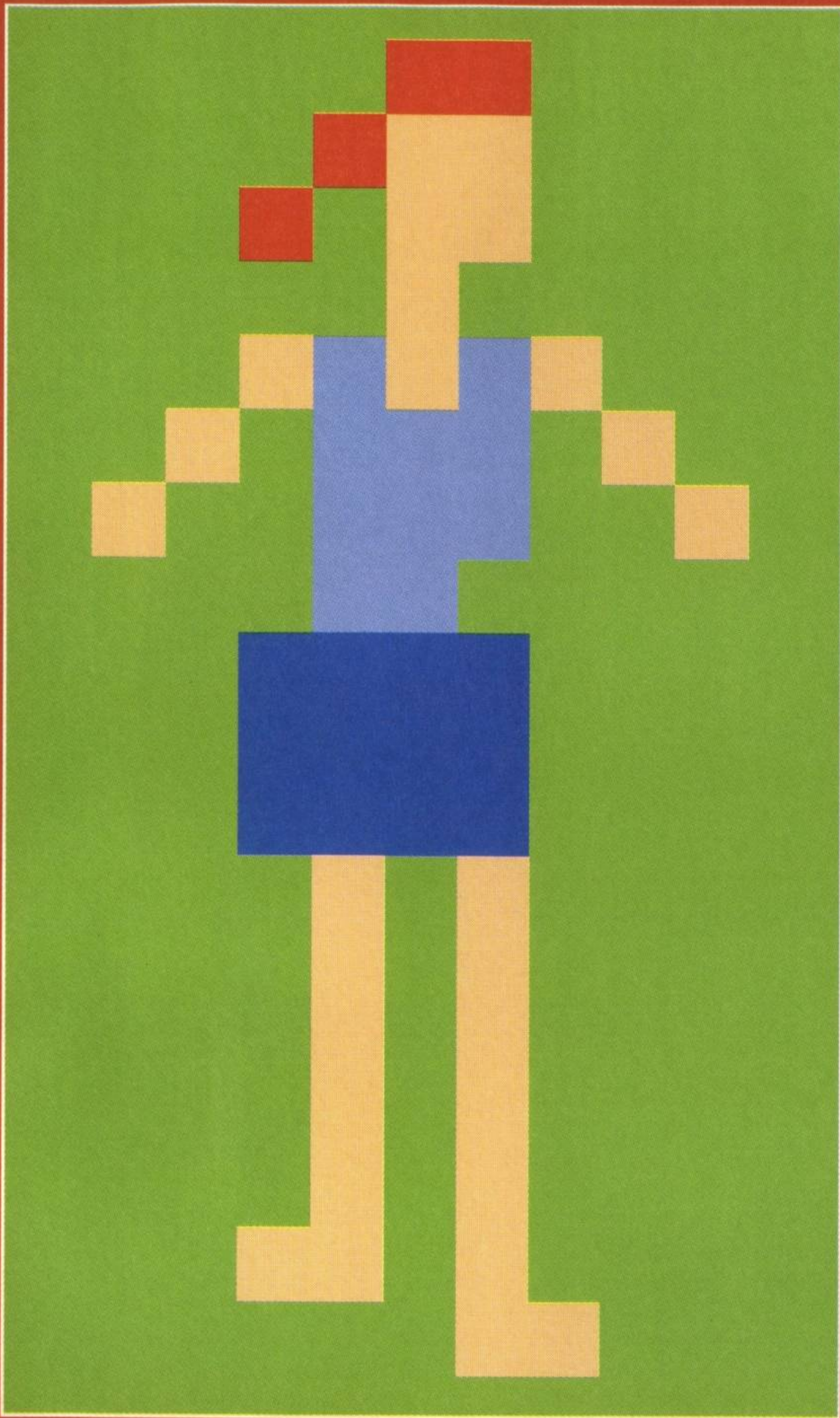
David McGill, NSW
Matthew King, NSW
Katrina Booth, NSW

FIFA '99

Andy Dube, NSW

Matt Thomas, WA
Jonathon Gerhardy, SA
William Gardner, Vic
Daniel Tan, WA

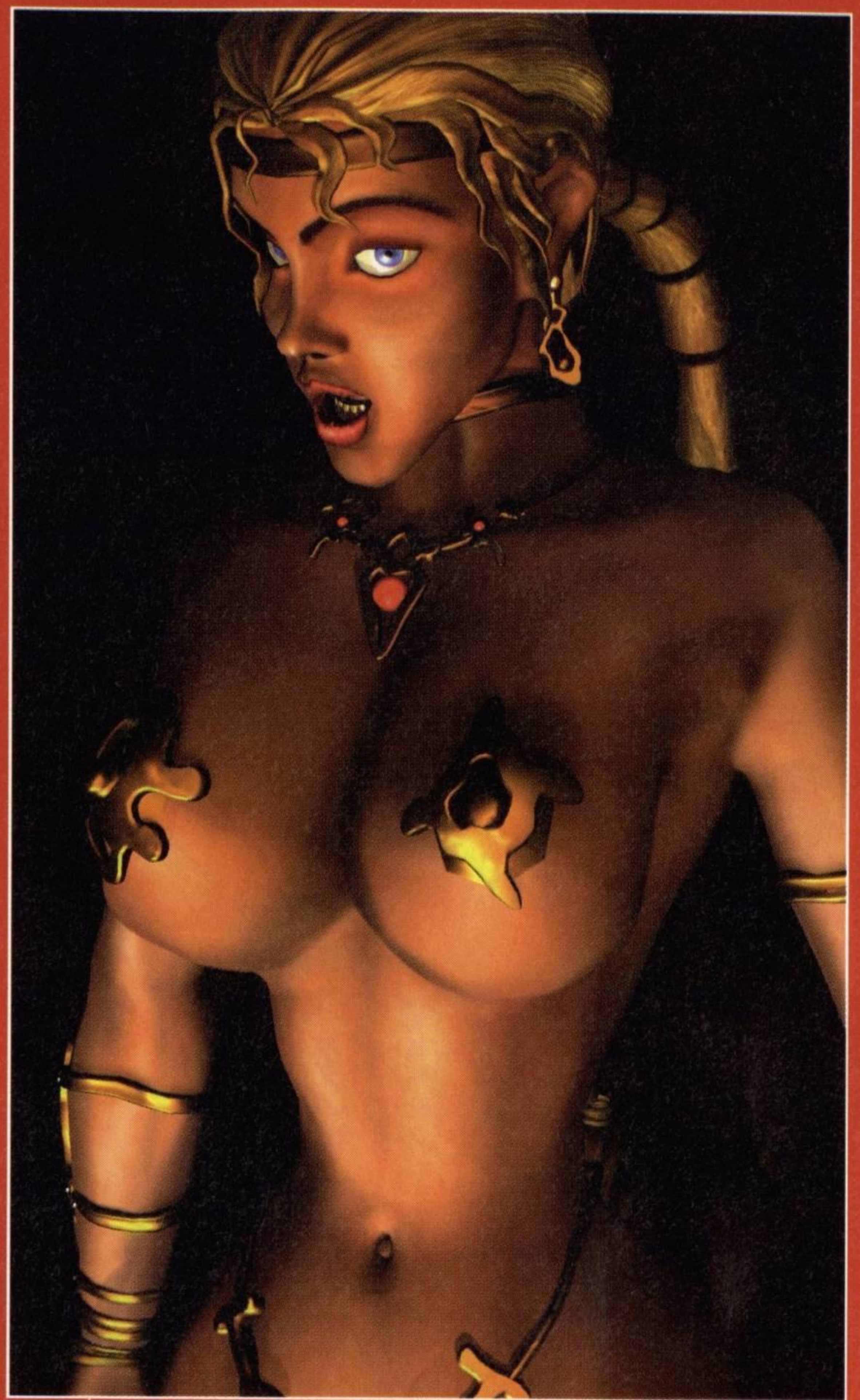
Computer games have come a long way...



THEN:

Circa 1984, Commodore 64 computer.

This fetching object of desire required plenty of imagination to make the fantasy complete, which it never was, which is why the 30 year old nerds you see today are so f#@%ed up.



NOW:

Circa 1998, 'Dahlia' from the Dark Earth game.

Nobody reads books anymore, and as a consequence, imagination is a relic of a forgotten age. Luckily, thanks to modern PC games technology, you don't need an imagination.

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Australia's Computer Games Magazine

SEQUELS AHOY MACINTOSH GAMING GOODNESS!



It is almost confirmed that Shigeru Miyamoto and his Nintendo team are working on another Zelda adventure... originally this was conceived to be like an "add-on" mission disk to use with the 64DD to expand your Ocarina of Time cartridge. With the release of the 64DD looking less and less likely every hour of every day, it'll be interesting to see exactly how Nintendo plan on releasing this "sequel".

For the PC RPGers amongst you, you may also be keen to know that the official Might and Magic VII website is now up at <http://www.3do.com/products/pc/mm7/>. We can't wait for that one.

MICROSOFT BUY MECHS

Soon, Bill Gates will be storming the great cities of the world in his heavy-class mobile armour suit, forcing all living creatures to bend to his will or find a sidewinder missile up their backside. Yes, Microsoft have just gone and bought FASA Interactive, home of Mechwarrior 1 & 2 and Mech Commander. Microsoft promise to expand upon the Battletech universe themselves, so it'll be interesting to see what happens there.



Gee, it's not often we get to report on something ultra cool in Mac gaming, but a couple of things have caught our attention. For starters, John Carmack of id software has uttered the words all Mac gamers thought they would never hear - Quake 3 Arena will be released for Macintosh almost simultaneously with the PC release! "Quake 3: Arena will set new standards for graphics, networking and gameplay, and the new Macs will be among the best platforms to experience it on," the man himself said. Seeing as the Mac hasn't yet received a port of Quake 2 (although that is also in the works), that's big news indeed. The game will require 3D acceleration, but thanks to the new G3s which come with an ATI Rage 128 accelerator, that's no problem whatsoever for those who take their Mac gaming seriously.

If you find the minimal software choice for Macintosh a tad frustrating, then how does the

sound of your Mac being compatible with the entire PlayStation library sound?! A PlayStation emulator called the Virtual Game Station is being released by Connectix for the G3 Mac platform. Whilst it won't really work with ALL the current PlayStation releases, most of the cool games will be available and the VGS even provides support for joysticks and gamepads for the full experience. This is no dodgy home hack, or illegal product, but a fully commercially released emulator! Currently supported games include Crash Bandicoot 3, Bushido Blade, Gran Turismo, Medievil, Abe's Exoddus and a few hundred other PlayStation games.



CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

1. Tomb Raider 3
2. Crash Bandicoot 3
3. Shane Warne Cricket
4. Abe's Exoddus
5. Duke Nukem TTK
6. Tekken 3
7. Tenchu
8. TOCA 2
9. Medievil
10. Pocket Fighter

NINTENDO 64

1. Zelda: Ocarina of Time
2. Turok 2
3. Goldeneye 007
4. Mario Kart
5. Mortal Kombat 4
6. WCW/NWO Revenge
7. Banjo Kazooie
8. WWF Warzone
9. ISS 98
10. Mission Impossible

PC

1. Starcraft: Brood War
2. Baldur's Gate
3. Caesar 3
4. Populous: The Third Coming
5. Half Life
6. Powerslide
7. Blood 2: The Chosen
8. Rogue Squadron
9. Sin
10. AFL '99



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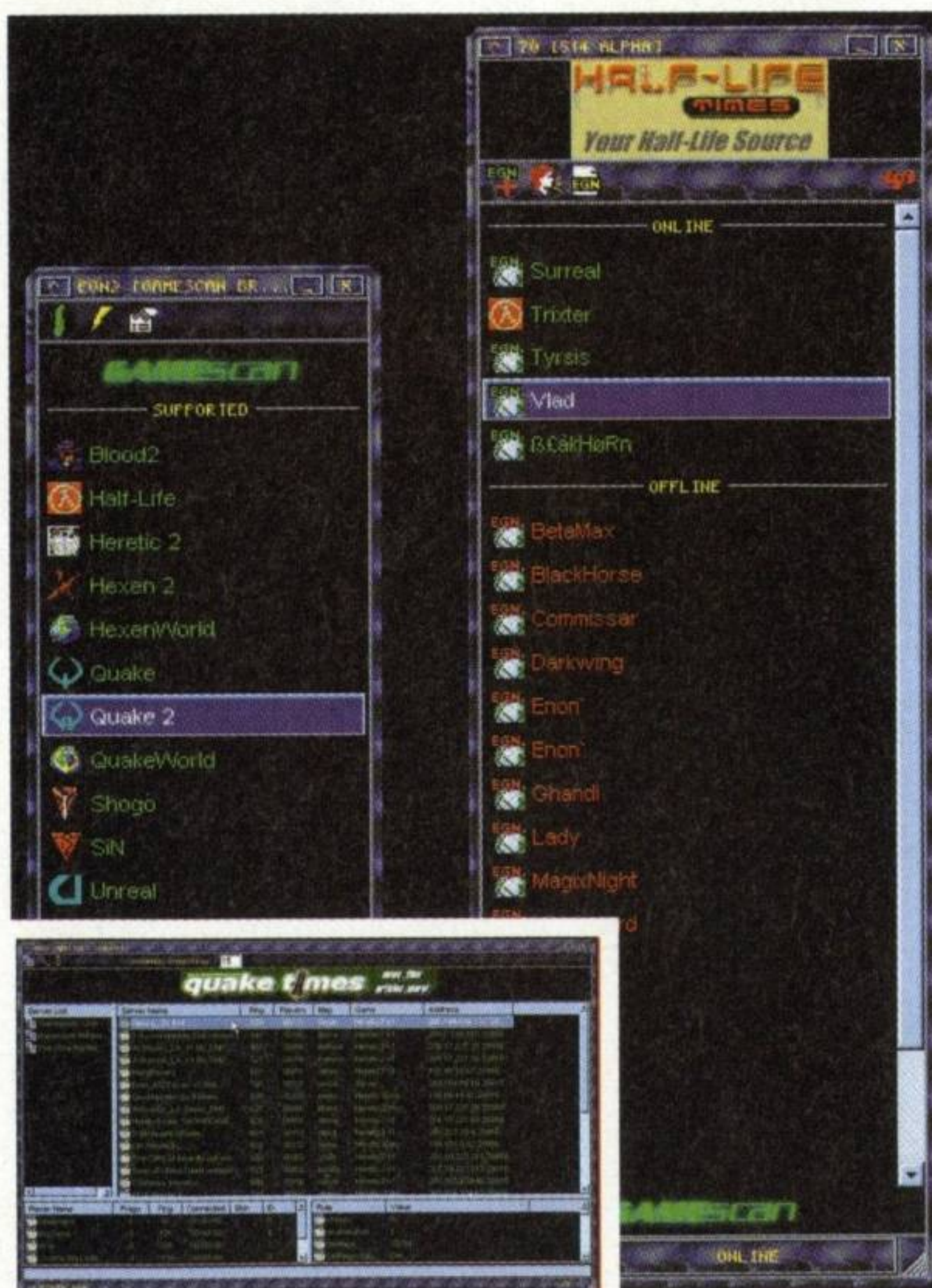


Gee, it'd didn't take Epic MegaGames long to realize that id Software were onto something with their multiplayer-only Quake 3 Arena. Unreal Tournament will be a multiplayer only follow-up to Unreal, to tide us over until the eventual release of the true sequel, Unreal 2 which is being developed by Legend Entertainment. So what can we expect from Unreal Tournament? Well, Epic assure us that the network code will be absolutely spotless for starters, which is probably most gamers' initial point of concern. Considering the latest patches for Unreal have the game running almost as well as Quake 2 over the internet, there seems little doubt that Epic will get it right this time with the network code - this will be a multiplayer-only game afterall. Features will include updates to all the weapons and a new tool of destruction called the Redeemer, which actually allows you to control the projectile from a camera mounted

inside. Players models and skins will also be quite different, and from what we've seen the game looks incredibly pretty. Different gameplay modes will range from Novice to Turbo, and players can face-off against increasingly smarter bot opponents, until they are deemed Grandmasters. The game's interface will be designed specifically for getting online and finding games easily and efficiently, although you won't necessarily have to play on the internet. Online games will actually allow a mixture of human and bot opponents which could be interesting for team games. Some major changes are planned for the game's physics in comparison to Unreal, to make it more multiplayer friendly. Unreal Tournament is expected sometime before the middle of the year - direct competition to Quake 3 Arena, with Unreal 2 being released "when it's done" of course...

EGN KEEPING GAMERS TOGETHER

Most PC users on the net know about the wonders of ICQ - being alerted of when friends get online and being able to chat and send each other stuff. Well, another utility which promises the same sort of communication but with a slant towards gamers has surfaced, called EGN (EnterNet Global Network). Like ICQ99, EGN provides funky new features like Voice Messaging (where you can record yourself and send your message to friends) and Gamescan which works in a similar fashion to Gamespy, essentially providing you with a list of servers running particular games. If you have friends who get online and then log onto servers to play games, you can now just retrieve the information of where they are, what the IP is and who is playing on the server, and then just hop in yourself. Brilliant! You can also customise EGN to look exactly how you want it to look, including various game-related themes... makes a nice change from ICQ and those happy flowers, eh. The download is only 1.8mb for the latest build, go to <http://www.egnus.com/> for more information.



OVERFLOW

For those of you who have grabbed yourselves one of those cool new colour Game Boys, you'll be pleased and surprised to learn that the funky Beatmania is coming to the Nintendo handheld. We don't really know how they'll get the Game Boy to pump out those fresh beats, but we'll keep an open mind...

Another seemingly revolutionary Game Boy title is being released in the next few months - Pokemon Pinball. What is amazing about this particular Game Boy cart? Well, would be believe Rumble support?! Yep, this will be the first Game Boy title to actually have rumble! This is only the beginning...

Take Two have teamed up with Microsoft to develop some games for the Nintendo 64, the first being Microsoft's Monster Truck Madness. The game should be pretty darn close to the PC version, and will include Rumble Pak support for the full experience. Expect it roughly in July.

Resident Evil is coming to the Nintendo 64, according to sources at Capcom in Japan! Currently titled Resident Evil 64, it is not sure whether this will be an all-new installment in the series, or Resident Evil 2 ported to the Nintendo console...

SquareSoft are releasing a Final Fantasy collection for PlayStation in Japan, with FF IV, V and VI in one package. The games may have been on the SNES, but they're still top RPGs, and if this disc gets a local release, it should be a must-buy for any RPG fan. The more Final Fantasy the better, we say...

Bungie's new Myth II: Soulblighter was recently released in the USA and then recalled due to a dodgy uninstall program on the disc. Gamers have been advised (if they bought one of these copies) to manually drag the Myth II folder into the recycle bin and delete it themselves rather than use the utility. The game has been recalled, and the local Australian release should feature a fully fixed and functional version...

Coming this year to PC... Intel's new Katmai processor, or by it's more common name - the Pentium III. Hopefully available in the USA by March, the processor will be churning out at up to 700MHz by the end of the year, entering the market at 500MHz. The chipset contains an extra 60 instructions to help improve 3D graphics amongst other things. Imagine the super smooth gaming this beast will deliver...

Here are some juicy rumours concerning those hot Namco arcade games, Time Crisis 2 and Soul Calibur. The word is that Sony's PlayStation is being snubbed for Sega's Dreamcast as the platform for these much anticipated releases. Chances are the PlayStation 2 will get ports, but it looks like the Dreamcast will get them first...

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Innovative; Emotional; and
most of all it's pure Gameplay.



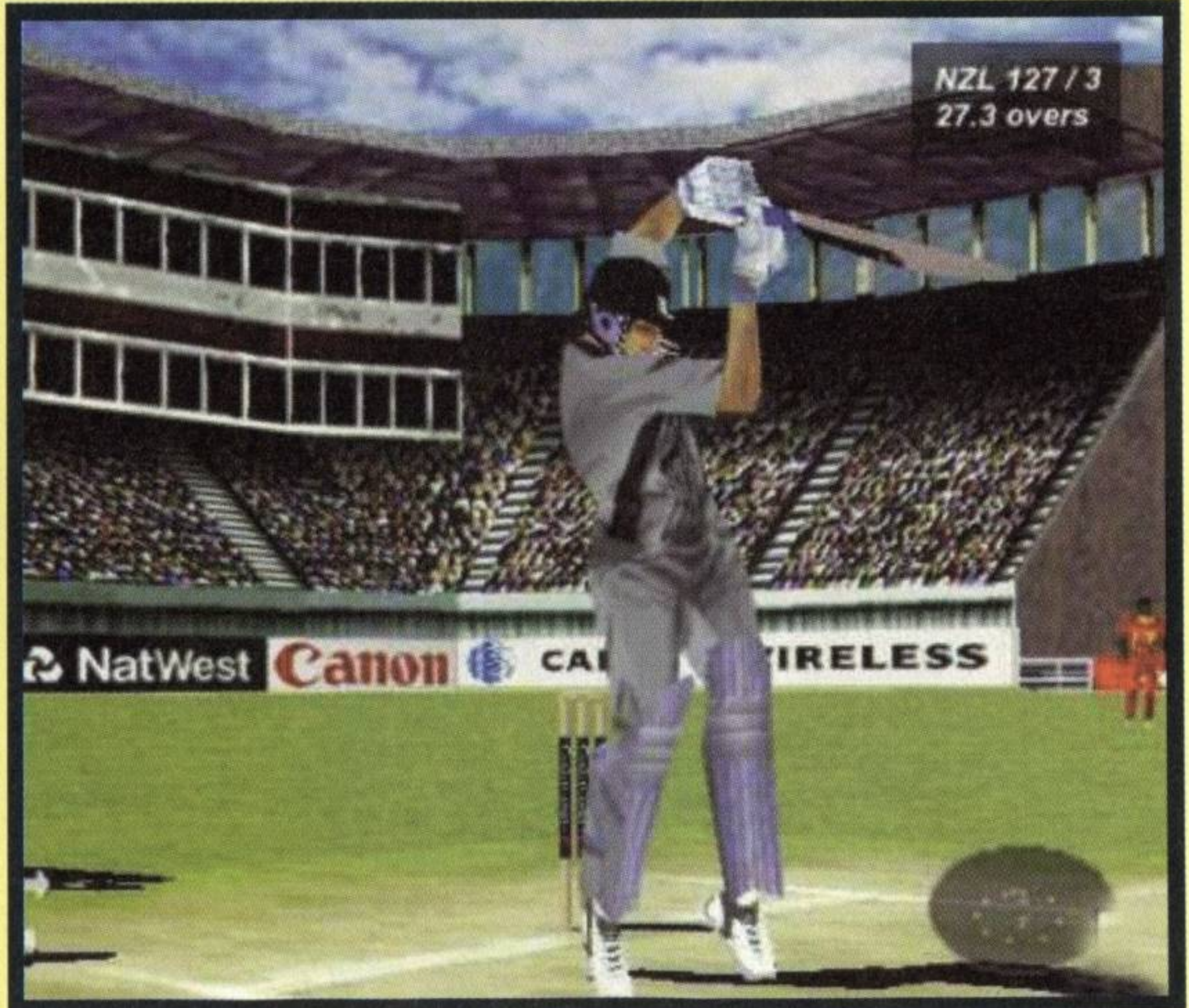
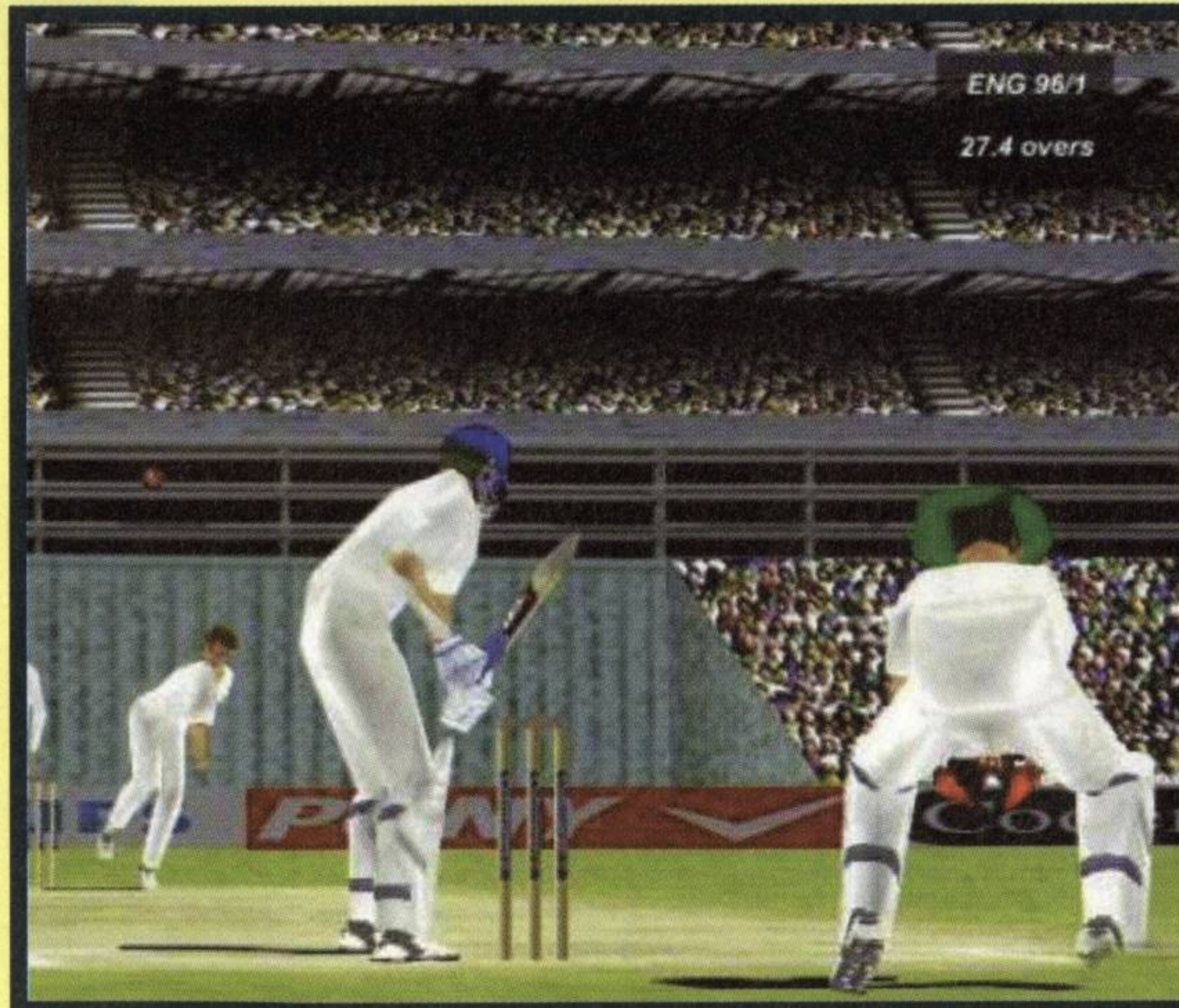
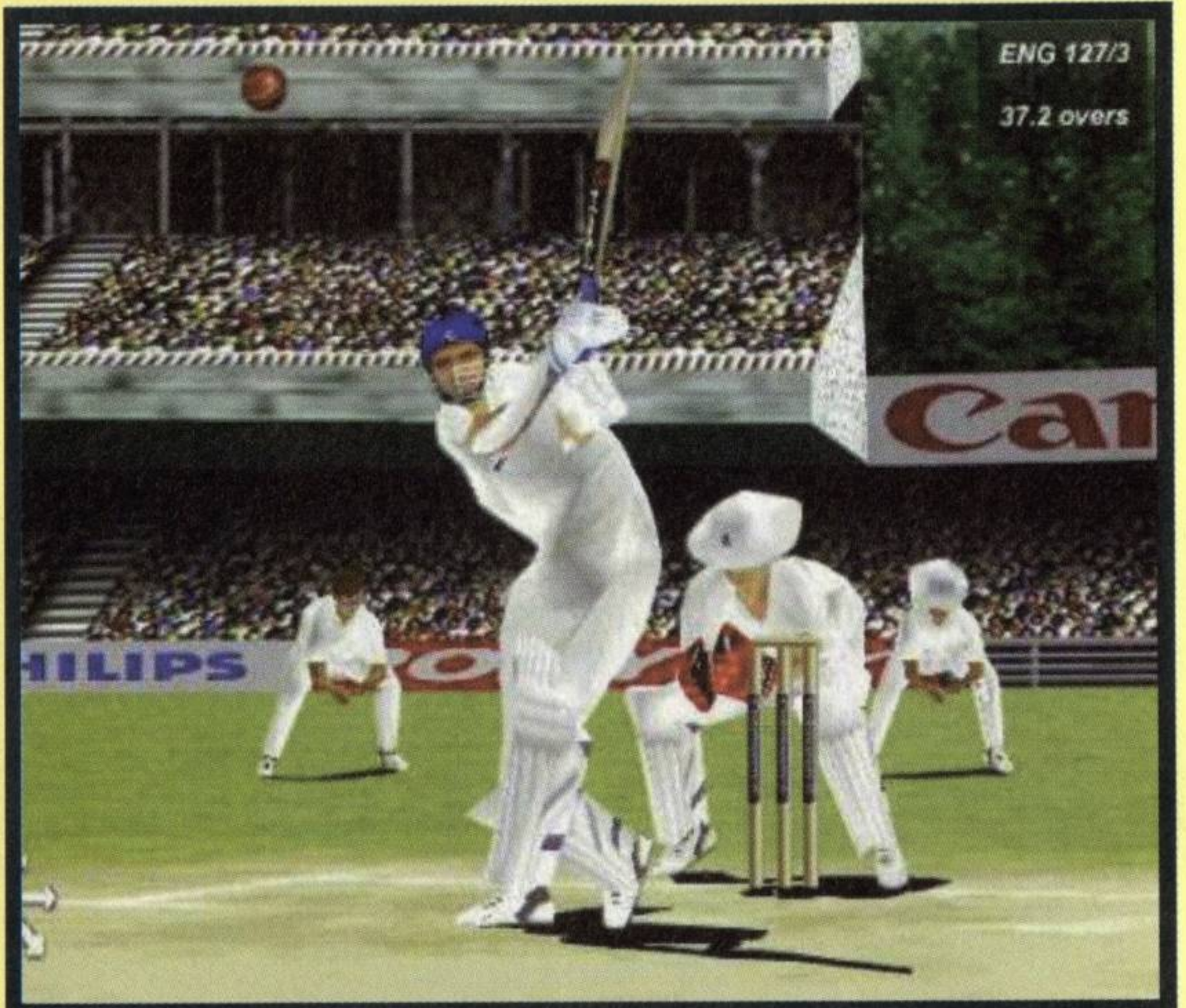
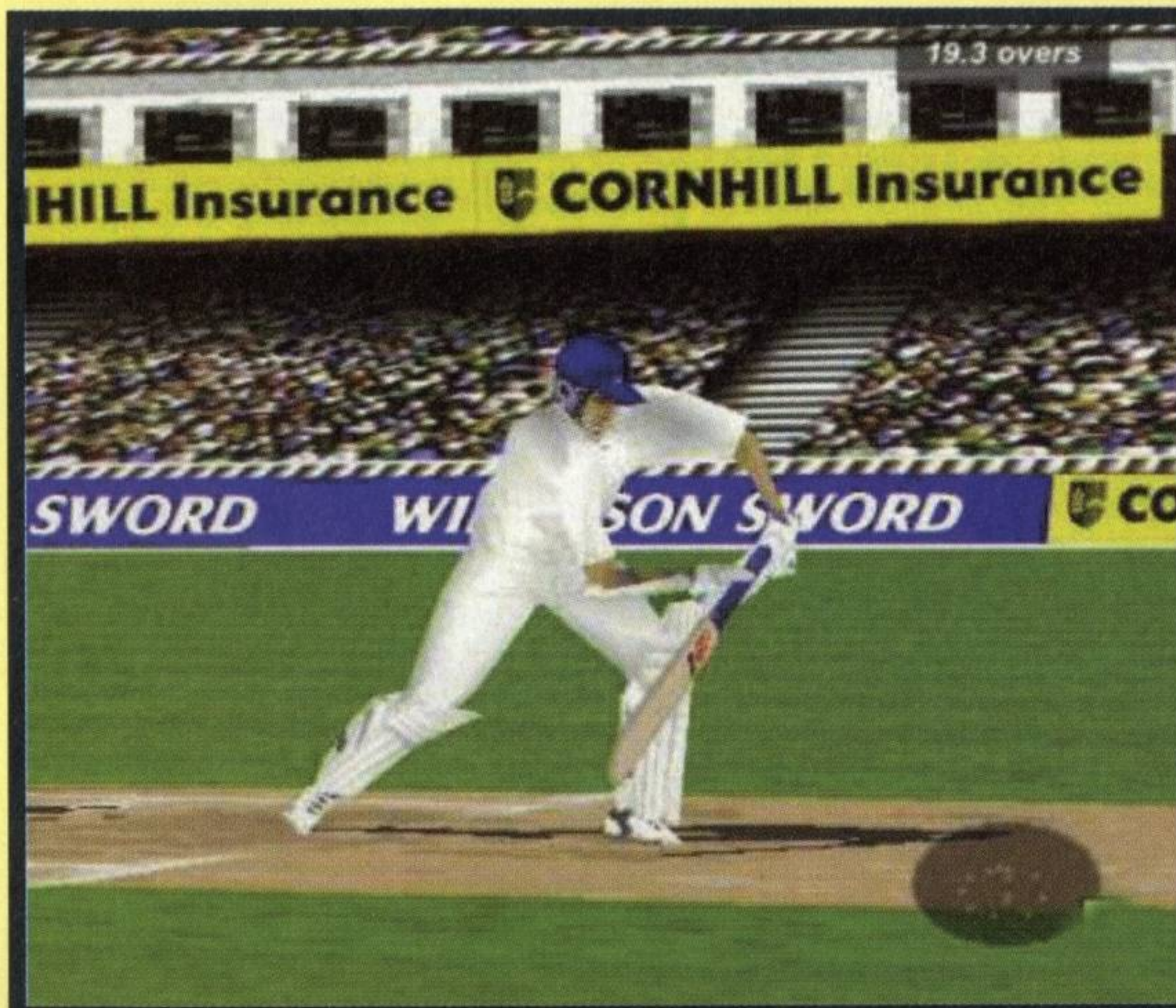
CD-ROM

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ALL ENTRIES CLOSE MARCH 3RD 1999



South Park

Kick ass! Everyone loves South Park, and this month, we have a whole bunch of cool South Park prizes up for grabs... better than a barrel-load of Cheesy Poofs! Hell, better than a five-arsed monkey!

Five winners will win this mad South Park pack which includes - a South Park soundtrack CD thanks to Sony music, new South Park videos (volumes 4, 5 and 6) thanks to Warner Vision and South Park 64 for the Nintendo 64 thanks to Acclaim! That's one truly awesome pack, for all you lovers of the "Park". To enter the comp, you need to send us a funny South Park drawing of your own creation, the best drawn and/or funniest entries will win! Whether you decide to depict Stan, Cartman, Kyle or Kenny in a situation of your own devise, or if you'd prefer to create new South Park characters of your own, give it a go and see if you can make us laugh. Remember to include your name and address ON your artwork.

Send your masterpiece to: Park me dead!, Hyper, 78 Renwick St, Redfern, NSW 2016. Get scribbling!



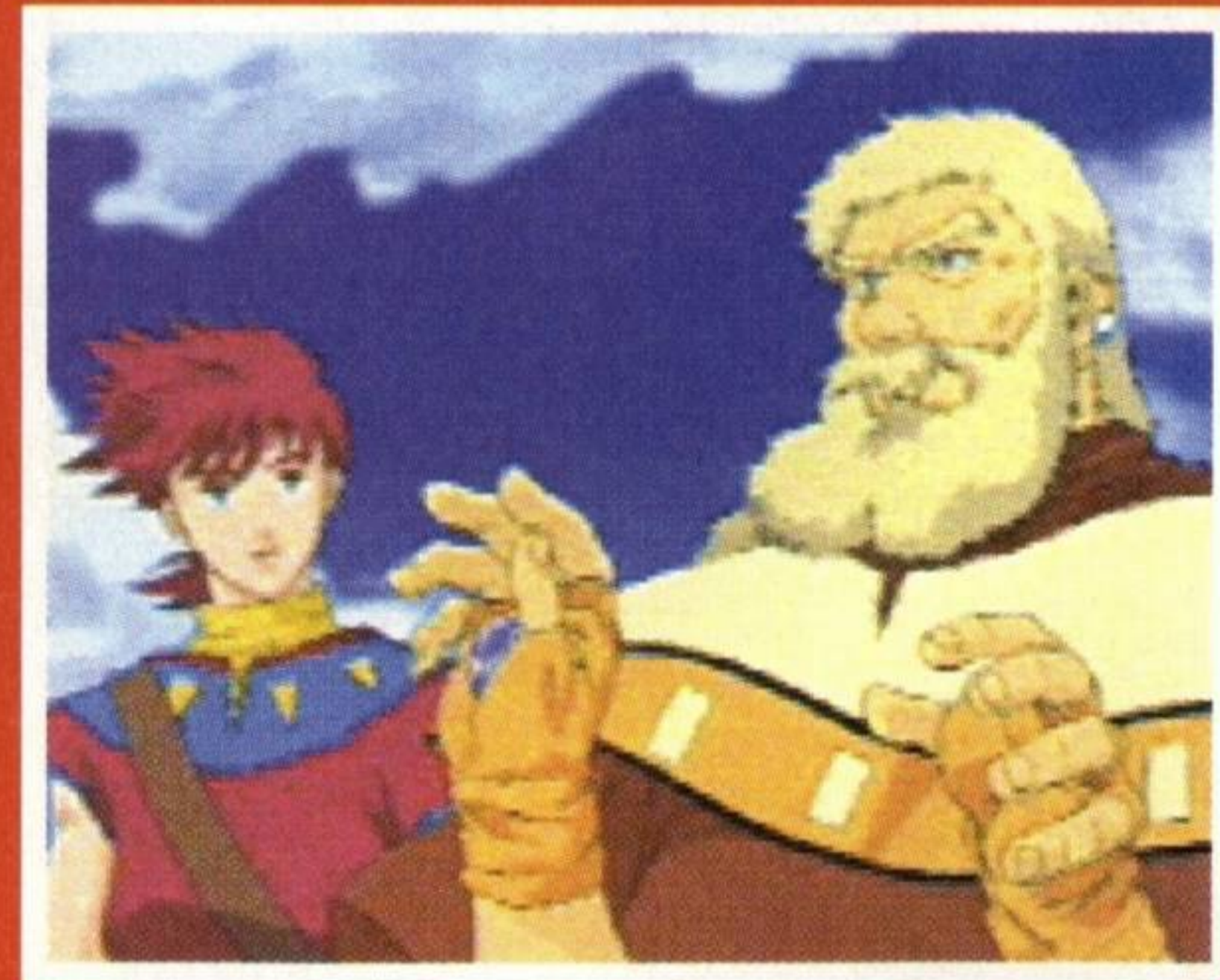


Starsiege: TRIBES

Tribes servers are spawning all over the net, faster than you can gib a keyboard-using newbie! This multiplayer shooter is an awesome team game experience, with the fresh approach of huge outdoor battlefields, vehicles and funky player classes. If you own a PC and play games online, then you're going to want a copy of this game NOW. Luckily, Wolf Interactive are cool enough to grant five copies of Tribes to the lucky Hyper readers who enter this comp.

To be in with a chance to win, send us a design or detail in 50 words or less, of what you consider to be an exciting new concept for a Deathmatch weapon.

Get out your pens and send your entry to: Kick Arsenal, Hyper, 78 Renwick St, Redfern, NSW 2016.



Granstream Saga

To keep you RPGing until Final Fantasy VIII is released, get your hands on this enjoyable adventure from Sony. With a fast as lightning graphics engine, Granstream Saga will whisk you away to a magical otherworldly land, so you can spend hours blissfully unaware of reality. Much like the Hyper crew. To grab yourself one of five copies for your PlayStation, thanks to Sony Computer Entertainment, send us your opinion of who the best RPG character of all time is. Entries must be in 50 words or less. Send your entry to: My Hero, Hyper, 78 Renwick St, Redfern, NSW 2016.



Sonic Adventure

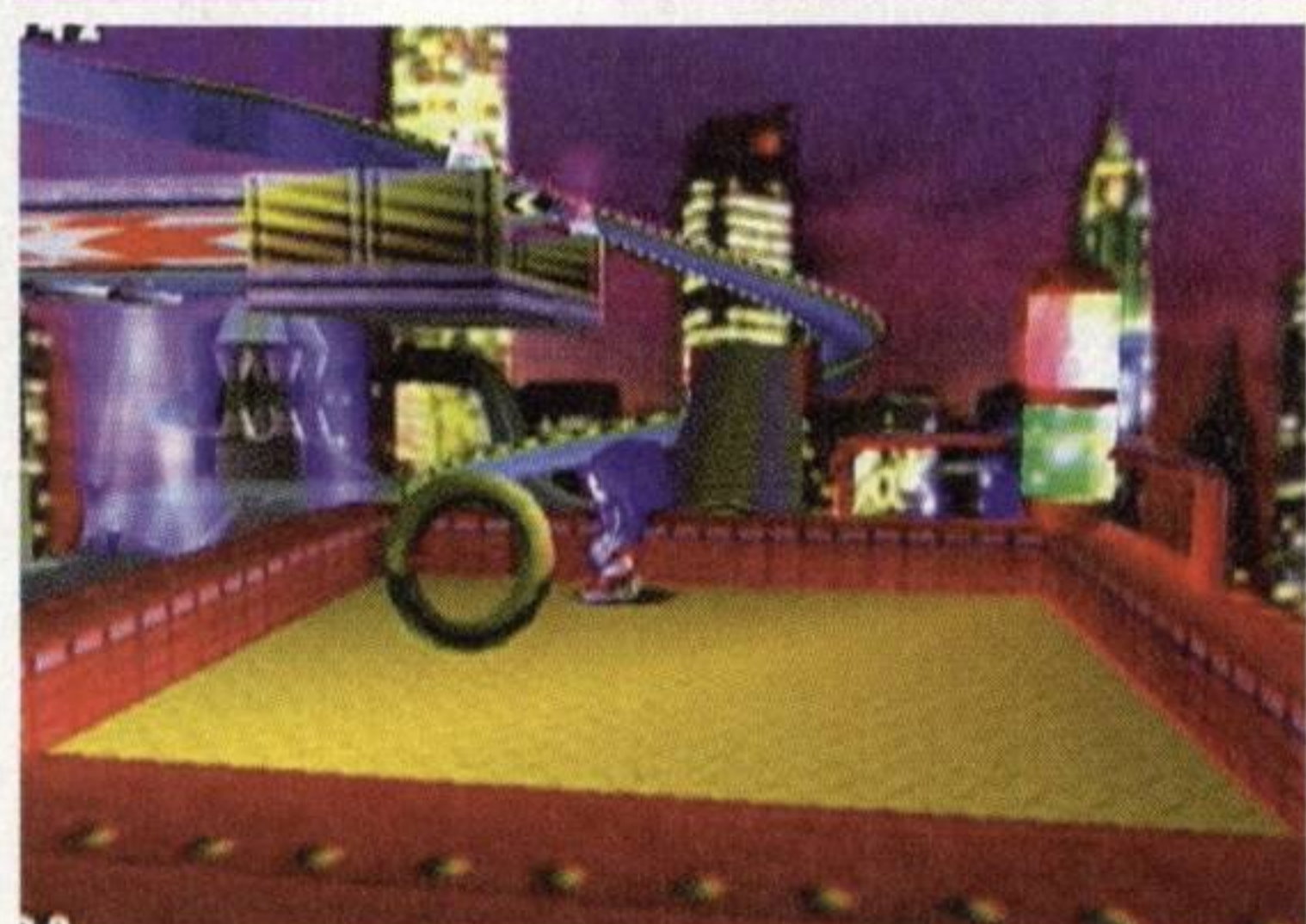
DREAMCAST

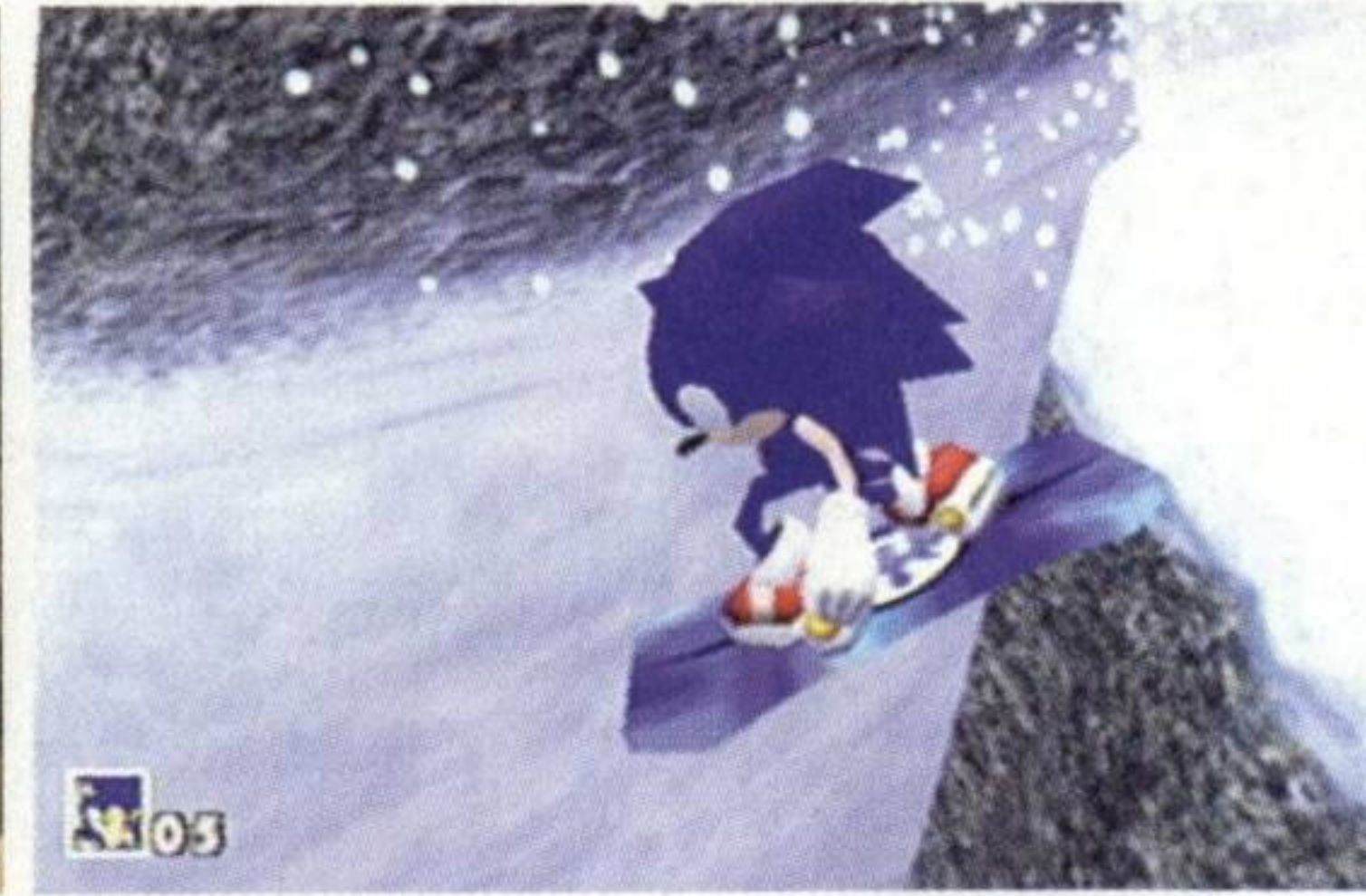
AVAILABLE: SEPTEMBER
CATEGORY: PLATFORMER
PLAYERS: 1
PUBLISHER: SEGA



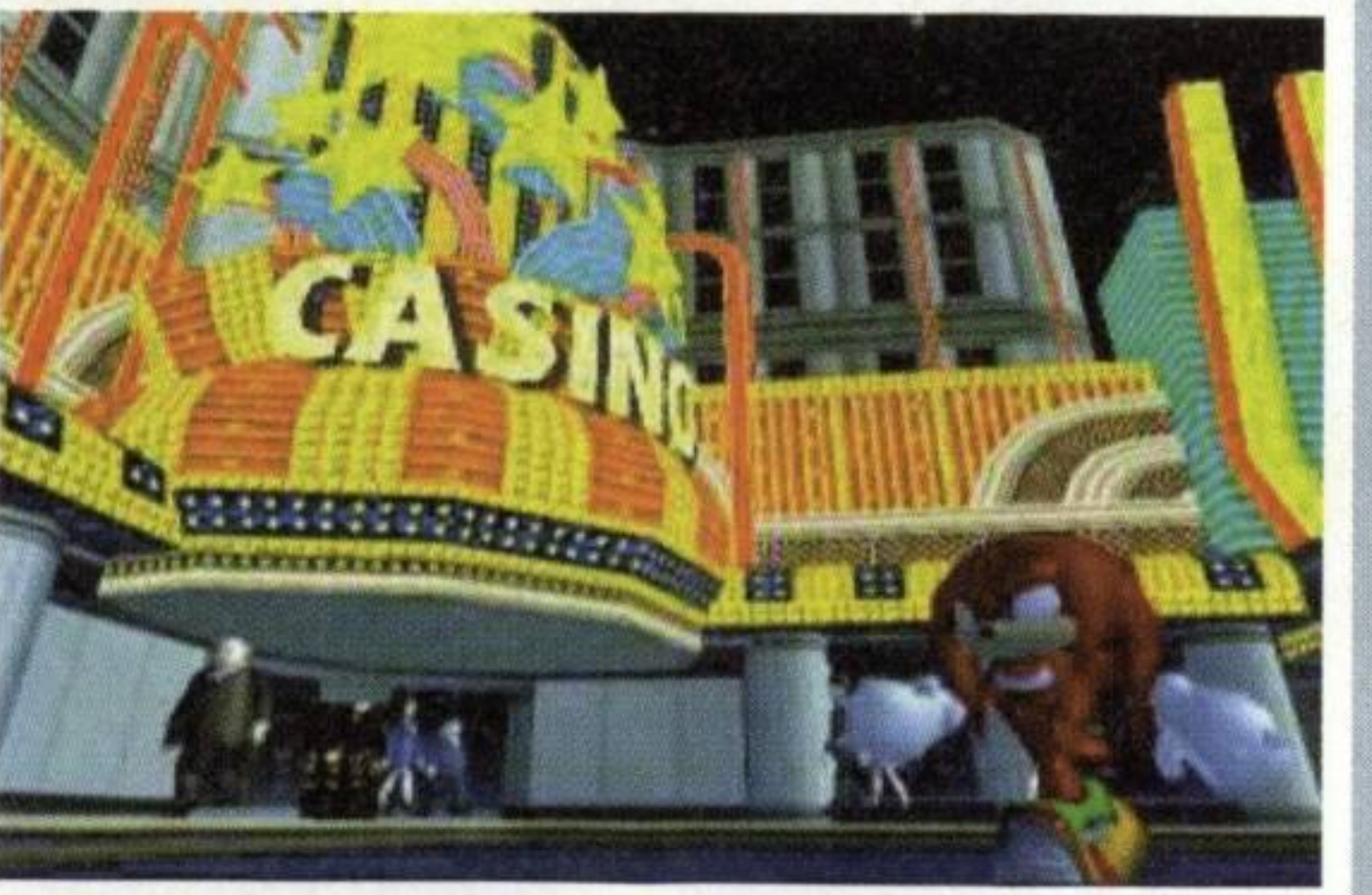
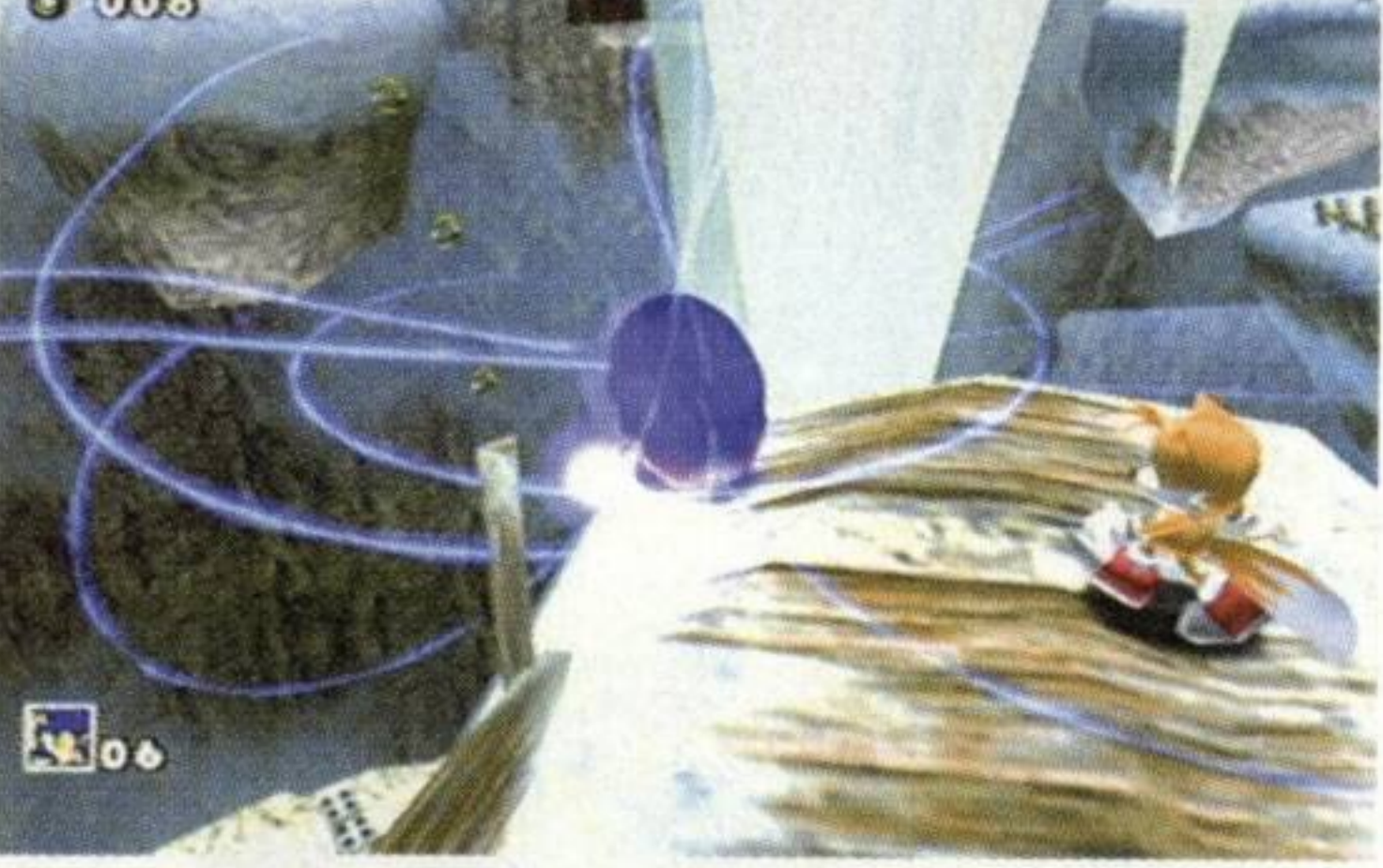
Whilst Virtua Fighter Team Battle had the whole office excited like kids at their first birthday party, some were disappointed simply because we knew how it should look before we slipped the disc into the Dreamcast and our expectations were of nothing less than an arcade perfect port. Sonic Adventure on the other hand, was still a mystery - aside from quicktimes we had seen on the web and some amazing screenshots in a few import mags, nothing quite prepared us for how amazing this game would look in motion. Technically, Sonic Adventure is nothing short of incredible. Hours into playing the game, we would still find moments where we would have to rub our eyes and say "Oh my God!!". Sonic really drives home how powerful the Dreamcast really is, and to think this is only the first Generation of games for the console, it's going to be quite incredible a year or two down the track.

The image quality is so sharp, so colourful and so smooth that I don't think you could find a high-end PC which could achieve the same sort of consistent performance. Whilst the majority of the game runs at 30 frames per second, there are a few stages which switch to 60fps, and not once did we notice any slowdown, clipping problems or pop-up in large open areas or geometrically complex levels. Sonic is of arcade quality. The gameplay is just like the classic Sonic action we know and love, but on steroids, thanks to the amazing environment. Getting caught in tornados, snowboarding out of the way of an avalanche, hanging from helicopters, flying in a bi-plane, running down the sheer face of a skyscraper and surviving the ferocity of an oncoming killer whale is the sort of action





PREVIEWS





the original Sonic couldn't have even dreamt about.

The game begins with Sonic having to dispatch a bizarre creation called Chaos 0 - a jelly like alien with a transparent body, allowing you to see the brain in it's head. Like all good platformers, the secret is to bounce on his head, which will lead Sonic into a series of progressively more amazing levels. Whilst the aim of the game is to still race like lightning through a level and collect all the golden rings, the amount of detail now makes exploring your surroundings that much more engaging. Whilst the incredible environments are racing past you, you can always get Sonic to stop and take a look around at the gorgeous scenery. The textures are photo-realistic in some cases, with stone paths and wooden planks looking almost real in appearance, though there were slight mip-mapping anomalies in the floor sometimes. But really, at the speed you're meant to be playing the game, there's no way you notice these sorts of things unless you stop to look. But stop you should, simply to admire the sort of design which has gone into these huuuuge and complicated environments. In some moments, Sonic is flung far up into the sky, and you can almost see the entire level in full detail sprawling beneath you, and the sense of depth is amazing.

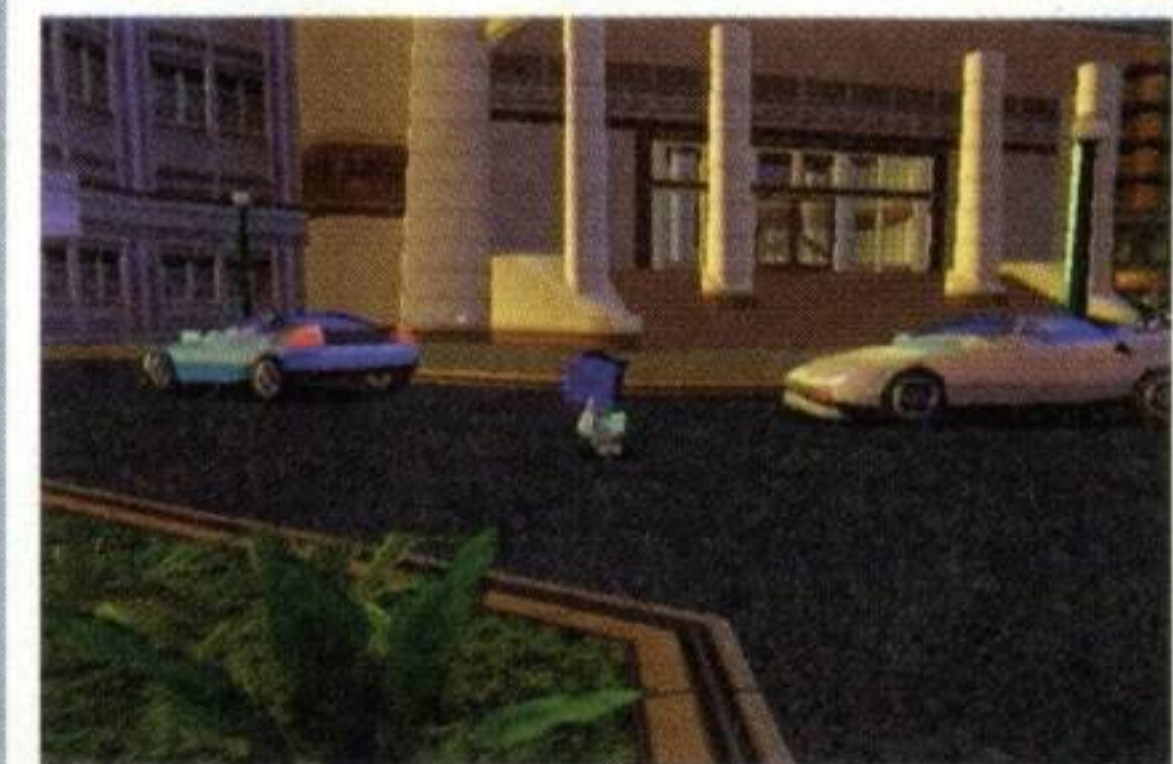
Besides Sonic, there are another five characters which you can play through the game with. Whilst Sonic's aim



is to complete things as fast as possible, other characters like Knuckles may have to find specific crystals which involves more exploration and adventuring over arcade action. Spanning ten different worlds, Sonic Adventure is fairly massive, with in-between level environments which have their own hidden secrets and beautiful scenery. Cars zoom through streets, machinery whirs, and there is even a Casino where you can play Sonic or Nights pinball to progress to another point in the game. There seems to be enough here to satisfy any demanding gamer.

As far as gripes and quibbles are concerned, Sonic is hard to fault. However, a few things got our goat. The camera angles are at times quite frustrating, as they seem to follow Sonic in a dramatic, cinematic way rather than a practical gameplay way. You do have the option, though, of maneuvering the camera with the D-pad and shoulder buttons, on-the-fly, whilst you play.

Whilst we are all drooling over Sonic Adventure and the precious Dreamcast now, it will be interesting to see if the game still has the same sort of impact when it finally gets it's PAL release in September this year. EF





Kingsley

PLAYSTATION

AVAILABLE: MARCH/APRIL
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1
PUBLISHER: PSYGNOSIS

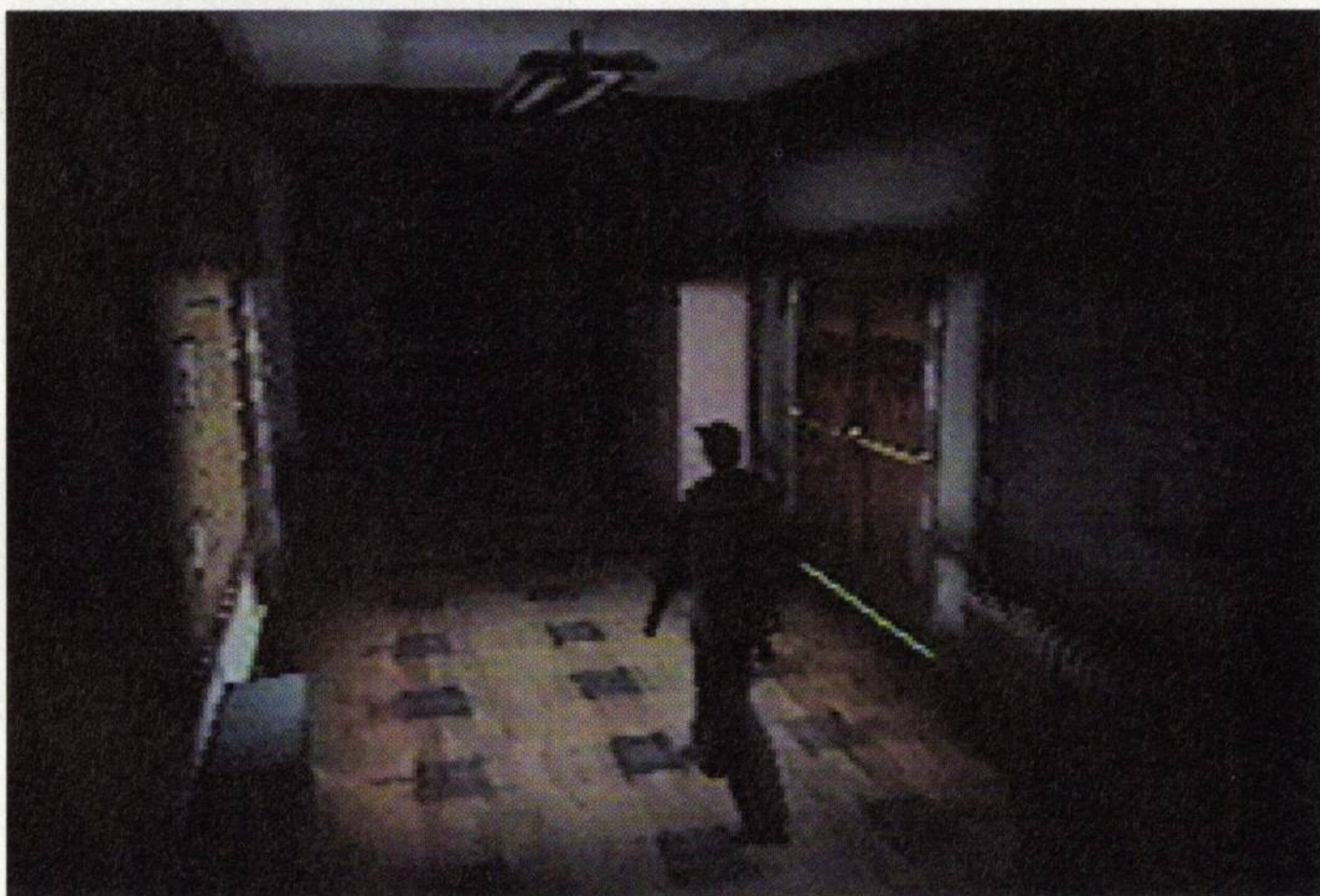


Spyro the Dragon was the first hint that there were some PlayStation games on the way which would attempt to deliver the same sort of cute yet wondrous gaming which Rare (Banjo Kazooie) and Nintendo (Super Mario 64) have nailed for the N64. Kingsley comes from the unlikely stable of the Psygnosis team, and indeed it seems to be an attempt to crack the cute platforming genre. Kingsley is a 2 foot tall fox in a trippy colourful world of animals and magic, and he's decided it's time to try and become a True Knight. Played from the third person perspective (just like Spyro), you can get Kingsley to jump

around those mysterious hanging ledges, wave a sword around and sniff out keys and other items to help you on your adventure. Hilariously, the animal voices in the game are the same blibbering squeaks as the characters in Nintendo's Lylat Wars, which is a pretty direct reference to the fact that Kingsley is very much a Nintendo-style game for the PlayStation.

The character design is nice, and rather Disney at times, and there's certainly no lack of colour in this game world. All the locations are packed with detail, but sadly most of the objects in the environment are for show only. I don't know why they put treasure chests lying around the place, when you can't open them.

The controls feel a little jumpy and character movement seems a little slow, with the rotating camera proving to be more problematic than at all helpful, but the version we had to play with was early, so hopefully these problems will be tweaked away. Kingsley shows huge promise in a cute, Medevil sort of way.



Silent Hill

PLAYSTATION

AVAILABLE: TBA
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: KONAMI



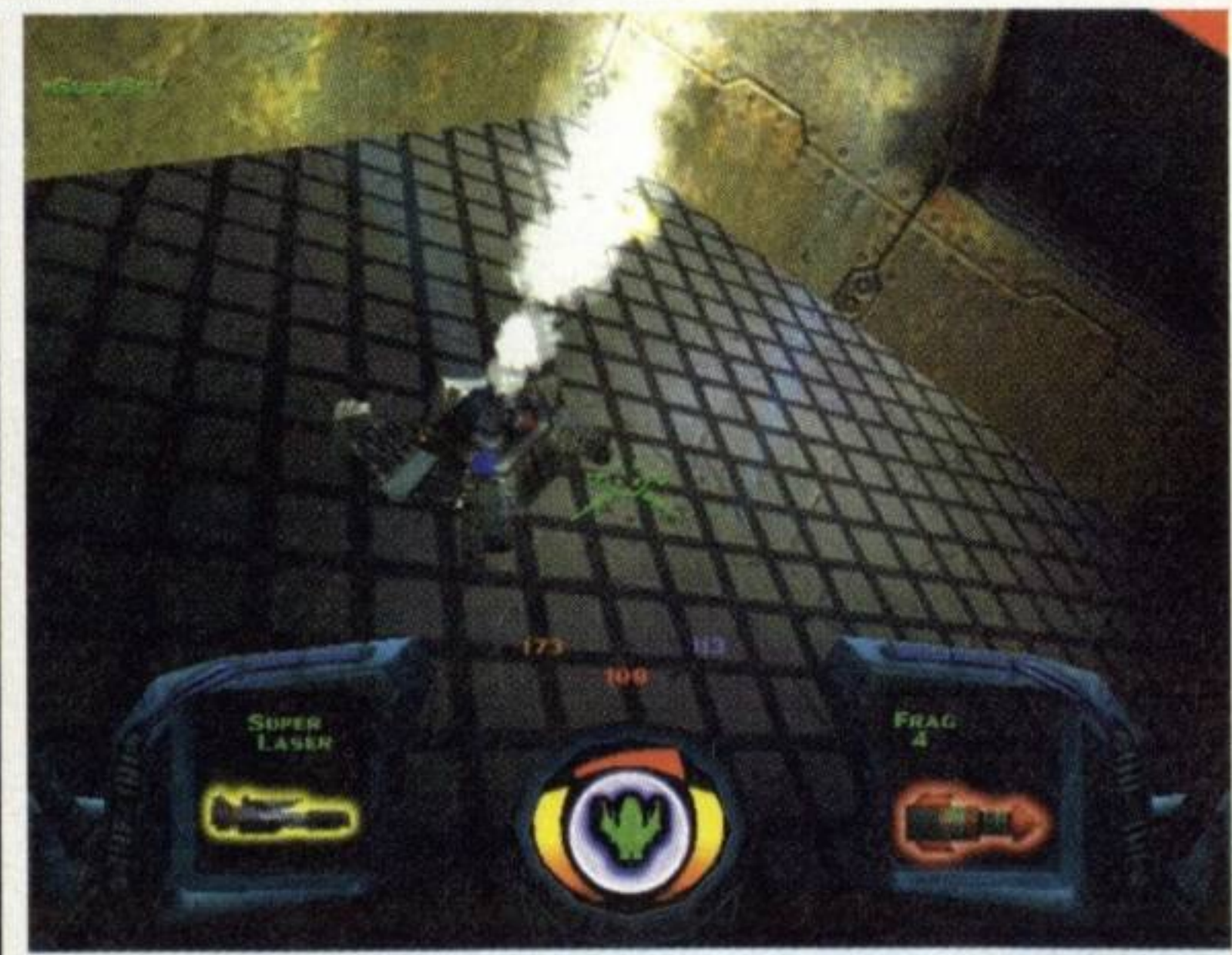
Like the bastard child of Resident Evil and the Saturn's D, Silent Hill is an eerie horror/adventure set in a sleepy american town - all in glorious polygonal



form. You play Harry Mason who has just survived a near-fatal car crash on the outskirts of Silent Hill. Strangely, your daughter Cheryl has gone missing after the crash, so you venture into the odd little town to try and find her...

Though the majority of Silent Hill is played in a third-person, Resident Evil style engine, the backgrounds are all actual 3D models (not prerendered) and the action is strung together by a huge amount of FMV. What is most startling, is the incredible quality of this FMV, which looks truly realistic. Seriously, the character animation in these FMVs is very articulate, and it's the main talking point for Silent Hill. We just can't wait to experience this game, which promises to take us on a serious thrill ride. Mixing puzzle solving with nifty action sequences, Silent Hill could very well be one of the most stylish PlayStation games ever.





Descent 3

PC

AVAILABLE: TBA

CATEGORY: ACTION

PLAYERS: 1-MULTI

PUBLISHER: INTERPLAY

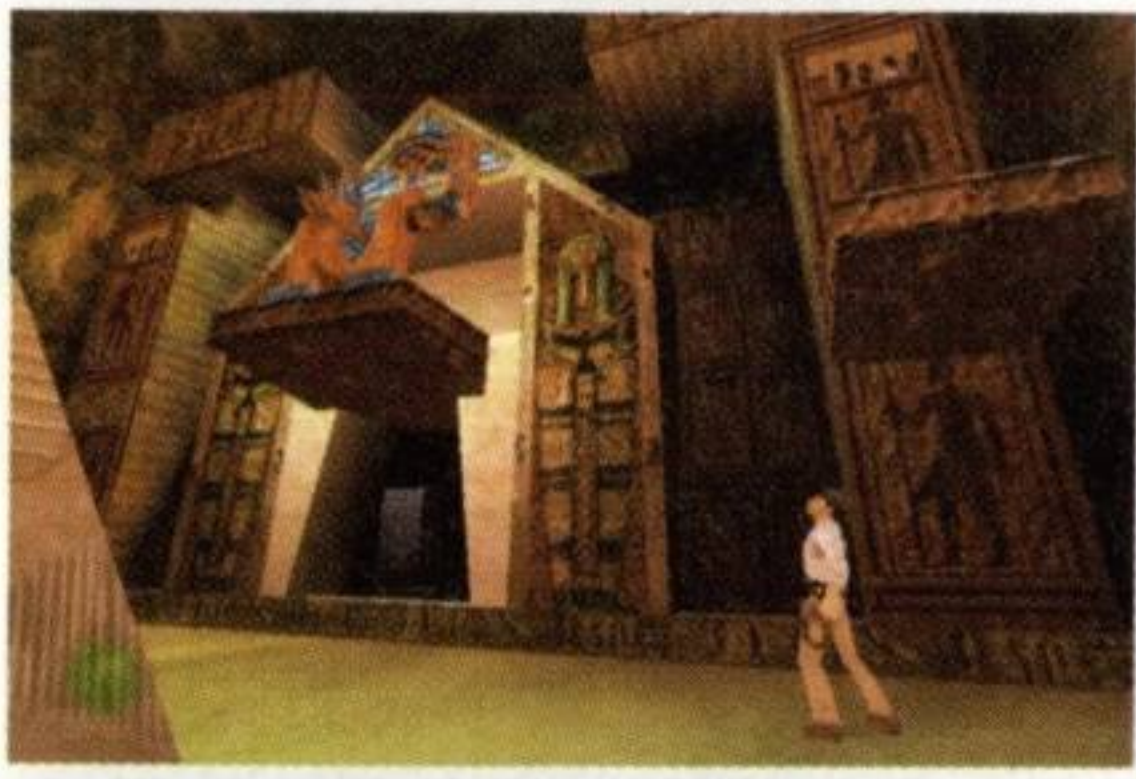
WOW-O-METER

It's been a long time since any of us have delved into the dark labyrinth which is the world of Descent. Maybe that's a good thing... I lost far too many meals (some due to the unfortunate dizziness induced when playing the game) and lost a fair bit of my youth thanks to the first game. Though we've had the space combat sim Descent: Freespace to tide us over, and the Descent-clone which was Forsaken, the lure of the official sequel is strong. Descent 3 is finally at the front door, and it promises to be everything the first two games were and way more. For starters, the visuals beat Forsaken at its own game, with some incredible coloured, specular and volumetric lighting, transparencies, amazing weapon effects and a suitably atmospheric environment. Lovers of the original game will enjoy the familiar design, from the same cool little ship to the look of some of your opponents, so veterans should be able to slip in really quick. The game in fact uses a new graphic engine called the Fusion engine, which seamlessly takes you from complex indoor locations to sprawling outdoor

environments with little or no performance hit. That's right, Descent 3 takes you out of those mind-numbing maze-like corridors to the atmosphere above the planet's surface, which is something the first two games could not achieve.

Thirty new bots and twenty new weapons are featured, showing off some fairly advanced AI and the post-carnage polygon scrap heap you can achieve with your new toys of destruction. Whilst there's plenty of "racing to the exit" to be done, the missions this time around will have multiple objectives and a complex plot to keep you intrigued. Descent 3 will also come packed with a mission builder, so that once you've completed the game you can go back and cook up some challenging scenarios of your own. To whet your appetite, you can log on and download a demo of the game now from the Interplay website. Full review soon.





Indiana Jones and the Infernal Machine

PLAYSTATION/PC

AVAILABLE: MARCH
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1
PUBLISHER: LUCASARTS



Yay Indy, we love you. Virtually Lara Croft's big brother, Indiana Jones is finally coming to the PlayStation, though the PC users probably already have a soft spot in their hearts for the bad-ass archaeologist thanks to the great adventures like Fate of Atlantis. This time, Indiana is coming atcha in full 3D accelerated third-person glory, and considering LucasArts' track record with this license, I don't think they're keen to stuff up such a suc-

cessful history. Nazis, ancient temples, rope-bridges, snakes - the Infernal Machine looks to be packed with all the good elements you'd expect from an Indiana Jones adventure. Mixing action and adventure in an Alone in the Dark-ish sort of way, we hope that IJATIM isn't too heavy on the Tomb Raider style shooty bits and that there's more depth to the adventuring than just finding keys to doors.

Indiana will be able to do just about everything a Harrison Ford could do, except maybe pick his nose - oh you missed that scene? Most interestingly though, is that a multiplayer mode is going to be included! Apparently, the game can be played co-operatively (maybe the second player plays Indy's sidekick Sophia Hapgood) in the PC version, which is very intriguing for this style of game. As long as the game is not delayed at all, we should be reviewing IJATIM within the next few issues...

Ehrgeiz

PLAYSTATION

AVAILABLE: TBA
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: SQUARESOFT



Those of you who frequent the arcades will be more than familiar with Ehrgeiz: God Bless the Ring (er...yeah, whatever that means), a pretty darn awesome 3D fighting game which is most famous for including characters from Final Fantasy VII. Well, SquareSoft recently released Ehrgeiz for PlayStation over in Japan, so we grabbed a copy to see how it translated to console. On the whole, this is a pretty good conversion, silky smooth, analogue control but with slightly disappointing re-modelled backgrounds. The PlayStation version has all the characters from the arcade version, including Cloud Strife and Tifa, but this version also includes Sephiroth, Vincent and Yuffie from FFVII! Playing as Sephiroth is just one of those cool things you have to do! Most of the moves steal from Tekken, Virtua Fighter and other 3D fighting games, but the special moves are excellent. Cloud and Sephiroth can pull out their swords for extra tonking action, as well as summon forth a Meteor Strike - just like in FFVII. Other characters can fire rockets, hurl fireballs and wield other cool-ass weapons - even Yoko's deadly yo-yo is something to beware of! She'll make you walk the dog, boy!

We don't know when this is coming to our shores, so let's all take a few moments before bed each night to pray that the game gods deliver.



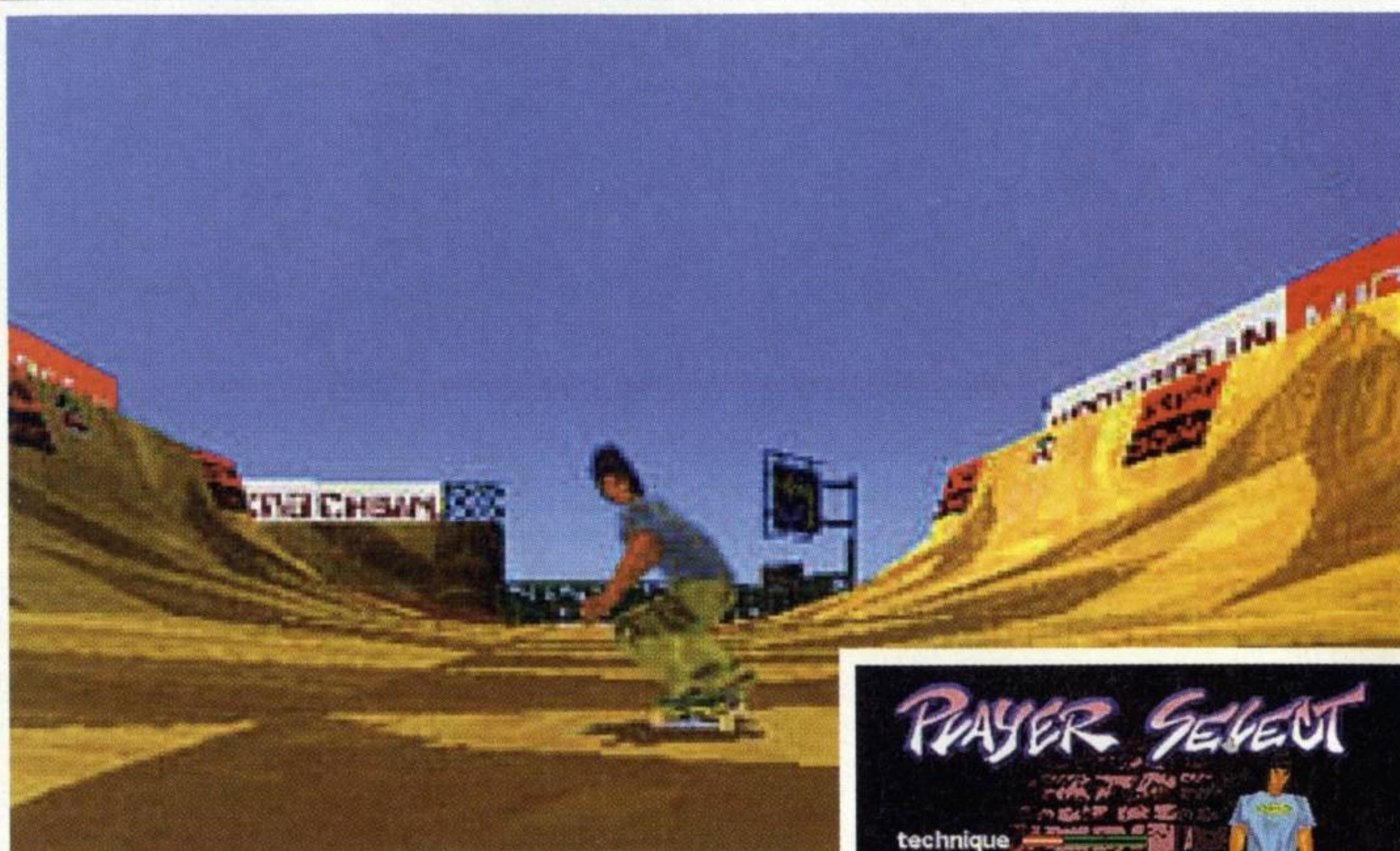
Street Sk8er

PLAYSTATION

AVAILABLE: MARCH
CATEGORY: SKATEBOARDING
PLAYERS: 1-2
PUBLISHER: ELECTRONIC ARTS



Now that the avalanche of snowboarding games seems to have subsided (thank the maker), the next logical step is a few decent skateboarding games. Really, why there hasn't been a cool street skateboarding game until now is a total mystery. Thankfully, EA have Street Sk8er to unleash upon the board-hungry public. No silly futuristic hover-racing, no crazy powerups, this is a hardcore street-smart skateboarding game with a fresh soundtrack and solid gameplay. The similarities to Sega's Top Skater are minor, but they are there, with players required to complete a course within a time-limit, pulling off awesome tricks to earn enough points to continue. Successfully completing a course then opens up new tracks, boards, skaters and features. The controls seem to be just what a real-life skateboarder would expect - all the PlayStation controller's buttons are used to provide enough combinations to pull off something in the order of 200 moves! Because of the detailed environment, you can perform tricks off walls, stairs, railings and all sorts of objects within the environment, not to mention huge jumps. The physics in the game are thankfully fairly realistic, so Street Sk8er "feels right". Really, this should hopefully be very cool. **EF**



is simply to survive the mayhem. Poy Poy 2 brings back Channel Poy Poy and the goofy commentator and will be faithfully reproducing that same mayhem with a few new touches. First off, the character count is now up to 16, and the number of magic and special weapons you can use has been significantly beefed up. Each character has extra default moves like jumping, back-stepping, and charging, which will probably allow for greater personal involvement and strategy. The fighting arenas have also been improved, with more obstacles, multi-level platforms to jump around on, and yes - the jumping Easter Island heads are back. And so's Anton and his chin. Everything else seems to be going through the usual sequel-related improvements, such as better graphics, improved sound effects, and so on.

Poy Poy 2

PLAYSTATION

AVAILABLE: TBA
CATEGORY: PARTY GAME
PLAYERS: 1-4
PUBLISHER: KONAMI



The original Poy Poy proved to be a surprise hit with the Hyper crew with its combination of wacky violence and simplicity of control. Best described as Bomberman without the mazes, Poy Poy requires you to run around, pick up large heavy objects and explosives, and to throw them at everyone else on the screen. Your ultimate goal

The Japanese version we've been playing is proving every bit as fun as we'd hoped. There are multiple challenge modes, team battles, and free for alls. Combine that with 4-player gameplay, and Konami looks like they have another great party title in store for us!



UPCOMING RELEASES

The complete guide to what's coming out over the next couple of months here in Australia



RollCage



Vigilante 8 N64

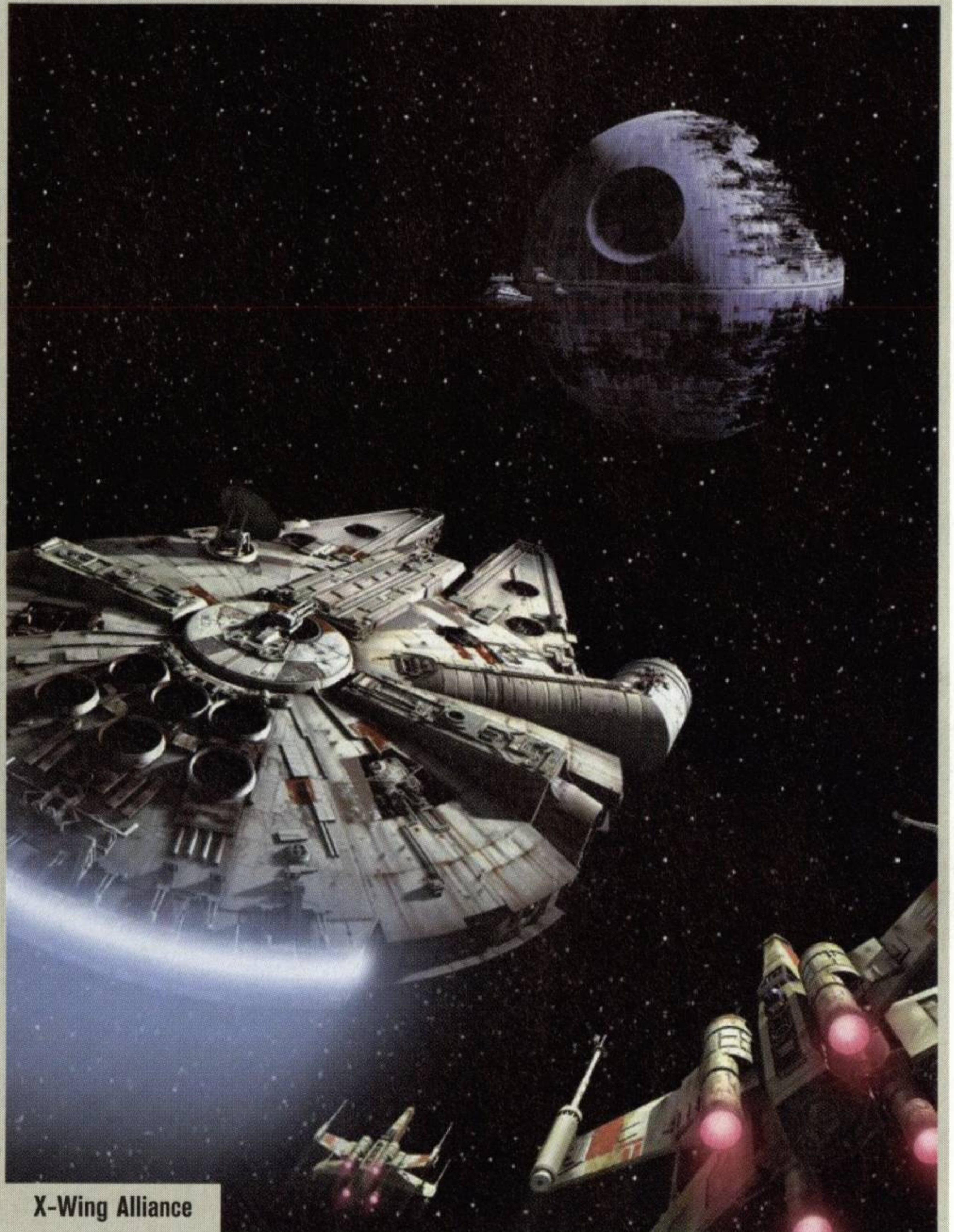
★ Hot stuff on the way...

PC

MARCH

Akuji
 Army Men 2
 Biosys
 Blaze & Blade
 Conflict
 Cowpokes
 Daikatana ★
 Deo Gratis
 Discworld Noir
 Dungeon Keeper 2
 Golden Bear Challenge
 Great Britain III
 Grunts
 Half-Life Team Fortress ★
 Homeworld
 Indiana Jones and the Infernal Machine
 Jagged Alliance 2

Lands of Lore 3
 Legacy of Kain 2
 Mankind
 May Day
 Messiah
 Metro Police
 Monkey Hero
 Nations
 Panzer Elite
 Premier Manager 99
 Quake III Arena ★
 Redline
 Revenant
 Road to Moscow
 Roll Cage
 Scotland Yard
 Shogun
 Siege
 Silver
 Starsiege
 SU/27 Flanker
 Swords and Sorcery
 TTT



X-Wing Alliance

Tank Racer
 Tanktics
 Tiberian Sun ★
 TOCA 2 ★
 Trans Am Racing
 Unification
 Violent Conduct
 Warzone 2100
 Water Events World Championship
 Wild Metal Country
 X-Wing Alliance ★

PlayStation

MARCH

AFL 99
 Beavis and Butthead Do

Hollywood
 Big Air
 Clocktower 2
 Conflict
 Cowpokes
 Dungeon Keeper 2
 Grand Theft Auto London
 Kingsley
 Legacy of Kain 2
 Master of Monsters
 NHL Faceoff '99
 Populous in the Beginning
 Pro 18 World Tour Golf
 X-Games Pro Boarders
 Rainbow Six
 Rally Cross 2
 Retro
 Roll Cage ★

Rugrats
 Running Wild
 Superbikes
 Tai-Fu
 Unification
 Violent Conduct
 WCW Nitro 2
 Warzone 2100

N64

MARCH

FIFA 99
 Gex 2
 Micromachines V3 ★
 ODT
 Vigilante 8

TOP GUN

PC
TYPE: JOYSTICK
RRP: TBA
DISTRIBUTOR: PLAYCORP

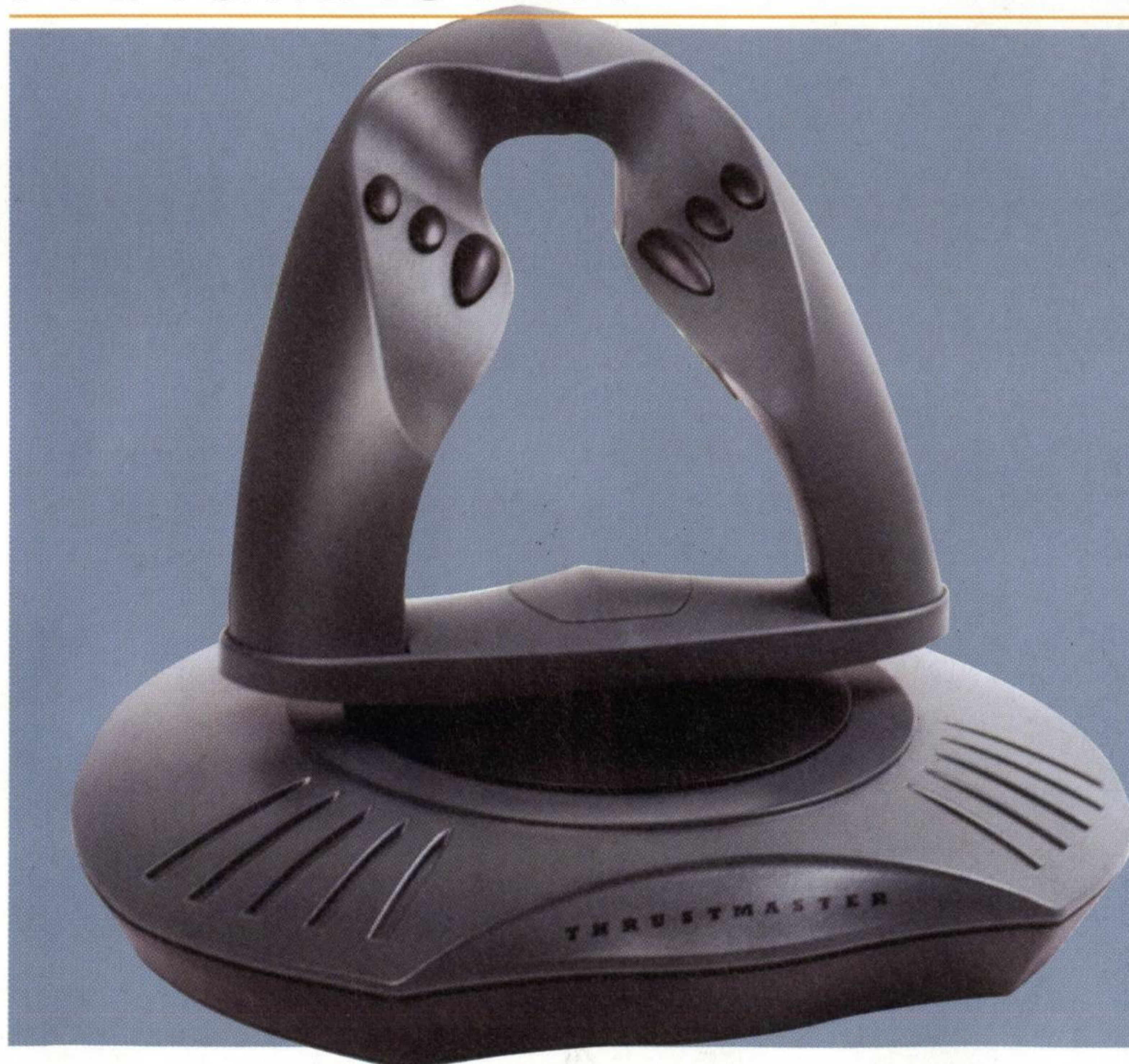
As soon as the Top Gun was popped out of its box, it was obvious that this was a "junior" Thrustmaster X-Fighter. The design is almost identical, which is a good thing for the Top Gun seeing as the X-Fighter is one of those classic joysticks that just never goes out of style. Whilst the grip and buttons are the same, the Top Gun is quite smaller than the X-Fighter, and honestly feels like a joystick made for kids or those of you with small hands. Really, all you have to do is check it out in the shop to know whether this joystick feels too cramped for your playing style. The other main difference between this and the X-Fighter, is the joystick's base and the mechanics inside. The Top Gun is simply a cheaper version, with rubber instead of a great big solid block. Still, this is a well made joystick, and is perfect for those of you who wanted an X-Fighter, but found it too big and chunky.



FRAGMASTER

PC
TYPE: 3D CONTROLLER
RRP: TBA
DISTRIBUTOR: PLAYCORP

Though the concept of a first-person shooter joystick seems a tad silly (considering the mouse is unbeatable for complete 360 degree movement), we approached the Fragmaster with an open mind. Installation was a bit hit and miss, but the Auto Game Configure programs that comes with the Fragmaster set-up the controller for Quake 2 and a bunch of other new releases like Shogo and Heretic 2 with no fuss. Movement was actually quite good, but the controller fails miserably when it comes to more complex movements of survival - like jumping and spinning and looking up and around quickly whilst moving. The problems is, the controller's main "stick" is used for just about everything, so the co-ordination needed to strafe, turn, jump, look up and shoot at the same time is next to impossible. Whilst the controller may work fine in single-player games where you don't necessarily have to be as nimble on your feet, for multiplayer gaming it is pretty useless. When it comes down to it, you still can't beat the good old mouse and keyboard for a first-person game, although the creators of the Fragmaster should get a slap on the back for trying hard. Some of you may well love it for the novelty value, but we can't really see why you would want to pay for something which is not as convenient to use as your mouse.



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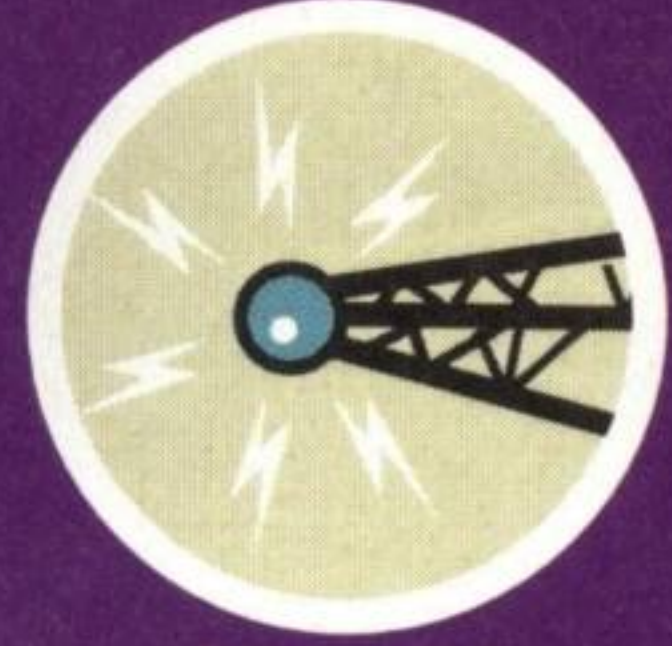
PLAYSTATION



MAC



PC-CDROM



CHAT



SEGA

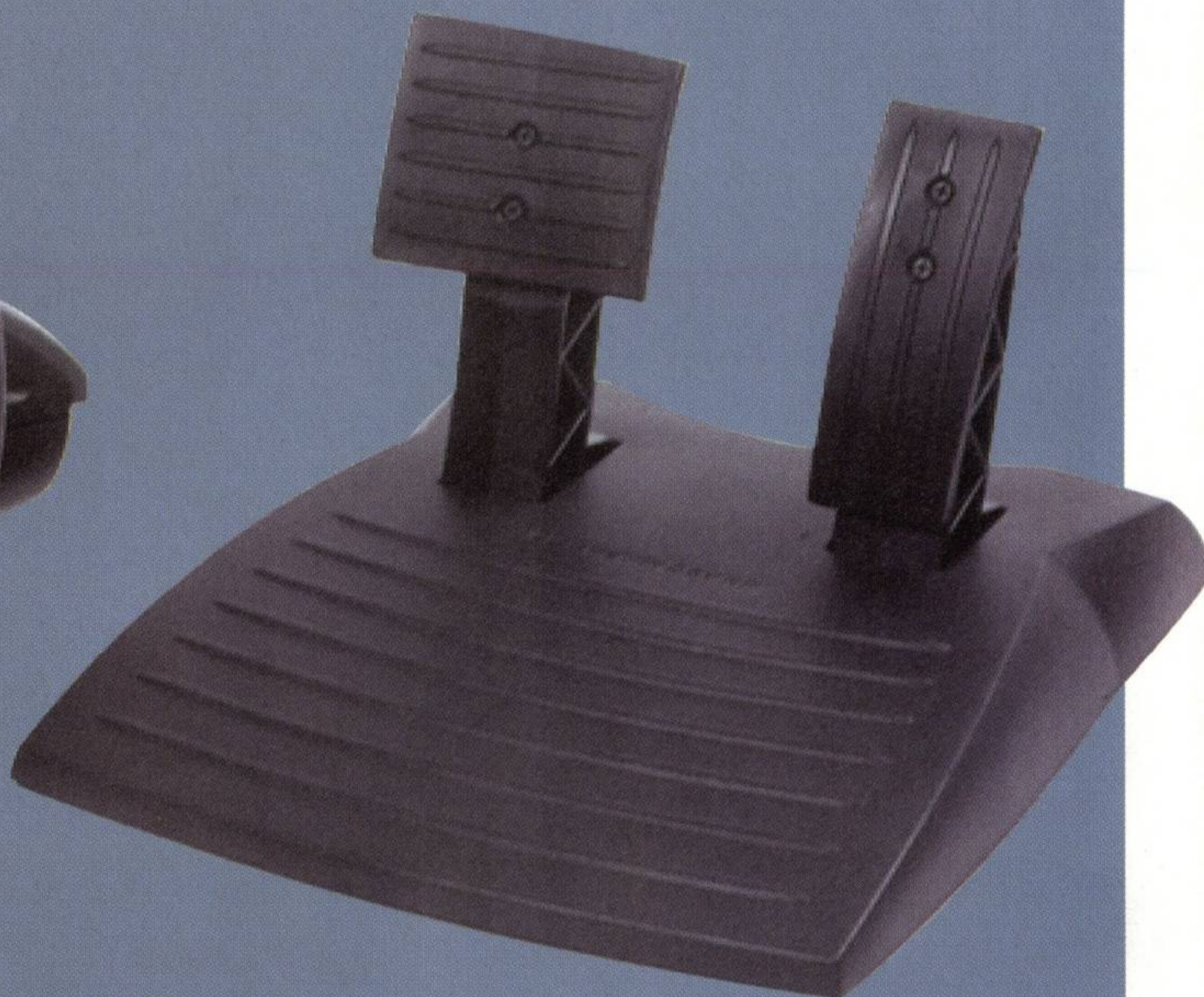


ARCADE



NINTENDO 64

NASCAR SUPER SPORT



PC
TYPE: STEERING WHEEL
 AND PEDALS

RRP: TBA

DISTRIBUTOR: PLAYCORP

The Super Sport wheel is yet another Thrustmaster PC wheel variation, designed with convenient gear-shifting paddles on the underside of the wheel. The design is nice and

simple, yet the wheel and pedals feel solid and tough - perfect for lots and lots of gaming. The steering wheel grip is rubber, and feels excellent, designed to prevent any slippage whilst working up a sweat on the final straight. The tension in the wheel is also good, with that feeling of weight and resistance, but with a smooth action. The pedals are nice and chunky, though they tend to slip on carpet, so you may

have to get out the yellow pages. The wheel simply clamps to your desk, and locks in nice and tight (there's no force feedback, so you shouldn't be grappling with it too much anyhow), and generally everything feels nice and solid.

Installation was a breeze, and after a few laps in Grand Prix Legends, the Super Sport proved to be a comfortable, and decent wheel.

CYBORG 3D

PC
TYPE: JOYSTICK

RRP: TBA

DISTRIBUTOR: SAITEK

If you're after something different, the Cyborg 3D may be the joystick for you. Looking like something out of an Alien movie, the Cyborg has so many bits and pieces sticking out all over the place, it'd scare off anyone who tries to use your computer when you're not around. Whilst it looks freaky, it's all actually very straightforward to use. The main drawcard here, is that left-handed gamers can alter the grip of the stick and use it exactly as a right-handed gamer would, with the throttle control equipped with a grip on both sides of the base. By removing a few screws, you

can set up this joystick to fit your hand perfectly. There are two pieces of plastic in the handle that allow you to rest your hand whilst you play which is a top idea, making this one of the more comfortable sticks around. The tension in the stick isn't too tight, which could prove a problem after a lot of use. A small problem is the three buttons on the top of the stick's handle being too close together, meaning sometimes you press the wrong button in the heat of the moment. If the centre one was slightly higher than the others this would help to solve this problem. The Cyborg feels like it may not stand up to rigorous use, but otherwise this is a different stick which just may be what you're looking for.



Buyers Guide

The guide to purchasing the best value games hardware around!

	Item	RRP	Notes
PSX			
Memory Card	Memory Card 2MEG	\$29.95	It costs the same as the Sony card, but stores twice as much.
	Nyko Memory Card x 8	\$49.95	A better buy for those that don't think 120 save game slots is enough at any one time.
Digital Controller	Std Sony Controller	\$29.95	It's certainly not the cheapest, but it has the best feel and reliability.
Analogue Controller	Sony Dual Shock	\$59.95	Great analogue control with a rumble effect. Widely supported now.
Arcade Stick	Namco Arcade Stick	\$49.95	Solid as all hell, really authentic sensitive arcade button, and a stick that's perfect for whipping out fireballs. Hado-Ken!
Steering Wheel	Gamester Dual Force	\$169.95	One of the more expensive wheels, but is solid and has Dual Shock support.
Pc			
3D Accelerator	Maxi Gamer Pheonix	\$299	Better performance than Voodoo 1 cards. The best cheap option to get 3D.
	Diamond Monster 3D II	\$399	The top end of the "affordable" 3D accelerators. Best results require a Pentium2, but P1 users will still benefit.
Sound Card	Professional Sound	\$89.95	It's PCI does SB support, 3D Direct sound, and is dirt cheap!
Video Card	ET6100	\$99.95	The best value buy for those who own, or who plan to own a dedicated 3D accelerator
	Maxi Gamer Pheonix	\$299	A 2D/3D card in one. The best value card for those who want some 3D acceleration, and don't have a PII-300 or better. Great 2D performance.
Flightstick	Thrustmaster X-Fighter	\$150	Sure, there's no throttle, but this stick feels great, and will last you for yonks.
	Microsoft Force Feedback-Pro	\$269.95	The most comfortable of the PC Force Feedback joysticks available at the moment.
Gamepad	Microsoft Sidewinder Gamepad	\$79.95	Love em or hate em, Microsoft make great peripherals, and this is no exception
Mouse	Microsoft Wheel Mouse	\$59.95	Works as a three button mouse, and the middle button allows window scrolling.
N64			
Memory Pak	Nyko Hyper Pak	\$59.95	Four times the normal memory storage AND variable Rumble settings. The all in one "Pak"
	Memory 64 DLX	\$29.95	Not only does it have four times the standard memory, but it's only \$5 more expensive than the standard Pak!
Rumble Pak	Gamester Tremor Pak	\$24.95	This rumble pak DOESN'T need batteries, making it excellent value.
	Tremor Pak Performance	\$19.95	Two rumble modes, with the strongest being REAL strong. Great for those wanting to put it into a wheel.
Gampad	Mako Pad 64	\$59.95	Expensive, but its design allows you to hold the controller and press every button without moving your hands.
	Docs Controller	\$39.95	\$10 cheaper than the Nintendo standard. Feels better, and comes with auto-fire and slow as well.
Racing Wheel	V3 Racing Wheel 64	\$149.95	Gears on the wheel, really sturdy, great feel, and configurable buttons. Also allows for Rumble Pak.
	Mad Catz	\$129.95	Cheapest of the actual wheel controllers, includes a gear stick, and built in Rumble Pak. Not amazingly sturdy though.

system WARS

by Dan Toose



with the introduction of the Dreamcast into the picture, there are now four major gaming platforms... the others being the PlayStation, the Nintendo 64, and the PC. Which one is the best gaming platform? Which one should you invest your hard earned money in? We take a look at the strengths and weaknesses of each of these systems, and lay out the tech specs of the consoles against one another to give a cold hard factual look at which one is the most powerful, and in what areas.



When Sony entered the video game console market, many Nintendo and Sega fans dismissed the PlayStation as a toy from a hi-fi company that wouldn't be able to compete with the machines from the industry veterans. Sony not only made a mark, but went on to outsell all prior home video game console sales figures. In fact the only video game hardware to have sold more than the PlayStation is the Gameboy.

The PlayStation is now the oldest of the current consoles, and as a result is the weakest system in terms of tech specs. Like with the SNES, developers have been able to get outstanding results through new instruction libraries, which have seen high resolutions and improved frame rates possible as a result.

It must be wondered if the PlayStation has been recognised as "in it's last stages" by Sony, as word of an official PlayStation emulator for PC is circulating, and this would mean any PC owner who buys the emulator could play PSX games WITH the hardware acceleration existing on their PC, basically making purchasing the system obsolete for anyone owning a vaguely decent PC.

🔥 STRENGTHS:

Software Lineup: Of all the current home systems, the PlayStation has the largest library of games. This is a huge draw card, since anyone looking to purchase a system with many games to choose from will be unlikely to go past the PlayStation.

Price: Not only is the PlayStation unit itself affordable, but with the best selling games being re-released as Platinum titles at a budget price, it's easy to get a collection of good games cheaply with the PlayStation.

Wide range of peripheral support: There are a host of controllers available for the PlayStation, including the Dual Shock controllers, which seem to have answered the challenge laid out by the Nintendo 64 controllers.

🔥 WEAKNESSES:

Low amount of RAM: One thing that the PlayStation is quite poor at is 2D visuals, due entirely to a low amount of RAM. In particular, 2D fighting games on the PlayStation are really quite heavily compromised compared to versions on other systems. Indeed, this factor kept the Saturn ahead of the PlayStation as a 2D fighting game enthusiast's machine.

Games of distinction:

Metal Gear Solid
Final Fantasy VII
Gran Turismo
Wipeout 2097
Tekken series
Tomb Raider series

Upcoming Big Uns:

Final Fantasy VIII
Silent Hill
Legacy of Kain 2: Soulreaver
Ridge Racer Type 4

Piracy: While the benefits of the CD format were obvious in terms of low costs for manufacturing units of software, Sony are now paying the price for it. Thanks to the wide spread existence of mod chips, the amount of pirate copies of games being sold for the PlayStation has reached plague proportions.

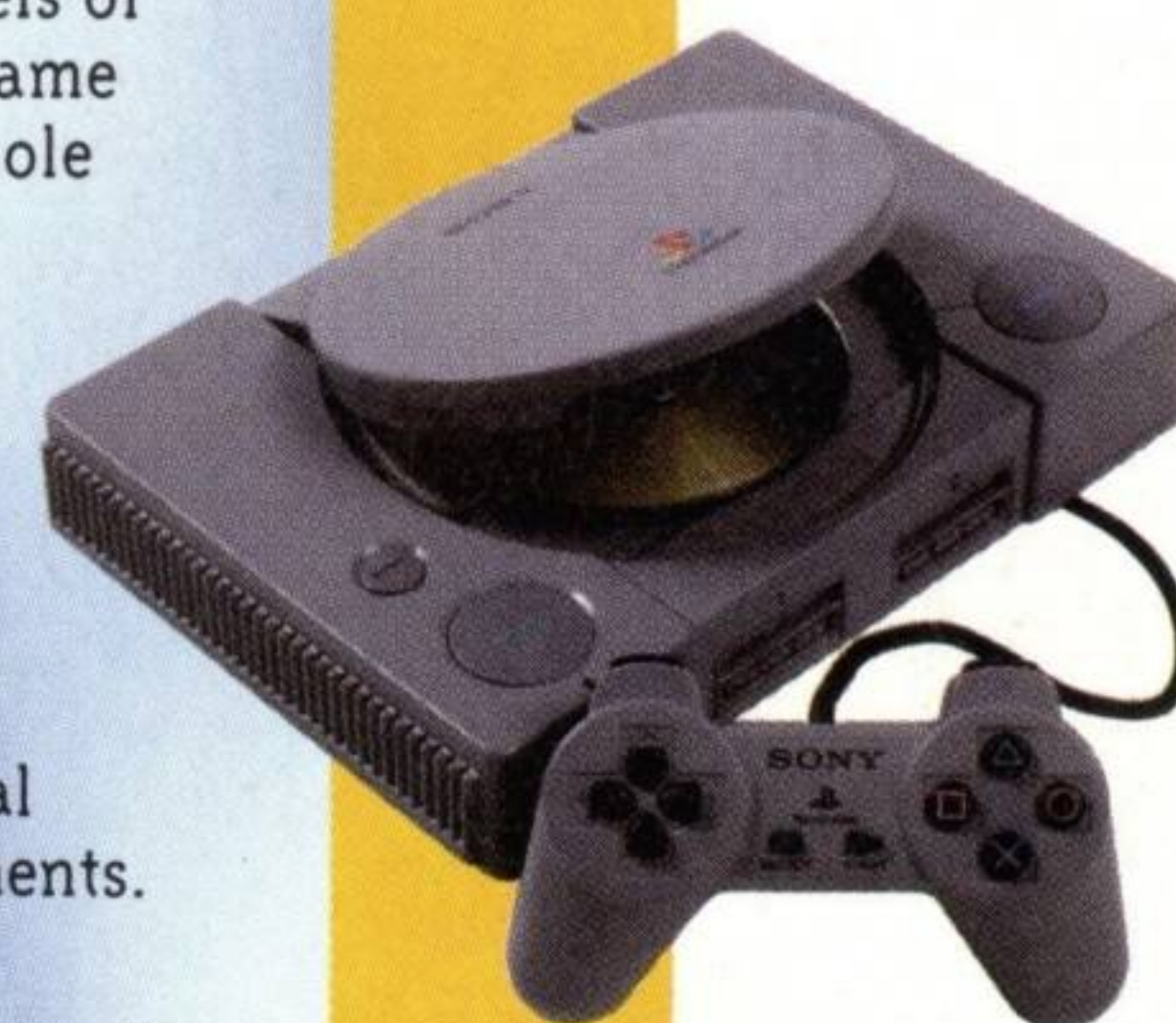
Overheating & CD skipping: Although newer models of the PlayStation were more reliable in this sense. It became evident that the PlayStation was not the sturdiest console around. Many PlayStation units tend to become prone to CD skipping, and simply failing to load games due to overheating. Turning the PlayStation on its side tends to help on both counts, but of course very few people try this.

Texturing: Of all the major systems available right now, the PlayStation is the only one not to feature special texturing effects, and thus produces pixelated environments.



■ Japanese release: December 1994
■ Australian release: November 1995

PlayStation



Nintendo 64

Japanese release: June 1996
 Australian release: March 1997



Nintendo first started their triumphant reign in video gaming with the Game & Watch, which were card like hand held clocks with an LCD game. Their next big success was with the 8 bit NES, then the Gameboy, then the SNES which went on to become the most successful home console yet. Nintendo amassed an army of loyal followers as a result, and when they came out with their 64 bit entry into the next generation console war, they had plenty of support.

Nintendo's adherence to the cartridge format has obvious pros and cons, and received a mixed reception from the gaming populace, but it has ensured the system does not suffer the same problems with piracy that is now hammering the PlayStation in terms of software sales.

Speculation over a readable/writable disc drive for Nintendo 64 perhaps cost the company some credibility, with the eventual canning of the idea (even after we saw one working at Acclaim in the UK). Nintendo have apparently made a modem peripheral, but there's no sign of it out here in Australia.

While some speculate that Nintendo will soon announce another upcoming console, it would seem that this is unlikely as Nintendo are still making healthy profit margins on the N64.

Games of distinction:

- Goldeneye 007
- Super Mario 64
- Mario Kart 64
- Zelda 64

Upcoming Big Uns:

- Perfect Dark
- Donkey Kong 64
- Conker's Quest
- Castlevania 64

STRENGTHS:

Texturing: The Nintendo 64 works in such a way as to allow huge polygons to cover large areas, and to apply mip mapping to these surfaces to keep a low poly count, with a smooth finish to the texture image as well. Not everyone is a big fan of this blurry effect, but it does allow for large 3D textured environments.

Four controller inputs: With no need to buy a multitap, the Nintendo 64 is quite readily made "the party" machine, although purchasing 3 extra controllers is not exactly cheap.

Rugged design: You could practically throw your N64 across the room into a brick wall, and it would still work (try this at your own risk folks). Not a huge factor, but defi-

WEAKNESSES:

Small software lineup: Due to Nintendo's rather hefty licensing fees, many developers have decided not to support the Nintendo 64, and this is the main reason the software lineup is quite small, relative to that of the other systems.

Software manufacturing costs: Because there's no real cheap way to make a cartridge, this prevents software prices from being dropped too far, simply because the publishers will run at a loss if they try to do so.

Low polygon count: While the N64 has some strengths in 3D visuals, it also has weaknesses in that it has the lowest maximum polygon count of today's systems. This explains why we are yet to see a detailed 3D fighting game like we have seen on the PlayStation, and now the Dreamcast. Basically, the Nintendo 64 is not capable of running a game like Tekken 3.

nately a consideration for those that have younger children, or a large dog that eats innocent inanimate objects.

Cartridge: The data access with a cartridge based system is far and away the fastest of any type of system. Thus, the Nintendo 64 has the lowest loading times of any system available today, including the PC.

RAM expansion pak: The new 4MB RAM expansion is allowing some games to run in a higher resolution, which will appeal to many gamers. When utilised, this also seems to take away the apparent "blurriness" that many people complain about with the Nintendo 64's visuals.

Low system price: The Nintendo 64 itself does not cost much, and since they don't charge themselves royalties, all games distributed by Nintendo tend to be cheaper than the rest, and these are more often than not the best games available on the system anyway. So getting a decent software lineup on the N64 isn't too costly.

Anti-piracy: While there is piracy of Nintendo 64 software happening, it is not something that the average Joe has the cash outlaw to get started for, or the technical know-how to do, and as a result, software sales for the system aren't hurt by piracy anywhere near as much as the PlayStation or PC. This helps ensure continued development, as companies aren't losing sales.

No CD Media capability: While some do not find it important, having no ability to play CD music, or to stream FMV video in games is something that is taken for granted on all other systems, and is thus considered a flaw by some.

Limited game data: Because a cartridge, even with compression holds no where near as much information as a CD, some conversions of games see some short cuts when they make it to the Nintendo 64. The obvious example would be commentary in sports games, which would normally include the player names being called.

Sega have not have a good run with their last three home console releases. The 32X, Mega-CD and the Saturn were considered by many to be unsupported and thus a failure. The Sega Saturn fared very well in Japan, but in the west, performed very poorly. It is common belief that this is the reason Sega have not put their name anywhere on their latest console, the Dreamcast... For fear of carrying a bad reputation.

All this aside, the Dreamcast looks to be the most powerful gaming system available in the world. The main processor has more raw power than a Pentium II - 450 MHz chip, which of course costs several times what a Dreamcast does. With a keyboard and mouse coming for the Dreamcast, and Internet capability, this could well take away the advantage PCs have held over consoles in this area for so long..

With the awesome hardware, and the very promising list of upcoming titles, the Dreamcast looks like a winner. Perhaps it may not generate the same mainstream hype as the PlayStation has, but it certainly doesn't look like it's going to suffer the same fate the Saturn did.

STRENGTHS:

Outstanding visual effects: The raw grunt of the Dreamcast is such that it can throw around a ton of polygons, with CPU power that is far more than that of top of the line PCs. For example, Virtua Fighter 3tb could be handled by the 3D accelerators available for PC, but the current processors are simply not up to the task of handling all the calculations fast enough. Dreamcast visuals are calculated at 1600 x 1200, then sampled down to 640 x 480 full screen anti-aliased, producing super smooth lines and crisp edges, unlike any console to date.

Anti-piracy: Although there is word that it is possible to duplicate Dreamcast games, it will not be possible for the end users with CD writing equipment available, and thus, piracy should not be a major problem for the Dreamcast like it has become for the PlayStation.

PC Ports: Due to the Windows CE operating system, the Dreamcast will not only be getting many PC titles ported over, but also the other way around, although this may require the PC owners to use Power VR accelerators.

Four game ports: Like the Nintendo 64, the Dreamcast comes with four controller ports, so we should be seeing many "party" games, which have had widespread following on the N64.

Built in modem: While it is not a certainty if the PAL machines will come with a modem, at this stage there has been no word to say it will not. This will mean that you will be able to use a Dreamcast to not only play games online, but also web browse, and send email... which will be made easy thanks to the keyboard and mouse which will supposedly become available at a later stage. Ozisoft, the Australian distributors have told us they definitely have plans to support Dreamcast online gaming, so the future looks bright.

Value for hardware: The Dreamcast is currently selling in

WEAKNESSES:

Small software lineup: Of course this is only a temporary issue, but if you were to import a Dreamcast right now, there would not be many good titles to choose from. By the time the Australian launch takes place, the software lineup should be quite large, and we may see a better lineup than the PlayStation had back in '95.

Games of distinction:

Virtua Fighter 3tb
Sonic Adventure

Upcoming Big Uns:

Climax Lander
Virtual On 2
Grandia 2
Quake 3 Arena
Alone in the Dark 4
Biohazard: code Veronica (Resident Evil 3)
Messiah
Marvel vs Capcom

Japan, for the equivalent of about AU\$385. This may seem a bit expensive compared to the PlayStation and Nintendo 64, but keeping in mind this machine has a built in modem, and in all areas, vastly better hardware (CPU, RAM, CD drive, video and sound chips) it is definitely good value for money. Also, considering the PlayStation started at \$700 locally, and the Nintendo 64 started at \$400, and have now both dropped to just under \$200, we can probably expect the Dreamcast to cost around \$300 by mid next year, which is quite affordable.

Strong list of upcoming titles: The list of games in development looks more promising for the Dreamcast than any other system available. It would seem the Dreamcast is going to be supported by many developers who have been "PC only" till this point, due to the ease of porting to the Dreamcast. Also, with the Dreamcast being better than Model 3, and almost identical to the new Naomi arcade boards, we can expect many arcade perfect translations, with almost no turn around time,

CD fragility: Due to how densely packed the information is on the special Dreamcast CDs, scratches and smudges on the CD are far more likely to cause problems than on other systems. We've yet to see a scratched Dreamcast CD to verify this, but we have noticed having almost any fingerprints on the parts of the CD that are written on results in failure to load.



Japanese release: November 1998
Australian release: September 1999



Dreamcast

PC

■ First released: A stupidly long time ago...
When they became cool: 1993



IBM compatible PCs have been around for many years now. It's hard to gauge at what point the PC became a serious gaming platform, since there were many adventure games and RPGs around, even back in the DOS 2.0 days. Action gaming on the PC really took off with the introduction of Doom, although other games like Wing Commander had got people into the idea that the PC could be a viable action gaming platform prior to that.

The popularisation of CD ROMs and sound cards really helped make the system far more user friendly and entertaining, and with constant upgrades resulting in faster processors, and better video technology, both in 2D and in recent years 3D, the PC became the most powerful system available, for those that were willing to spend the money on ensuring they were up to date.

Now the PC has by far and away the biggest lineup of games to choose from, and bar far the most new releases each month. The PC gaming market however is suffering horrendously from piracy, and as a result the PC gaming market is relatively dead compared to the console scene. The gamers will be the ones that may suffer in the end if game developers start investing less into their PC titles as a result.

Games of distinction:

- Starcraft
- Half Life
- Tomb Raider series
- Unreal
- Diablo
- Grand Prix Legends
- Ultima Series
- Wing Commander Series

Upcoming Big Uns:

- Quake 3 Arena
- Wheel of Time
- Diablo 2
- Ultima Ascension
- Wartorn

Upgradable: If any one aspect of your PC is lacking, you can simply upgrade that part of your machine, rather than buying a whole new machine from scratch. This is great when it comes to the cheaper components like sound cards, but of course, upgrading regularly is not cheap.

Raw power for those who can afford it: If you have the money and inclination, you can make your PC as powerful as you want. Some games also require huge amounts of RAM, and video capabilities to work well, and others off bonus features and effects. Some games simply won't run on other systems due to the high amounts of RAM required, or the need to have a hard drive.

Huge software lineup: No other system receives anywhere near as much software as the PC. Without the licensing fees there as a hurdle, developers have more incentive to develop for PC, although the PC gaming market is so strong, mostly due to piracy.

Practical uses: Of course, a PC can be used for things other than gaming, and as a result, it is becoming an essential part of most households. Who hasn't used the line, "I need a new PC to do my homework on"?

STRENGTHS:

Internet and networking capabilities: Although PCs are not a gaming platform that promotes "crowding round with your mates", the ability to network PCs makes them ultimate multiplayer platform if you've got the time, know-how and money to get a LAN (local area network) happening. Even if you don't have the means to have a LAN with some other gamers, thanks to modem connections, gaming on the Internet is possible, and results in meeting other people who like the same games as you... No worries about trying to convince your buddies to give you a game of something... on the Internet there's always someone keener and better than you are!

WEAKNESSES:

Cost: Put simply, PC gaming is expensive, although knowing about what hardware is available and what it will do can save you a fortune. For example, if you bought a Celeron processor because you knew you didn't want to use business applications, you could save yourself many hundreds of dollars on the CPU alone.

Piracy: The PC gaming market suffers horrendously from piracy, and as a result, the industry will suffer, and less money gets spent on development. People complain that there's a lot of crap around, and piracy is partly to blame.

Technical difficulties: Owning a console doesn't require you to invest any time or effort learning the ins and outs of your machine. PC owners however have to be pre-

pared to face technical glitches, which will require them to have the initiative to learn about the problem and how to fix it. Plug and Play isn't always quite like the name implies as many PC users will vouch for.

Sheer Bulk: Since you need a monitor and a desk, the PC is very much a space eater compared to the consoles, which are all quite small. Taking a console to a friend's place is easy, but lugging a PC around is not.





The Numerical answer...

The technical answer is quite clear cut. We've provided a table so you can compare the consoles against one another. We left the PC out of the picture because results vary heavily from system to system.

	PLAYSTATION	NINTENDO 64	DREAMCAST
CPU	R3000A - 32 bit RISC	R4000 - 64 bit RISC	SH4 - 128 bit RISC
Clock speed	33.8688 MHz	93.75 MHz	200 MHz
Operating performance	30 MIPS	121 MIPS	360 MIPS
Memory Configuration			
Main RAM	2MB	4MB (inc sound&video)	16MB
Video RAM	1MB		8MB
Sound RAM	512KB		2MB
CD ROM Speed	2 speed	NA (Cartridge is superior)	12 speed
Controller ports	2	4	4
Modem/Network	Link cable (network of 2)	Modem TBA	33.6Kbps modem and networkable
Anti aliasing	No	Yes (edge only)	Yes (full screen)
Bump mapping	No	No	Yes
MIP Mapping	No	Yes	Yes
Screen location specific effects	No	No	Yes
Polygons drawn per sec (textured w/effects)	150,000	100,000	3,000,000
Sound Channels	24	100	64
3D sound support	No	No	Yes

As we can see, the Dreamcast is way out in front in terms of technical specifications, with the exception of data transfer from the software to the machine, with the Nintendo 64's cartridge making the difference. The N64 also can manage 100 sound channels, although utilising this would strain the N64 very heavily and affect perfor-

mance in other areas. The jump in raw power from the Nintendo 64 is far more impressive than that of the Nintendo 64 over the PlayStation. Although on that note, the PlayStation can still move more polygons than the Nintendo 64, making it more suited to some types of games... which leads us to the next aspect of the comparison...



The answer by genre

You play games, not systems. There's no point buying a system that doesn't have any good racing games, if that's the kind of game you like, regardless how technically wonderful this system is meant to be. We've given our call on which systems are the best for each gaming category, sometimes with only one answer if that machine is clearly the machine to own...

Driving games: PlayStation, PC

Flight sim: PC

Space combat: PC, PlayStation

Platform games: Nintendo 64, Dreamcast

Fighting games: Dreamcast, PlayStation

1st Person shooter: PC, Nintendo 64

Sports: Nintendo 64, PC

Role Playing Games: PC, PlayStation

Gun games: PlayStation, Dreamcast

Action adventure games: Dreamcast, PlayStation

Adventure games: PC

At this stage, there are some categories for which the Dreamcast should become a top contender for, but with nothing other than promise of upcoming releases, with little to go by other than a brief description or early screen shot, it's hard to say in which areas it will end up shining in. Just because the Dreamcast is extremely powerful does not ensure that the games on this system will be fun when it comes down to it, so the Dreamcast still has much to prove.



And the winner is...

In truth, there is no such thing as "the best system". If a certain system ends up giving you more pleasure than another, then it's best for you. However, in terms of whether or not you should be investing in a new system in the next six months or so, here's the basic considerations:

The Dreamcast won't be out till September, so if you want a new gaming system NOW, then this system is out of the picture. Technically it's way ahead, and its lineup for the next year looks strong. Come September, it will be THE hot new thing here. If you're going to need to save for a while to buy a new system, this is your machine.

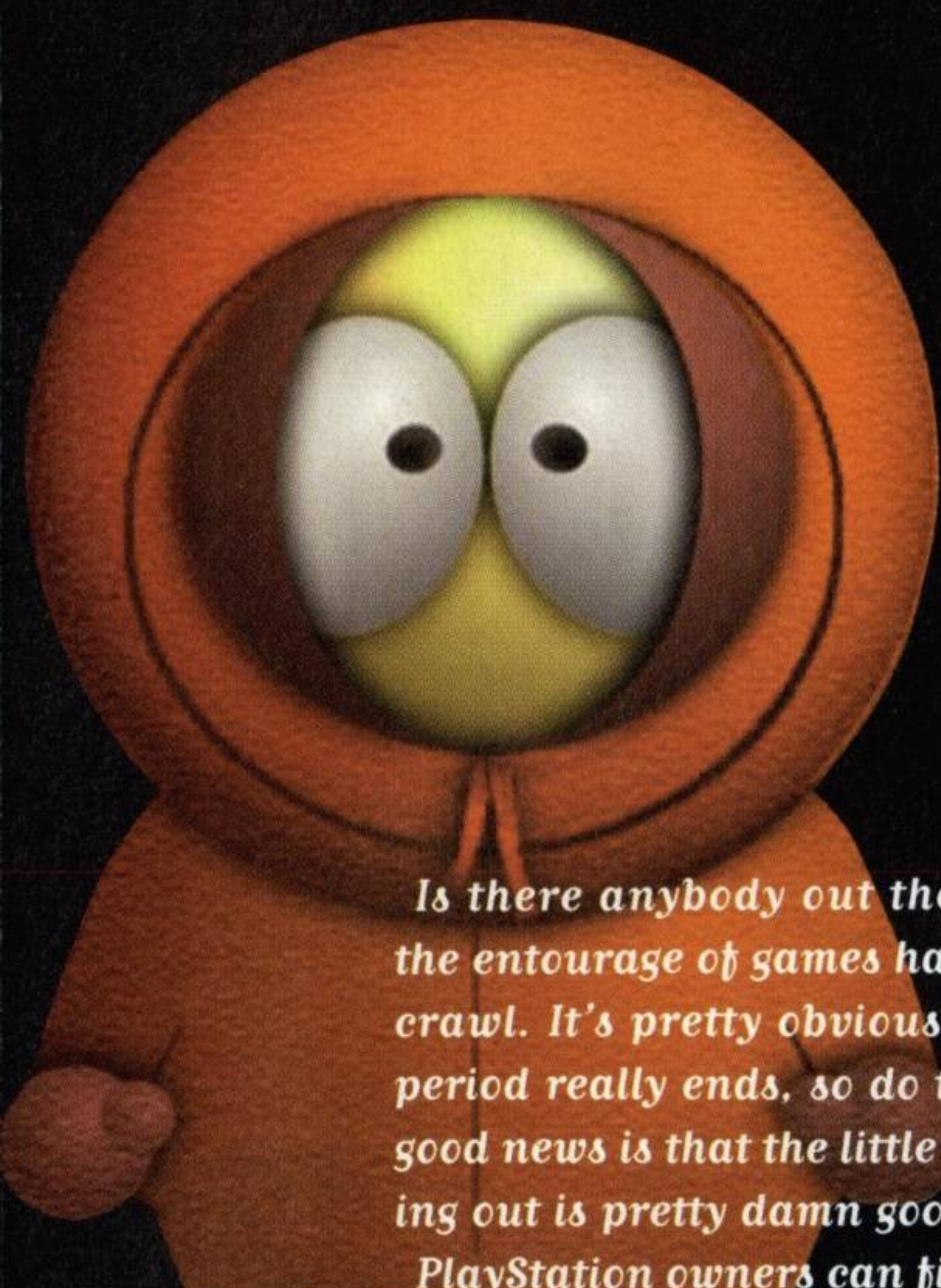
The PlayStation is on its last legs in terms of what it can do technically. The upcoming games that we will see on the system like Final Fantasy VIII may turn out to be the best games on the system yet, but this is just taking the existing level on the system a bit higher through long development and big production. There are tons of good games for the system, but the flow is slowing down...

The Nintendo 64 has a chance to win over some gamers with the new memory expansion packs, but this will depend on both how many developers support it. It's do or die this year for the N64.

Of all the systems, the PC is the only one assured of stability as a long term gaming platform, although it is also the system that requires you to change along with it as developers go further. Costs limit this option to those with a reasonable income, or those with generous parents. A major factor for anyone.

So which one? The answer depends on you, and how important all the above factors are to you personally. For me, the Dreamcast easily wins my vote for best console, even though there are very few games I can play on mine yet, the list of upcoming games holds more interest for me than even most of the PC titles to come. Although unless the Dreamcast can really work wonders in online gaming, I can't see my PC ever collecting dust though either. Each to their own I say...

So which is best?



Is there anybody out there? All of a sudden the entourage of games has slowed to a relative crawl. It's pretty obvious when the Christmas period really ends, so do the new releases. The good news is that the little software that is coming out is pretty damn good.

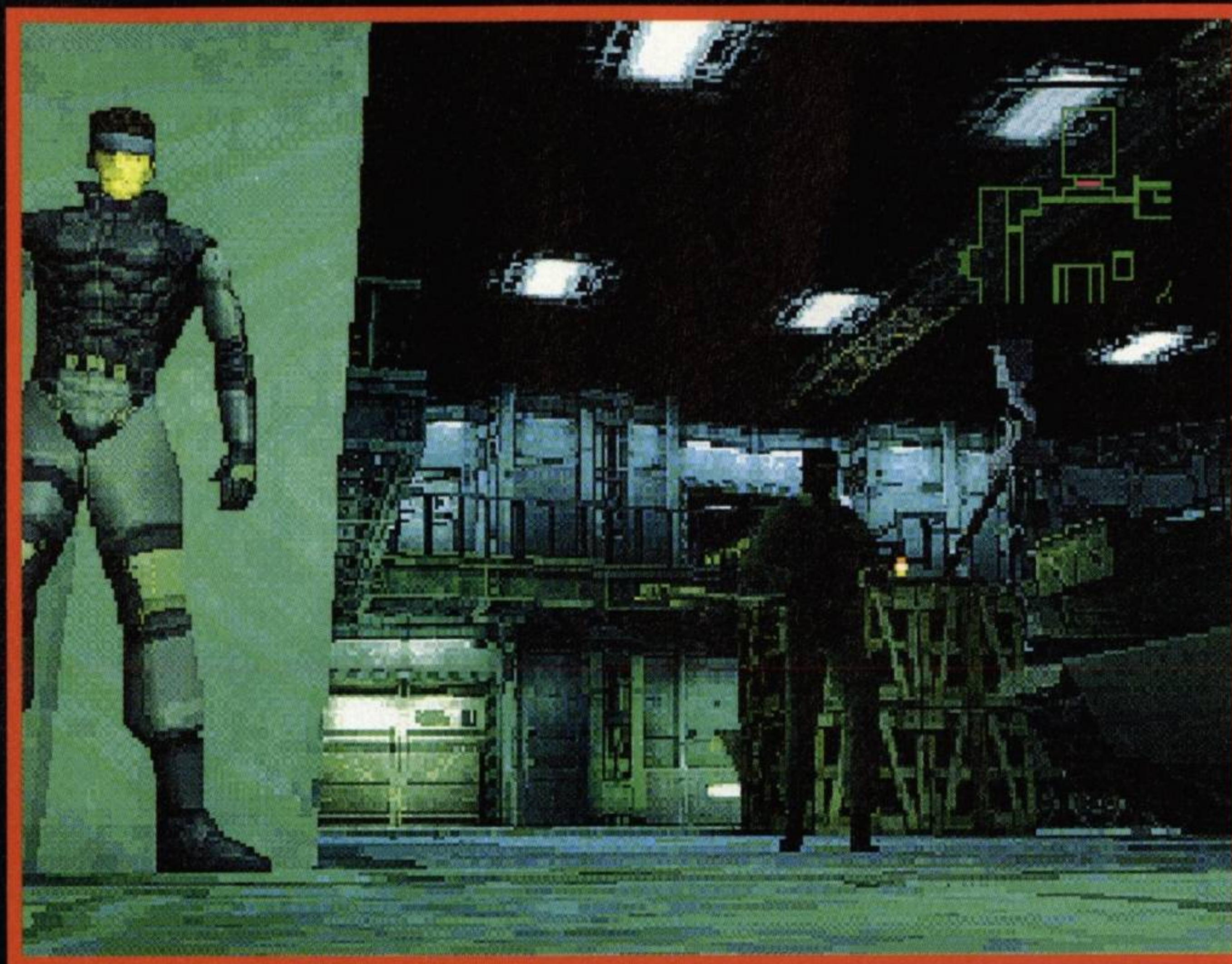
PlayStation owners can finally spooze with gay abandon over Metal Gear Solid. The action/stealth game is certainly one of the best titles for the PlayStation for some time, and considering there aren't any other stunning releases around the same time on the PlayStation, it should have free reign at the cash register. Granstream Saga innovates in minor ways for PSX RPGs, but lacks a bit of the character many would expect from such a title, and Rally Cross 2 just doesn't live up to its predecessor.

The Nintendo arcade petrolheads will dig Rush 2, but South Park may not be the killer first person shooter some had hoped for... at least it's chockers full of amusing sound samples. Let's Smash may remind many of Smash Court Tennis, with its cute look, and also with its killer gameplay.

The console scene is extremely quiet right now compared to the PC, and the PC lineup this month is really very strong. In fact there's no weak link in our main reviews. Plenty of fantasy adventure to be had this month, with King's Quest VIII, Quest for Glory V, and Redguard all being great titles. There's also some medieval strategy going on with Myth II, which is a very polished version of the title from a year ago. Tribes looks set to develop its own multiplayer following already with its excellent teamplay action. Starcraft also scores one of the best strategy game mission packs to come along in a long time with Brood War.

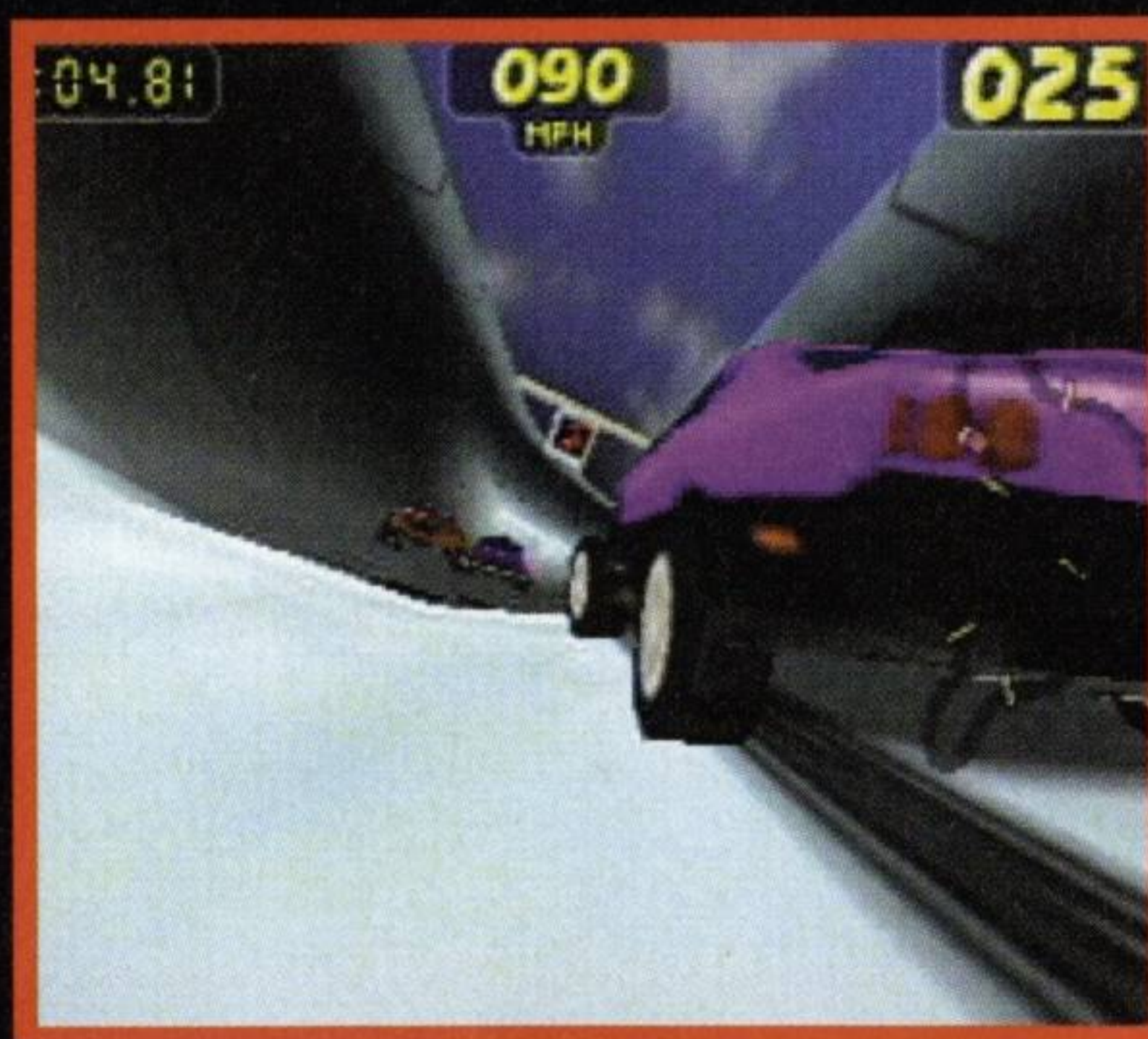
Happy gaming,

Dan



GAME OF THE MONTH METAL GEAR SOLID

reviewed on page 40



NINTENDO 64
GAME OF THE MONTH
RUSH 2

Reviewed on page 54



PC
GAME OF THE MONTH
MYTH 2
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PC

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- 64 KING'S QUEST 8
- 62 MYTH II: SOULBLIGHTER
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- 66 QUEST FOR GLORY V
- 72 RED BARON 3D
- 60 REDGUARD
- 72 SHANE WARNE CRICKET '99
- 71 STARCRAFT: BROOD WAR
- 73 SUPERBIKE WORLD CHAMPIONSHIP

- 57 TOP GUN
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THE HYPER REVIEW SYSTEM

Available: When the game is expected to be on sale. Release dates are subject to change without notice for a variety of reasons, so this may not always be correct. Ask your retailer if things don't show up.

Category: What type of game it is

Players: The number of players a game allows to play it at once.

Publisher: Simply the company that publishes the game.

Price: The recommended retail price. This is subject to change without notice.

Rating: The OFLC's verdict on the suitable ages for the game.

Required: The hardware required to play the game on your PC.

Desired: The hardware we think you need to get decent performance out of the game.

Supports: Which peripherals and hardware you can use with the game.

Plus: Notable good points about the game.

Minus: Notable problems with the game.

Visuals: An indication as to the overall quality and impact of the graphics in the game.

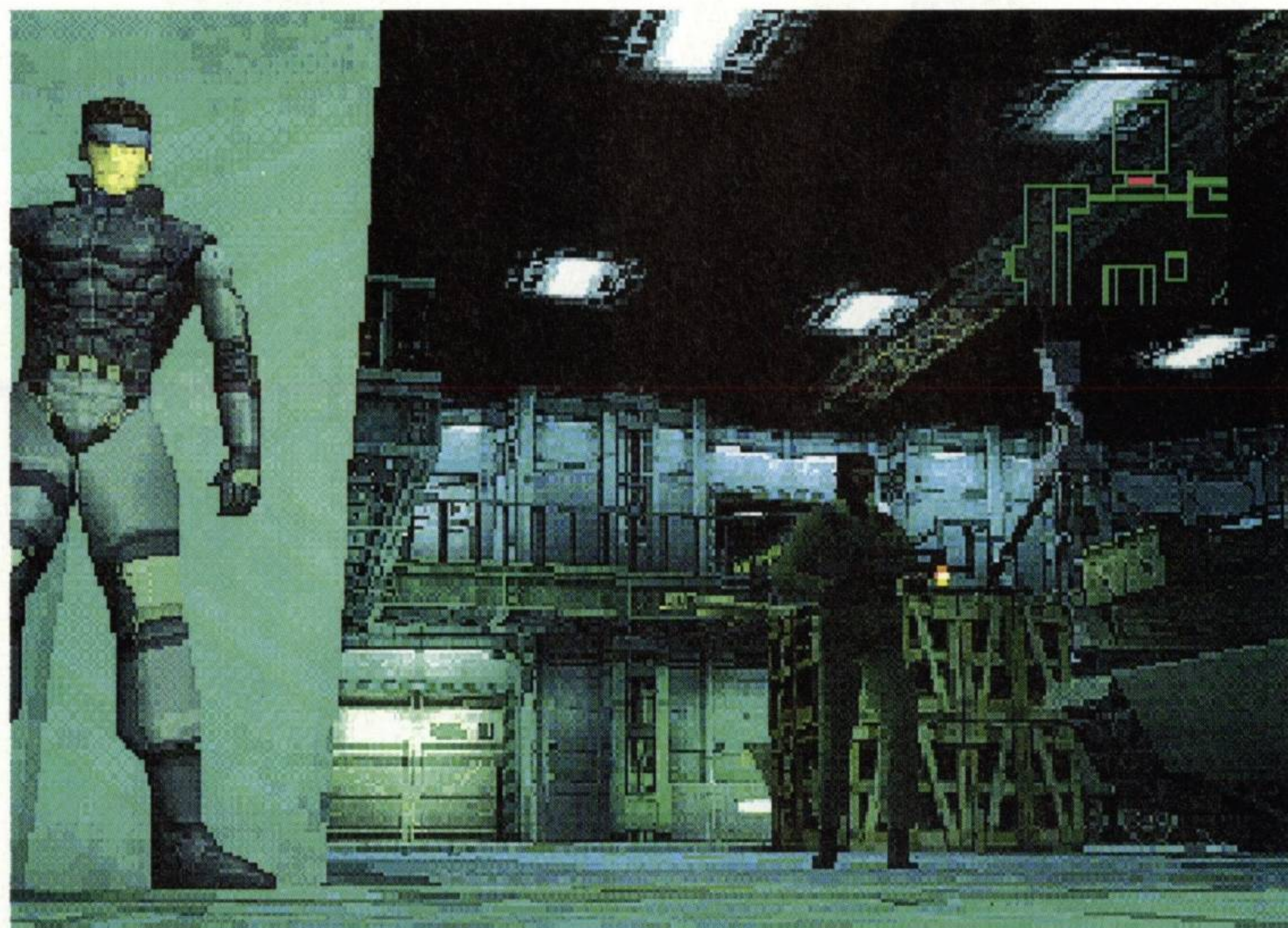
Sound: A rating that includes not only sound effects, but music as well.

Gameplay: A measure of the depth, features and fun that you come across when playing the game.

Overall: The verdict, in a number.

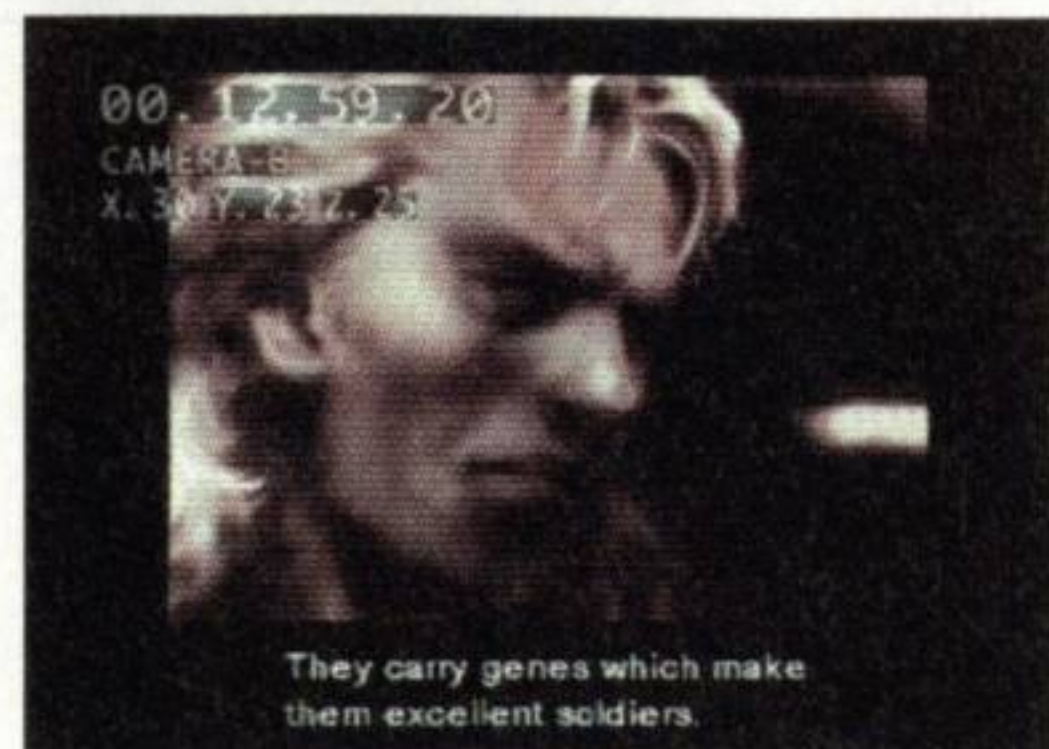
Metal Gear Solid

Kevin Cheung is the lucky sod fortunate enough to review Konami's finest piece of art... Metal Gear Solid.



LOOK OUT, IT'S ROUGH TRADE MAN! BACKS AGAINST THE WALL!!

**HYPER
GAME
MONTH**
OF THE

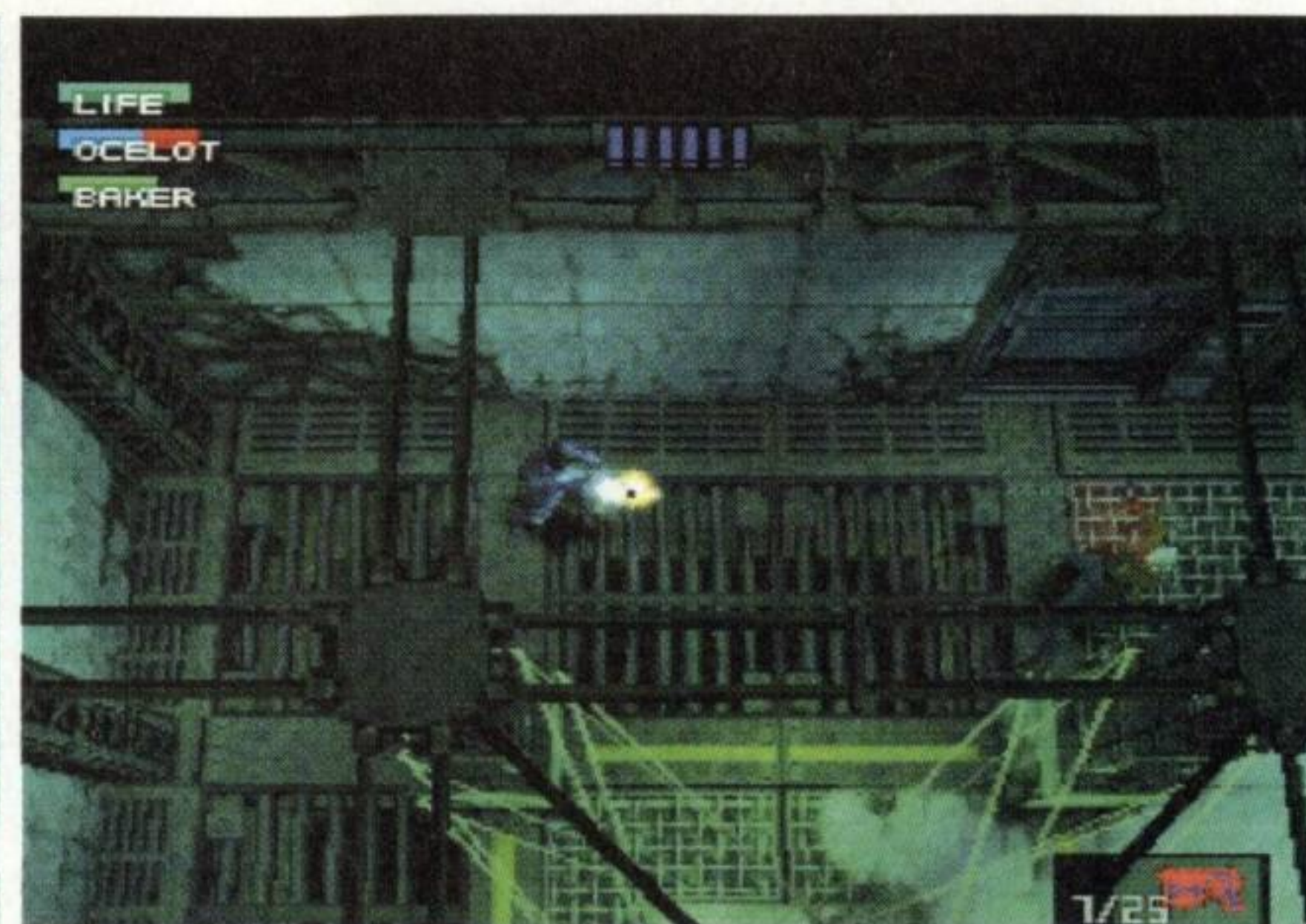


Here it is, ladies and gentlemen, the game that all PlayStation owners have been waiting for: Metal Gear Solid. While the bulk of the present videogaming generation would have no idea that the series originated from an MSX game, MGS' appeal as a fully interactive super-spy thriller that makes Mission: Impossible seem like a joke will be very far reaching. You see, Hideo Kojima's been working on this game for a very long time - since he was first given a glimpse of the PlayStation's technical read-outs 4 years ago. What he has produced as a final result is one of the smartest games in a long time. It is a game that cleverly exploits every processing capability and manages every graphical limitation. And with an ingenious control system and a meaningful plot to follow, MGS is a game that sets new innovative standards for others to follow. And in case I don't say it later, MGS is one of the best games I have ever played. Like Street Fighter 2, Virtua Fighter 3, Mario, and Final Fantasy, it is forever burned into my memory.

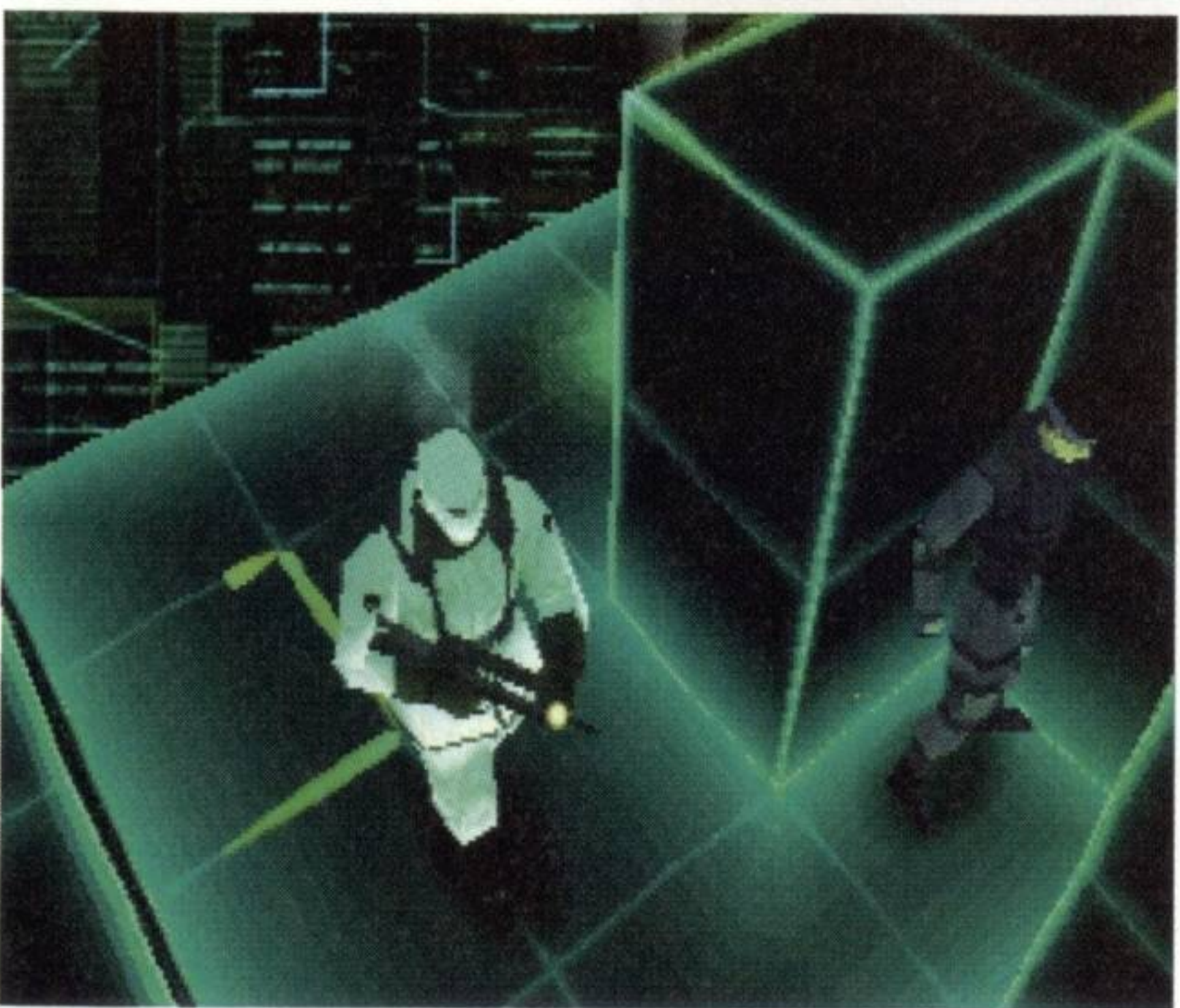
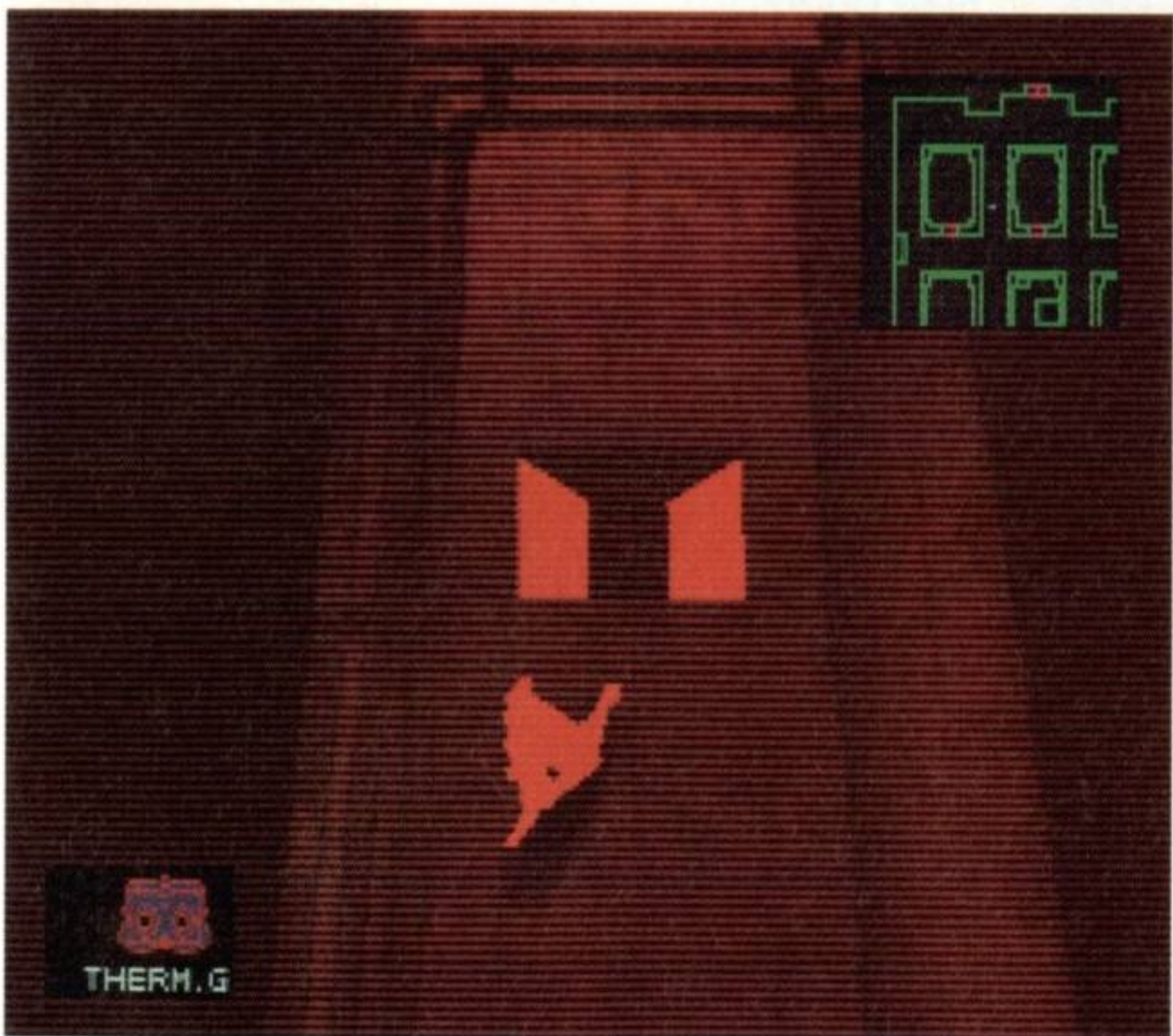
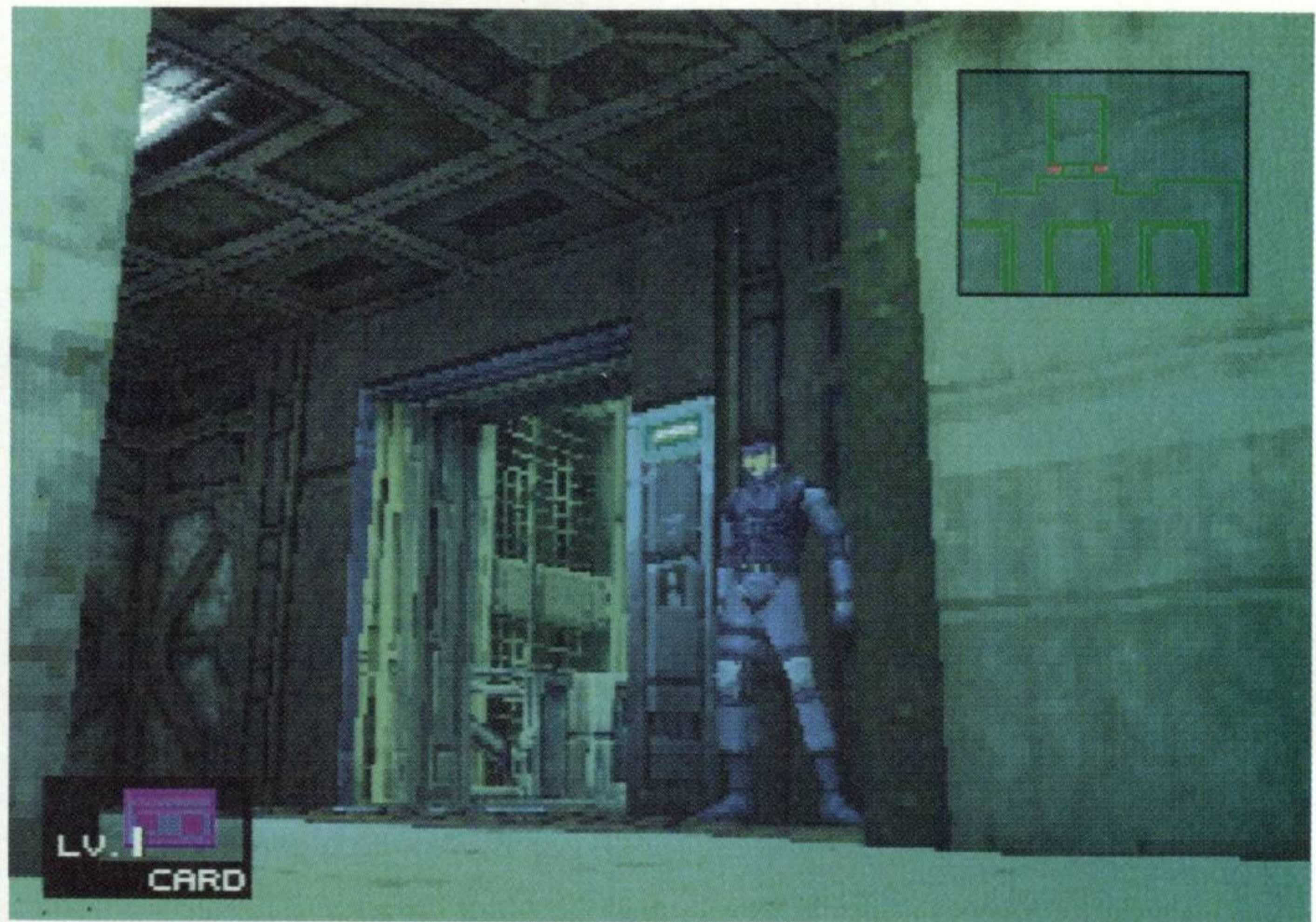
Without giving away too much of the plot, your mission as Solid Snake is to infiltrate a military base suspected of housing nuclear weapons and to rescue a number of key national security personnel. Certain complications take place and your mission changes to the disarmament of the nuclear weapons and the destruction of a weapon known as the Metal Gear Rex. The catch is that you'll be up against some of your former colleagues such as Revolver Ocelot and Liquid Snake, all of whom are as well trained in the art of espionage as you are.

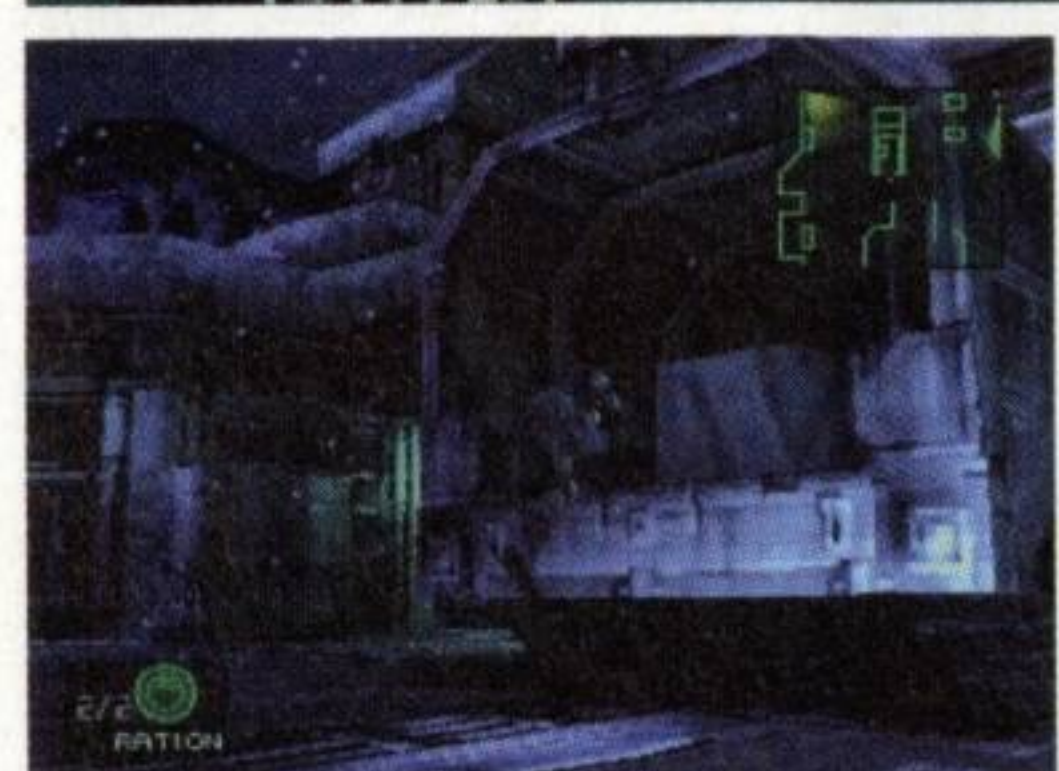
BEST GRAPHICS ON THE PSX. HONEST!

On a visual scale, MGS is like nothing the PlayStation has ever seen. Everything from the troops and vehicles to the finer features of the interiors of a tank garage are beautifully rendered in 3D, with immaculate attention being paid to each and every single object you might see. Absolutely no short cuts have been taken. When you see that a far-off building has a balcony supported by



METAL GEAR SOLID WAS BROUGHT TO YOU BY THE COLOUR GREEN





pillars, you're not looking at some cheap flat texture with an image of some pillars on it - you're looking at actual pillars. MGS is the most complete graphical package you'll find on the PlayStation. Literally everything has been accounted for, from the flashlights on a guard's machine gun, the way that guard sneezes while out in the freezing cold, the footprints in the ground, the fog of one's breath... the list of realistic and interactive quirks to the game seem endless.

GAMEPLAY TO DIE FOR.

However, the beauty of MGS isn't so much in the graphical beauty as it is the complete and total freedom to walk around and do anything you want. By default, the game adopts a top-down perspective where you can run, crawl around underneath crates, press yourself up



against the wall to sneak a peek at what's around the corner, and use your radar to avoid detection from patrolling guards and security cameras. When things aren't clear enough, you can switch to a first person mode that allows you to see everything immediately around you. The amazing thing about this feature is that while you're checking out the massive graphical detail, there is no slowdown and virtually no clipping.

This 'freedom' isn't so apparent until you start trying to achieve your mission objectives. Say, for instance, you have to get to a door located upstairs. Both this floor and the next floor are patrolled by guards, and the stairs are covered by a surveillance camera with machine guns attached to it. For guard number one patrolling the bottom of the stairs, you could probably shoot him, but that would make too much noise and attract more guards. The same problem applies to using rockets and grenades. You could probably use a silencer, but you might need to walk right into his line of sight. The best solution is probably to go to a wall just behind the guard, tapping the wall to get his attention, and as soon as he sticks his ugly mug around the corner to investigate the noise, you grab him by the throat, drag him to a dark corner, and break his neck. Now you've got to get up the stairs, past the camera and the guard who's pacing back and forth. You

TOOLS OF THE TRADE



Utility Items

- (1) Scope: This is used for studying enemy bases and troops from afar. An absolutely essential item when it comes to long-distance stalking.
- (2) Infra Red Goggles: Used for detecting electronic trip wires, traps, and anything else that's remotely warm.
- (3) Rations: It's really quite simple - when you're low on energy, these things prevent you from dying.
- (4) Mine Detector: This allows you to detect mines, collect them for your own private stash, and

then to re-use them on some hapless foot soldier.

(5) Cardboard Box: Hide in this thing and pretend to be part of the base. Most guards will pass by you as you peep through the handle slits, but you're a sitting duck if you're caught.

(6) Security Card: Certain personnel carry these passes that grant access through higher-level security doors. If you want to go through the doors, you basically need to use it.

Weapons

- (1) Socom: Your primary weapon. It's not very powerful at all, but when equipped with a silencer, it is by far the most effective weapon you have.
- (2) FA-MAS: A very big rapid-fire machine gun. When you absolutely positively have to cap every ass in the room, accept no substitutes.
- (3) Grenade: Toss these pineap-

ples to serve up a wonderful flambe

(4) Chaff Grenade: These are used to temporarily knock out video surveillance systems.

(5) Stun Grenade: Really quite useless unless you are absolutely out of ammunition, but it buys you a little time against troopers.

(6) PSG: A high-powered sniper rifle that's great for ripping troopers a new naval from long distances.

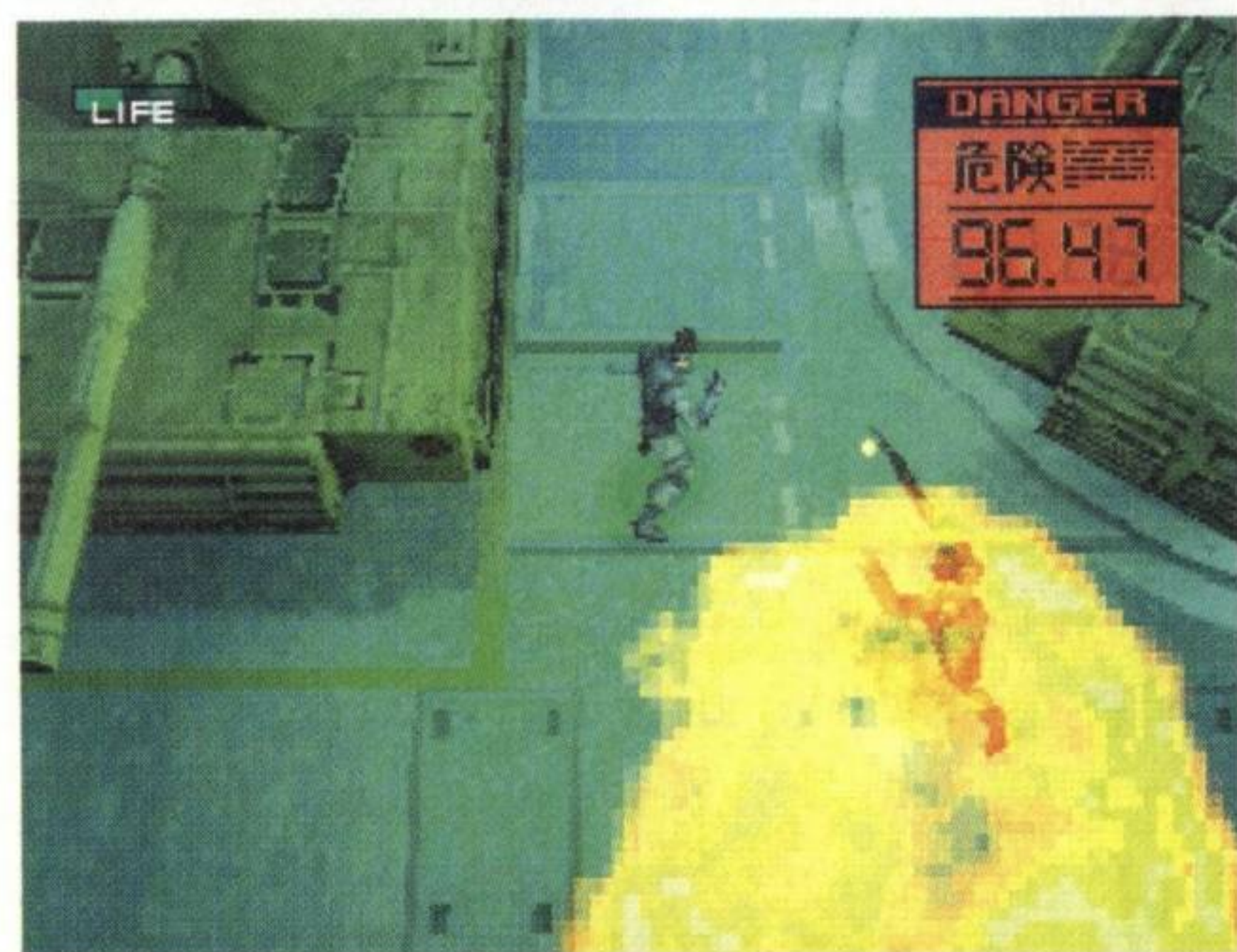
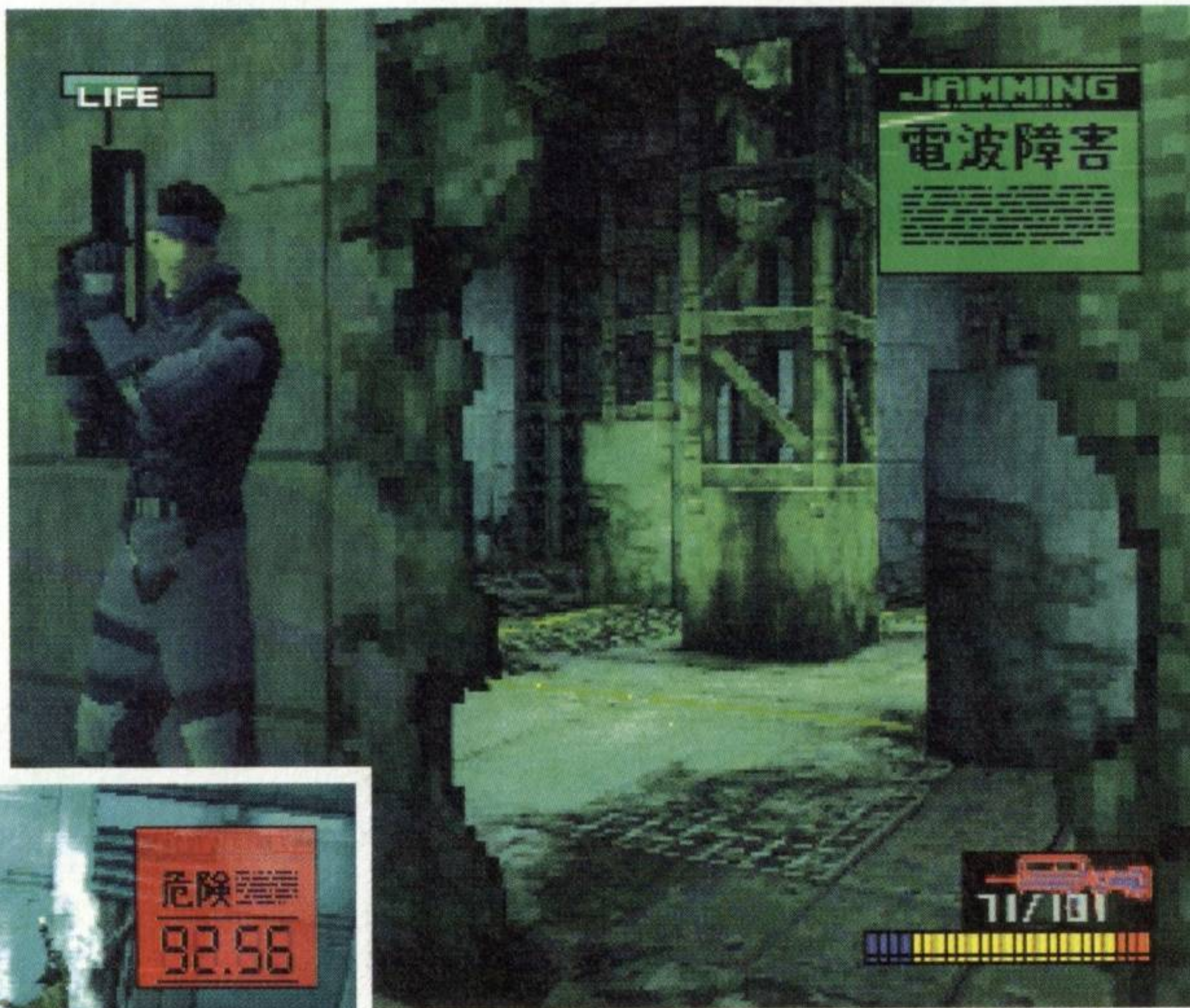
(7) Nikita: A remote-controlled rocket system that allows you to navigate rockets through office doors, behind bookshelves, and anywhere else that takes your fancy.

(8) Stinger: A no-frills rocket launcher that packs a very, very powerful punch.

(9) C4: These when you need to make yourself a door, these are pretty handy. Just make sure you don't stand too close and blow yourself up in the process.



could try sneaking beneath the line of sight of the camera, but if you time it wrong the guard will see you right when he turns around. Maybe if you used the old 'walking cardboard box' trick... nah. Instead, you decide to use your chaff grenade to knock out the camera, and because your own radar system has been knocked out as well, you run up the stairs quickly firing off a few rounds with your silenced Socom. Congratulations: you got upstairs. Later on you'll discover that you could've used an elevator down the hall,



WHEN I ASKED FOR A LIGHT...

photographic - but don't forget you're just looking at a pre-rendered bitmap. On a more important note, MGS is fundamentally flawed in the radar system. Basically, you can stand directly in front of an enemy, and they won't see you as long as you stay out of their range. It would also have been nice for there to have been more hand-to-hand combat moves.

Another complaint to be had of MGS is the addition of new difficulty settings. The easy setting is what the original Japanese version offered. What the Normal and Hard settings do is remove the radar from the game. However, the radar is central to the game, and by the time you switch to first-person mode to see if anyone's near you, you've already been spotted. For that alone, it's very fair to say that little to no thought was put into making these so-called 'improvements'. Stick to the Easy mode and enjoy the game the way it was naturally intended.

As a final point, I don't know how it started, but certain critics are trying very hard to discredit any game that takes less than 20 hours to finish. In MGS' case, it takes around 15 hours on the first run, and about 3 hours when you've practised enough. Anyone who thinks this is a reason to fault the game does not deserve to pick up another control pad. When you play a game, the entertainment is in soaking up the experience offered by the game. It makes no sense whatsoever to measure your enjoyment against a stopwatch. As was the case with Tenchu, your enjoyment of the game depends on your own ability to exploit the free environment before you.

So is Metal Gear Solid worth getting? Without a doubt, yes. MGS is an essential purchase - if not to get into the cool spy action, then just to appreciate all the special innovative touches offered by the gameplay. Diehard system fanatics and sceptics will be quick to point out the flaws mentioned above, but it is much easier stand in the present and point out the faults than to look back and appreciate exactly how far one has travelled in the journey. In MGS' case, there is certainly room for improvement, but it has made many advances, opened up new possibilities, and set the new standard for the genre. Forget Resident Evil 2, forget Apocalypse, forget Tomb Raider 3: stellar games like Metal Gear Solid just don't happen very often. You'd be a fool to miss it.

involving a completely different set of strategies.

From a gameplay perspective, this is better than anything that has previously appeared on the PlayStation. If you look at games like Final Fantasy VII or Resident Evil 2, the action is completely scripted and formulaic. That is, you won't progress any further if you don't do things the way you were 'supposed' to. In MGS, you still have a goal to achieve, but there is seemingly an infinite number of methods to do so.

NOT QUITE SO SOLID

At this rate, it sounds very much like MGS is the 'perfect' game, doesn't it? It's not. Not by a long shot. For one thing, many of the textures on the characters come off as looking pixellated. It's not all that bad - in fact, it's understandable considering the massive size of the fully polygonal environments. Sure, Resident Evil looks

ALTERNATIVES



To be perfectly honest, there is no substitute for a game of this quality. Its production values, gameplay, and overall entertainment value is unmatched. However, the closest thing you'll ever find is Tenchu, which is much more up-close-and-personal with its sword-swinging action. And for those of you who are just dying for a Zelda 64 comparison, don't bother. The two games are trying to achieve completely different things. Zelda is going for the expansive worldly experience, while MGS operates within a much tighter, smaller area. The styles of interactivity are therefore beyond proper comparison

AVAILABLE: March
CATEGORY: Action
PLAYERS: 1
PUBLISHER: Konami
PRICE: TBA
RATING: M
SUPPORTS: Dual Shock.

PLUS

Great action, compelling story, deep gameplay, and a beautiful woman to rescue. This game's got it all.

MINUS

Only a system fanatic would fault a game like this. Everything about its gameplay and design demands respect.

VISUALS	SOUND	GAMEPLAY
90	92	96

OVERALL

93

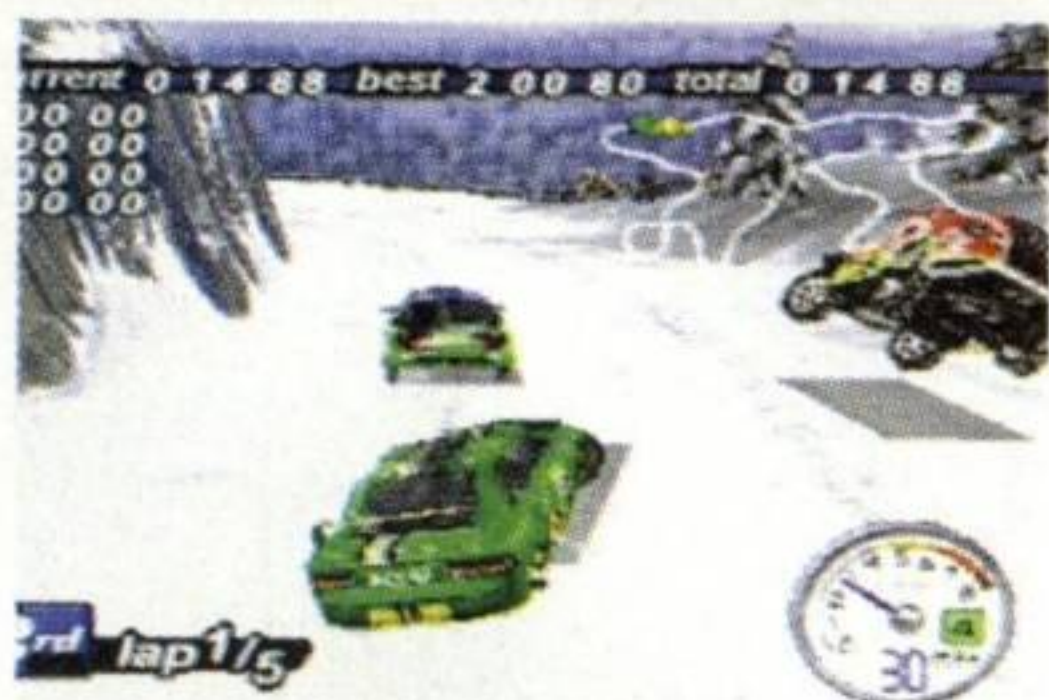
A true masterpiece of a game that redefines the action genre. Hideo Kojima, we salute you.

Rally Cross 2

Christmas is long gone... so why is it that **Cam Shea** can still smell a turkey?



THE HYPER TEAM HEAD OFF TO THREDBO FOR A MUCH DESERVED BREAK



Back in the day, there was only one rally game worth its salt on Playstation, and that was Rally Cross. It took the genre in an entirely new direction with an entertainingly floaty physics model that perfectly complemented its wildly bumpy terrain and aggressive computer AI. Since its release though, the humble Playstation has come a long way, and the Rally Cross series, er... hasn't. Indeed, in all important aspects, Rally Cross 2 is more regressive than anything else.

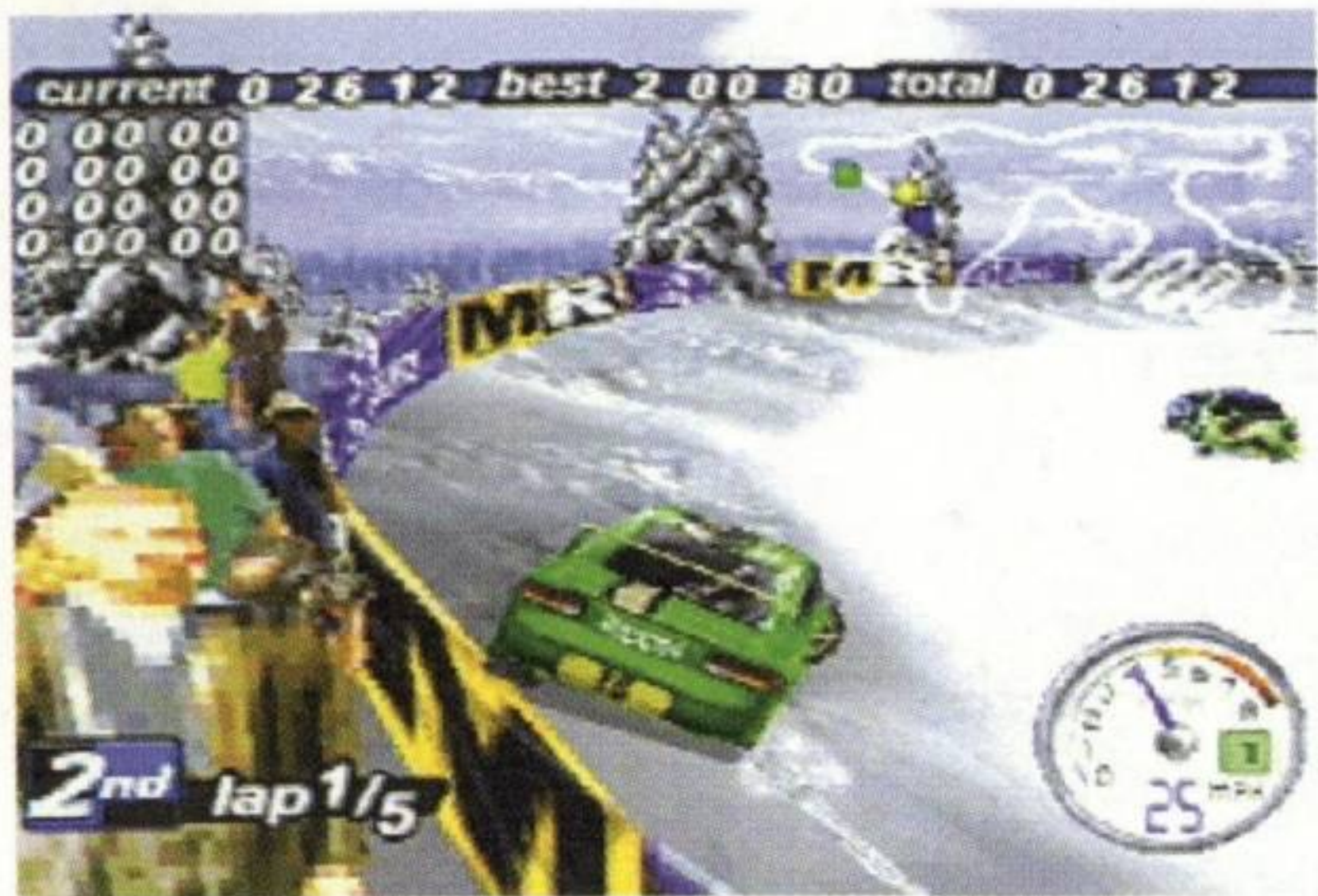
NO OFFENCE TO ALL YOU TRIPE LOVERS OUT THERE...

The first thing that seasoned Rally Cross fans will notice is that the handling mechanics have been botched. Although the original had a relatively steep learning curve, the driving model felt quite good once mastered. There was a fair degree of subtlety involved in successfully navigating the courses - easing off on the accelerator when required and taking just the right line, all with the fear of tipping the car in the back of your mind. Although the general racing ethic remains true in Rally Cross 2, the driving model is about as enjoyable as a pile of lukewarm tripe. The rally feel is gone. Rather than steering the car from the rear, sliding the back end out and into the line you want to take, Rally Cross 2 seems to steer entirely from the front, in an oversensitive, imprecise way. Turning the wheel sees the



front of the car lurch from side to side, and you'll only drift when steering hard, so drifting is clumsy. Indeed, the only use for drifting is on tight corners. So much for rally driving, eh? It's ironic that in the original, steering too hard meant tipping the car, whereas in Rally Cross 2, it's the only way to drift.

The second thing you'll notice is the dull track design. The first few tracks are flat and really boring. The design does get better later on, but not to a satisfactory degree, and the tracks never really rival the original's. There's still rugged terrain, but the tracks are too flat and too formulaic.



HOW ABOUT A WARM SALMON MILKSHAKE?

Rally Cross 2 runs on essentially the same graphics engine as the original. Whilst the original was competent, using bright colours and nice scenery, it's disappointing to relive the same visual experience. Any changes are minor, and the host of improvements that you'd expect simply haven't materialised. Nice new touches are the way that mud accumulates on the car throughout the race, and reflections on the car's exterior.

The overall structure of the game is basically the same as the original. You race against three other drivers on eight tracks. All tracks can be raced in reverse, and you can even choose to have some cars racing forwards and others racing backwards within the same race. There are



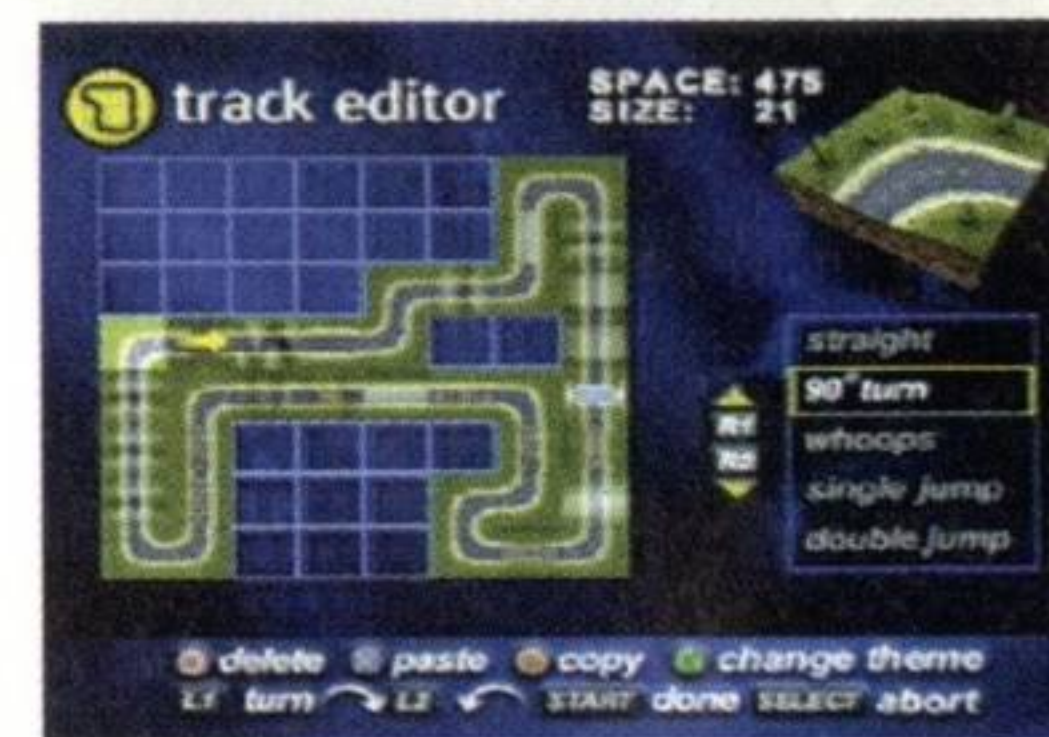
DON'T CRASH INTO THE BIG ARROW!

plenty of cars to unlock, and whilst not as funky in design as in the original, there's more tweakage on offer. That is, you can alter each car's colour scheme, or get dirty with the shocks, steering, brakes, acceleration vs speed, and four different tyre types.

On top of the eight normal tracks, there are also eight hidden tracks to be unlocked. Two of these - Oasis and Jungle, are the first two tracks from the original. Their addition is cool, but only serves to reinforce the samey graphics, shame the sequel's track design, and underline how horrible the new driving mechanics are. The other six hidden tracks are all designed using the track editor, and only one is any good, so it's a bit of a "why bother" situation. Still, there are plenty of options and secrets, and the three difficulty levels will keep you going for ages.

EDIT AWAY MY GOOD MAN...

Rally Cross 2 comes packing a track editor, so the long term prospects look good, right? Well, unfortunately, the reality is that there's inevitably a tradeoff between ease of use and complexity. Thus, whilst a breeze to use, Rally Cross 2's track editor adds little to the overall package, as there's no height to play with - it's all 90 degree turns, dips and bumps. It's a cut and paste affair, so you have a whole host of different pieces to use and several overall terrain sets to choose from. Racing against the computer on your tracks isn't much fun, but there's potential for good multiplayer racing. Indeed, the splitscreen racing in Rally Cross 2 is competent - the visuals are crisp, and the game runs smoothly. Overall though, the original Rally Cross or Colin McRae Rally would be a better purchase.



AVAILABLE:	Now
CATEGORY:	Rally racing
PLAYERS:	1-2
PUBLISHER:	Sony
PRICE:	\$69.95
RATING:	G
SUPPORTS:	Dual shock, negcon

PLUS
Lotsa tracks, cars and options

MINUS
Handling is terrible, and the game lacks the punch of the original

VISUALS	SOUND	GAMEPLAY
79	77	70

OVERALL
75
Rally Cross 2 is an underwhelming sequel at best.

Granstream Saga

In the wake of Final Fantasy VII and Zelda 64, is there room for titles like Granstream Saga? **Dan Toose** decides.



SNIFF MY SHIELD, DEMON SPAWN!



melt. The island continents are sinking, as their magical power is waning, so unless you do something about it... everyone dies.

FULLY BLOWN 3D

Granstream Saga is an entirely 3D RPG in that all of the environments and characters are textured polygons. The towns and dungeons are like any traditional Japanese RPG, the only real difference being that you can rotate the screen around allowing you to see doors and buttons in walls, so the layouts don't have to be designed around the restriction of ensuring the player can see everything from one angle. Not that frame rate is generally an issue with RPGs, but the frame rate is a constant high 50-60 FPS. This really helps in the combat, where you can time counter attacks if you have keen enough eye hand coordination.

Combat takes a different perspective. It actually looks more 3D than general movement, with the camera spending most of its time behind you, and in line with the enemy, so you can keep track of what's going on. In fact, the only other game I can think to compare the appearance of combat to would be *Zelda 64*... Not quite as spectacular, but definitely smoother.

When characters speak in Granstream Saga, an anime style picture of the character's head appears to accompany the text. This is the only time you actually see anyone's face however, as the polygonal character are devoid of facial features.

Some overseas gamers have praised the anime cut scenes of Granstream Saga as being top quality. As an anime-fan, I'd like to spare all the other anime fans from rushing out and buying the game on the premise that the anime is good. It's very average, and only comes in snippets.

While the game looks great, there's not a lot to say about the sound effects or background music. The music is quite lacklustre, and gets awfully repetitive (best turned down). Equally average was the sound, although this is rarely a strong area in RPGs. Good (and varied) music is the key to adding some atmosphere in an RPG, and THQ didn't do so this time.

HANG ON, WEREN'T YOU IN ZELDA 64?

In terms of gameplay, the combat is the notable difference between this game and others. The controls are simple, yet very responsive, and allow you to make decisions on the fly, which, let's face it, is how combat really



Console RPGs can probably trace their origins back to games like the *Apshai* titles, which were classics on the Commodore 64. They were the first games where you moved a sprite around a top-down style dungeon, fought monsters, collected gold and gained levels. The games were turn based, not only in combat, but in general movement too. *Zelda* was the game that eventually broke ground in having "action" combat in a console RPG, and few titles such as *Story of Thor*, went on to utilise this method of combat. THQ however have developed a new RPG that takes the concept a little further than previous RPGs... Granstream Saga.

You are Eon, a young redhead with a bad hair cut, who was found outside the local shrine, with a magical bracelet known as the Sceptre. You live on a floating island, one of four that are the last patches of land left in the world of Granstream. This is all the result of the Empire (evil dudes) using a weapon that had been deemed "no go" in warfare, which resulted in the planet being knocked off its axis and causing the polar caps to



YEAH BABY

works. You can move around your opponent using the d-pad, and dash quickly by using double taps. There is a button for using your shield, a button for casting your readied spell, and a button for attacking with your readied weapon. Really, come to think of it, it doesn't just look similar to the combat in *Zelda 64*, it actually plays in a very similar manner. The notable difference is that you only face one opponent at a time. Some RPG "purists" may dislike this whole method or handling combat, as it is really quite easy to win battles by simply blocking and waiting for an opening (except when the enemy lets out the occasional unblockable attack), and thus could be deemed as much less strategic. At least it forces you to pay attention when combat starts, which many RPGs don't.

PLOT SPREAD THIN

Unfortunately the innovation in combat (if you can call it innovative considering *Zelda 64*) has not been backed up in the rest of the game. The game is really very linear, and it's not like there's much exploration to be done, which RPG fans pretty much demand from their games. There's also very little character or personality to the game. About the most personality that you'll find comes from a little bird (which insists that it is a Spirit Beast), that is stereotypically chirpy and cute. Call me spoilt, but there have been enough RPGs with character and spice now to make these qualities a prerequisite to being games that will sit fondly in our memories.

Any seasoned gamer can finish this title in less than 20

hours (Less than 15 if you're trying), so while the story is decent enough, and the combat is fun, and there's no desperate flaw to the gameplay as such... It's not a big epic like *Final Fantasy VII* or anything.

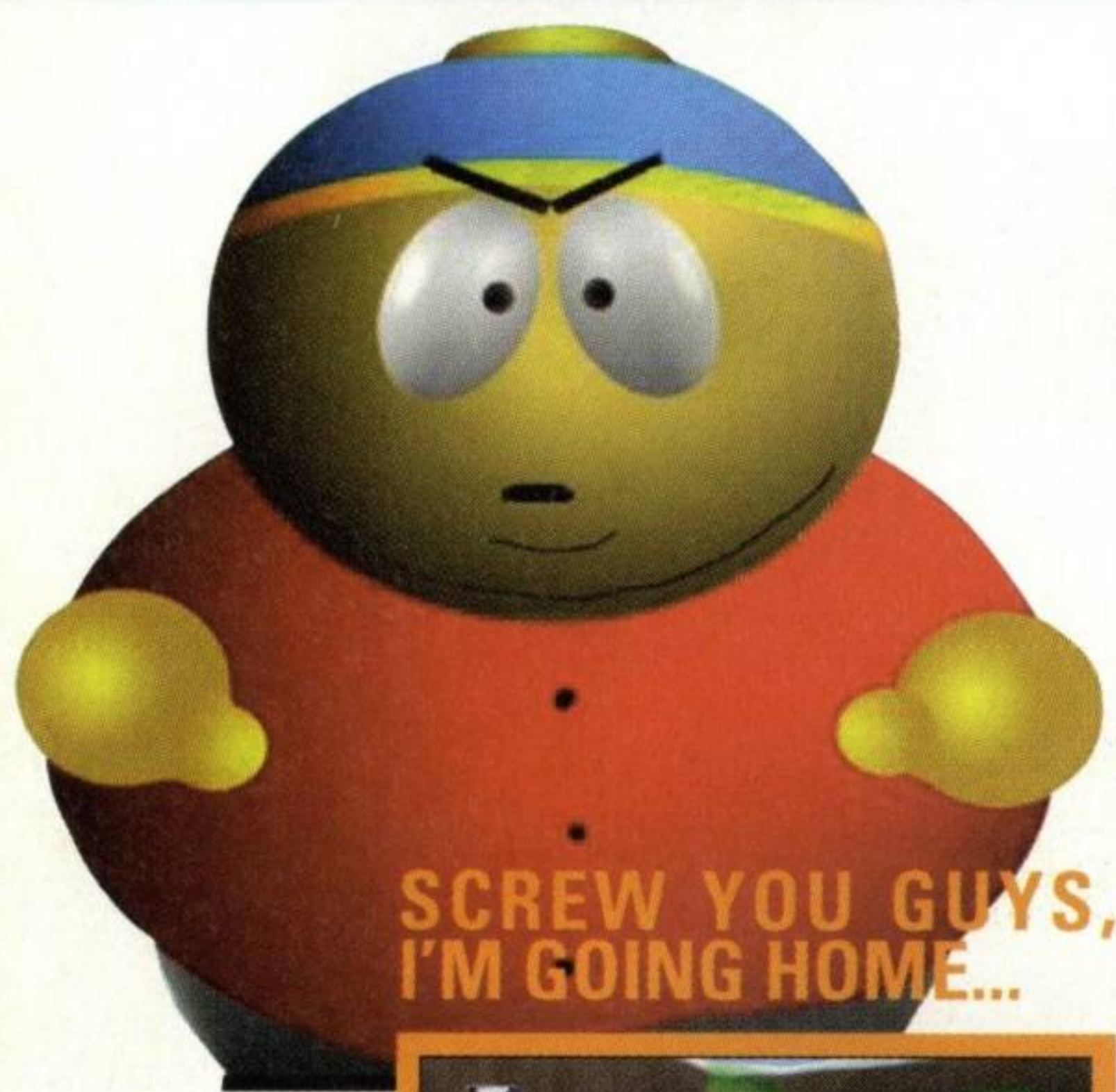
Granstream Saga is an RPG that has technical polish, but perhaps lacks a little charm and character in the grand scheme of things. Those who were into console RPGs before *Final Fantasy VII* should get some enjoyment out of *Granstream Saga*, but those of you whose first positive RPG experience was *Final Fantasy VII*, be warned... this may not do it for you.



AVAILABLE: Now
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Sony
PRICE: \$59.95
RATING: G
SUPPORTS: Dual Shock
PLUS Interesting combat engine. Crisp, smooth graphics.
MINUS Lacking in character. Somewhat short lifespan.
VISUALS SOUND GAMEPLAY
84 59 78
OVERALL
79
Fine for the old school console RPG fans, but a little thin in terms of plot and puzzles.

South Park 64

Cam Shea reckons South Park 64 is a lot like school in summertime... no class.



SCREW YOU GUYS, I'M GOING HOME...



Decent four player action could have saved this title, but alas, it's not to be. There's a huge cast of characters to select from, all with their own cool voice samples, including Big Gay Al, Starvin' Marvin', Jimbo, Ned, Ms Cartman, Mr Mackay, and Terence and Phillip, to name a few. At first it's fun running around the many multiplayer maps listening to all the characters cursing, but the useless weapons, dull levels, and chugging frame rate soon underline the lack of strategy and long term potential available.



SOMETHING YOU NEVER REALLY WANTED TO SEE IN A VIDEOGAME. EW!

Sigh... oh well, I guess it was inevitable. But why dammit, why? Why must one of the most anarchistic and hilarious cartoons of all time be mutated into a half-assed Nintendo game? The answer, as always, involves hotcakes. That is, a game based on the South Park licence will sell like hotcakes, regardless of its quality. So here we are, looking down the barrel of South Park 64, a first person shooter where you can play as either Kyle, Kenny, Cartman or Stan.

EVERYONE WANTS TO BE CARTMAN - "I WILL KICK YOU IN THE NUTS!!"

On first appearance alone, fans of South Park will love this game. The look of the show has been translated into 3D quite successfully, with the simplistic, low budget vibe intact. The characters look a hell of a lot better in 3D than you'd expect, and the town is nicely familiar. The best part of the game by far though, are the voices. All the

speech (and there's a lot of it) has been recorded specifically for the game and it sounds fantastic. Each character has a whole host of comments and curses, and they're just as nasty as you'd expect.

South Park 64 runs on the Turok 2 engine, but doesn't look like it. The graphics are far less complex than in the almighty Turok 2, yet the fog is more prominent. Although appropriate enough in a snowy environment, the fog surrounding the player is very limiting, and forces an over reliance on the radar. At least the levels are so stupidly linear that you don't need to see far, but you'd think that the engine would run extra fast and have decent depth given the simplicity of the design.

NOT EVEN THE CHEWBACCA DEFENCE CAN SAVE THIS GAME...

That said, anyone looking for compelling gameplay should look elsewhere. The single player game is possibly





the most boring FPS I've ever played. The levels are entirely linear, lacking in any interaction, any detail, any subtlety, and any genuine humour. All the levels are based in and around South Park, and as you might imagine, a small snow covered town at the base of the Rockies is hardly exciting game fodder. That is, of course, unless you go to extra lengths to make it interesting. Unfortunately, South Park 64 simply doesn't delve any deeper than surface level. Sure, the voices are true to the show, as is the basic visual style, but there's none of the seediness lurking beneath the surface that the show explores. There's no sex, no gats, no blood, no faecal matter, no vomit - no bodily fluids of any kind for that matter, no decapitated bodies, no drugs, no STDs, no poking fun at celebrities, no spooky vision, no big gay boatrides, and so on.

I WILL DO THE GERMAN DANCE FOR YOU, IT'S FUN AND GAY AND FA LA LA!!

The design work is unbelievably tame and displays none of the creativity or depravity of the show. The foes you're up against are very limited, as there are only a couple of different types across all the levels within a mission, and there are only five missions all up. Sure, there's the odd boss level, but all the levels in a mission basically feature the same enemies over and over again coming at you in swarms. You're pitted against crazy turkeys, mutant clones, cows, robots, and toys. Gee whiz. The AI



DAMN, KLATUU! WE'VE RUN OUT OF ANAL PROBES!

brings new meaning to the word primitive. Enemies come in droves and move in a haphazard zig zag pattern towards you - elementary stuff here people. They have a habit of popping up all around, so more time is spent watching the radar than the playing field. Sigh...



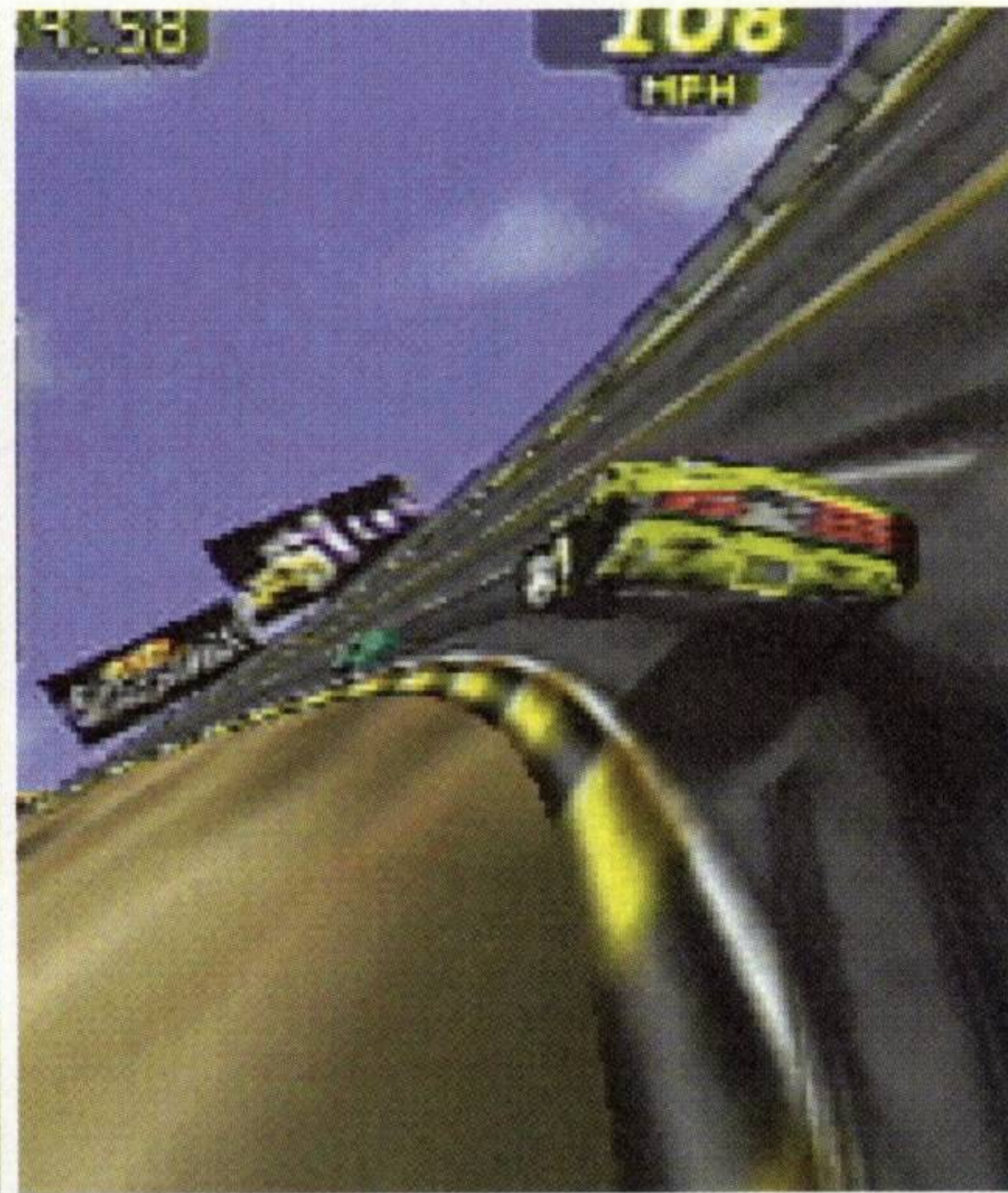
WHY THE HELL CAN'T THIRD GRADERS TOTE GATS??

The weapons in SP 64 are quite humorous, but you'll get tired of them fast enough. They are: snowballs, dodgeballs, toilet plunger launcher, sponge dart launcher, Terence and Phillip fart dolls, Dr Mephesto's warpo ray, super sniper chicken, cow launcher, alien dancing gizmo, and Mr Hankey the Christmas poo.

AVAILABLE: Now		
CATEGORY: FPS		
PLAYERS: 1-4		
PUBLISHER: Acclaim		
PRICE: \$99.95		
RATING: M		
SUPPORTS: Rumble Pak, Memory Pak		
PLUS		
Great sounds, faithful visuals.		
MINUS		
Becomes boring very quickly and doesn't improve.		
VISUALS	SOUND	GAMEPLAY
77	88	44
OVERALL		
61		
South Park 64 is not quite the amazing title that one would hope to accompany such a cool TV show.		

Rush 2: Extreme Racing USA

He still calls Australia home, but **Cam Shea** isn't adverse to the odd high speed jaunt across the USA...



MUSIC COURTESY OF THE KING BISCUIT FLOWER HOUR

The biggest flaw in San Francisco Rush was the vomit-worthy soundtrack. This time around, the music is substantially better, but still below par. The \$10 Casio keyboard has been replaced with a \$50 Casio keyboard, and this time the work experience kid has had the entire day to come up with the soundtrack, rather than just a lunch break. In any case, we now have a decidedly amateurish collection of techno/drum'n'bass tunes. The sounds are uninspired and cliched, and the production and overall sound quality are poor. It IS better than the original soundtrack, but creates an undeservedly tacky ambience

San Francisco Rush was THE racing game on the N64 for quite some time. Something about the huge jumps, crazy stunts and intense speed struck a chord with gamers who were eager to risk digital life and limb tooling recklessly through the undulous city of San Fran. Looking beyond the (seemingly requisite) "extreme" in the title, we see that Rush 2 now takes place in different locations across the USA, so say goodbye to the home of "Full House" and say hello to locations like Las Vegas, New York and Seattle.

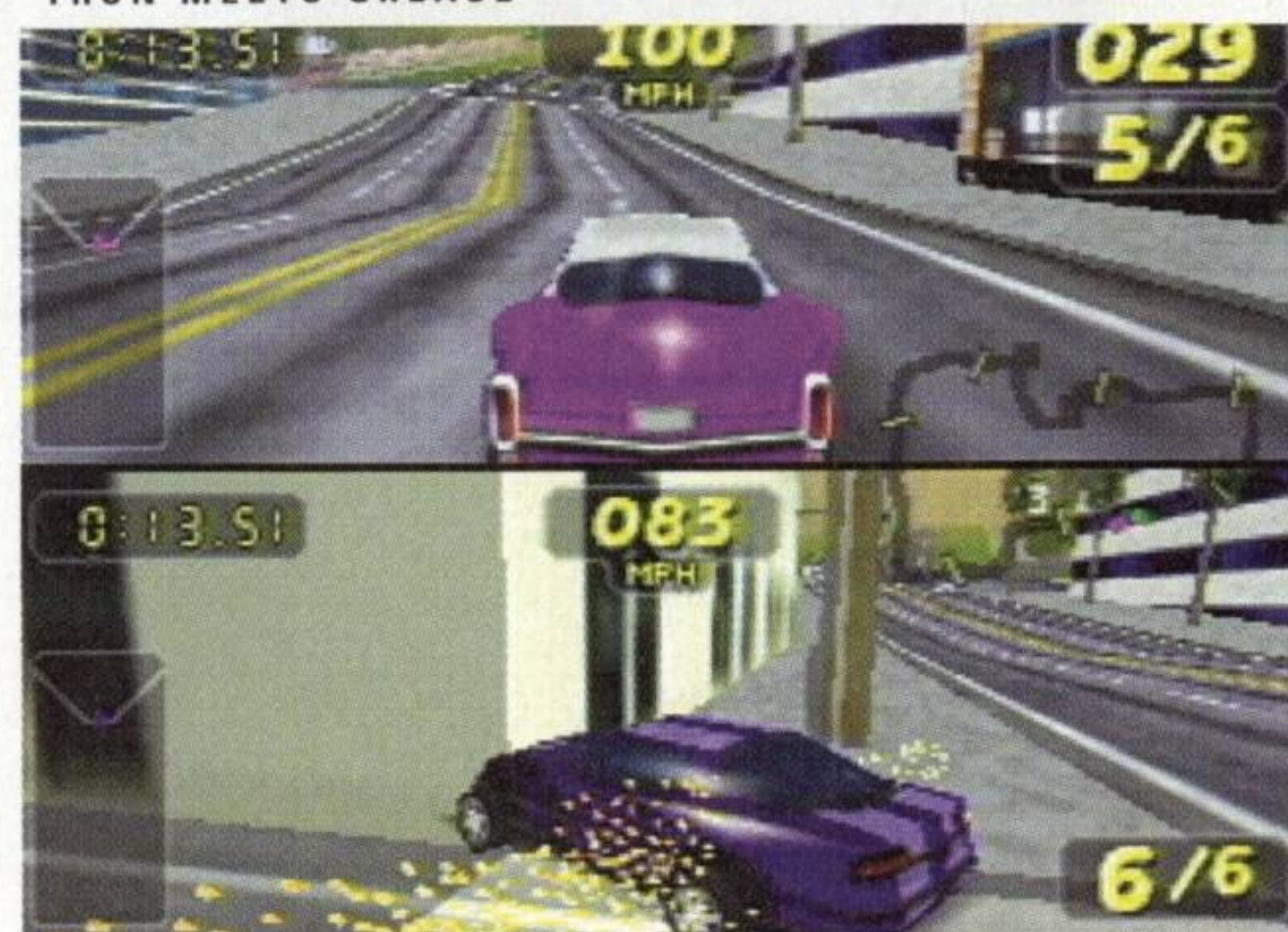
POWERSLIDES A GO GO...

This time around, the cars actually "handle". In the original, it was like someone had forgotten to put a steering wheel in the car, and the only way to steer was to shift your bodyweight around. Rush 2 is far more responsive, and deft powerslides are now possible. The improvements make the racing aspect of the game far more playable without sacrificing that unique "Rush" vibe.

Along with better handling comes a slight shift in gameplay emphasis. There's now more of a focus on the racing side of things than there is on the ludi-



TRON MEETS GREASE





LAST ONE TO THE MOUNTAIN DEW HAS TO DRINK IT!

ping, and the graphics are marginally sharper and more colourful, but there's nothing actively impressive here. This goes for sound as well, which remains largely untouched from the original. It's disappointing, but at least the gameplay is still rock solid.

I DO ALL MY STUNTS ON A KENDAMA! NO, SERIOUSLY.

One of Rush 2's most addictive modes of play for single and multiplayer games is the Stunt course. It's basically a huge open area with all sorts of brightly coloured ramps, half pipes, bumps, raised sections and more, set up specifically for spins and lots of æem. That's right, it's an entire arena devoted to getting massive air and flipping the car. Points are awarded for the complexity of the trick, air time, number of flips, driving on two wheels etc. The catch is, of course, that you must land the stunt to get the points... and this is where problems arise. You see, whether the car lands on its wheels or on its hood is largely random, and also rather inconsistent. Sometimes the car will hit the ground and roll for ages until coming to rest on its wheels, whereas at other times the car spontaneously explodes the second it hits the ground. Another annoying restriction is that although the car is able to spin on two axes, it's difficult to spin the car on the third - parallel to the ground, and you don't get any points for successfully doing so. Despite this, Stunt mode is a great addition and embodies everything that Rush is renowned for. All up, a more than worthy sequel.

crous stunts. Mind you, some tracks are absolutely packed with secrets and wild stunts, but overall, there's less of such tomfoolery... doh! The track design is pretty good though, and the shift is in keeping with the new locations. As Troy McLure so eloquently put it in "Good Time Slim, Uncle Doobie and the Great Frisco Freakout" - "there's more than one way to get high, baby!". That is, the streets of San Fran are ideal for huge air, whereas the desert city of Las Vegas is likely to be a tad more flat.

MOUNTAIN DEW ROTTS YOUR TEETH... AND LOOKS DISCONCERTINGLY LIKE FIZZY PISS.

Competitive racing is still very tough, so the multitude of secrets help add an important exploratory dimension to the game. Each track has keys and... ahem, Mountain Dew cans hidden around that unlock extra cars and bonus stuff. There are at least ten new tracks that can also be driven in reverse and mirror modes, as well as a revamped version of Alcatraz. The new vehicles are great, each with unique physics and decent customisation options.

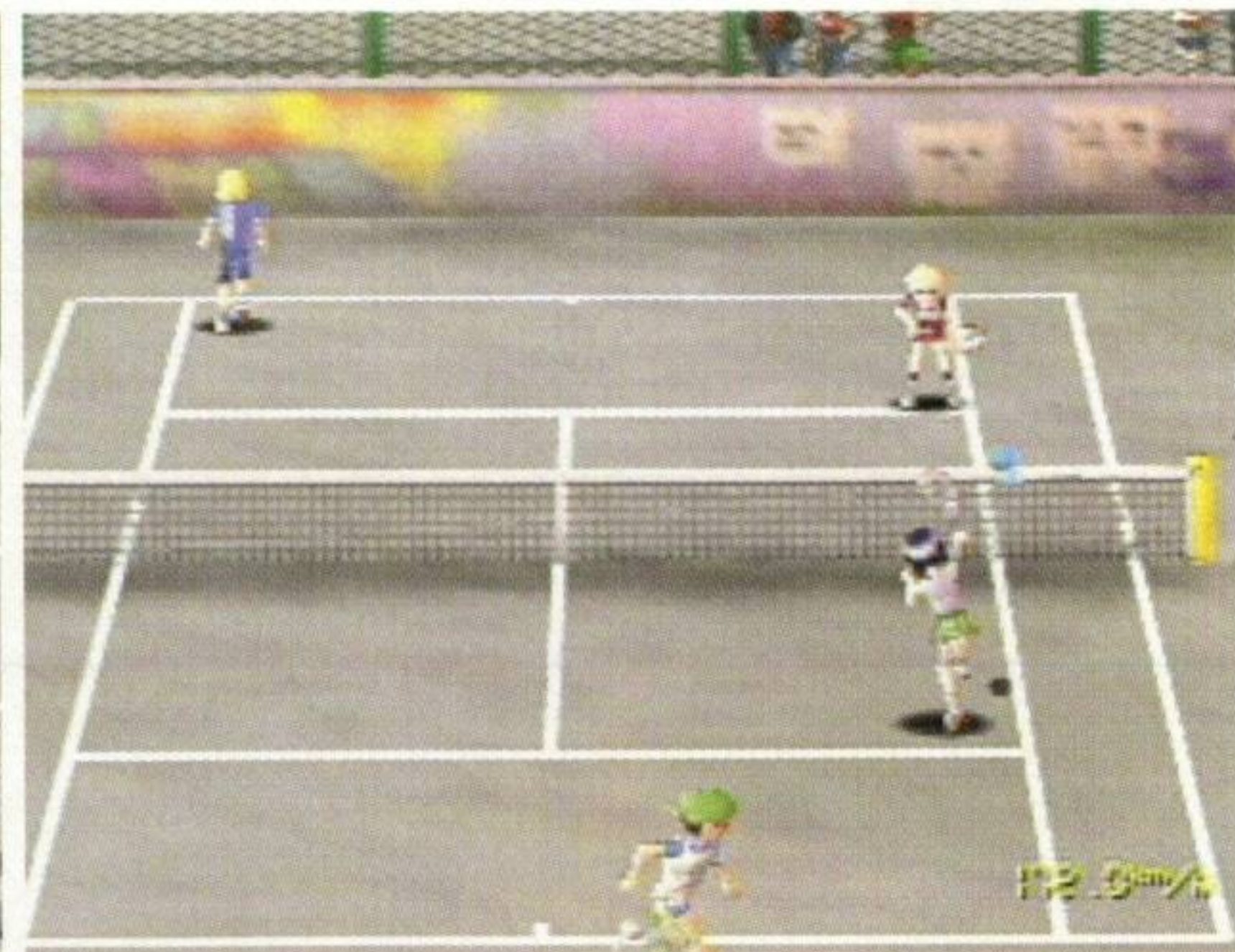
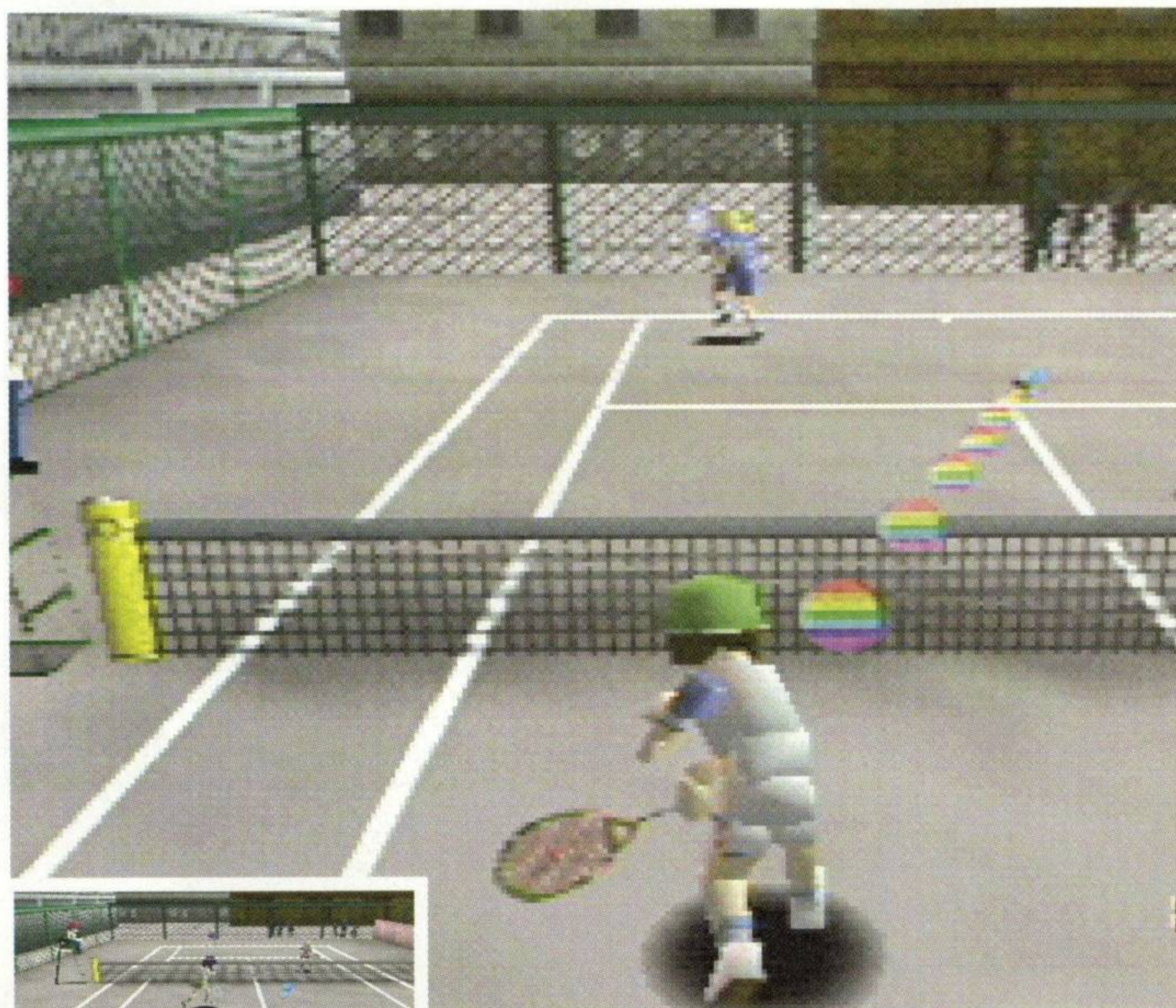
Rush 2 still underperforms in the graphical stakes though, looking very much like the same old grainy San Francisco Rush. The cars now have simple reflection map-



AVAILABLE: Now		
CATEGORY: Arcade racer		
PLAYERS: 1-2		
PUBLISHER: Midway		
PRICE: \$99.95		
RATING: G		
SUPPORTS: Mem pak, Rumble Pak		
PLUS Stunt track rocks, improved racing, good two player.		
MINUS Samey graphics and sound, slightly less extreme... dude.		
VISUALS	SOUND	GAMEPLAY
80	56	84
OVERALL		
85		
Although mostly more of the same, Rush 2 has enough changes and innovation to appeal to fans and newbies alike.		

Let's Smash

He might be short, but **Kevin Cheung** packs a vicious smash.



WOAH, SOMEONE SPIKED MY GATORADE



and cheerful, the controls are very responsive and common-sense, and the physics are spot on. The ability to play with 4 players is also a major bonus. For those reasons alone, Let's Smash is a worthy addition to the N64's library of games.

Switch to first person mode, and the game becomes an entirely different animal. The camera sits right behind you, and the action is completely in-your-face. As an avid tennis player, this reviewer honestly has no other way of expressing the sheer beauty

of the motion and camera work other than to say that it feels exactly like playing the game in real life. The only thing that's seriously missing is the ability to look over your shoulder to your partner in a doubles match, which is a tad annoying when you're playing cross-court. If you're experienced enough, however, you 'should' be able to guess where your partner is. Unfortunately, Let's Smash is also flawed with some of the automated diving animations, which is typical with these games.

ARE YOU DEVELOPERS GETTING THE MESSAGE?

Let's Smash's merit as a tennis game is even more striking in contrast to other so-called 'next gen' tennis titles like Actua Tennis and All Star Tennis, which for all intents and purposes were trashy and offensive. Here's why: the aforementioned titles, amongst others, focus greatly on the player animations, causing you to spend more time compensating for the movement of the player than concentrating on the ball, which is what tennis is all about. The end result is a retarded mess whose chuggy motion is worsened by loading up the sampled speech. Let's Smash, however, is a perfect example a tennis game done right: the ball motion is gloriously smooth, fast, and realistic. As any experienced tennis player will tell you, that's all that matters. Player animations come a distant second in priority.

In the end, all it means that the genre itself has a lot of room for improvement. Even though real gamers only care about smooth gameplay, there will ultimately need to be better player animations and sounds in order to satisfy the tastes of mainstream graphics-happy recreational gamers. At this stage, though, few have even succeeded in getting the basics of ball movement right. Let's Smash is one of the few that have. For the time being, Let's Smash is a must-buy for any N64-owning tennis fan.

AVAILABLE: TBA
CATEGORY: Sports
PLAYERS: 1-4
PUBLISHER: Hudson
PRICE: TBA
RATING: G

PLUS
Good clean action in default, but first person mode feels just like the real thing.

MINUS
Fans of 'sim' tennis games may not like the simplified action or cartoony graphics.

VISUALS	SOUND	GAMEPLAY
85	80	93

OVERALL
88

Best tennis game on any system.

Tennis games are a very touchy subject, especially because the market is much more niche than more popular sports like basketball or soccer. The main school of thought espoused by sporting juggernauts like EA and Gremlin is that the game must be as realistic as possible, with real-to-life players, lots of sampled commentary, and more motion-capture than you can poke a stick at. However, this dogma has never worked well with tennis. The other school of thought can be observed in games like Super Tennis on the SNES and Smash Court on the PlayStation, which to this day are still heralded as being among the best tennis games of all time. Oddly enough, western developers have very foolishly turned a blind eye to that approach. Let's Smash will hopefully jam the message down their throats, as it is one of the best tennis game to have appeared on any system.

CLASSIC GAMEPLAY OLD AND NEW

At first glance, the game looks and plays like a carbon copy of Smash Court and Super Tennis. The visuals are sharp, smooth

Top Gun - Hornet's Nest

No, he's not four feet tall, and he's not getting over Goose, but **Thom McIntyre** is Hyper's Top Gun.



It is said that there are old pilots and bold pilots but no old bold pilots. Far be it from Hollywood to let home truths rain on its parade however, and if Maverick had been kicked out of the Navy for flying like a damn fool, there would be no scenario for Hornet's Nest. "Maverick's back and he's kicking bogeys" says one slogan. Ummm... bogeys are unidentified. Sure hope they mean bandits! So with fond memories of the olive & egg scene from Hot Shots I ran setup.

Soon a video of F-18 carrier action blended into Cmdr Hondo smoking a cigar and debating whether Maverick is allowed in the ace squadron appeared. From here the choices are simple; multi- or single-player, instant action or campaign. Each mission features video briefing, with even a nod to Politics 101 and media manipulation.

LOCK AND LOAD

After the briefing you arm your F-18 with a mix of AA and AG weapons as appropriate to your mission. This is simple and after watching your F-18 taxi to the runway, you hear your takeoff clearance and are ready to fly.

The scenery is quite good looking although a modern PC is needed to move it swiftly. The cockpit of your plane is a simplified take on a real F-18, which means normal humans might understand it. A head-up display, and basic radar and MFDs are included. Given the commercial nature of the game, the balance between realism and usability on the panel is a fair compromise - you won't need to enlist to understand it.



NOTHING LIKE PICKING OFF BOGEYS... SO TO SPEAK



When I punted this baby into the sky I can't say I was disappointed because I wasn't expecting a full flight model. While it exhibits basic handling traits, it's wooden and not very responsive. There is no sign of airflow modelling and it is difficult to aim laterally. Still, it's hard to imagine the beginner getting too unstuck with it.

"BECAUSE, I WAS INVERTED"

30 scripted missions are included, in Siberia, Columbia and Iraq. These won't be completed overnight but won't entertain as long as the dynamic campaigns becoming common. Sometimes a wingman is available to help you bash your way through ground and air resistance and you can give him basic orders to engage, disengage or bracket an enemy. As far as air opposition goes, the worst you face is the MiG-29 - there is no sign of the deadlier Su-27 family. Ships, SAMs and attack helicopters are among the other baddies you find.

Overall there are a few hours of fun here. There is enough complexity to keep gamers on their toes for a while - sim freaks should check out Total Air War and Falcon 4.

AVAILABLE: Now
CATEGORY: Jet combat simulation
PLAYERS: 1 - network
PUBLISHER: Microprose
PRICE: \$69.95
RATING: G
REQUIRED: P166, Win95/98, 32 MB RAM
DESIRED: P200, 64 MB RAM, 3D accelerator, CD-ROM, joystick, rudder pedals

PLUS

Lots of video cutscenes and briefings, not overwhelming for the average gamer

MINUS

Wooden flight model, once scripted missions are done they're done.

VISUALS **SOUND** **GAMEPLAY**

81 74 75

OVERALL

77

A sensible balance of realism and arcade playability for a movie title if a bit limited.

Cyberstrike 2

Seeing as he always seems to be on another planet anyway, **Eliot Fish** was given this futuristic mission...

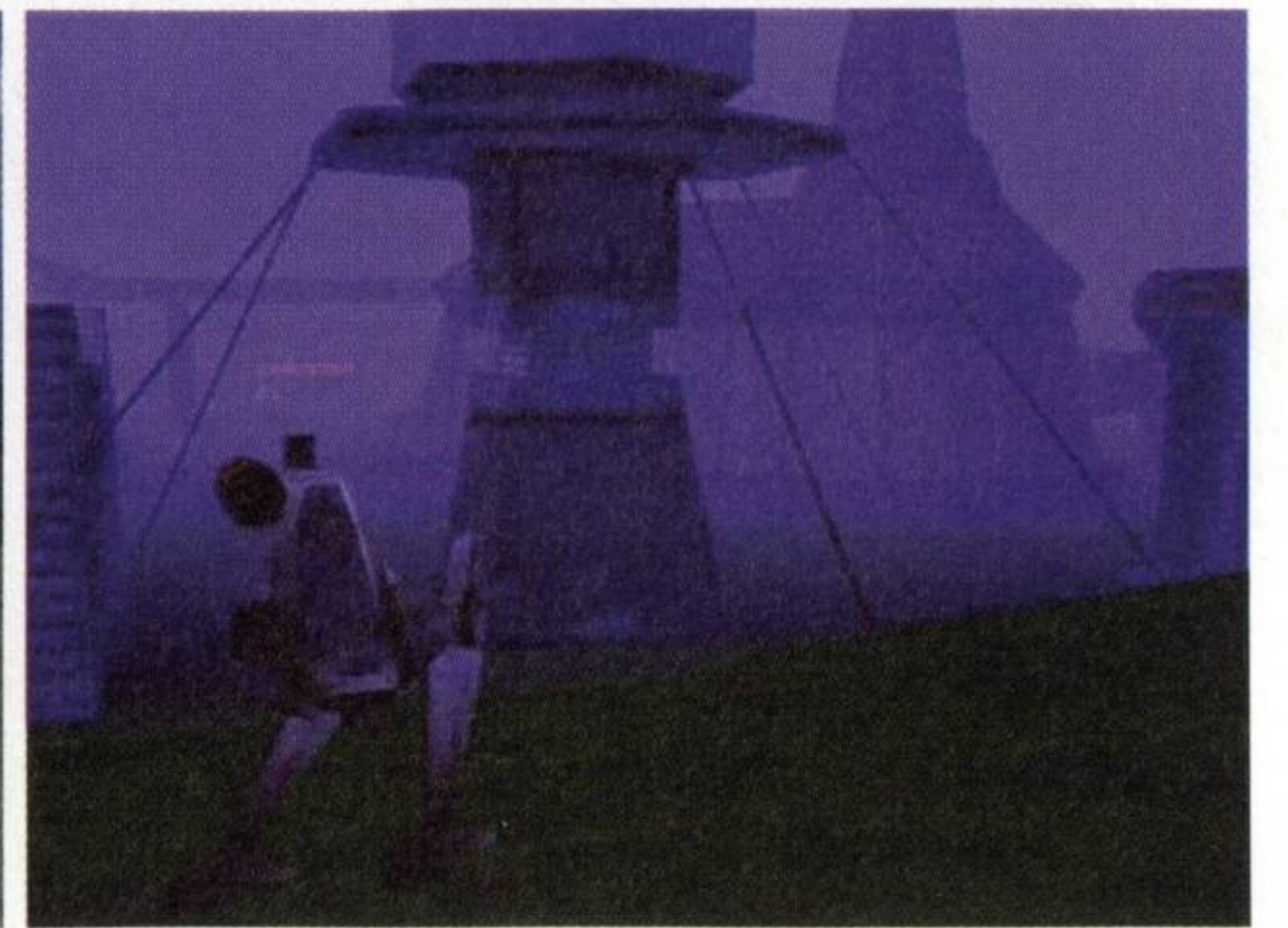


Planet-based mech-style squad combat has proved to be incredibly successful thanks to the Mechwarrior series, Heavy Gear and a variety of other less-popular titles like G-NOME and of course, Cyberstrike. Cyberstrike was essentially a multiplayer game for online warfare only, so it's kind of ironic that the sequel is actually introducing the single-player game for the first time. As you would expect, a story has been constructed around the game-play and the guts of the game have been poked through and refined and defined. Cyberstrike 2 is still strongest as an online game, but the single-player addition certainly adds more incentive to those who don't necessarily want to stop Quaking with their friends just yet.

BOOM BOOM SHAKE THE MOON...

Like all good mech games, Cyberstrike 2 is all about Clan warfare. Whether you choose to side with the Terran Alliance or the Disciples of Apocalypse, it's all about

crippling the enemy. The planet you are on is a battlefield, with both clans attempting to seize total control - although the Disciples of Apocalypse want to actually destroy the planet, which is a bit of a worry. Did they really think that plan through very carefully? Anyhow, both clans make use of mining robots called Cyberpods, which can be upgraded to carry a variety of weapons and powerups. Your pod is powered off a rechargeable battery contained within the unit, which gives power to all functions such as shields and weapons. As you blast away with your laser cannons, or take hits from enemy fire, you are depleting your stored energy, which can only be recharged if you are within a certain distance of a one of your clan's towers. These towers emit energy which your pod can use to recharge all it's internal systems, so if you stray too far from your energy grid you could find yourself totally stranded. Setting up and maintaining a successful energy grid is the only way you can even be in





AT-STs ON THE NORTH RIDGE, SIR! QUICK, MOBILISE THE SNOW SPEEDERS!

with a chance of winning. As you patrol the terrain, you can call up a communications menu and have towers dropped at your location. Most of the early missions require you to navigate waypoints, dropping towers along the way, so that you have sufficient energy in the air for any enemy encounter.

Destroying your enemies towers is obviously the key to winning a mission. If you can take out their towers and keep the pressure on their units, they won't have time to drop new towers before they have lost the fight. In the multiplayer game, which is CyberStrike 2's main focus, you can imagine the kind of hectic teamplay which is required to keep a functioning energy grid, whilst attempting to infiltrate and destroy the enemy who are attempting exactly the same thing.

BETTER GO MAKE SOME FRIENDS...

The single player game is challenging and fun, but repetitive. At times it feels like you're playing out scenarios which are basically re-creations of what would happen in an online game - almost like playing team games with bots. The only difference is the story driven mission objectives and the speech from fellow units, plus the ability to sneak off into a corner of the map to have powerups dropped to your pod, without having to worry about a human player smart enough to sniff you out. The AI is competent, but no where near the online CyberStrike 2 experience, so like a lot of other popular online games out there, you may abandon the single-player game and just concentrate on the multiplayer side of things. It's just so much more thrilling to play a role in a team and work together to foil your opponent's tactics.

The control of the pods is pretty good (you'll need to learn how to rotate the pod with a hat on a joystick, whilst moving in another direction), but it's ridiculous that the controls are not easily configured. Most of the commands are bound to a default set-up which means you'll have to learn to play CyberStrike 2 the way the developers think is the best way. At least the layout is fairly logical. The only really annoying thing is having

to navigate endless submenus in the middle of a fire-fight, just to have repair pods dropped to you to keep you alive. If you played CyberStrike online and enjoyed it, then don't hesitate to grab CyberStrike 2. If you feel like a more simplistic, yet tactical team-based mech game to play online then definitely check this out. Visually the game is good but nothing amazing, so really it's the gameplay here which is going to keep CyberStrike 2 installed on your harddisk.



DEATH FROM ABOVE... OR AT LEAST CARE PACKAGES



AVAILABLE: Now
CATEGORY: Mech Sim
PLAYERS: 1-Multi
PUBLISHER: 989 Studios
PRICE: \$TBA
RATING: G
REQUIRED: P166, 32MB RAM, 3D card
DESIRED: P200, 64MB RAM, Voodoo2
SUPPORTS: 3D acceleration, joysticks

PLUS

Extremely tactical, and a great online alternative to Quake 2 etc.

MINUS

Gameplay gets repetitive due to the perpetual energy tower war.

VISUALS SOUND GAMEPLAY

83 85 82

OVERALL

80

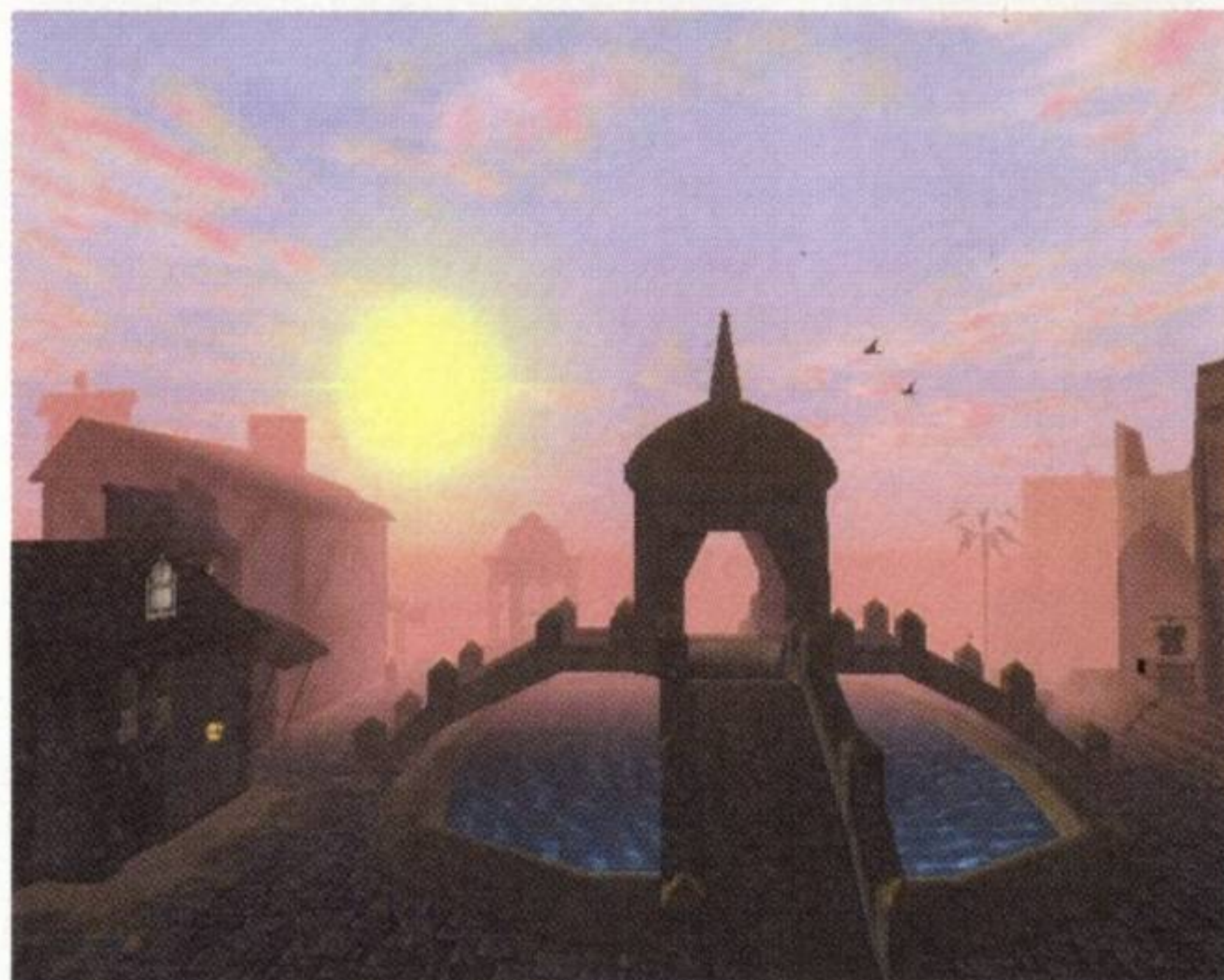
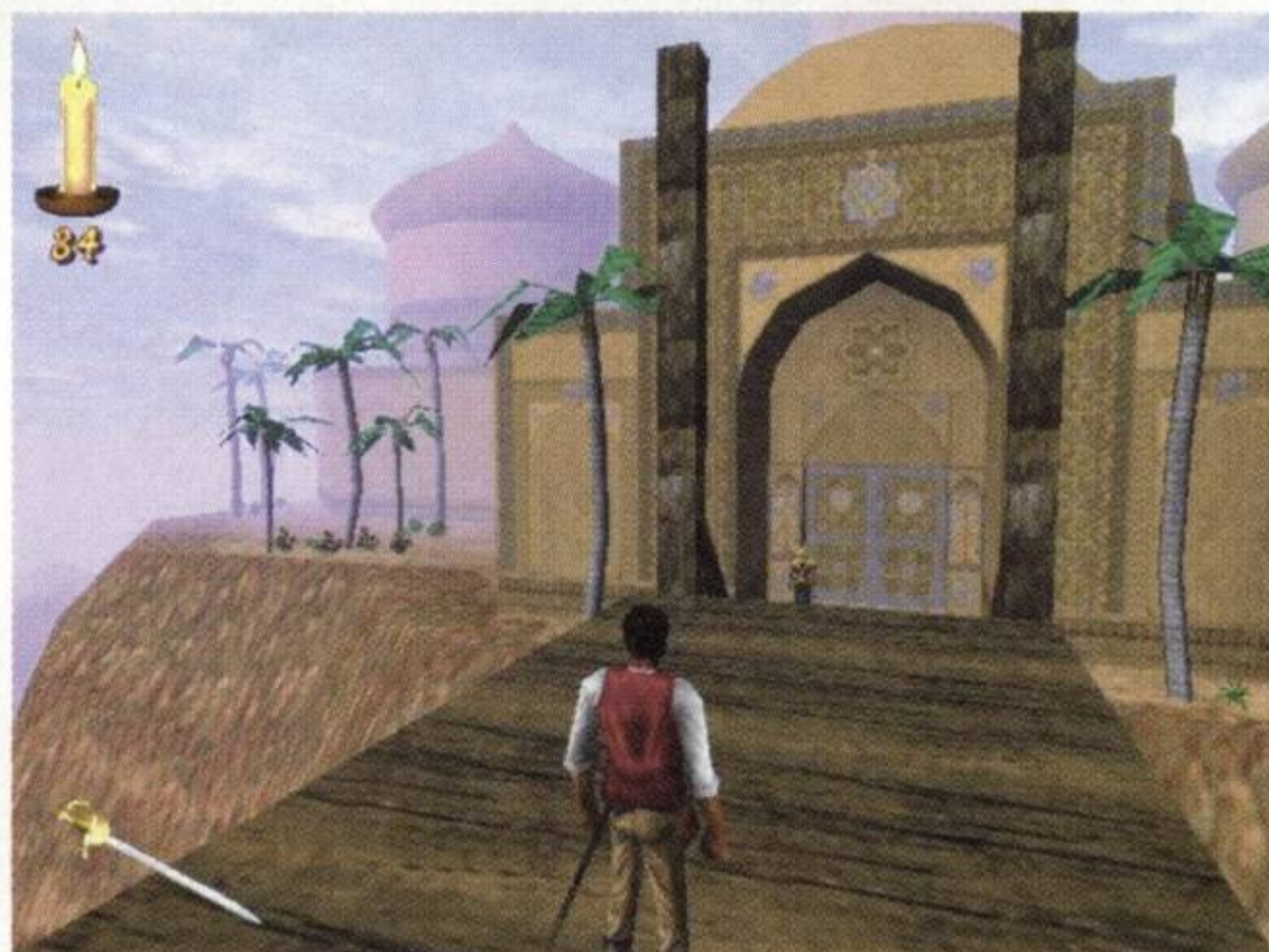
Surprisingly addictive for such a no-frills mech game. You'll rack up a hefty ISP bill...

Redguard

Office swashbuckler **Dan Toose's** last trip to Tamriel with the Elder Scrolls Adventures was memorable... Does Redguard match up?



CYRUS HAD NEVER BEEN TO A RAVE, BUT HE WAS IMPRESSED



Bethesda developed quite a following with their Elder Scrolls Adventures. First Arena, and then the superb Daggerfall were outstanding RPGs, thanks in no small part to the expansive world of Tamriel, which dwarfed all other RPG worlds in terms of sheer explorable terrain. Battlespire then turned out to be Bethesda's darkest hour, but they were in development of another Elder Scrolls game at the same time... Redguard. This time the game on offer was a 3D action adventure, with a Tomb Raider-esque interface, which breaks away from Bethesda's history of bug ridden games.

In this adventure, you play Cyrus, a young Redguard warrior from Hammerfell, who is returning to his home-lands after receiving word that his sister has gone missing. Upon arriving at the island of Stros M'Kai where your sister was last seen, you are attacked by a band of pirates calling themselves the Restless League, and thus the game begins. Upon landing at Stros M'Kai, you start to piece together the recent history of the island, and the political factions which are struggling with one another, and from all this mess, try and figure out what happened to your sister.

WELCOME TO HARDWARE ACCELERATION BETHESDA...

Bethesda have finally offered 3D hardware support for their 3D worlds but there is a minor catch in that it is only 3DFX support, so unless you own a voodoo card, forget about 3D acceleration with Redguard. Regardless, the 3D environments are wonderfully created, and besides the stereotypical fogging that is common to all "wander anywhere" 3D games, it all looks extremely convincing. What doesn't look so convincing is the



OUR LIFT IS HERE. HOW THE HELL DO WE GET IN IT?

NOTHING TO PUZZLE OVER

Due to the nature of the game, the puzzles in Redguard are mostly visual, and rather straight forward. It's more of a case of "find the lever" rather than examining some complex puzzle and choosing some obscure course of action. Interacting with the many NPCs in Redguard doesn't require any real thought for the most part, however the amount of interaction possible is quite deep, and you can learn new things, and then go question characters who you had spoken to before, who may be able to shed more light on the new topics. Something that has featured before in the Elder Scrolls game, which is still very handy is the auto-log, which basically keeps note of important clues and information you learn in conversations, which saves you having to remember absolutely everything you learn from the NPCs.

The area of gameplay where Redguard could have used a little work, is definitely the controls, which are quite frankly, b-grade when compared to any 3D action game. When confronted with a challenge of having to make several jumps to overcome an obstacle, you'll likely end up cursing the god awful feel (and inaccuracy) to it. Games like Tomb Raider got it right years ago, so why not Redguard. Combat also falls into this trap. With the rather poor animation, and general lack of fluidity, combat is a bit of a "button mashing" affair, rather than something where quick reactions, skill and timing come to the fore.

On the whole, the story is compelling enough to keep you going, and while at first the amount of ways you can wander off and explore may seem daunting, an hour or two into the game everything will seem quite clear. Those who were hoping for an RPG should be aware that there is no stat building or any real character development like in the previous Elder Scrolls games... this is an action adventure title. Bug free, good looking, and worth a go for anyone after a swashbuckling adventure.

character animation. Cyrus runs like he's got something lodged firmly up his rectum, but this isn't as much of a downer as the quite pathetic animation in combat, which simply has too few frames to match the rest of the visuals of the game. Heretic 2 is an example as how 3rd person action combat should look, and Redguard simply falls short here. However, Redguard is far more of an adventure game than an action title, and these faults are more of a case of the small faults in a good game, rather than a real problem.

YE OLDE VOICE OVERS...

An aspect of Redguard that Bethesda must truly be proud of is the sound. The musical score is really very good, and the sound effects are adequate, but most impressive is the voice acting. The speech is what gives Redguard most of its character. An animated bunch of textured polygons don't have too much personality until they speak, and this speech is not only what gives the game some character, but also directs the plot and the course of the game.

AVAILABLE: Now		
CATEGORY: Adventure/Action		
PLAYERS: 1		
PUBLISHER: Bethesda		
PRICE: \$89.95		
RATING: G		
REQUIRED: P166, 32MB RAM, 350 MB HD Space		
DESIRED: P200MMX, 32 MB RAM, 3DFX card(s)		
PLUS		
Beautiful environments. Great voice acting.		
MINUS		
B-grade controls. Poor character animation.		
VISUALS	SOUND	GAMEPLAY
87	89	78
OVERALL		
81		
A decent action-adventure title, that could have been awesome with better controls and some more complex puzzles.		

Myth 2 Soulblighter

Back to take on the hordes of undead once again, **Dan Toose** faces Soulblighter.



NEW FACES, NEW RACES

All the old units are there, plus some new units for you to play with, and to face off against.

Mortar Dwarves: The logical progression from the standard explosive little menaces.

Heron Guards: Fierce samurai like warriors wielding two swords.

Warlock: Fireball toting mages that can blast large chunks out of the enemy forces. Extremely powerful.

Maul: Looking very much like the traditional ogre, they're big, strong, and ugly.

Stygian Knights: Animated suits of armour, serving the Soulblighter, and causing you grief.



AND THEN AN ARGUMENT BROKE OUT OVER WHOSE ROUND IT WAS

Bungie rocked the game world a little over 12 months ago with their foray into 3D real time strategy games, with *Myth: The Fallen Lords*. They were the first to implement 3D hardware acceleration in a RTS title, and it looked and played wonderfully. Not only was it a rip snorter of a single player experience, but also a killer online game too. So it's really no great surprise that we're now seeing *Myth II - Soulblighter*. There is a small element of surprise over the lack of real changes to the gameplay, but it's a bit of a case of "if it ain't broke, don't fix it".

Myth II is set sixty years after *Myth I*. The armies of the West that took down Balor and his minions have now all but dissipated, as the lands are being rebuilt after the terrible destruction before. All has seemed peaceful, until a small village needs rescuing from some zombies... And then all of a sudden things get worse... Fast!

Like *Myth*, the visuals are quite impressive. The landscapes now seem far more detailed than before, with nice little touches like moving windmills, birds flying

around, and that sort of thing. I must say, I found it amusing that a deer in the woods felt it necessary to move away from my troops, but when some undead minions wandered near it, it seemed quite happy (maybe the undead wash more often than my troops).

The other notable improvement to the visuals is the animation, which now results in the troops looking like they're fighting, rather than extremely bodgey low frame count from before. One thing that still has yet to be addressed is that when you zoom

in at all, the sprites that make up the troops and monsters blur to death if running in 3D accelerated modes.

For those new to the game, you can rotate the screen around, and zoom in and out, but not too far.



ANIME FMV!?

Not that many people care too much about cut scenes, but Bungie have decided to ensure that they refine all the visuals, even the FMV. Despite the charm that the rough cartoon FMV had in Myth I, Bungie commissioned the job to Japanese AIC (Anime International Company), to ensure it was top notch... and it is.

While Bungie haven't messed with the gameplay much (you still basically just move troops around, and set which formation they are in and which way they face) they have done quite a bit of refining, and anyone who has played the first game will immediately appreciate the changes. For starters, there's a menu on screen for setting formations of your troops, which means newcomers to the game can simply look for a formation to put their troops into, click on it, and it happens. This also allows you to perform the basics of troop management, so you can do everything with the mouse if you want.

Shift-clicking results in waypoints, and pathing in Myth II is GREATLY improved over Myth I. You can also change the way your troops are facing with ease, which was a real pain in Myth I.

OLDER AND WISER

Both enemy AI and friendly AI seems to be beefed up now. Enemies, while not totally ruthless, don't fall for really obvious moves to kill them easily. Also, your troops seem to take a little better care of each other now. Maybe it's just me, but I'm sure my dwarves were far more considerate about throwing grenades where my warriors were fighting this time round.

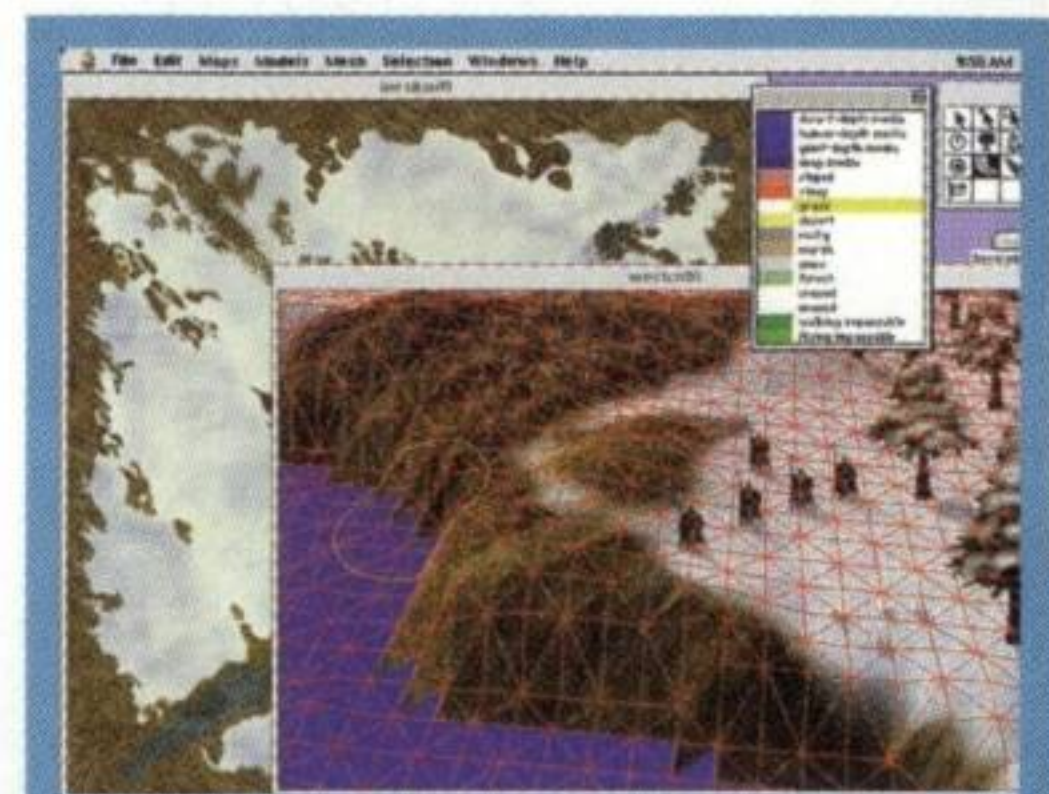
Missions are a little more dynamic now in that there can be structures to blow up or defend. For example, you may have to defend a dam from the enemy, who are trying to place explosive charges on it to blow it up. On particularly cool use of this was making a stand at a large stone wall, where if you weren't watching, the enemy would start sending small scouts to place charges in the wall, blow a hole through, and use the extra entrances to surround your troops.



POOR FRANK HAD FORGOTTEN THE TENTS

With extra multiplayer options and variations (including alliances, and multiple spawns off one CD), and an all round improved and polished presentation, Myth II is an awesome game. The difficulty levels ensure anyone can get the right sort of challenge out of the game, and the interface tweaks make it far easier to pick up than the last game. Only real gripe is that it's really like a big (yet impressive) update and mission pack, rather than a whole new experience, but considering how cool Myth I was, that's not too bad at all.

BUILD YOUR OWN BATTLEFIELD



Talk about offering the complete package, Myth II comes with Bungie's campaign editor, "Fear and Loathing", which will allow you to make your own maps and missions, which should result in tons of cool maps available to download in no time. It's a mighty powerful application.

AVAILABLE:	Now
CATEGORY:	Strategy
PLAYERS:	1-16
PUBLISHER:	Bungie
PRICE:	\$89.95
RATING:	MA15+
REQUIRED:	P133, 32 MB RAM
DESIRED:	P200, 32 MB RAM, 3D accelerator

PLUS

Improved in almost every aspect. Comes with a great map editor.

MINUS

No major improvements in gameplay to offer a genuinely new experience.

VISUALS SOUND GAMEPLAY

91 90 92

OVERALL

92

Remember that wonderful game Myth? Take it and polish it till it shines, and you get... Myth II.

King's Quest: Mask of Eternity

Roberta's latest Quest game has fallen into **Ross Clarksmith's** lap. Is this a sequel too many? Doesn't look that way.



Thou knowest. The Mask of Eternity...it hath been ravaged. Corruption hath triumphed. But thou, Sir Champion, hast been chosen to defeat this vile wickedness. And I can aid thee.

WHY CAN'T TETH THOUGHT SPEAK TH NORMALLY?

Not many games can boast as long a history as the King's Quest family can. Way back in 1984 Roberta Williams banged out a game called Quest for the Crown for the Tandy 1000 and IBM PC. It made use of the then new EGA video card, allowing the game to be played in 16 vibrant colours and was responsible for a whole range of started. Now here we are 15 years later, with Roberta William's eighth effort, Mask of Eternity. Being around and popular for that length of time is no mean feat, so there must be a winning formula. The big question is whether the eighth installment with all its new fangled improvements, has managed to keep to the winning formula.

DEJA-VU

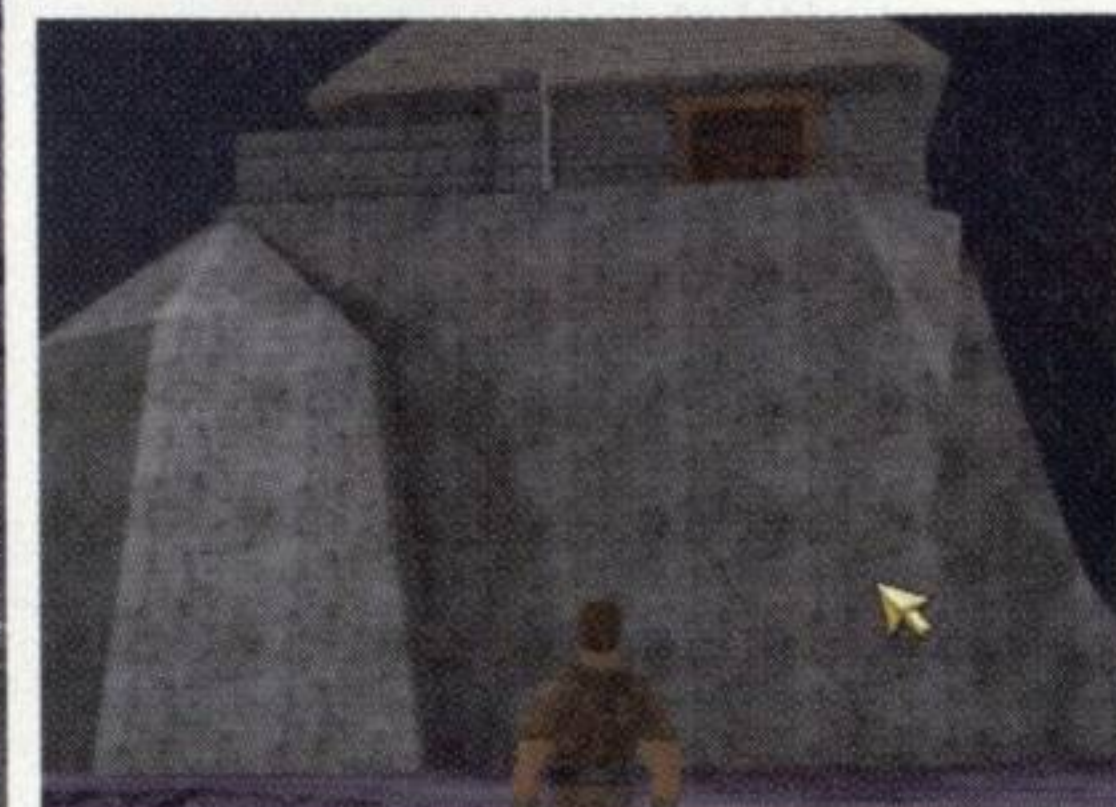
The game starts in the all-familiar Kingdom of Daventry. We see the now aging King Graham talking to his advisor when a magic mirror begins to swirl to reveal an evil sorcerer. The sorcerer casts a spell at the MOE, which breaks into five separate pieces that are sent spin-

ning off to different parts of the world. The scene changes to a local Daventry lad, Connor, who is talking to his girlfriend when a strange wind dumps a piece of the MOE at his feet and turns everyone else into stone. Connor is now free to walk around and explore the kingdom of Daventry. He finds that there are a heck of a lot of big bad monsters running around, as well as a friendly wizard who tells him he must find the other four pieces of the MOE to save the world. So all the elements of the King's Quest formula, good king, evil sorcerer, friendly wizard, strange wind, hero, fair maiden, mysterious artifact, big bad monsters and the quest, are brought together.

MOE has moved away from the traditional 2D comic of the rest of the series, and has recreated Daventry in awesome 3D. This allows the world to be fully explored, unlike the other games, which restricted the movements and actions of the character to certain areas. The game can be played from either first or third person perspective. The manual suggests that the game be played in third person and only changing to first in order to check



XENA DECIDED TO BECOME A BORN-AGAIN CHRISTIAN



something out. This means it's a bit easier to be surprised by combatants, but the whole game is able to be played from either view so it's really a matter of player choice. The advantage of the third person perspective is that the animated sequences are in this view so it is a lot smoother when the game jumps between player control and set pieces. Connor has a range of movements that would interest Lara Croft including, climb, backflip, and running jump. All actions are controlled with the mouse. There is the action pointer, which will perform any allowable action on an object when it is clicked on. The combat pointer will attack a monster, or use a weapon to hit an object. There are a variety of weapons including both ranged and melee. Other items, a rope and hook, and rocks, have many places where they can be used throughout the game.

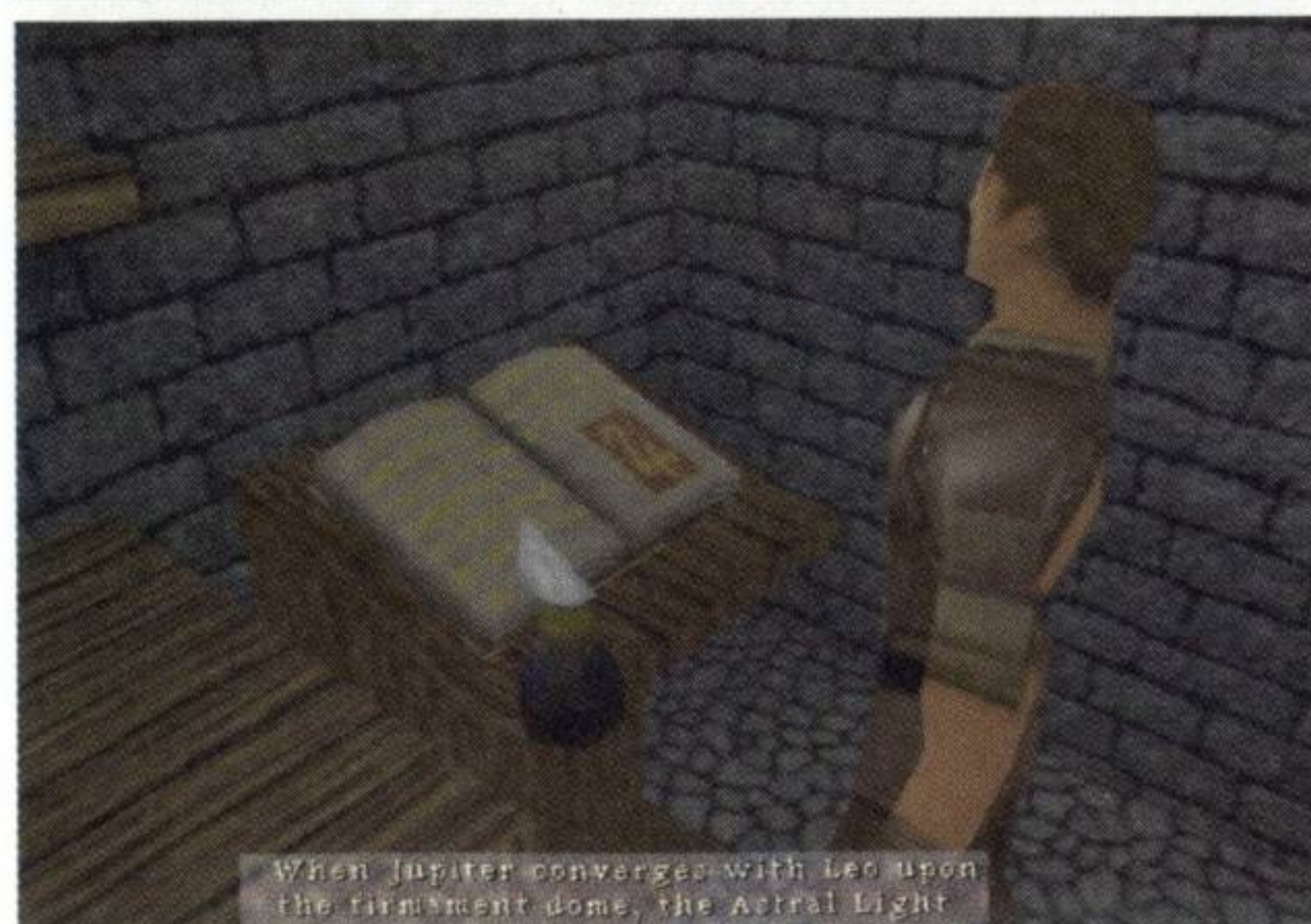
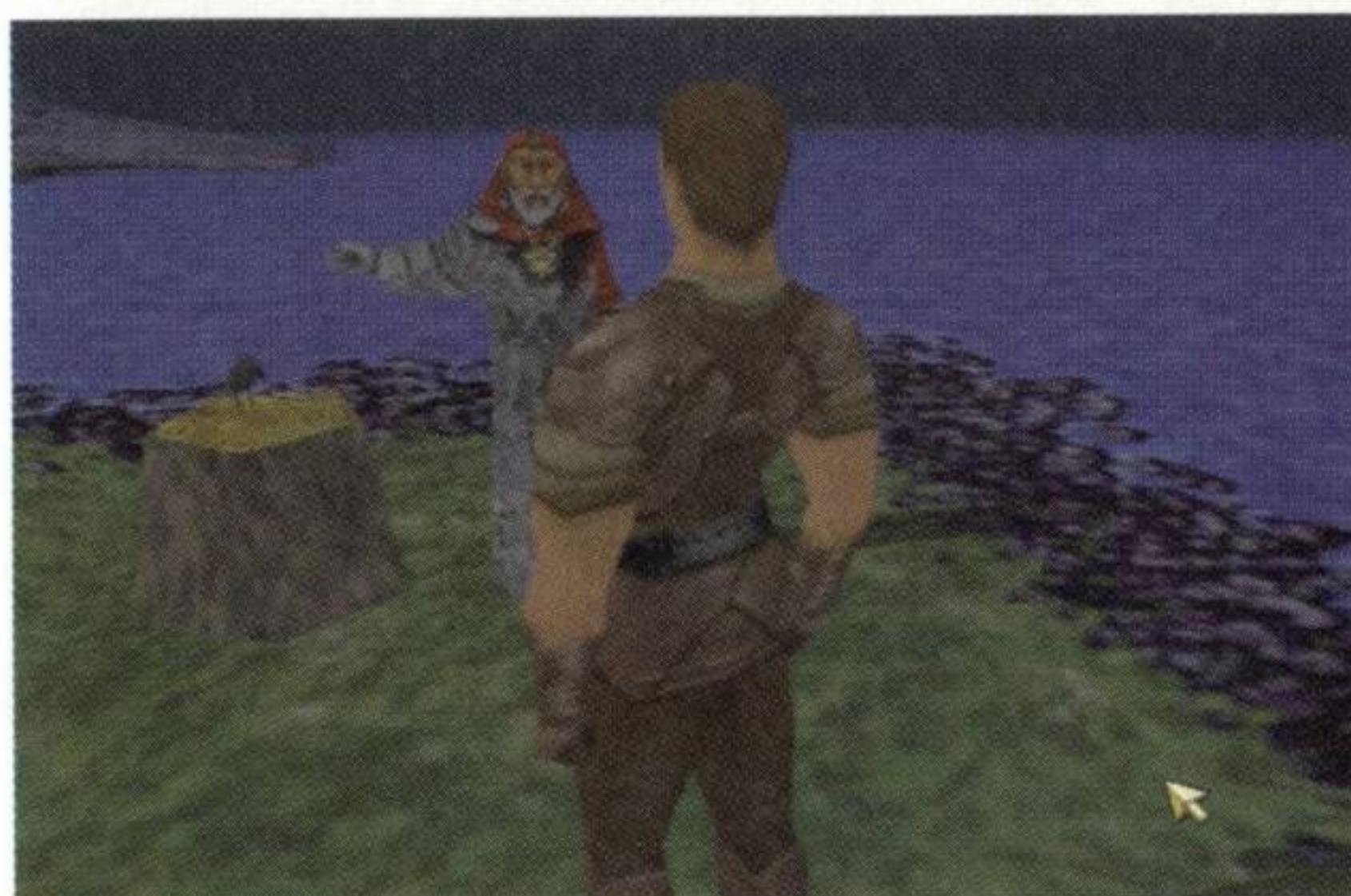
OPTIONAL BEAUTY

Sound is pretty groovy with different sound effects and the standard background music, which changes when something dangerous wanders along. The game is fully kitted out for 3DFX and Direct3D, but you don't have to have a 3D card. If you are lucky enough to have a 3D card but your machine is a bit older, there are different options to turn off. If you have been blessed with a ninja PC then there is dynamic lighting, shadows and higher resolutions to increase your gaming satisfaction.

Now you may have picked up on the fact that there is combat in MOE. If you are thinking that all King's Quests have avoided violence, instead resorting to trickery to beat foes, then you have already picked up on the biggest difference MOE has from all its predecessors. There are still all the puzzles to solve, tasks to overcome and items to be found, but MOE has moved away from the friendly feeling and introduced combat, blood and gore. Now some people might find this to be an increase in gaming satisfaction, but personally it was always refreshing to think that there were games out there that could be great without the hack and slash factor.

Not to be misunderstood, MOE is a real winner, with loads of frustration and aimless wandering looking for that elusive items, expected in any quest. It just would

have been nicer to do it without having to walk around creaming goblins and smashing skeletons. The new factor of combat adds a lot more intricacy to the game. Connor gets experience for actions and goes up levels; he can find and use different potions affecting, strength, healing, magical vision, and invisibility, as well as finding different weapons and armour. Monsters? Depending which land Connor finds himself in there are different types of monsters to fight. With seven different lands to explore, and over twenty types of monsters, plus all the items, individual encounters and puzzles, there is nothing dull about MOE.



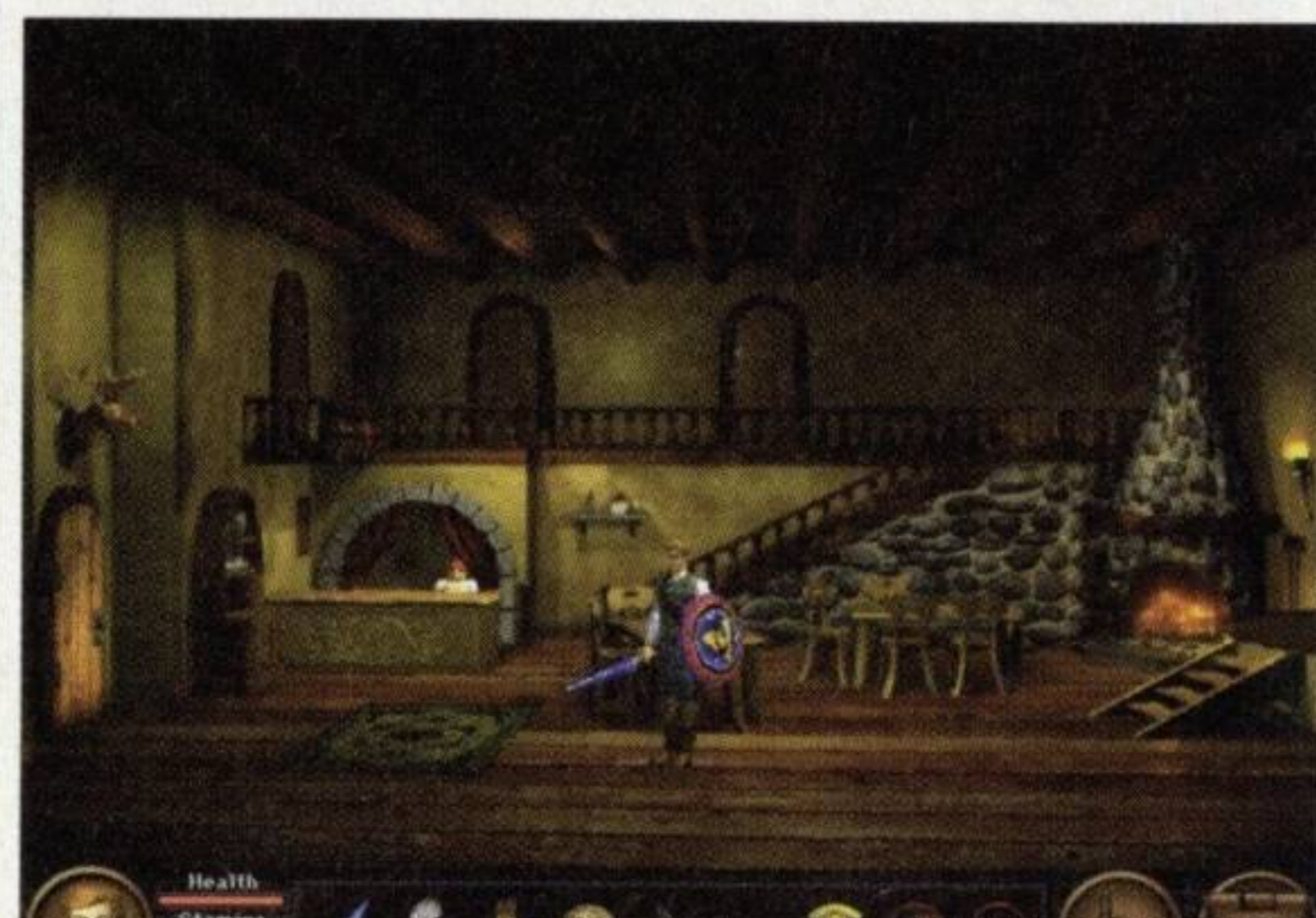
AVAILABLE: Now		
CATEGORY: Quest		
PLAYERS: 1		
PUBLISHER: Sierra		
PRICE: \$89.95		
RATING: M15+		
REQUIRED: P166, 32 MB RAM, 4xCD.		
DESIRED: P11 266, 64 MB RAM, 3D accelerator		
PLUS Full 3D King's Quest		
MINUS Could have really done without the combat		
VISUALS	SOUND	GAMEPLAY
90	85	83
OVERALL 91		
Still pumping out quality quests 15 years on.		

Quest for Glory 5: Dragon's Fire

Anyone remember **Ross Clarksmith's** rock career? Well that's why he's on a Quest for Glory... again.



THAT A KEATON MASK? SO POPULAR WITH THE KIDS!



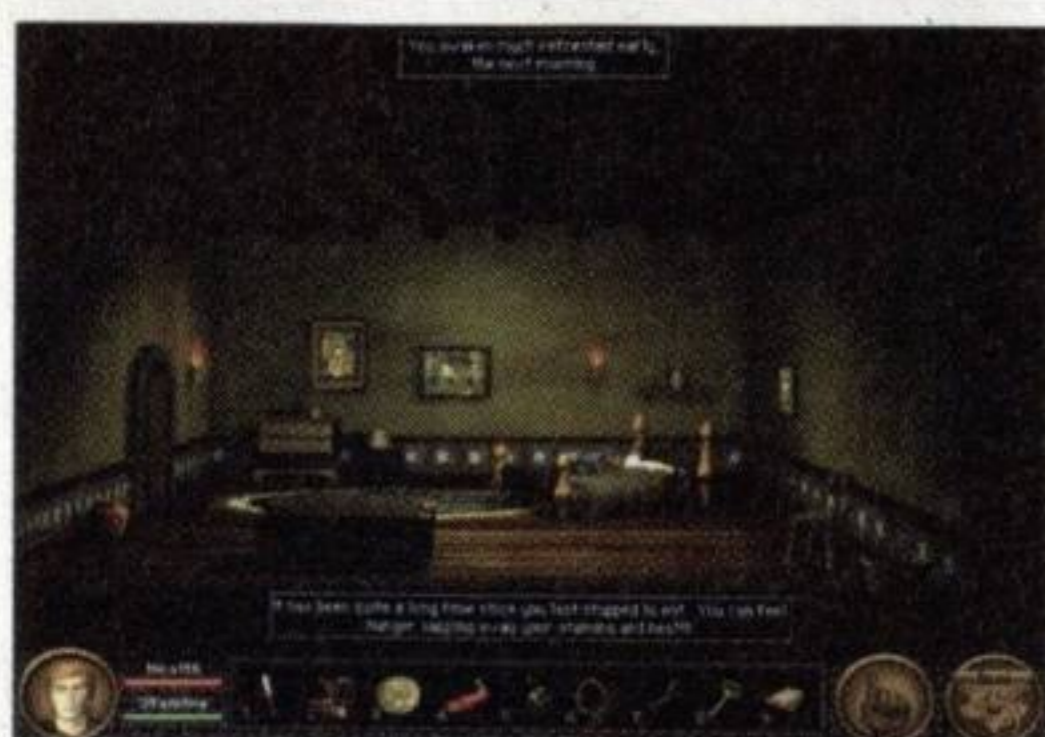
Perhaps not the best known, most popular or oldest of the adventure games genre, the Quest for Glory series has never-the-less provided gamers with many hours of rewarding play. The Sierra quest masters look set to give us all a run for our money again with the release of Dragon's Fire, number five in the series. The story for QFG does not depart very far from those we have heard before. An assassin, throwing open the way for a successor has murdered the old king. Now in the land of Silmaria, this is done by heroes completing a number of rites, known surprisingly enough as "The Rites of Rulership". Our hero is magiced by an interfering wizard, to the island of Silmaria because, in his opinion that is where heroes are most needed at the moment. A lot of friends from previous QFGs turn up to compete in the rites, or aid our hero. So where does the dragon fire bit come into it? Well the fellow responsible for knocking off the old king has also been busily freeing a long subdued dragon, and now

there is a second quest for a hero in Silmaria. Actually if the truth be known, along with all the little asides, there are seven quest that can be completed in the game.

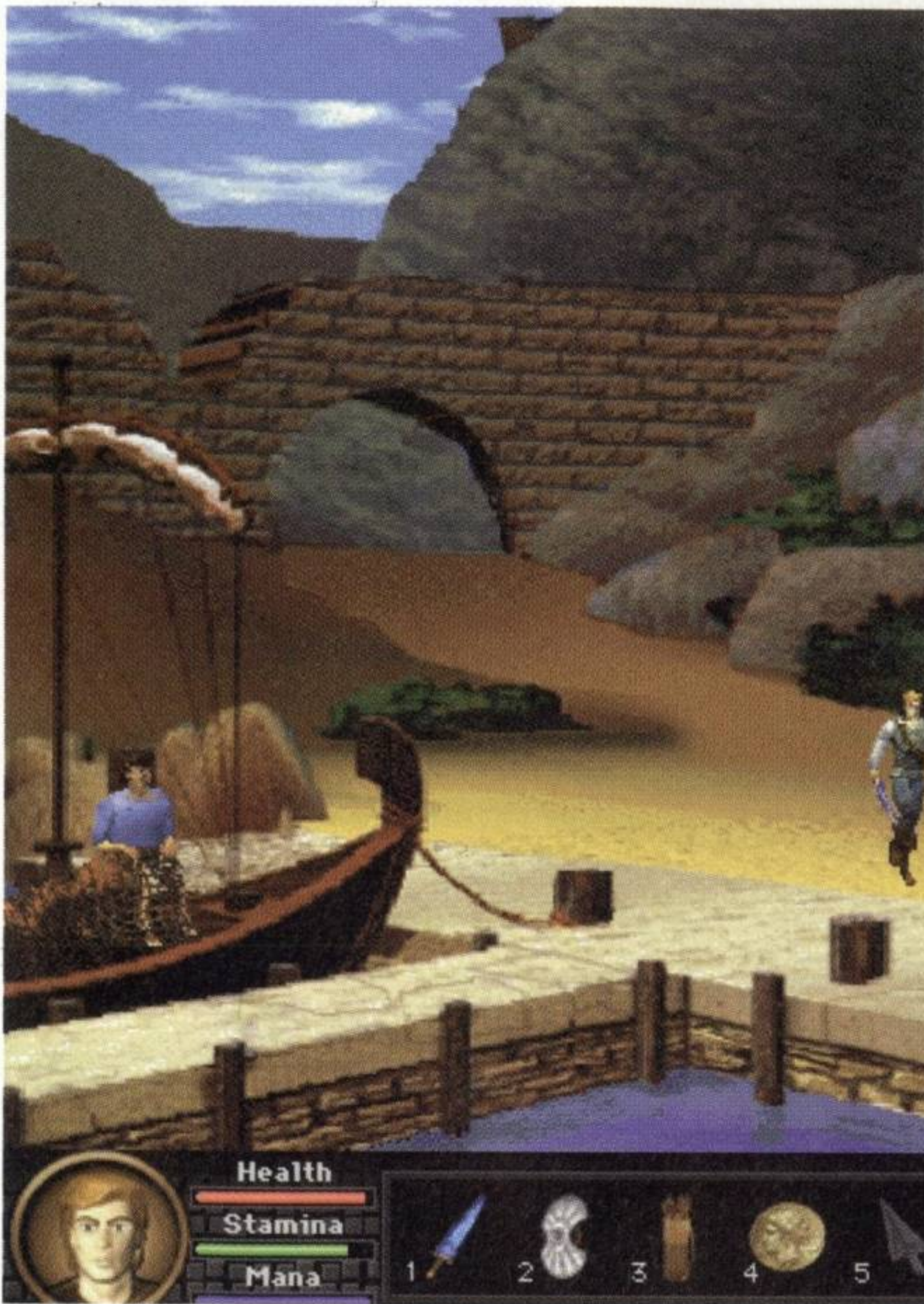
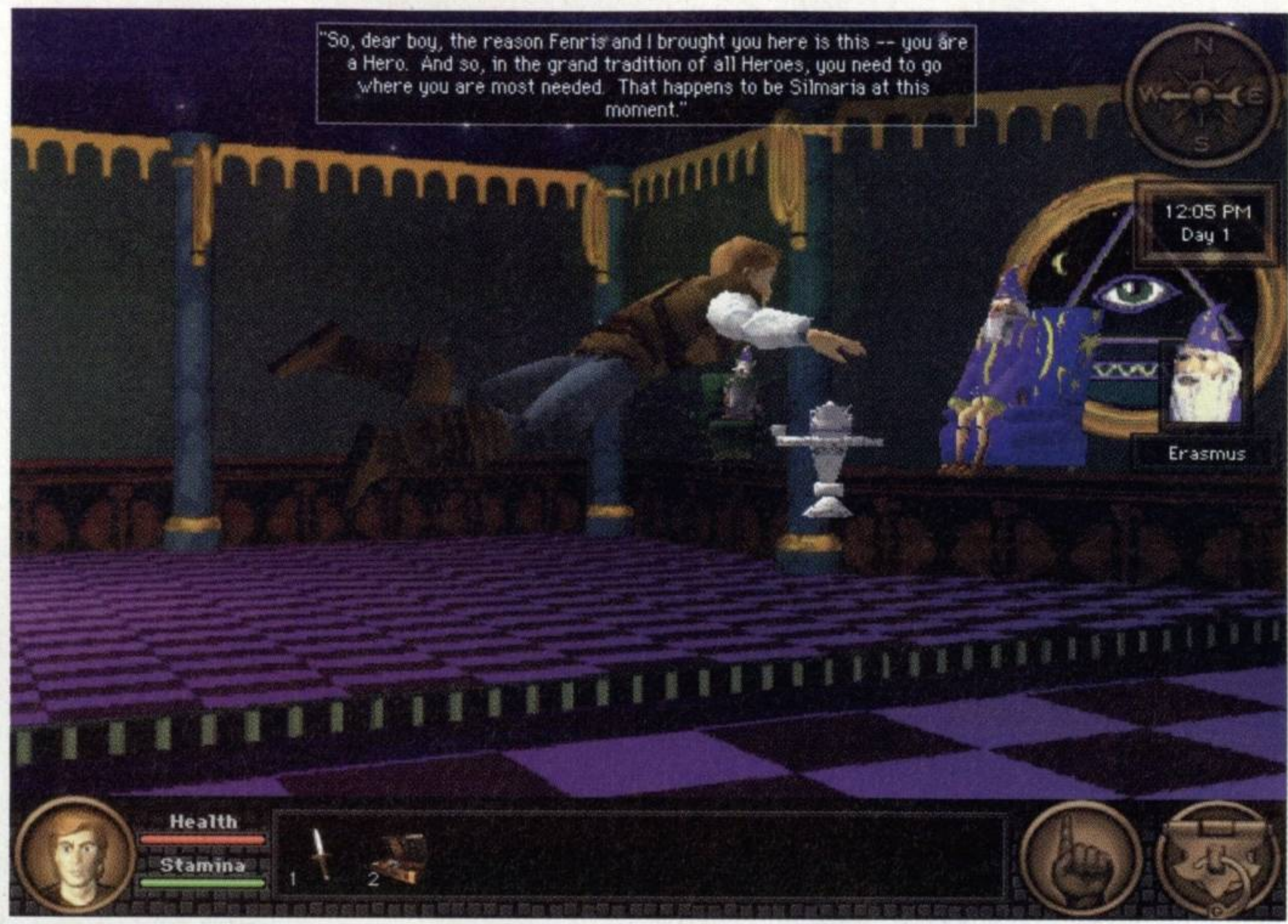
WHY CHANGE?

The game has the familiar look of all the QFG's preceding it. The side scrolling, side view that has proved successful in the past has been faithfully used again. It is nice to see a sequel retain a similar look, and its great to see some designers think that a game can be good without resorting to the 3D first person view. There is something inherently rewarding in this type of game to watch the cartoon like character try to push/pull/punch every little bit of scenery. It is even funnier to think that this is normally what is required to finish the game.

DIG UP YOUR OLDIES



The game has a difference to most other graphic adventures, in that it adds many elements of role-playing games. The player can choose from different types of characters (wizard, thief, fighter), or they can import a character from an old game to be a paladin. The choice of character type will have a direct affect on which tasks can be completed in the game and how each one may be accomplished. This theoretically means the game can be played more than once, each time with a different character. Wow, so that is seven quests played by four different characters, 28 different quest in the one game is great value. Each character has different skills and statistics, as well as having more points to distribute to those skills. Skills from



ARRR, YE SALTY DOG! COME 'ERE AND SCRATCH ME BARNACLES!

other classes can be purchased at the beginning of the game, but unfortunately can not be learnt once the game has started. As in RPG's skills increase with use, and get this, decrease from lack of use. Now this is the first time that I have been aware of a game decreasing hard earned skill levels. This is definitely not a good thing, and gets rather annoying. Players who have imported characters from previous games will also be upset to see certain spells and equipment has been taken off them.

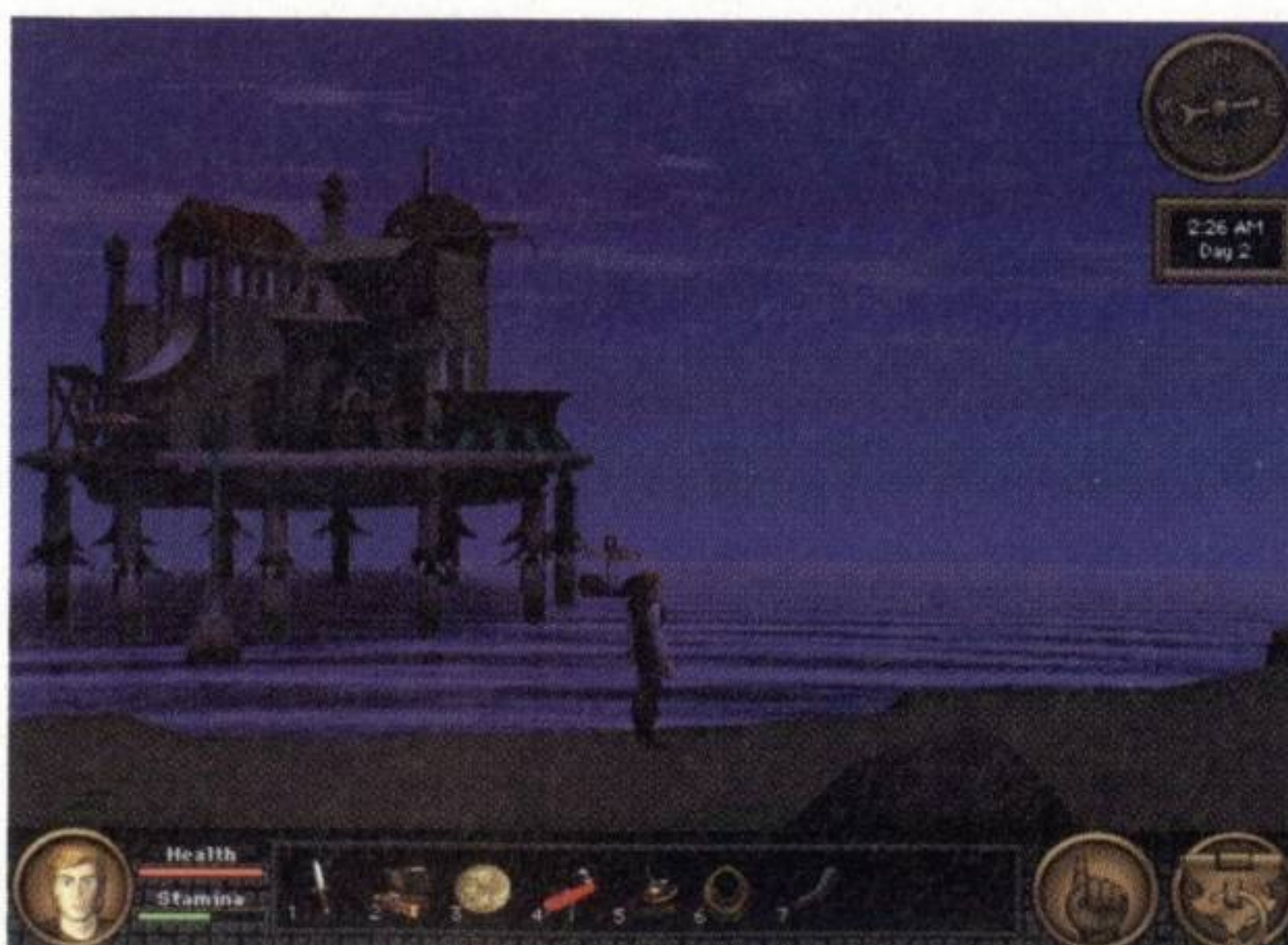
GET HITCHED!

There are several ways the game keeps track of score. There are the usual experience points, which relate to all the improvement of skills. Puzzle points are awarded for successful completion of puzzles and deeds. This is scored out of a possible 1000. There is a separate score for honour, which is gained by doing nice things for people, like giving buskers money, or women flowers, chocolates and compliments, or even giving someone else credit for one of your completed tasks. The honour score is used to determine other factors in the game, so its not just there for the sake of getting. For those players who are maritally inclined, there are four women in the game it is possible to woo and wed.

Visually the game is not overly spectacular compared to a rip snorting 3D action shooter, but as stated before there is a certain charm and familiarity that is captured with the traditional side view. The music beats all quest games

before it hands down, and this is reflected by the release of a separate sound track. Dialogue tends to be long winded so it is handy to be able to turn voices off and just read the text. Unfortunately it is not possible to turn of the text if you are a slow reader and just want to hear the voices.

QFG5 has all the known and expected components for the quest game, weird tasks with improbable solutions, corny humour and endless amounts of searching for items and solutions. Added to this are the RPG bits, which turn a challenging, game into a thorough joy to play.



AVAILABLE: Now
CATEGORY: RPG/Adventure
PLAYERS: 1
PUBLISHER: Sierra
PRICE: \$79.95
RATING: M15+
REQUIRED: P166, 6xCD ROM, 32MB RAM.
DESIRED: P200, 8x CD ROM.
PLUS Different solutions to quests, depending on character class.
MINUS Loss of skills from imported characters.
VISUALS 78 SOUND 91 GAMEPLAY 84
OVERALL 89
A successful combination of two great game genres.

Starsiege: Tribes

1st person shooter head **Dan Toose** reviews the first dedicated multiplayer only game in the genre... Starsiege Tribes.

GUNS AND GADGETS

The weapons lineup for the game is quite short for a modern first person shooter, but suits the teamplay well enough. There are energy based weapons: Blaster (basic), Laser Rifle (sniper), Electro Flux Gun (energy drain). Ammo based weapons: Chaingun, Plasma gun (heavy laser), Disk Launcher (blast radius weapon), Grenade launcher, and the Heavy mortar (for taking out turrets, etc).

Depending on what type of armour you're in, you can carry a varying number of weapons. Armour type also determines which weapons you can and can't use too.

The Disk Launcher is basically the equivalent to the rocket launcher from Quake in that it's fast and does area damage, and is the most commonly used weapon. The chaingun is the point blank, or "finishing" gun, and the Laser Rifle is popular as well.

There's also the guns that are not guns... The targeting laser (to provide trajectories for mortar), and the repair pack, which fires a "healing" laser. This repair beam is essential for fixing the stations which your enemy succeeds in blowing up.



Some at Dynamix may claim that this game was a totally original concept, but no seasoned Quake player will believe them. The two most popular mods for the Quake games have been CTF (Capture the flag) and Team Fortress, and it would be fair to say that they have influenced the concept behind Tribes.

Tribes is a futuristic 1st person shooter, that is multi-player only, designed for squad based gaming over the Internet. The battlefields are huge open areas of terrain, with bases and bunkers to serve as major landmarks, and in most cases, the key to victory.

Visually, Tribes is a mixed bag. For those with Glide compatible 3D accelerators, the game is, on the whole, quite good looking. Tribes does not support other accelerators out of the box, which may annoy some gamers. If you're capable of pumping this one up to a higher resolution, you'll be happier for it, because there's a lot of sniping and long range spying to be done.

The textures throughout the game are well drawn, but with so many wide open spaces, things often look quite stark. The character models look cool, and animations are good, the only real let down is the weapon effects, which are notably average considering everything else is quite good.

It all adds up to a strange mix. One second you'll be gawking at some floating citadel, which just looks too cool... only to see some bodgy looking laser wiz past your ear.

I'M HEARING VOICES...

Dynamix have done something that should have been done long ago. There's a team chat menu, which not only sends your chosen text message to your team mates, but also triggers an audible voice, so you spend more time watching what's in your sights, rather than at the text



HYPER'S OUTDOOR TOILET



UM...HELLO... WILL YOU BE MY FRIEND?



box. There are 5 voice types for both male and female, so it actually sounds like there's some variety. No doubt someone will release a patch with extra voices and funny comments. Not that it really needs them... there's even a "Damnit!", and "Doh!" voice command... what more could you want? If you like "Video game heavy metal" tunes, then the music will suit you well enough.

The team games offer a lot of strategical options due to the wonderful array of devices to interact with. Each base will have inventory and ammo stations. From these points the players will be able to get new weapons, repair kits, and all sorts of goodies, so long as they are 1) Not blown up, and 2) That they have a power supply. So defending both these stations, and the power generators in your building become an issue.

This of course means that blowing up your enemy's stations will be on your agenda, but that requires getting into their base, which is usually made quite difficult by numerous automated turrets, that will fire as you approach the base. There's a way to combat this though, with heavy armoured troops coming in with mortars and taking out the turrets from afar... but they

JOYRIDING

Here's a particularly cool addition to the concept of team based warfare... Vehicles, which are the perfect way to get one, two, or a whole mess of troops somewhere faster than they could otherwise get there. There are one man scouts, which not only handle well, but also come with a mounted rocket launcher for some offensive action. The other two are light and heavy personnel carriers, which are the ticket for getting a squad into an area fast, or to simply have a lot of firepower reigning down from the air.



JUST PRETEND TO HAVE HEAPS OF LAG IF YOU DIE

HOW DO YOU WANT IT?

Variations of the game include: CTF, where you try to capture the enemy flag, and bring it back to your own. Capture & Hold, where the team that holds a certain structure in neutral ground for the longest time wins. Deathmatch, where you simply try to kill your opponents as often as possible. Defend & Destroy, where your objective is to take out all the major stations around your enemy's base, while keeping your own intact. There's also CTF variants, for more than 2 teams, and also for taking multiple flags from neutral ground and taking them to your base.

All the teamplay game types work really well with this game, but if you're a fan of straight deathmatch, and that's what you're after in your next first person shooter, then forget about Tribes. The weapons lineup is suited to a CTF style game, not a free for all deathmatch.

Like all Internet games, having a decent connection to the server is paramount, so if you have a bodgey ISP, your enjoyment with the game could be rather limited. At the time of review there were only two Australian servers up, and while there were laggy moments, the game generally ran very well. Once more servers are up, it should be less of an issue.

Tribes is an excellent multiplayer Internet based game, that will have huge appeal for fans of CTF and Team Fortress style games. If you played Quake once or twice and thought there was no strategy to it... check out Tribes and maybe you'll see this style of game in a new light.

can't do it alone, they need a team mate handy to fire a targeting laser which will relay the trajectory to the mortar trooper.

All this leads to lots of people playing different roles, working together as a team to achieve a general overall goal. When you manage to pull it off, there's really no better feeling in online gaming than seeing all your team mates cheering wildly (or at least seeing them type "Woohoo!"). It must be pointed out that this need for organisation can also lead Tribes to being an extremely frustrating experience rather than a fun one. If you get stuck with a team of players that wander around aimlessly, while you're actually trying to "do your job", you'll just get hammered, which is never much fun.

AVAILABLE: Now
CATEGORY: Online/Action
PLAYERS: 2-many
PUBLISHER: Sierra
PRICE: \$79.95
RATING: M
REQUIRED: P200, 32 MB RAM
DESIRED: P2-266, 32 MB RAM, Glide 3D accelerator
PLUS Excellent teamplay features, enough tricks and variety for deep strategy and teamwork
MINUS Latency dependant. Poor as deathmatch game.
VISUALS SOUND GAMEPLAY 86 90 90
OVERALL 90
The game to have if you're after a top teamplay game to play over the Internet. A great mix of strategy and action.

Starcraft: Brood War

Lt **Dan Toose** prepares to head back to the frontline and face Blizzard's follow on to Starcraft, Brood War.



CAPTION

Starcraft was undoubtedly the most popular real time strategy game of '98, and it was no surprise that mission packs started appearing for this wondrous game. They were however, nothing to get too excited about. These mission packs were however not made by Blizzard, but this latest one, Brood War, is.

Brood War comes with 100 new multiplayer maps, a whole new 30 mission campaign, and more importantly new game balancing and new units. Starcraft players will now find that the Zerg are much more difficult to play with, and that Terrans are far easier to play with, while the Protoss have gone from being the most difficult race to play well, to being more versatile and effective. Units like the Dragoon and Goliath that were once considered poor,

in mission speech, and also situations where you are faced with a decision of which objective to take, which affects the next mission. This sort of thing makes the single player campaign better than that in the original Starcraft, and that is really what quantifies Brood War as an excellent add on.

There are new terrain tilesets, Twilight, Desert, and Ice, which you can also use in the editor as well.

If you're a Starcraft nut, you'll love Brood War... and even if you got bored with Starcraft, give Brood War a shot, because the changes to the game balancing make you play the game a bit differently, rather than just apply the same old formulas from before. An excellent add on.

THE NEW UNITS

There are 7 new units available for use in Brood Wars. Two totally new units for each race (one ground unit, one air unit), one of which can merge to become a new unit type.

PROTOSS

Dark Templar: The Dark Templar are now a standard option for Protoss. Being invisible by default, and causing heavy damage with their psi blades, they are extremely useful troops. Two Dark Templar can merge to form a Dark Archon.

Dark Archon: The Dark Archon, has three nasty psi powers, which can be studied at the Templar Archives... Mind Control, Feedback, and Maelstrom. Used properly, these units are devastating.

Corsair: A cheap air unit, that is rather poor in combat, but has an extremely useful technology, the Disruptor Web, which basically neutralises a ground unit of any description, including towers, making them extremely handy when attacking a base.

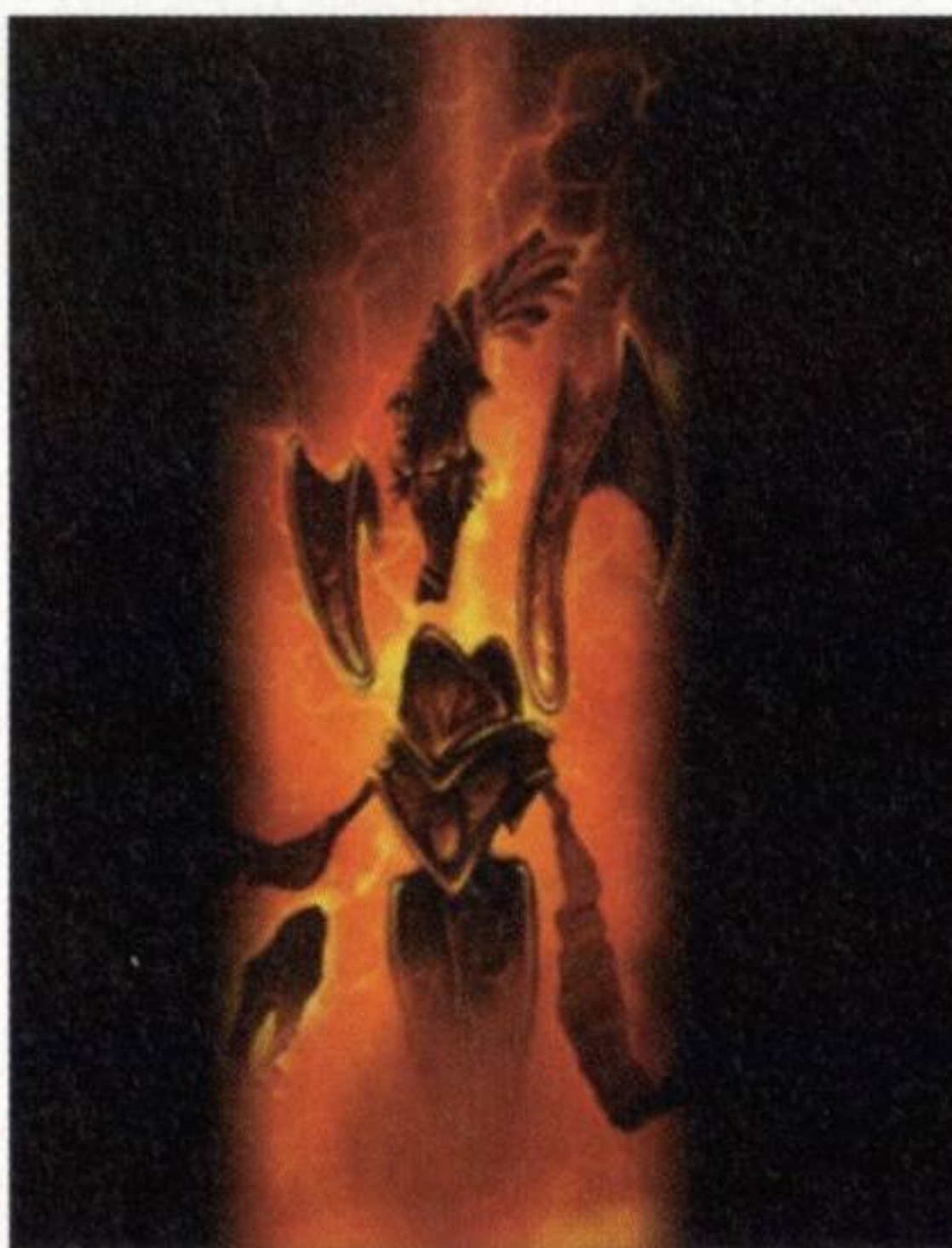
TERRAN

Medic: Female field surgeons, who automatically heal nearby units who have taken damage. They can also heal the more serious afflictions like plague. A single marine with a medic can survive multiple attacks from some units that previously would have killed him.

Valkyrie: A heavily armoured missile frigate, devoted to air superiority. The missiles cause damage not only to the target, but adjacent units as well. The terran air force is now devastating that they can wipe out other air units far more effectively than before.

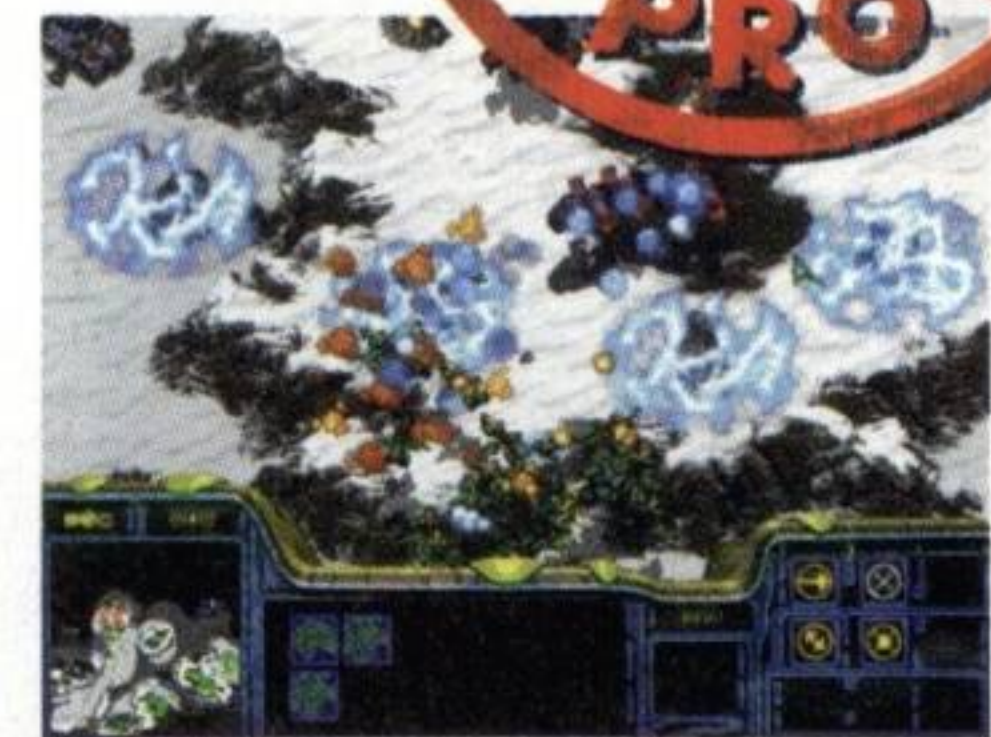
ZERG

Lurker: A defensive unit that attacks by burrowing underground, waiting for enemies to approach, and then rams a column of spines through the



ground to hit a row of troops with no means of escape. The lurker is however vulnerable if detected, or caught above ground.

Devourer: A zerg dedicated air to air unit that sprays huge globs of acid at its targets, causing some splash damage to other enemies close enough to the target.



AVAILABLE: Now
CATEGORY: Mission Pack
PLAYERS: 1-8
PUBLISHER: Blizzard
PRICE: \$49.95
RATING: M
REQUIRED: Full version of Starcraft

PLUS

Excellent single player campaign. New game balanced unit stats force new strategies.

MINUS

Campaign missions get a bit passe for the last chapter.

VISUALS	SOUND	GAMEPLAY
88	90	90

OVERALL

90

An excellent value for money add on, that will do more than just give you a few more missions... With the game balancing resulting in a new multiplayer experience.

Shane Warne Cricket '99

PC

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-4
PUBLISHER: CODEMASTERS
PRICE: \$89.95
REQUIRED: P166, 16MB RAM, 3D CARD
DESIRED: P200, 64MB RAM
SUPPORTS: 3DFX

Cricket fans will be more than happy to have Shane Warne Cricket '99 come to the PC, as it means more cricket sims to get our teeth into - the more the better. Now that Warney is back in the team after his million-dollar man surgery to reconstruct his shoulder, we can all pretend to be the golden boy ourselves in this fun arcadey cricket game from Codemasters. If you read our PSX review, all you need to know is that SWC on the PC simply looks better and seems to have more accurate commentary than the console version, however though accelerated, the player models look pretty ugly up close. Otherwise, the game is exactly the same. The same options - Friendly matches, full test series, full one day series, classic matches and training in the nets, and all the important international teams and players. The game can simply be played using the keyboard, as batting and bowling is determined simply by selecting a direction with the arrow

keys and then the key of your choice to play a particular style.

The gameplay is so easy to pick up, and the animation so realistic, that SWC is stupidly addictive and entertaining for anyone who loves the game of cricket. There isn't a better action-based cricket game for PC.

Unfortunately, SWC seems to suffer from a few bugs which can sometimes spoil the engaging gameplay - though we were reviewing a pre-release version, so hopefully things were tweaked before hitting shop shelves. The other disappointing feature is the player models and skins which are really quite poor, though the animation is excellent. Every player is identical apart from a different coloured blob of hair, and the polygon arms and legs seem almost hulk-like on the umpire. Apart from this, the game is fun enough to make any cricket-loving gamer happy - especially when you play a test with a friend. Hours of fun.

ELIOT FISH



VISUALS	SOUND	GAMEPLAY	OVERALL
86	84	84	84

Burnout Championship Drag Racing: Player's Choice Edition

PC

AVAILABLE: NOW
CATEGORY: DRAG RACING SIM
PLAYERS: 1-MULTI
PUBLISHER: BETHESDA SOFTWORKS
PRICE: TBA
RATING: G
REQUIRED: PENTIUM 75, 16MB RAM
DESIRED: PENTIUM 166, 32 MB RAM, 3DFX ACCELERATOR
SUPPORTS: JOYSTICKS

Around this time last year, Bethesda Softworks confirmed the fact that absolutely any sport can be translated into a computer game with Burnout Championship Drag Racing. Since then, we've had the excellent "Nose Goblin Racing Pro", the so-so "World Championship Mud Wrestling", and the zany, pint sized punts of "The Dwarf Throwing Omnibus". Despite drag racing's questionable potential as far as entertaining simulations go, in order to compete with the recent NHRA Drag Racing, we now have the Player's Choice Edition.

This edition has many more dragsters and drag strips, as well as support for 3D accelerators out of the box. BCDR:PCE is very thorough, with a great physics model, and the kind of anal attention to realism that sim racing fans love.

There are over 60 customisable components to tweak: within the engine and its workings; the transmission; the tires; and suspension.



Electronic aids (delay box, throttle stop, and rev limiters) are available, and each time you race, telemetry data is recorded, so you know exactly what the car is doing. AI ability can be altered, as well as weather conditions (altitude, humidity, temperature, barometric pressure etc) that will effect engine and vehicle performance. The racing procedure is recreated in every aspect, and the action can be viewed from almost any conceivable angle. The potential for racing against friends on modem, LAN or the internet also adds to the package.

The only thing missing is the burning rubber, so set up a blow torch and tire next to the PC, and you'll do fine. The bottom line though, is that if you are a drag racing nut, then this is the best game on the market (although a questionable purchase if you already own BCDR). Everyone else, don't even bother.

CAM SHEA

VISUALS	SOUND	GAMEPLAY	OVERALL
70	62	47	62



Red Baron 3D

PC

AVAILABLE: NOW
CATEGORY: FLIGHT/COMBAT SIM
PLAYERS: 1-NETWORK
PUBLISHER: DYNAMIX (SIERRA)
PRICE: \$89.95
SUPPORTS: GLIDE COMPATIBLE 3DFX, JOYSTICK, RUDDER PEDALS.

RB3D is the third installment to THE World War I flight combat sim. The game excels not only as an accurate thematic recreation of what it would be like to live and die as a pilot in the games highly detailed 'campaign mode', but it also serves as an absorbing arcade shooter ('fly now' mode) in which you can determine the enemy A.I (5 settings) and your planes flight capabilities (reality level). Better still, you can duke it out in the skies on the internet against other humanoid air aces.

For those who already own a copy of RBII you'll be happy to find that it is now 3D glide compatible allowing resolutions of up to 1024 X 768 to be selected. Other improvements have been the inclusion of new and improved flight models (with torque and gyroscopic effects) and the not so realistic transparent cockpit for easy viewing of target areas. Another minor addition is being able to add a customized gunsight.

Mastering the 22 flyable aircraft ranging from the Baron's highly maneuverable yet dangerously slow Fokker Dr.I Triplane to the sleek and capable SPAD XIII will take several flying hours and don't even think about flying against human opponents unless you have mastered the Immelmann turn and Returnment maneuver.

The graphic department is above adequate, though the extensive range of view points will keep you amused for ages as you can switch from cockpit to target to chase plane perspectives.

Red Baron 3D is dogfighting at its best. There is no such thing as 'fire and forget' heat seeking missiles. There are no afterburners to climb vertically or get you out of trouble. Every maneuver has to be calculated to use your puny engine, flimsy wings and gods given gravity to its fullest. Even though there are a few minor glitches, this sim is worthy of purchase for anyone who considers they have got what it takes to make it as an ace in an era void of parachutes.

TIM LEVY

VISUALS	SOUND	GAMEPLAY	OVERALL
80	70	92	80



Outlaw Racers

PC

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-MULTI
PUBLISHER: METRO GAMES
PRICE: \$TBA
RATING: G
REQUIRED: PENTIUM 100, 16MB RAM, 3D ACCELERATOR
DESIRED: PENTIUM 133, 32MB RAM, 3D ACCELERATOR WITH 4MB
SUPPORTS: JOYSTICK/WHEEL

As an outlaw racer, you'll take part in city based, illegal contests in order to build up as much cash as possible, by any means necessary. Money is gained from hijacking armoured cars, picking up flags and reaching bonus points. This cash can be used to buy better engines, tires and paintjobs, and if you've got enough green you can hook yourself up with a brand new street machine as well. Oh yeah, you'll also need plenty of change to fix any dings, not to mention paying traffic violation fines.

Along with a strong police presence, there's also a few civilian cars on the road for your ramming pleasure. Outlaw Racers is quite tough on road rules, as the police and hidden cameras pick up many infringements, from running a red light to driving on the wrong side of the road. The idea is to beat the competing racers to the goodies, all whilst minimising fines and damage to your vehicle. Thus, you can take a more cautious approach and earn less money, or you can be aggressive and suffer the extra fines that ensue.

Every time you play, 16 square km of track layout is randomly generated. Rather than making the game unpredictable and exciting though, it simply makes Outlaw Racers dull. Despite the different terrain sets, each random track lacks any distinguishing or exciting features, as it's simply the same pieces over and over, placed in a different way. Perhaps the track generator should have been included as a bonus, in addition to a number of thoroughly playtested and creative courses. Outlaw Racers is not helped by the decidedly bland and primitive graphics either - and you'll need a 3D accelerator just to see them.

CAM SHEA



Superbike World Championship

PC

AVAILABLE: MARCH
CATEGORY: SUPERBIKE SIM
PLAYERS: 1-MULTI
PUBLISHER: VIRGIN
PRICE: \$79,95
RATING: G
REQUIRED: PENTIUM 133, 16MB RAM
DESIRED: PENTIUM 200, 32MB RAM, 3D ACCELERATOR
SUPPORTS: JOYSTICKS

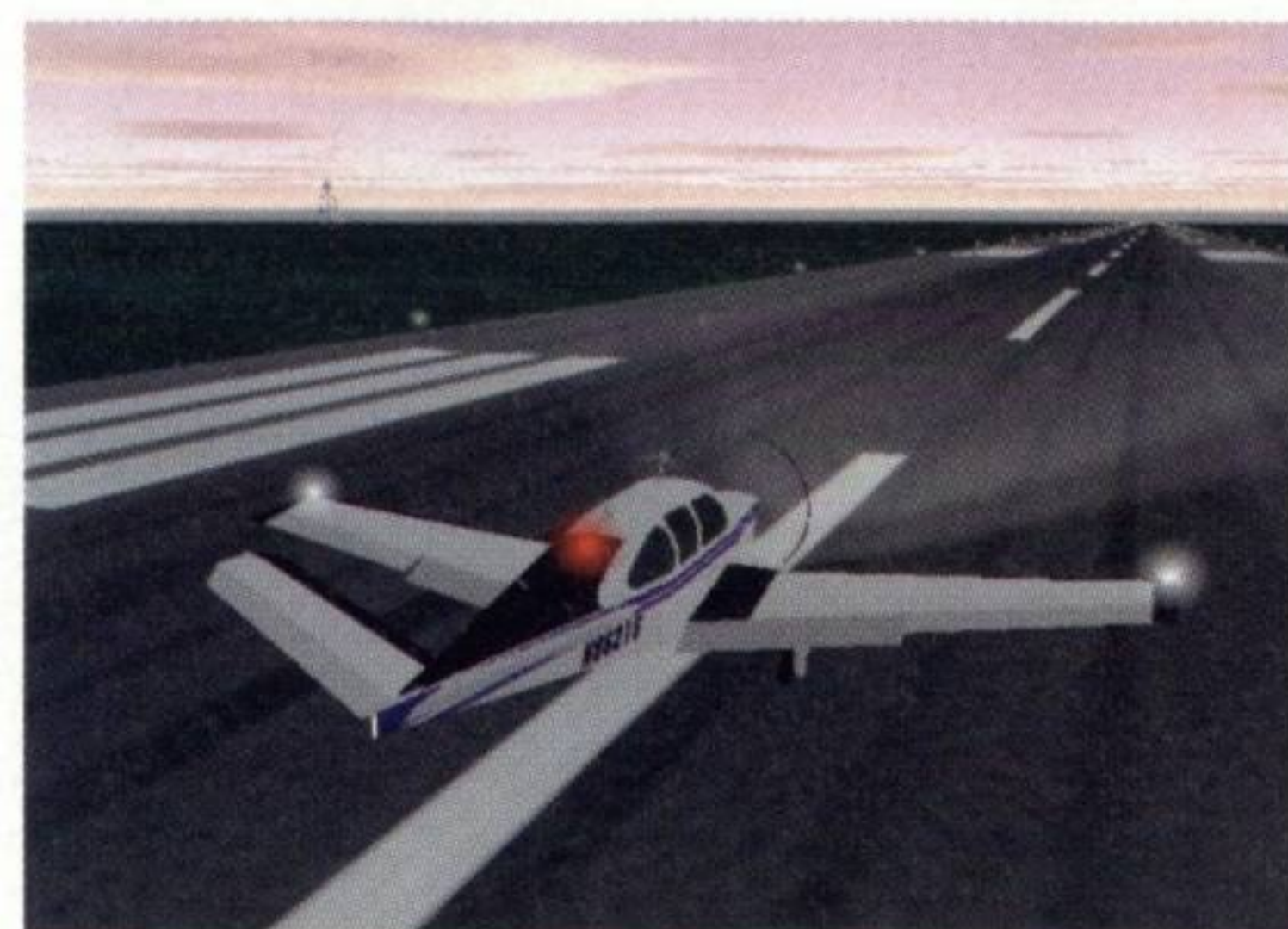
Superbike racing is a sport packed to the gills with speed, intensity, skill and danger. Translating the essence of the sport into a game is never going to be easy, but Superbike World Championship certainly goes the right way about it.

It sets out to provide a realistic interpretation of this brand of precision engineered mayhem, with the tracks, riders and bikes straight from the championship. There are twelve actual superbike championship courses here reproduced fairly accurately, including our own Phillip Island course... hurrah! The bikes themselves are modelled accurately, both in looks and performance. Indeed, each of the major bike manufacturers contributed detailed technical data, so that you can sit astride the following beasts - the Yamaha YZF, Ducati 916, Honda RC45, Suzuki GSXR and Kawasaki ZX7R. Boy do those babies fly, and you can tweak them to suit your racing style too.

It takes quite a while to adjust to the controls, but once mastered, Superbike World Championship performs well. It's not quite as frustrating to get into as Castrol Honda Superbike World Champions, but still stays firmly in the simulation category. Superbike isn't in the same league graphically as recent treats like Moto Racer 2 and Castrol, but it's by no means bad. The rider and bikes are nicely detailed, and cast a realistic shadow, but the tracks are quite plain.

Multiplayer options are supported, just in case the AI isn't tough enough for you (unlikely). All the gameplay options you'd expect are here, from practice races to a full blown championship, as well as an arcade mode, and race variables. If you're after a realistic superbike game, and follow the championship, then give this a try.

CAM SHEA



Pro Pilot 99

PC

AVAILABLE: NOW
CATEGORY: FLIGHT SIM
PUBLISHER: DYNAMIX/SIERRA
PLAYERS: 1
PRICE: TBA
RATING: G
REQUIRED: P33, WIN95, 16 MB RAM
DESIRED: P200+, 32 MB RAM, 3D HARDWARE ACCELERATOR, JOYSTICK, RUDDER PEDALS.

Scant years ago MS Flight Simulator was the only serious offering in recreational civilian flight sims. The latest, Pro Pilot 99, aims for a more thorough grounding in flight training than its competitors with 4300 airports in America and Europe, video lessons and audio air traffic control up its sleeve.

Firing it up places you on a runway in the ubiquitous Cessna 172. The view through the windshield is not exactly glossy, but a more evocative afternoon haze and light off the clouds. Outside, the planes are not over-detailed but appear accurate; control surfaces and undercarriage are properly animated. Ground textures are detailed though blurry and want smoother blending. The clouds though are unmatched - the parallax effect of cruising through different layers is quite magic; frame rates are great. Engine sounds are solid and sound great at startup.

Jam-packed instrument panels quickly had me leafing through the three books for checklists, and while a few things (eg preflight checks, primer) are missing, it's more comprehensive than others and fair preparation for the real thing. IFR capability is supplemented with GPS and a flight planner.

In the hangar live two (why?) Cessna 172s, Bonanza V35 and Baron, King Air turboprop and CitationJet - an ideal progression for aspiring pilots.

Lame air traffic control means holding holding patterns for no reason. Yawn! Instead of making up your radio calls, ATC is automatically dealt with according to your flight plan.

While would-be fliers could do rather worse than Pro Pilot 99, b-grade flight models and glitches remove sheen from good work. Although a good primer for flight, proper aircraft/ATC modelling and more beta time would pay off big. Someday this will probably be good.

THOM MCINTYRE

VISUALS	SOUND	GAMEPLAY	OVERALL
60	65	68	64

VISUALS	SOUND	GAMEPLAY	OVERALL
79	79	81	79

VISUALS	SOUND	GAMEPLAY	OVERALL
88	82	72	76

The Legend of

The Legend of Zelda Ocarina of Time

If ever there was a videogame that needed a playguide, The Legend of Zelda: Ocarina of Time is it. With such a huge, wonderfully alive land to explore, you could spend hours wandering around Hyrule trying to figure out what your next move should be. Eliot Fish locked himself away in a dark room, and this is the result, the ultimate Hyper guide to Zelda. Not everything will be spoiled in this playguide, as we simply don't have the space to tell you everything, but here is a walkthrough and guide to some of the more important secrets hidden within this special game...



Kokiri Forest

The Deku Tree

You begin the game in Link's hut. To the left of the bed is a noticeboard which will give you info during the game on some of your achievements. For now, exit your hut and spend a bit of time talking to all the characters. First, you'll want the sword... walk up the slope to the training area and walk over to the small hole in the rock. Press A to climb through to a tiny maze with a rolling boulder. Simply follow the path around, after the boulder has passed, and the sword can be found in a chest. Now you can cut weeds to expose rupees, hearts and Deku seeds or nuts. You need 40 rupees to buy the Deku Shield, so the quickest way is to enter Mido's home (by the rocks) and get the rupees from his chests. Once you buy the shield from the shop, equip both sword and shield and you will be allowed to enter the Deku Tree.

Once inside the tree, killing the plants will give you Deku sticks. Climb the ladder and claim the dungeon map from the chest. Follow the path to the right, jumping the gap, and then enter the door you see. Face the Scrub and use your shield to deflect his Nut attack back at him, so it knocks him out of the ground. Then catch and talk to him for a hint. In the next room, run across the block to the other side to get the Slingshot from the chest. Use the slingshot on the ladder hanging above the door you came in through, to give yourself an exit. On your right, though, you can climb vines to a chest with a recovery heart if you need it.

Back in the main area, stand near the vines on the wall, and use the slingshot to get rid of the Skullwalltas, then climb up to the next floor and drop to the right. Enter the next door you see, and stand on the switch to raise two platforms. Jumping across these will get you to a chest where you can claim the Compass. There is also a chest in the other alcove which holds a recovery heart. To kill the big Skulltula, wait till he exposes his underbelly then slash him or shoot it with the slingshot. There is also a Gold Skulltula climbing the wall - shoot him and get the token. To exit the room, you must light a Deku stick and then use it to set alight the other torch.

Now go back into the main chamber and systematically kill all the big Skulltulas. Next walk out on to a ledge near the floating heart and jump so you land in the center of the large webbing. It will break and you will find yourself in the lower level. There are another 2 Gold Skulltula on the wall, so kill them and get the tokens. Stepping on the switch lights the torch. Use this to light another Deku stick and then burn the cobwebs obscuring the door near where the plant springs up. Enter the door. Again, deflect the nut back at the scrub and receive a hint. Shoot the eye above the door with your slingshot. Enter the new door. Dive into the water and press the switch. Get out of the water and jump on the



01

01

99



Parastic Armored Arachnid
GOHMA



platform and ride it across. Kill the Skulltula and push the block to the right. Climb up and go through. Light the torches in this next room. Go through the door. Burn all the cobwebs. Crawl through the hole to return to the water room. Push the block into the water. Light your Deku stick and jump back across the block, then do a roll across the web. You'll fall down to another lower level. The defeat the scrubs in this order - 2, 3, 1.

Enter and face Gohma.

To defeat Gohma, look up at her so she drops down. Target her and shoot seeds into her eye. Slash her while she is stunned. When she returns to the ceiling, keep her targeted and simply shoot more seeds at her eye when it goes red. She'll drop down again, stunned, so slash her to kill her. If you mess up your targeting, try to kill her eggs before they hatch, and then try the first technique again. Get the heart container and step into the light.

Hyrule Princess Zelda

Once Gohma is defeated, follow the story and then leave Kokiri village. Saria will give you an Ocarina on your way out of the village. Once in Hyrule field, head straight for the castle and enter the market. Have a good explore and talk to everyone. Then head towards the castle. Talk to the guard, but don't pay him. Wander around until you meet the girl who gives you the Egg. Next, climb the vine and jump over the gate. Avoid the guards and jump into moat from the farthest left corner. Swim around to the sleeping man. Wait until morning and the Egg will hatch, the chicken's crow waking the man who owns Lon Lon Ranch, Talon. When he leaves, push the blocks into the water to form a ledge. Jump across to the small hole and crawl through. Now, simply pass the guards by always moving when their backs are turned. It's all in the timing. Meet Zelda and follow the story. You will learn Zelda's Lullaby here.

Once you are back in Hyrule Field, head to Lon Lon Ranch and speak to everyone. You will learn Epona's Song for your Ocarina. Play Talon's chicken game and get the bottle of milk. To find it easier, pick up all the chickens and throw them in one corner before you start the game. Return to Kokiri Forest.

Lost Woods

Climb up the vines behind Mido's house and enter the hollow log at the top. To find Saria, you simply just enter the logs where you can hear the forest song being played the loudest. When you get to the meadow, kill the wolf and then navigate the maze to eventually find Saria. You will learn Saria's song. Now you will want to go to Kakariko Village.

Kakariko Village

Head towards Death Mountain and go up the stairs, where you will find Kakariko. During the day, talk to everyone and show Zelda's letter to the guard at the gate to Death Mountain. Next, head to the graveyard and pull back the headstone which has the flowers in front of it. Here you can find a Hylian Shield for free! Get this and then play Zelda's Lullaby in front of the royal tomb. Enter the tomb and kill all the bats to get through the door. Inside, you will learn the Sun's song. You can also read the graves on either side of the Royal Tomb to meet the composer brothers who tell you some of the story if you kill them both twice. Now head back to the market and buy the Keaton mask from the Happy Mask shop. Take the mask back to the guard in Kakariko Village and he will open the gate for you. Now head up to Death Mountain.

Death Mountain

Goron City - Dodongo

Continue up the hill until you get inside Goron City. Go to the bottom and stand in front of the blocked doorway. Play Zelda's Lullaby. Go inside, talk to the king and then play Saria's song. He'll dance around and then give you the Goron Bracelet. Now leave Goron city, and find the Goron just outside the entrance who is guarding the Bomb Flower from the sun. Pluck the Bomb Flower and throw it over the edge so it destroys the boulder blocking the cave entrance. Go down and enter Dodonogo's cavern. Make sure your Hylian shield is equipped. In the first room, use a bomb from the Bomb Plant to blow open the doorway. Enter the main chamber. Jump across to the right ledge and use a bomb to destroy the blocked doorway. Go through and fight the baby Dondongos. A good strategy is to stay under your Hylian shield to protect yourself from the explosion when they die. Kill one near the doorway to blow it open. In the next room, drag the statue onto the switch. There is also a Gold Skulltula here. In the Lava room, you must defeat the Lizardmen. Stay under your Hylian shield, keep them targeted, and slash them after they try to attack you. They always back off before you can defeat them, to let the other attack you, so don't chase them. When they die, enter the new doorway. Follow this corridor to a room with small Dodongos and some un-lit torches. Ignite a Deku Stick and light the torches to open the door, trying to avoid the mini-Dodongos. This will lead you back to the main chamber. Step on the switch. Cross the chamber to the other side, and blow up the blocked door with a bomb for the dungeon map. Then you can go through the door you opened with the switch. First blow open the doorway, and get the middle statue in here to leave his position. You can get the compass here. Back in the room with all the bomb plants, get a bomb from anywhere but around the base of the stone, and place it in the gap in the middle at the front, between





all the bomb plants to detonate them all at once, which lowers the stairs.

At the top of the stairs, go around to the door and enter. In here, just avoid the statues that chase you and move the one which stays stone. Climb the ladder and press the switch to open the door. You are now back in the main chamber, on the rope bridge. Just run across to the other side. In this next area, avoid the spike traps by inching forward to trigger them, without stepping in their path and then moving past them after they have sprung. On the other side of the room is a grey block. Use this to get onto the ladder and up onto the ledge where you can jump down to the top of the block where the chest is. Pluck the bomb and with careful timing, run almost off the edge so you throw it at the wall above the ladder to blow it open. It's tricky but you must do it. Go through this new entrance, and use your slingshot to shoot the eye and stop the fire. Go through, and again, defeat the lizards on the other side. Again, in the next section, shoot the eyes to pass, the second one being in an alcove on your left when you're standing on the first block. You'll end up back in the room you were in before. Now you can simply jump across the gaps to the chest with the Bomb Bag, so you can finally carry bombs. Go through the passageway and hit the switch which raises one of the moving columns higher. Back on the rope bridge, walk up to each hole in the bridge and drop a bomb into the eyes of the statuehead. This will open its mouth. Go inside and enter the doorway on your right. Simply pull the blocks so you can climb up to each one in turn, until you get to the ledge where you can push the block off down and then onto the switch in the hole. Go through to the entry point of the boss and blow open the hole, getting the bombs from the chest first. Drop down and face Dodongo. When he opens his mouth, throw a bomb into it and then slash him with a jumping slash when he is stunned by the blast. If he rolls at you, just stand right next to the lava and he'll pass by. Do this until he dies, get the heart container and enter the blue light. The Goron King will give you the 2nd Sacred Stone, and make you a Goron brother which is pretty hilarious.

Now you can make it to the peak of the mountain by blowing up the boulders along the ledges. With the boulder just after the gap, you have to throw the bomb to destroy it. When you get to the top, you can destroy the boulder here to reveal a secret hole, or continue on up the mountain. When the volcano erupts and you get showered by falling rocks, use your Hylian shield to protect yourself. When you finally reach the peak, talk to the Owl and enter the cave on the left, where you will be taught magic by the fairy - play Zelda's Lullaby to summon it. You will get the sword slash which is pretty cool. Don't enter the volcano just yet, as you can't survive the heat without a special tunic you'll be getting later. The Owl will give you a lift down the mountain, and drop you on the roof of a house in Kakariko which will allow you to get an extra heart container (see Heart Container section). To get more magic, you can now blow up the boulder on the grounds of Castle Hyrule on the other side of the first gate to find another Fairy fountain.

Zora's River

Lord Jabu-Jabu

In Hyrule field, follow the river into the side of the mountain and you will meet a man who sells magic beans. Buy some and plant one right there in the soft dirt where there is a hole. Whenever you can, plant these beans in these special holes, as they will grow into moving platforms which take you to special areas. Follow the trail of the river until you get to the waterfall, getting the heart containers along the way. The plaque there has a riddle which simply requires you to play Zelda's Lullaby to open the entrance behind the waterfall. Enter Zora's Domain. Here there are a few things to do. First, try to win the diving game to receive the Scale which will let you dive for longer periods of time (letting you reach underwater doorways). You can also light a Deku stick and run to light all the torches in this area (there are two hidden behind a waterfall where a chest with a heart container appears). Most importantly, go up the top and speak to King Zora. Next dive back down and go through the underwater doorway out into Lake Hylia. As soon as you enter the lake, there is a bottle with a message in it just underwater in front of you. Get this bottle and read the message, then return it to King Zora. He will let you pass through to Lord Jabu-Jabu. First, swim behind Jabu to the island with the boulder. Use a bomb to open up a Fairy Fountain where you learn Farore's Wind. Now, with your empty bottle, catch a fish swimming near the circle of rocks back in Zora's Domain and then take the fish to Jabu-Jabu and use it to open his mouth. Once inside, shoot the white lump on the ceiling to open the next passage. Slashing the bubbles can get you rupees. Avoid the jellyfish as they electrocute you if you use your sword - use a Deku stick to fight them if you need. Ignore the platform for now and go through the next doorway. In this next room, you will see Princess Ruto fall down a hole, so jump in after her. Talk to her and agree to carry her. Go through the door behind you and get to the next room where you throw Ruto to the other side and then raise the water level by stepping on the switch. Get Ruto and continue. Again you'll have to shoot the hanging thing to open up the doorway. Go through and ride the platform back up to where you were earlier. Go back to the room where you first saw Ruto. Now go through to the next room. Stick to the right until you come to a switch. Step on it whilst holding Ruto. Go through the new door and place Ruto down at the entrance of the new room. You must kill all the fish in here. Just touch them, then target them and shoot them. When they are defeated you will get the Boomerang! Get Ruto and leave this room, continuing straight all the way until you get to a door and switch. Put Ruto on the switch. Go inside and kill the tentacle using your new trusty Boomerang with Z targeting. Go back for Ruto and take





the first left and go through the door. If you can pop all the bubbles with your boomerang before the time runs out, you'll get the compass. Again - just use Z targeting. Now go back out and left, return to the first switch outside the room where you got the boomerang. Go left here instead. You'll have to fight another tentacle. Leave, go right, right again, through the door and kill the third tentacle. Concentrate on the jellyfish first - just use Z targeting on everything with your boomerang. Return to the room with the holes in the floor where you first met Ruto. You want to fall down the hole over on your right, the one against the wall. At the bottom, get the two Gold Skulltula tokens by using your boomerang once you've killed them. Then go down the hall and through the door directly behind you. Throw Ruto onto the platform and then face the Octopus boss. Hit him with your boomerang, then he'll reawake and start running the other way. Stun him again, so you can hit him with your sword in his backside. Do this till he dies. Ride the platform up. Enter the room with the wobbly red things. Your boomerang stuns them so you can use them to get over to the left hand side. Go straight and jump forward onto the ledge. This takes you up to the switch in the alcove you couldn't reach before. Go get a crate and drop it on the switch. Go through the door. Kill the jellyfish and climb up the vines. Stand back slightly from the clear barrier and target the switch, throwing your boomerang around to hit it. Enter the unlocked door to face Barinade the boss.

To kill Barinade, keep him targeted at all times and use your boomerang to first get the tentacles. Then target his body and stun him, get in and slash him. Now stun his body again, but when he is stunned, slash the jellyfish away. Now he is fully exposed, simply stun and strike. You will win the last spiritual stone. Go see Princess Zelda.

Ocarina of Time

Before you visit Princess Zelda, you may want to run around and achieve a few things. That's the fun of Zelda 64. Go plant your magic beans around the place, or experiment with the happy masks. If you have 10 Gold Skulltula tokens, you can visit the Skulltula house in Kakariko village and increase your rupee carrying capacity to 200. If you have 20 tokens, you can get the Stone of Agony which will make the Rumble Pak vibrate when you are near something secret. 30 tokens gets you the Giant's wallet so you can carry up to 500 rupees. 40 gets you Bombchu, 50 a Heart container piece and 100 tokens simply rewards you with 200 rupees.

Anyway... when you visit Princess Zelda, you'll have to fetch the Ocarina of Time from the moat. Once you have this and have learned the song of time, go to the Temple of Time (go through the market and to the right) and play this new song at the altar. You will become adult Link! Cool! The story continues next issue...



Heart Container Pieces

Hyrule Field

Look for a fenced grass area near the way to Lake Hylia. Put a bomb in the center of the grass and drop down the hole. Win the fight here for a piece of heart.

Market

Enter at night and visit the woman in the house in the back alley. Retrieve her white dog (it's in a corner of the market), you will get a Heart Container piece reward.

Market

Go into the market at night and you can enter the Treasure game house. Get to the end for a Heart Container piece.

Market

After showing Zelda's letter to the Death Mountain guard in Kakariko, you can play the Bombchu Bowling game at the market. The prize will be a Heart piece.

Lost Woods

Stand on the short stump and play Saria's Song and you will be given a Heart piece by the shy vanishing elf.

Lost Woods

Find the ladder which takes you down to a

stump and two elves. Repeat their Ocarina tunes to win a heart piece.

Lon Lon Ranch

Go to the tower near the racetrack and move the crates inside to find the hole in the wall which leads to a heart piece.

Kakariko Village

Talk to the owl on top of Death Mountain and he'll drop you on the roof of a house in Kakariko. Drop down onto the balcony over the chicken pen to your right, and go inside for a Heart piece next to the cow.

Kakariko Graveyard

Talk to the gravedigger, Dampe, and he'll charge you 10 rupees to dig in the dirt. Get him to dig in the dirt between the path stones to find a heart piece, amongst other things.

Goron City

Light all the torches on the ground floor and the giant urn will spin. Throw a bomb into the urn and you will get a heart piece if it stops at the right time.

Zora's River

Play Ocarina songs for the frogs five times and they'll ask you to help them catch bugs. Play A,CL,CR,CD,CL,CR,CD,A,CD,A,CD,CR,CL,A.

Zora's River

Get the chicken near the start of the river and carry it upstream, throwing it up onto ledges in front of you. You can use the chicken to float down to the narrow ledge with the ladder going up to a high platform from where you can get the Heart piece.

Zora's River

Take the chicken all the way to the waterfall and use it to float to the ledge containing the Heart Container piece.

Zora's Domain

Go to King Zora's room and light a Deku Stick with the torch halfway up the passage. Then run down and light the torch outside the shop, the one in the water and making sure you slip behind the waterfall there, the two torches behind the waterfall - a chest with a heart piece will appear.

Lake Hylia

Go to the Fishing shop and catch a ten pound fish to be given a heart piece. The big fish hang around under the log.

MULTIPLAYER

Welcome to another month of what is happening in the Multiplayer scene in Australia. Well it has been an exciting couple of months, with the announcement of the first National Tournament being held across the various states & territories which started in January. All the major Lans & Leagues around the country have joined forces under the umbrella of ACGP to provide some great competition.

AUSTRALIAN COMPUTER GAMER PROFESSIONALS

National Tournament

The first ACGP National Tournament is under way around the country. ACGP has successfully pulled together the individual Lan & Leagues across the country in a three month test bed tournament with the finals in May.

This will allow us to weed out any unforeseen bugs & problems that might arise from such a large undertaking. As you can imagine we are calling on resources from all over the country, all of whom are volunteers themselves. When this current season is over we can progressively incorporate the full complement of games.

ACGP has a representative in each state and also a national coordinator looking after each specific game for the country. If you want to find out who your local representative is in your area please check them out on the site. Some states/territories will have multiple Lan's located within their boundaries, if you are one of these Lan's and you wish to know more about ACGP in your state, please contact your local representative or email info@acgp.com.au

Each state league (ie. SGL) will be running their own competition, and displaying their own results. With ACGP using these results to compile a list of all the gamers across the country in a national ranking. So you will be able to see where you rank in Australia at any given time. When the current tournament finals finish in each state and a winner is found, they will attend the ACGP finals, carrying their State or Territories flag.

For first person shooter (FPS) and other lag dependant

games we will have two ranking's for each game, Online & Lan. This will allow the players from all over the country to compete in the online challenge (tba) and be ranked, and also the Lan ranking for those players who want to be ranked only at a Lan event. For Real Time Strategy (RTS) and other non-lag dependant games, the comps will mostly be played online with the finals at a Lan event. We will be incorporating a RTS portion in the next season.

The reason for choosing to leave each state run the competition their own way is that the Lan & Leagues have been running successfully for quite a while. Each type of competition has its own advantage and disadvantages. In discussion with all the Leagues we will re-evaluate it after this current season, so we will have a better understanding of which system works better, or if the system we have in place is working well. This has not been done on this scale in Australia before and we want it to suit Australian conditions. We gladly accept any ideas you might have.

Everyone involved around the country in ACGP and related areas are volunteers, doing what they can in their own time. The response from gamers themselves has been amazing, it seems like everyone was just waiting for something like this to happen. If you have any specific skills that you feel could benefit ACGP please e-mail them volunteer@acgp.com.au. Don't forget to join the mailing list maillist@acgp.com.au with "subscribe acgp" in the subject.



SYDNEY GAMERS LEAGUE – SGL

If you do not already know, the SGL has been formed in Sydney under the direction of none other than the salubrious FiREFLY[DG] alias Michael Price. SGL is the flagship competition in NSW running at the infamous MPU Lan's. "SGL was formed to provide the gamers of Sydney with an outlet to have some fun in a healthy competition. At the moment we are running Quaker and 2, Team DM, Duel as well as 6 on 6 Team Fortress which started in January and will finish in April, with the move to RTS gaming after the current season has ended. Winners will go on to represent NSW in the ACGP final. We want to make sure that we get it right, so the formulae is easy does it," Michael said.

The SGL committee is made up of players that are committed to bringing the best possible service to the fun loving gamers in Sydney. Here they are:

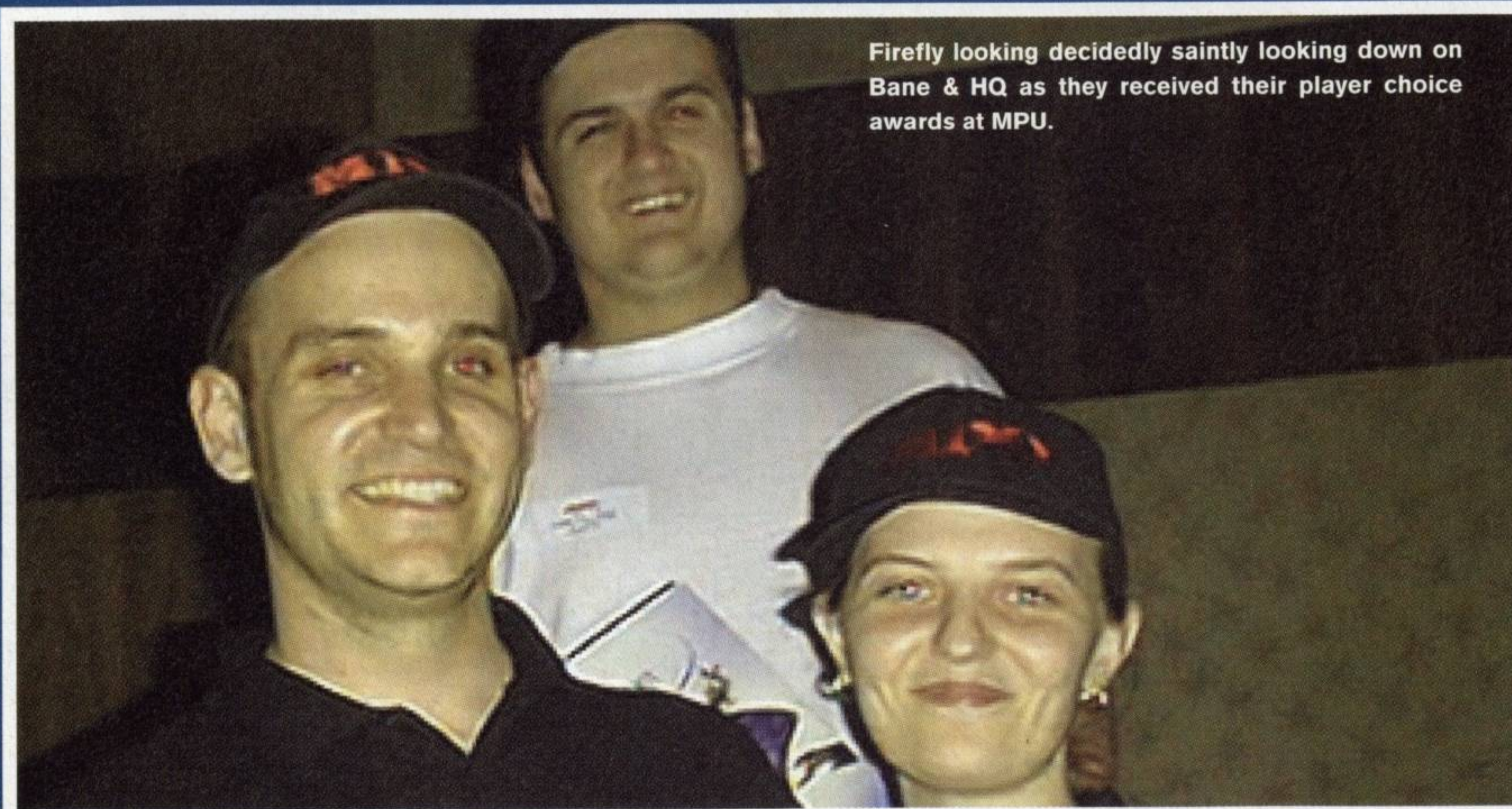
FiREFLY[DG], Bane[MPU], Necro[Iguana], Astro_boy, Tray, Greyseer, Fato07, Eze, Dae Breaker[DG], Socceroo[DG], Armand[MAL].

Appointed in January to the post of ACGP representative for NSW, Michael has some big plans for the future. If you are from NSW and want to get into the action don't hesitate to e-mail me at firefly@golsyd.net.au or you can visit the ACGP website.

For details about SGL go to <http://sgl.golsyd.net.au/>

Community Rallies

The gaming community was disgusted to find out that at the Wireplay invades Brisbane finals held on the MPU Lan late last year, HQ (married to Bane from MPU) had her expensive camera stolen. HQ puts so much effort & hard work into MPU only to have this happen, we can only imagine how she felt. Upon hearing the news, Judge from GX clan rallied support to raise the money to replace it. "The response has been great, with everyone throwing some money in the pot. It looks bad for the whole community when this type of thing happens, so we felt this was the least we could do. We are going to give HQ the money so she can buy the camera she wants" Judge said. Good onya Judge[GX] you rock. Enjoy your camera HQ.



Firefly looking decidedly saintly looking down on Bane & HQ as they received their player choice awards at MPU.

MPU – MULTI-PLAYER UNITED

After a well deserved break, and they need it after running the biggest monthly Lan in Australia for the last year, the team who run MPU are back. Multiplayer United Lan has a great community feel to it because they all just love games. It is good to see all of the MPU guys glued to their screens & force feedback steering wheels, with grins from ear to ear as they carve each other up in Colin McRae Rally. Trophies were handed out to all of the team involved in MPU as a thank you from the Quake II community in Sydney. Great Job guys.

Troop gets a taste of DOX's explosive temper.
Unit is disabled
Troop feels the warm glow of DOX's plasma.



TRIBES - THE NEXT BIG THING?

Only time will tell just how well Starseige: Tribes will take off, but if it wasn't obvious from our review this month, it's a pretty hot title for all those into multiplayer action games, especially Quake CTF and Team Fortress. At this stage there were only a couple of

Australian servers at the time of publication, but we can only expect this to grow.

If you want to see more on Tribes, check out <http://www.tribesplayers.com/tribesplayers/>



Photo of the Month

Dillon [GX] has been quoted as saying "When my wife asks me where I am going with my computer, I just tell her I will be back sometime next Thursday".

THE MULTIPLAYER DIRECTORY

A hand list of URLs for the PC multiplayer gaming community.

National Gaming Services

ACGP - <http://www.acgp.com.au/>

Australian Computer Gamer Professionals

Wireplay - <http://www.wireplay.com.au/>

An online gaming service currently catering to Melbourne, Sydney and Brisbane

Multiplay - <http://www.multiplay.com.au/>

An online gaming service that is the official Australian licensee of the TEN (Total Entertainment Network) client

Major State LAN events

VML - <http://www.newsninja.com/vml/>

Victorian Multiplayer League. The major Victorian regular LAN event.

MPU - <http://www.mpu.com.au/>

Multiplayer United. A monthly NSW LAN event.

SGL <http://sgl.golsyd.net.au>

Sydney Gamers League providing the competition on MPU lans for the national league.

QGL <http://www.qgl.org>

Queensland Gaming League providing competition for the national league

NT <http://ausquake.newsninja.com/ntmgl/>

New league / Lan formed in the Northern Territory providing competition for the National league.

SA <http://www.kastinet.net.au/sawonderlan/>

South Australian Lan & League providing competition for the National League.

WA <http://www.iinet.net.au/~stomp/WAGL/>

Western Australia Lan & League providing competition for the National League

Quake Scene

Challenge-AU - <http://www.challenge-au.com/>

A site is dedicated to International Quake challenges.

AusQuake - <http://ausquake.newsninja.com/>

The main Australian Quake 2 web page.

Quake.AU - <http://www.quake-au.net/>

A top Quake news site that covers a broad range of stuff, run by Malby.

OZTFL - <http://oztfl.newsninja.com/>

An Australian Team Fortress League.

OTFCR - <http://otfcr.kanga.com.au/>

The other major Australian Team Fortress League.

Q2 League - <http://sas.ml.org/q2league/>

A Quake 2 Capture the Flag league, based on the Power servers.

Starcraft

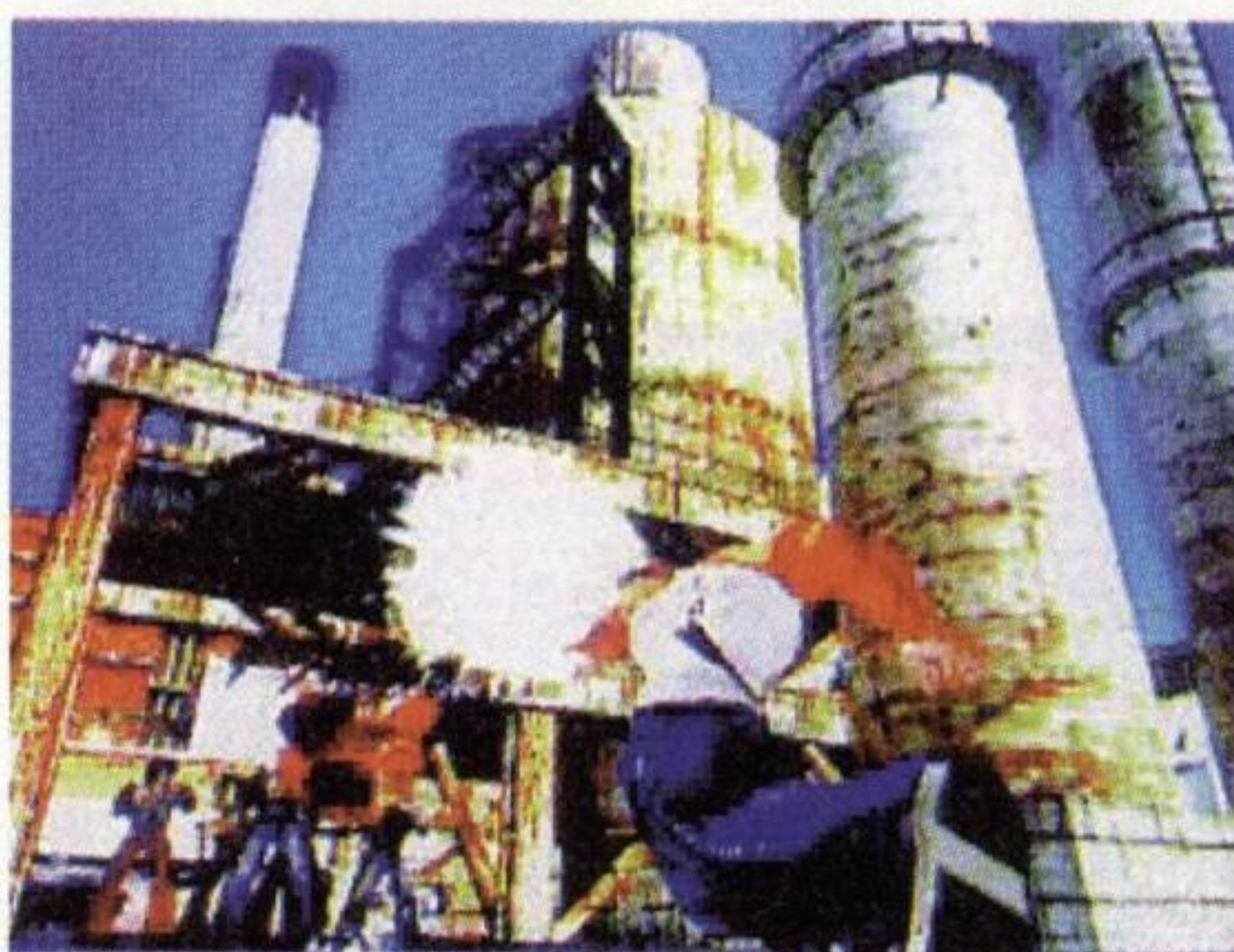
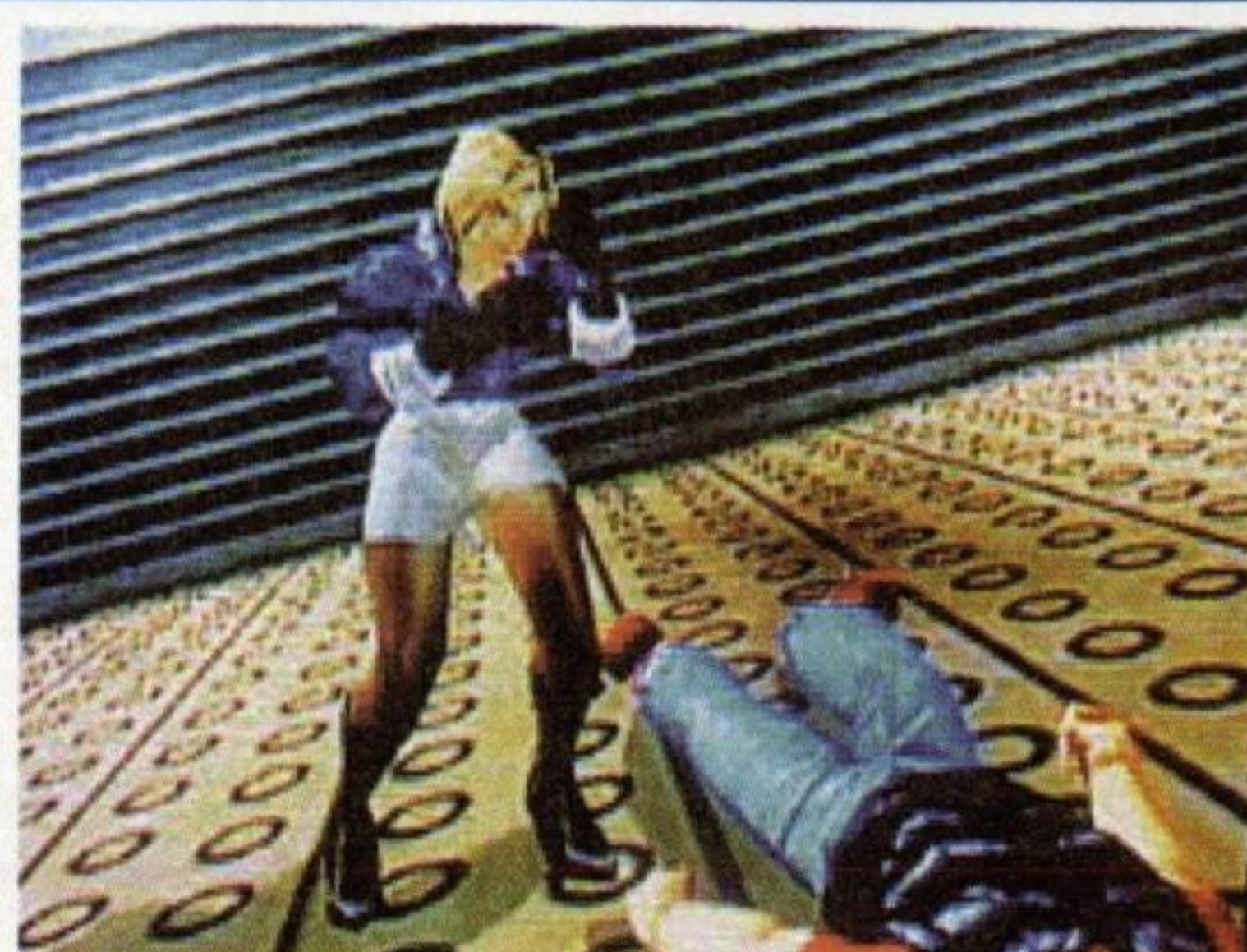
KSCL - <http://gameserver1.ogn.aust.com/leagues/sc/>

Kali Starcraft League. A dedicated Australian Starcraft ladder, separate from the Battle.Net ladder.

SPIKEOUT

SEGA

TIM LEVY



From the birth of the scrolling beat 'em up with classic games such as Double Dragon, Streets of Rage and Final Fight, there has never been a better way to bond with your buddies (apart from Tupperware parties of course) than by taking a virtual stroll in gang infested territory and taking out a prison load of freaky bad guys. Spikeout is the latest in the beat 'em up genre from the AM2 crew at Sega (running on the Model 3 Board) and definitely shows what a long way computer graphics has come, cause this game looks absolutely awesome.

The four playable characters (a white guy aptly named 'White'; Tenshin an Asian guy; Spike a black dude with his 4 year old son in tow and Linda- a kick ass chick) have the usual individual array of kicks and punch combos and 'super moves'. Mastering the super moves is fairly basic yet satisfying. In the corner of the screen is a 'super move meter'. To deliver a 'knock out' move, you hold the 'charge button for half a second and release. To 'stun' your opponent so you can follow through with a throw, just hold the button for one second. To conjure up enough power to kick your opponent into next week, you hold the charge button for 2 seconds and release. The mandatory multi directional 'super attack' is also there to get you out of trouble

when the bad guys surround you and put meaning to the words 'gang bash'.

Disappointingly, the bad guys have far superior tailors and dress sense to the select able characters and it is no wonder that they have no qualms in beating the crap out of the 'good guys' as they definitely disturb the Feng Shui-ness (harmonious visual balance) of the gang members stomping ground. The enemy 'A.I.' ranges from low for the countless minions, to quite skilled for the sub-bosses and then to frightfully skilful to the end of stage bosses, who in real life would be the equivalent of higher than 4th Dan martial arts masters. This in itself is a draw card to this game as all the bosses have their own interesting fighting style.

Graphic wise, Spikeout is looking not a little but very 3D. All the surfaces are incredibly textured and have been taken to a new level of solidity. The perspective changes and camera work are excellent as your character moves not only on horizontal scrolling streets but up and down stairways and moving escalators. All the character animations are also very smooth and is best witnessed whilst throwing an opponent (usually into other opponents).

Some tips:

- Always use the lay of the land and your running/shift to the side ability so that you only have to deal with one bad guy at a time. And if you do get surrounded use your 'special attack'
- Try to keep track of who and how much you've beaten as it is better to concentrate on defeating one character at a time (so you don't get overwhelmed).
- Try to experiment with the combo attacks so that you can take out enemies in one combo.
- Use the sliding sweep and throw manoeuvres to take out multiple opponents.
- Watch out for the bosses 'glowing hands of death' as this preempts a deadly grab attack.
- Once you have charged your character to maximum power, use the radar map to keep track of the opponents so you can line up a row of characters and take them all out in one killer move.

For all you vigilante beat 'em up fans, this is the game you've been waiting for not only does the game rule in terms of gameplay but it is also a stylish sumptuous feast for your eyes. Go kick some ass!!

9/10

RECORD OF LODOSS WAR

THE CARTOON GALLERY

MAX AUTOHEAD



1999 is set to be the year of sci-fi fantasy. This year the world will be treated to the first of the new Star Wars trilogy - Episode One: The Phantom Menace, featuring fighter/paladins (Jedi Knights) and warrior clerics (Yoda) set amongst a whole slew of medieval interplanetary mayhem. In New Zealand, director Peter Jackson is hard at it making three back to back movies of J.R.R. Tolkien's Lord of the Rings, undoubtedly the bible of 20th century fantasy.

So, after yonks of waiting, Kiseki Films have finally released onto Australian shores the long awaited "Record of Lodoss War", a fantasy action adventure

series set to tickle your fantasy bone.

Lodoss is an accursed isle, born from the fury of warring gods and a frightening abode of dragons both good and ill. Here the good King Fahn is beset by a new rising evil, one that threatens to sweep humanity into a new accursed Dark Age. But as in all good tales, when evil rears its ugly, repulsive and insidious head, good folk will come a running, often becoming heroes in the process. Lodoss's six heroes emerge; a dwarf, an elf, a thief, a cleric, a sorcerer and a young fighter search for their destiny against the oncoming tide of evil.

The animation in this series is well executed, with the narrative pacing and structure adhering to all the traditional rules of its fantasy genre (which is not always a bad thing!). Being an old Dungeons and Dragons geek from years back, it's always a blast to have another look at a fantasy narrative. Flying statues battling fictional characters in an evil fantasy setting where goblins rape and pillage and big evil dragons stomp around underground at the bidding of evil witches... it's amazingly strange if you think about it! Lodoss will bring out the geek in you!

7/10

Rated 12. Distributed by Kiseki Films.



Usually when it happens overseas, it'll happen here... well, eventually anyway. Anime freaks have known that if you want anime at the same time that the boffins in the UK or US get theirs, that there's only really one man to speak to in this country. This month we decided to have a chat with the man supplying us with all our import animés, Michael Heins of the Cartoon Gallery.

What is the Cartoon Gallery?

The Cartoon Gallery was established in 1991. At the time, it was the first art gallery in Australia to specialise in animation artwork. This was original and limited edition artwork from major American studios such as Disney, Warner Bros., Hanna-Barbera, Fox etc. Initially, there was no anime at all in the shop.

How big is the Anime section at the Gallery?

The anime section takes up about 25% of the space in the shop and it's growing! This is a direct result of client response. About one year after we opened up, the first anime fans started coming in, wanting to know if we could get our hands on various videos etc. At that time, there was no anime distribution in Australia at all. The first major anime to be released in Australia during recent years was Akira. We started looking around to find companies in the West that distributed anime. So began the search which now leads me to making regular trips to Japan, to find suppliers for the products which clients want. We can now get all manner of anime things: videos, DVDs, laserdiscs, books, cels, posters, CD soundtracks.

What's your fave anime of all-time, and why?

Probably my favourite anime series, one which spans feature films, TV series and OAVs is Patlabor. As a total body of work, I find it hard to beat. The story lines are always intelligent and imaginative. The animation varies from very good to wonderful. The music is terrific. The direction, by the great Mamoru Oshii, is inspired. There are some others which stick in my mind, but I keep coming back to the Patlabor series. Among the most recent releases in the West, Neon Genesis Evangelion is probably the one which I remember the most.

What does Anime mean to the customers of the Gallery?

It varies a lot. Some just have a casual interest, and buy a video when they feel like it. Most, though, are well on the way - if they are not there already - to being anime otaku! Otaku means an obsessed person in Japanese, and anime otaku are just about the most obsessed people I've ever met. They are on the Internet looking up anime web sites; they are reading anime magazines; they are buying fan-subtitled videos which haven't been released in the West yet; some are even buying Japanese anime laserdiscs even though they can't understand Japanese. These people are serious about their obsession!

The Cartoon Gallery also runs an anime discussion group on the net. Can you tell us a bit about it?

It's a place where I can keep clients informed about what The Cartoon Gallery is up to, plus provide a forum where anime fans can ask questions and exchange information. People who are seriously interested in anime want all the information they can get. The Discussion Group provides a place where this information can be freely exchanged.

If you had to convince someone in twenty words or less why they should get into anime, what would you say?

At its best, anime is thought-provoking, bold and imaginative. Depending upon the genre, it can make you laugh or cry. It can tell adult-orientated story lines which American animation studios have been too gutless to tackle. It can be among the very best film making you will ever see, live-action or otherwise.

ELIOT FISH



NET YAROZE!

Whilst we've all been gaming hard to crack that final dungeon, beat that final boss or win that final race, a whole PlayStation subculture has spawned on the internet. The Sony Net Yaroze, or "black" PlayStation has given birth to thousands of budding game programmers all over the world, who have been slaving day and night for the last few years to create the games of their dreams. This month's Net Trawlin' takes a look at some of the coolest Net Yaroze sites, and visits places where you can find out about all those cool underground PlayStation games and even get tips on how to start making them yourself.

The "official" site

The best place to begin your journey, is of course the most obvious - <http://www.netyaroze.com/> which is an excellent launch pad to Net Yaroze sites in your part of the world. Simply follow the links...

The Net Yaroze Times

The Net Yaroze Times is a webzine for all the hobbyists out there keen to learn more about programming with the development kit. There are links here to all sorts of Yaroze projects in progress, news on Yaroze courses at various Universities and a handy page of programming Tools such as a Ray Tracer and collections of 3D models. The collection of links to underground Yaroze sites is excellent. Needs updating though...

<http://www.geocities.com/TimesSquare/Alley/2200/>

Budding programmers

There are plenty of creative young Yaroze nuts out

there, making games and submitting them into all sorts of competitions and Sony-backed events. Some are purely making games to share with other Yaroze users, or are trying and land a job with a respected games developer. Whilst there are plenty of Japanese sites with some truly amazing games, they're mostly private within the Yaroze network. Here are some public sites in English which are a good indication of the dedication involved and how difficult it is to produce something of quality... Nick F is the brain behind Mud N' Blood, Amateur Wars and Retro, and you can visit his site at http://www.saqnet.co.uk/users/nickf/public_html/ to learn more about his ambitious plans.

Mr Frosty is another English yaroze hobbyist with his own website dedicated to all things Yaroze, and of course, the self-promotion of his crazy home-made games, such as Snowball Fight.

<http://members.xoom.com/mrfrosty/>

Here's a few more random unofficial Yaroze links...

<http://beaker.nmsu.edu/spaceman/yaroze/>

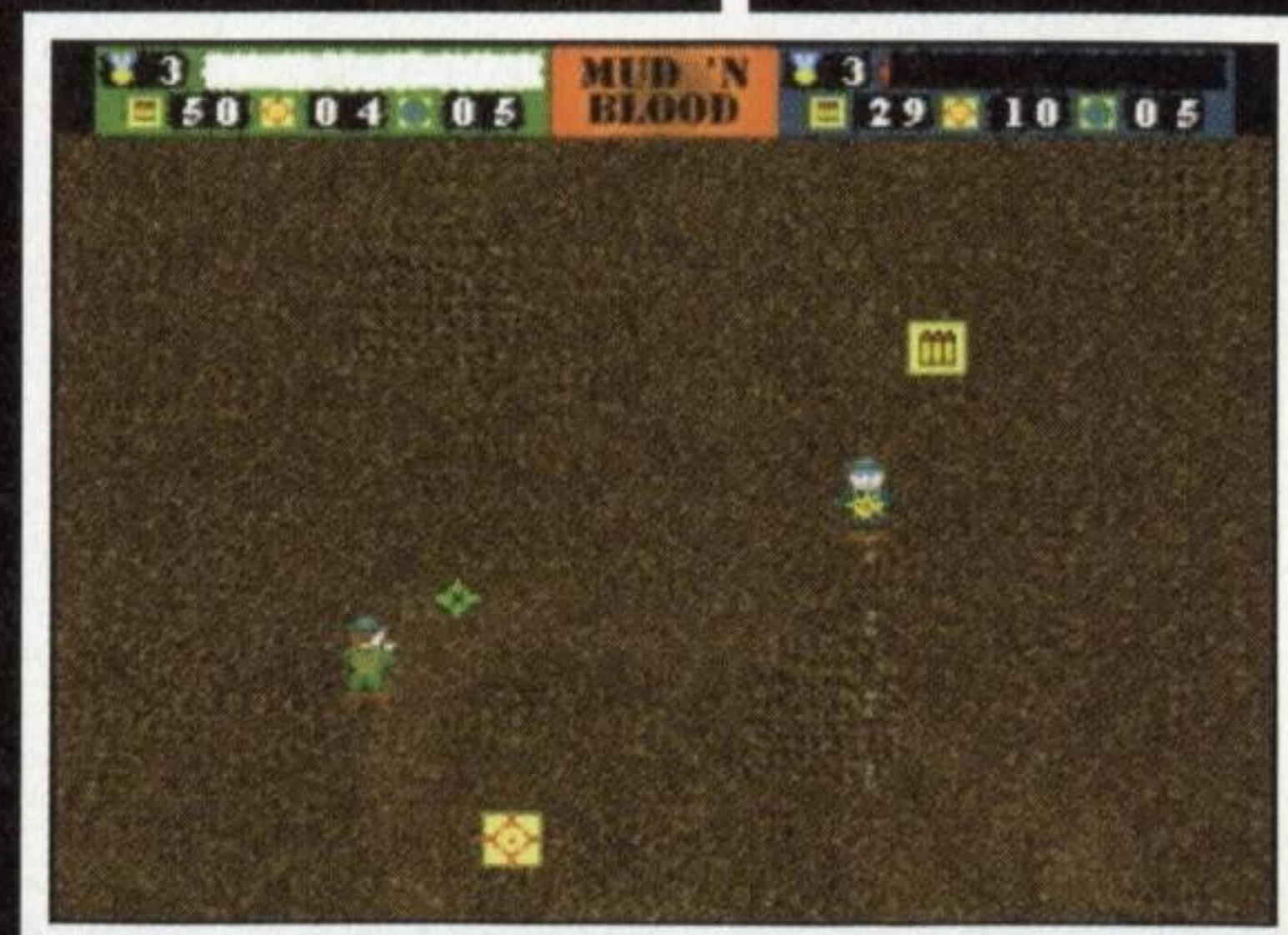
<http://w3.one.net/~ryan101/yaroze/home.htm>

Resources

Programming games on the Yaroze is no walk in the park, requiring some pretty hefty programming knowledge. For a whole stack of links to excellent Yaroze resources, take a visit to

<http://www.scee.sony.co.uk/yarinfo/index.html>

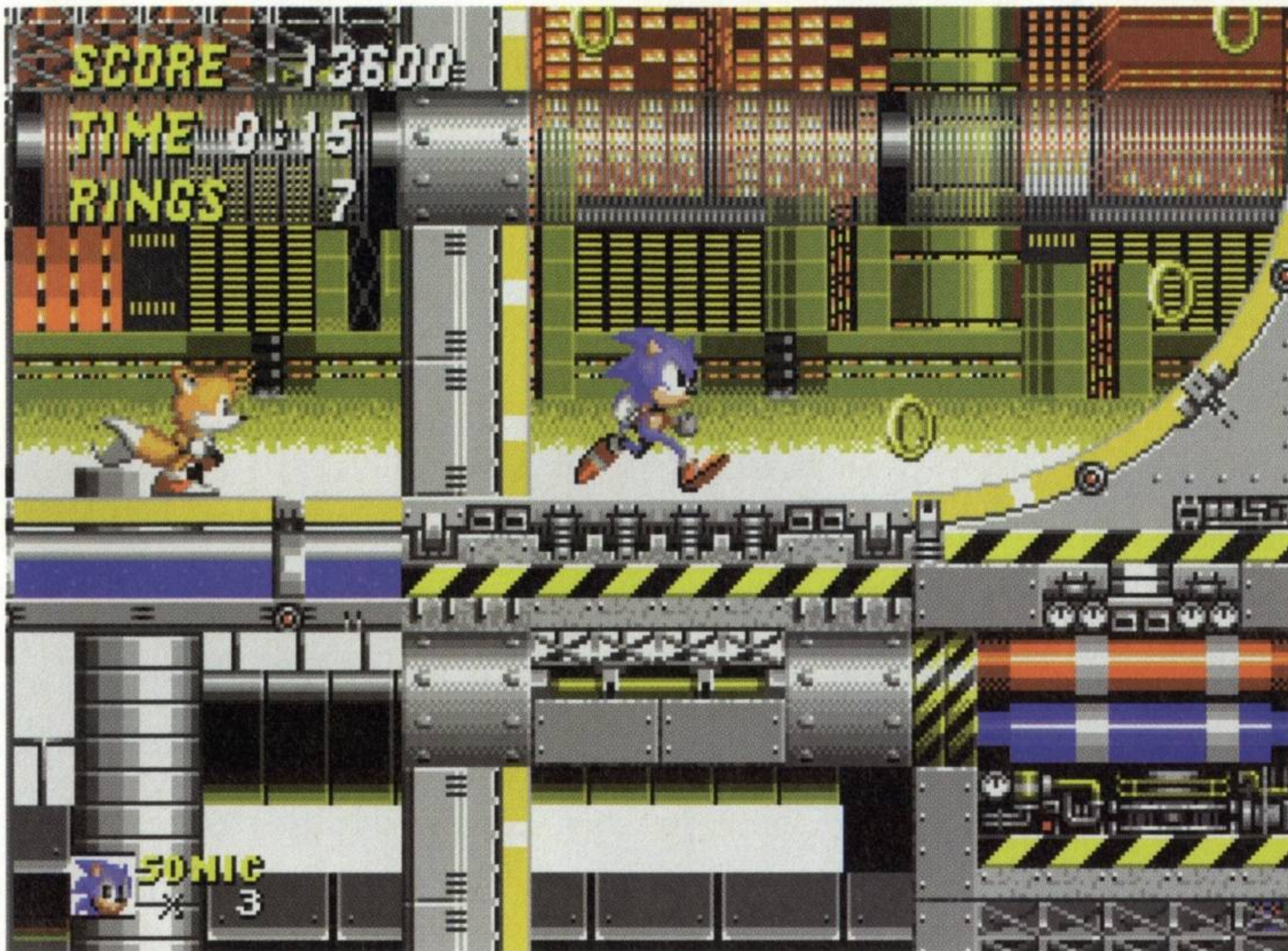
where you'll find a seemingly endless amount of information and information about the current status of the Yaroze underground.



SONIC THE HEDGEHOG

ANCIENT HISTORY

ELIOT FISH



Our little blue friend, who has been shafted for a few years now by the fat plumber and the radical bandi-coot, is finally making a major comeback with Sonic Adventure on the Sega Dreamcast. But whilst Sonic is off crushing the opposition to death under his brand-new high-powered red sneakers, you may wonder where it all began... well, cast your minds back eight full years to the 16-bit glory days of the Sega MegaDrive...

Sonic debuted on the Sega MegaDrive (or Genesis as it was known in other lands) and the Sega Master System in 1991, knocking gamers over with his super-fast fran-

tic action. Created by Yuji Naka (who also produced Nights) and the now famous "Sonic Team", Sonic was original and top fun - an instant classic and a big hit in both Japan and on western shores becoming Sega's official mascot. The game began on the planet Mobius where Sonic lived with his other animal friends. The peaceful Green Hill Zone was where they liked to hang out and do what strange alien animals like to do together in the forest, but it wasn't going to remain peaceful for long. Along came the evil Dr. Robotnik (who was originally a friend of Sonic's before a horrible science experiment went wrong) to try and turn all of

Sonic's friends into robots, and Sonic has no choice but to (of course) become a hero. The gameplay was brilliant... Sonic's spin attack (which he learns thanks to Chirps the chicken), the design of the levels and simply the speed you could achieve in this 2D scrolling platformer had us all going nuts with glee. Playing through six distinctly different worlds, each split up into three acts, searching for the all-powerful Chaos Emeralds in the bonus levels and attempting to free his trapped friends from the evil Robotnik, was one of the most memorable from the 16-bit era. Sonic the Hedgehog had inspired level design for the time - multi-levels, loop-the-loops and tunnels for Sonic to burn rubber around. The bonus levels were awesome, with insane pinball-style stages with Sonic as the ball, adding even more brilliant entertainment to the already engaging game. The sequel, Sonic the Hedgehog 2, was arguably the most popular and successful of the Sonic games on the MegaDrive, also introducing Tails to the series and doubling the meg size of the first game. Next came an endless array of sequels... Sonic Spinball, Sonic 3, Sonic CD, Sonic and Knuckles, Knuckles Chaotix on the 32X, Sonic 3D Blast (also on the Saturn) and a variety of Sonic titles on the Sega Game Gear, as well as comics, TV shows and all sorts of merchandise. Now it seems we may go through Sonic mania all over again!





Oh!

ULTIMATE GAMES HOTLINE

For hot tips and expert technical support call...

Sega

1902 555 444

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

Sega PC

1900 142 100

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

Roadshow Interactive

1902 962 000

Calls charged at a rate of \$1.00 per min. A higher rate applies from public and mobile phones.

Microprose

1902 262 667

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

Sony Powerline

1902 262 662

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

Electronic Arts

1902 261 600

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

Virgin Interactive

1902 220 058

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

GT Interactive

1900 957 665

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



NFL Quarterback Club 98

N64

Cheat Codes:

Enter these codes on the CHEATS menu.

STNTXTM: Bonus teams
 RNLDWZNGR: Pumps You Up
 DWNDRV: Extra Downs
 LWYSTPSS: Always tip the ball
 LDSTRTRK: Always catch the ball
 STYCKYHNDS: Always catch the ball
 8DWNDRV: Players get 8 downs
 PBYBYMD: Players crawl
 SNWSLDS: Snow sled mode
 LLDFSCK: All defense sucks
 LFFSCK: Weak offense
 BGSPRDV: Dive farther
 YLCTRCFB: Electric football
 TGHTGRP: No turnovers
 MCHLJNSN: Run faster
 FRMBYFRM: Slow motion mode
 BGTWSTRS: Spinning ball carrier
 SPRBGRMS: Can kick, throw, punt 100 yards
 SPRTMMMD: Super team mode
 SPRTRBMD: Super turbo mode
 SPRDPRTCKL: Tackle always
 PWHYRMN: Wimpy players
 MNFLDMD: Up and over madness
 CRLLWYS: Max acceleration
 BGBFYDF: Max defense
 BGBFYFF: Max offense
 YNSTYNS: Max discipline and awareness
 WLTRPYTN: Max agility
 TRNTDLER: Zero accuracy
 BRDWYNMTH: Awesome Quarterbacks

GLYTHMD: Giant players
 SMLMDGT: Midget players
 CTNHND: Fumble mode
 SPRSLYD: Slippery field
 NBCTCKLS: Computer won't tackle ball carrier
 LLCHTSFF: Turns off all all cheats
 2CRLLWYS: No Acceleration Attribute
 WLTRPYTN: No Agility Attribute
 SMLMDGT: All Players are 5'6" and 145 lbs
 BBMNTBL: All Players are 7'7" and 145 lbs
 JPNSMWR: All Players are 5'6" and 400 lbs
 GLYTHMD: All Players are 7'7" and 400 lbs

Level 3: TURBOMOS
 End: LASTCODE

Blood 2

PC

Press 't' while playing and type in ant the following codes:
 MPOD: God mode
 MPKFA: All weapons
 MPAMMO: Full ammo
 MPCLIP: Spectator mode (no clipping)
 MPHEALTHY: Full health
 MPWHEREAMI: Displays your coordinates
 MPBEEFCAKE: Increased Power (more gore)
 MPKILLEMALL: Kills all monsters on level
 MPSPEEDUP: Increases your speed (1-5)
 MPSTRONGER: Increases your strength (1-5)
 MPCALEB: Changes your character model to Caleb
 MPOPHELIA: Changes your character model to Ophelia
 MPISHMAEL: Changes your character model to Ishmael
 MPGABBY: Changes your character model to Gabriella
 MPBERETTA: Beretta, do twice for dual weapon
 MPSUBMACHINEGUN: Submachinegun
 MPFLAREGUN: Flaregun
 MPSHOTGUN: Shotgun
 MPSNIPERRIFLE: Sniper Rifle
 MPHOWITZER: Howitzer

Motorhead

PC

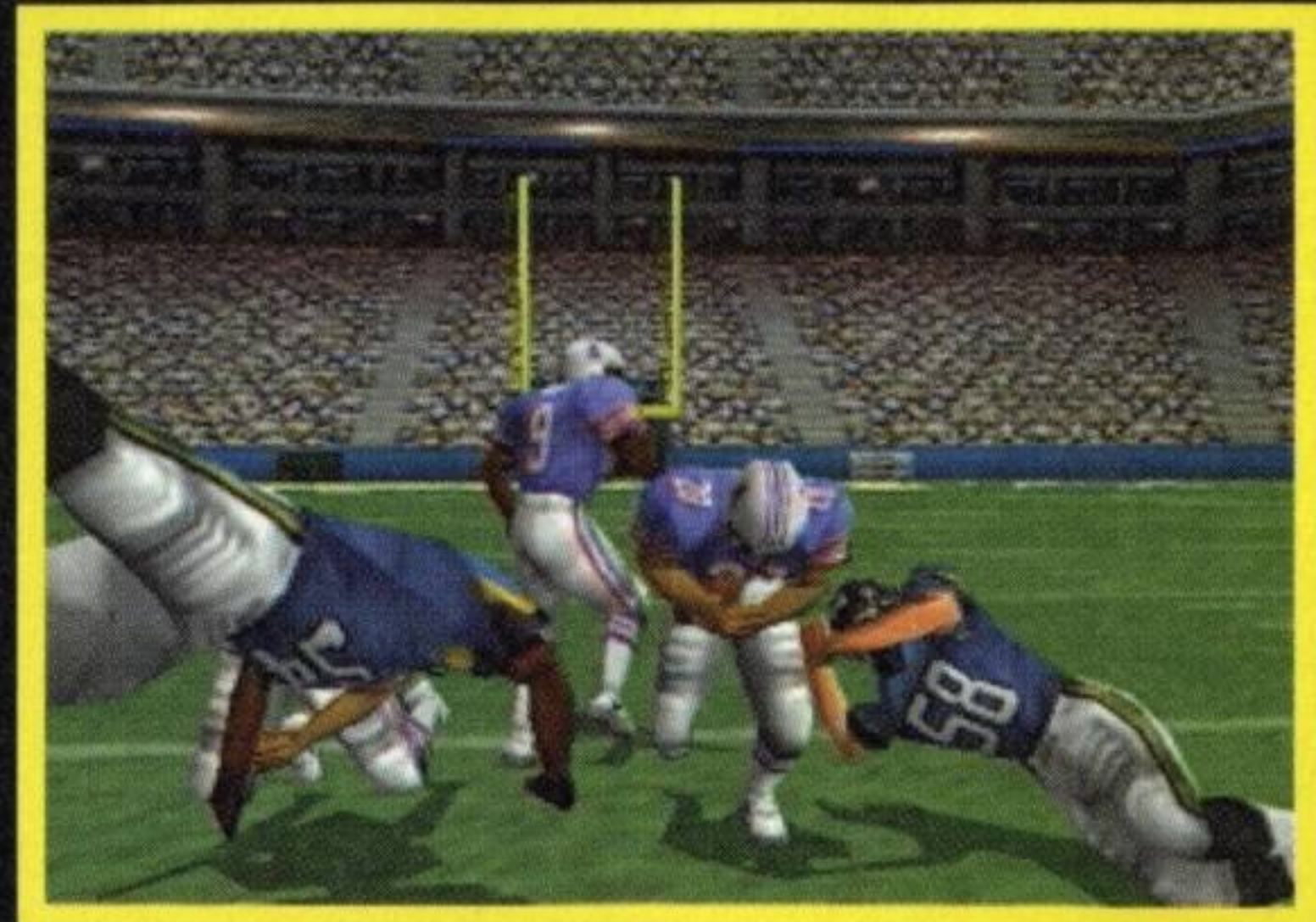
Go to personal options. Enter your name as r Pettersson and the team name as Swe. Start the game, race one lap then the quit the race to gain access tracks and cars!!!!

Motorhead

PSX

Cheats:

Increased Traction: INSANITY
 Faster View: SOFTHAD
 Over Head View: SUPERCAR
 Disable all Cheats: NOCHEATS
 Some level Passwords
 Level 1: COWRULES
 Level 2: FRAGTIME



MPNAPALMCANNON: Napalm Cannon
 MPSINGULARITY: Singularity Generator
 MPASSAULTRIFLE: Assault Rifle
 MPBUGBUSTER: Bug buster
 MPMINIGUN: Minigun
 MPLASERRIFLE: Cobalco Laser Rifle
 MPTESLACANNON: Tesla Cannon
 MPVOODOO: Voodoo Doll
 MPTHEORB: The Orb
 MPLIFELEECH: Life Leech
 MPGOSHOPPING: All items
 MPNICENURSE: +25 health
 MPREALLYNICENURSE: +300 health
 MPWARD: Gives ward (25 armor)
 MPNEWCROWARD: Gives newcroward (100 armor)
 MPCARBONFIBER: Gives Willpower Powerup
 MPTAKEOFFSHOES: Makes you invisible
 MPHERKERMUR: Gives Triple Damage Powerup
 MPBEANSOFCOOLNESS: Gives a nice selection of weapons

Reduce Speed of Your Dek: CLAPPEDOUT
 Increase Speed of Your Dek: DEKPOWERUP
 Give Your Dek Extra Slide: GREASEDDEK
 Lower Your Dek's Gravity: WALKONMOON

Eliminator

PSX
 The following cheat codes are entered on the 'ID' selection screen. To enter multiple cheat codes, enter the first cheat, exit the screen then return to enter the new cheat code.
 Invulnerability: CLEVALAD
 Access all your crafts, primary weapons: GUNCRAZY
 Access all your crafts, secondary weapons: MAXMEOUT
 Enable secret craft: NEWWEELS
 To collect ten minutes for every time pick-up: WAITABIT
 Access the secret level: WAKYLEVL
LEVEL CODES
 Penitentiary level: GOTHLAND
 Maze Level: REDWORLD
 Asylum Level: CHEMWRKS
 Cage Level: INDEPTHS
 Chasm Level: MARTIANS
 Monastery Level: FRSTBYTE
 Tomb Level: INCATOMB
 Fortress Level: DARKVOID

V2000

PSX
Cheats:
 These cheats must be activated

within the game.
 Pause the game to bring up the cheat menu
 Hold R1 while entering the cheats.
 Access All Weapons: Square, Square, Triangle, L1, L2, X, Circle, X.
 (All Round Cheat) Repair Ship's Damage, Fuel Up, Repair Shields, Get 'Targetter', Increase Cargo Capacity, Gain Level Trophy, Gain Turbo: Left, Left, Square, Circle, R2, Right, Triangle, L2.
 Complete Current Level: Square, Right, Triangle, Square, R2, L1, Triangle, Right.
 Level Skip: X, Right, Triangle, Square, R2, Triangle, Right, Triangle.
 Access All Game Cheats in Cheat Menu: Left, Square, Right, Circle, Cross, R2, Right, L2.

Moto Racer 2

PSX
 Enter the following cheat codes on the main menu with the cursor flashing on the start option. You will hear a revving sound if the code is entered correctly:
 To Display the Credits Movie: Circle, Triangle, Square, R1, L2, L1, R2, Square, Circle, X. Then to get the movie, press X when the cursor is on the start option.
 Access to the Ultra Fast Bikes: Up, Up, Up, Right, Left, Triangle, X.

Grab Some Big Air When Racing the Dirt Bikes - Left, Left, Up, Up, Right, Right, Down, Down, Square, Triangle, X.
 Set the Computer Opponents Speed to Slow: Circle, Square, Right, Left, L1, R1, X.
 Mirror Mode: Down, Up, Right, Left, Left, L1, R1, X.
 Reverse Mode: Down, Up, Right, Left, Left, L2, R2, X.

Rogue Trip: Vacation 2012

PSX
 This code will enable the cheat mode for the following codes to be activated,
 Hold down L1, R1, and R2, and press select then:
 Invincible: Hold down L1, and R1, then press Up, Down, Left, Right
 Infinite Weapons: Hold down L1, and R1, then press Up, Down, Up, R2
 Weapon Upgrades: Hold down L1, L2, R1, R2, then press Up, Down, Left, Right

Psybadek

PSX
 Cheat Codes:
 To enter these cheat codes, select continue from the main menu then select the password option:
 Begin With Nine Lives: DONTDIONME
 Access All Levels: GOANYWHERE
 Turn World Upside Down: TOPSYTURVY
 Invincibility: DONDACHAOS
 Gain Infinite Jellow Wobble: JELLYJELLY
 Make Xako Smaller: SIZOFANANT
 Make Xako Bigger: INLILLIPUT



Spyro the Dragon

PSX

Cheats:

Pause the game and enter the inventory menu then quickly enter the code.

Begin with 99 lives:

Square, Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle

To open all the worlds:

Square, Square, Circle, Square, Left, Right, Left, Right, Circle, Up, Right, Down

To show all the credits

Left, Right, Up, Down, Circle, Circle, Square, R1, R2, L1, L2

Vampire: Invincibility
Tornado: Have all weapons
Dark*Angel: Primary weapons don't overheat
Chimera: infinite secondary weapons
Avalanche: Infinite afterburner usage
Hyrda: Have tons of tokens
Thunderchild: All ships available
Demon: Mission and Ending select
Blizzard: Turn all cheats on

Delta Force

PC

During the game, press the key, type in the code and press ENTER.

If you want to re-enter a code you can use the up and down arrow keys instead of typing them in again and again.

iwill survive: God mode
takeittothelimit: full ammo
raindropskeepfallinonmyhead: allow laser designator for every level
hitmewithyourbestshot: expert CPU



Test Drive 5

PSX

Cheats:

All Cars

To access all cars, enter your name as RONE after earning a high score.

Bonus Cars

For three bonus cars in single race mode, enter your name as NOLIFE

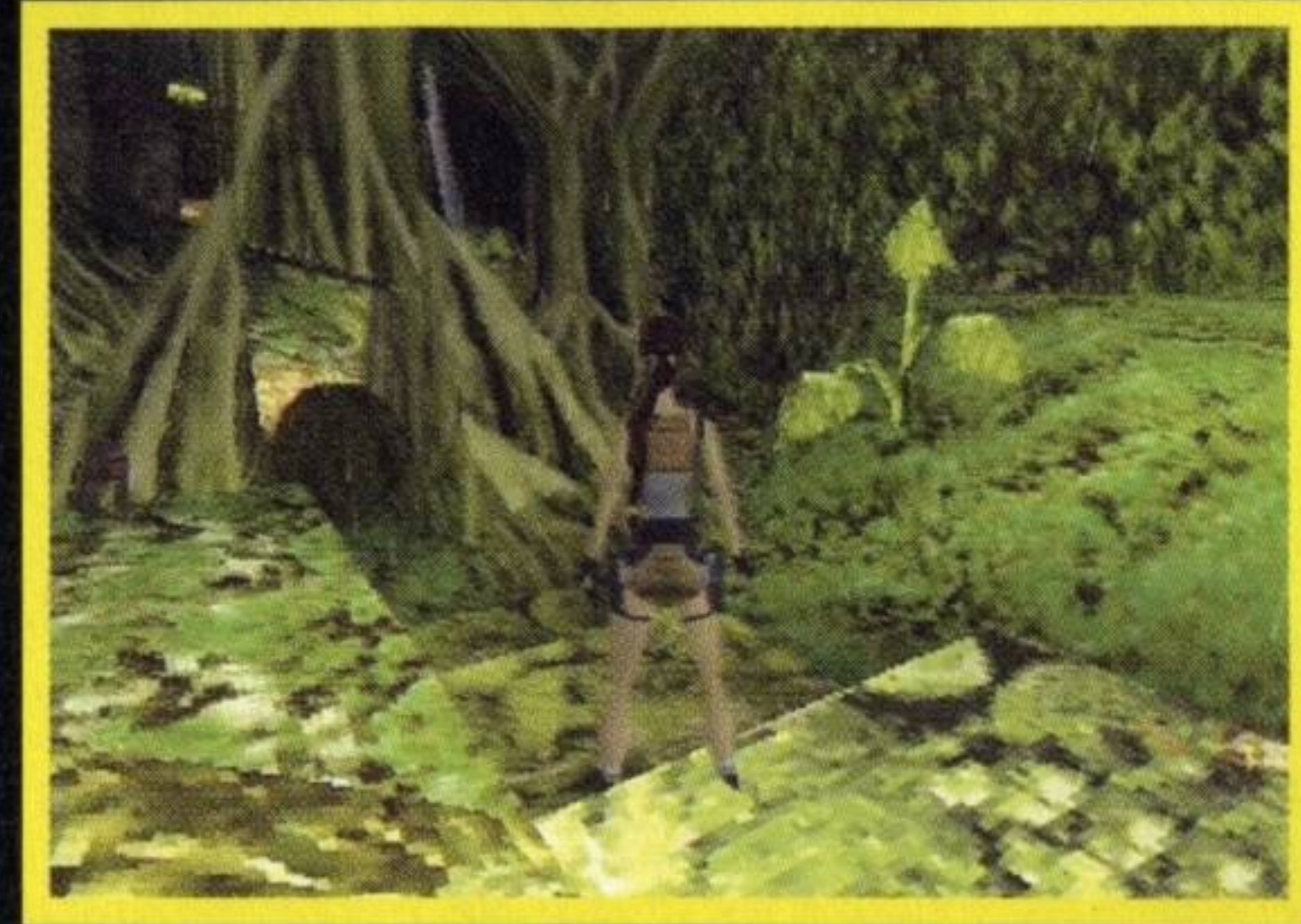
at the high score screen.

Cop Chase Mode

Enter your name as VRSIX to enable the "Cop Chase" play mode. You can use Time Trials, Cup Race or any method that requests you to enter a name for this code to work.

Hidden Music Video

For a hidden music video, enter your name as AUXYRAY after



winning a drag race or entering a cup race.

New Car in Tournament

Go through the first race of a tournament (except Ultimate) then save your game. Now reset your playstation. After it loads your previous game, go to Full Race and choose Time Trials. Pick the car you want and race the time trial. After finishing the race, quit time trials and got to continue race. Do not go to load, but go straight to race. Hit Next Cup Race and you will start the race. You will have the car you picked in time trial and there will be no computer cars.

Super Arcade Mode

For a change of pace, enter your name as SPURT after winning a drag race or entering a cup race.

Shane Warne Cricket

PSX

At the main menu go to CLASSIC MATCH. Select the PASSWORD option. Enter the code then press X to accept.

DROBALL: Butterfingers

PENSION: World XI

SOLIDOAK: Unbreakable stumps

SUNSHINE: Beach Party

BIGBALLS: Beachball mode

SUPERMAN: Super strength batsmen

CHRISREA: Helmet Cam

NOWAYEAS: Access to all 10 classic matches.

TOCA 2

PSX

Cheats:

All cheats must be entered in the NAME ENTRY field.

MINICARS: Micro Machines viewpoint

TECHOFF: Turns off car adjustments

PADDED: No damage

TRIPPY: Blurred background

BCASTLE: Bouncing collisions

ELASTIC: Higher elevated tracks

JUSTFEET: Invisible except the tyres

FASTBOY: urbo mode

LONGLONG: 40 lap race

LUNAR: Low gravity

DUBBED: Quicker damage

BANGBANG: New option in challenge mode

MECHANIC: Opens all hidden cars

BIGLEY: Opens all tracks

CMDIFF: Race at any difficulty level.

Tomb Raider 3

PC

Try these while playing.

Weapons Cheat:

Draw your pistols

Step backwards

Step forward

Duck once briefly

Turn 360 degrees three times (left or right)

Jump backwards

Level Skip:

Draw your pistols

Step backwards

Step forward

Duck once briefly

Turn 360 degrees three times (left or right)

Jump forwards

Deer Hunter 2

PC

Change Camera

To enter these codes, press F2 then type one of the following:

camera set deer1: Deer cam. Change the number for different deer.

camera set fox1: ox cam. Change the number for different foxes.

camera set crow1: Crow cam. Change the number for different deer.

camera set player: returns you to normal view

Cheat Codes

To enter these codes, press F2 then type one of the following:

dh2blizzard: cycles weather more quickly

dh2bulletcam: For bullet weapons. View follows bullet

dh2circle: attaches you to a deer, great viewing

dh2deadeye: arrowcam

dh2deerzilla: giant deer

dh2doolittle: you won't spook animals

dh2flash: run very fast

dh2honey: irresistible to deer

dh2lightning: causes lightning

dh2rain: makes it rain

dh2shoot: brings you up close to a deer

dh2sidewind: causes player to only walk towards a deer

dh2sightin: sights in your weapon without target range

dh2snow: makes it snow

dh2supatracker: shows where animals are on the map

dh2thunder: causes thunder

dh2tracker: shows the deer on the map and GPS

dh2wright: flying mode

Turok: Dinosaur Hunter

GameBoy

Level codes:

Level 2: GRZNNPCRDB

Level 3: DVZNDPBTNG

Level 4: GVZNDPBTNG

Level 5: PCVYGRBTDK

Level 6: RCVYGRSTDR

Level 7: VSVYTRSQDG

Level 8: RSQPTNSQNW

HYPER >>

NEXT ISSUE



BALDUR'S GATE

At the 11th hour and 59th minute, Baldur's Gate arrived in the office, and we took a quick look at it. At a glance, this could be the multiplayer game that hard core RPG gamers wanted instead of Diablo. However, time will tell if this is the case, so you'll have to wait for next issue for the full review...

LETTERS

HYPER LETTERS

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Redfern, NSW 2016
Fax: (02) 9310 1315
E-mail:
freakscene@next.com.au

GOOD VIBES

Dear Dan,
I'd just like to congratulate Andrew Riddle for his letter in issue #64 on the issue of "hard core" and "mainstream" gamers. I find the idea that computer and console users alike could be categorized in such a manner absurd and divisive and personally offensive. I'm glad that Xenomorph could find the sensibility to recant his words from issue 58 and admit (by the fact that he recanted) that people should think before they act.

I find it equally absurd that the "mainstream" users lurking in the bush would buy a console simply for its status and buy games based on the pretty pictures on the box. Sadly, this may be the case for a very small percentage of the market (probably less than 1%) and I pity them but this is hardly a basis on which to build an industry worth billions of dollars a year.

I am proud of the fact that I fall into neither of the above categories and hope that many other gamers adopt this attitude. I don't care that there are some game developers out there trying to ride on the success of a more open computer consumer market. With magazines such as Hyper and PC Powerplay giving us great coverage in their respective areas I'll know what trash to avoid.

Thanks for the ink and paper,

THRILLHOUSE

*Thrillhouse,
Nice to see readers complimenting one another rather than screaming abuse at one another for a change. It would seem that the whole mainstream/hardcore issue has resulted in some people realising they were being "classist" in video gaming, which is about as absurd as it gets.*

GOOD NEWS FOR THE FAITHFUL... FOR A CHANGE

Dear Dan,
You once made a plea to HYPER readers to "cease and desist" with their arguments regarding console loyalties.

As a gamer who was introduced to the scene by Sega (and looks in awe upon their arcade

achievements), it's hard not to be subjective when this past Christmas (1998) saw a slew of hot releases across all formats. Why, even my beloved Saturn got a reprieve from the "embers" (ahem) with Burning Rangers.

My point being that your casual gamer (or those partial to mass-market advertising) is none the wiser when it comes to games with "integrity". As I said, I am a Sega supporter, and it was a dark day indeed when the market-at-large turned its (boofy) nose up at Saturn. But I am also a gamer, who lives for that "new game" fix. So I ventured into Nintendo territory.

I mean who doesn't respect the talents of Miyamoto, and the wizards at Rare (and Iguana)? The thing is, even though I can now choose from the "cream" of Nintendo (and it IS choice and flavourful), I know that for me at least it's just a diversion. Because the future is DREAMCAST. I mean, how can I not be preoccupied with thoughts of a re-born Sonic, in all his 128-bit glory, when Burning Rangers (the last Sonic Team project) is still rocking my [32-bit] world?! That's the gist of "integrity". Take one kick-ass idea, i.e. Navigate a volatile 3D environment, with "voice-assisted" directions that actually make a difference, fight randomly-generated "fires" (that have realistic properties within the environment, i.e. they can blow you away), locate and save 108 hapless victims (who each personally thank you via e-mail, sometimes giving advice, or hidden game-codes) - mix it with sublime animation, characterisation and control, and you have the promise made good (yet again) by SONIC TEAM. To think that such pure gaming energy can be channelled through Dreamcast, then honed and refined many times over, is just beyond reckoning.

Come on Dan, by the time this letter is (hopefully) published, you yourself will be dreaming "encores" after the primo experience that was VF3:TB.

And, despite what the "casual gamers" may be (spoon-fed) to believe, I know in my heart of hearts that Sega's past delivery of its arcade hits (to wit, Saturn Sega Rally, VF2 and Virtua Cop) is reason enough to remain focused on the "integrity" of its future.

Encores all round, then!

STEVEN WRANGELL

*Steven,
Well there's no prizes for guessing*

whose side you're on is there? Normally I only print letters that have such a fundamental belief in one company because they're full of holes which I think the writer should be made aware of, so they don't go through the stupid mistake of limiting themselves to just one system.

For a change, this time I only feel the need to report that things look even brighter for the system in question than your letter would suggest. For starters, even someone like myself who openly admits they are not a fan of platform games, find *Sonic Adventure* to be extremely impressive. The visual effects in the game are astounding, and with six characters to play as, each with their own objectives (and adventure really), there's heaps to do.

As for dreaming encores, I actually dream polishing and finishing on their next fighting title. Yes *VF3tb* is a faithful arcade translation, besides a minor shadow bug which doesn't really annoy me, but the lack of modes that are present in EVERY fighting game released over the past few years is a small lack of integrity.

However, the point where things look so bright is that while the Saturn did have some good arcade conversions, there is no secret the Saturn was far inferior to the arcade boards these games ran on, and looked no where near as good in the end. This won't be the case with Dreamcast arcade conversions (for a while anyway, until someone makes a better board than the Naomi).

I'd say with the ease of development for the system, I'd say Sega have actually set themselves up in a position where they don't need to slave away so hard to make the killer titles to keep their system going like they did with the Saturn. This formula worked wonders for Sony, and with Sega's own games on top of the masses to come, the Dreamcast looks set to silence some long time Sega critics.

PACK IT IN

To the splengends at HYPER, Don't ask me what splengends means 'cause I wouldn't have a dam clue. I haven't written a letter to you guys for a while,

come to think of it, I haven't written a letter to anyone in a while, so consider yourself lucky Dan.

I've been gaming for yonks (not as long as you guys) and have seen a lot of consoles come and go, I'm not pro-Nintendo or Playstation, I simply play the games that I enjoy. I was expecting Nintendo to have a pack in game when they released the N64 and was somewhat taken back (and disappointed) to find there was none. The PlayStation also had no pack in game, but I didn't know what to expect from them, as it was their first console release. Do you think Sega will release a pack in game with their spiffy new console, when it debuts here in Australia, or will they follow Nintendo and Sony's lead? Nintendo have released a twin controller pack, which also contains *Shadows of the Empire*. Is this a limited offer? How do you think Sony will address this new move?

I can't wait to get my paws on *Turok 2* and a 4 Meg. expansion pack. I have contacted several distributors and the Nintendo help-line and none of them seemed to have a solid answer when I asked for a release date. Could you give me a rough date and how about a list of up coming-titles that will make use of this brilliant little device. Even though Rare (bunch of pommy legends) say that *Perfect Dark* will not use the expansion pack, do you think they might change their minds and make *Perfect Dark* even more drool worthy? I think if the technology is there, use it!

Seriously, my room is covered with your posters, I only have my ceiling to go, so hurry up & get the next poster edition out, HINT HINT.

My only gripe, not about Hyper, is addressed to those sad so called gamers out there who voted *Banjo-Kazooie* as "the worst game of '98". I am 17 years old and have been gaming since I was 4, I have had many great gaming moments on all my consoles and PC, and can honestly say that you people would not know a great game if the developers themselves went and shoved it up your ass, WAKE UP!

Now that I've got that off my chest, I'd like to say that after

Letter of the month



THE "BREAST" QUESTION

Dear Dan (love your work),

What is going on with game developer's these days. I mean, seriously, do they all have the mentality of a 16-year-old hormone-filled boy?? Since the dawn of Lara, developers seem to be under the impression that to sell millions of copies of a game, the cover and advertising must boast a big breasted woman, regardless is she is important to the game or not.

I work in computer retail and I have a prime example! *Dark Earth*, when originally released there was a pirate guy on the cover and after a month of dismal sales, the company came in and gave us new covers with that half naked chicky on the front. and guess what, sales still sucked! It gained a lot more attention, but still no improvement in sales.

But of course it doesn't end there, you've got *Nikki from Pandemonium*, straight back from the plastic surgeon, Lara is looking bustier every day and I have noticed a few UK mags have jumped on the band wagon and have introduce models to their magazine, posing with games and faking an interest in the latest release schedule.

I know this is a male dominated industry, but it won't be for long. And I would like to think that the people who buy games ignore the developer's old fashioned theory of "sex sells" and are actually more concerned about game play rather than big breasts.

I have nothing against big breasted women, more power to them. But developer's have to realize, no matter how sexy or buxom their characters are, it won't make the slightest difference if the game sucks. And I am NOT saying that all games with female leads or cover models are bad games (*Come on! Tomb Raider* kicks serious ass! And so does *Ghost in The Shell*) it just seems that the majority of these games do, and I would really hate to see another trend forming. Shouldn't developers be spending more time and money on designing a good game rather than a marketable image?? And start thinking with their brains??

All I really need to say is - Who cares who is in it ?, AS LONG AS IT'S GOOD!

Thank you for your time,

MOOKII

Mookii,

I'm not sure the developers are the ones to blame so much as the publishers. It was Lara Croft that started it all. She was endowed like no mortal woman, and the game sold really well. Now as you say, it's not to say that Tomb Raider sold just because of Lara's breasts, but publishers can influence many developers in what they're doing, and if the CEO of some publishing company gets told by his senior marketing executive that a game with a woman with large breasts has sold really well... then the order to "make those polygons there a little bigger" may be passed down to the team.

Bottom line, Tomb Raider has sold phenomenally, but other top-heavy games like Dead or Alive and Pandemonium 2 haven't. So it would seem that there is less reason for the publishers to believe that sex will well their games. It's only going to work as a "bonus" in a good game rather than as a means to sell lots of games, as your experience in retail has shown.



Gamester PSX Rumble Force Wheel.

Don't forget to include your contact details ON your letter.

You've won a Gamester Steering Wheel Mookii! For either N64 or PlayStation.

LETTERS

reading the captions under certain pictures in the reviews of Tomb Raider 3 and Sin (issue 63), Kevin and Eliot need girlfriends, and if they have them, go burn off a little more testosterone guys. Anyways, time for me to cruise, keep up the solid effort and have fun gaming during Christmas, if a little late.

J.LEVETT Alice Springs, N.T.
J-man,

I can't see Sega including a free game in a pack. It has been proven this is not necessary to have a successful launch, and in fact, considering so little money is made on the hardware compared to the software, it's like throwing away a huge amount of CERTAIN profit to give away a game for free (everyone needs a game with their new system). It's a common move to hook in those that weren't so enthused to rush out and buy it

instantly, rather than a way to launch a new system.

As for Turok 2, it should be out by the time you're reading this. Perfect Dark is looking like a good game, regardless of memory expansion or no... but it is strange that Rare, one of Nintendo's closest partners, would not take advantage of this.

The poster mags will come every six months, so stay tuned... not long till the next one!

There's no mystery as to why some gamers are voting Banjo-Kazooie as the worst game. It's not because they actually believe Banjo is the worst... it's more of a personal statement, because there's an aspect of the game they don't like, or simply because they're anti-Nintendo. Also, don't worry about Eliot and Kevin. Captions are fair game for some stupidity, and to make some obvious crass jokes if they're there. You can rest

assured they're both very civilised young chaps, and that I'm fussy about what kind of people work on the mag to the point where I wouldn't employ some guy who gets too much of a kick out of looking at pixelated femme fatales.

MEDIA WATCH

I know I'm just breathing new life into an old and controversial subject, but hey, I can do what I like. Whether or not you print this is another story. I was reading your Birthday issue when I read the letter about how the OFLC should be killed or something because yada yada about rocket launchers etc. All I have to say, is what the hell have the OFLC got to do with that? the Only criticism on game violence comes from the media. Sure, the OFLC are pretty harsh on ratings, I mean, look at how many under 18 year olds have

seen Pulp Fiction or Total Recall, and how many under 15ers have played Doom, but that is an entirely different subject. Ripping friends heads off and violently killing pedestrians because you saw it on a game is just a figment of the media's overly imaginative imagination and is just made up to fuel the current affair programs ever growing need for more controversial issues. So why are you so worried? I'm sure that if you are allowed by your parents to play an over 15 game, they would happily purchase it for you. If they don't then there's obviously some doubt whether or not it would affect you in the longterm, and it's probably better off that you don't get your hands on it. Now I could go on for years on this subject, but quite frankly I don't want to. So keep up the good work, and if you are about to go into bankruptcy or something please

tell us, unlike a particular magazine I once loved, that in the last issue had a small column in the corner of the news that pretty much said, "Oh, and by the way, this is our last issue."

JEZZMAN

Jezzman, Good to see someone who sees the real problem. When you hear ill informed elderly people talking about video gaming as some evil invention, that they'd like to vote to be outlawed, it's got everything to do with mainstream media, and nothing to do with the OFLC. I also really have to back up your comment on younger gamers having someone older buy it for them. I can't think of any movie or game or anything that I wasn't able to see that I wanted to when I grew up through my teens. If you're 14 and you're dying to play an MA15+ game, be resourceful,



rather than just complain about it.

DON'T GET TOO HYPED...

To you wicked Hyper people, I know you have already had some letters about the Dreamcast but here is what I think. To anyone who is going to buy the Dreamcast as soon as it is released in Australia, I wouldn't! That's what me and many other now unhappy gamers did as we happily handed over \$700+ for our brand new PlayStations that now overheat and are not worth CRAP ALL! I have learned from this and I am going to wait until Sega, Nintendo and Sony release their new systems. Another benefit of this is that they will all drop their prices to compete with each other. I don't care what people say about the Dreamcast being better than the latest PC I DON'T GIVE A SHIT!

I am not handing over a absurd amount of money only to find a month later another system is even cheaper and more powerful. I don't think the Dreamcast will do as well as everyone thinks anyway. Everyone by now has a PSX or a N64, no one wants to spend more money. Sega should release it when Sony and Nintendo release their consoles so people are forced to update to a new system.

CHRIS CLIFFORD, SA

PS Have you heard anything about the N64 expansion pak overheating? I read some guy played Turok 2 with it in for 10 mins and it froze!

Chris,

Well, it certainly is true that waiting a while after the initial launch of a console (or even PC components) results in paying less for it, but I think you're perhaps holding a rather extreme line here. The Dreamcast is currently selling for the equivalent of \$385 Australian dollars, which is cheaper than both the PlayStation and Nintendo were at launch here in Australia. After importation, etc, the units will probably cost at least \$400 here though at first... but with the hardware inside, and the basic costs of RAM chips alone, it may be hard for Sega to get this price down by the same sort of margins that Nintendo and even moreso, Sony have done in the past. One thing

though, the Dreamcast will not be launched at an outrageous price like the PlayStation and Saturn were. The current price of the PSX and N64 have set an expected console value in people's minds... and Sega know this.

The other point is, when are you going to buy? By the time Nintendo are bringing out another console, there'll probably be talk of the next Sega console then, and you'll find yourself in the endless circle of waiting for better days. I waited for a friend to get me one in while on holiday in Japan rather than try and find an importer. Sure, I had to wait a bit more than a month after the launch of the machine in Japan before I had my own, but I paid less than a third of the price that some other freaks I know did!

Yes, waiting for the first price drop can be a good idea, but as for your call on people not wanting to spend more money... I think you're forgetting how old the PlayStation and N64 are. The PlayStation has been out for three years here now, and the N64 for just under two years... Many people are "over" these two systems, and quite frankly, getting a machine out sooner than later will serve Sega MUCH better than if they are being forced to compete with a new machine from the other two big companies.

Ask yourself this. When a new system comes out with a few new games that you are DYING to play. What's more important... getting to play and enjoy these games, or waiting a few months to save \$100. I'd certainly rather have my VF3 now than wait for let's say (hypothetically) six months and pay \$150 (hypothetically) less for the system. The fun I'll have with it in these months is easily worth that price difference. PS. Yes. We've heard that the 3rd party expansion paks are more prone to this. We also heard that with one of the paks you can close the slot back up with the plastic "lid". Do not do this, this will cause overheating without fail.

DOCTOR DAN

Hey Dan why don't you start a new career as videogame counsellor? Couples could come





to you with those serious divorce-causing problems like - "My wife and I are joining a Quakeclan together, but I want to join clan x and she wants to join clan y". You seem to be having to do it enough already with people writing in saying their problems, like the all too common "My girlfriend will break up with me if I buy a voodoo 2 but I really need one and I don't know what to do about it". So seeing you're doing it anyway you might as well get payed for it eh?

Cheers

THE UNNAMED ONE

Dear UO,

Haha! I kind of feel obliged to try and help people that raise social issues about gaming, not only because it's generally a more serious problem than "I must know the release date of this game or I will die!", but also because I recall my "Golden years of gaming" when I was a stereotypical nerd who played games pretty much non-stop, and didn't really have

much of a happening social life, or love life. Well, I got really obsessed about my guitar playing for a while, and went easy on the games for a few years, and in that time, I met a hell of a lot more people, got a social life, and became MUCH happier as a result. I see a lot of young gamers that I can tell are in the position that I used to be before I "Got a life", and many of them could probably use some counselling, or at least look at how to prioritise games in their life. I still play heaps, but Anyhow... if you want to pay me as a gaming shrink... I'm there!

"AND THE PEOPLE OF THE LAND WERE EXCITED..."

Dear Hyper,

Firstly I like to congratulate you guys on such a great magazine. I'll get to the point right now. Remember a few years ago when the Nintendo 64 was announced? There was an enormous hype over the fact that its gonna be the most

beefy gaming console available. At the last weeks before its launch, there was even more hype. Shortly after its launch, people were still excited. However, several months after its launch people sorta forgot about the Nintendo. Even now at present, the Nintendo 64 is perceived as the second most popular gaming console to the Playstion, despite the fact that the N64 is technologically better.

Now, as the Sega Dreamcast is coming closer to being launched world-wide, I cant help but think that it will eventually suffer the same fate. My prediction is that the Dreamcast will not be able to fully utilize its full potential just like the N64, mainly due the eventual lack of interest among the casual gamers. Hardcore gamers like myself will perhaps continue to support the console, but will be eventually forced into turning to the PC as the base of our

gaming life, since the PC is pretty much gonna be the same over time. Now I'd like to hear your opinion too Dan.

P.S Does Virtual Fighter3 on the Dreamcast feature FMV introductions and endings and how long do the last (length of duration)?

ANON

Dear Anon,

I'm afraid I don't entirely understand your angle here. You claim the Nintendo 64 had an "eventual lack of interest among the casual gamers". Casual gamers don't hold long term gaming interests in any system. The PlayStation is proof of this, with TONS of PlayStations out there, but the software sales don't suggest people are keeping up their interest in the machine over time. But this all becomes very cloudy if your idea of a "casual gamer" is different to mine. If you mean due to the lack of releases that were around, then I think this is an area the Dreamcast won't fall down in.

As we stated in last issue, Sega will be charging the lowest royalty rate to game publishers, so it's less of a financial commitment to make for the developers, and thus, they stand to make higher profit margins on the games they make for Dreamcast, than with another system. Also with so many quick and easy PC ports, and arcade titles running on the Naomi boards (DC equivalent) in the works, and the already awesome list of games coming up, it seems like plenty will be happening for the Dreamcast after it launches.. I think the Dreamcast will do well (in terms of sales), but not as well as the PlayStation has. The Dreamcast unit has HEAPS of RAM in it, which is one of the more expensive elements to a console, and thus getting the price down may be tougher for Sega than it was for Sony and Nintendo. Hardcore gamers will want a Dreamcast once they see what it can do. There will be the freaks who will refuse to buy

one because it's from Sega, whether these be Nintendo freaks, or maybe there's a new cult of Sony fanatics now who are only interested in the next Sony console. I don't really think of these people as "hardcore gamers"... they're more like "corporate slaves". Remember folks, gaming is about GAMES and FUN, not which company made it. As for turning to PC, I think it's a maturity thing (not that playing console games is immature), simply because there are a lot of PC games developed that are designed for an older, more intellectual kind of gamer.

P.S No, it really is a DIRECT port of the arcade, which is the only real let down with the game. It doesn't have all the console version options and modes we've come to expect. The gameplay is awesome though, so true fighting game fans will be happy enough with it.

NOT SO LEGENDARY...

Dear Hyper,
Zelda for the SNES was by all means a classic game. It was challenging and fun to play. Its sequel however has not lived up to the name and expectations of most people (I hope). I bought the game as it was released, spent on average 3 hours a day playing it (to maintain a social life), and had the game finished in a week and three days. How stupid does Nintendo think us gamers are? We waited three years for this game. In NMS it receives 99% (official bastards) and not once a challenge was mentioned. It's not even as long as the first disc in FF7. RPG fanatics everywhere should just get a PSX as they have some true classics available. Please answer this one question. Are there any good RPGs scheduled for Dreamcast?

JOEL MCGARRY NSW

P.S. In FF7 when Cloud is poisoned by mako. He said "bright lights, angels whispering, Zenogias", I hear Zenogias is a boss in FF8.

Joel,

It's obvious that the Final Fantasy VII experience has raised the bar a lot higher than some developers had counted on, because we have received several letters like this one, complaining that Zelda



was too short and easy. Possibly overly critical, as the game isn't really about character development, but once there's that RPG-esque element in there, people want the epic experience. As for the Dreamcast, RPGs like Climax Landers and Grandia 2 look very promising. P.S. Our call was that he was talking about Xenogears, another Square RPG.

CONFUSED

Dear Hyper,
Great mag and all, but I'm confused on what to do. I own a PC and a SNES. I don't know whether or not I should upgrade my PC to Windows '98 or whether I should buy a console. If a console which one N64, Sega Dreamcast or Sony Playstation? Could you help me with this decision by answering the following:

1. Have any video gaming companies ever made an Olympics game with all the events at the Summer Olympics?
2. Is there any word on Donkey Kong Country coming out on the N64?

Thanx.

AARON CHATMAN
Aaron,

Going to Windows '98 is not a real upgrade as such. Upgrading your PC so that you'll get notable results involves buying 3D accelerators, or investing in a more powerful CPU.

1. Not with ALL the events. Personally I think the old Summer Games on Commodore 64 remains the best game of this type. Sega did Athlete Kings for the Saturn, but I couldn't advise you go and buy one to get it with the Dreamcast coming up later this year.
2. Check out the news section this issue.

DREAMING OF DEATHMATCH

To the Hyper Team,
My name is Andrew, and I frequently buy your mag if my finances allow it. Until a couple of months ago, I wasn't very interested in playing games like Quake, Hexen, Doom, often shunning them. I thought that they weren't very challenging and required no skill to play, and only relied on blood and guts to attract an audience. That was until I played Quake 2 on my school's network (I know, a school with Quake 2 that can have a 20

man deathmatch). I was literally blown away! The graphics were astounding, and deathmatching was so addictive that after school I went to the Gamesmen and bought a copy of it, along with a strategy-guide, and the expansion pack to put the cherry onto the proverbial cake. I am now a regular to a server and now my only problem is that there is there is no way to practise without being online. Then, out of the blue, after buying your 99' Hyper mag, they announce that Quake 3 will mainly be for deathmatching with your computer! Could this get any BETTER? Unfortunately not, but what iD has done, I don't think you can get much better than that. My point being, is that all those people out there who haven't got this game, you're crazy, as this game has given me much pleasure from my computer, and even though I don't have a console, iD have done many people a favour by releasing their great game on both the N64 and PSX, and no doubt, it is as enjoyable as it is on the PC! Keep up the good work, Hyper crew.

ANDREW STARKEY.
Andrew,

It's funny the effect Quake can have on people. I've known quite a few people who had no interest in the game till they sat in on a deathmatch for the first time, then they were hooked instantly. The only fears I have about Quake 3 is that it may require a really serious machine to get a playable game going, and while I'm sure my PC will handle it, the idea that the large community of Quakers out there may be cut in half because they just don't have the cash to upgrade is a little worrying. I guess we'll all know once we play the demo version in March (John Carmack announced that's when the demo would most likely come out when he showed the game running on a Mac!).

As for the console versions of Quake II, I'm waiting to see the Dreamcast version. The polygon and RAM restrictions of the PlayStation and the N64 suggest the map detail and models will be "cut down", but the Dreamcast should handle it fine.

If you want to practise Quake 2, I suggest you download some bots to play against for when you can't be online.

FOR SALE

PC games - Constructor \$35 (no manual), Destruction Derby \$20, Virtua Cop \$25, Normality \$20. Ph (02) 6291 0021. Ask for Michael.

I would like to advertise the following games for PC: Tomb Raider 3 - \$20, Sin - \$25, MIB - \$20, X-Men: Children of the Atom - \$20, The Fifth Element - \$20, WCW Nitro - \$20. For details please contact Damien on (03) 95721264. Thankyou.

Resident Evil 1 - \$35. Great condition. Or will swap for Grand Theft Auto or Crash 3. Also a black Game Boy with Super Mario Land - \$40 or swap with any PSX game. Call Daniel on 015925305 (NSW only).

PC Games and Game Boy games for sale. As new (Xmas gifts). Redneck Rampage \$25, MDK \$20, Final Doom \$15, Resident Evil \$25, Worms \$20. Call Kishore Bhindi on (07) 32697765.

PC Games: Over 20 games for sale varying in price from \$10-\$30. Titles include- Crusader: No Remorse, Command & Conquer, Dark Forces, Time Commando, Nascar Racing, Kings Quest Collection, US Navy Fighters, Syndicate Wars, The Need For Speed 2, X-Wing vs Tie Fighter and many more. If interested call 02 9601 8319. Sydney only.

PlayStation including 8 games: Destruction Derby 1 & 2, Diablo, Tekken 2, Space Hulk, V-Rally 97 Championship edition, Mech Warrior 2, Resident Evil. Also 3 controllers; 1 is Analog, AV cable, carry case and memory card and a heap of demo disks. All for only \$500. Call Normie on 07 4741 1787.

PC games: Age of Empires \$40, Interstate '76 \$15, Theme Park \$5, X-Com Apocalypse \$30, Deadlock \$5, Hexen II \$20, X-Com I & II \$20, Civilisation 2 \$15, Conquest of New World \$15, Syndicate Wars + Plus \$20, Mech Mercs \$15, AHX- 1 \$10, Wing Commander III \$5, Crusader No Remorse \$5. Most with manuals but no boxes. Call Kenneth on 07 3358 2760. Brisbane area only.

Blood \$35, Virtua Fighter PC \$25, Pitfall \$15, Broken Sword \$24, Donkey Kong Country 3 \$15, Death match CD for Doom 1 & 2, Violence in 3D for Doom 1 & 2, Heretic, Hexen, Descent and more \$25, Game head over 100 demos \$15. Call William or Lindsay after

4pm on 03 5450 3026.

Games-1080 Snowboarding \$60, Banjo Kazooie \$55, GoldenEye 007 \$35 and Shadows of Empire \$25. N64 console with 2 controllers (one blue), Tremor Pak and RF switch unit \$210. Or the whole lot for \$370- bargain! (Everything is in mint condition) Contact Sam on 02 9975 1654. Frenchs Forest.

3 Playstation demo discs that contain Tekken 3, Tombi, Circuit Breakers, Ninja, S.C.A.R.S, Test Drive 5, G-darius, Tomb Raider 3, Spyro, Future Cop, Bust a Groove, Colony Wars 2 and much more. \$20 for the lot, or \$5 for single and \$10 for 2. Call Nick on 9889 4329 between 10:30am and 9:30pm.

Nintendo 64 gold controller in excellent condition, Banjo Kazooie with 2 Mario Land 64 posters including Nintendo 64 Rumble Pak, all in excellent condition, all for \$220 o.n.o. Please phone Daniel on 02 6372 3420 from Monday- Friday, 4:00pm- 7:30pm.

PlayStation games Command and Conquer 1, Command and Conquer 2, Command and Conquer 3 Retaliation and Red Alert. Brand new, unopened, unwanted gift. \$200 o.n.o. Call Colin on 024 681 0673.

Net: Zone (Myst clone) \$20 o.n.o. Good condition. Boxed with manuals. Ask for Sam Morrison on 07 4775 2878.

WANTED

Wanted for Sega Saturn: Sega Touring Cars, Quake, Duke Nukem 3D, Steep Slope Sliders, Resident Evil, Colin McCrae Rally and Virtua Cop 2. Will pay \$25-\$35 for them. Also, Sega flash Demo Discs 3,4,5,6 and 8+. Will pay \$7-\$10. Ring anytime and ask for Todd on 02 9668 8586 (Sydney only).

PSX Game. Wrestlemania. Will pay \$65. Call Mathew on 98711061.

Mega Drive games: Sword of Vermilion (\$15) Super Street Fighter II (\$15) Mortal Kombat I & II (both for \$20) Splatterhouse II (\$10) Streets of Rage III (\$10). Instructions and boxes would be nice. Price neg. Call Josh on 03 6272 5570 (TAS preferred).

I would like to buy Sega Mega Drive games. I am most interested in Street of Rage 2 and

3 and the Teenage Mutant Ninja Turtles. Call Brett between 4.30- 8.30 weeknights on 07 3209 5754.

Saturn games- Guardian Heroes, Sonic R, Sonic Jam, Street Fighter and Alpha 2. Will pay \$15- \$30 each. Call B.Essex on 02 6642 1088.

Any games that run on the 486, 2xCDOM or a Pentium 200, 16xCD. Will pay good money. Call Chris anytime with details on 108 8295 4593.

A copy of Chrono Trigger (Instruction book preferable, but not essential), and a converter to run it on a PAL SNES, if needed. Call 02 9750 5796, ask for Tony.

SWAP

I will swap Red Alert (boxed with manual) and Command & Conquer the covert operations (no box) for Quake 2 (with manual). Must live in S.A. Call Jeremy after 4.30pm on 08 8357 5161

Will swap 5 PlayStation games: The Unholy Wars, Ninja Shadow of Darkness, MIB, Excalibur 2555 AD and Olympic Soccer, for an N64 game (games are NTSC). Call Nick on 03 8796 3478.

Will swap Age of Empires for Quake 2 The Reckoning and Dark Reign Rise of the Shadowhand. Call Jeremy after 4.30pm on 08 8357 5161.

I want to swap my PC CDROM games Redneck Rampage for Sin or Grim Fandango for Sin. I am also willing to sell Grim Fandango for \$75 and Redneck Rampage for \$35 or both for \$100. Call Mark on 07 4662 4535.

PENPALS

I am a 12 yr old male looking for a female penpal aged 12-13. I own a playstation, 3 gameboys, a SNES, NES and 2 PC's. I would like to chat about anything so if you interested write to Ray, 17 Fernleaf Crt, Wattle Grove NSW 2173.

Hi my name is Natalie, I am 16 and looking for a penpal who loves games like I do. I own a PSX and a N64 and have been a gamer for years. My fave games are Jap RPG's and fighting games but I enjoy a good game in any genre. Outside games I love Red Dwarf, South Park and Star Wars and I like alternative and electronica music. Don't care

what system you play, M/F but please be over 16. I live at 4 Mossop St, Bunbury WA 6230.

Hi, I'm a 16 year old girl who's an Anime and Manga freak. I've seen HEAPS from Sailor Moon to Ninja Scroll, and I'd like to get in touch with people who love it (like me), like it or don't know much about it. I also love my Playstation, drawing, reading comics and Fantasy things. I'll reply to everybody. Any age, gender or race- write now! Connie Bohone, 16 Jervis Way Sorrento WA 6020.

Hi, I'm a 21 year old guitarist into video games and girls. Looking for correspondance with girls preferably 18 and up. Will yarn about anything. Send replies to B.Lingard, 9 Richmond Crt, Boyne Island Qld 4680

Hi, I'm looking for a male penpal aged either 10 or 11. I own a N64 and I love horror. My favourite games are WWF, Duke Nukem 64, Mortal Kombat 4 and the House of the Dead (at the arcades). I do Tae Kwon Do and hate school. So if you're a violent game lover then write to William at 3 Tantangara St, Canberra ACT 2611.

Yo! My name is John and I'm 11 years old. I'm looking for a penpal aged between 11-14 of any sex. I'm interested in nearly any subject and I love playing my computer, my pocket gameboy and watching TV. My favourite games are Pokemon, Mortal Kombat 2 and Super Mario Land. If you're interested, or even if you're not, in the stuff that I like PLEASE write to me at 27 Barnsley Drive, Endeavour Hills Melbourne Victoria 3802.

Hi, we are two 14 year old males looking for 14 to 17 year old female penpals. (NO MALES) We will talk about anything YOU want, so why not send Ben and Tyson some much needed mail to help us sleep better on lonely nights. So if you're female and you want two good penpals write to us now at 1 Saul St, Thorneside Qld 4158. We guarantee a reply to everyone.

Hi, I'm a 13 year old male, looking for a female penpal aged between 13 and 17. I have 2 computers with about 34 games, aswell as a Playstation with 21 games. I'm into sports like Judo, indoor soccer and softball. I like

music and my favourite bands are Steps, Spice Girls and All Saints. Please write to Warren M. at 27 Wentworth Lane, Orange NSW 2800.

Hi, my name's Lilly. I'm 13 and I'm looking for a male penpal aged 13/14. I love Playstation and computers, aswell as games such as Tekken, Tomb Raider, Resident Evil etc. All letters WILL be answered, so, please write to me at 49 Third Ave, Willoughby NSW 2068.

Hi, my name is Frances and I am writing to inform my penpals that I have a new PO Box. My new address is PO Box 665 Engadine, as opposed to PO Box 1195 Penrith. Also, NEW COMERS, I'm a female in my 40's, into games such as Zelda 64, Banjo Kazooie, FF7, and Tomb Raider. I'm a big RPG fan, so, drop me a line. We can be penpals or even chat on the phone (if you are in Sydney). Any age, any sex, but, NO DOMINANT MEN.

Hi everybody, my name is Rhiannon and I'm 13 years old. I'm looking for a male penpal between 12 and 14 years old. I like comedy (all kinds), my PlayStation and Crash Bandicoot games. All letters received will be responded to. I'm desperate for a penpal, so write to me any time at: Brig-a-noo RMB 726, Currabubula, NSW 2342.

N64 fans! My name is Lee. I am the proud owner of an N64, Banjo-Kazooie, SCARS and NBA Courtside. I also own a PC and have Sim Safari on it and I am getting Rogue Squadron. I am looking for a penpal between 11 and 14 (I am 11), M/F. I'm not just interested in games, I also like music and my favourite bands are Mighty Mighty Bosstones and Aqua. If you're interested, write to Lee, 65 Terrace Falls Road, Hazelbrook, NSW 2779.

Hi my name is Livai De Silva from New Zealand. I am looking for a female penpal aged 12-13. I am part Fijian and part Portugese. I like playing PlayStation games and Nintendo 64 games but PlayStation the best. I like Tomb Raider 3, Crash Bandicoot 3 and Shane Warne Cricket and many more. I love collecting cards and reading Hyper videogames mag. So if you're like me, write to me you will get a reply as soon as. If possible, send a photo. My address is Livai de Silva, PO Box 272, Te Awamutu, New Zealand.

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