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Marvel vs Capcom

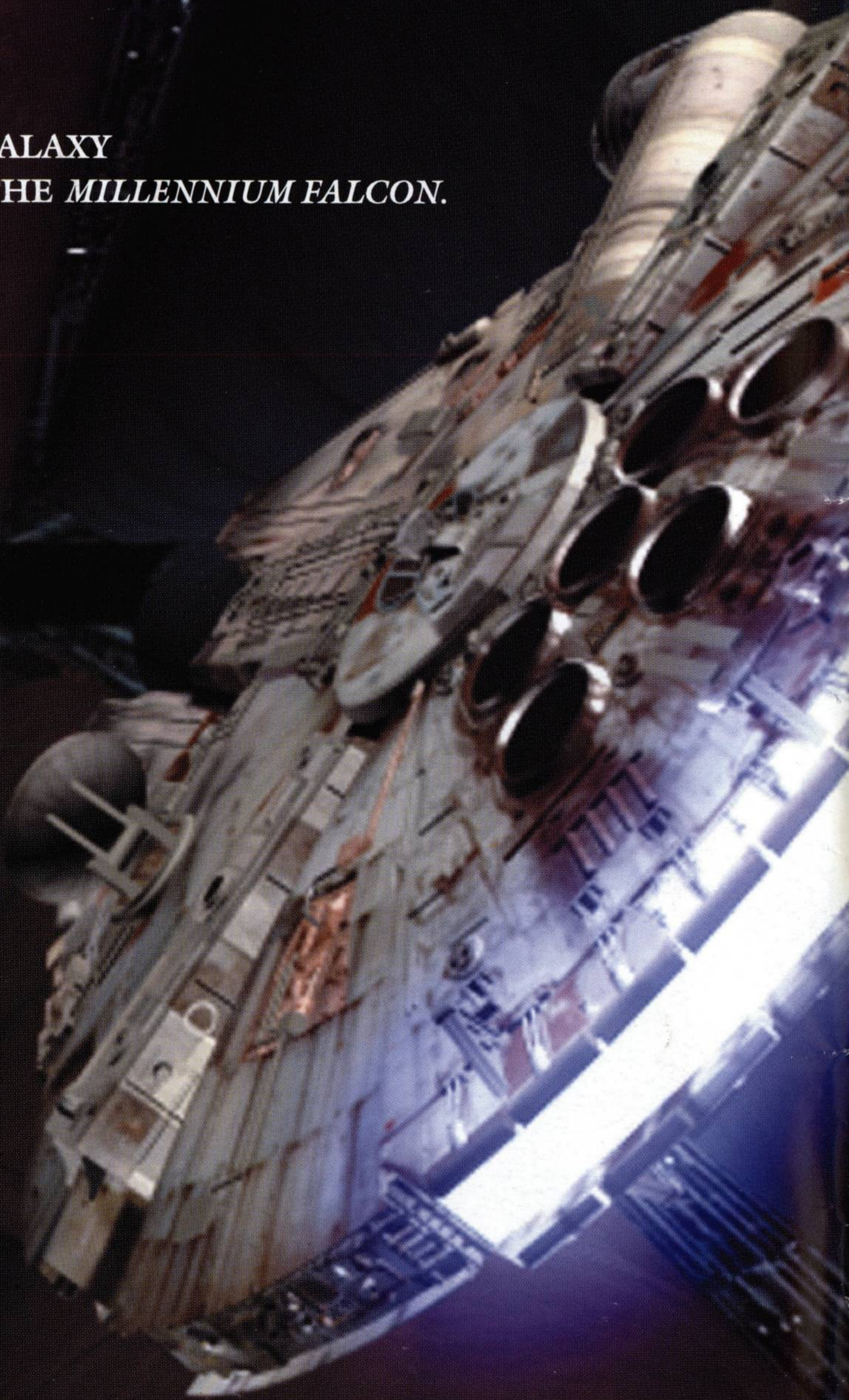
next
gaming

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SIXTY EIGHT

ONLY A SELECT FEW IN THE GALAXY
HAVE FLOWN THE *MILLENNIUM FALCON*.



OFFICE OF FILM AND LITERATURE CLASSIFICATION

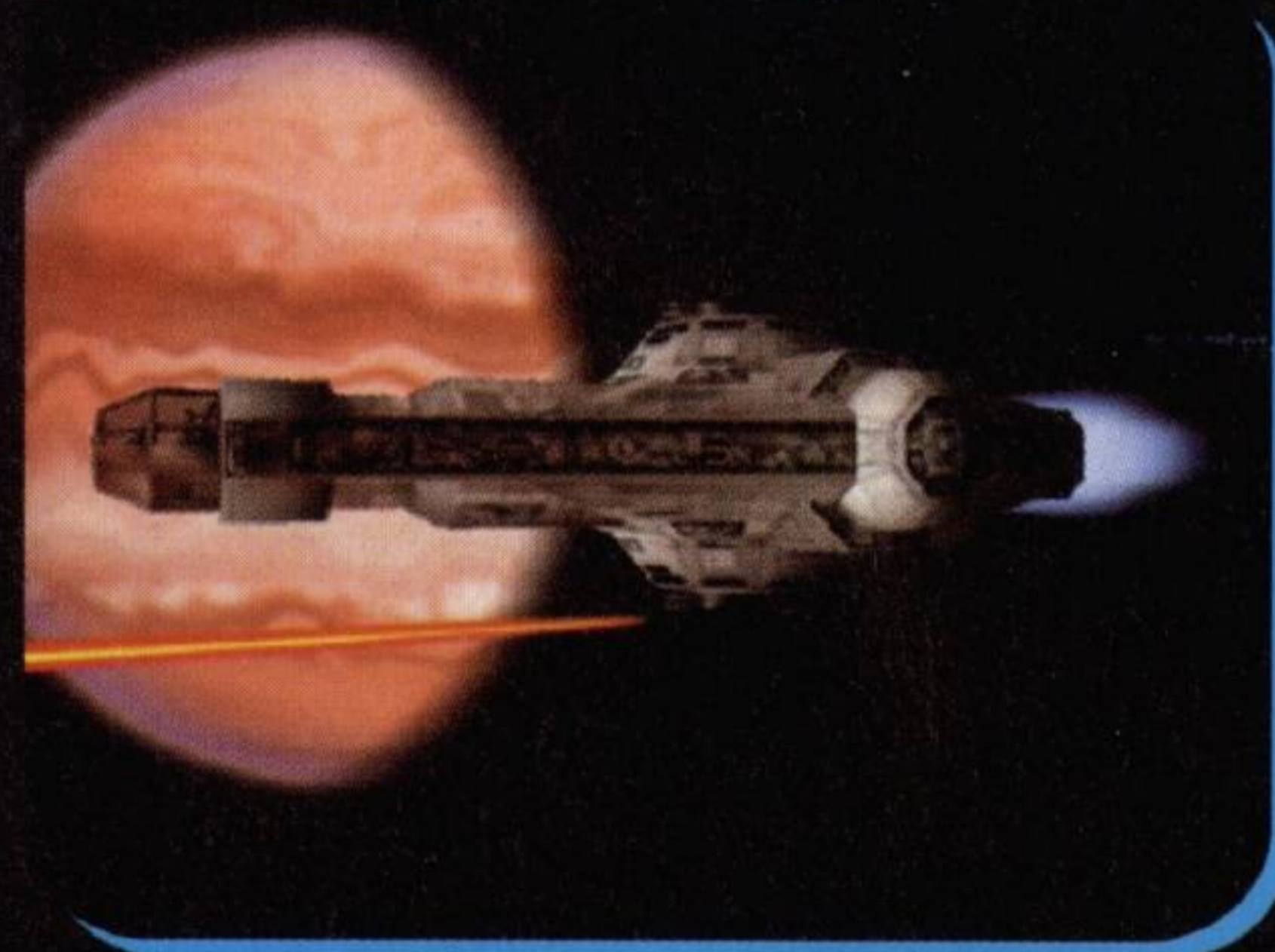


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AND UNLESS YOU REACH THE FINAL BATTLE, IT WILL STAY THAT WAY.



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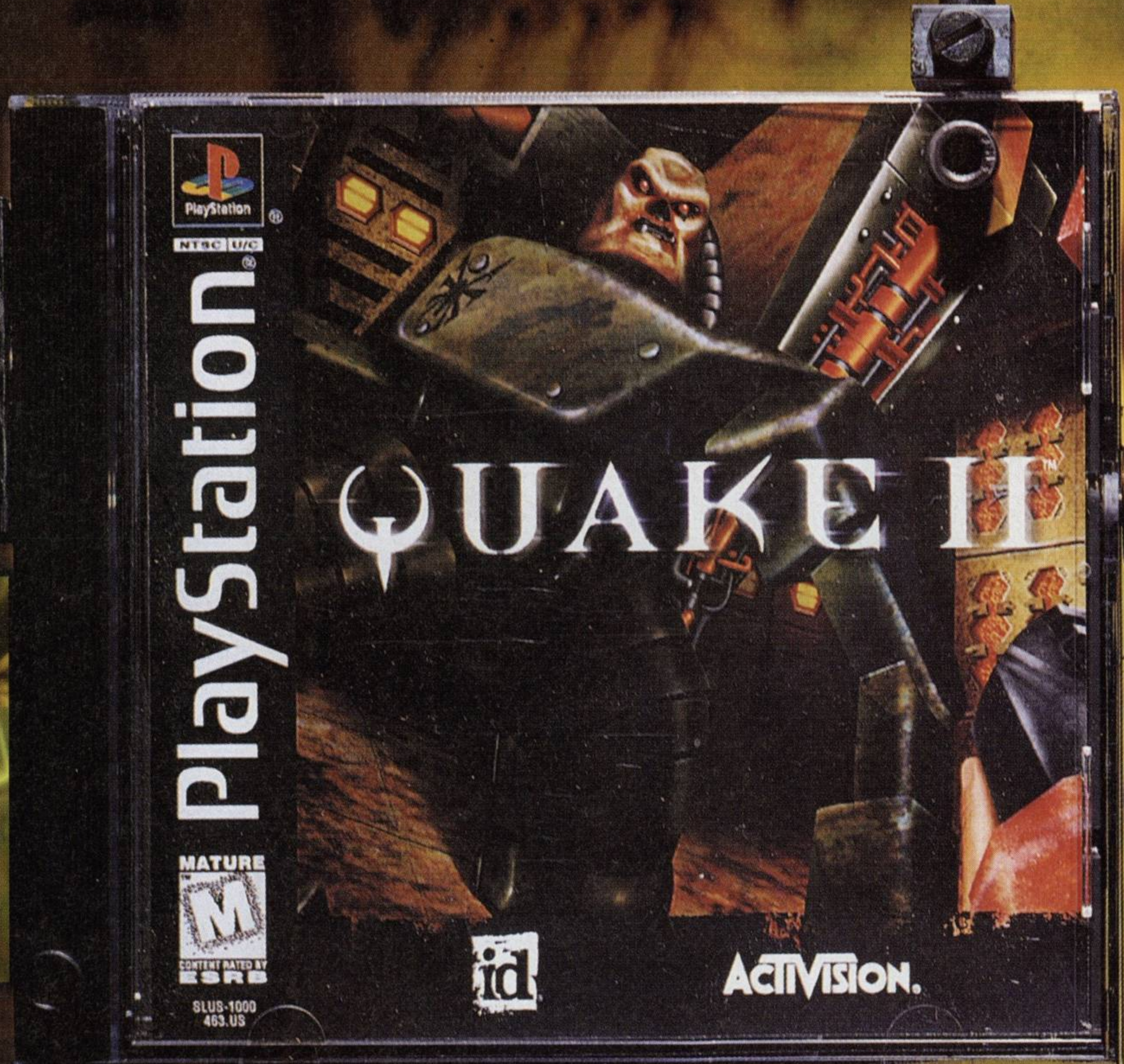
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WE DIDN'T CLONE IT.

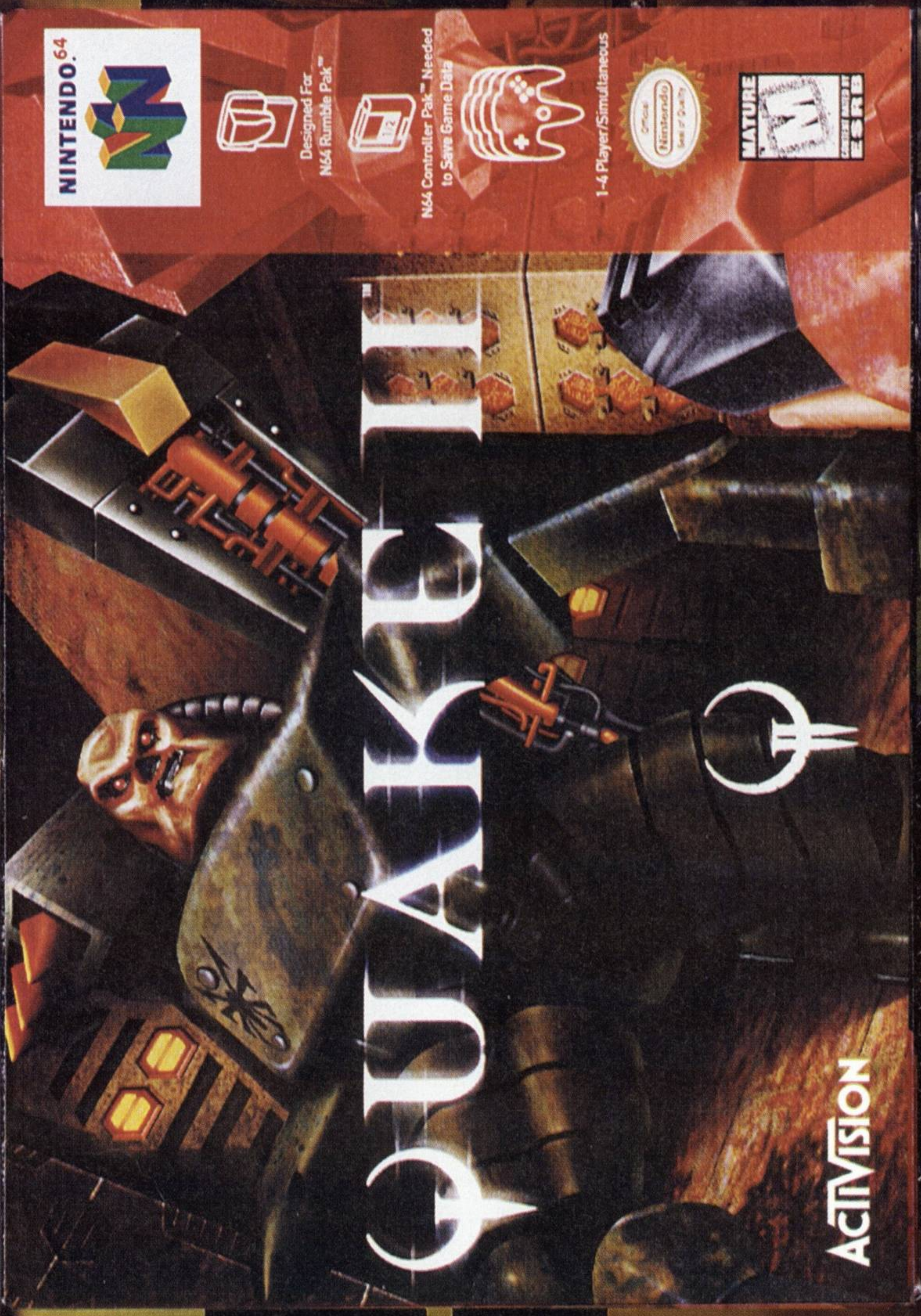
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EDITORIAL

Gawd! Dreamcast becomes a tangible reality, then we get specs for the next Sony console, and now we're hearing talk of the next Nintendo machine! Talk about history repeating, if you think of the Saturn as the first of the last batch of "next generation" consoles, then it would seem like the same companies are releasing machines in the same order again for the next generation of consoles.

What I was most chuffed to hear about was confirmation that Ozisoft have got the ball rolling for the Australian launch of the Dreamcast. With a 56k modem and talks going on with Telstra already to set up the network, the Dreamcast sounds like it will be delivering the goods straight away when it gets here, rather than it be another case of waiting for the system to get into the swing of things.

Also a highlight for us at Hyper was Reload's excellent performance at the TGI Quake tournament in Sweden. He's now unanimously regarded as the DM2 King, which may not mean much to some of you, but it's kind of the equivalent being called the world's best clay court tennis player.

The rest of this month has been nothing but misery... Thanks to those evil fiends at Activision, I'm going to have my sleeping habits turned from questionable to downright unhealthy, due to their stupidly brilliant Civilization: Call to Power. I'm also hanging to go buy a TNT2 for my PC, but it's not quite out yet, and with no confirmed price, I could be about to break my bank.

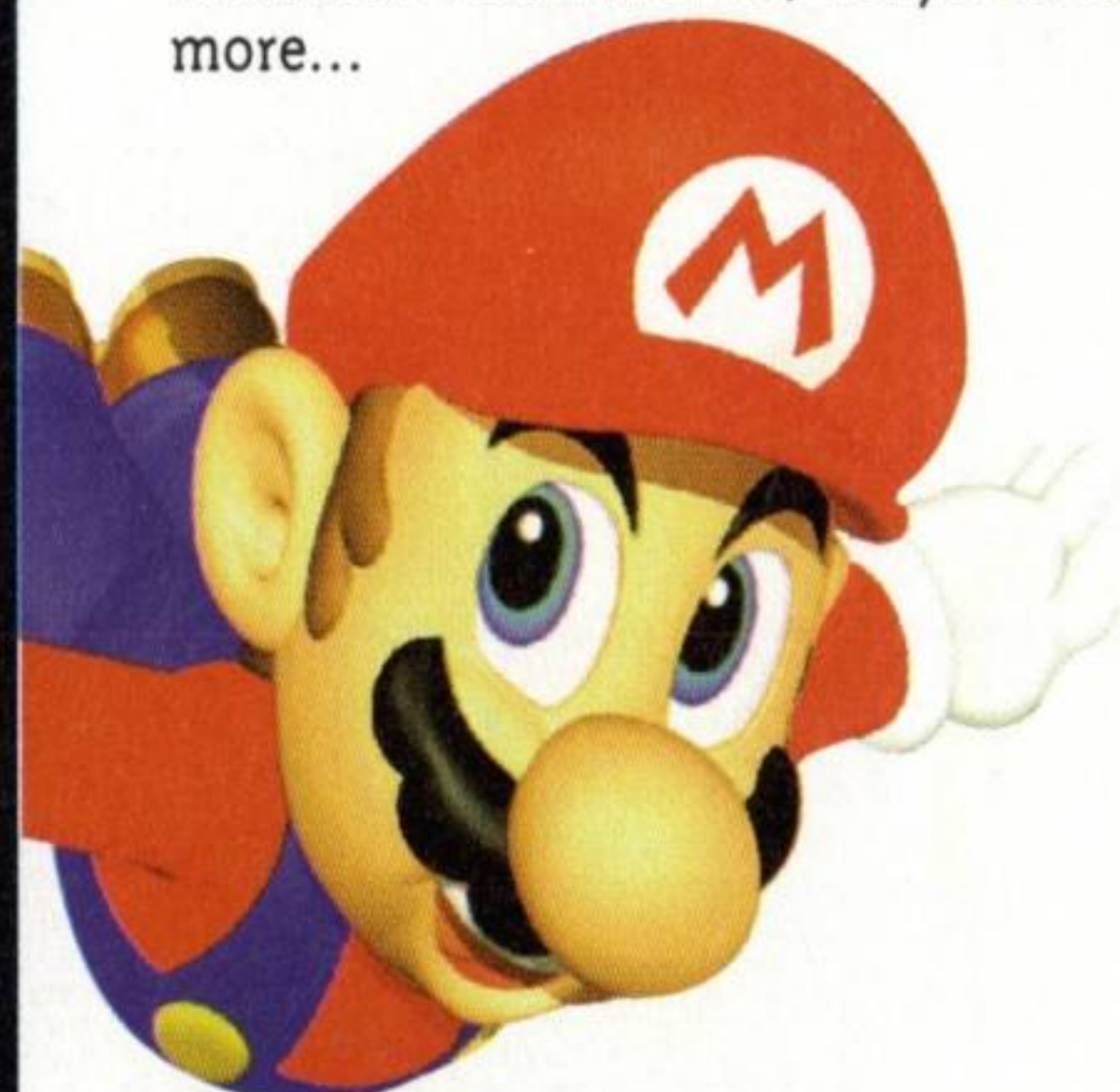
All these temptations are hard on a poor enthused gamer!

Dan

REGULARS

8 NEWS

New Nintendo system on the way!? Australian Dreamcast launch info, Tokyo Game show, and more...



16 WIN WIN WIN

An excellent prize this issue to help make your PC rig complete, a Canon printer and scanner! Plus, win copies of Civilization: Call to Power and Beetle Adventure Racing

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27 EYE CANDY

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Lucasarts special.



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PLAYSTATION

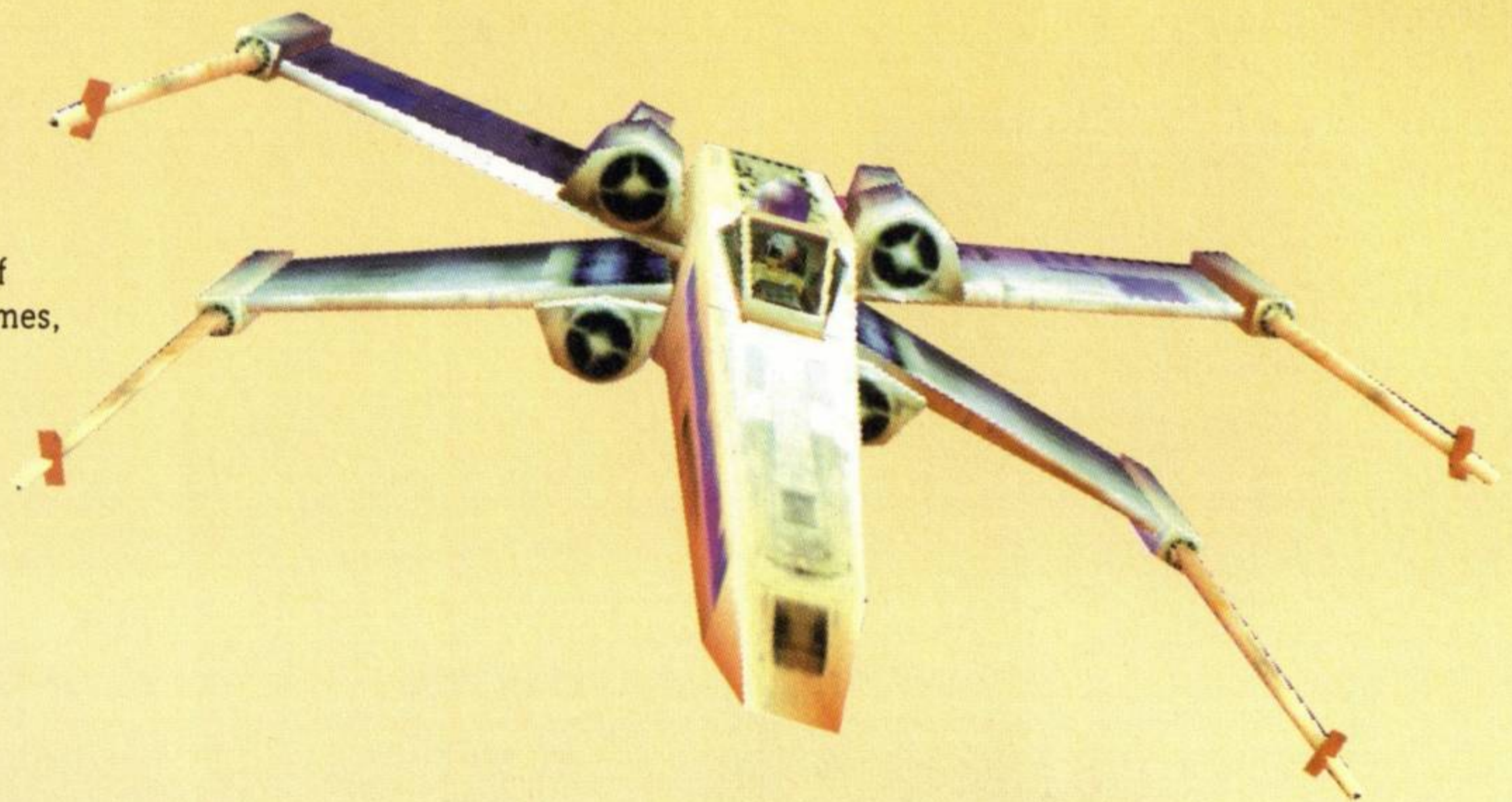
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Our own super Star Wars buff Eliot Fish interviews Jack Sorenson of Lucasarts to get all the latest on the situation with the prequel games, and other upcoming titles.



68 - ALIENS VS PREDATOR

It's one of those rare occasions that movie lisencc gaming ends up rocking hard. Full review.

ISSUE
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Editor: **Dan Toose**
Art Director: **Brooke-Star Elliott**
Deputy Editor: **Eliot Fish**
Cover Art: **Fox Interactive**

ADVERTISING

National Sales Director: **Steve Watson**
Senior Advertising Manager: **Julie Anne-Kwok**
Advertising Manager: **Aaron Young**
Advertising Assistant: **Emma Beck**
Ph: 02 9699 0333
Fax: 02 9310 2012

Circulation Manager: **Melissa Doyle**
Group Accountant: **Theo Fatseas**

Subscriptions Enquiries
ph: 02 9699 0319
Fax: 02 9699 0334
email: subs@next.com.au

CONTRIBUTORS:

Adam Roff, Tim Levy, Frank Dry, Simon Foxe, Hugh Norton-Smith, Thom McIntyre, Adam Dunacn, Jackson Gothe-Snape, Aaron Lai, David Wildgoose, Kevin Cheung

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WRITE TO HYPER!

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

84 - POWERSTONE

This month's arcade review also doubles as a special look at one of Capcom's upcoming Dreamcast titles.



30 - THE 3D CARD HEAVYWEIGHT TITLE FIGHT!

nVidia's TNT2 and 3DFX's Voodoo3 face off, and it looks like we have a new champion. A must read for those considering a new video card for their PC.



NINTENDO'S NEXT CONSOLE?!

Nintendo have already officially announced that development on their new console is underway, and the world can expect to see the tech specs sometime towards the end of the year. Funny they should be so up front about it, but I guess Nintendo are slightly worried about being left behind by Sony and Sega's hype machine. Absolutely no details are available yet, though speculation is rampant. The only bit of official info which we are aware of, is that Nintendo will abandon the cartridge format, allowing for a whole new storage system. The most likely format would probably be DVD, although there are other high-capacity disk formats being researched. Complete rumour has the next Nintendo console matching up the PlayStation 2 in terms of raw power, but Nintendo do have the opportunity now of at least a full years worth of development over the next PlayStation, possibly allowing Nintendo to come up with something which sounds even better. It's early days yet, and Nintendo are simply concentrating on pushing some of their lead titles this year for the Nintendo 64 - such as Donkey Kong 64 - so it will be a while yet before we have any solid facts... Development of the console has been handed over to ArtX (staffed by former Silicon Graphics Inc employees).



RESIDENT EVIL 64



Capcom have announced that they are bringing Resident Evil 2 to the Nintendo 64 this year. N64 owners will be pleased to hear that the zombie-blasting fest will actually come with improvements over its PlayStation counterpart. Can you say "no loading times"? Thanks to the cartridge format, the N64 version will offer seamless scene transitions, analogue support and rumble pak features. After playing the game, items will appear in different locations the next time you play, allowing for better long-term appeal - as well as all the hidden secrets (like costume changes). It also sounds like the game will support the memory expansion pak, allowing for nice high resolution visuals. Get ready to take out the trash.



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 Luke O'Sullivan, WA
 Tim Warren, Tas
 Daniel Denton, Qld
 Steven Smith, Vic

Baldur's Gate

Greg Petchkovsky, NSW
 Sime Mardesic, NSW
 Paul Cotton, NSW
 Dan Steadman, Vic
 Kieran the crap poet, WA
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THE TOKYO GAME SHOW



Pre-empting E3 is the Tokyo Game Show in Japan, where the world's most videogame obsessed society can spooze for three days over new consoles, handhelds, gadgets, and games-games-games for 1999 and beyond - specifically for the Japanese market. This year there was plenty of new and exciting hardware to be showcased as well as some truly incredible-looking examples



SONY

It was expected that Sony would have been screaming from the rooftops about their next PlayStation console, but surprisingly there was very little information available. Possibly we will see something at E3, but the Tokyo Game Show revealed no surprises, except for rumours of some games being shown behind closed doors running on the PlayStation 2 hardware.

Sony had only a few new games to showcase - Um Jammer Lammy, Spyro the Dragon (it's only just been released in Japan), Ape Escape and Omega Boost, a great-looking new space-combat, mech-inspired shoot 'em up which had a few heads turning. There was also a rather amusing stage show with a bunch of poor saps dressed up as Parappa the Rapper and Lammy, jumping around like their videogame counterparts. Tops.

SquareSoft - Square had plenty of tasty looking RPG titles on display, including the much anticipated Legend of Mana (continuing on from the Secret of Mana from Super Nintendo days) for PlayStation. Also spotted was Saga Frontier 2, Cyberborg, Racing Lagoon and Chocobo Racing.

Konami - These guys couldn't resist pushing their Dance Dance Revolution port for PlayStation, complete with little pads to step on! Also displayed was Guitar Mania and Drum Mania! Sure they had other stuff there like Silent Hill, but who can resist the crazy fun of Konami's Rhythm Action games?

Namco - Besides the fact that Soul Calibur for the Dreamcast was blowing people away, Namco's Air Combat 3 for PlayStation was actually looking incredibly impressive and they also had some video footage of an action/RPG title called Dragon Valor. It seems that Soul Calibur for PlayStation is not happening.

Capcom - Dino Crisis was the big title they were pushing... Resident Evil meets Jurassic Park. Someone swears they heard Capcom announce Resident Evil 3 for the PlayStation 2 though...

Enix - Bust A Groove 2 (Bust A Move 2 in Japan) was the only real stand-out game at Enix's booth.



CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

- 1 Need For Speed 4
- 2 Metal Gear Solid
- 3 Ridge Racer Type 4
- 4 Colin McRae Rally
- 5 Shane Warne Cricket
- 6 NBA Live '99
- 7 Tekken 3
- 8 Gex: Deep Cover Gecko
- 9 Guardian's Crusade
- 10 Formula 1 '98

NINTENDO 64

- 1 Beetle Adventure Racing
- 2 Star Wars - Rogue Squadron
- 3 Wipeout 64
- 4 Mario Party
- 5 Zelda 64
- 6 NBA Live 99
- 7 Goldeneye 007
- 8 Banjo Kazooie
- 9 Mario 64
- 10 Aero Gauge

PC

- 1 Civ: Call to Power
- 2 TOCA 2
- 3 X-Wing Alliance
- 4 Aliens vs Predator
- 5 Lands of Lore 3
- 6 Commandos: Behind Enemy Lines
- 7 Baldur's Gate
- 8 Falcon 4.0
- 9 Sim City 3000
- 10 Fallout 2

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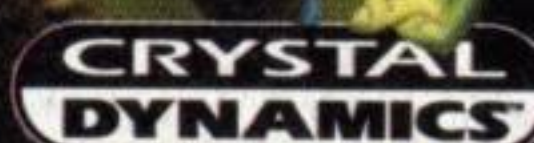
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THINGS ARE ABOUT TO CHANGE



LEGACY of KAIN SOUL REAVER



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SEGA

Sega were trying very hard to be the dominant presence at the show, with Dreamcast logos as far as the eye could see. However, they really didn't have anything spectacular to show. Shenmue, however, still looks like the Dreamcast game to beat at this stage, wowing the crowds with its gorgeous presentation. Some lucky punks had the opportunity to play some demos of the game, however the gameplay was looking dangerously simplistic, in the old Dragon's Lair style "push the right button at the right time and watch to see what happens" type gameplay. Hmm.

There were also a bunch of other Dreamcast titles that looked impressive - Frame Gride, Gundam Side Story 0079, King of Fighters Dream Match '99, Psychic Force 2012, Tokyo Battle and Coolboarders DC. Strangely, the week following the Tokyo Game Show has been not-so-great for Dreamcast sales in Japan, with the console not shifting as many units as the Nintendo 64... very, very odd.

Namco - Looking quite astounding however, was Soul Calibur - arcade perfect for Dreamcast. In fact, Soul Calibur looked visually more striking than the arcade original, with each character having far more detail and subtleties in animation... this one is going to be a killer.

Capcom - Details emerged on Street Fighter Zero 3 for the Dreamcast, confirming that all the arcade and PlayStation version will be included in the new port. If Marvel Vs Capcom is anything to go by, this is going to rock. They also showed off Biohazard: Code Veronica - which is basically Resident Evil for the Dreamcast, and it looked sizzling-hot! Power Stone was also still being pushed.

Konami - Besides all the Rhythm Action titles for the PlayStation, Konami did show Airforce Delta - an action/flight/combat game in a similar vein to Ace Combat.



NINTENDO

Nintendo typically had very little to show, a seemingly more frequent habit for the beleaguered company. There were rumours on the floor however, of a new Nintendo hand-held to usurp the Colour Game Boy, with 3D capabilities. No news on the new Nintendo system was unveiled, however it is known that Shigeru Miyamoto (Super Mario 64, Zelda 64) is designing the next console's controller! Hopefully E3 will shed a bit more light on the future for the Nintendo 64.

Taito - Puzzle Bobble 64 was on display, as was Superman 64 which failed to excite anyone who got their hands on it.

Capcom - Resident Evil 2 for the Nintendo console was announced, looking just as solid as its previous incarnations.

Konami - Hybrid Heaven is still looking very interesting, and could be a shining hope for the N64 this year.



The only other news worth reporting from the show, was that Bandai was pushing their new Wonderswan handheld - as was SNK pushing the Neo Geo Pocket Color. Both handhelds promised future Dreamcast connectivity which was interesting, whilst the Wonderswan had the most interesting game line-up, with upcoming titles from Square, Capcom and Konami like Klonoa and Beatmania.





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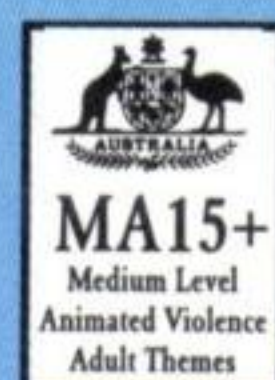


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AUSTRALIAN DREAMCAST LAUNCH DETAILS

There's been a little more news on exactly what's going on with the Sega Dreamcast here in Australia. For starters, the ball park price has been announced by Ozisoft. At this point of time, the launch price will be "sub \$499.95", meaning that the most we'll have to pay is \$500. Now before you grumble about the slightly hefty price, here's something to smile about... The plan is for the Australian Dreamcast to have an inbuilt 56k modem, instead of the inferior 33k one in the Japanese machine. Basically, it means we could be seeing a first, where we actually get a better machine than Japan does (who would have thought).

There is however a chance that we may not have a built in modem as standard in our machine, and this would result in the price of the console being reduced by approximately \$100.

Ozisoft have already got the ball rolling with Telstra in an effort to set up an online gaming service for Dreamcast owners for the machine's launch, which is once again something Japan didn't get. Of course Japan does get a lot of stuff a lot earlier than we do.

Word is that we may be seeing as many as 15 titles at launch, our guess is at least 8 or so.

With Sega Rally 2, Virtua Fighter 3tb, Sonic Adventure, House of the Dead 2, and Marvel vs Capcom all being excellent titles, Australian gamers aren't going to have to deal with the Dreamcast being a "one game system" like folks did in Japan for a while.

Check out our previews of Marvel vs Capcom and House of the Dead 2 this issue!

UNREAL TOURNAMENT TO BE RE-REVIEWED

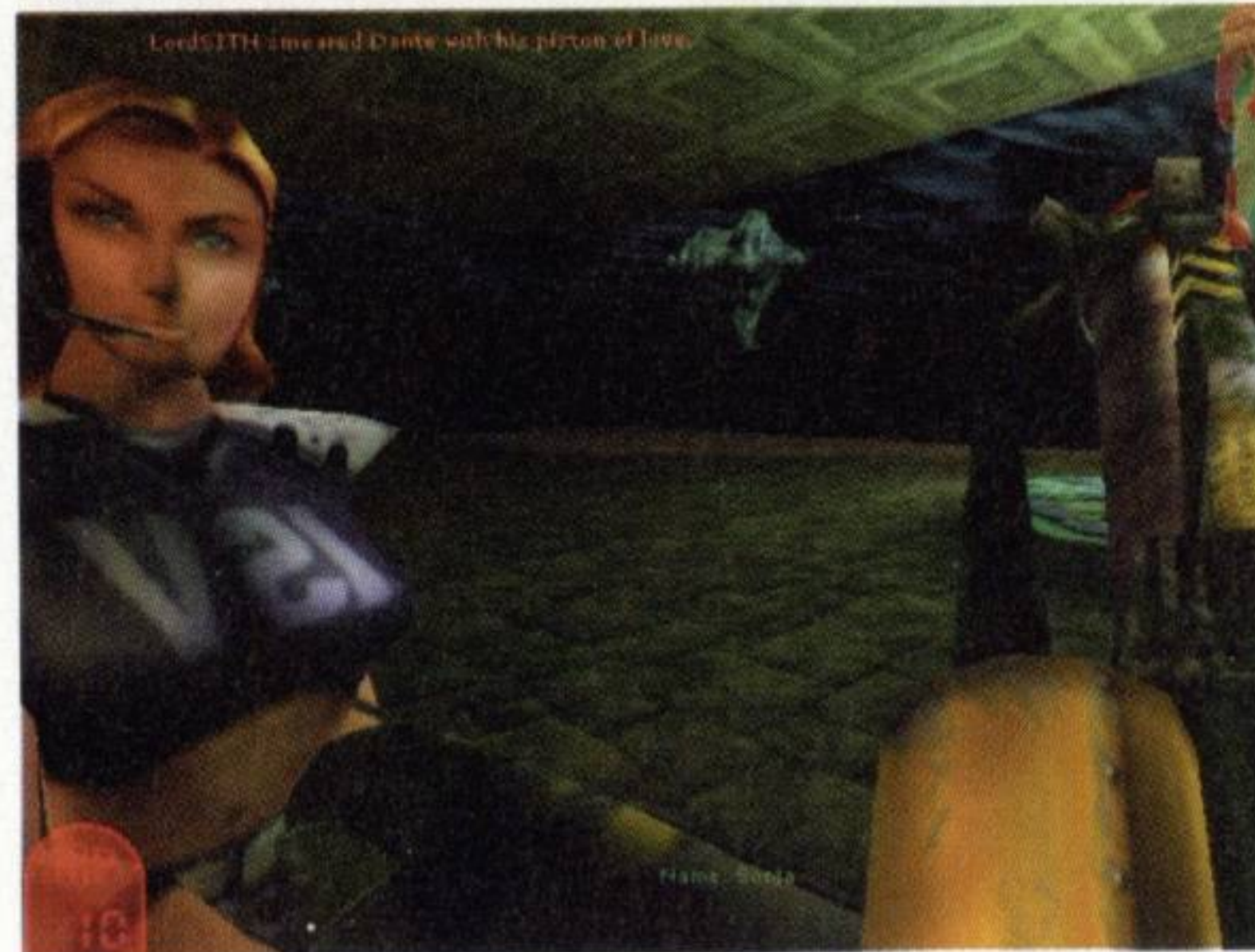
A couple of issues back we reviewed Unreal Tournament, and gave it 89%. Sounds cool eh? Well, unfortunately, there was a miscommunication along the lines, and the version of the game that we were sent was not meant for review, even though it played perfectly well with no real bugs etc. Now if there were only a couple of minor changes to the game, we'd probably forget about it, but Epic Megagames the developers contacted us and told us about the upcoming changes, and how what we saw was a very poor representation of the final product.

We've since seen more of the game, and true to their word, the game is progressing nicely, with a much nicer HUD, better weapon models, nastier bot AI, and a proper tournament mode for playing single player.

There was now also the inclusion of the translocator, which allows you to "fire" a teleporter receiver, and then later on when you wish to return to this spot, you simply fire/activate the device.

So basically, if you decided not to put aside money for Unreal Tournament based on our previous review, we encourage you to reconsider at least until we re-review the game. We apologise for this, but we felt it's better to admit what has happened rather than act as though nothing went wrong (unlike some other mags do, that we won't stoop to mention).

Unreal Tournament looks awesome, but with Quake 3 Arena also around the corner as well, we're going to see a real hot contest for the title of best multiplayer first person shooter!



OVERFLOW

Psygnosis have quietly confirmed that they will begin developing games for the PlayStation 2, continuing on with some of their most popular franchises. Will we see a G-Police 3 on PSX2? Maybe. But we know what we'd want them to make... WipeOut 4! With the specs for Sony's new console, that'd be one to start drooling over already...

Bored with your standard PC mouse? Well, there are some exciting mouse developments on the way. For starters, expect some Force Feedback equipped "mice" on the way to enhance the PC action games you play with your mouse - like First Person Shooters. There there's the infrared mouse, with thumb buttons and other cool little features. When we wrap our eyes around one of these babies, we'll review it in Hardware...

Sega have announced a few changes for the Dreamcast for it's US release (which should affect the hardware we receive here too). Basically, the internal modem is being upgraded to a 56k modem, as opposed to the 33k modem which exists in the Japanese machines. Also, Sega have confirmed that they will add DVD functionality to the Dreamcast "down the track". Knee-jerk response to Sony's DVD-based PSX 2? Hmm...

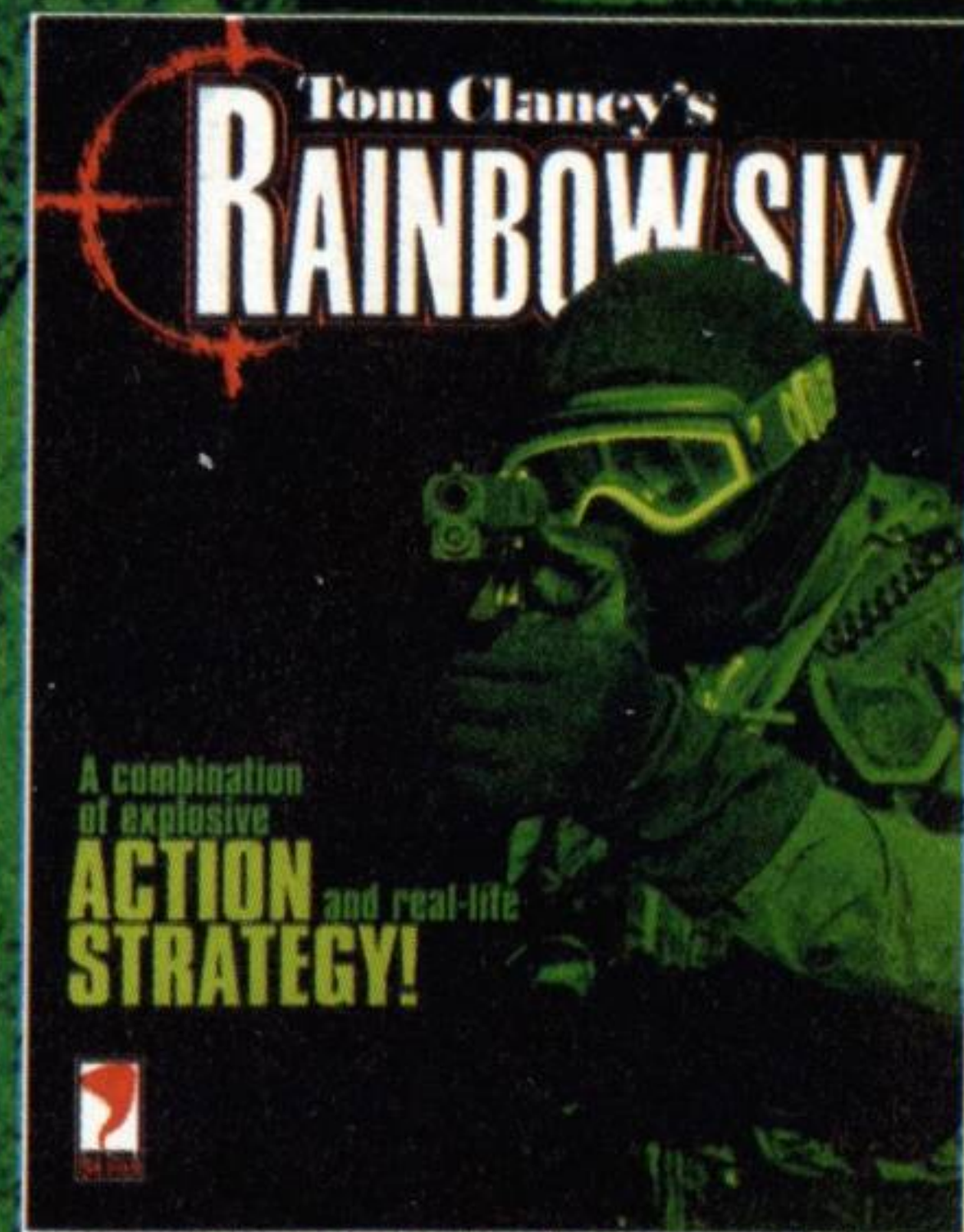
Rumours are circulating that a deal has been struck between SquareSoft and LucasArts to allow Square to develop a Star Wars RPG for the PlayStation 2! Supposedly the rumour originated from the Tokyo toy fair, where there was a behind closed-doors presentation of Star Wars product. If it's true, some of us can't think of a game we would anticipate more...

Hot news! Shigeru Miyamoto himself let slip at the Tokyo game show, that there is a Nintendo team developing a new Metroid game - possibly for the Nintendo 64. There is also the chance that they're starting work on the game for the next Nintendo console, though that seems a little premature. Hopefully, this means a new installment in the Metroid series, sometime in early 2000. Yes!

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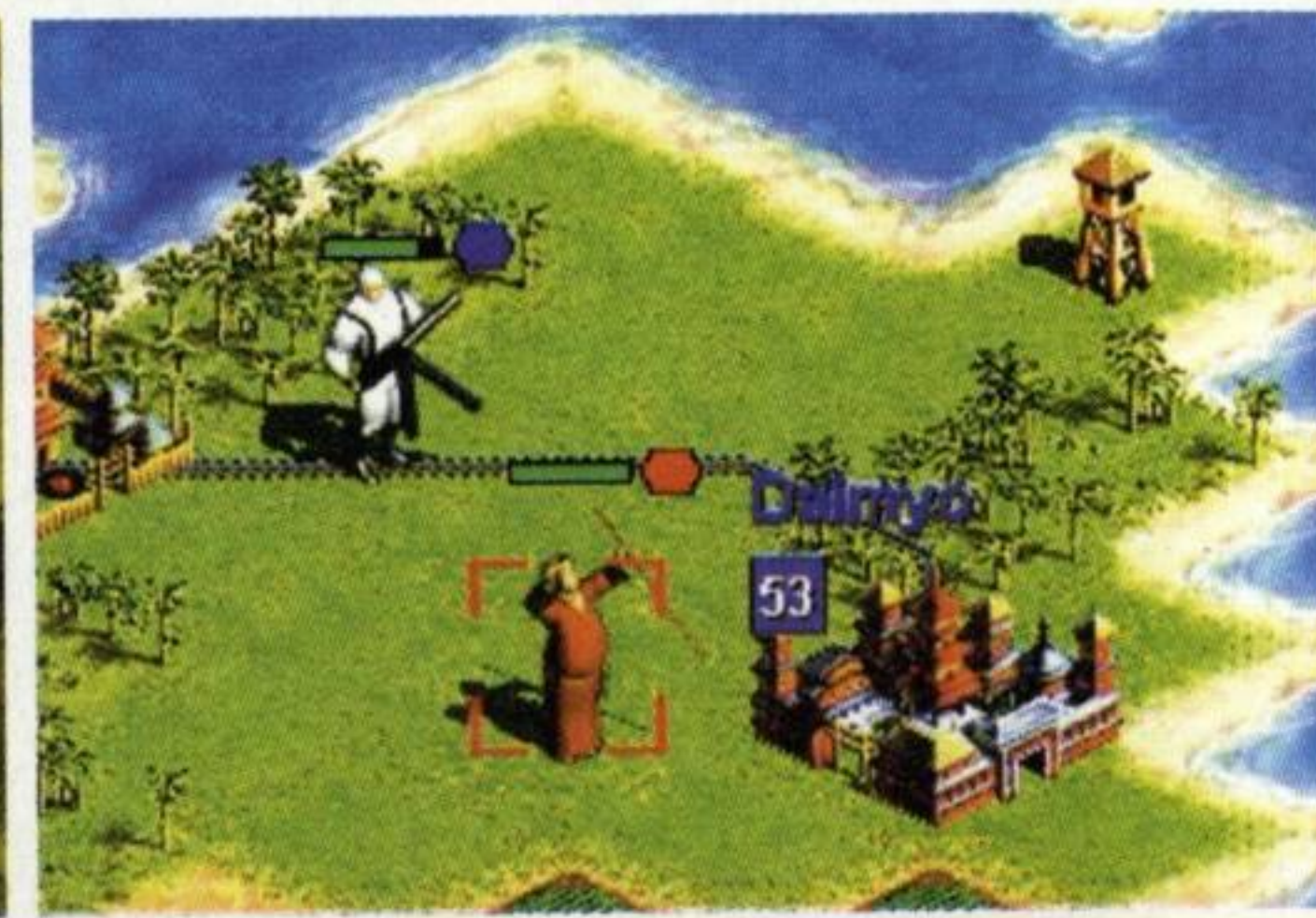
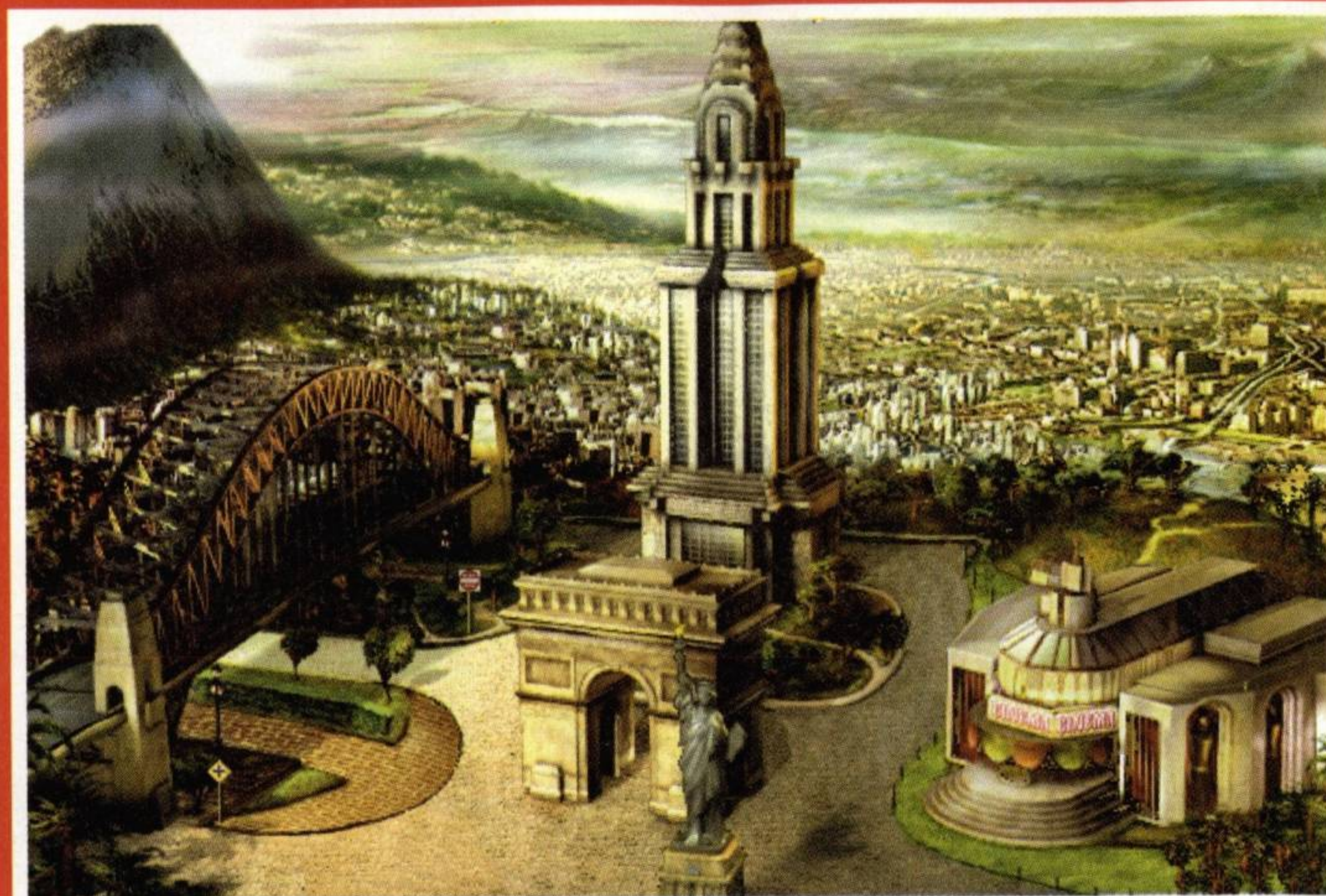


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ALL ENTRIES CLOSE JUNE 1ST 1999

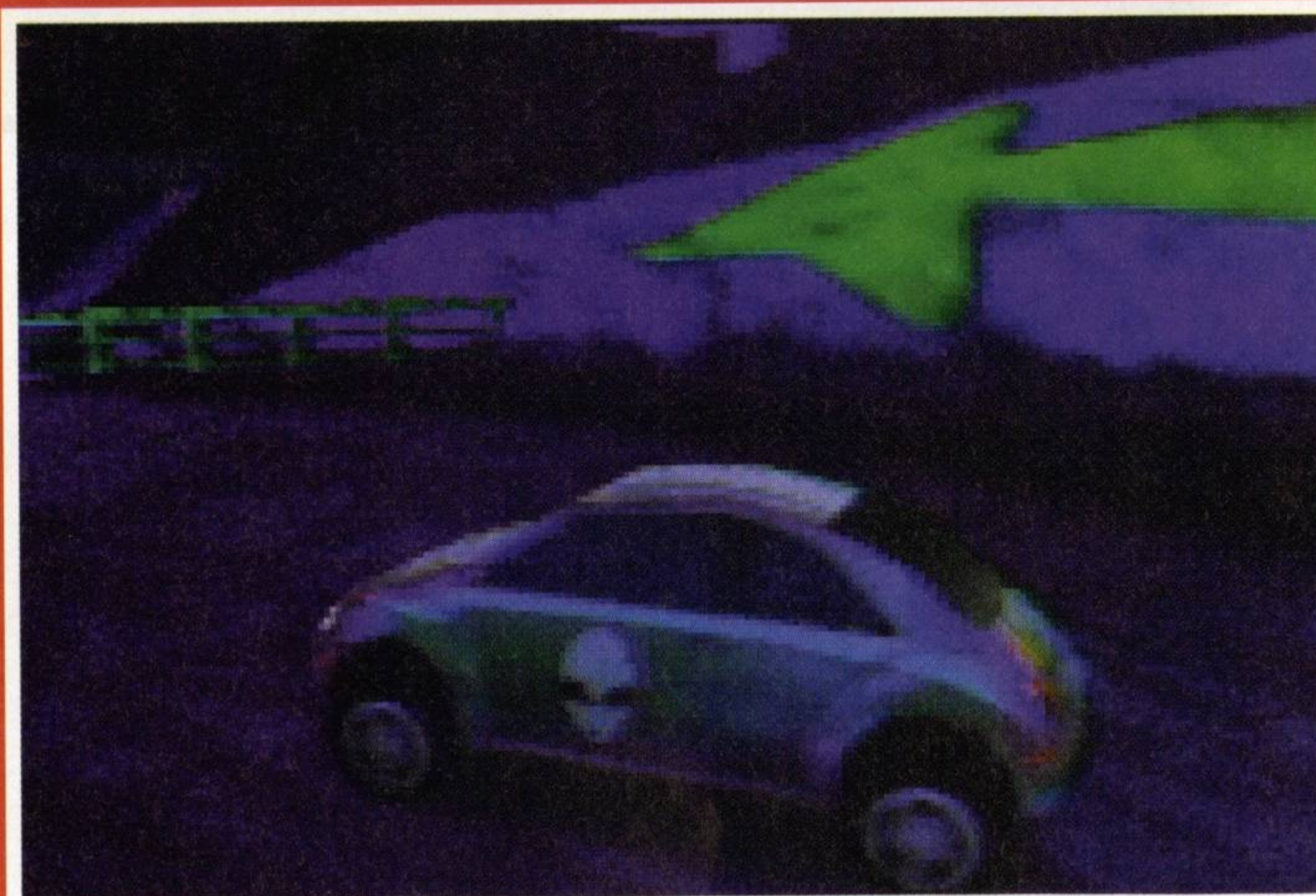
CIVILIZATION: CALL TO POWER

Most game sequels in a series generally get worse in most cases, however by some stroke of genius somewhere in the bowels of Activision, the Sid Meier proteges behind Civ: Call to Power have pieced together the best Civilization game yet! If you're even vaguely interested in feeling the warm fuzzy feeling of having God-like power (who's gonna argue with that?!), then slap your name and address on the back of an envelope and send in your entry to win one of five copies of Civilization Call to Power for PC that we have to give away thanks to the wonderful Activision. To be in with a chance to win, send us a drawing of what you think God looks like... we're going to regret this, I know! Do your best scribble, etching, oil-painting, digital scrawl or foray in texta and post it away to: **The Art of War, HYPER, 78 Renwick St, Redfern, NSW 2016.**



BEETLE ADVENTURE RACING!

Read the review! Beetle Adventure Racing is tops! It's not like the Nintendo 64 is in need of any new racing games, but here's an exception to the rule. Combining great single-player and multiplayer mayhem, Beetle Adventure Racing is a gem of a go-anywhere/do-anything racer. Electronic Arts displayed their enormous generosity by offering up five copies of Beetle Adventure Racing for the Nintendo 64 to giveaway to some lucky Hyper readers. To enter the comp, simply write down in 50 words or less, your idea for a cool racing game. The best five entries will win a copy of Beetle Adventure Racing for their Nintendo 64. Stick you answer inside an envelope and post it away to: **Feeling Racey, Hyper, 78 Renwick St, Redfern, NSW 2016.**



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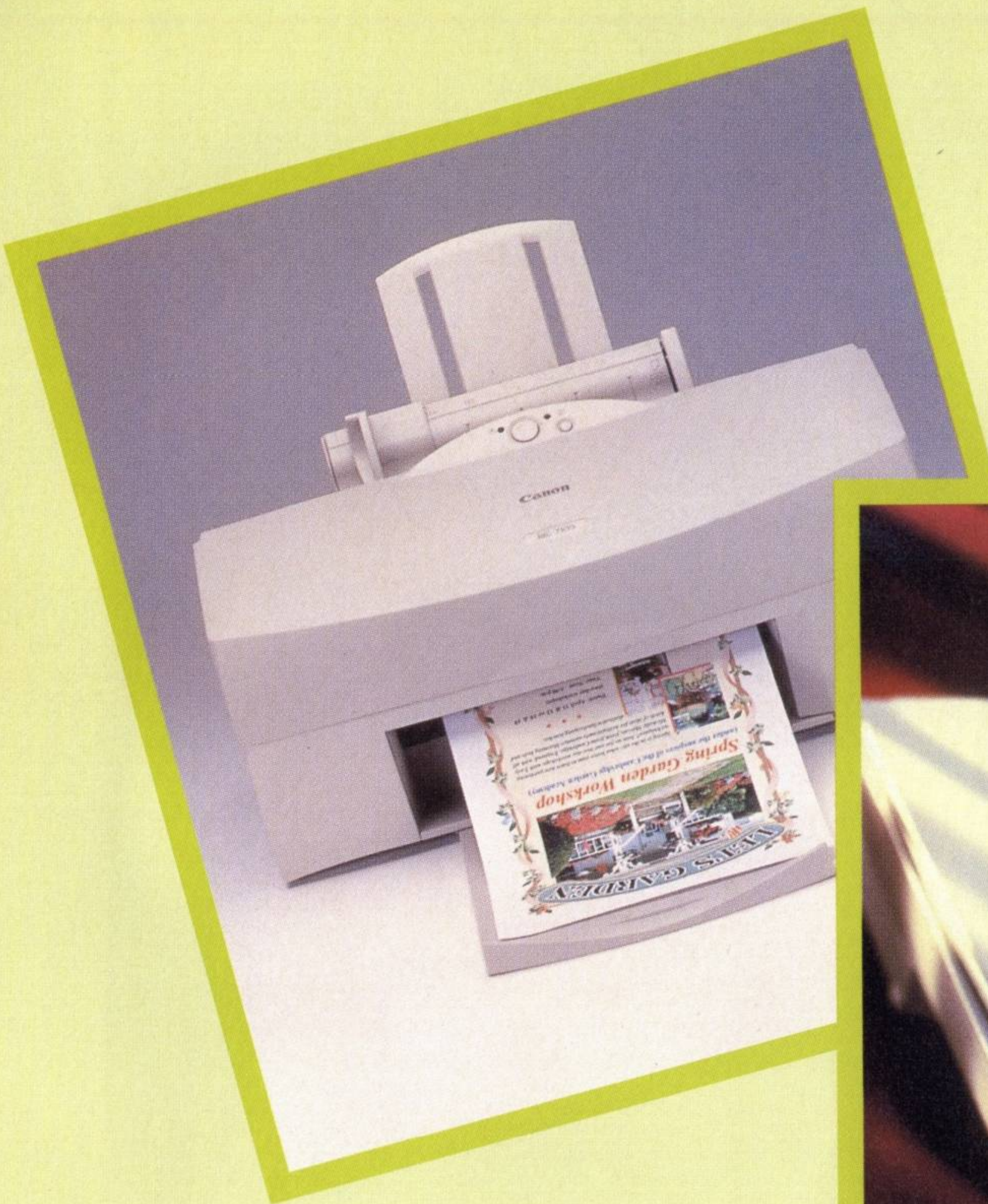


ARCADE



NINTENDO 64

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First Prize: Sony PlayStation, Jogcon, Ridge Racer Type 4: Alex Schmitz, SA
Runners up who receive Ridge Racer Type 4:
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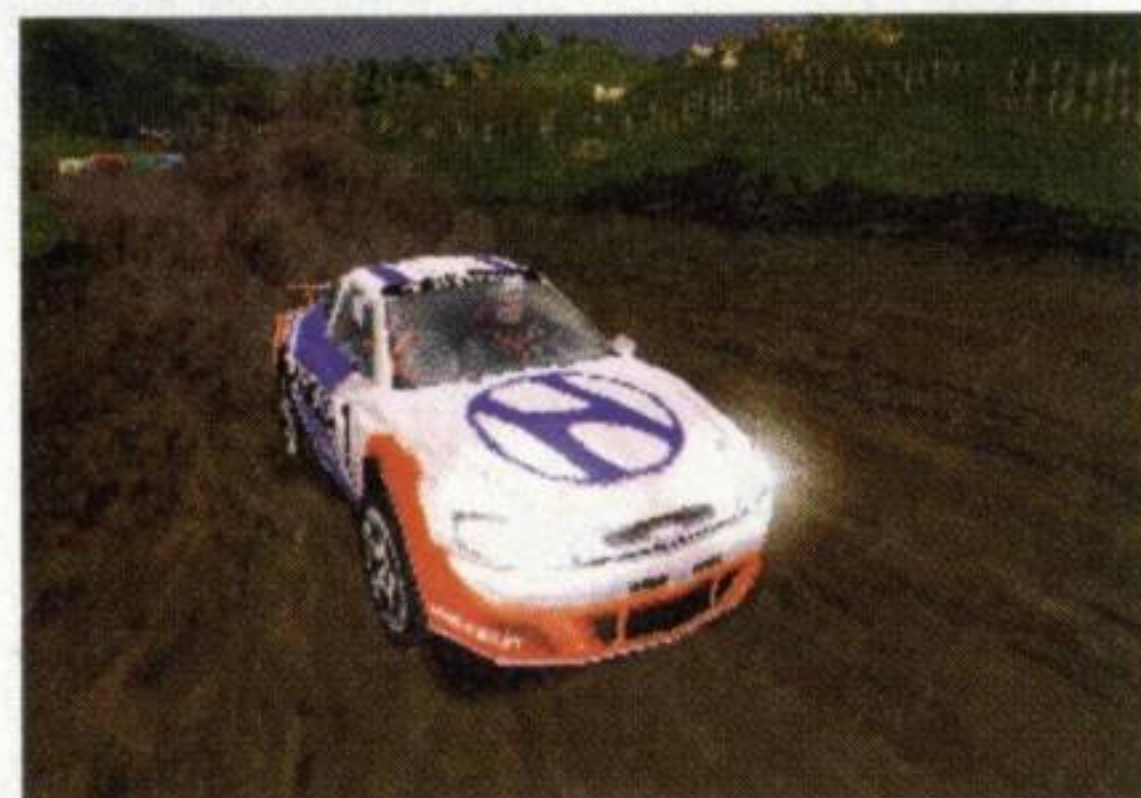
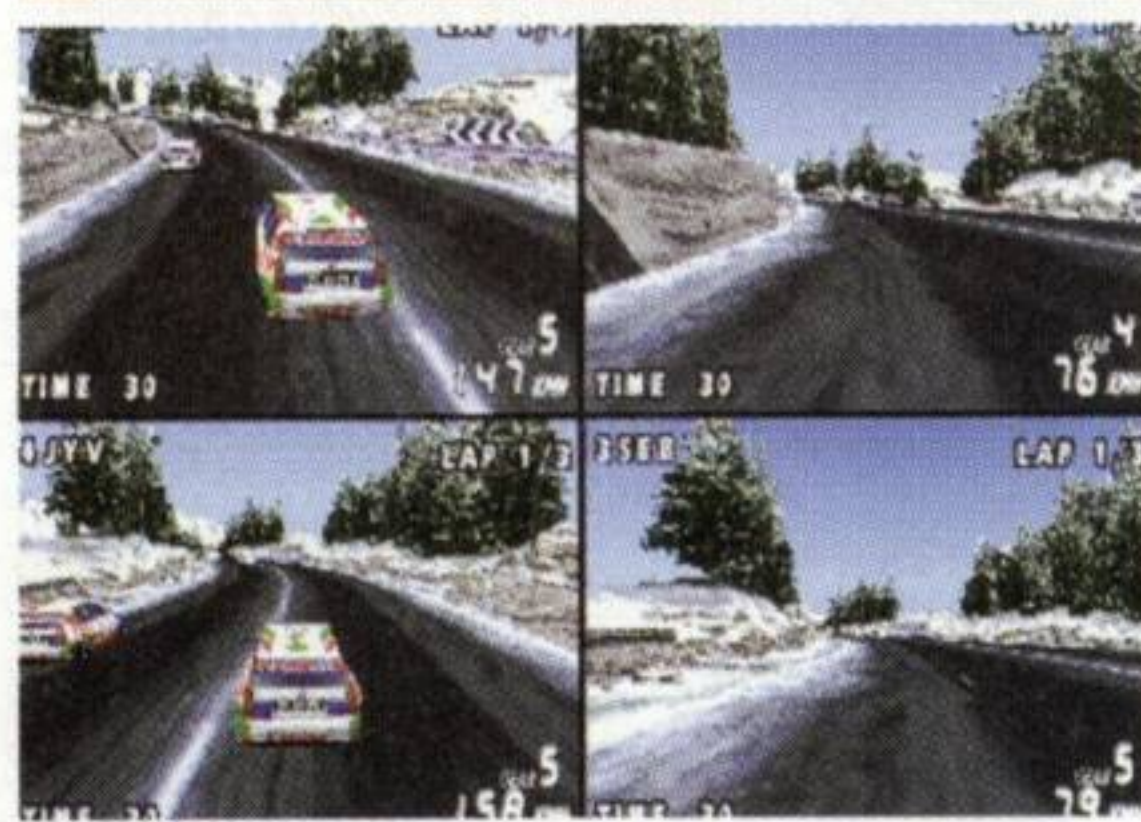
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V-Rally 2

PLAYSTATION

AVAILABLE: JUNE/JULY

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: INFOGRAMES

When V-Rally debuted on the PlayStation many moons ago, it was heralded as the best racing game on the system. Of course, since then we've had Gran Turismo and Colin McRae Rally, so the team behind V-Rally 2 will have to be offering something more than just an update of the original. Thankfully, it seems that they're quite aware of this, as V-Rally 2 seems to be a completely new beast. Sporting a brand new 3D engine, V-Rally 2 offers some exciting new tracks over 12 different countries which challenge



you to race through snow, dust, asphalt, mud, gravel and more. With over 20 new cars, all freshly-modelled with fancy lighting effects and improved dynamics, you will be able to race three of your friends on the one screen for some four-player rallying - with the link-cable option if you'd prefer more than a matchbox-sized playing screen. The game will provide the player with varying difficulty levels to drive through, allowing newbies to ease into the challenge, and experienced drivers to go straight for the tough courses. Full dual-shock controller support will also be provided. The team behind V-Rally 2 seem to have been studying some of the other leaders in the racing game field, so we can expect some pretty solid if not superior gameplay when we get our hands on it. Supposedly there will be a PC version, though it's not confirmed as of yet. We're also curious to see whether Infogrames include the track-editor which never made it into the final version of the original V-Rally.



Mechwarrior 3

PC

AVAILABLE: TBA

CATEGORY: MECH SIM

PLAYERS: 1-8

PUBLISHER: FASA INTERACTIVE



Going head to head with Heavy Gear II this year, is Mechwarrior III from FASA Interactive, the latest Battle-Tech title. Set in the year 3058, the houses of the inner sphere have combined forces to wipe out the clans - especially a deadly group called the Smoke Jaguars. Missions have been constructed so that missions don't necessarily have to have been successfully completed to continue through with the game (kind of like Wing Commander) - allowing for a much more non-linear and enjoyable campaign. Location hit damage in Mechwarrior 3 has been enhanced, right down to specific parts of limbs (not just general arms and leg areas), to add to the pseudo-realism of Mechanic combat. If your Mech loses a leg or two in one mission, you may find yourself having to salvage parts from other Mechs in your next mission to replace the parts you need. You may customise your Mech throughout the course of the game also, allowing for each player to have a Mech which truly feels like their own. You can equip up to ten weapons on your Mech for some pretty heavy-duty firepower, but overheating is still a factor, so whilst the action is intense, it requires some strategic thinking. Roughly 20 missions make up the single-player game, but there is also a Single Scenario option and of course Multiplayer Melee. Visually, the game is looking every bit as pretty as Heavy Gear II, so at this stage we'll have to wait and see just how good the gameplay really is.



Star Trek: Birth of the Federation

PC

AVAILABLE: TBA
CATEGORY: STRATEGY
PLAYERS: 1-5
PUBLISHER: MICROPROSE



With all the hubbub going down over Star Wars at the moment, we thought it'd be a good idea to see what was happening in the world of Star Trek gaming. This upcoming strategy title actually holds more promise than any previous Trek game in recent memory. Thanks to the inclusion of multiple races, the game can be played with an emphasis on resource management, combat or diplomacy depending upon who you choose to play as. Klingons have bonuses in combat for instance, whilst the Ferengi will fare better in trade and be more economic. There's also the threat of a Borg invasion hanging over the head of every player, which is very cool.

As you travel the galaxy, you can build outposts on new

planets, develop a star fleet and generally grow in the way that you think is beneficial to your objectives. Combat is played out in a turn-based system, so for those worried about long, tedious multiplayer games - can you play using a continuous play mode or a turn-submission mode. The game is controlled using a system of Star Trek style funky computer menus, but the combat actually uses a 3D engine for the space combat. Overall, there is nothing a Trek fan could want more than to get their hands on this very "Master of Orion" style strategy game. Review soon.



No Fear Downhill Mountain Biking

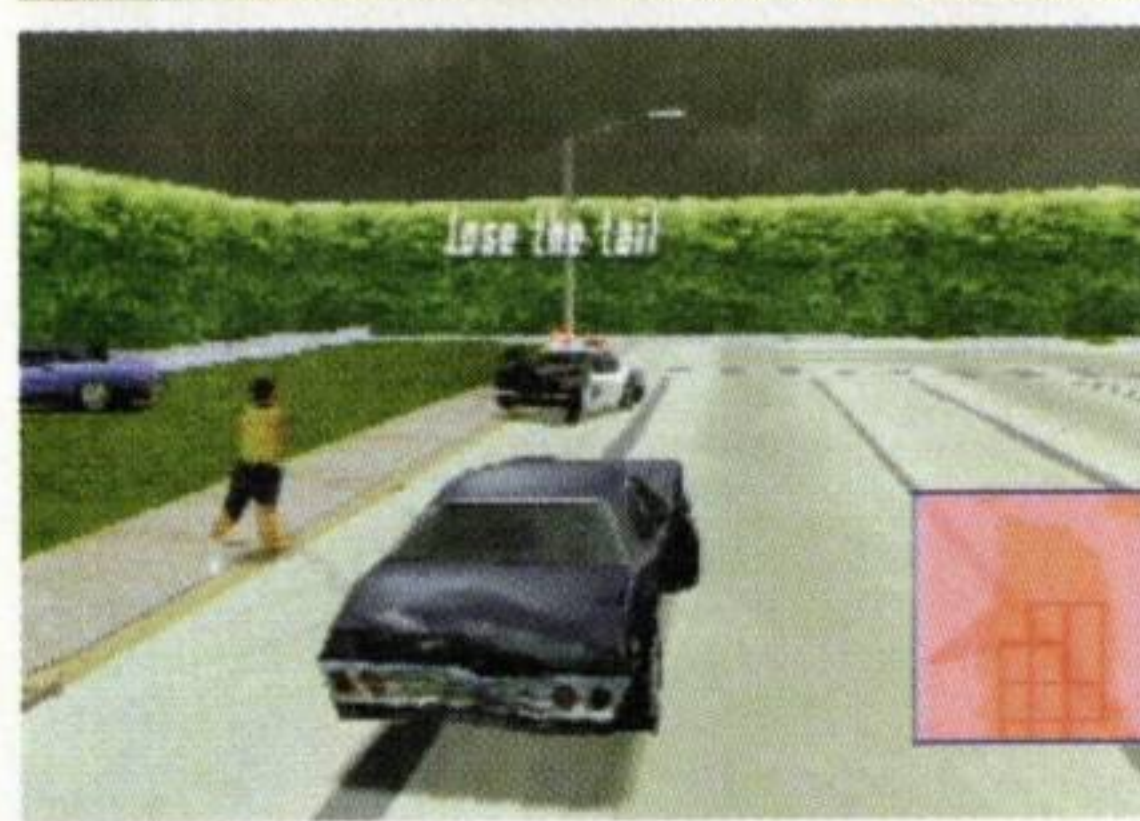
PLAYSTATION

AVAILABLE: JUNE
CATEGORY: SPORT/RACING
PLAYERS: 1-4
PUBLISHER: CODEMASTERS



From the reliable studios of Codemasters (makers of TOCA and Colin McRae) comes this Downhill Mountainbiking sim, with the official No Fear stamp of approval. Offering a full Championship mode, single race, time trial, trick modes and multiplayer options, No Fear Downhill Mountain Biking looks like a pretty complete package for those of you hanging out to pedal off the edges of rocky cliffs for laughs. As you successfully complete races, you can purchase upgrades for your bike and eventually cycle some mean machine out of any cyclist's dream against some very agile computer opponents. Mastering the art of front and rear wheel braking, hops and when to ease off the pedal is not as easy as it looks, making this a bit more of an attempted sim than arcade game. The Dual Shock controller is supported for some well-timed bumps and jolts, however at this stage in development, the controls feel rather touchy and simply surviving a fast paced downhill race is damn difficult. Whilst the animation seemed pretty smooth and the game was certainly fast (especially using the handle-bars camera perspective), there was some noticeable pop-up and tearing problems. When we receive a finished version of No Fear Downhill Mountain Biking, we'll run it through it's paces and get the low down, on this promising sport sim.





Driver

PLAYSTATION

AVAILABLE: JUNE

CATEGORY: DRIVING/ACTION

PLAYERS: 1-2

PUBLISHER: REFLECTIONS



Driver has instant appeal. How can you resist the challenge of trying to outrun the cops through city streets in your pumped-up chevy? The catch here is that you're actually a good guy, it's just that the cops don't know that yet... Driver attempts to capture the thrills and spills of big Hollywood car chases. Blitzing your way down the highway, only to pull a handbrake turn into some sidetreet to pursue the scumbag you're tailing, or

sneaking through the teeniest gap in a police road block whilst trying to shake the police car which is trying to run you off the road - this is all about hilarious collisions, break-neck speed and devious mission objectives. The car handling feels good, the visuals are clean and smooth and the physics seem accurate and dynamic. Like Gran Turismo, you can have almost more fun watching the replays than playing the game. Even after your first spin, you'll want to check out the extensive replay mode which allows you to position cameras anywhere in the game - from inside your opponent's car to the heads of passing pedestrians! Hilarious to play, and hilarious to watch. The version we previewed was almost complete, and already Driver is looking like a winner. If you don't take your driving games too seriously, then keep an eye out for this one... and our review of course.



Duke Nukem: Zero Hour

NINTENDO 64

AVAILABLE: TBA

CATEGORY: ACTION

PLAYERS: 1-4

PUBLISHER: GT INTERACTIVE



He's back. The cigar-chomping, gun-toting, stripper-befriending, buffed-up, fashion-victim that is Duke Nukem. Strange to see him return to the Nintendo 64 console so soon, but seeing as some scummy aliens have taken over the Earth, it seems only natural that Duke step in to kick their green asses back to whatever planet they came from. Again, this is a third-person Duke game (like the PlayStation Duke title Time To Kill), though still very much the shoot 'em up. Duke must piece together a time machine and travel through 22 levels of carnage, so expect to see some real variety in the environments... from Victorian London to alien motherships. Visually, this is looking very pretty - the game seems to be packed with colour, special effects and guns bigger than Duke's ego, and Zero Hour will support the memory expansion pak for that super-spesh High Res mode which is becoming more and more common thank goodness. In fact, there are 20 weapons for Duke to play with, as well as a variety of funky Bond-like utilities. Duke Nukem Zero Hour also offers a two and four player Deathmatch mode, which could be quite amusing - going the tonk with friends equipped with weapons of mass destruction is always a good laugh. The politically correct need not stop for this one...





Things have been pretty quiet in the land of Cobbo ever since Croc banished the evil Baron Dante... tupperware parties, blue-light discos - that sort of thing. Croc is pretty eager to get out there on another adventure, and when he finds a message in a bottle on the beach, he pleads with King Gobbo to let him go find whoever wrote the note. No, he doesn't find Kevin Costner, but actually a family of Crocs in the outside world who are looking for Croc himself... that's the basic premise behind this sequel to the cute platformer Croc. Argonaut software have spent many late nights, re-inventing Croc to bring us a whole new, exciting piece of platforming action. Visually, Croc 2 is looking very much like something you would expect from Rare studios - lush, colourful and cartoony 3D platforming environments with lively characters and shades of humour. Whilst the first Croc was no show-stopper, we have some confidence that Croc 2 will attempt to be everything the first game wasn't. Croc himself will have new moves, the environments will require some radically different gameplay from the original, and the general level of co-ordination required will be higher than the simplistic gameplay of the original. Promising.



Croc 2

PLAYSTATION/PC

AVAILABLE: TBA

CATEGORY: ACTION

PLAYERS: 1

PUBLISHER: FOX INTERACTIVE



toony 3D platforming environments with lively characters and shades of humour. Whilst the first Croc was no show-stopper, we have some confidence that Croc 2 will attempt to be everything the first game wasn't. Croc himself will have new moves, the environments will require some radically different gameplay from the original, and the general level of co-ordination required will be higher than the simplistic gameplay of the original. Promising.

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House of the Dead 2

DREAMCAST

AVAILABLE: TBA

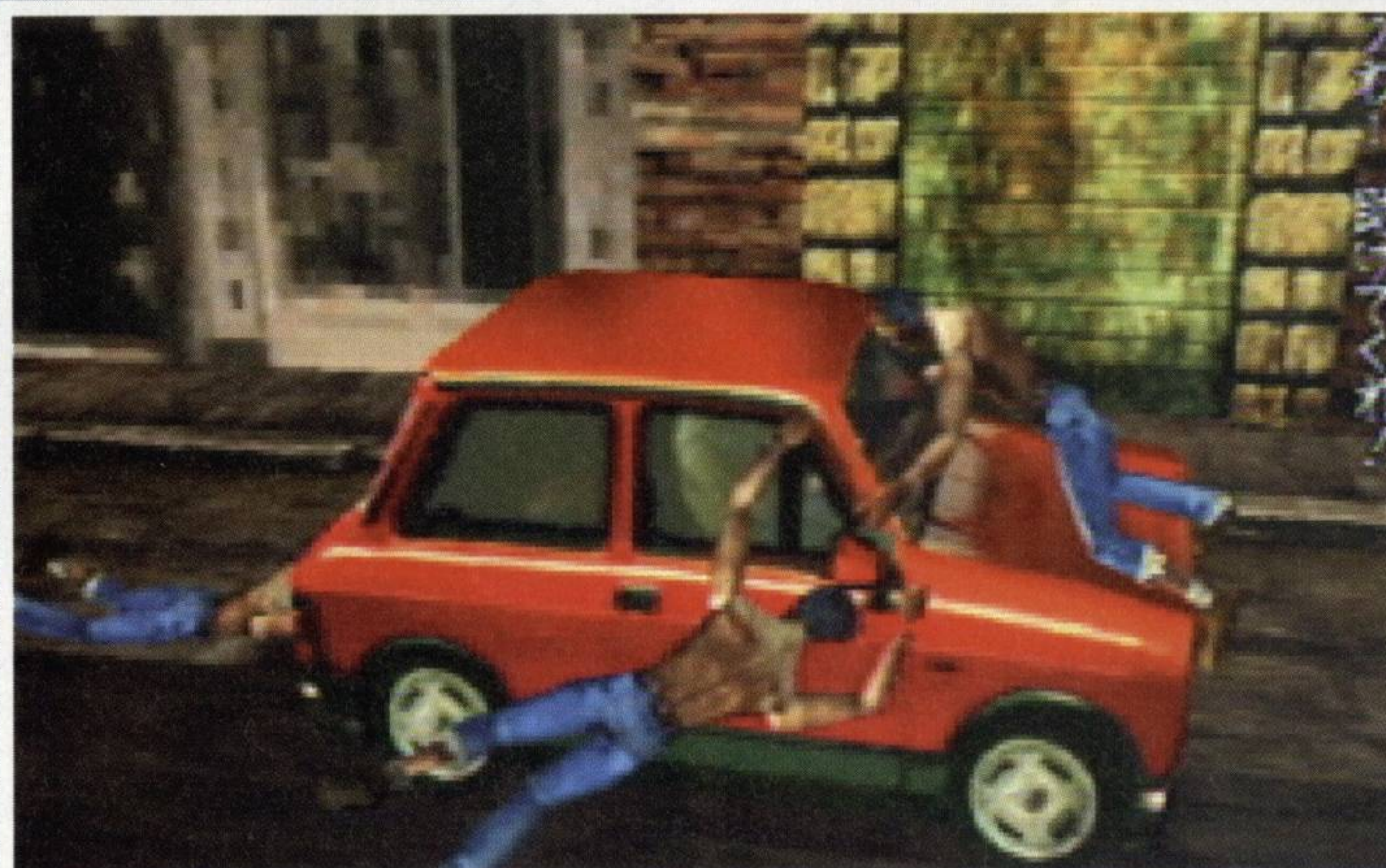
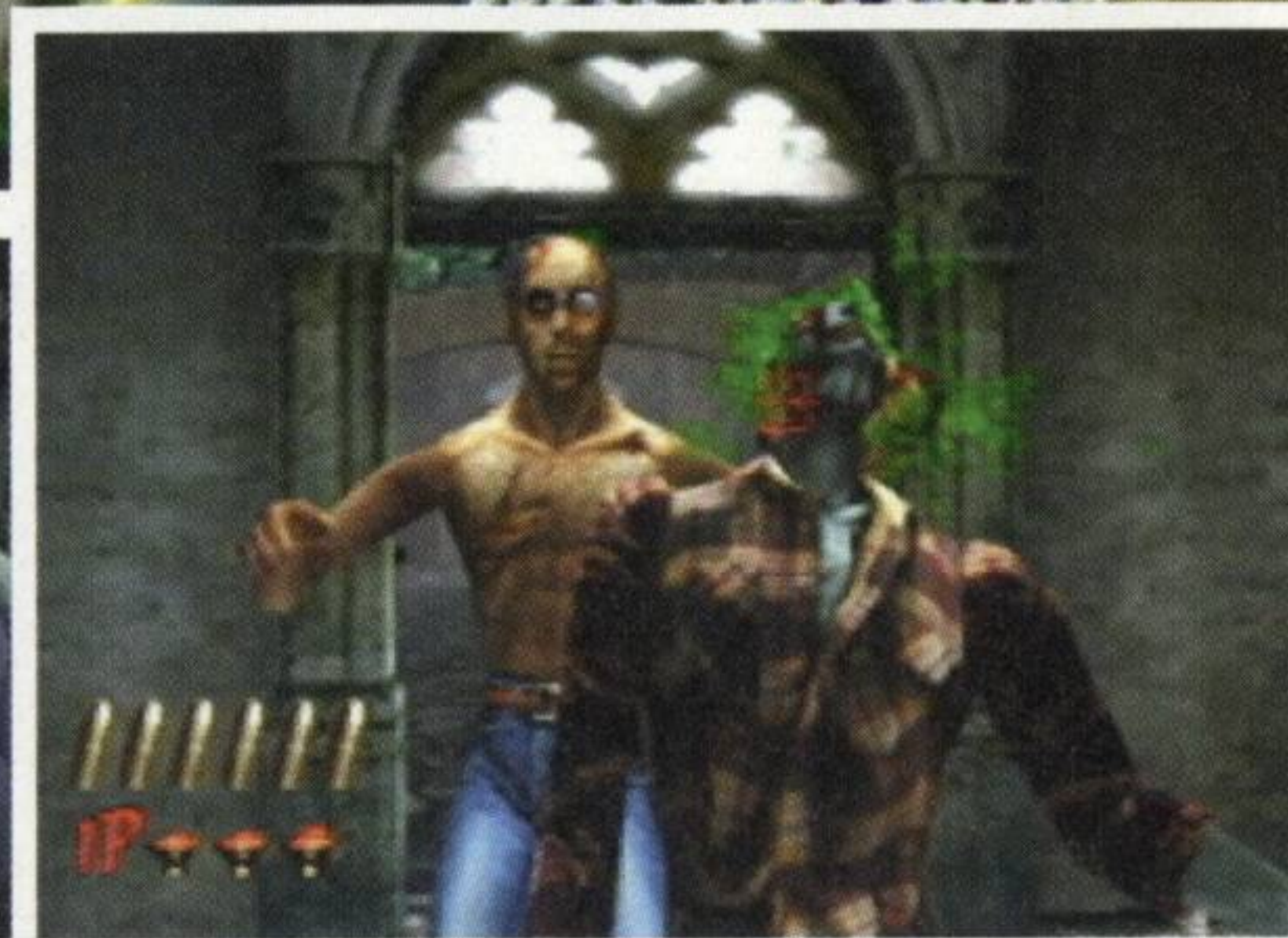
CATEGORY: LIGHT GUN SHOOTER

PLAYERS: 1-2

PUBLISHER: SEGA

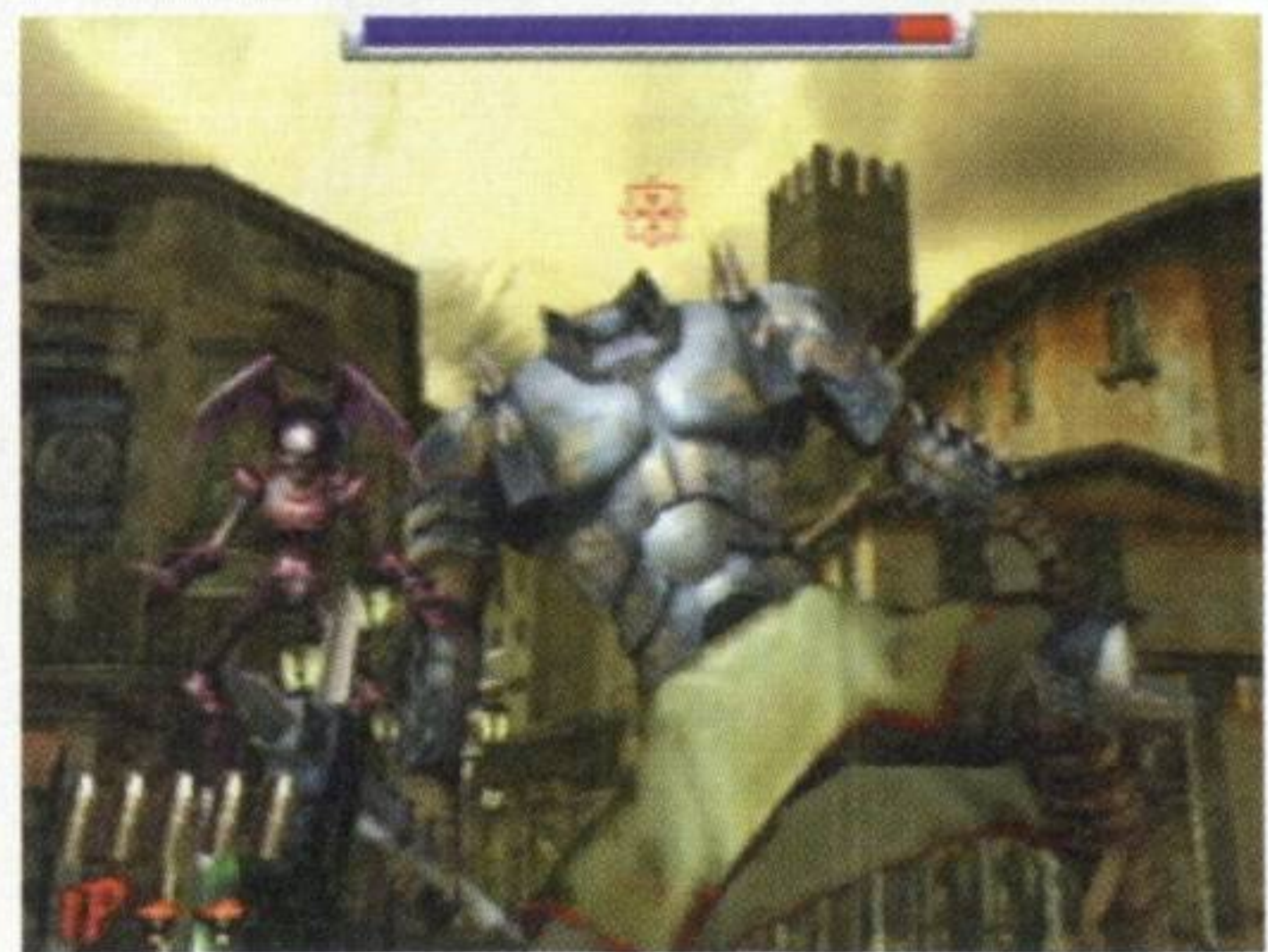
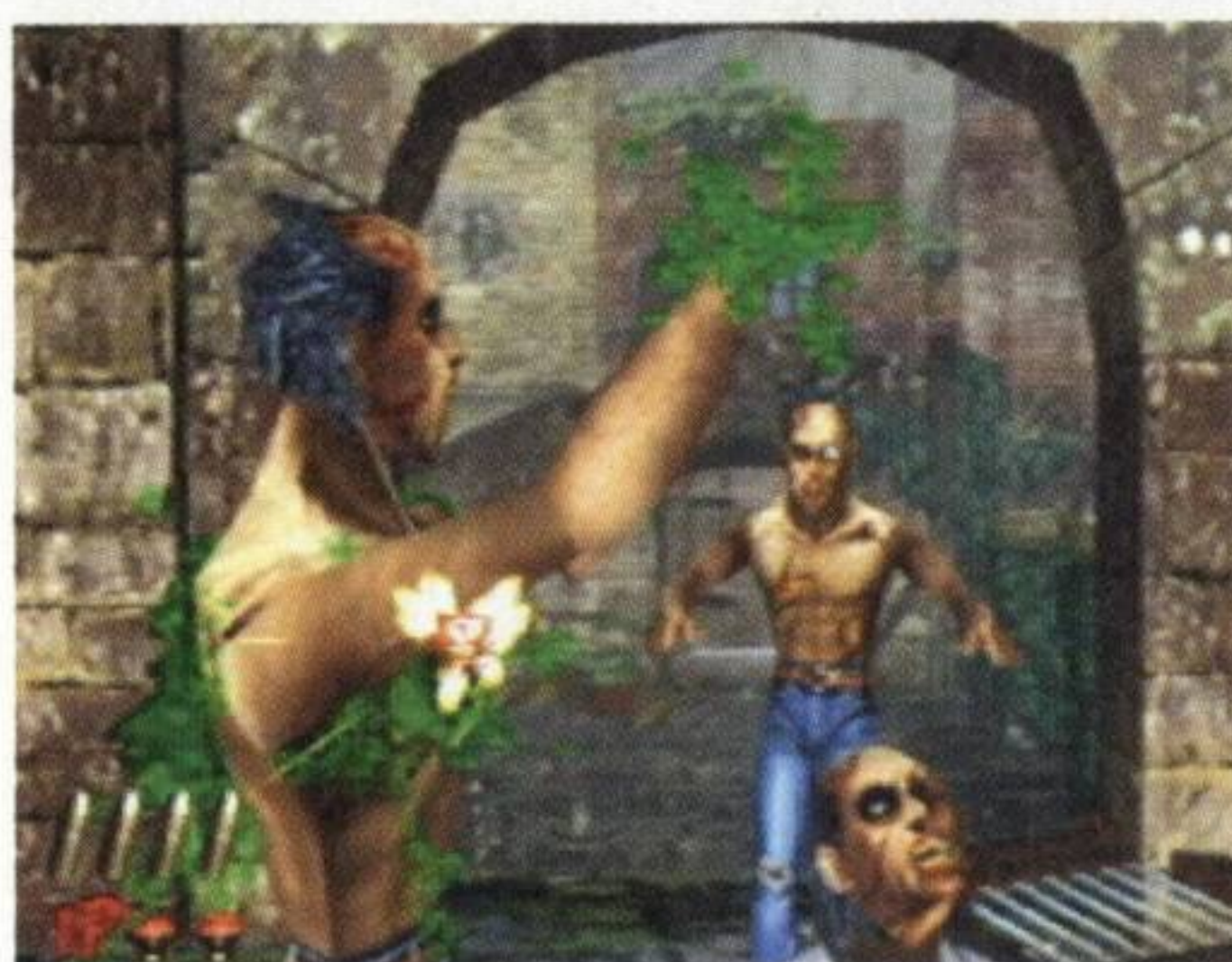
Finally, two Dreamcast games which prove the machine is capable of arcade quality action in your living room. Whilst Dan was happily pulling off Supers in *Marvel Vs Capcom*, I took to the zombie-filled streets in *House of the Dead 2*. Using the new Dreamcast Light Gun, *House of the Dead 2* is everything you could really have hoped it would be from the arcade. So much so, that you may have to set up a little curtain around your television and get your friends to show you some ID before you allow them to play! You could go so far as to say that this port is 100% arcade perfect, and Sega have even included new features for the console version.

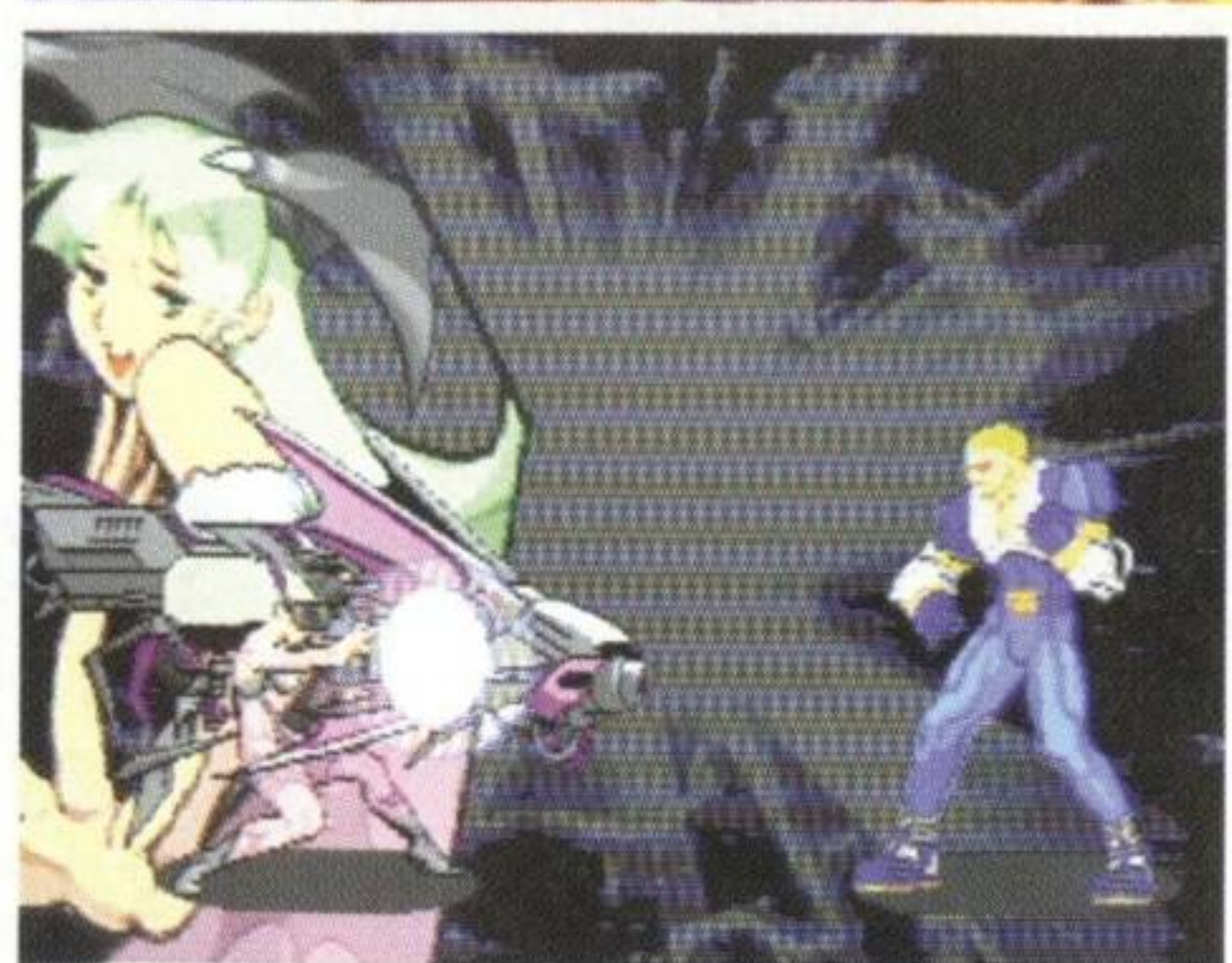
First up - the visuals. The Dreamcast has absolutely no problem in reproducing all the 3D backgrounds, the detailed textures and all the animation of the arcade title at a gorgeous arcade-quality framerate. The zombies and assorted beasties all look incredible as they lumber towards you, eyes rolling in their sockets and rotting limbs brandishing axes and knives. This looks so good, it's actually scary to play! There's really nothing bad you can say about the visual treat which is *House of the Dead 2*, other than the annoying addition of a white flash of light whenever you fire your gun, which can just become a tad distracting. Other than that, this is the first console game which TRULY reproduces an arcade experience!



Besides the standard Arcade Mode, Sega have added a Training Mode where you get challenged to pick zombies off frightened civilians or survive with a limited amount of ammo and also the Boss Mode where you can practice your eye without the fear of not making it to the next stage. Anyone who has played *House of the Dead 2* at the arcades will be aware of the multiple paths which are available depending on how well you shoot. Well, it's all here, and whilst Light Gun games can become repetitive after a while, the multiple paths help to assure that you'll come back for more after you've played through the entire game. One odd problem we discovered was that there was no option to turn down the cheesy music, even though during some cutscenes it was impossible to hear what the characters were saying thanks to the widdly-widdly guitar hero doing his best to impress the chicks. Ah well. That's no real drama, as the voice acting was crap anyway. When the Dreamcast hits our shores, this will be a must buy.

Eliot Fish





Marvel vs Capcom

DREAMCAST

CATEGORY: FIGHTING

PLAYERS: 1-4

PUBLISHER: CAPCOM

Capcom never ceased their support of the Saturn, and it would seem that they're all set to carry on their support for the Dreamcast. While this game has only seen minor improvements from the "Street Fighter" style games before it, the fact that it's arcade perfect out of the box make it an immediate winner.

As the name implies the character lineups include some of the more popular characters from Capcom games, and from the various Marvel comics. Like in X-Men vs Street Fighter, you choose two characters and can tag your buddy in and out, and of course do a double super, where both characters appear at once to flatten your enemy. Marvel vs Capcom takes the idea further by allowing you to not only tag your partner in, but have both characters stay to fight at the same time. When playing single player you perform a move for one character, and then the other, so the possibility for devastating combos is almost limitless.

But wait... There's more. If you have four controllers you can play "Cross Fever" mode, which lets each individual play as a single character, and when both characters are on at the same time, players can control themselves properly. Both teams can do this, so it's possible to have all four characters on screen at once fighting it out (this does lead to severe confusion though).

Finally, there is also the introduction of a third "support" character, who you can call in to launch a special attack. This character can only be called upon a limited number of times, but there are so many support characters that this will always remain a confusing element for your enemy.

This was our first real test for the Dreamcast Arcade stick, and we're happy to say that it certainly was far better than the standard Dreamcast control pad for this style of game, although some of us found the old Saturn pad easier to use for this style of game than the DC stick, so it's far from perfect.

On a technical level, this game didn't slow down, even with four characters on screen at once all performing supers, so it would seem the Dreamcast is more than capable of handling any amount of furious 2D visuals.

With this, Virtua Fighter 3, Dead or Alive 2 and Soul Calibur all coming for the Dreamcast, it already looks like the best fighting game console yet!

Dan Toose



UPCOMING RELEASES

The complete guide to what's coming out over the next month here in Australia



DAIKATANA



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SHADOWMAN



V-RALLY 2

★ Hot stuff on the way...

PC

JUNE

All-Star Golf
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Breakneck
Daikatana ★
Fighting Steel
Flash Point
Heart of Darkness
Outcast
Rayman 2
Revenant
Shadowman
Snowmobile Racing 2
Wargamer: Napoleon 1813
Warhammer: Rites of War

PlayStation

JUNE

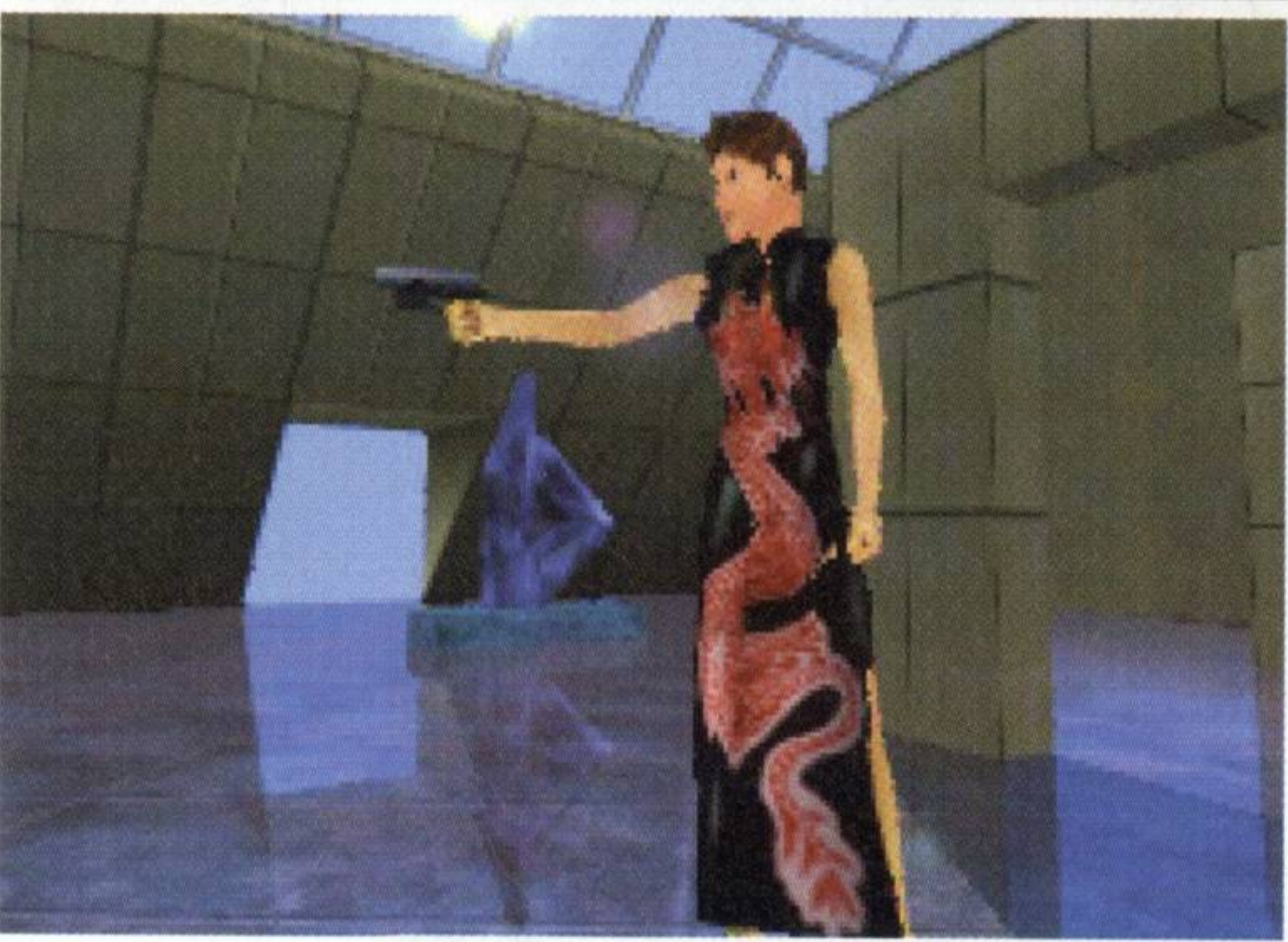
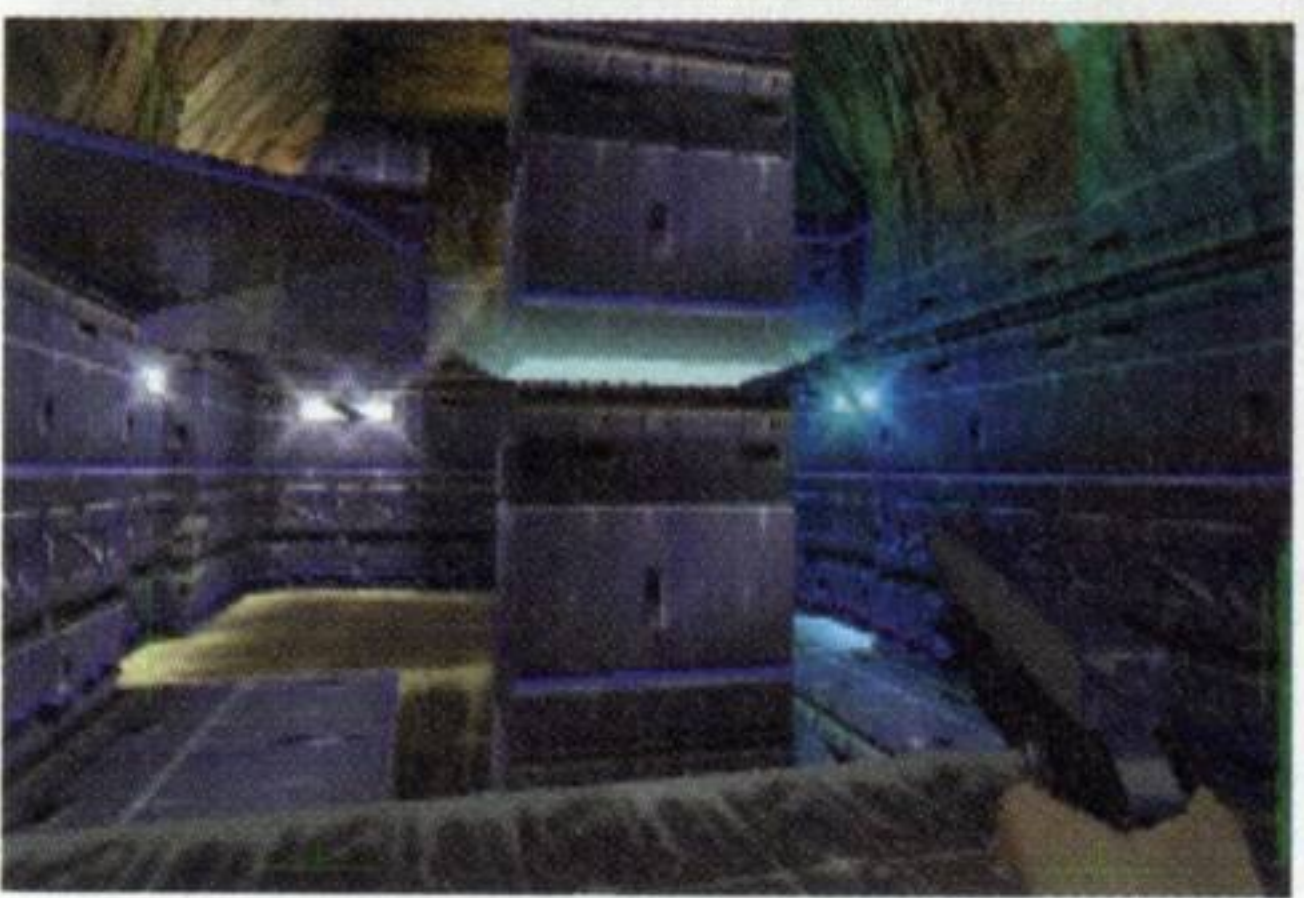
Bugs Bunny Lost in Time
Castrol Honda Superbikes
Centipede
Discworld Noir
Driver
Evil Zone
G-Police Adventure
Gekido
Grand Prix 500cc M.Bikes
Kingsley

Legend of Kartia
Mission Impossible
Mucho
NBA Pro '99
NHL Pro '99
PGA European Tour Golf
Rampage World Tour 2
Shadowman
Smash Court Kournikova
Superman
UEFA Striker
Um Jammer Lammy ★
V-Rally 2 ★
Wheel Nuts

N64

JUNE

Assault
California Speed
Dethkarz
Duke Nukem: Zero Hour
Earthworm Jim 3D
Harrier 2001
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Monaco Grand Prix
NBA Pro '99
NHL Pro '99
Rat Attack
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Rugrats
Shadowman ★
Superman



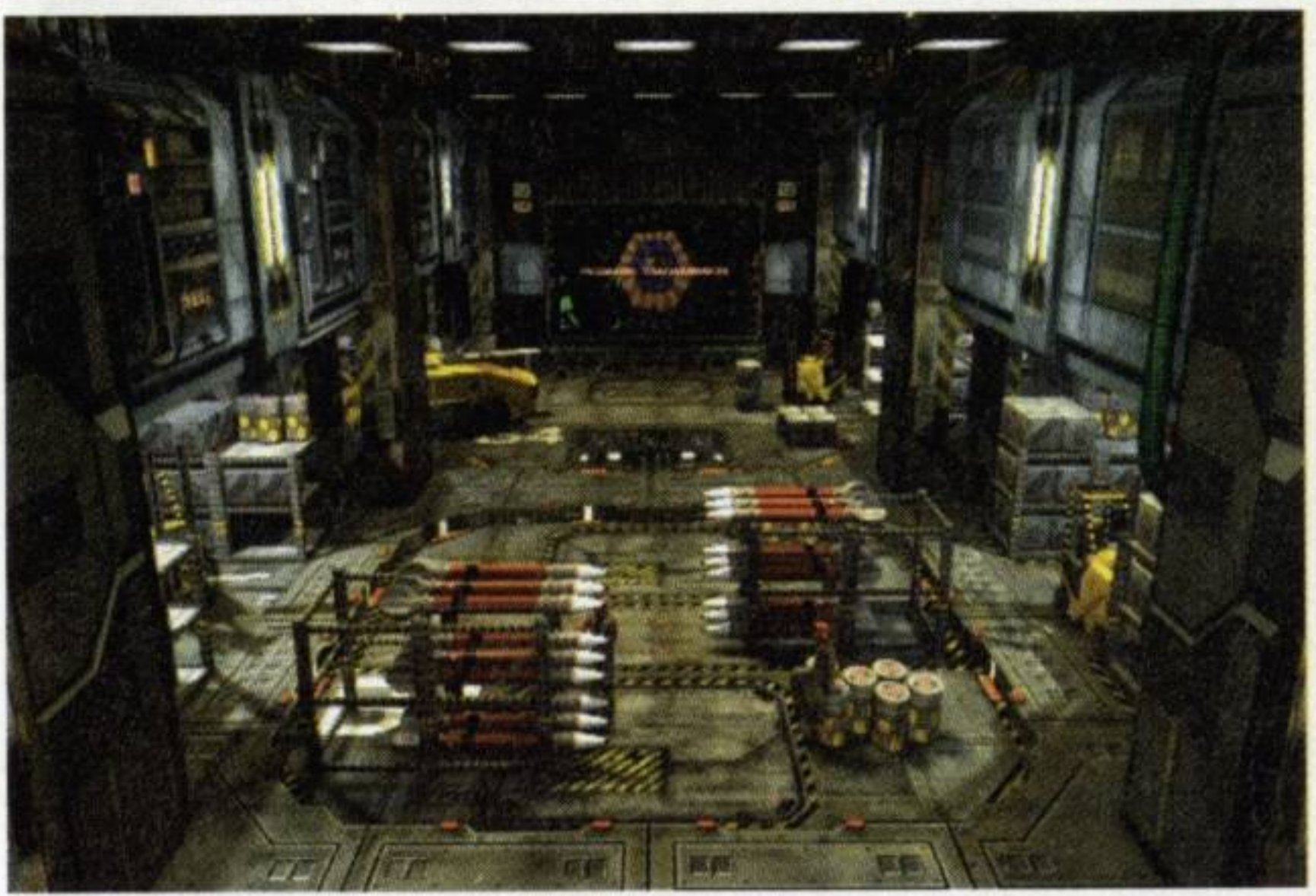
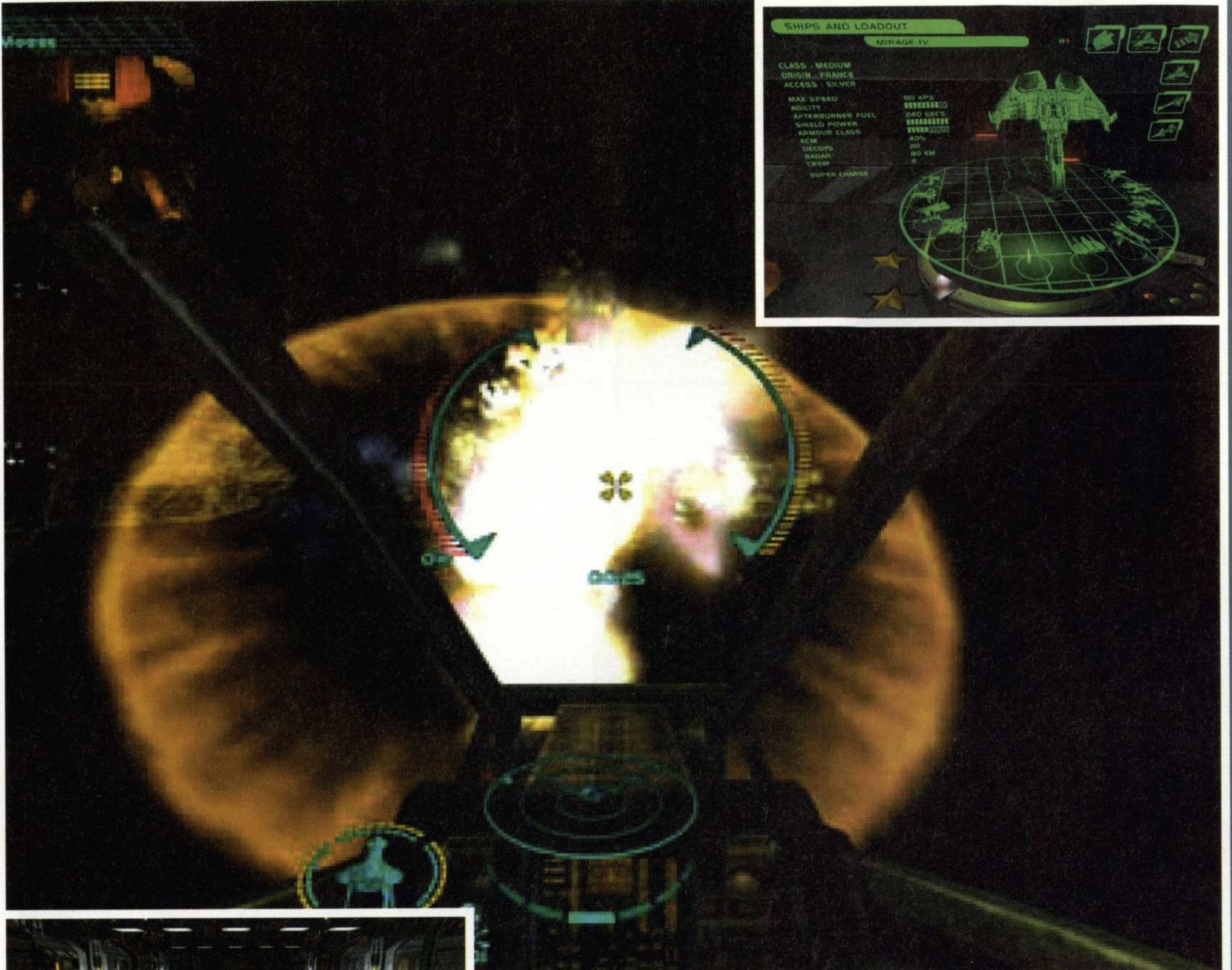
Perfect Dark

NINTENDO 64

RARE/NINTENDO

Coming soon from Rare, along with Donkey Kong 64 and Conker's Tale is the incredible-looking console shooter, Perfect Dark. Utilising the Nintendo's memory expansion pak, Perfect Dark features some gorgeous-looking high-res environments, which is particularly impressive for the normally blurry-looking Nintendo 64. We're hoping the gameplay is right up there with Rare's usual top standard.





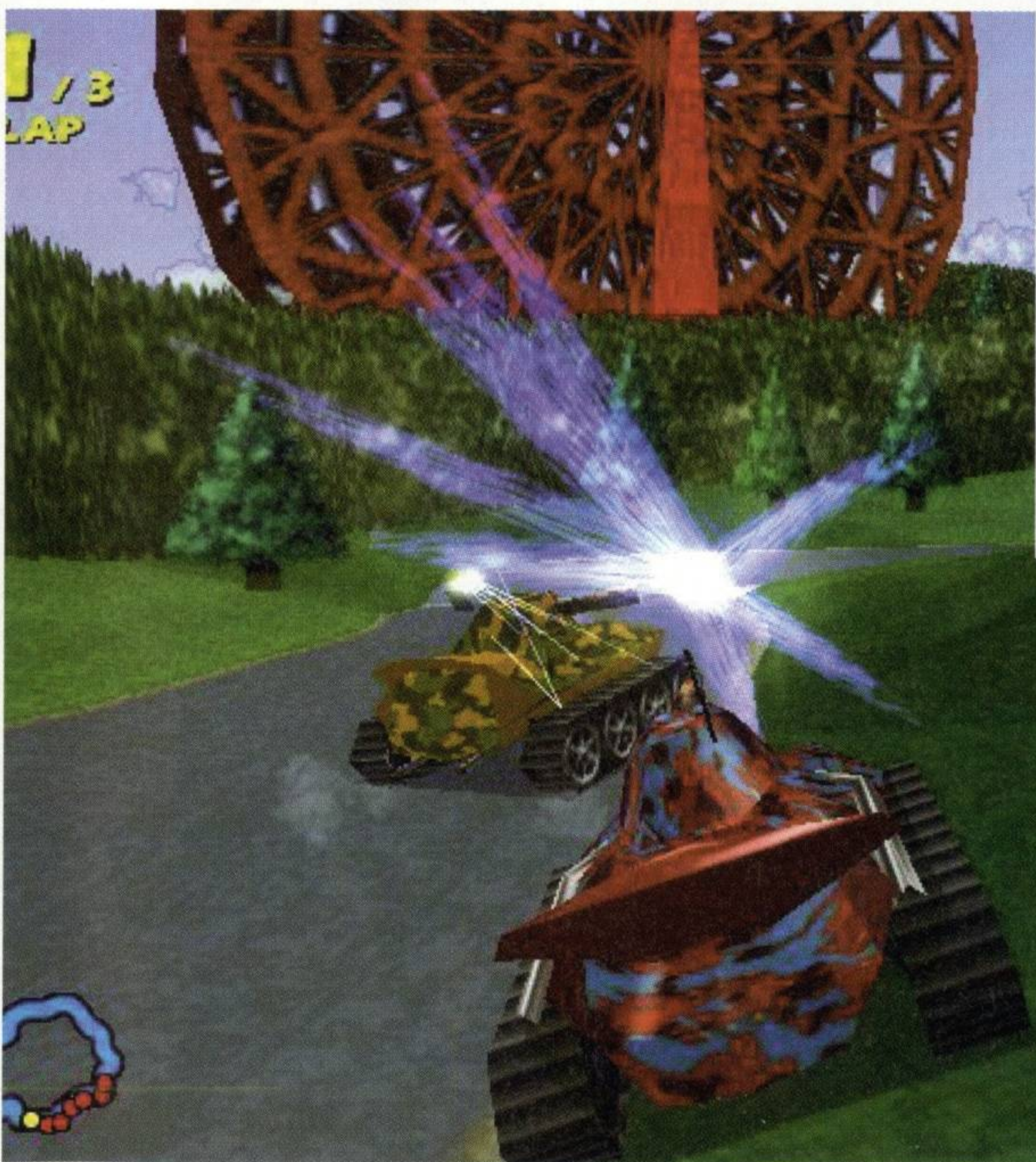
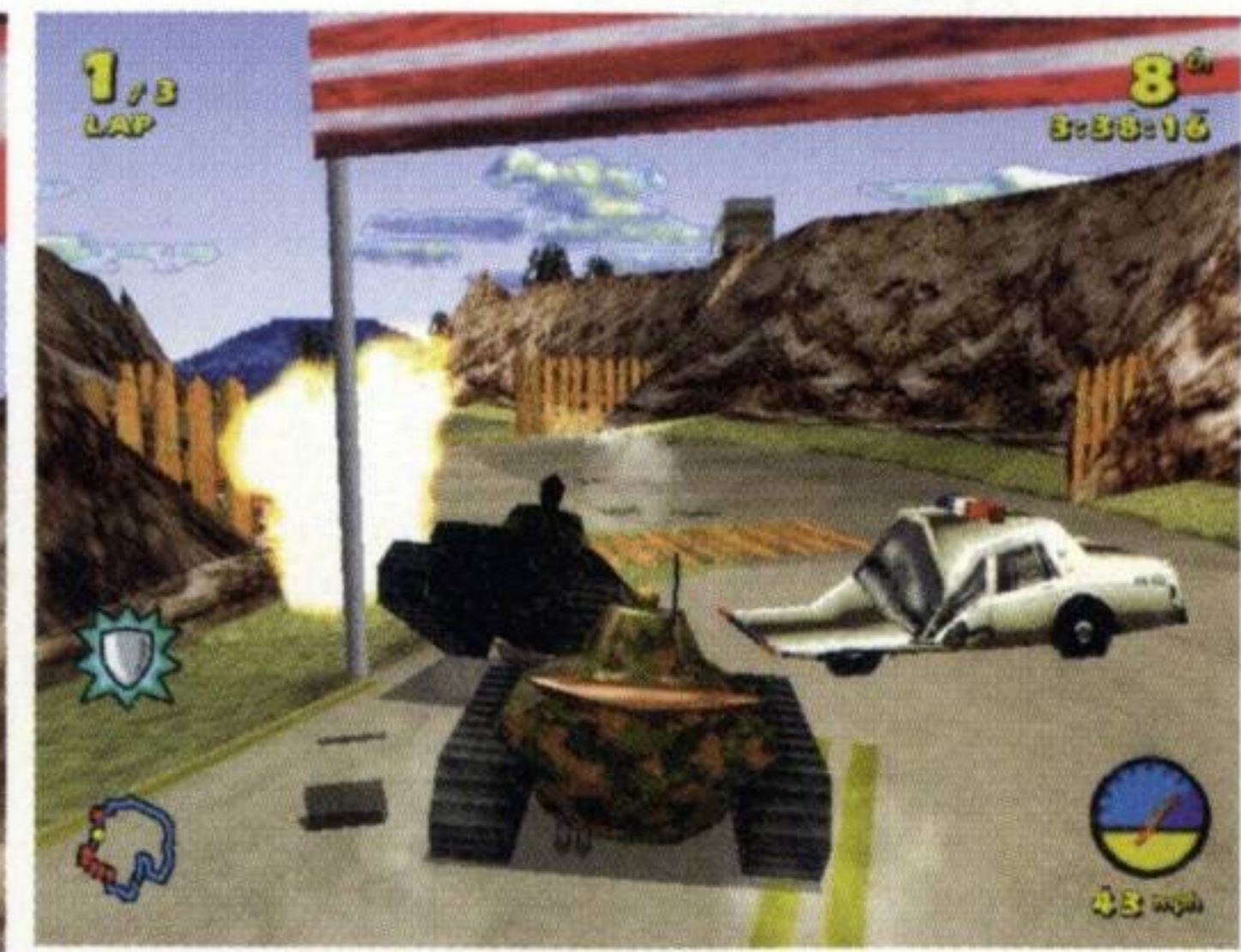
Starlancer

PC

MICROSOFT

Looking very Descent: Freespace inspired, Microsoft are tweaking Starlancer as we speak - and it's looking like they have a very sexy space combat game on their hands. Starfields, motherships, weapon effects... Starlancer doesn't hold back when it comes to pushing your 3D hardware to do some eye-popping stuff. We're also very much looking forward to Freelancer...





Tank Racer

PC/PLAYSTATION
GROLIER INTERACTIVE

Sounds like this could be one great multiplayer game... over 22 different tracks, powerups scattered around and 15 different tanks to choose from, makes for some interesting racing/combat style gaming. You wouldn't think a tank would be such a great racing vehicle, but when you have a big fat gun on your roof...

VOODOO 3 VS TNT 2

Which of the next generation video cards should you buy!?

With the release of the Voodoo 3D accelerator cards, PC visuals jumped to levels that not even the more optimistic gamers had expected for some time. Once people saw the dramatic difference between playing a game in software, and playing in Glide, PC gamers readily accepted that there was now a new expense that came with building the perfect gaming PC.

We also saw other brands of 3D acceleration make an appearance, but all failed to get the job done like the Voodoo. Power VR, Riva 330, Rendition... all had their merits, but 3DFX were staying out in front with apparent ease. The Voodoo2 then just crunched those number a little harder, and the wealthier PC gamers could indulge with two cards in SLI and get unmatched performance at 1024 x 768 resolution. The Riva TNT became a serious player in the game, with its superior image quality and colour depth, but couldn't hack the higher resolutions like SLI Voodoo2s.

Everyone started jumping up and down about Voodoo3 once it was announced, and sure, it's a bit better... But it would seem nVidia have just hit their stride as we see the TNT2 arriving at very much the same sort of time as the Voodoo3, and, to be frank, it rocks that extra bit harder than Voodoo3.

So what has happened here? Well, the easy way to look at this is to see what the cards support, and how they perform at various resolutions, and with different CPUs. We pride ourselves on honesty here at Hyper, and unfortunately we did not receive the Voodoo3 and TNT2 time in to do our own benchtests. However, a hardware fanatic named Tom Pabst gets to benchtest the first cards available in the US, and we've based this report on his benchmark results to make sure our readers don't run out and buy one card, when the other might be better for them, since they are both due to be released by the time you'll be reading this.

Round 1 - CPU dependency

The Riva TNT had a drawback in that it was not a strong performer on low end systems compared to the Voodoo 2, and the same holds true for TNT2... if you have an old outdated CPU, then don't expect super legendary performance in Quake 3 on your low-mid range system by buying a TNT2. Also TNT2 falls down flat on AMD CPUs with the current drivers, and nVidia's lack of support for the AMD CPUs with TNT1 suggest this may not change. So AMD owners may be forced to choose Voodoo3 over TNT2, purely due to lack of support. Note that if you do own a low end system, that a Voodoo3 is not going to be as useful to you as upgrading from a low end to a high end CPU would be.

Round 4 - Direct 3D performance

At the lowest resolutions, there is almost nothing between the two cards, but once we move to 1024 x 768, TNT2 really starts to outclass Voodoo 3 with a huge difference in frame rate. Direct 3D is far and away the most common form of 3D hardware acceleration in PC gaming today, and thus, this is one of the largest factors in this contest.

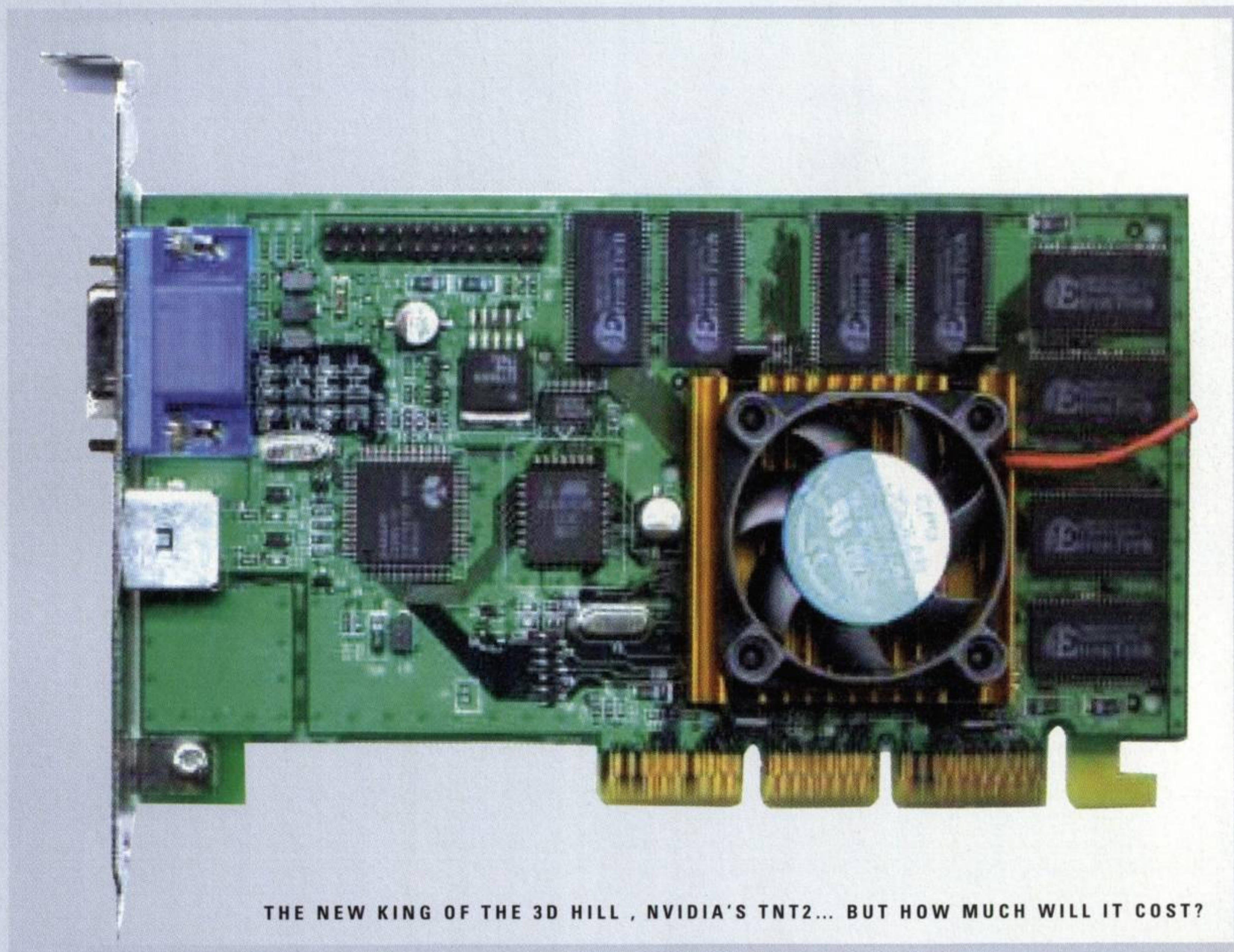
Round 5 - Colour depth & image quality

The TNT2 supports 32 bit colour, and the Voodoo 3 doesn't. Does using 32 bit colour this have a devastating effect on frame rate though? The answer is no. The TNT2 only suffered a few frames per second. You may find that some games will look the same either way, but the basic 3D image quality is superior for TNT2, and this really takes the cake in this contest.

The verdict? Well, it would seem nVidia have succeeded in accomplishing the impossible by simply releasing a card that goes harder the 3DFX's latest effort, the Voodoo3. The real downfall for TNT before was that while it was awesome at the lower resolutions, the card did not run a decent frame rate at a resolution like 1024 x 768, but TNT2 does. In fact the TNT2 performs reasonably well at even higher resolutions too, although in many games and situations, CPU clock

speed will have a direct affect on the performance. Of course one issue remains... price. At this point, there was no confirmed price or release date on either card, but both cards were "coming in the next month or two"

While TNT2 now holds the title as the best video card for PC gaming, the Power VR2 is looking like an extremely strong contender, and maybe nVidia's time at the top may only last a few months.



THE NEW KING OF THE 3D HILL , NVIDIA'S TNT2... BUT HOW MUCH WILL IT COST?

Round 2 - 2D Performance

Both the TNT2 and the Voodoo3 perform extremely well in the 2D department, to the point where as a gamer, you aren't really going to notice a difference at all. It's evident that the battle of the video cards is decided by their 3D performance.

Round 3 - Open GL performance

This one belongs to the Riva TNT2, but not by any great margin. Possibly the Quake fanatics out there would have screamed for one or the other if we had a clear leader... and while the difference is small, it's still a difference.



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1ST ISSUE
150
 GAMES INSIDE!

FINAL FANTASY VIII
 THE FULL STORY ON THIS YEAR'S BLOCKBUSTER RPG

THE NEXT PLAYSTATION
 Uncovered, explained and fully examined

RIDGE RACER TYPE 4
 Namco takes racing to the next level

CAPCOM GENERATIONS
 Retro gaming

PLUS NEED FOR SPEED 4
 TWISTED METAL 3
 EHRGEIZ, BIG AIR
 SYPHON FILTER
 PARAPPA 2, KENSEI
 TOMORROW NEVER DIES
 GEX 3: DEEP COVER GECKO



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LAUNCH ISSUE OUT NOW INCLUDING FREE DEMO CD!

DREAMCAST GUN

Dreamcast

Type: Light Gun

RRP: TBA

Distributor: Sega

Well it seems Sega still haven't put a foot wrong when it comes to the Dreamcast, as their new Light Gun peripheral which is released in tandem with House of the Dead 2, is a top product. Whilst it looks like some funky nerf-gun from Toys 'R' Us, this is actually a nice feeling light-gun for those long hours in front of the TV. The weight is almost perfect, not too heavy, not too light - it's Just Right (tm). There is a useful scope along the top of the gun, a handy Directional pad on the rear of the gun which you can use with your thumb, along with two buttons, and of course a comfortable trigger. There is also a slot for your Dreamcast VMS, allowing you to save games or whatever the game you're playing may support, and it's also possible to use the new Sega Rumble device (Puru Puru Pack) in the slot if you're after some force-feedback in your shooting games. There may be a wait for other light-gun games to make this peripheral a necessity, but if you're considering buying House of the Dead 2, then there's no way on Earth you can play this game without making sure you have this gun peripheral. Solid.



PREDATOR 2

Sony PlayStation/Sega Saturn

Type: Light Gun with Pedal

RRP: TBA

Distributor: Logic 3

If you've seen the original Predator gun that was available for the PlayStation and Saturn, then you'll know it's the beefiest looking gun around. Whilst the Predator 2 gun looks essentially the same as its predecessor, there are several important additions that have been made. First of all, there is now built-in vibration feedback, which gives that added little kick with each shot. There's also a new foot pedal to emulate the Time Crisis arcade gameplay. Unfortunately, the pedal itself is a tad small and wobbles around under your feet, especially if it's sitting on carpet. Finally, there is the new super scope attachment, which not only makes the gun look substantially beefier than what it was before, but also makes it a little easier to aim at your targets.

By itself, the Predator 2 is an above average peripheral. The accuracy is very

acceptable, and the responsiveness of the trigger and different buttons is suitable for any gun slinger wannabe. The only real drawback to this gun is that the buttons could have been better placed. Even though you've got the pedal, it would've been nice to have a button near the thumb. The gun's also a bit heavy, which can lead to wrist-cramps after prolonged periods.



BUYERS GUIDE

The guide to purchasing the best value games hardware around!

Item	RRP	Notes
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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	\$159.95	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	Gamester Tremor/1MB	\$44.95	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	Gamester N64 Rumble Steering Wheel	\$149.95	Includes analogue pedals and a built in Rumble effect
	Mad Catz	\$129.95	Cheapest of the actual wheel controllers, includes a gear stick, and built in Rumble Pak. Not amazingly sturdy though.

FEATURE

MAY

THE GAMES BE WITH YOU...





LucasArts have one of the best reputations in the computer games industry, and are respected by gamers and industry types alike for their consistently classy releases... Their team of magicians have taken us on more than one wild trip to places we could never have imagined... from Monkey Island to Tatooine, to the land of the dead and now back to Tatooine again...

On the eve of the release of the first Star Wars movie in over 15 years, Episode One: The Phantom Menace, new prequel-related Star Wars games are having their Top Secret stickers removed and LucasArts are speaking freely about what we can expect from a whole new Star Wars universe. Eliot Fish had a chat to the President of LucasArts, Jack Sorenson, as well as Joel Dreskin (Marketing Manager) and Brett Tosti (Production Manager) to get an inside look at what they have in store.

Hyper: The latest game from LucasArts, X-Wing Alliance, is an incredible game but maybe not as flashy as gamers might expect... Is it actually restricting having to recreate the SW universe so faithfully?

Jack Sorenson: It's interesting you say that, because normally people just say 'oh well, you've got Star Wars, you can do pretty much whatever you want to and it's going to be a huge hit...', but actually with all the benefits you get with the attention to the name, there are also restrictions, because you need to stay within it's parameters. Classic Star Wars has a pretty well established production design and 'feel'. So it's a neat trick, trying to have to find new ways of presenting it while still remaining true. We're not trying to compete with what everyone else out there can do, it's more about trying to get people immersed and meet their expectations. We want people to be able to go and live Star Wars, so it's gotta feel right, it's gotta feel true to the expectations that people have, and the great thing about Star Wars is the enormous amount of great detail that's already been established, rather than inventing it on the fly like a lot of other games do... You can't go over-the-top, you have to stay consistent with that design.

Hyper: Is X-Wing Alliance the last "classic" trilogy game we'll see?

Jack Sorenson: No, it's not really calling a halt to it, we're going to continue to do 'classic' Star Wars games when we can see that there's something new to do with it...

Hyper: How hard was it developing the two Episode One games?

Jack Sorenson: The difficulty in developing the games, was that everything was in development at the same time. We were given full access to the material, in fact we began work three years ago, trying to think through all of it before there was even a script. So, waiting for key components to get designed or decided upon, meant the development process wasn't exactly efficient. George Lucas continues to tweak and edit the film, but once we got the script and most of the basic plot and character decisions were made, the rest was up to us...

The thing with The Phantom Menace adventure game (PC, PlayStation) is that, it goes with the story, but the 'experience' of the game is actually 20 or 30 times the

length of the movie. The game has to give so much more of the worlds that are shown...

Hyper: Are there are other Episode One or even Episode Two games in the works other than these two?

Jack Sorenson: Oh, yep! I can't really talk about that yet! There are a lot of things in the movie we'd love to expand upon, but we also have to wait for Episode Two to be written, because a lot of decisions haven't been made, and we need to know where they're going for them to let us do it. Because what we do might have an impact and an incorrect one on what goes on "later". There are some very cool things you'll see in the movie, that you'll think "gee, they gotta do something on that!", but they might be off-limits to us for now, because it's heading towards something and we don't know what that is yet.

Hyper: Okay, so what happened to your Real Time Strategy game, Force Commander?

Jack Sorenson: We could have had Force Commander out last year, but we decided we were not doing enough that was different. The genre (Real Time Strategy) has kind of become overcrowded, and we took a step backward and said 'rather than try and be specific to other examples of the genre, let's take out what is unique to Star Wars and design the perspective and the gameplay so that it is almost religious to that example, rather than to other gaming genre examples. In terms of perspective, you would know more about the product by watching the classic three movies again, rather than playing another game in the genre like Command and Conquer or some other titles. We decided to forget about what other people were doing in the genre, and stay true to the style of combat in Star Wars, and elaborate on that in a strategic way. So that's why we pushed the product back, so we could try to do something different with it.

Hyper: Is it tempting to add prequel content to Force Commander now?

Jack Sorenson: Absolutely. We've considered it.

Hyper: When will it see the light of day?

Jack Sorenson: We'll be showing it again in great detail E3, and we'll announce a release date then, it's a long way off... Even though it's coming out after Episode One, we don't think that that's a big problem, because the classic trilogy resonates with this style of combat. People are going to get a LOT of Episode One product in the next 6 to 12 months, that I think something like Force Commander will almost feel fresh.

Hyper: The was a rumour of an online Star Wars RPG you were working on, is that just pure rumour?

Jack Sorenson: Ah... yeah.

Hyper: Okay... What about Indiana Jones and the Fate of Atlantis...

Jack Sorenson: The big issue with Indy, is that the Episode One games have become so much the focus, that we decided that we wouldn't waste Indy in the middle of it. Because it'd just get steamrolled. We decided to push it back, so that Indy would have his own place, and consequently give the team more time to make it even better... and I'll tell ya, it's awesome. I mean, it is coming together in a way that is better than I'd hoped.

After Fate of Atlantis, yes we could have done another adventure style game, but there was something a bit unsatisfying about doing that too, because that's only one aspect of Indy. Once again, if you look at the way we try to treat Star Wars, the heart of Indy is Action/Adventure, and we want to make it a good combination of exploration, a complex almost detective-like story, and also these intense action sequences. That's what Indy's all about. We knew if we were going to revive Indy it would have to be a combination of these things. We're trying to re-establish Indy in it's rightful place as an Action/Adventure. Technology has caught up to the point where we can finally do Indy as Indy, and certainly looking at the next generation technologies we can get even closer.

STAR WARS: EPISODE ONE - THE PHANTOM MENACE



PC/PlayStation

Available: June

Category: Action/Adventure

Players: 1

Supports: 3D accelerators

Hyper: Explain the gameplay in The Phantom Menace...

Jack Sorenson: Well, we're taking a risk here, we knew we wanted to make a game that took you through all the incredible designs that were being done for the film - all the sets, we knew people would take a look at the film and think "Oh man, I wanna go check that out a little bit more", y'know and 'live there' for a bit. So, it was how to tell that story in a complete a way as possible without it becoming a mish-mash of different styles. The approach that we took of it



really being a "top down" adventure (third-person) was about being able to focus on the characters, so you can see them, be able to control the principal characters in the principal scenes. The perspective was important for the gamer to be able to see these worlds, and we actually have a relatively dynamic camera... it stays fixed while you're controlling your character but it also comes in when the character has dialogue, all within the game engine, with elegant zooms and pans that gives you a very filmic approach to the environments. The different characters have different moves, for instance the ability to deflect laser shots (with a lightsaber), without you having to actually spend hours learning how to do it. You're mainly playing the two principal characters (Obi-Wan and Qui-Gon), though there are sequences where we couldn't tell the whole story without turning the control over to other characters. Although you're playing multiple characters, you still get a sense of continuity, because of the forward direction of the story. We didn't want to just rely on the traditional adventure style game, because the film has so much action. Likewise we didn't want it to be a pure action game, because the movie has so much story to tell. You're solving puzzles, but within something which is very action based. We've never really ever done anything quite like it before.

Hyper: Being based on the movie, how do you offer the gamer an adventure which isn't obvious in terms of "what to do next"?

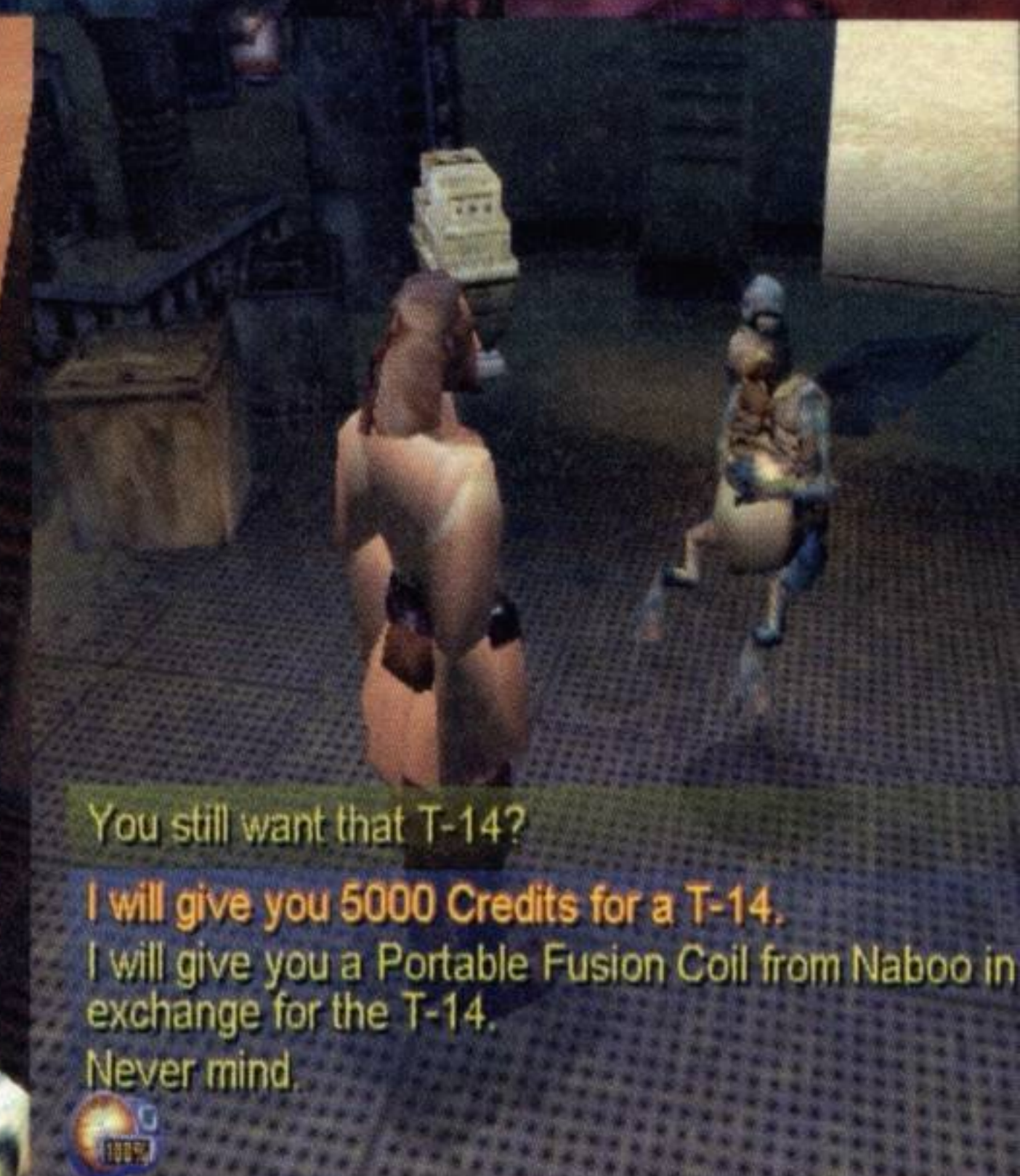
Jack Sorenson: We actually found, that because the storyline has to move along so quickly in a film which is 2 hours, and it's a very complex film - there's so much going on - that the problem was actually... 'how do we fill in all the stuff in-between and make sure it doesn't get in the way of the film?' In a way, from the gaming perspective, the film is almost shorthand! We're able to elaborate on it, and for me playing the game, it's almost like being able to get the 'full story'.

Hyper: What's the coolest thing about *The Phantom Menace* adventure?

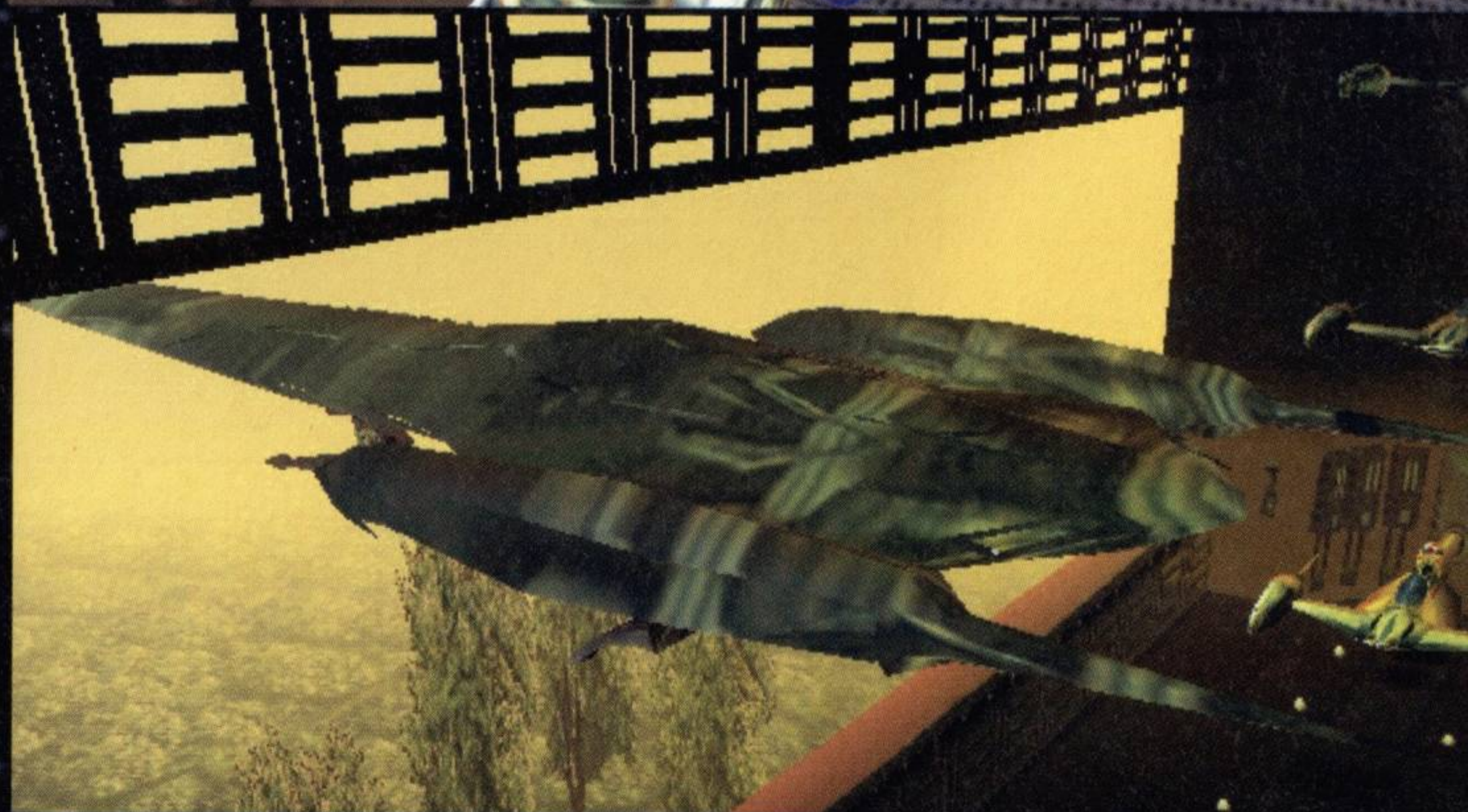
Joel Dreskin: The player gets to participate directly in all the dramatic events from the motion picture - and beyond. They are directly involved in the story, immersed in the incredibly rich worlds from the film, will interact with the unique characters and creatures, and be able to take 'the path not travelled' (i.e. alternate routes than those shown in the film.)

Hyper: What kind of moves do your characters have?

Joel Dreskin: You will play four characters total throughout the course of the game: Jedis Obi-Wan Kenobi and Qui-Gon Jinn, as well as Queen Amidala and Captain Panaka. The moves vary



You still want that T-14?
I will give you 5000 Credits for a T-14.
I will give you a Portable Fusion Coil from Naboo in exchange for the T-14.
Never mind.



from character to character. The Jedis have "Force-enhanced" jumping and acrobatic moves, along with facile lightsaber moves. The Captain has some good hand to hand fighting skills, as well as a range of different weapons. The Queen also has some hand held weapons and is fairly mobile. Additionally, the Jedis can use Force Push and Jedi Mind Tricks.

Hyper: Does it worry you that the game is coming out before the movie in most countries?

Joel Dreskin: Well... the customer can choose whether to purchase the game before they see the movie or not. Some

FEATURE



movie story information will likely leak out overseas in advance of the local premiere date anyway (through premieres in other countries, the novelization, etc). In addition, since the game takes some time to complete, a customer may purchase it and begin it, but not get to the most revealing sections of it before they see the film anyways.

The motion picture and interactive experiences are each unique in and of themselves. People will most likely want to enjoy the experiences of both storytelling forms if they are Star Wars enthusiasts.

Hyper: Are all you guys Star Wars fans?

Joel Dreskin: Absolutely!

Hyper: What's it like working on these games as a fan?

Joel Dreskin: It's very fun to be involved in this great event as it unfolds. It's interesting to watch it evolve from the script, to the production drawings, through casting, shooting, rough cuts, voice sessions, soundtrack, etc.

STAR WARS: POD RACER



Hyper: Tell us a little about Pod Racer...

Jack Sorenson: This was the first title we started, and George told us about this racing sequence. He was very excited about it, and we saw some of the designs, and we talked about it right then - before the script was finished - and discussed what the rules would be like, what's the circuit like, are there other races like this, a lot of stuff I'm not even sure he had thought of in great detail, and we kind of established this entire sport. George used to race cars when he was a teenager, and this is a little bit of nostalgia for him... For what is a relatively short sequence in the film, we were able to elaborate on all this incredible design detail and thought that has gone into the scene in the film. So it's almost like the film is a short look at something which is its own world, that the game allows you to experience in full.

This kind of racing is going on all over the galaxy at that time, so what you're seeing in the movie is just one race on one course. So, there are many courses throughout the galaxy, and there are many

Nintendo 64/PC

Available: June

Category: Racing

Players: 1-2 (N64) 1-8 (PC)

Supports: N64 Memory Expansion Pak, PC 3D accelerators.





different rules depending on the planet that you're on. Some are a little bit more 'organised' societies than the race on Tatooine, so things like how much cheating you can do varies from track to track.

Hyper: You can cheat in the race?

Jack Sorenson: Well, in the sense that it's combative, but you don't have weapons on the craft. But there are various ways of doing dirty tricks to people, that on some planets will get you automatically disqualified. Even the best racer in one area may almost never win somewhere else if they try the same technique! The guy with the fastest racer, may not always win either if someone else is a little crafty in the right place. We feature quite a few planets some gamers will already know, and providing as much atmosphere from those places as possible. There are a lot of different craft, they're all from the film, and you're able to buy and customise too. After you win the race, you can build your own racer. Pod Racer is for Nintendo 64 and PC, and we'll eventually have a PlayStation version a few months down the track too.

Hyper: What sort of environments do you race through in Racer?

Brett Tosti: Every track has it's own unique environment. Each environment will to some degree have an impact on the Podracer's physics and general maneuverability. Track environments include: snow & ice planets, volcanic, zero gravity, subterranean, underwater, arid desert, polluted industrial cities & more...

Hyper: How does the gameplay separate it from all the other racing games around?

Brett Tosti: In a nutshell, Racer has a unique blend of simulation aspect along with action arcade elements. It's very fast action and has great racer-to-racer interaction, yet the player must still learn the subtleties of negotiating his/her pod through very treacherous terrain. Combine very fast chariot-like vehicles with new locations plus locations seen in the movie, and we believe the experience will be very unique and will hopefully transport the player into the movie.

Hyper: What are the gameplay modes?

Brett Tosti: Racer supports Tournament play, time trials (called Freeplay) and will support 2 players MP mode for the N64 and 8 player for the PC version.



...ALWAYS

The Hyper Crew's Top 5

The game's Hyper play that we're not actually working on.

Dan Toose - Editor

1. X-Wing Alliance (PC)
 2. Marvel vs Capcom (Dreamcast)
- I finally had some extra cash and time to get myself another Dreamcast game, and while many folks may be tired of the 2D Capcom fighters, I'm certainly not. One thing that really did it for me with this game is that it's actually difficult against the CPU, which helps make it last a bit longer. It's also always a novelty to have another fighting game to beat Steve O'Leary at. Hahah. Definitely a game to look forward to for the PAL release.
3. Civilization: Call to Power (PC)
 4. Heroes of Might and Magic III (PC)
 5. Virtua Fighter III (Dreamcast)

Eliot Fish - Deputy Editor

1. X-Wing Alliance (PC)
- Currently spinning like a mad top in my CD drive is the engaging and challenging seat-of-your-pants dogfighting action of LucasArts' X-Wing Alliance. When you experience your first multiplayer frag of a friend flying for the Rebels, taking out their pitiful X-Wing from the cockpit of your TIE "Screaming Death" Advanced, there's no turning back. It's very hard to resist the power of the Dark Side. Muahahaha!!
2. Quake 2 (PC)
 3. Tribes (PC)
 4. House of the Dead 2 (Dreamcast)
 5. Australian Cricket Captain (PC)

Aaron Lai - Reviewer

1. Half-Life (PC)
- Yes, I'm still playing this. Even more so now that I've got a lightning fast internet connection. Brilliant single player action, even better multiplayer frag fest. Best of all there's so many new levels, single and multiplayer out there that the excitement is endless. Valve, the developers, are even making Team Fortress Classic free for Half-Life owners! This rocks!
2. Street Fighter Zero 3 (PlayStation)
 3. Metal Gear Solid (PlayStation)
 4. Street Fighter 3 (Arcade)
 5. Doom 2 (PC)



GAME OF THE MONTH CIVILISATION CALL TO POWER

reviewed on page 70



NINTENDO 64 GAME OF THE MONTH BEETLE ADVENTURE RACING

Reviewed on page 42



PLAYSTATION GAME OF THE MONTH TRIPLE PLAY 2000

Reviewed on page 46



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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.

Mystical Ninja 2

Konami bring back some old school Goemon action, and **Hugh Norton-Smith** reminisces while reviewing Goemon 2.

On the SNES, Goemon 'Mystical Ninja' was one of my all time favourite games. Last year, Goemon made the transition to 3D, which was not much of a success for our ninja friend. As we know, the move to the 3rd Dimension does not necessarily work for all games, as the gameplay cannot be kept intact in its original form. To the delight of many, Goemon has been re-released by Konami onto the Nintendo 64 in all its former 2D side scrolling glory. And yes, folks, co-operative mode is back, along with all of the other features we enjoyed from the 16-bit versions.

The story is vintage Japanese gaming fare: The old man has created a contraption, which can reawake the dead. As we all know from countless horror movies, this was a bad plan! Now you must travel across Japan to wipe out the hordes of undead with your trusty skills and ever-handy pipe! Along the way you pass through many major Japanese landmarks and cities, progressively ridding feudal Japan of the undead. The enemy creatures range from stock-standard ghosts, all the way up to huge skeletons and evil horsemen.

NEW RETRO.

Graphically the game is initially reminiscent of the old Goemon. There are however a few alterations. First of all, the backgrounds have made the sensible move to 3D. This does not interfere with the gameplay mechanics at all, but really adds to the visual appeal of the game. These pseudo-3D graphics help give the game the immediate visual punch of 3D titles, whilst retaining the 2D style of play. Some of the backgrounds are simply stunning, with vivid renderings of famous Japanese sites and scary backdrops to do battle in! Also Goemon has become a larger, better-animated chap. The enemies also look more colourful and visually impressive than before. In all, the game has been given much more polish and flair in every department.

The gameplay... Well I'm happy to inform you that the new Goemon remains faithful to its forebears. You must progressively explore towns and cities across Japan, buying useful items and weapons. This aspect of the game almost borders on the territory of role playing games, which is a neat addition. After these interludes you must head out into the country and deserted castles where you must take the fight to the ghosts. Most of this is in your standard side scrolling fashion. Your character is armed with the standard knife, but is also allowed to use any of the weapons she/he comes across in their travels. You can also utilize the various armor power ups and vehicles you find in the game, all to great effect. The way the player can don sumo-wrestling suits at times for added impact is extremely cool! There are several instances in the game where your character can take control of a massive mech-



like suit to fight the larger undead creatures. These 'Goemon Impact' suits really add a novel element to the game, as the gameplay is so different from the side scrolling action that comprises most of the game. The ability to do 'piggy-backs' to make some of the more demanding jumps is really cool.



えがお さがしもとめ さまよいつづける

DON'T LOOK NOW, BUT THERE'S A GIANT FISH ON YOUR SHOULDER.



DO IT WITH FRIENDS

The teamplay element is really enjoyable, as it requires real co-operation to get through the game. You can take the role of any four different characters. First of all there is Goemon. The mystical ninja is the standard character and combats enemies with his trusty pipe. He is a very agile character. Next is Sasuke, who is a robotic ninja. He is armed to the teeth with a whole arsenal of upgradeable projectile weapons. He is moderately fast. Then we have Yae, a master swordswoman. She has the ability to transform into a mermaid to travel through watery areas.

Finally, we have Ebisumaru, who is armed to the teeth with some sticks. He is quite slow but his weapons are extremely effective. This variety is especially cool when you team up with a buddy who has different yet complimentary attributes to your character. There really is a lot to do in this game and is great fun with a friend who is up for some bashing action.

I'm happy to say that now my 16-bit console has finally been laid to rest. Goemon is back with all that great gameplay, much better graphics and fantastic sound. One of those rare moments where an old classic is done justice on the newer system.

AVAILABLE: Now		
CATEGORY: Action		
PLAYERS: 1-2		
PUBLISHER: Konami		
PRICE: \$TBA		
RATING: G		
SUPPORTS: Rumble pak		
PLUS		
Excellent 2 player option. Tasteful humour throughout.		
MINUS		
A bit too simplistic at times & requires an appreciation of Japanese gaming.		
VISUALS	SOUND	GAMEPLAY
78	85	85
OVERALL		
83		
Goemon's return to 2D gaming is none too shabby at all.		

Beetle Adventure Racing

Hugh Norton-Smith picks up what is outwardly a dodgy N64 racer, but turns out to be a true gem.



THOSE NEW ROTORBLADE FREE HELICOPTERS DON'T STAY UP TOO LONG



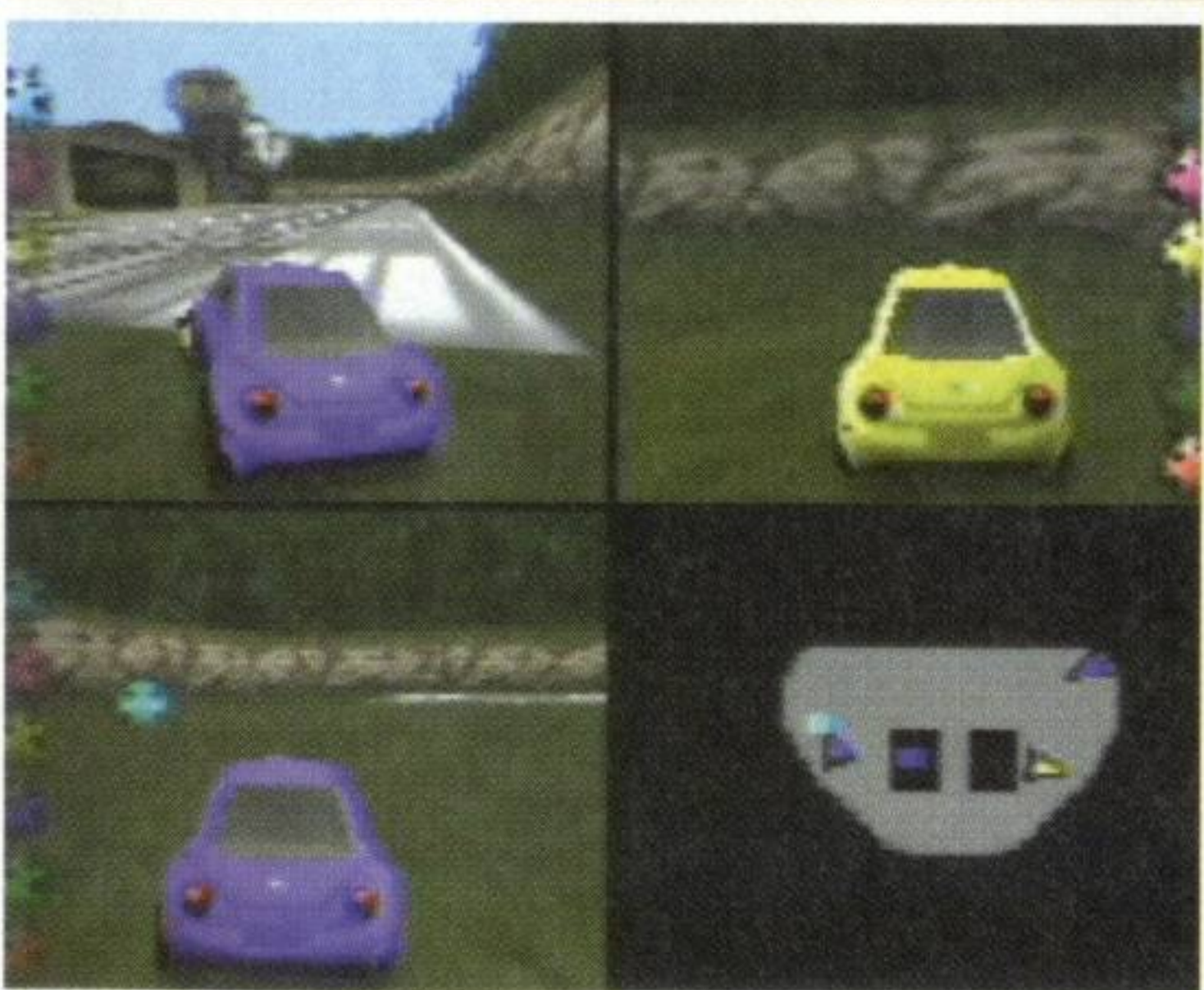
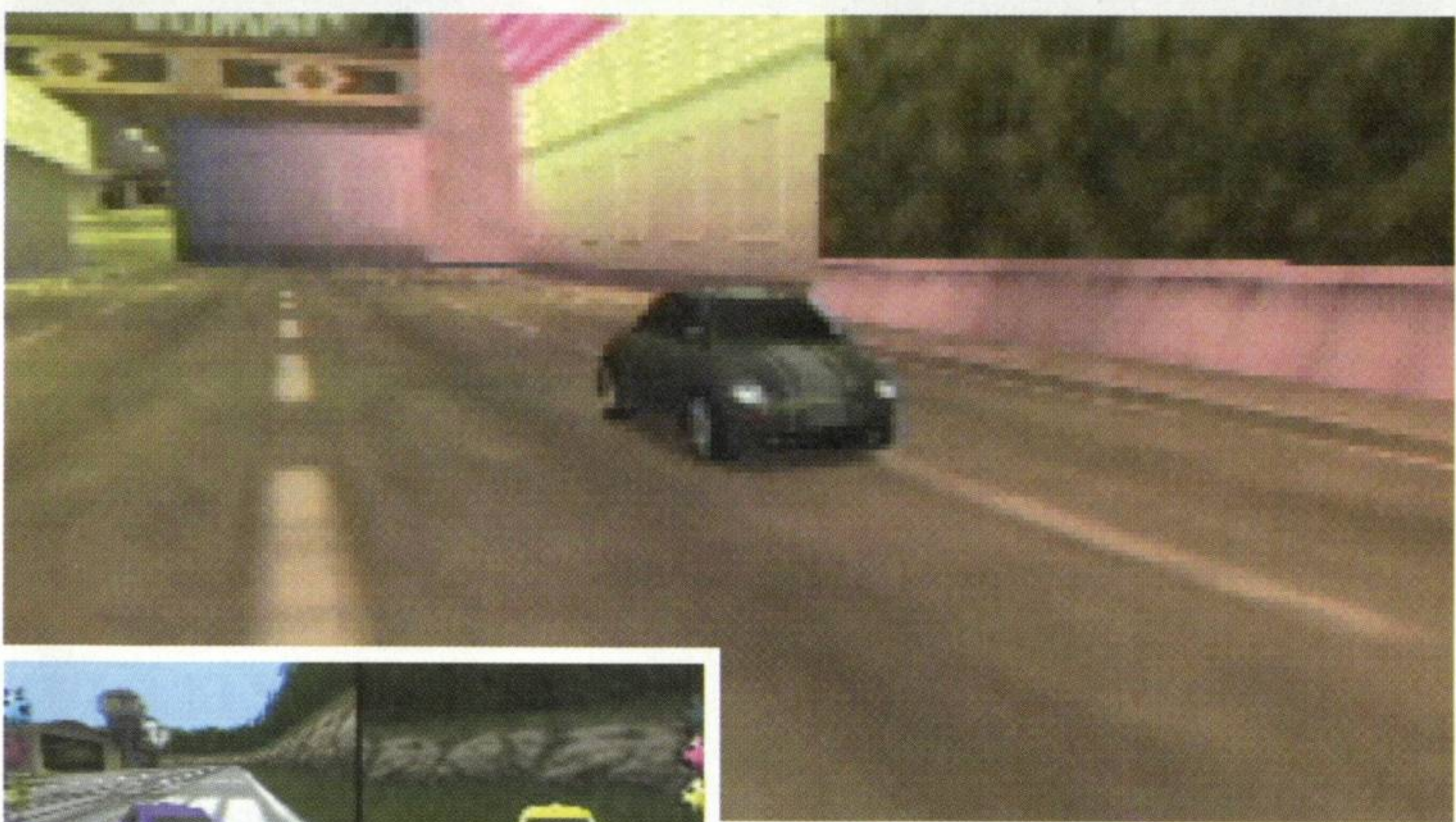
Beetle Adventure Racing is exactly what the title suggests - An attempt to combine adventure with a traditional racing game. Remember Herby the Love Bug? Thought not. Well, with Beetle Adventure Racing, Electronic Arts have tried to steer clear of your standard racing style of gameplay. They've managed to merge elements from platform and adventure genres into a polished second generation racing game. Gamers must drive through courses collecting crates, finding shortcuts and exploring levels instead of just racing against a selection of AI opponents. All up, the idea is a refreshing change from your stock-standard racer. But does it work?

SOLID AND CLEAN

Graphically this game is superb. All of the Beetles are extremely well rendered: some very tasty real time reflections are applied to the beetle's skin and the vehicles look well defined and solid. The game has a very clean presentation, running at a very respectable resolution. All of this is done at a terrific frame rate that allows for a great sensation of speed and silky smooth response. The effects in the game are awesome as well. Sparks fly, snow drifts down, waterfalls thunder overhead and the beetles carve realistic wakes through the snow. At the same time helicopters fly overhead, dragons move past the track and

you zoom past huge structures. In all, the game has a close resemblance to top Gear Overdrive, but with more care and tweaked visuals. Unlike Top Gear Overdrive though, Beetle Adventure Racing has extremely ornate levels, packed with endless detail and areas to explore. This is where Beetle Adventure really shines graphically. I don't think I can relate to you the sheer magnitude of the tracks. I have played the game religiously for several days now and I still can't say I have seen every part of the tracks. All six of the tracks have the most impeccable design and amazing scenery- sure it doesn't sound like many tracks, but each one is so long and so intricate that this is quite irrelevant. The six tracks include mountain areas, Area 51 inspired locations, crystal caves, mountain slopes, desert stages (complete with pyramids) and a cool jungle stage inhabited by a ferocious dinosaur. And that's just a taste of the action...

As far as gameplay goes, this game delivers the goods. What really makes the game is the inspired level design, which is coupled with a really effective driving model. The designers have managed to successfully mesh the over-the-top antics of a platform game without jeopardising the gameplay involved in a realistic racer. What with all the massive shortcuts, the huge tracks and the mammoth amount of



A BLACK BEETLE YOU DON'T WANNA SEE CRUSHED

standard track, merely waste your opponents as you attempt to pick up the required icons.

DRUM AND BRAKES... ERR BASS?

The music in Beetle Adventure Racing is brilliant. Instead of opting for traditional racing rock (complete with wailing guitars) EA have chosen to include a selection of relaxed Drum and Bass tracks to drive to. This great music is combined with an effective and varied sound effects library, which really makes for a great aural experience.

Gripes? I can't say I have many. Maybe the beetle-only license is a bit restrictive- I would have loved some more exotic cars a la Need for Speed 3 instead of just your stock beetle. The game allows you to choose from a wide variety of bugs, all with quite different performance attributes and funky paint jobs which makes up for the lack of car choices to some extent.

What can I say? This game just exudes quality in every department. The game has slick visuals, great sound, gameplay to die for and an awesome multiplayer mode to boot. All up, Beetle Adventure Racing is undoubtedly the best racing game on the platform and a great addition to anyone's collection.

options, this game has a serious amount to keep you occupied. The handling in Beetle Adventure is spot on as well. Just the right amount of response without over steer. Gamers are also allowed the use of the hand brake, which allows for awesome power slides. As far as serious racing fans are concerned this is an essential part of any half-decent driving game and many will be thrilled that EA included it.

In multiplayer the game seriously kicks. First of all is the ubiquitous two player mode. This is your standard multiplayer stuff, albeit at a great frame rate and with the aforementioned ultra-cool tracks. What is more fun however is the four player 'battle mode'. This mode, which rips a page from Mario Kart is awesome and will have you battling it out with friends for weeks. With this battle mode, you are not expected to race on a

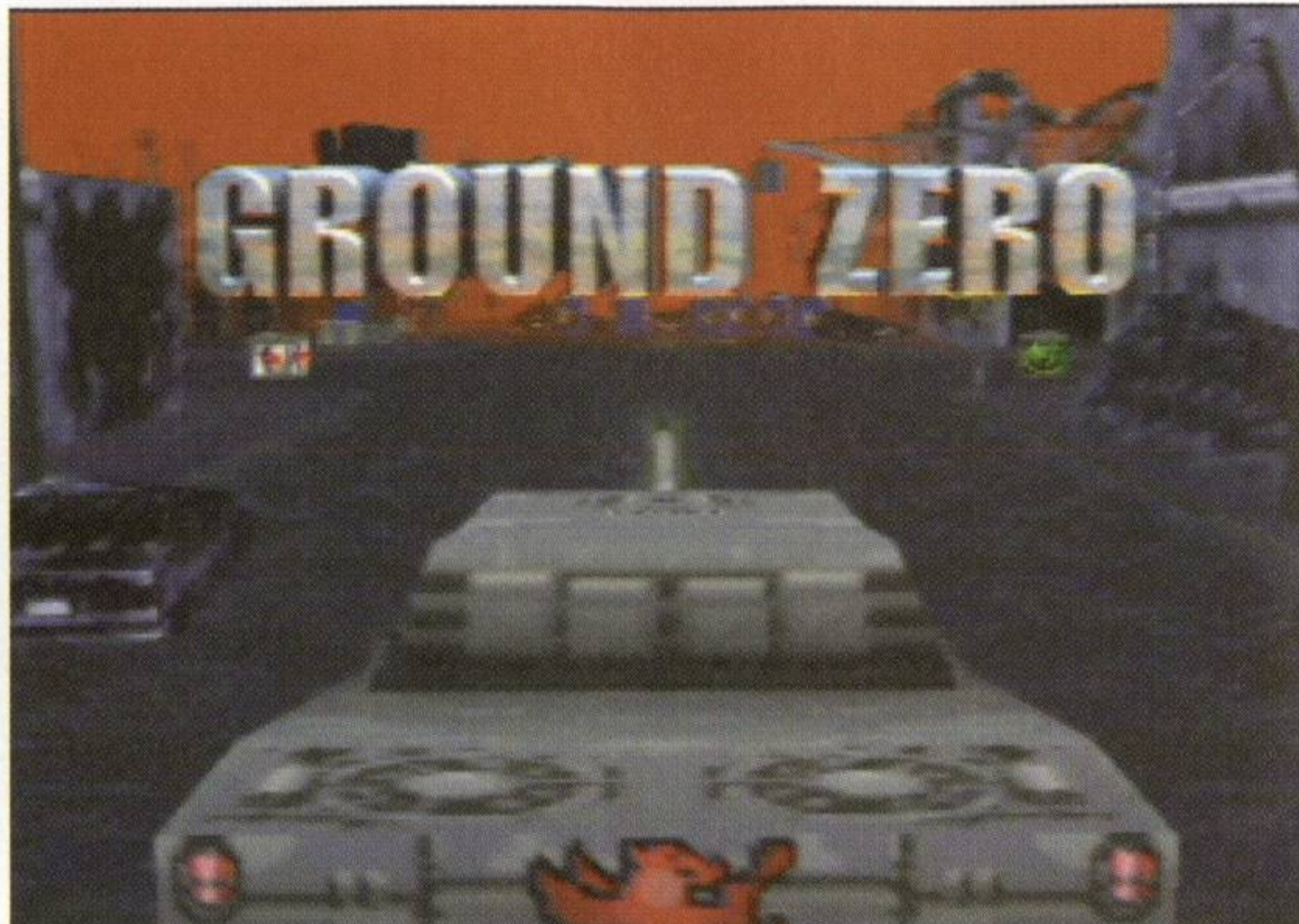


HERBIE THE LOVE MACHINE

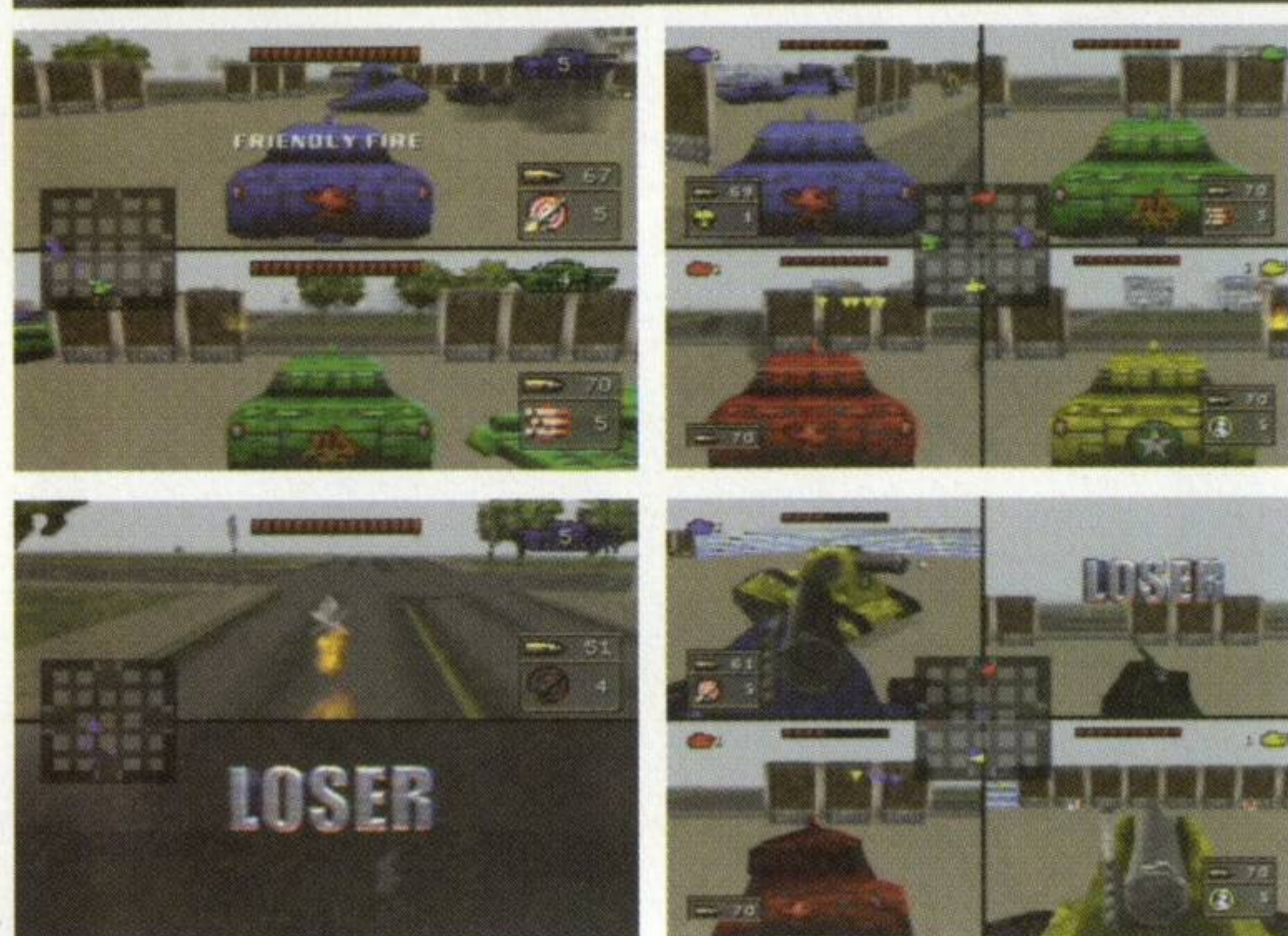
AVAILABLE: Now		
CATEGORY: Racing		
PLAYERS: 1-4		
PUBLISHER: Electronic Arts		
PRICE: \$99.95		
RATING: G		
SUPPORTS: Rumble pak, Memory pak		
PLUS		
Great visuals. Excellent multiplayer & lots of hidden things to find when exploring.		
MINUS		
With only Beetles to choose from, it's a tad restrictive.		
VISUALS	SOUND	GAMEPLAY
92	87	93
OVERALL		
92		
One of the best racing titles on the N64 without a doubt.		

Battle Tanx

Hugh Norton-Smith comes across another great N64 multiplayer game... shame about the single player experience.



EVERYONE'S FANTASY - BLOW UP GROUND ZERO



Ever played the awesome Tokyo Wars at the arcade? Battle Tanx from 3DO studios replicates that experience on the N64, combining it with an all-new single player mode. For the uninitiated, Battle Tanx is an arcade tank extravaganza, a gaming experience not dissimilar to Mario Kart with heavy weaponry.

the Mammoth tank from Command and Conquer. You can also select from a variety of gangs, all of which have different specials.

What is particularly entertaining about Battle Tanx is the interactivity of the levels. Yes, you can blow up almost everything. Destroy buildings, crash through parked cars, slam through walls. Often whole new areas can be discovered when you waste some impediment. Often when you blow up things (including enemies) you can receive a variety of power-ups. Some of the more notable power ups are the quad missiles, the guided missiles, the nuke and the deployable gun turret. The guided missile is really very cool. This weapon allows you to guide a missile into a target by placing you in a 'missile-cam'. As cool as these features might sound, the single player game is seriously flawed. The problem is that it all gets boring very quickly, as the missions are very repetitive. The game is also tremendously easy. A hardcore gamer can power through the levels in no time.

In the post-nuclear

world, women have largely been wiped out: A virus that only targets women has unfortunately been released by the government onto an unsuspecting populace. The few women remaining on earth are revered as god-like figures. Vast armies fight to maintain their possession of these 'Queen-Lords'. The ensuing epic tank battles make Desert Storm appear a minor scuffle in comparison. As a tank commander you are placed in the forefront of this endless struggle.

BUT ON THE BRIGHT SIDE...

However the single player failings are made up by the games exceptional multiplayer mode. The game allows you to choose from four different deathmatch modes. The game comes with a four player mode and also allows for CPU powered bots to join in the action. Teamplay is fantastic fun. If you're looking for something to substitute Goleneye or Kart, this could deliver the goods.

In both visuals and sound, Battle Tanx is very primitive yet functional. Don't disregard the game however, as the playability more than makes up. An advantage of the simplistic visuals is the frame rate, which is very consistent. The sound also serves its purpose with rumbling explosions and convincing effects. All up, Battle Tanx is a blast. Don't expect to enjoy this game if you're a solo gamer, but with a few mates and some pizza, this is great fare.

AVAILABLE: May
CATEGORY: Action
PLAYERS: 1-4
PUBLISHER: 3DO
PRICE: \$99.95
RATING: G
SUPPORTS: Rumble pak, Memory pak

PLUS
Excellent multiplayer action.

MINUS
Drab looking & a shocker single player.

VISUALS	SOUND	GAMEPLAY
70	70	79

OVERALL
77

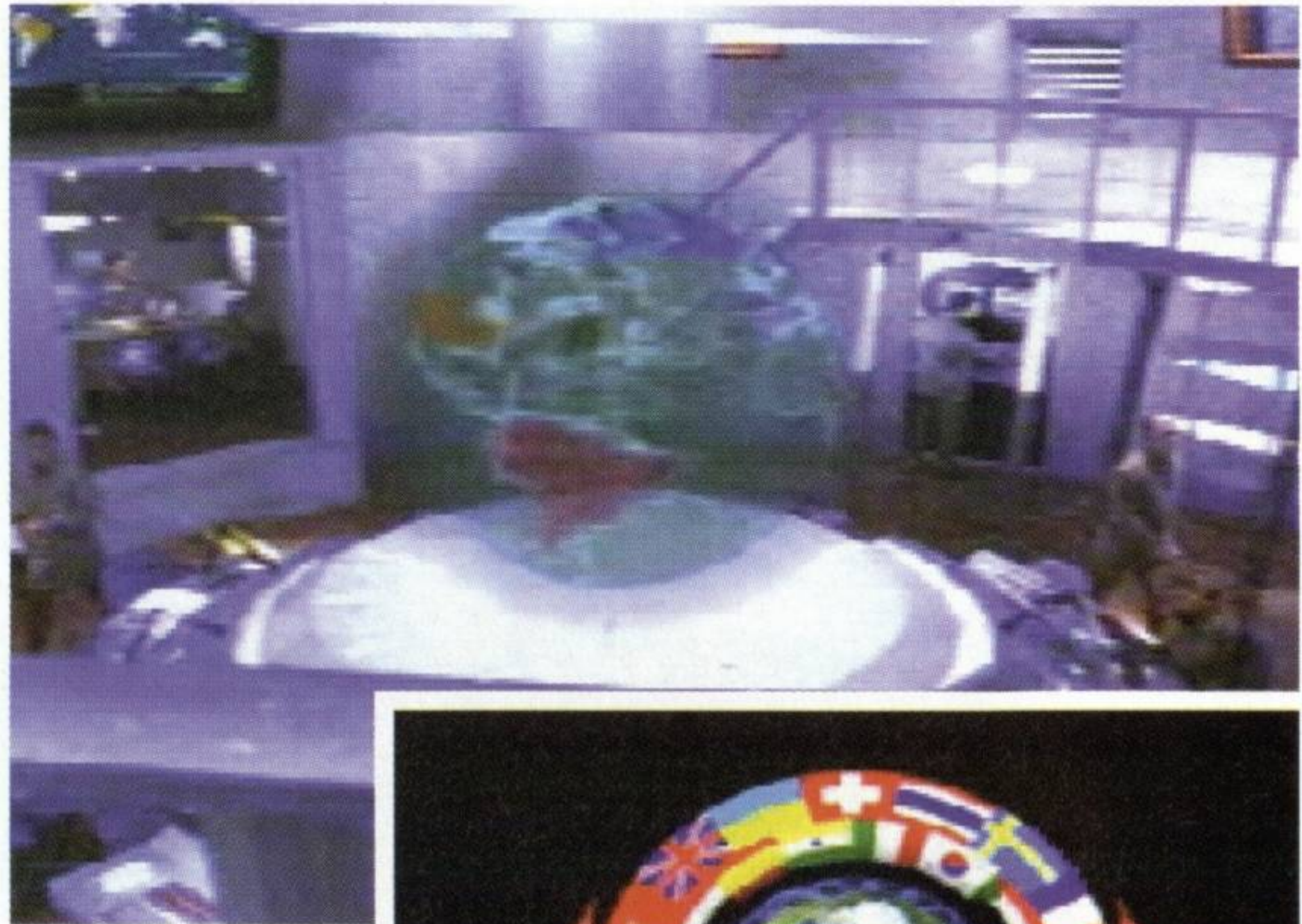
One of those games that's dull single player, but outstanding in multiplayer.

THE TRIO OF TANKS

In single player, missions usually revolve around capturing an enemy Queen or destroying a pre-determined amount of enemy vehicles. You can pilot one of three different vehicles. First up is the trusty M1A1 Abrams. This tasty piece of hardware packs some serious firepower and is large enough to flatten other vehicles and small structures with ease. The turret can be rotated whilst moving in any direction in the M1A1. This means you can beat the retreat whilst continuing to rain fire down upon your enemies. The next tank is a futuristic high-speed tank. This nimble tank is only used in certain specialist missions (hit and run), as it has very limited firepower but a very useful top speed. Finally, players can sometimes use the mammoth Goliath tank, which is reminiscent of

Global Domination

Adam Roff tries his hand at some mass destruction, and finds he likes it...



The people of Pakistan celebrate enthusiastically as a nuclear test is conducted right on India's border. The regional arms race is about to explode. Serbia succeeds in taking out a stealth fighter flying out of Italian airspace. Later that day it threatens a prolonged conflict with NATO. Psygnosis has observed these events unfolding and formulated a "probable scenario" for the near future. What they pessimistically projected is a brand of economic and political disintegration the likes of which have never been seen. The brand I speak of is war and the product is aptly titled Global Domination.

It appears, in this future, as though the American military-industrial complex privatised itself just before the UN disbanded. Several covert, tactical-response organisations have positioned themselves to assist ailing world governments and that's where you come in: a newly graduated rookie of the ULTRA School of War. You are to sit at what can only be described as a "warstation" and hammer the enemy for financial gain.

MISSILE COMMAND FOR THE PRO-ACTIVE

The interface for this adventure is comparable to that old-school favourite Missile Command. The two major advances over the original game, aside from the obvious graphical tweak, are that your territory can now be anywhere on a three-dimensional globe and your weapons have offensive capabilities.

You need to keep your mind on the job. Forget the husky, female voice of your early warning system, forget the triumphant orchestral soundtrack, your first shot at an advanced level in this game will leave you shell shocked. You are responsible for defending multiple territories, often on completely different continents, all in real-time. Some of the campaigns are mind-bogglingly difficult but, for me, that's a plus in a strategy game.

In a blink of the eye you'll find yourself inundated with inter-continental ballistic missiles and

other assorted nastiness. Enemies will launch from allied territory throughout the globe and send long range bombers to pound you. It can actually get quite frightening.

COMPLICATED CONTROL

All of the buttons on your controller are used and the interface looks impossibly complex to begin with. There's a vast array of weapons that are divided into air, naval, satellite and missile categories. All have offensive and defensive variants and all are rapidly accessed from the menu system. Special weapons can cleanse your country of fall-out or asphyxiate its civilian population. Sweet.

Another major component of the interface is the tactical zoom. This allows you to target specific sites within your enemy's territory, assigned by Intelligence, to maximise the potency of your air strikes. Fortunately, much of this can be accomplished with the analogue controller, which adds a level of usability and precision superior to that of a mouse.

Once you get the hang of it, you'll find yourself becoming immersed in the action and suitably addicted. Proficiency at the controls yields deadly efficiency in war and you'll be coldly nuking your neighbour's command centre in no time. There are resources to manage, production to control and an entire globe to dominate.

If, somehow, you tire of that, there's a conflict editor for you to fashion your own scenarios. This will enable you to make massive sums of money by "keeping the peace" in any part of the globe you desire. In the words of Psygnosis, "your finger's on the button", literally.

If you've always dreamed of having your own personal stash of nuclear missile subs then Global Domination may be just your thing. It's spawned from the kind of realistic fantasy that you can completely immerse yourself in and it's hard enough to keep you in that world for months to come.

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1
PUBLISHER: Psygnosis
PRICE: \$79.95
RATING: G+
SUPPORTS: Mouse, Dual Shock, Memory Card
PLUS You get to read the manual entitled "Global Domination" in public and spout maniacal laughter.
MINUS Pixelated when at full zoom, hammy cut-scenes.
VISUALS 76 SOUND 78 GAMEPLAY 89
OVERALL 79
A challenging strategy title that comes off okay on the PlayStation, which is a bit rare.

Akuji The Heartless

David Wildgoose the heartless is not afraid to tell the truth about the latest Crystal Dynamics title.

Great title isn't it - Akuji The Heartless? My mind was immediately flooded with all kinds of strange associations after placing the CD in my PlayStation. Was I about to become a cold-blooded assassin or a megalomaniacal fascist dictator? Actually it turned out a little more obvious than that. You see, Akuji quite literally doesn't have a heart. Ripped out it was, on his wedding day, by his vengeful brother and voodoo cursed while it was still beating, apparently. Sadly, Akuji now finds himself amongst the many long-departed souls in the underworld, running errands for Baron Samedi, the voodoo spirit of death. What a way to spend your honeymoon, eh?

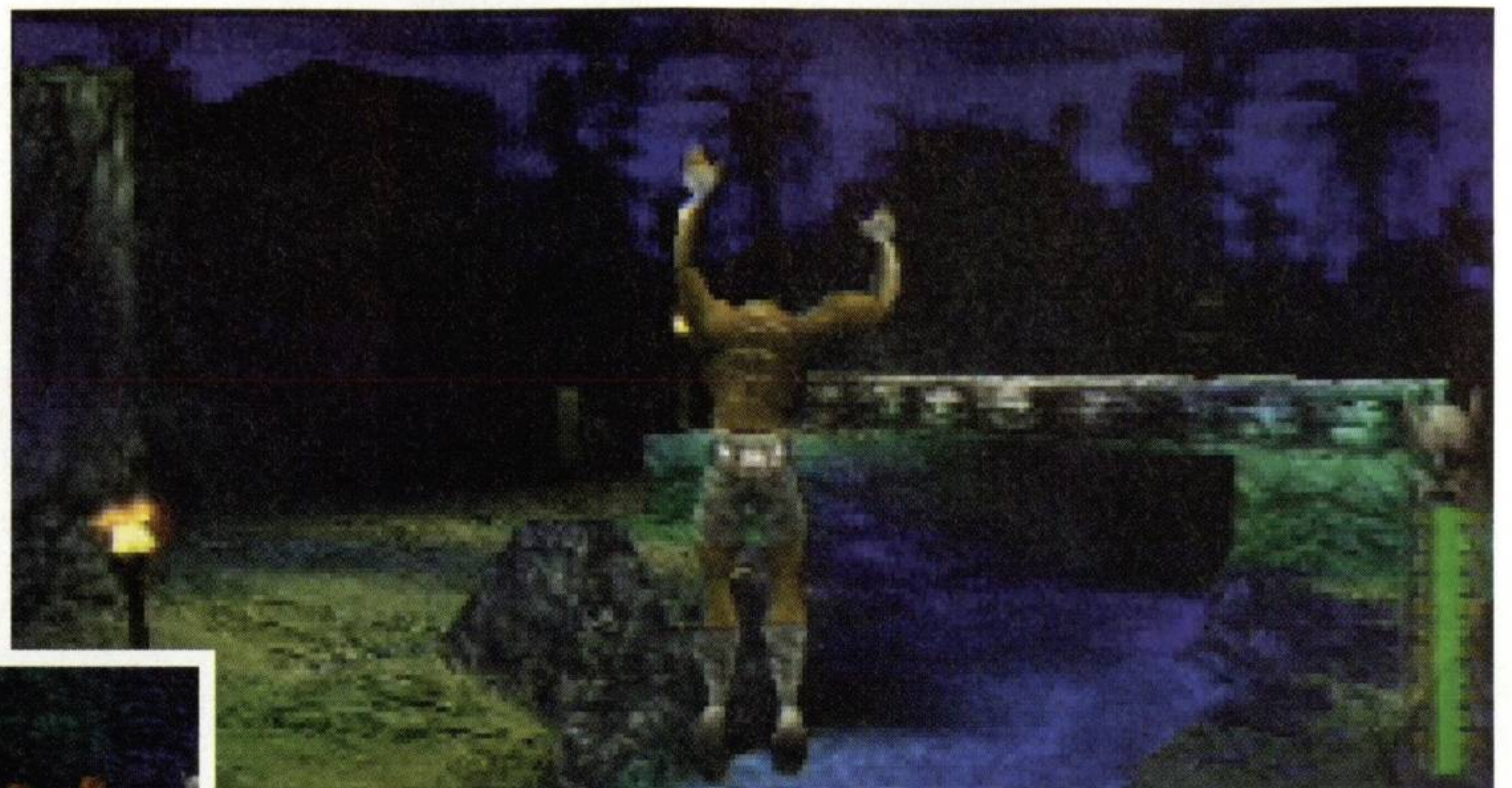
DISTURBING...

Seriously, there's something quite dark and perhaps even slightly disturbing about the scenario behind this game. Revenge murder is never a healthy occupation at the best of times, but it's twice so when it involves destroying the tormented souls of the underworld and reawakening those of your ancestors in order to appease the unsavoury Baron. As Akuji reminds us at one point during the game, what will Kesho, his bride-to-be, think of his blood-stained hands when they are eventually reunited. The effective manner in which this dilemma is portrayed is one of the more impressive aspects of the game. Certainly, this dark, edgy mood goes a long way toward creating some of the most involving and atmospheric gameplay I've had the pleasure to experience on the PlayStation.

GEX THE HEARTLESS?

So what does that gameplay consist of? Well, essentially, Akuji is a 3D platformer with a small, but sufficient number of clever tricks up its sleeve. Anyone who has played Gex - Enter The Gecko will be familiar with not only the graphics engine, but also the structure of the levels. The levels are hub-based and Akuji must collect a certain number of his ancestors' souls to progress to the next hub. Completion of each level only requires you to defeat many of the fiends within, solve the puzzles and find the spirit gate to exit. Later, to accumulate the requisite amount of souls, you'll need to return to earlier levels and search them thoroughly. Like Gex, the levels have their own themes - though they're all voodoo related and not, I should add, parodies of pop culture, of course.

The level design is consistently imaginative, while the obstacles and puzzles Akuji must face



are varied. Many still fall within the realm of traditional platforming - moving platforms, disappearing platforms, finding levers and so forth - but others,

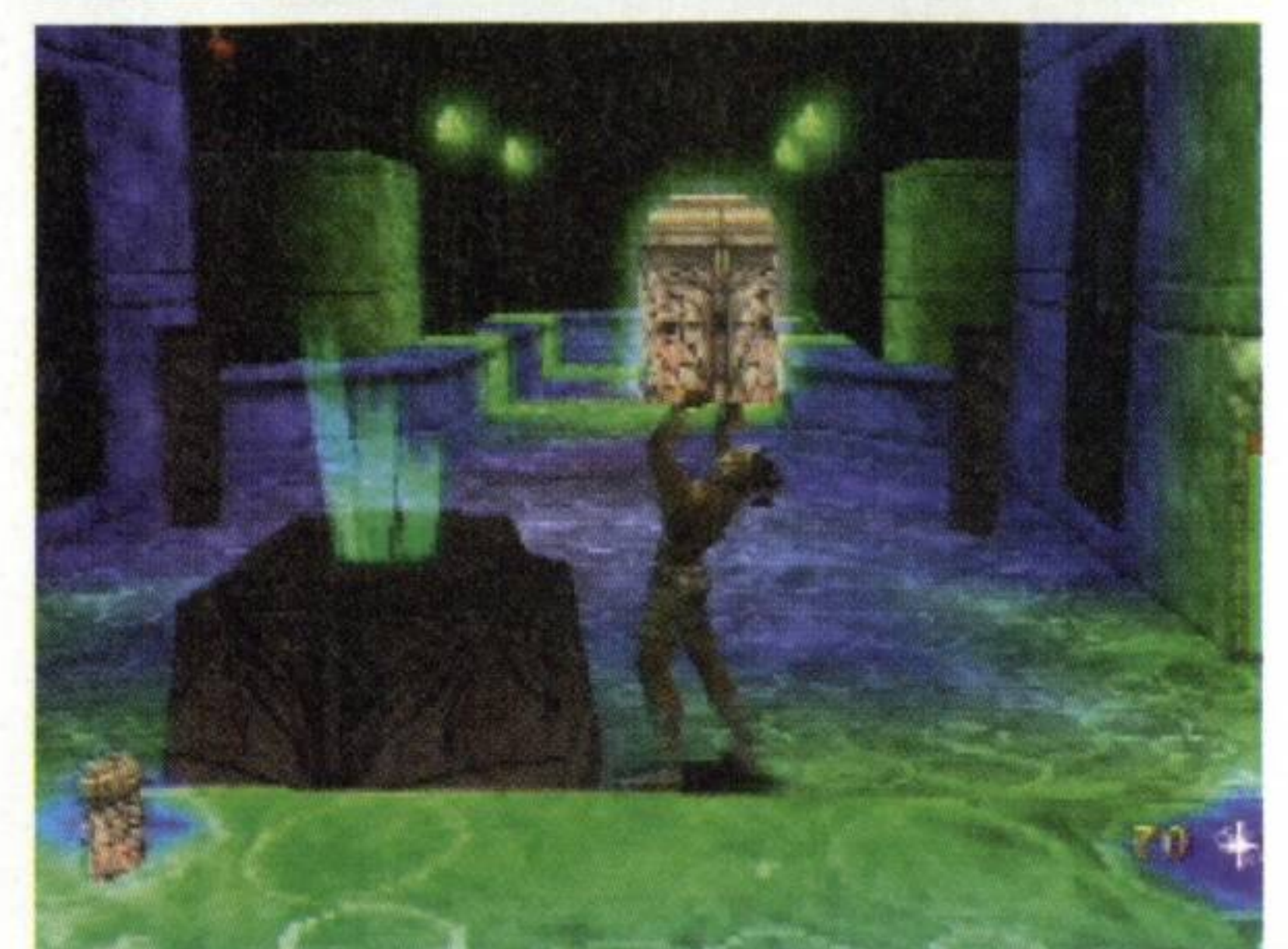
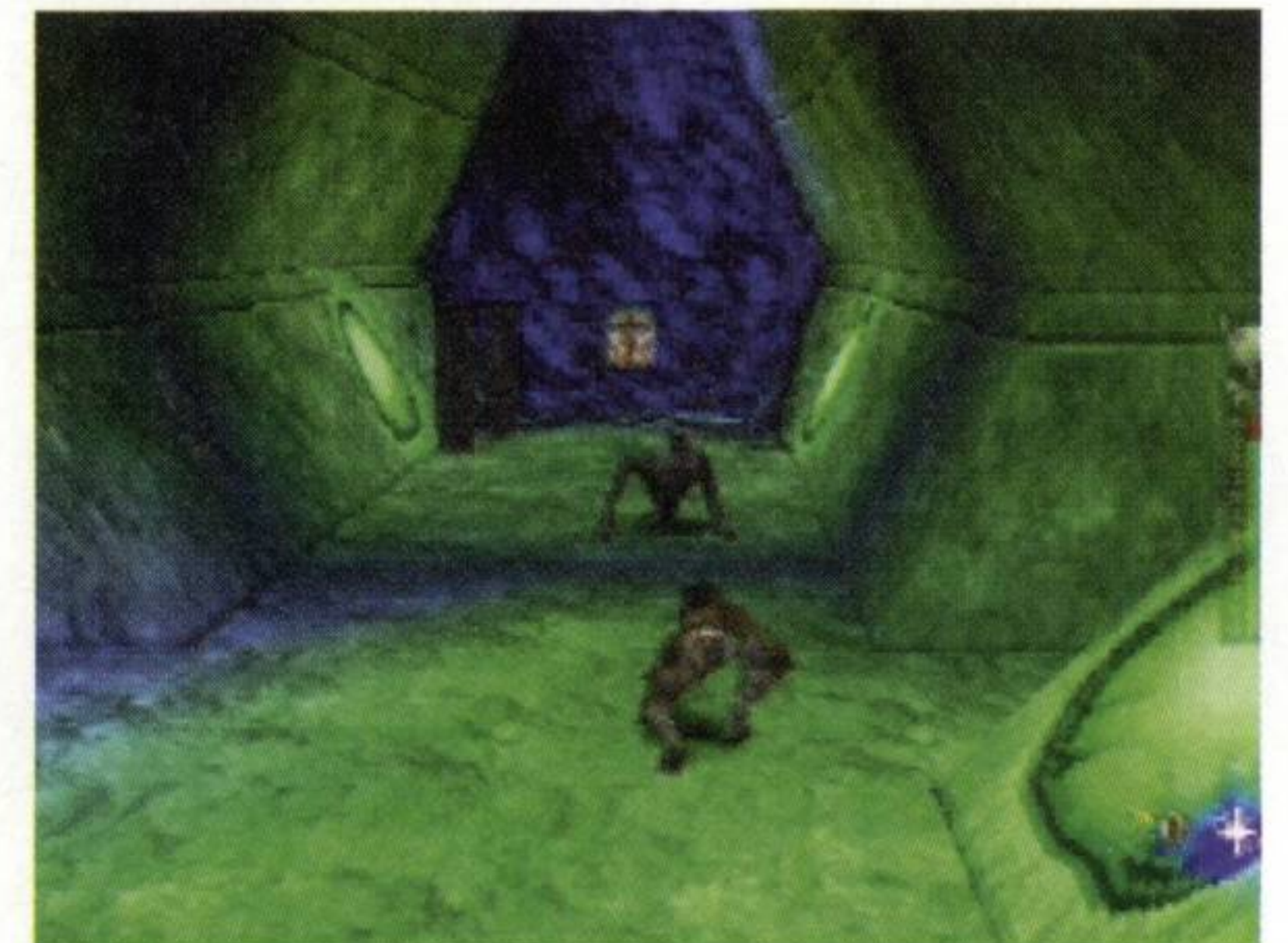
like the ingenious use of mirrors to judge jumps or defeating shadow demons with the aid of light, are novel enough to surprise even the most jaded gamers. Some of the scenes in the underworld are truly spectacular. Whether it be the huge tunnels with deadly boulders hurtling around them, the giant serpent whose writhing body you must run along across an ocean of acid, or the gorgeously rain-drenched corridors of the Temple of Tears, there's always something to divert your attention from the task at hand. In a good way, I mean.

SIMPLE AND NOT

Combat is pretty simple for the most part, although different tactics are needed when encountering the range of enemies. Akuji has several types of attack to call upon and he'll have to utilise them all - rolling attacks, jump attacks, crouch attacks, nearly a dozen spells, and the old standby of hitting the attack button as fast as you can. Unfortunately, the same cannot be said of the camera. It's absolutely hopeless, necessitating constant readjustments at every turn, before each jump, and after entering each new room or location. In fact, the controls are the game's weakest point. Whilst



AKUJI FARTS OUT THE ORB OF PROTECTION







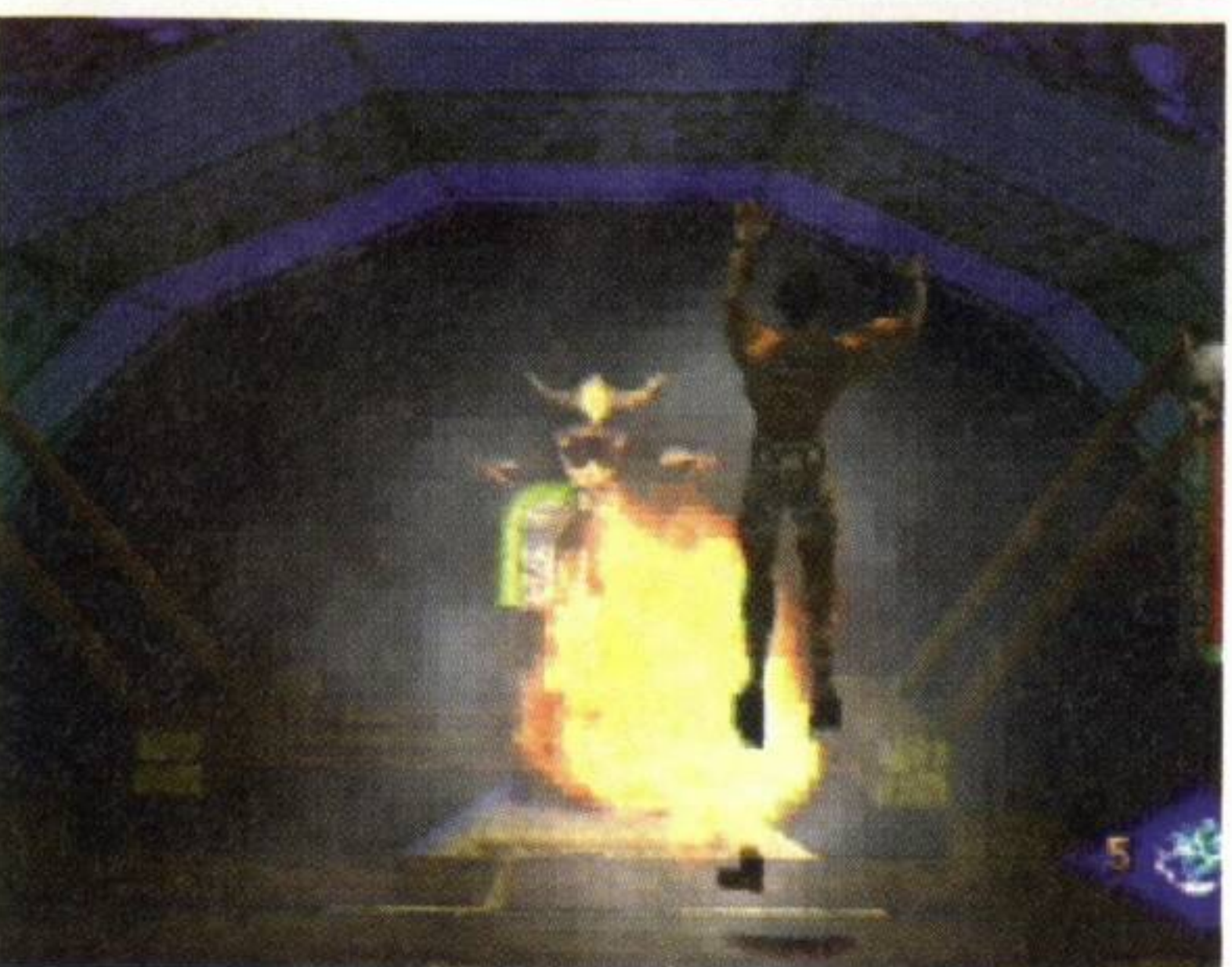
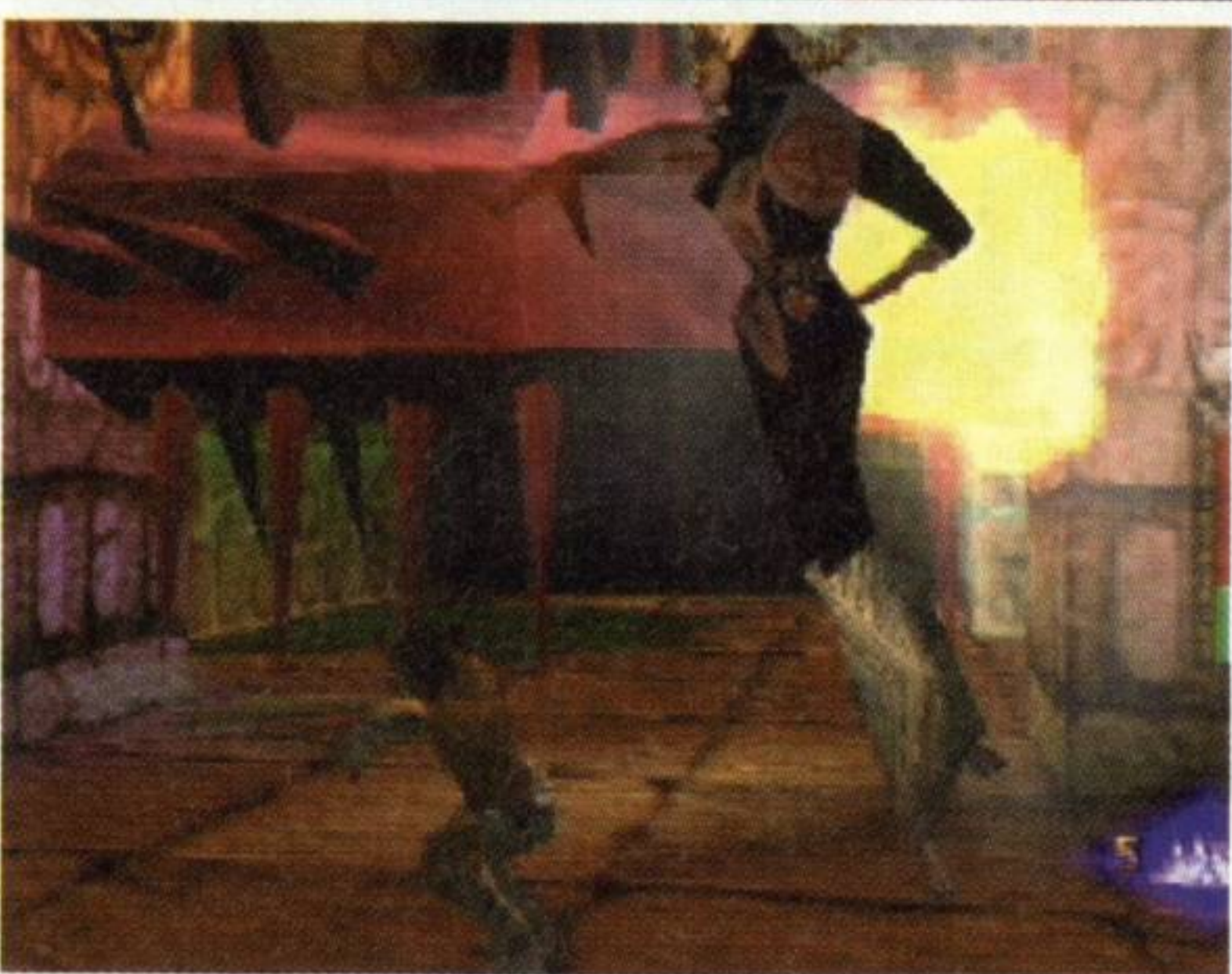


HYPERR Alien Vs Predator





A LOT OF BLOOD FOR A GUY WITH NO HEART



Akuji is blessed with a far more agile physique than Lara, this in turn causes its own problems. It's often far too easy to accidentally throw yourself off a ledge and, worse, climbing even the smallest walls typically degenerates into a case of "hit the jump button repeatedly and hope for the best".

On the whole, though, there's more than enough here to sustain your interest. Emphasised by poignant cut-scenes and commentary from Akuji himself, the narrative is strong and remains compelling throughout. Crucially, the pacing of the gameplay is just about right. When you start to feel as if you've seen everything a level has to offer, that's exactly when some new creature (the vicious flying devils whose fireballs are bloody tough to dodge or the rampant stegosaurus-type beast who'll toss you like a ragdoll if you get near his tusks, for instance) or tricky puzzle will be thrown into your path. Akuji is a game that just gets better the more you play it.

With this title and the forthcoming Soul Reaver, Crystal Dynamics are gradually building a catalogue of refreshingly different game heroes. In fact, they're really anti-heroes, such is the moral ambiguity of the actions they find themselves forced into undertaking. While most games only reinforce staggeringly banal and clear-cut distinctions between good and evil, Akuji provides a rare, albeit also simplistic, challenge to such preconceptions. It's this kind of attitude, as much as the standard of their gameplay, that makes Crystal Dynamics a developer to watch.

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1
PUBLISHER: Eidos/Crystal Dynamics
PRICE: \$89.95
RATING: M
SUPPORTS: Dual-Shock

PLUS

Dark, unsettling atmosphere with the disturbing gameplay to match. Plenty of inventive touches keep you guessing.

MINUS

Dodgy control problems raise their head regularly.

VISUALS	SOUND	GAMEPLAY
82	75	78

OVERALL

79

Akuji captures the imagination, but falls short of being something really special.

Darkstalkers 3

Ludicrous anime-style horror fighting games... **Aaron Lai's** cup of tea



SCUSE ME WHILE I GO FOR A SLASH

Fans of this series probably won't even need to read the rest of this review.

Darkstalkers is known as Vampire Hunter/Saviour in Japan. Darkstalkers 3 is the next instalment and the home conversion of the Vampire Saviour arcade release. It continues the tradition of adding new characters, new moves, new styles of Supers and other special attacks. All 6 of the new characters in Vampire Saviour are brought into the home conversion as well as a few changes to the game mechanics from Darkstalkers 2.

THE PROTOTYPE?

The Darkstalkers series, has always helped Capcom speed their development of the 2D fighting genre. For example, gameplay ideas like Chain Combos and multiple levels of Super were tried and tested in Darkstalkers 2 before they incorporated it into Street Fighter Zero.

Darkstalkers 3 sees the introduction of a new dual life bar. The life bar starts all green. Hits taken from your opponent is displayed as Red damage and White damage. Red damage is unrecoverable but White damage slowly regenerates to Green life bar. The life bar also behaves like survival mode in Street Fighter. It is only regenerated to full after you have been knocked out.

Also new in DS3 is a selectable Dark Force Super system. Which, I suspect, was later developed into the selectable ISM system in Street Fighter Zero 3. After character selection, you have a choice of either Dark Force Change or Dark Force Power Supers. Both are time based, giving your character extra power during that time. Dark Force Change calls in extra little characters to

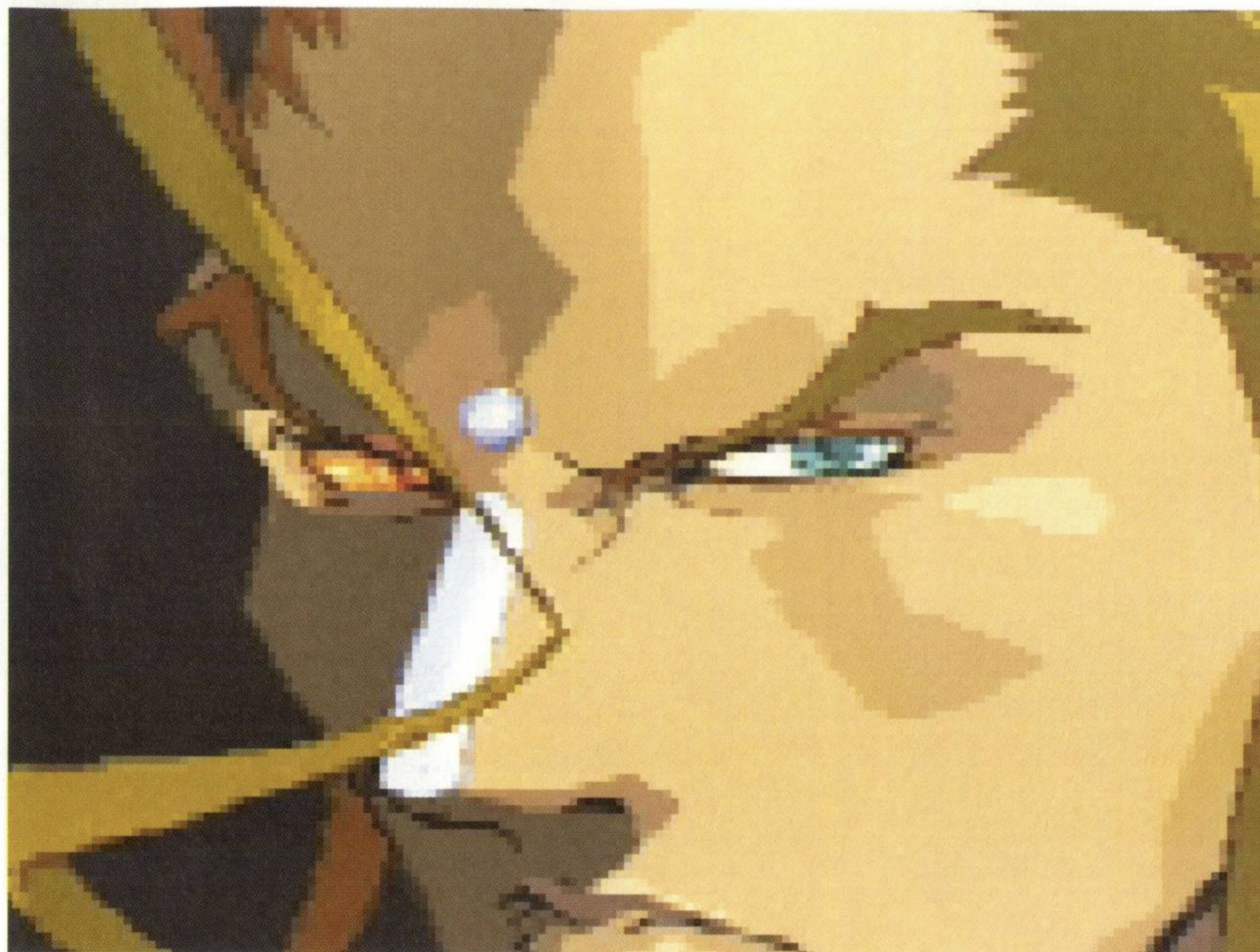
help you pummel your opponent into submission. Dark Force Power makes every attack of yours do full damage, so all your hits cause unrecoverable Red Damage meaning quick death for your opponent.

CUTTING THE COMBOS

The Light-Medium-Heavy attack chain combos from Darkstalkers 2 have been removed in this new release. Previously, if you press light punch, medium punch and heavy punch in quick succession, each move would interrupt each other allowing you to rack up huge combos without the other player being able to block the successive hits. Chain combos have since been considered cheap by most veteran fighters so Capcom have been limiting their use of it in their later games. To make up for the loss of this, heavy attacks are multiple hits and with some training, you can still create some devastating combos.

In the visual department, Darkstalkers 3 doesn't seem quite up to Capcom's usual high standards. Although bright, colourful and well-animated, the graphics seem to lack a quality of smoothness seen in other Capcom releases. The graphical stylisation is reminiscent of older Capcom releases, looking much like Street Fighter 2: The New Challengers' graphics. The characters tend to stand out from the background more than they should. Although the general look is clean, it's very pixelated with harsh edges and outlines. Having said all that, the visuals aren't really all that bad, but with the release of Darkstalkers 3 being close to the release of Street Fighter Zero 3 you would expect that they would be of similar visual quality.

Capcom's Darkstalkers series has never really challenged the popularity of the Street Fighter series. Never touted as a serious alternative to the 'King', it had an offbeat approach to the 2D fighting format. No doubt Capcom used it to test new gameplay ideas. Nevertheless, its unique gameplay and cast of nightmarish yet humorous characters, has developed a following of its own.



HAVE YOU GOT SPLIT ENDS?



Sound and music is much the same as any other Capcom fighter. Maybe the music isn't as catchy as other releases but music and sound aren't really all that important in a good fighting game. As long as the sound effects are powerful and beefy and the music is unintrusive, you won't really care.

Darkstalkers was never originally a fighting game with a serious attitude. It's wacky and zany and sometimes downright hilarious. This latest instalment had kept that same laughable quality with some interesting fighting gameplay. If you want a serious fighting game, get Street Fighter. Darkstalkers 3 isn't really going to suit you. But if you're getting bored of the Street Fighter theme and want something different, then Darkstalkers 3 is a good alternative.

AVAILABLE: TBA

CATEGORY: 2D Fighting

PLAYERS: 1-2

PUBLISHER: Capcom

PRICE: \$89.95

RATING: M

PLUS

Wacky, Zany characters with unique gameplay elements. A weirder alternative to Street Fighter.

MINUS

It isn't quite as good as Street Fighter Zero 3 and it won't have the same longevity.

VISUALS SOUND GAMEPLAY

75 83 85

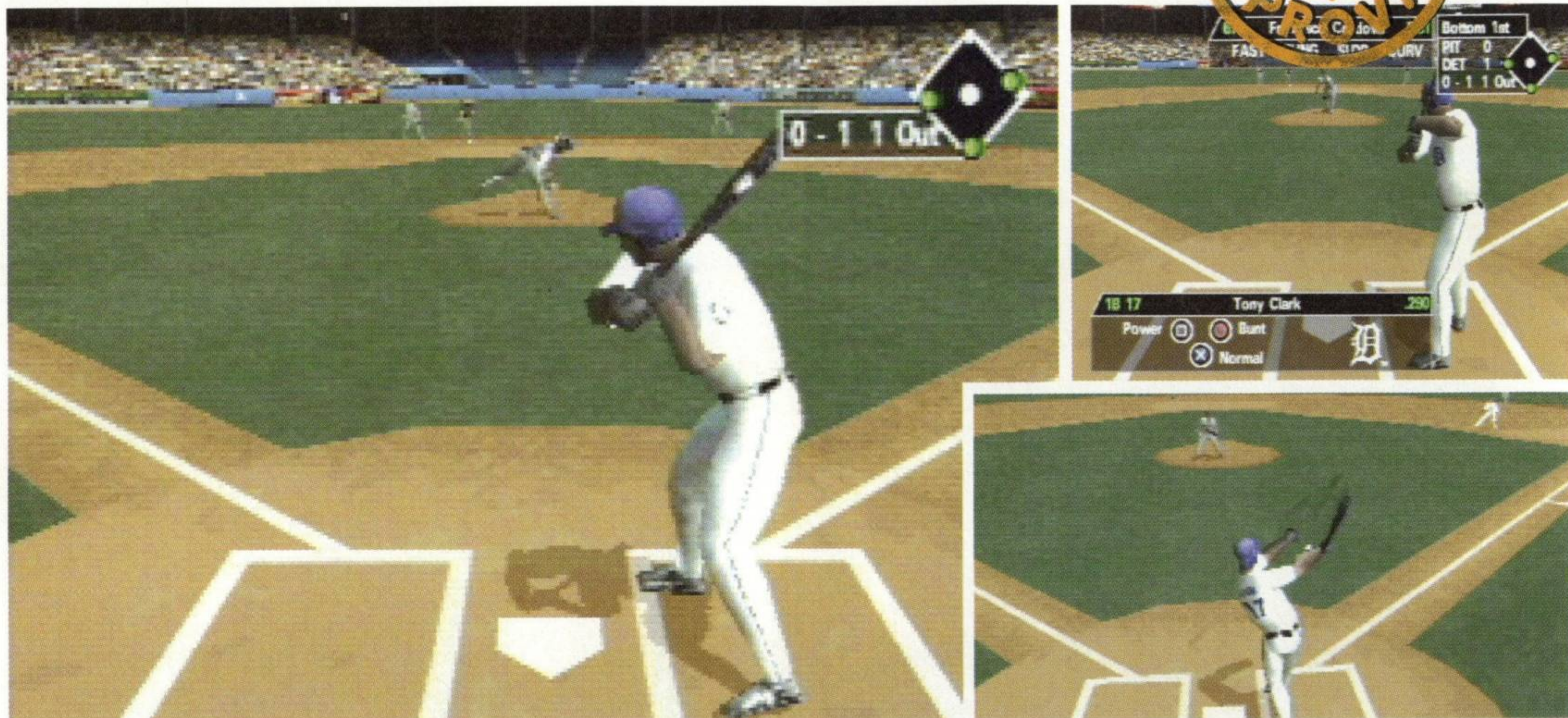
OVERALL

78

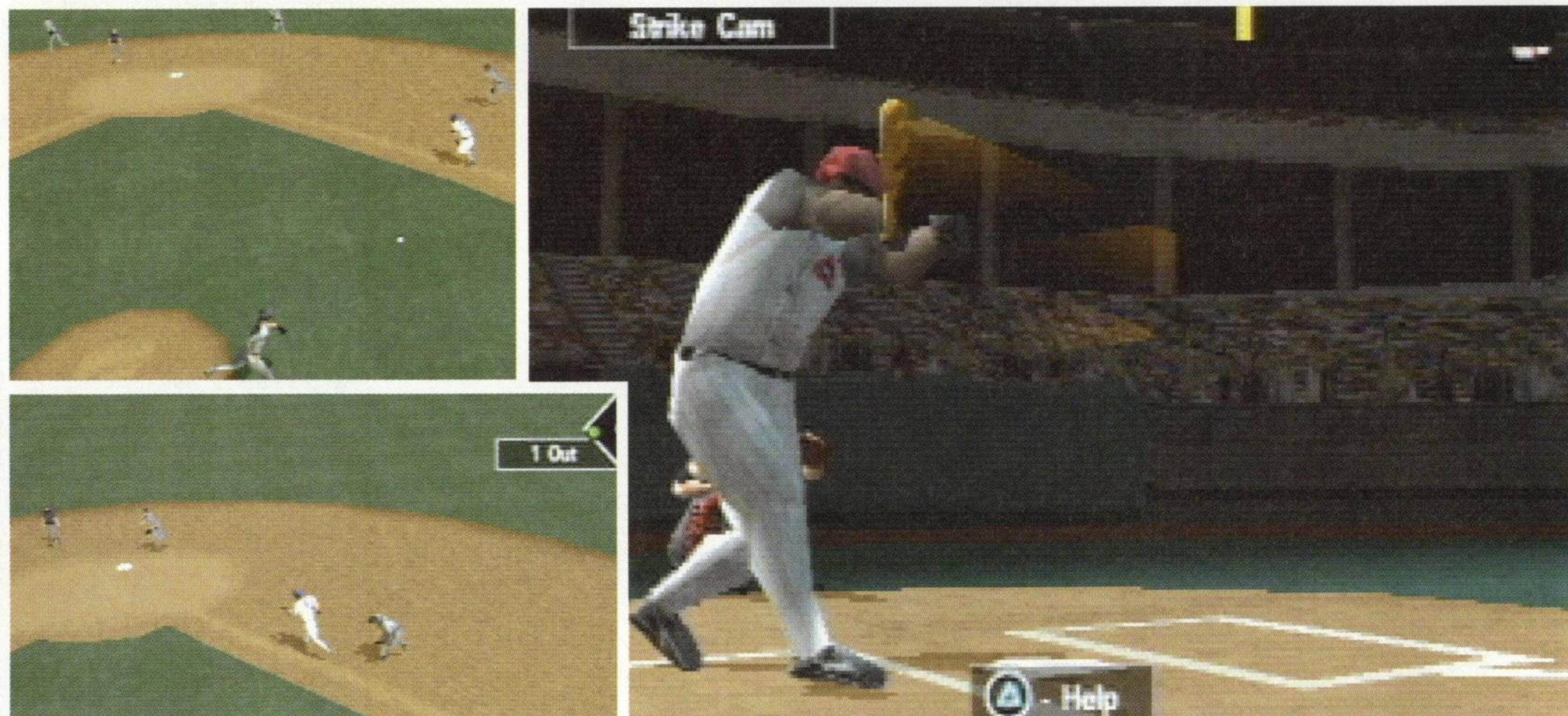
A good 2D fighter, but Street Fighter Zero 3 is a bit more polished.

Triple Play 2000

Frank Dry steps up to the plate...



IT'S JUST NOT CRICKET!



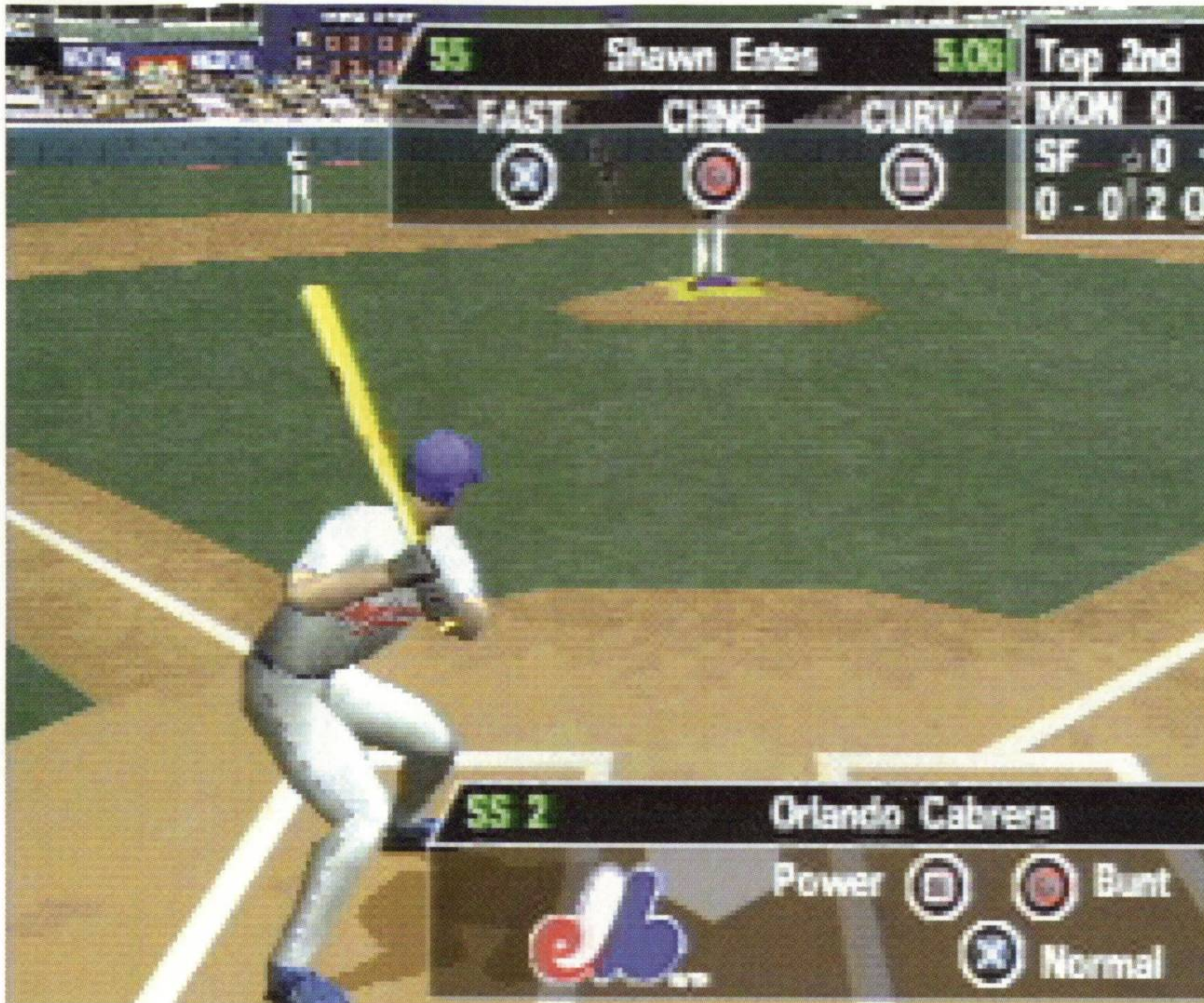
In the Australian market, baseball games will generally fall into one of two categories - either great, or pathetic. Thankfully, Triple Play 2000 really is a great, playable (even to non-baseball fans) game. It's managed to tread the fine line between having enough stats and options to satisfy the sim freaks, yet being a simple enough game so that you can easily transfer your Shane Warne Cricket skills over to the American bastardisation of our sport.

AS EASY AS 1, 2, 3

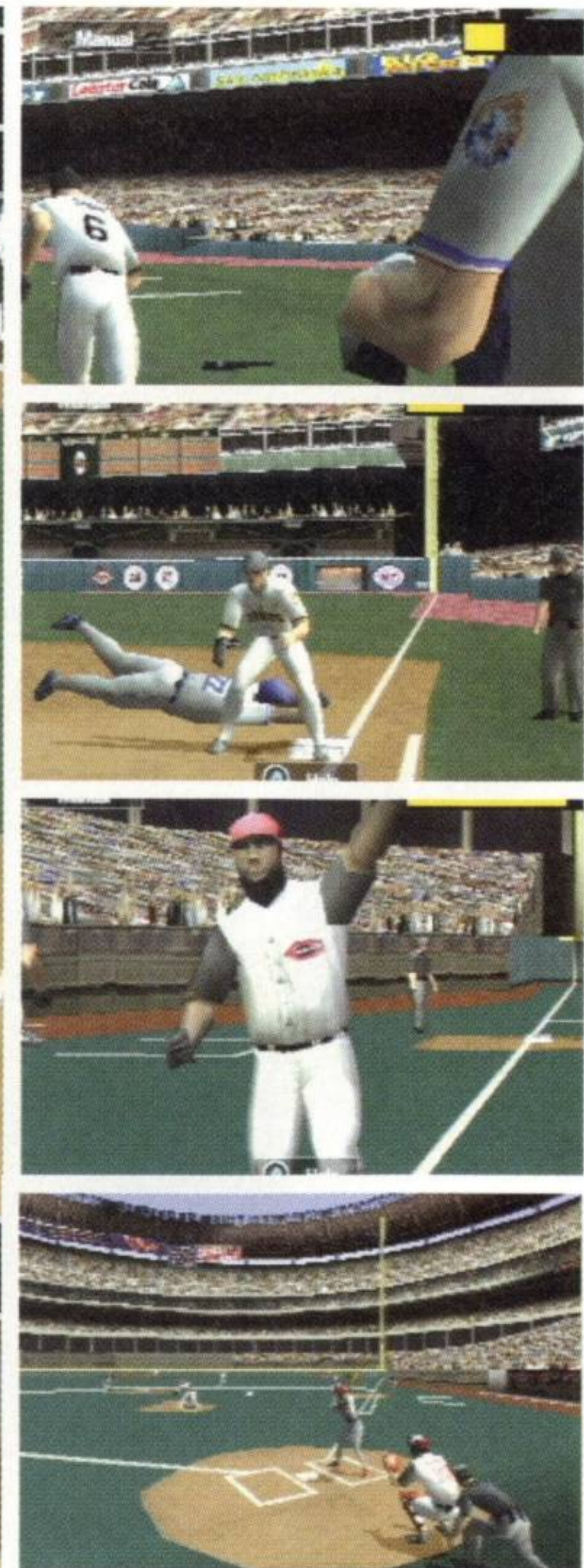
One problem that has plagued baseball games in the past is that the actual sport of baseball involves way more down-time and missed shots than bell-ringing homeruns and exciting double-play action. While a batting average of around .333 is considered extremely good batting average, that also means you're missing two-thirds of your swings. Thankfully, EA Sports have tweaked the gameplay of TP2000 more towards arcade action.

Just like in Shane Warne Cricket, everyone has a chance to belt the cover off the ball. The worst batters can crack that sucker to the outfield, simply by pressing up and hitting the ball. For the baseball freaks, you can also change the location of your batter in the batter's box, and even open up his stance (much like the way a golfer opens up his shoulders) to get more power out of the swing.

The pitching method is just as easy as the batting. Where the options for the batters are "big hit", "little hit" and "really little hit" (well, a



THAT BAT LOOKS LIKE IT'S MADE BY NERF



bunt), for the pitchers you're prompted before each pitch as to whether you want a fastball, curveball, swinging ball, or a change-up. You can also choose where you want the ball to finish up simply by holding down the D-pad in whatever direction you wish.

One very cool option when you're pitching is the choice to throw nothing but balls (insert Ian Roberts joke in here) to a good batter. After you've chosen what type of pitch you want to throw, you can then choose whether you want it to be in the ball or strike zone, so if you've got a batter with an itchy trigger finger who's swinging at everything, you can easily make him your bitch.

Now for part three of our baseball tutorial (no, not refusing to play until your contract is redone), fielding. Strangely enough, running and picking up the ball is actually a little harder than throwing it at 90mph or hitting it 400 feet. The first problem is that once the ball has been hit, the first fielder the CPU selects for you is generally not the right one. Then, once you've finally got the fielder that you want to control, sometimes it can be a problem to pick the ball up and fire it back to a base. Not a problem EVERY time mind you, but still enough to cause a mild annoyance.

SIMPLY ATMOSPHERIC

If the simple gameplay is what will attract the casual sports fans to this game, the total atmospheric package that TP2000 provides is what will reel in the hardcore "I've got a Babe Ruth rookie card!" nutcases. Every stadium has its own dis-

tinct feel, whether it's an enclosed feel, has real grass or astroturf, or having sky-boxes placed at various positions around the ground. The stadiums are also pre-rendered, which gives them a truly beautiful appearance. Strangely enough, the only thing that they seem to be missing are real ads, which is weird, for an EA Sports title anyway.

Each player has the (now standard) texture-mapped face, and just like the latest instalment of NBA Live, they now have facial expressions. Pitchers scowl and point fingers when they strike some few out, batters throw their bats to the ground, fielders look on with err, blank, bored looks - just as in real life! The animation of the players is excellent as well, with cool touches like players sliding into home base, standing up then dusting themselves off.

FAIR COMMENT

The two-man commentary team (consisting of two guys you've never heard of) also works quite well. There's little repetition in their comments, and they also side in some interesting facts and figures during the game. It's as close to "TV quality" audio you're going to find in a sports game.

Triple Play 2000 is not a game for everyone. If you don't like sports games, this probably won't convert you. However, if you're a casual sports fan who like a "pick up and play" experience, TP2000 is right down your alley. Baseball fans, you've probably already got a copy of this one, but if you don't yet, (with apologies to Molly) do yourself a favour!

AVAILABLE: Now
CATEGORY: Sports
PLAYERS: 1-2
PUBLISHER: EA Sports
PRICE: \$TBA
RATING: G
SUPPORTS: Dual Shock

PLUS
Great graphics and atmosphere with very easy to pickup gameplay.

MINUS
It's not basketball.
No nude code.

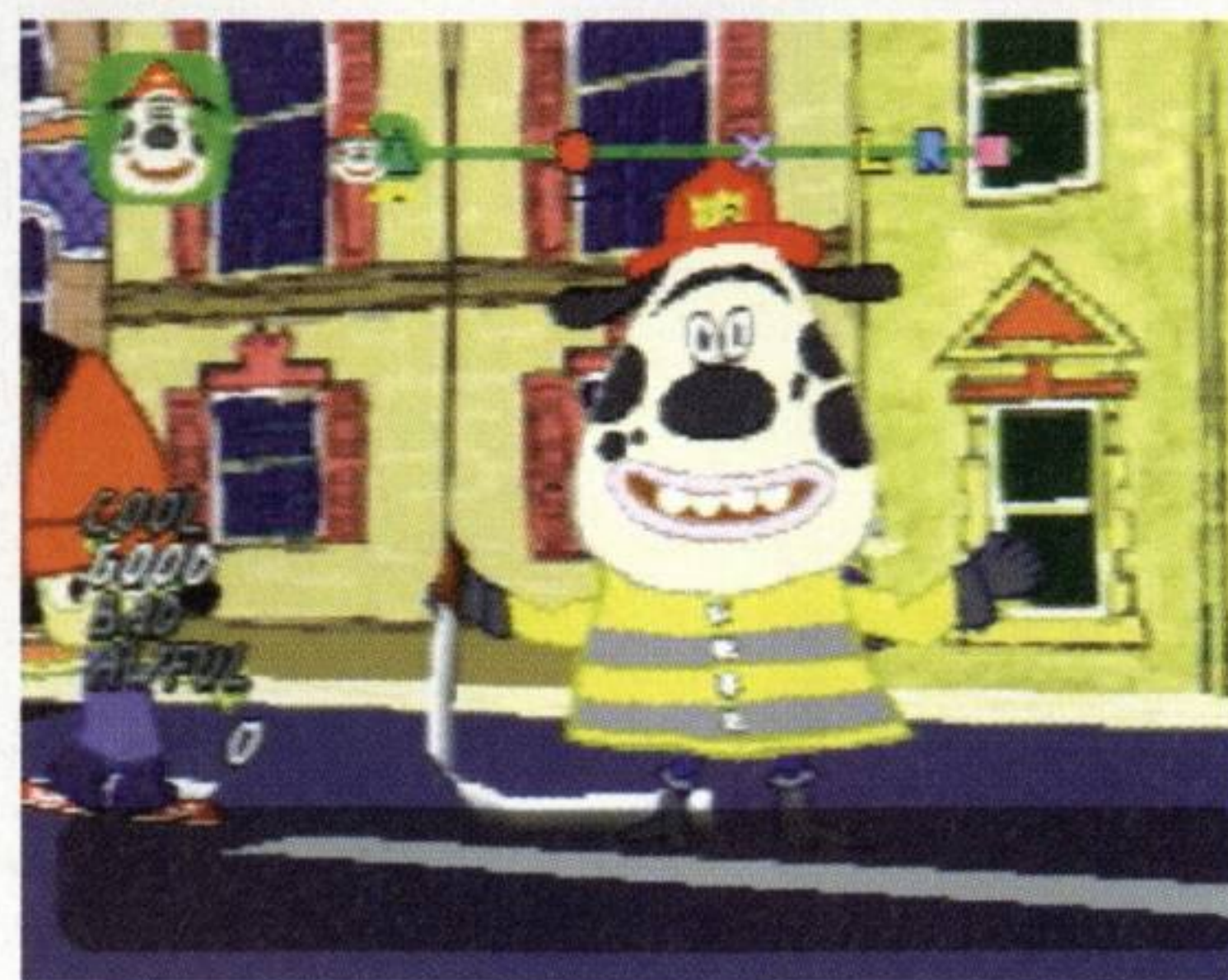
VISUALS	SOUND	GAMEPLAY
93	92	90

OVERALL
92

Fans of Shane Warne Cricket should check this out, and it might convert a few non-baseball fans as well.

Um Jammer Lammy

It's not exactly Big Heavy Stuff, but **Eliot Fish** was still keen to get get Jammy...



I'M BAD, I'M BAD, U KNOW IT! HUH!



Continuing in the tradition of "mad party game guaranteed to crack you up", Um Jammer Lammy (or Parappa the Rapper 2 if you so desire) is the perfect thing to stick in your PlayStation when friends come around for a quick bash at something. There's no hardcore gameplay, no cool 3D graphics and no "attitude" - and what a nice change that is. Um Jammer Lammy is all about pure, simple fun and having a good laugh. You may question what the hell those Japanese developers' extra-curricular activities are, but the end result is this flipped-out party game. If you're tired of all the re-hashed ideas, bad FMV and repetitive racing games, then come with us on a journey into the life of Lammy and her band, Milk Can...

MY GUITAR IS IN MY HEAD!

Lammy and her bunch of two-dimensional freaky friends have just scored their first gig as Milk Can. You have to help Lammy make her way to the gig, by successfully playing guitar licks through a variety of hilarious scenarios... even in the cockpit of a jet plane! Lammy manages to overcome her obstacles by simply imagining whatever it is she has to do, is just like playing the guitar... very strange, but you wouldn't expect anything less from this sort of game. For instance, to help put out a burning building, Lammy pictures the waterhose as a guitar, and when she needs to cut down a tree, the chainsaw becomes her musical axe... very funny stuff. Each scenario has it's own unique little song, and can you say



あー、そうだ
このあと別件がアレなんで。



COOL
5000
BAD
AWFUL
262

ババババ



んじゃあ、ポークで。

YOU CAN BE ARRESTED FOR THINKING THAT!



COOL
5000
BAD
AWFUL
257

3-9'

わたしのまわりは いつもタバタ



COOL
5000
BAD
AWFUL
300

COOL
5000
BAD
AWFUL
300

はげしくて
ワイルドすぎるあなた

YEAH... WHAT SHE SAID...!

Lammy is more challenging than Parappa ever was. The rhythms are more complex, and your reflexes have to be twice as accurate.

JAMMER WITH A FRIEND...

Um Jammer Lammy introduces a two-player mode, which Parappa should have had, considering this is the sort of thing you put on when friends drop around. Once you have completed the single-player mode, it unlocks a bunch of funky two-player options. You can either play through cooperatively (where you each have to perform alternate phrases) or you can "duel" a friend, with the most accurate player winning the round. Finishing the single-player game also unlocks the one and only Parappa, allowing you to play through the songs in Um Jammer Lammy by rapping instead, which is a nice bonus for fans of the original.

Whilst the game is harder than Parappa, and the visuals are clever and entertaining, this kind of game really has limited appeal. Once you've played it through, and mucked around with the other game modes, it's hard to say whether you'll really play the game much ever again, unless you're showing it off to friends. It won't take you a hell of a long time to finish it, so just beware of its weak long-term appeal. However, if you loved Parappa and still get it out every now and again for a laugh, then Um Jammer Lammy is a must-see game - you'll love it!



もうせいっぱい



ベルトをしめて 踊る準備だ



312

288

助けにきてほしいの 天候が来る前に

AVAILABLE: June
CATEGORY: Action
PLAYERS: 1-2
PUBLISHER: Sony
PRICE: \$TBA
RATING: G

PLUS
Tripped-out visuals and challenging songs!

MINUS
Not a real long shelf-life.

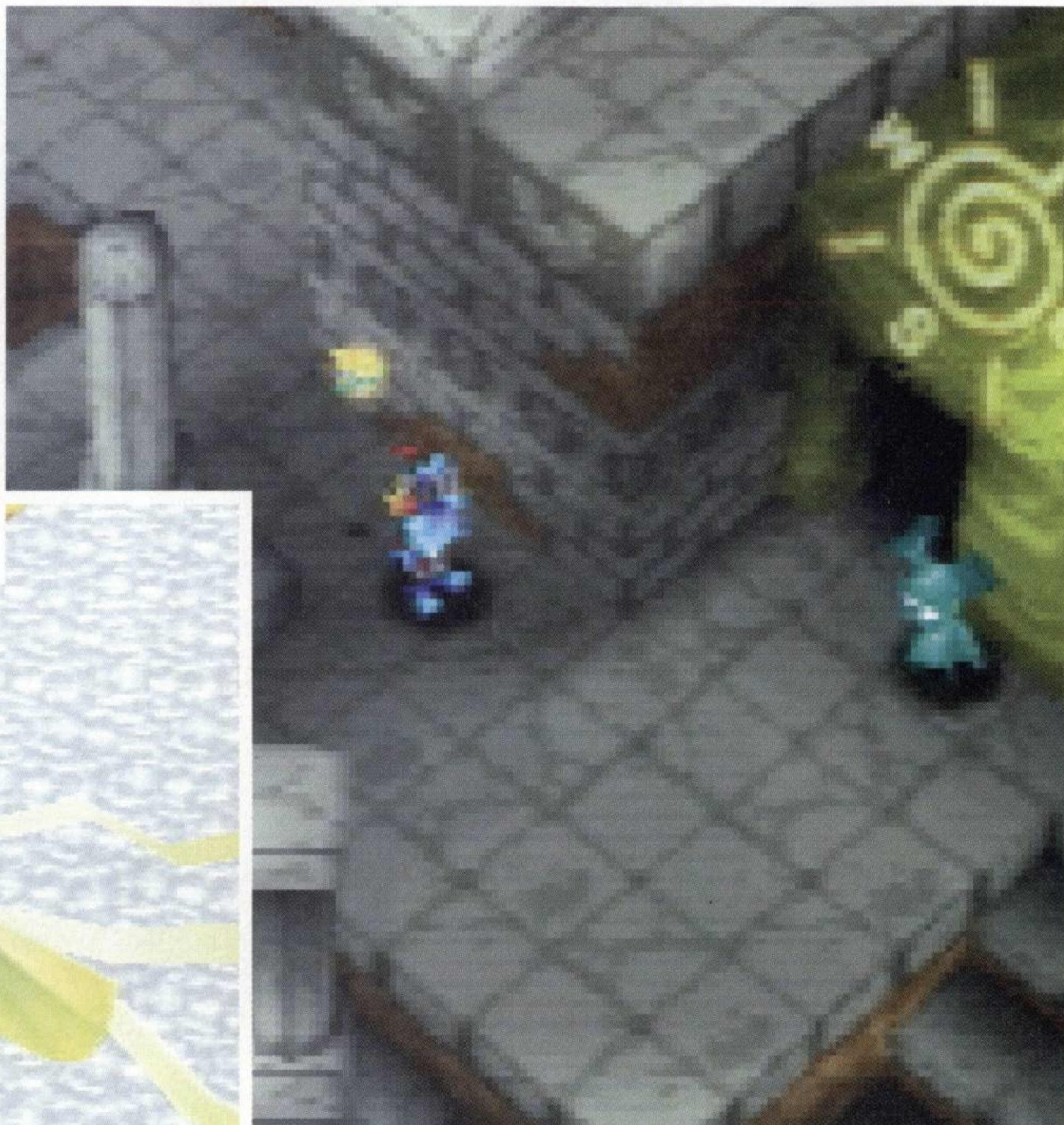
VISUALS	SOUND	GAMEPLAY
84	85	79

OVERALL
82
Great hilarious fun! Some people won't "get it" though...

'catchy'? Cripes! These tunes vary from cheesy pseudo rap to bizarre Japanese pop opera! Much like Parappa and his vocal phrases, the buttons on the controller correspond to all sorts of guitar licks - from power chords to widdly-widdly guitar histrionics. Combinations use all four action buttons, plus the two shoulder buttons, and frequently you'll find yourself having to repeat lengthy phrases which use all the buttons multiple times. There's no doubt that Um Jammer

Guardian's Crusade

Adam Roff puts the latest PlayStation RPG to the test. Another poor Final Fantasy clone, or something new?



LAND OF THE MIDGET WARRIORS



The influence of Final Fantasy VII on western game releases has been profound. The floodgates are now open to a range of Japanese RPG titles, from the very quirky to the openly archaic. Guardian's Crusade is one such title and it does borrow enormously from the success of FFVI but it manages to stand out from the conventional fare with several tasty innovations.

BAD NEWS IF YOU DON'T LIKE CUTE...

The game is deceptively simple upon your first outing and the cartoony, childish visuals may put a few players off. All the characters are unbearably cute, your power-ups are all junk food and there are all sorts of moral lessons being forced down your throat to keep us kiddies nice. It's constantly trying to teach you to be independent, caring and brave... urgh. The standout features that will keep you coming back though, are the character breeding elements, the funky visual design and the silky smooth 3D engine.

Our tale begins with a young knight who is sent on an errand by the town's Mayor. Their small community has been cursed with poor crops for several seasons and so Knight is sent to a nearby village to confer with their leader. During this task Knight stumbles across Baby, a small pig-like animal, and together they witness-

es a mystical vision. The baby must be returned to the ominous God's Tower or darkness will prevail throughout the land. This marks the start of a journey that takes Knight and Baby on a long quest to save civilisation, as they know it.

HAVE A RELATIONSHIP WITH A PIG

Your relationship with Baby is heralded as an in-game tamagochi engine, although its simplicity and autonomy make it something quite different. Your first meeting is in the same vein as that comedic routine loved so dearly by clowns. You need to position yourself in front of Baby to open a dialogue but it will immediately dash behind you. All the while Knight is asserting he must have been hallucinating. "He's behind you, he's behind you!" From there, the game builds a firm emotional bond between the two by giving you an increasing level of responsibility and interaction.

The battle engine of this RPG is a fairly standard affair with a single attack, multiple "spells" and up to two bizarre looking enemies. If you've been kind to Baby, which means not admonishing it and feeding it plenty of candy, it will jump to your aid and even take commands. This tenuous alliance soon becomes vital to your survival. Baby's initial vulnerability, which is very endear-

ing, will soon evolve into an irreplaceable strength. Baby can heal you on the verge of death, transform into over ten different organisms and, my favourite, become a 15ft armour plated killing machine. These are the first inklings that this animal is something special and that your quest may become an epic.

The "spells" are cast by summoning various "living toys". The first of these toys is Mr. O'Neal and he explains how a magician crafted them to employ special abilities. Mr. O'Neal, for example, thumps the enemy each turn with a baton. Later in the game you'll discover more bizarre variants like the Voodoo toy that can attack your enemy by destroying each limb, one at a time, till your opponent yields. The Frued toy looks impressive too with its hypnotic abilities and Oedipus complex. There are over 50 of these toys to collect, and this represents game's long term playability.

Visually, the game shares that deceptively simplistic quality seen in the gameplay. The entire environment is composed of polygons, which makes meandering rivers and the like seem a tad blocky, but enables a freely rotating isometric view to be employed. The simplicity means that there is almost no seaming and allows an astoundingly broad palette. This ensures a



HEY, WHY SO BLUE?



colourful, cartoony atmosphere consistent with the game's themes.

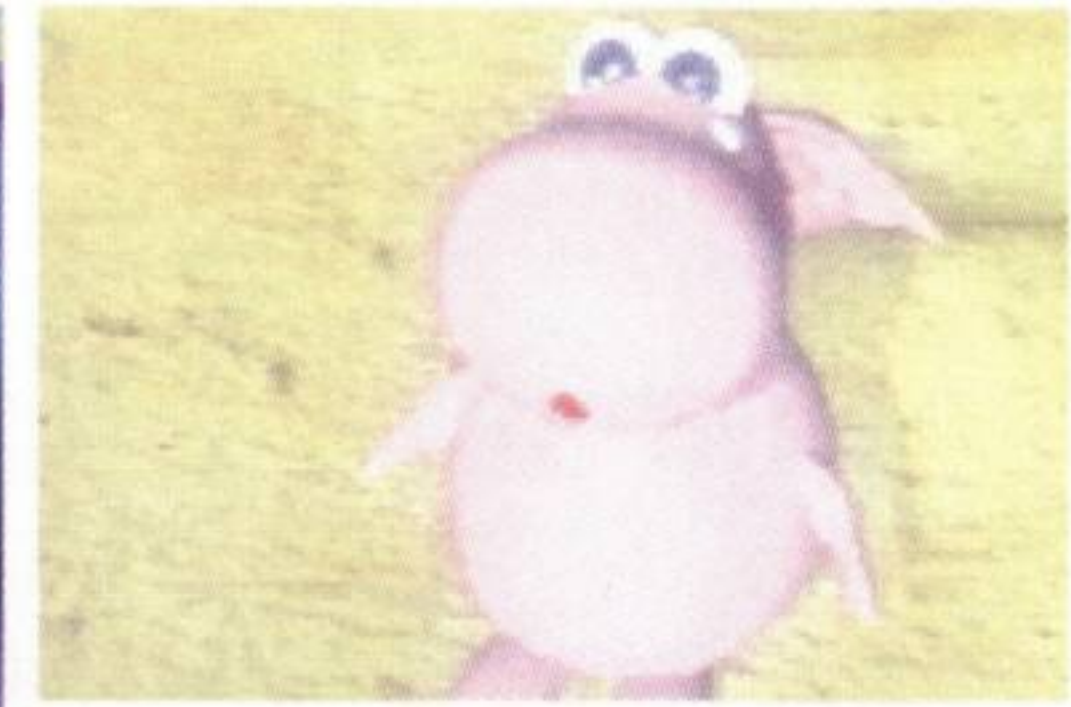
TRIPPY

Complementing this crisp environment is the outlandish character design. The 100's of mystical beasts you encounter are generally a crack up. There are frogs and birds, sand monsters and jesters and all manner of surreal creations. The monsters can all be seen on the map screen so if your low on hit points, you haven't got any magic potions, or you're in a rush, you can just keep going. They appear as swimming blobs to begin with. Later, they'll change to pirate ships and you can always judge their strength by their reaction to you. The really nasty ones will hunt you down like a dog. It's just as well the Dual Shock controller makes dodging a breeze.

MUTATE YOUR PIG

Conquering the bosses will sometimes enable Baby to learn a new shape. If you've been generous, Baby may make a transformation on request turning a ridiculous little pig to a majestic, flying beast. You have another regular companion, Nehani an archetypal companion fairy who longs to be human and shares an impossible love with the protagonist. She's helpful if you're a budding interior designer or you get lost but her inclusion is hardly something new.

Guardian's Crusade is very accessible and rewards the player with steadily deepening gameplay and an appealing game environment. Don't let the childish visual style put you off, this is a solid RPG experience.



AVAILABLE: Now
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Activision
PRICE: \$79.95
RATING: G
SUPPORTS: Dual Shock, Memory card

PLUS

Breed yourself a monster in colourful game world.

MINUS

Gives elevator muzac a bad name. Overly cutesy first impressions.

VISUALS	SOUND	GAMEPLAY
86	65	87

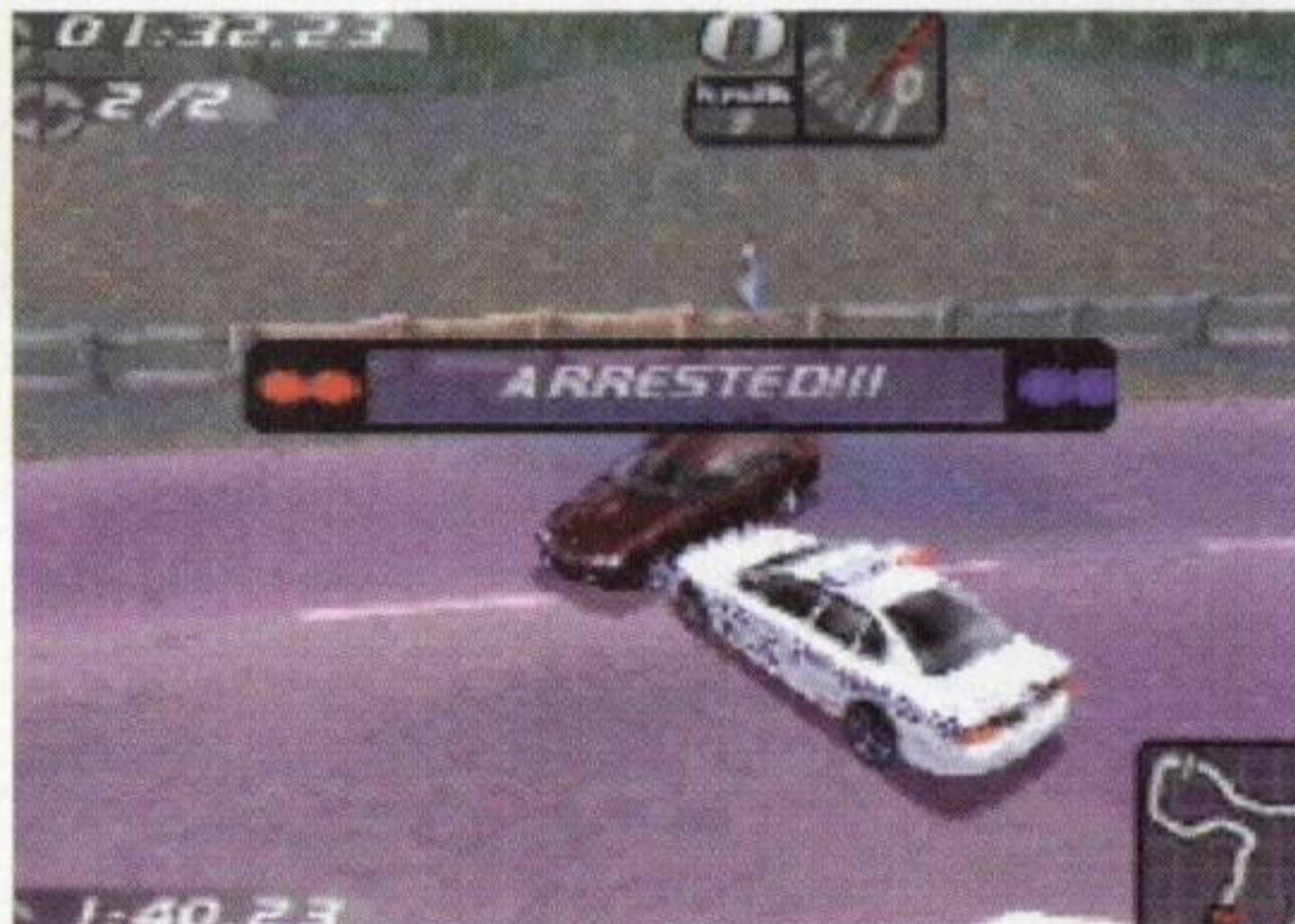
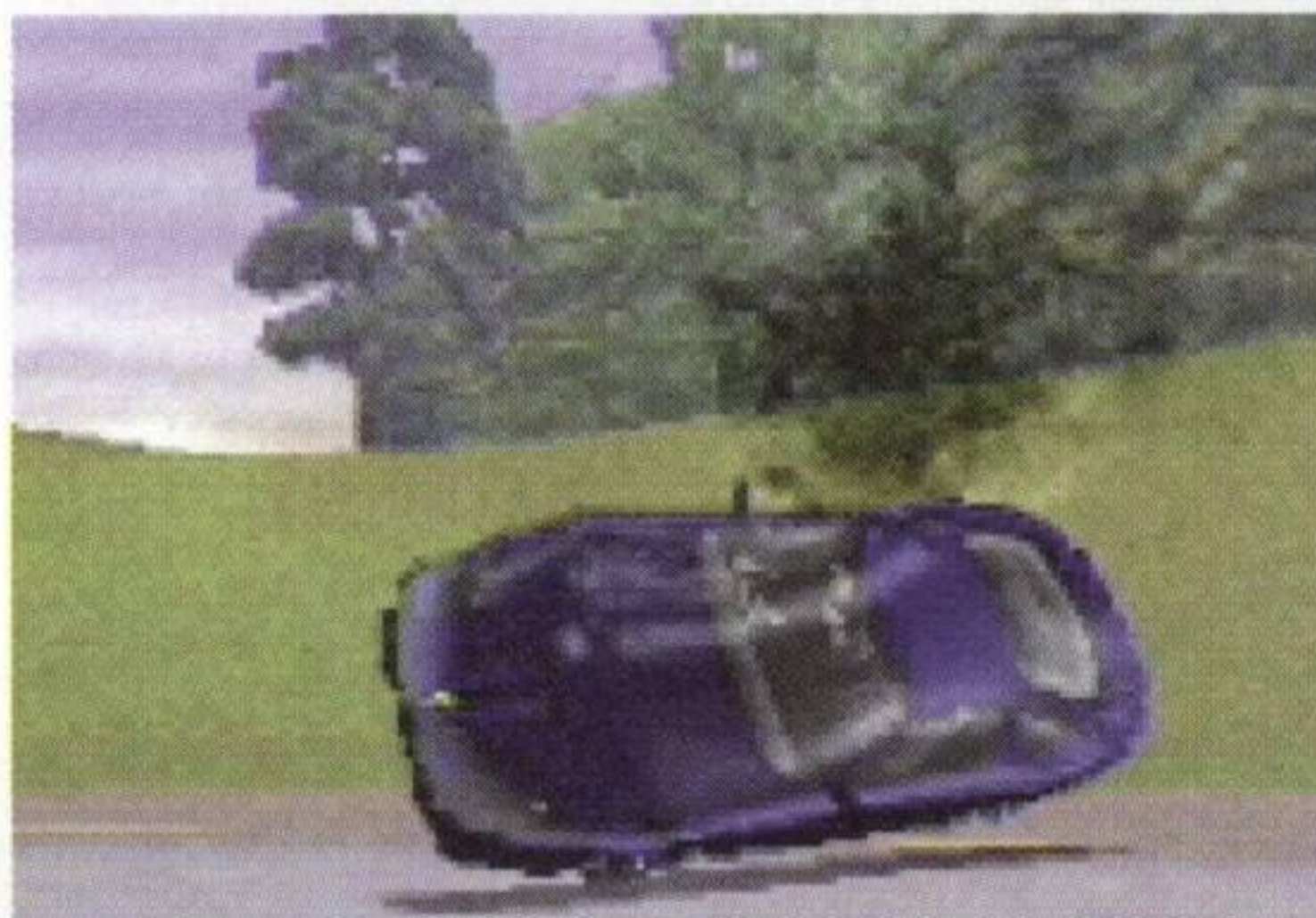
OVERALL

82

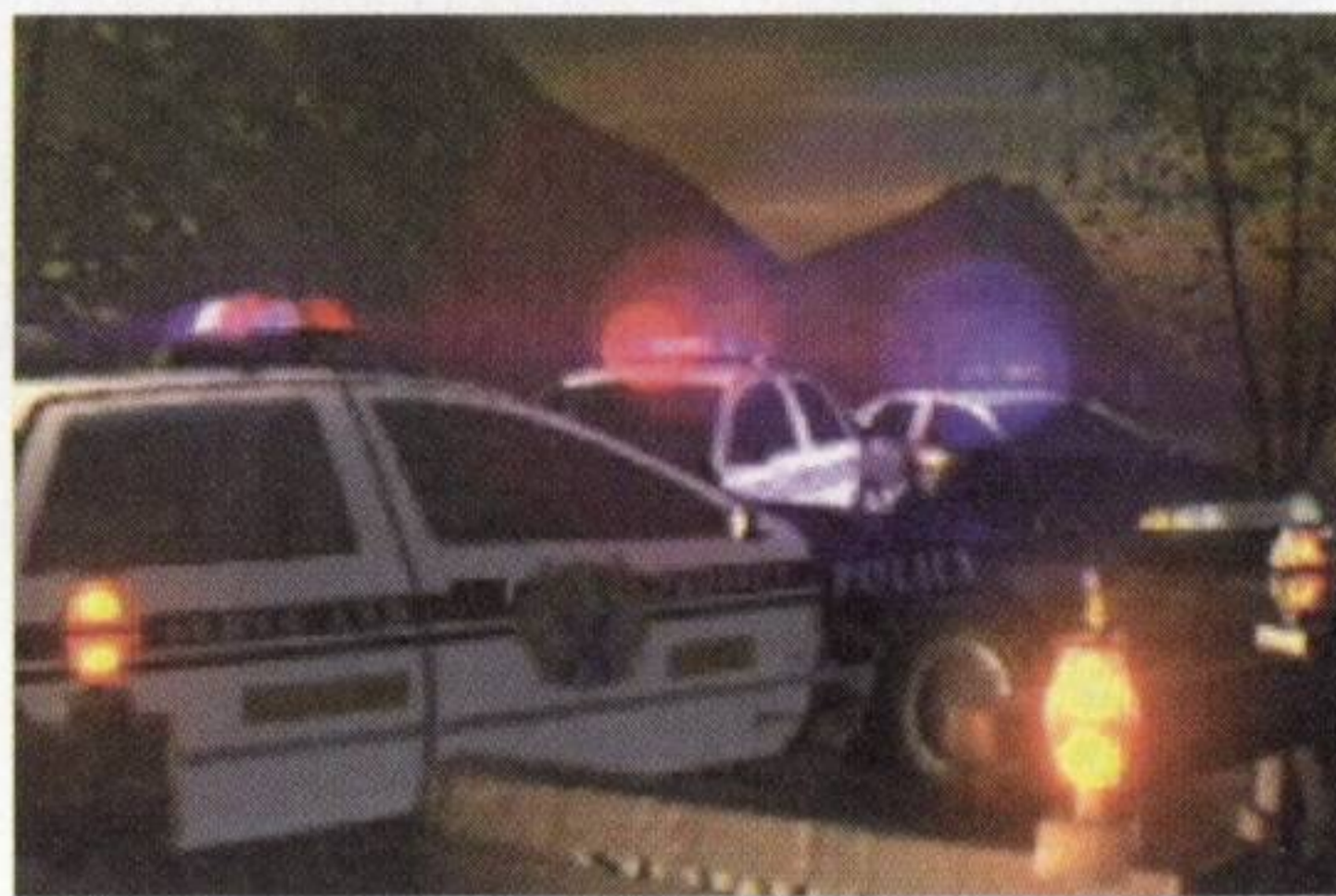
A competent RPG game. It's very playable and you get to breed a shape shifting pig!

Need for Speed: High Stakes

Adam Roff burns some rubber to see what it smells like...



JUST DON'T PRACTICE THIS STUFF IN REAL LIFE...



The Need for Speed series has never really achieved overwhelming critical acclaim, but it has consistently remained popular with the punters. This latest instalment is a good example of why. High Stakes is a blisteringly fast, arcade-style street racer with convincing physics and a healthy range of gameplay modes.

A comparison with the aging PlayStation classic Gran Turismo and a comparison with the aging PlayStation classic Grand Turismo and other more contemporary releases is inevitable,

so here it is. I figure that the High Stakes experience is about halfway between the fleeting rush of Ridge Racer 4 and the long-term relationship many of us have had with Gran Turismo.

The graphics are superior to GT, at least in the track department, but it lacks the "perfect line" simulator feel and the variety of cars. The challenging tournament mode and the many gameplay alternatives places it well ahead of RR4, in terms value for money, but it can't compete with such phenomenal graphics.

MANY-A-MODE

The competitive elements of the game are embellished with a bunch of funky gameplay modes. There's the test drive; featuring suburbanite slobbs chugging along in the family 4WD, some special events, a single race mode and hot pursuit. Best of all the pursuit alternatives is the two-player mode where you're both cops. It's a cooperative effort that's always conducted with extreme prejudice.

The heart of the game though, is the unforgiving tournament mode. It boasts a clever unveiling of new tracks with all the usual variants like mirror tracks and nightfall. It's unforgiving because there's no restart option and to quit means restarting the entire competition and paying your repair bill. You can only save using one slot so every race is crucial. You'll even find yourself driving conservatively towards the end of important races because a spin out at the wrong time can ruin your entire operation.

That leads on to the major innovation in this game and the focus of much of its pre-release hype. Need for Speed now has a high stakes mode. Basically, this amounts to a "play for keeps" head to head experience. You win the race you win both cars entered. I suspect EA hopes to create a small trading card craze where all participants must own a copy of the game. Good for them.

AUSSIE VERSION!?

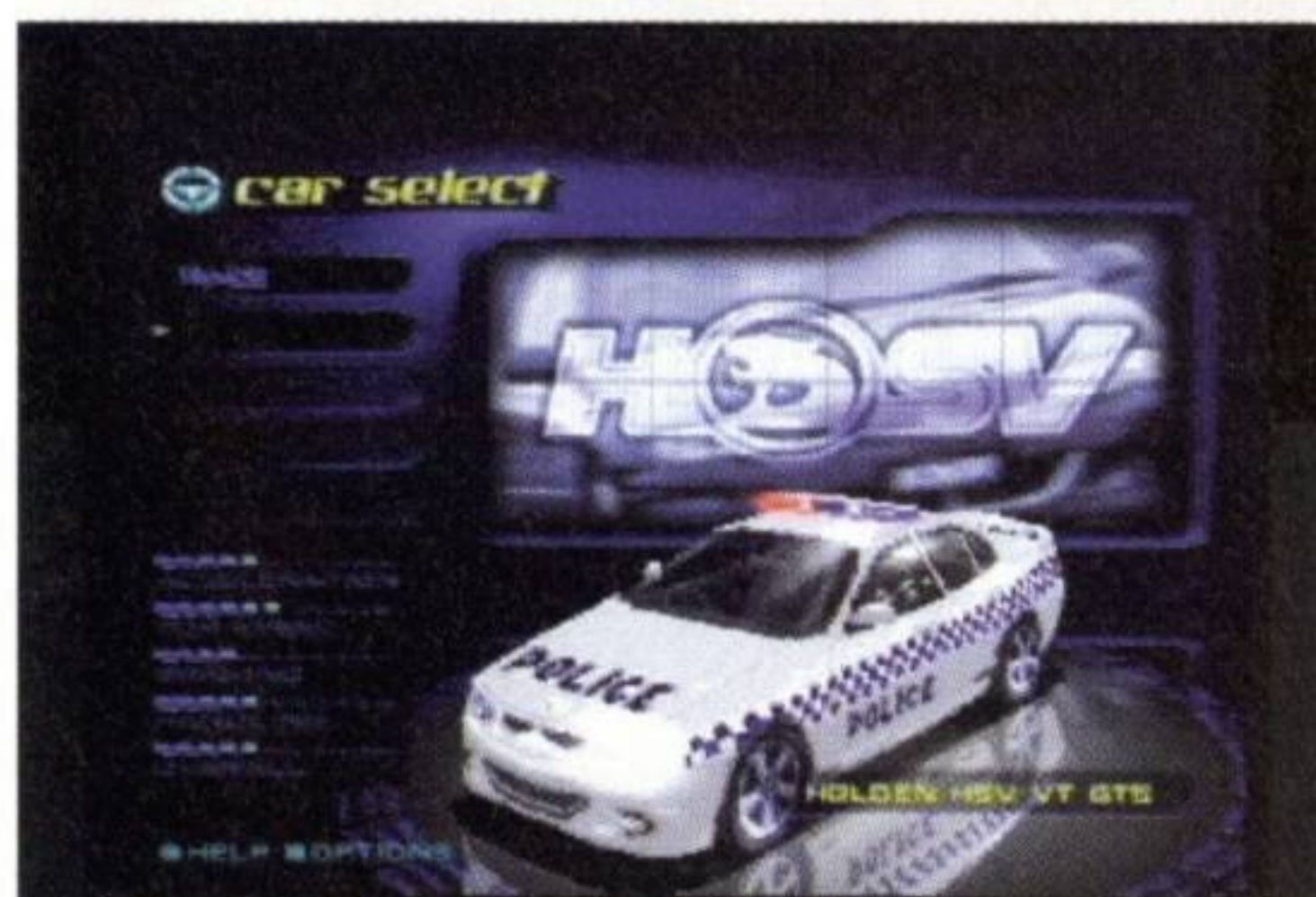
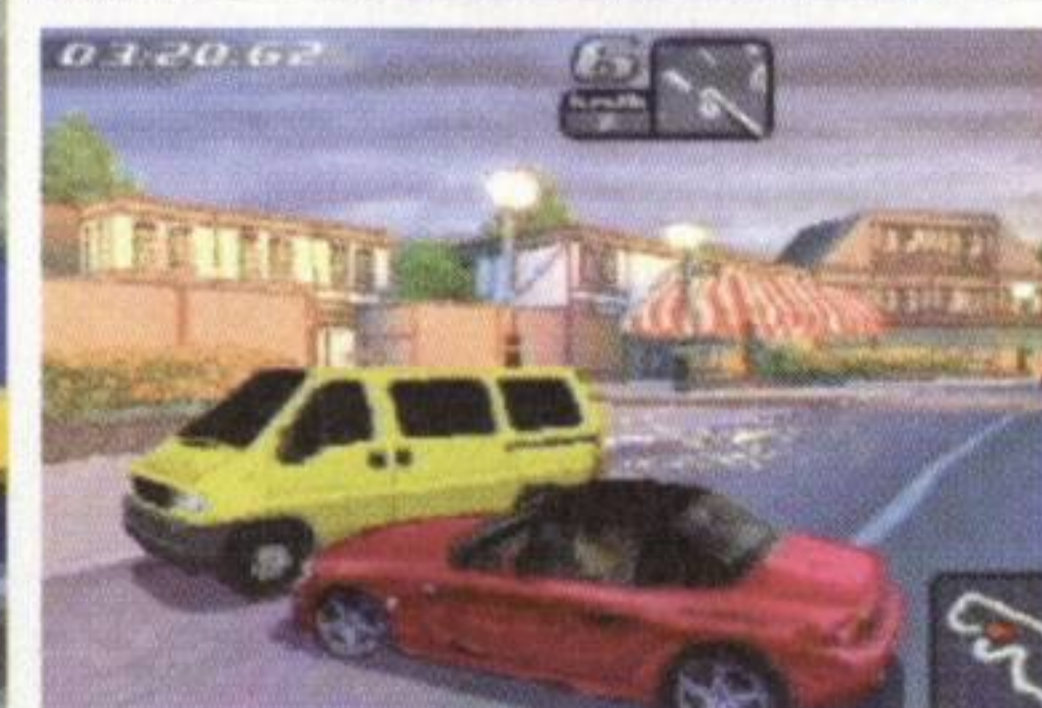
The other pertinent inclusion for Australian gamers is the inclusion of the much-loved Ford AU XR8 and Holden HSV VT GTR. It's a hoot to see the police mounting the curb in a white and blue Commodore. Unfortunately, these are the least finished of all the cars. They look unusually boxy on the replay and the police consistently refer to it as a sedan over the radio instead of issuing a model description.

Car damage has finally been included in a high end racing game with production cars but it's not as explosive as I would have liked. Kissing the pavement has a limited effect on gameplay and a large effect on your wallet but it's nothing profound.

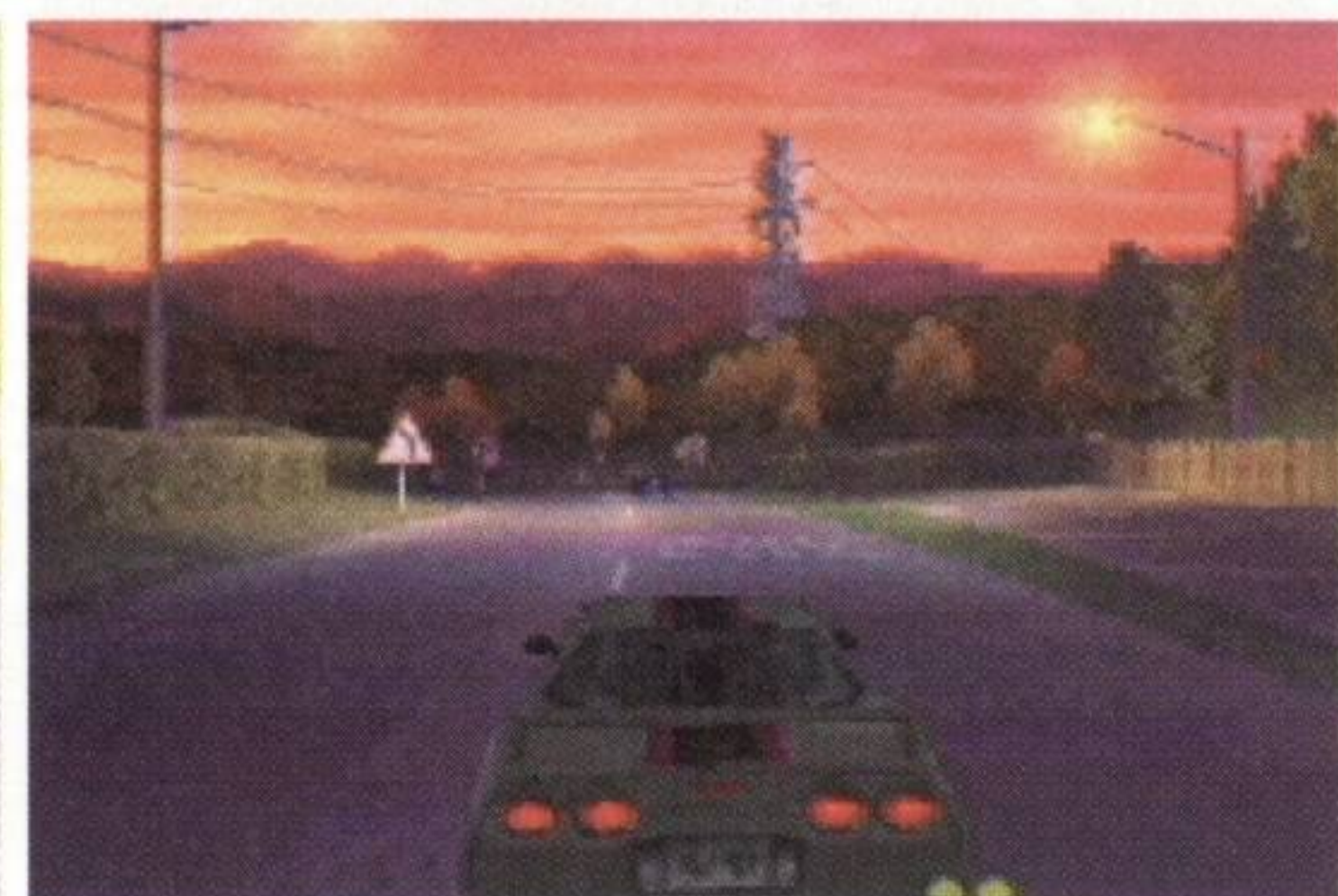
Many will scoff at High Stakes' paltry 19-car line-up but there is an upside. The cars handle very differently and as the cars get faster they get much heavier and less forgiving. I found myself choosing the better handling cheaper cars and upgrading them for all their worth as the better cars seemed to want to power-slide into walls unrepentantly. Most of the European and American made classics are represented so you shouldn't feel short changed.

NEVER MIND THE CAR... NICE STEREO

The analogue controller is well weighted for high speed turning and the vibration function is well used. You can pull the handbrake on to initiate



LIVE THE LIFE OF THE RICH AND RECKLESS



snappy power-slides but, true to life, this often takes away more speed than it is worth and can lead to spinouts. There's also a nice feature that allows you to change the excellent music tracks without pausing, finally bringing the stereo inside the cockpit where it belongs.

Track design has obviously been prioritised, as all ten (including three raceways) look great. There's the now standard "Princess Diana Tunnel" track feature to careen through and plenty of diverse environments. All of the tracks dip and bend just enough to effectively minimise pop-up but, for some reason, the trackside features are

re-rendered as you approach creating an unnerving flicker. As you get faster cars and things start really hotting up the frame-rate drops until there's that almost imperceptible choppiness. The game does give an astounding sensation of speed though, so I guess the measure of success comes down to your personal preference between pretty graphics and a smooth frame-rate.

Remove all the bells and whistles, all the hype and the homegrown icing and what you're left with is a solid tournament mode. You must be satisfied in the long-term on this feature alone, because nothing else is built for lasting appeal.

AVAILABLE: Now
CATEGORY: Street Racing
PLAYERS: 1 or 2
PUBLISHER: Electronic Arts
PRICE: \$89.95
RATING: G
SUPPORTS: Memory Card, Dual Shock

PLUS
Cooperative police car driving, high speed trance music, solid tournament mode.

MINUS
Low-ish frame rate, some boxy looking cars.

VISUALS	SOUND	GAMEPLAY
80	87	89

OVERALL
88
Up there with GT. Addictive and satisfying.

Recoil

A ground breaking futuristic tank game, or just a pretty pyrotechnics game? **Adam Duncan** gives Recoil a thrashing.



TANKS ALOT

The future is grim, in the next millennium the human race will have become slaves to its own technology. The creation of artificially intelligent machines to replace the meaningful jobs of humans relegates us to mindless drones doing only basic work. With our lives fast losing meaning we seek the Internet as a refuge from the harsh world. Losing it's dependency on humans, the ever growing Mega Corp that controls the machines soon view us as expendable, even useless to the point of not being worthy of existence. Imminent eradication of humans is next on the agenda, bringing us at war with the machines we created. A group of freedom fighters manage create a virus that will give control of a high-tech enemy BFT (Battle Force Tank). This is where you come in. You now have to pilot the BFT through the various well defended structures of the Mega Corp and basically take out everything to save the world. This is the somewhat fitting plot to Recoil, the latest shoot'em up to grace the PC from Electronic Arts.

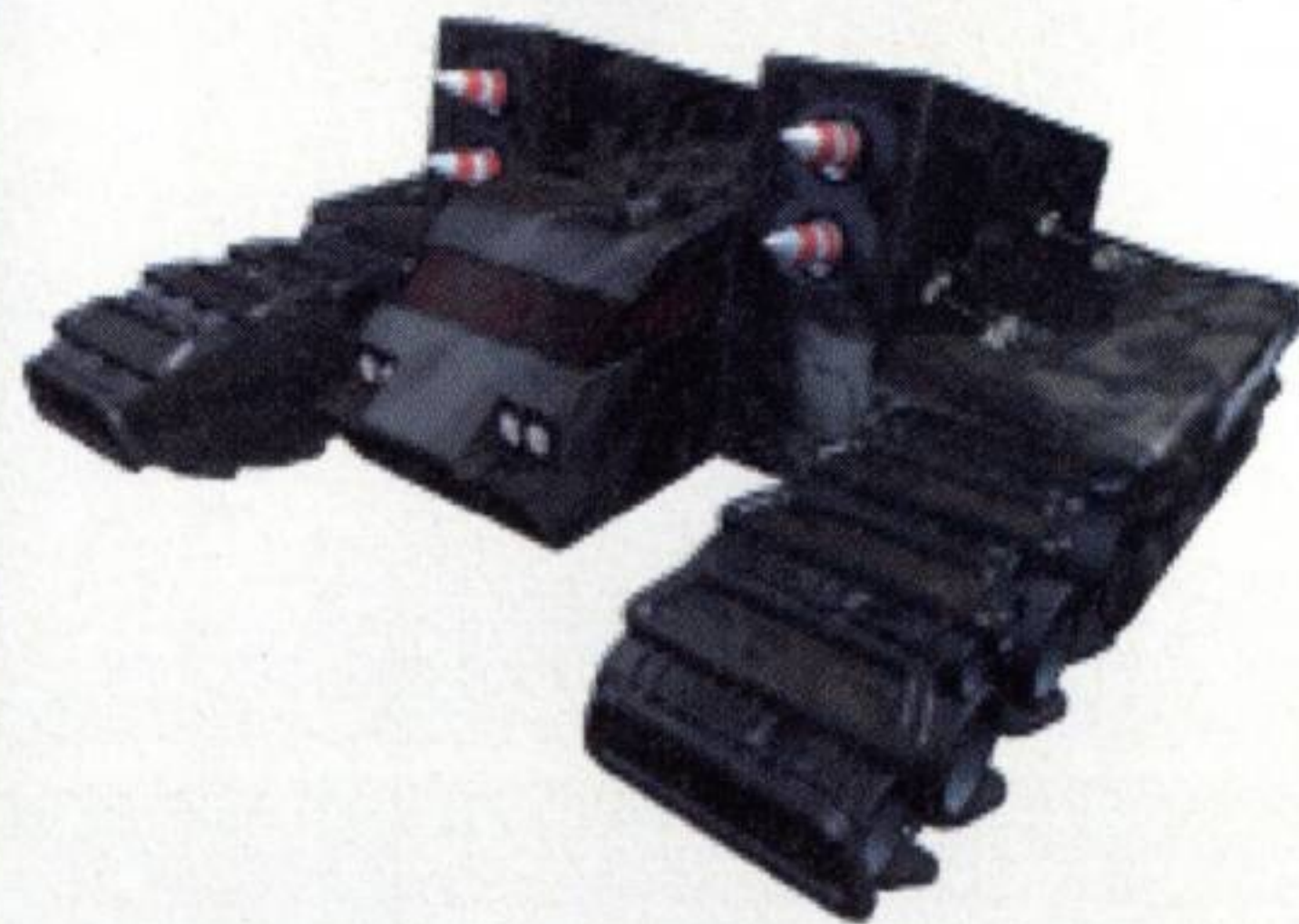
When describing Recoil, it may be easier to imagine the action from Forsaken bred with a tank game. The result is a fast paced arcade type shooter with lush outdoor environments to explore. The game gives you the choice to view from a first or third person perspective, with the external view ultimately feeling easier to use, and giving a wider view of your surroundings.

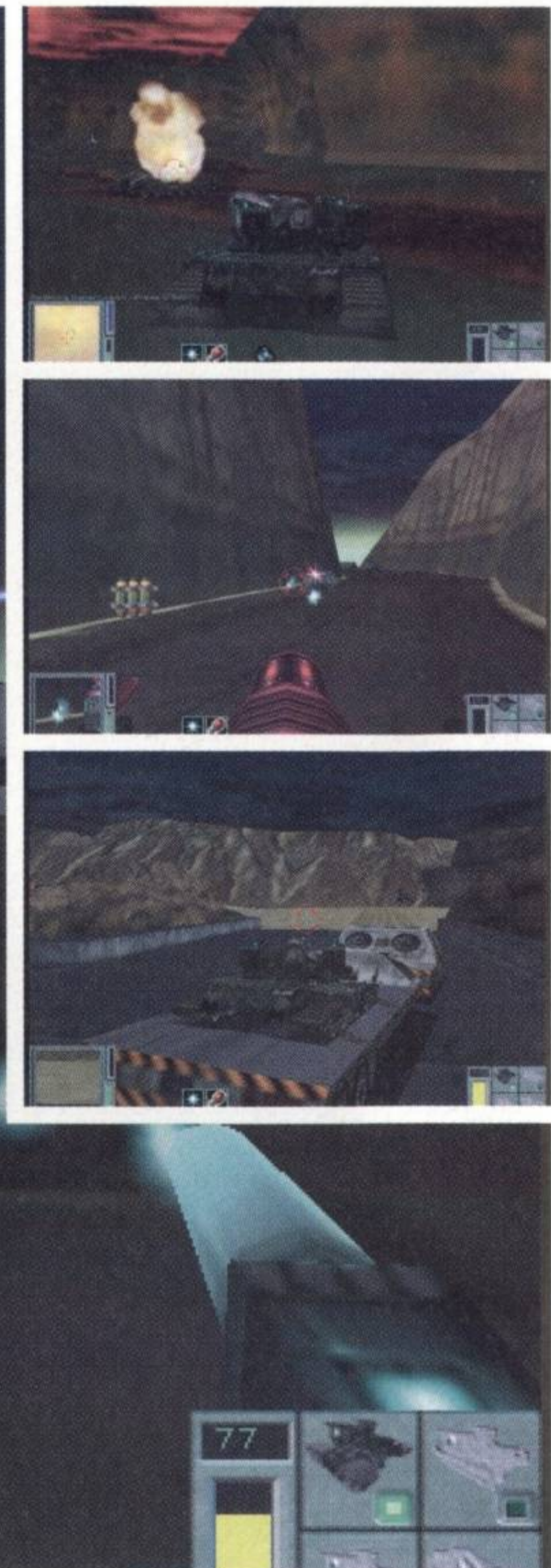
MONOTONOUS CARNAGE?

During each mission your fellow rebels communicate mid-game the next step you must take in order to progress. This basically involves blasting your way through a whole horde of different enemy tanks, turrets and drones, and taking out some kind of power system to progress further. This basic style of play risks getting repetitive after a few scenarios and thus becoming dull. To try and keep things lively though, Recoil interestingly outdoes most shooters in the arsenal area, boasting the availability of up to 18 weapons... even nukes!. Adding to the feel of the tanks power are the huge craters you can blow in the ground after letting loose one of your missiles.

The environments you traverse through each scenario range from islands, where you make your way from the coast up into the enemy complex, to large city settings. All being a nice change from the indoor structures that most 3D shooters limit us to.

Additionally, when the right power-ups have been collected, your BFT also has the unique ability to transform into a variety of different vehicles. There's Amphibian mode, which simply turns your tank into a boat, letting you traverse rivers and the like. Sub mode takes this one step further, allowing you to cruise around under the water. Finally, you can transform into a hovercraft. Each of these modes make a nice change in gameplay, basically because you can access parts of the map that you otherwise couldn't approach before. These added features taken into account, the singleplayer aspect of Recoil still doesn't have appeal enough to keep gamers occupied for more than a few hours.





CONTROL CRAMPS?

Obviously, the downside to using a tank as your vehicle of destruction is that you actually have to put effort into controlling it. With separate controls for the turret and the tracks, dodging laser fire in the many hectic shoot-outs you'll have may prove to be annoying. The option to take your anger out on friends in multiplayer is there though, and with a good variety of maps to battle over is actually quite entertaining.

Graphically, Recoil doesn't break any boundaries, yet it's certainly not ugly. Since ninety nine percent of the time you'll be shooting things, it's relieving to know that weapon fire looks and sounds quite nice, and explosions are put to good effect. The 3D engine that developers Zipper Interactive have used handles the large environments easily, and in fact, the game ran very smoothly. Lower end systems should be able to cope rather well.

All up, Recoil is a rather solid title, with all the cosmetics and firepower that you'd expect from a game of this type. Unfortunately, the game doesn't seem to ooze much atmosphere, and lacks the ability to keep you playing for more than a couple of days. Those of you out there who are eager for a simple blast-fest might do well to check it out. Keep in mind though, that there are plenty of better titles from this genre out there to choose from.

AVAILABLE: Now
CATEGORY: 1st/3rd person shooter
PLAYERS: 1- 8
PUBLISHER: Electronic Arts
PRICE: \$89.95
RATING: M
REQUIRED: P166, 32MB RAM
DESIRED: P2, 64MB RAM, 3D Accelerator

PLUS
Abundance of weaponry and enemies. Good multiplayer.

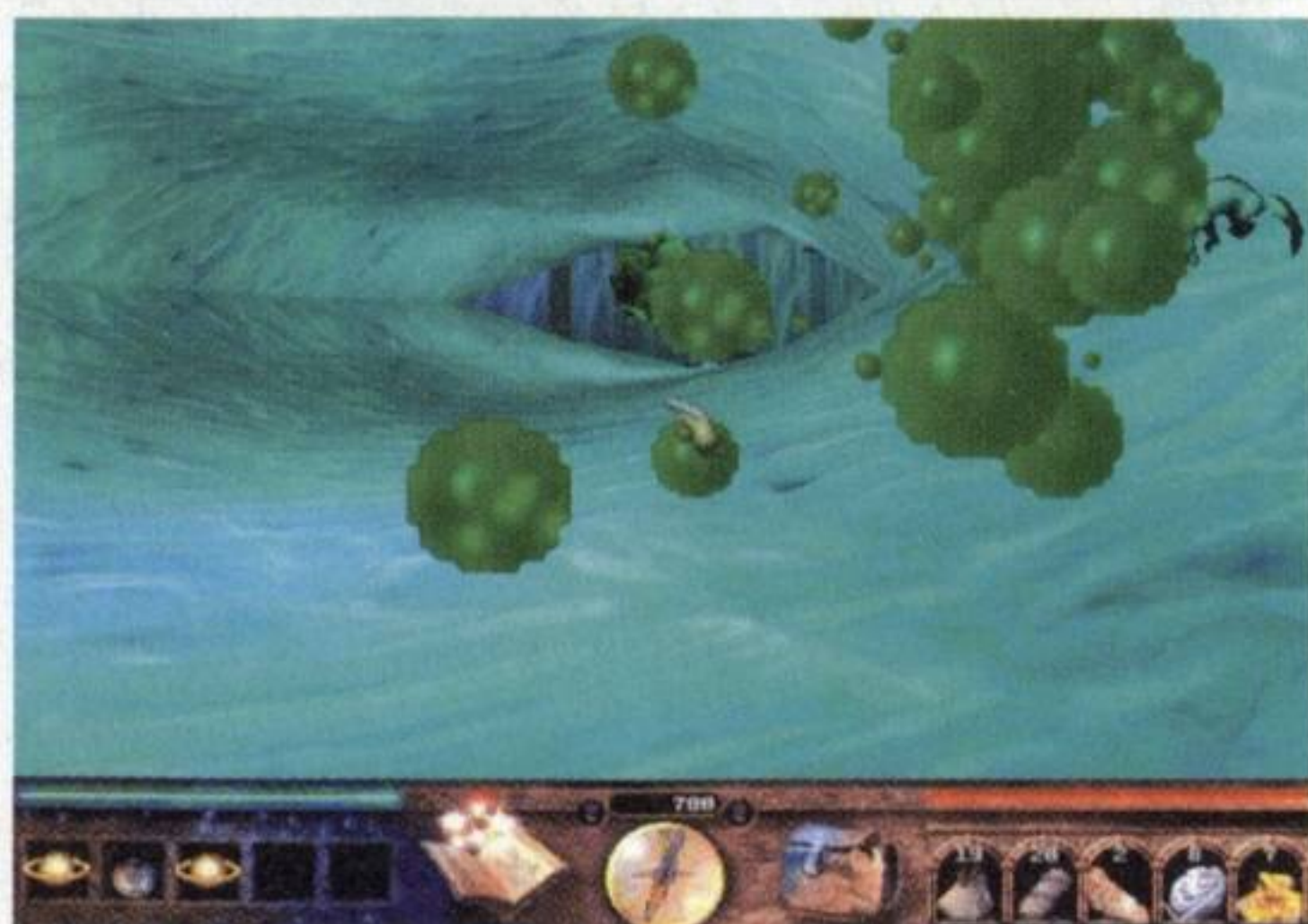
MINUS
Controlling the tank can get frustrating. Lacks lasting appeal.

VISUALS	SOUND	GAMEPLAY
86	84	78

OVERALL
82
Whilst a hectic shooter, Recoil doesn't go the distance.

Lands of Lore III

There's nothing like an RPG to completely destroy your social life, as **Eliot Fish** discovered...



The 3D real-time RPG is still a concept which has never really been successfully executed, yet, developers are still trying their hand at nailing it, which is a good thing. A fully interactive, lush, real-time world to explore has been the dream of every RPG-head since Ultima Underworld, but most titles which have attempted it have fallen flat in one area or another. Lands of Lore III is thankfully another step in the right direction towards providing a convincing real-time 3D environment for your intrepid explorer to experience. This game sure isn't going to win any awards, but what it will do is give some good solid and addictive adventure gaming. It seems that once an RPG steps into the realm of 3D action, it loses a lot of its "hardcore" elements for the sake of a bit of button mashing combat, however, Lands of Lore III feels like a nice balance between exploration, combat and RPG geekery.

SOMETHING FEELS FAMILIAR...

After the intro FMV where your relatives get chomped into pieces by some freaky other-worldly hounds, you find yourself stranded in the middle of a forest - and this is where the game engine kicks in. The 3D accelerated environments are a real mixed bag in Lands of Lore 3, with some sections like the first bit of forest and cave you wander through, detailed enough to make it a thoroughly convincing world and then later when you wander through the halls of a temple, everything looks a little bland. On the whole the environments are one of the best things about this game, because all the playing

THESE ARE A FEW OF MY FAVOURITE THINGS

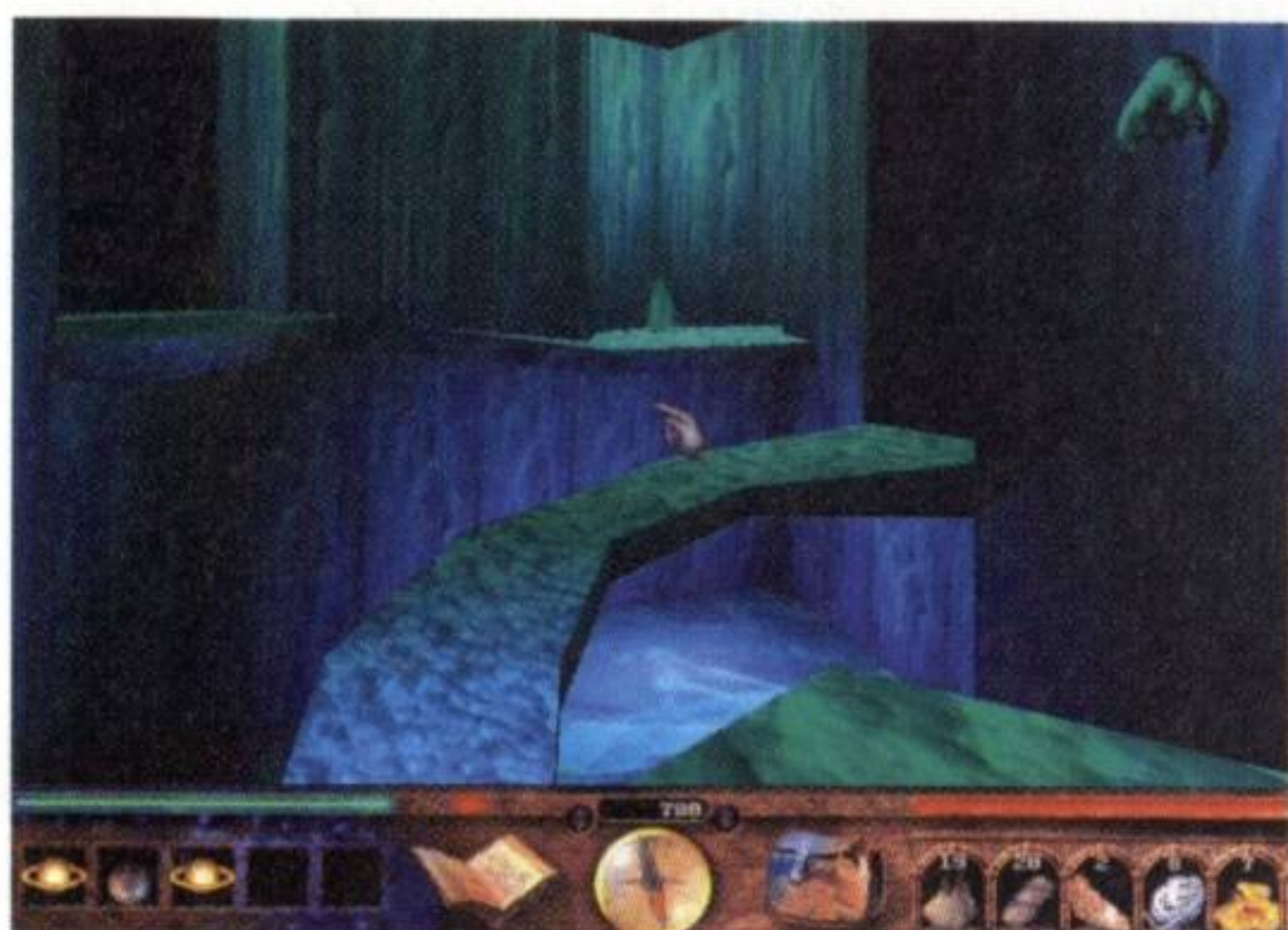
areas are simply huge and you'll find yourself getting lost pretty easily. Whilst it can be annoying not knowing which direction you're meant to be going in, part of the fun is the exploration of the sprawling environment which consequently makes you feel like you really are in some foreign land - not a 3D accelerated box with a few textures on it. Entering the ice-world for the first time is quite intimidating, purely on the confusing landscape and the never-ending canyons of ice you wander through until finally you find your way to your intended destination. Of course, this means that the game has plenty of secret areas filled with goodies, if you're the sort of patient gamer who likes to map out their entire surroundings to make sure they don't miss a thing. There is an automap feature, so you won't go totally bananas.

FROM ZERO TO HERO...

There are a few guilds you can join in LOL3, which will give your character extra skills which can be quite handy during your adventure. Joining the thieves guild, for instance, will allow you to perform a Backstab or pick NPC's pockets! Join the Cleric's guild and you'll be rewarded with healing spells etc. You can join them all if you desire, but it will be harder to go up in levels as your experience will be distributed amongst them all. Joining a guild also rewards you with a familiar who will travel alongside you to help fight, cast spells or search for items. As far as the other RPG elements go, there is almost no character customisation and yet items galore...



TWO HEADS ARE BETTER THAN ONE



in fact, there are almost too many items! Half the items which you find whilst adventuring you'll probably never use, and you'll find that before you know it you simply can't carry anymore and you'll be having to decide what to leave behind on the dungeon floor when you want to take that new weapon. Which brings us to combat. The combat in LOL3 is real-time, much like hacking around with your axe in Quake! Controls can be set up like a First Person Shooter, allowing you to strafe and slash at your opponent, or if you're a thief, get behind your enemy and backstab. Giant cockroaches run at your legs, evil chickens hurl fireballs at your head (true!) and nasty Orcs swing axes at your torso. It may be simply click and slash combat, but it's still good fun thanks to the 3D environment - allowing you to back off around corners or even get height on your opponent. The only problem is trying to use magical items during combat, as you're busy with the mouse, you don't have time to click in your inventory to activate an orb of protection or whatever. Whilst most of the time you'll be enjoying exploring and trying to achieve all your quests, there are times when LOL3 just becomes a bit dull and seemingly pointless, until finally you hit upon what you were meant to do all along, and things become enjoyable again. Not a game for the impatient adventurer.

AVAILABLE: Now
CATEGORY: RPG/Adventure
PLAYERS: 1
PUBLISHER: Westwood
PRICE: \$89.95
RATING: M
REQUIRED: P166, 32MB RAM
DESIRED: PII 266, 64MB RAM, 3D card
SUPPORTS: Direct3D, 3Dfx

PLUS
Large environments to poke around that feel quite convincing.

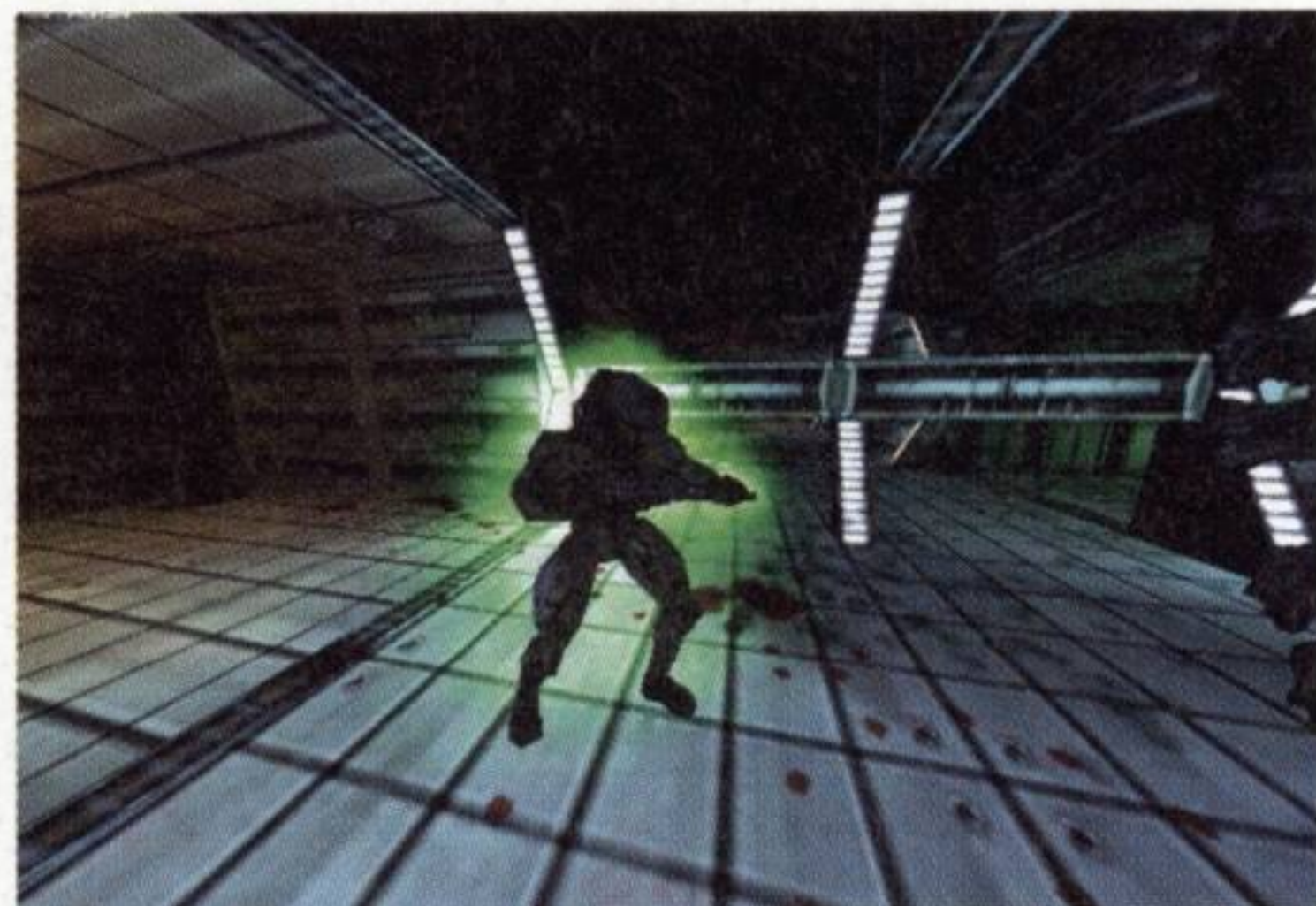
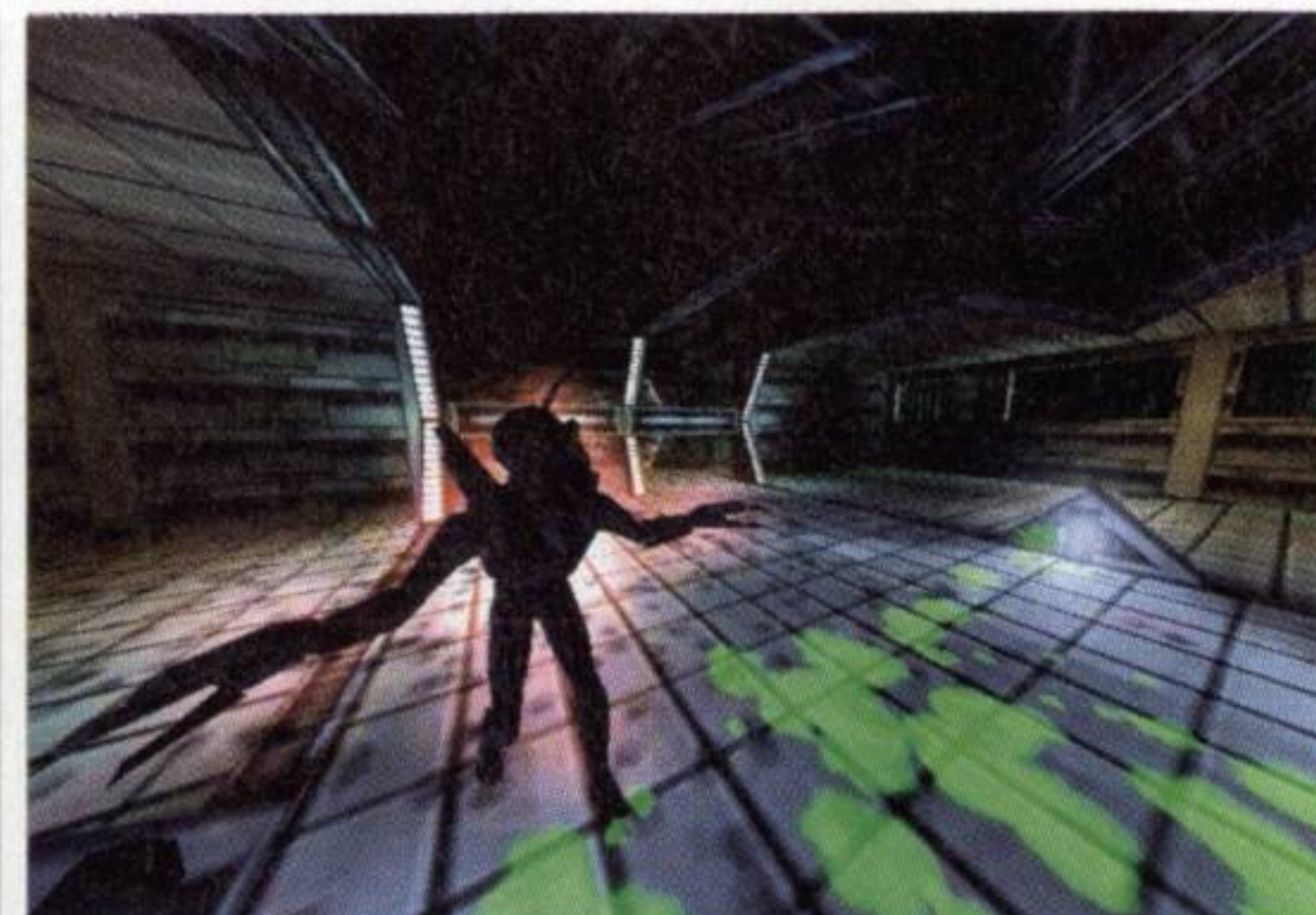
MINUS
Monsters and characters look pretty darn "blotchy".

VISUALS	SOUND	GAMEPLAY
83	85	84

OVERALL
83
An engrossing game, and top adventure. Just a little rough around the edges.

Aliens Vs Predator

A movie license first person shooter... Lucasarts got it right, and it seems so have Fox. **Adam Duncan** approves of Aliens vs Predator.



MAN WE REALLY NEED TO FUMIGATE!

DA PREDATOR IS COOL MON

Ever since the classic sci-fi action movie 'Aliens' blew us away way back in the 80's, gamers have been dreaming of the day they could get some gun totting action of their own against the acid bleeding vermin. Up until now, all attempts at converting the feel of the movie into a successful game have failed. This latest attempt by Fox Interactive finally delivers, and gives so much more. It would be easy to base a game solely from the perspective of the marines. Yet, not only do you get to let loose your pulse rifle on the alien infestation, but you also play the role of the alien and even see what it's like behind the eyes of predator!

The game is set on a planet where experiments with aliens had been taking place. Sabotage has lead to the aliens escaping and taking over the human establishments, and as the marine you are sent to cleanse the place. As the alien you are meant to remove the human threat, and as the predator, you have to escape the planet after having been captured.

NAIL BITING STUFF

The two key words to describing Aliens Vs Predator's gameplay are 'atmosphere' and 'variety'. Heavy attention to detail has been made in ensuring all of the important features from the films have been included. Each of the three characters you can choose have some truly unique aspects and are a joy to play. Playing the marine would easily have to be one of the most atmospheric gaming experiences around. Edging slowly through each compound, with emergency lights flashing to momentarily brighten each dark corridor, you quickly start to feel the sense of dread portrayed in the movies. Upon encountering the first few Xenomorphs, ten bucks says you'll jump out of your skin. It really does get that scary. Thankfully, you'll have the very same lethal weaponry and tools from the movie at your disposal to help you blast your way through the game. Among them, the Smart Gun, with it's ability to auto-lock onto targets while you only point in the general direction, is particularly cool. The Image Intensifier and Motion Sensor are also vital to the marine for locating the aliens in the dark. Apart from killing bugs, completing each level usually involves throw-

ing a power switch for a door, or finding a security pass to continue on. Whilst we're all used to this basic puzzle element of play, it's implemented well and feels right.

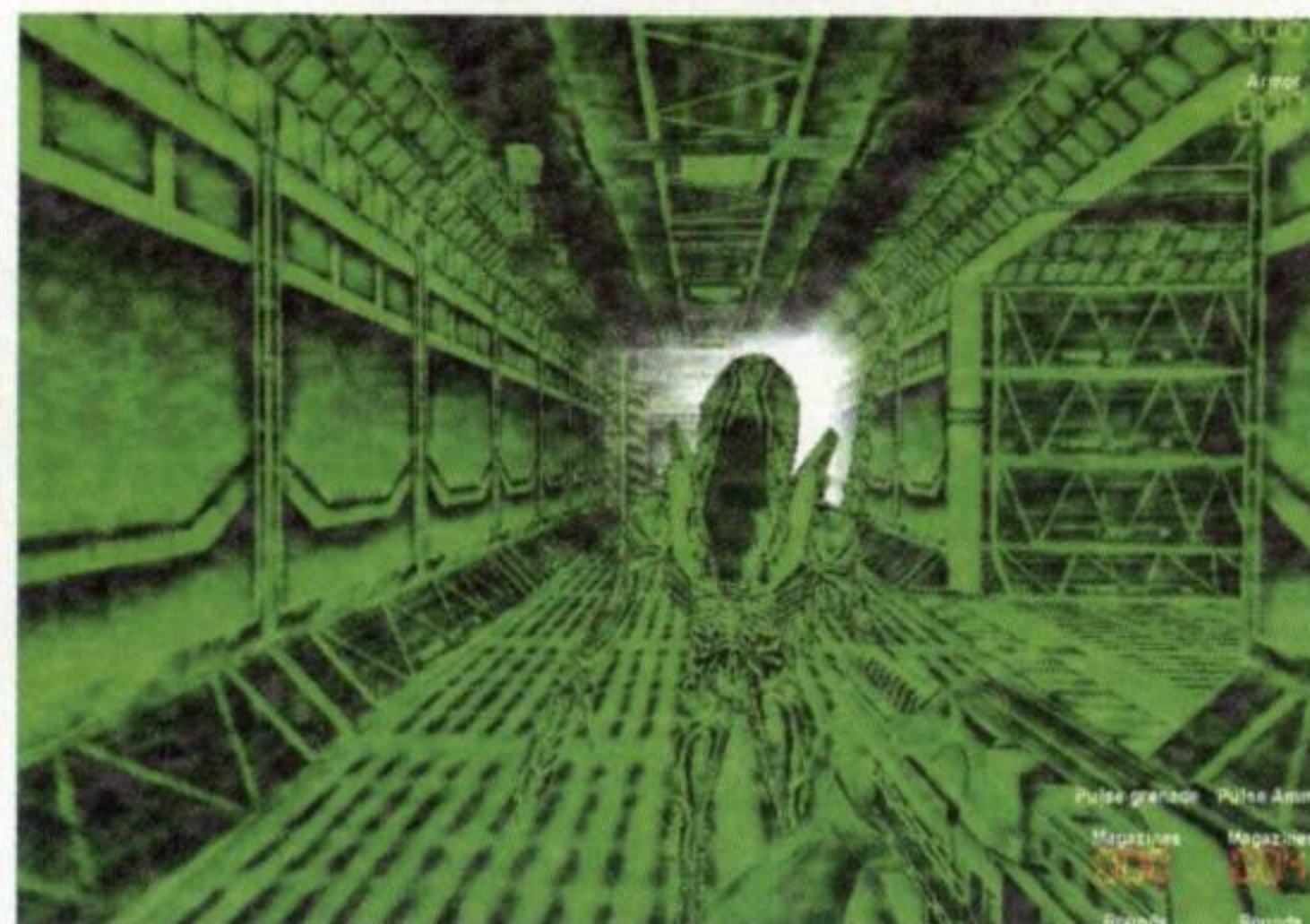
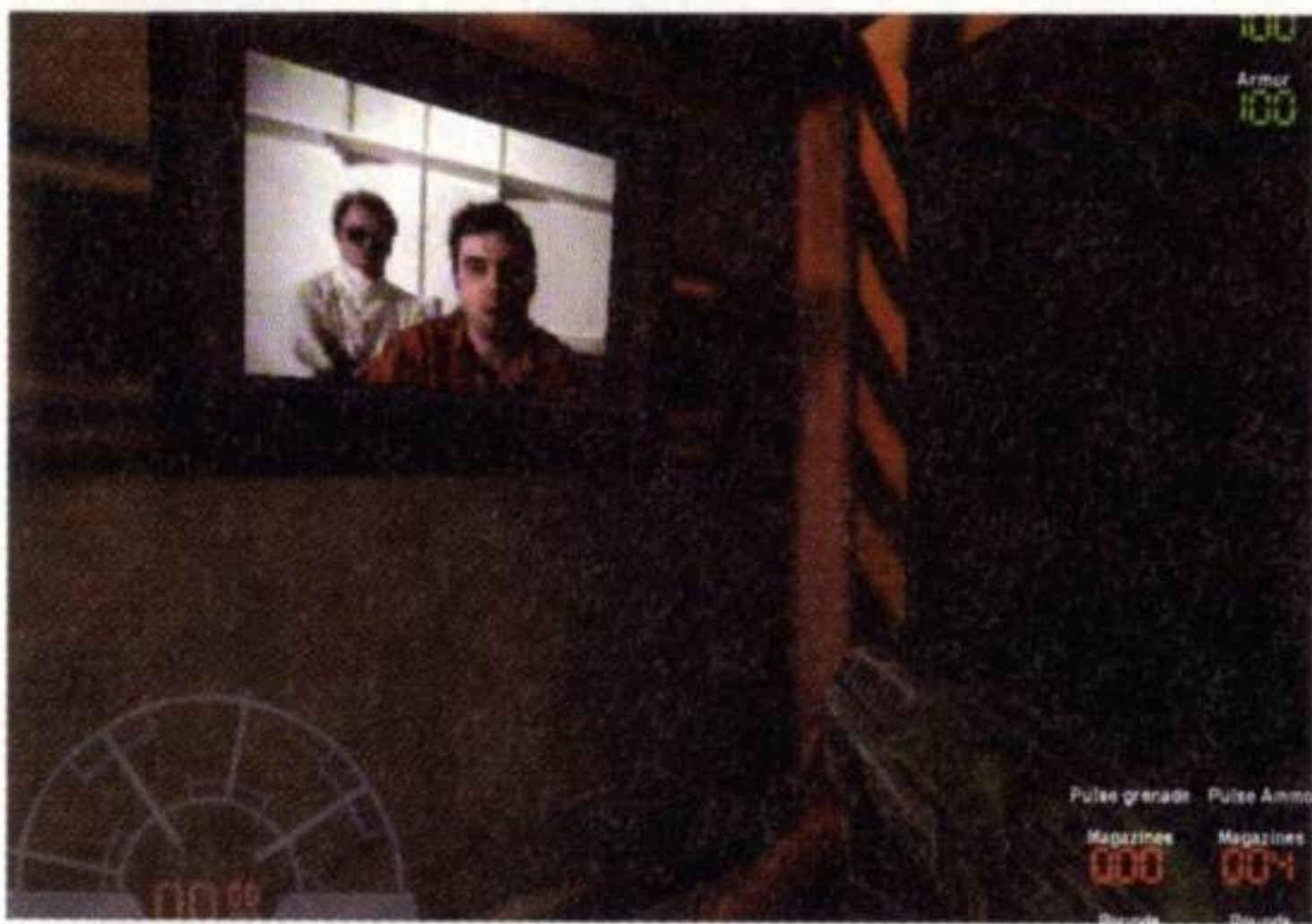
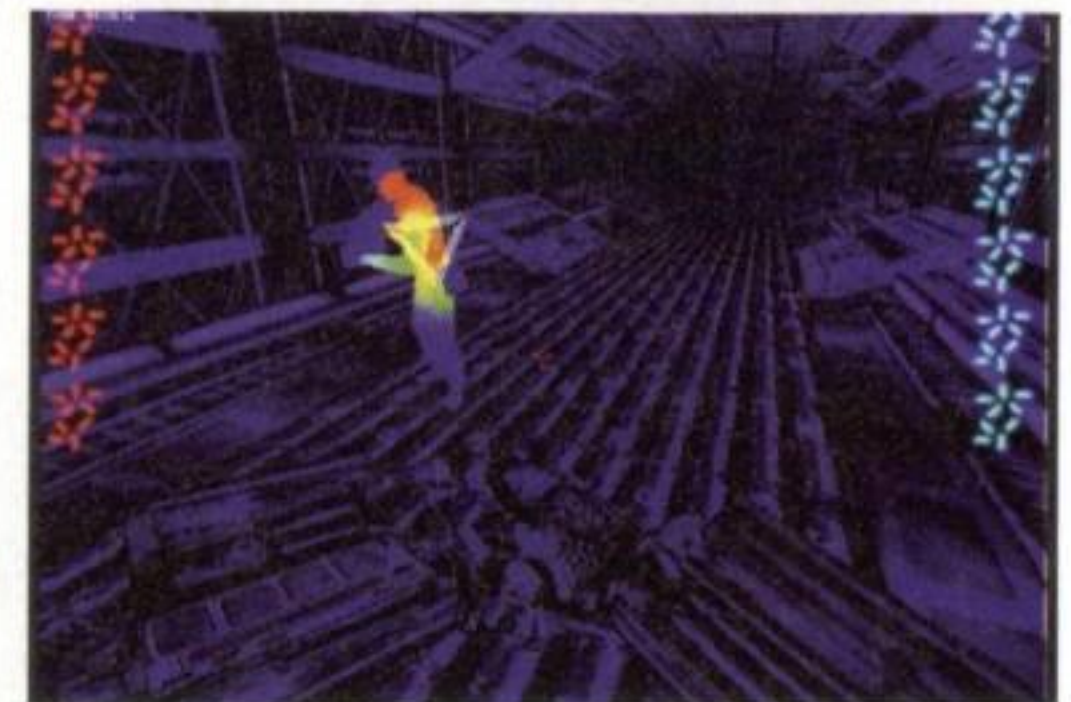
The predator's missions vary from rescuing fellow warriors from human compounds, to just good old cleansing of areas plagued with aliens. Brilliantly implemented is the ability to cycle through various different types of vision, which are useful for different purposes, like heat detection. When changing vision, you even hear that heartbeat sound effect from the film. Another cool trick up the predator's sleeve is his cloaking ability, which when used with his fancy weaponry, makes him the perfect sniper.

HOW DOES THE BUG HANDLE?

The alien scenarios are refreshingly very different to most any type of first person shooter to date. Primarily because there is no shooting involved. Missions require stealthily navigating marine compounds, finding alternate routes through air ducts to avoid sentry gun installations and then slashing the life from each unsuspecting troop. This is made all the more interesting with the alien's unique control system. Firstly, Aliens can run around the map with astonishing speed, allowing them to pounce on the enemy before they register any threat. Also, their field of view is larger than a humans, allowing them to see more of what happens around them - a very cool effect. And most interestingly, the Xenomorphs can cling to the walls or roof, providing a totally new, and alien, experience. Getting used to this takes time though.



MAN YOU'RE A WORSE SHOT THAN GREEDO!



AvP provides you with around 40 well designed missions, split between each class, on three difficulty levels which basically range from hard to unbelievably hard.

Rebellion have put together quite a classy 3D engine. While it may not be quite as voluptuous or solid as the Unreal engine, it is still quite pretty to look at. The textures aren't overly detailed, yet through clever use of lighting and map design, the environments are very convincing.

Impressive to say the least, the sound effects in AvP are done perfectly. The designers have captured all of the gunfire, shrieks and various other sounds from the movies adding to atmosphere tremendously

WHO IS THE MASTER RACE?

Perhaps the most appealing aspect to this title

is the fact that you can set each race head to head in deathmatch. Surprisingly, despite each race being so vastly different, the gameplay is quite balanced. Using cloak, and having weapons that lock on for an instant kill make the predator feel invulnerable at first, but after a bit of playing you'll find both the alien and the marine can really pack a punch. Multiplayer AvP really is a very cool experience, and there's potential for some excellent play situations. Imagine a few marines trying to hold off 5 aliens in an 8 player game...

Overall, AvP is a serious attempt at combining our favourite sci-fi characters from the movies into a game, and in taking their time to add all the little details, have managed avoid the path to mediocrity that some other film-to-PC conversions take. Hats off to Rebellion for giving a damn.

AVAILABLE: Now
CATEGORY: First Person Shooter
PLAYERS: 1- multi
PUBLISHER: Fox Interactive
PRICE: \$89.95
RATING: M
REQUIRED: P166 32 MB 3D Accelerator
DESIRED: P2 64MB 3D Accelerator

PLUS
Plenty of singleplayer and multiplayer brimming with atmosphere. Runs well on lower end machines.

MINUS
The walls tend to feel a little sticky when you bump into them, a concern for deathmatch.

VISUALS	SOUND	GAMEPLAY
87	94	90

OVERALL
92
A first rate title film-to-game port, that's recommended for fans of the movies or of first person shooters.

Civilization: Call To Power

Our somewhat civilised editor, **Dan Toose** reviews what should prove to be one of the best strategy titles this year.



The real dawn of turn based world conquest games began with Empire. On a basic square grid, you explored land and sea, searching for cities to take over to strengthen your military production lines. That was it pretty much, but it was the most amazingly addictive strategy game yet, and old school gamers will remember when Civilization appeared, and took the whole concept a light year ahead. Many saw Civ II as a great game, but a shallow advancement. Now Activision have taken over the Civilization license, and have had a crack at furthering this genre... Have they succeeded? Hell yes.

FACELIFT CITY

The old Civ games were never much to look at, and compared to the new wave of real time strategy games, and also turn based titles like Heroes of Might & Magic III, CTP (Call to Power) isn't really noteworthy. However, it is a huge improvement over the old Civ titles, especially if you have a halfway

decent video card and pump up the screen resolution. The unit animation is now much better (in other words it now exists), although it could have been a touch more ambitious than the final result.

The music is a tad more professional than in Civ II, yet at the same time, is not really a major plus for the game... It's just not a mood music kind of game. Units now have special sound effects, including speech when you issue them a command. To be frank, the game is so generally devoid of genuine character that this tiny little attempt at it stands out like a sore thumb, and ends up feeling like a poor attempt at mimicking the trend that games like Warcraft set up. There are however verbal prompts for completing tasks etc, and this is quite handy.

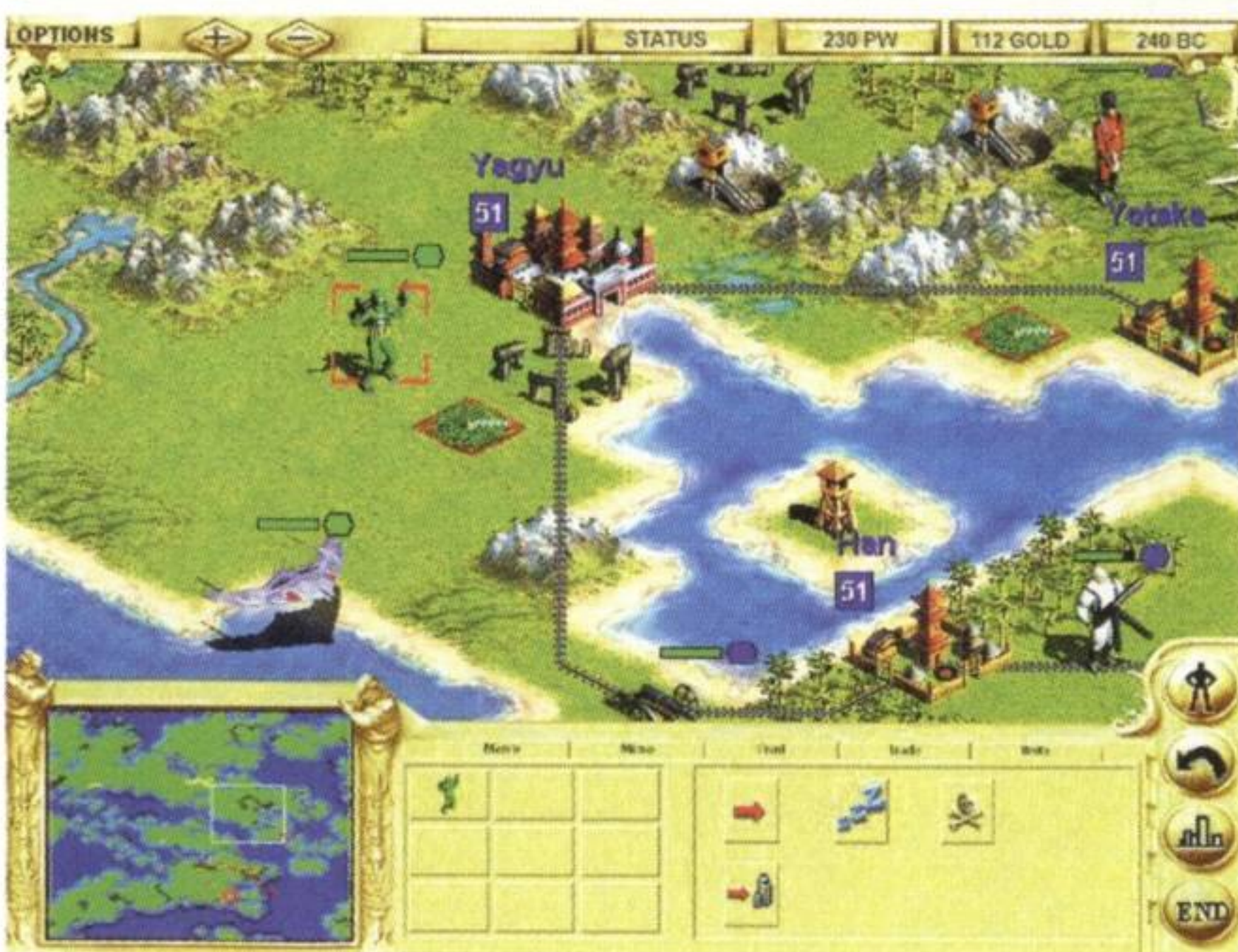
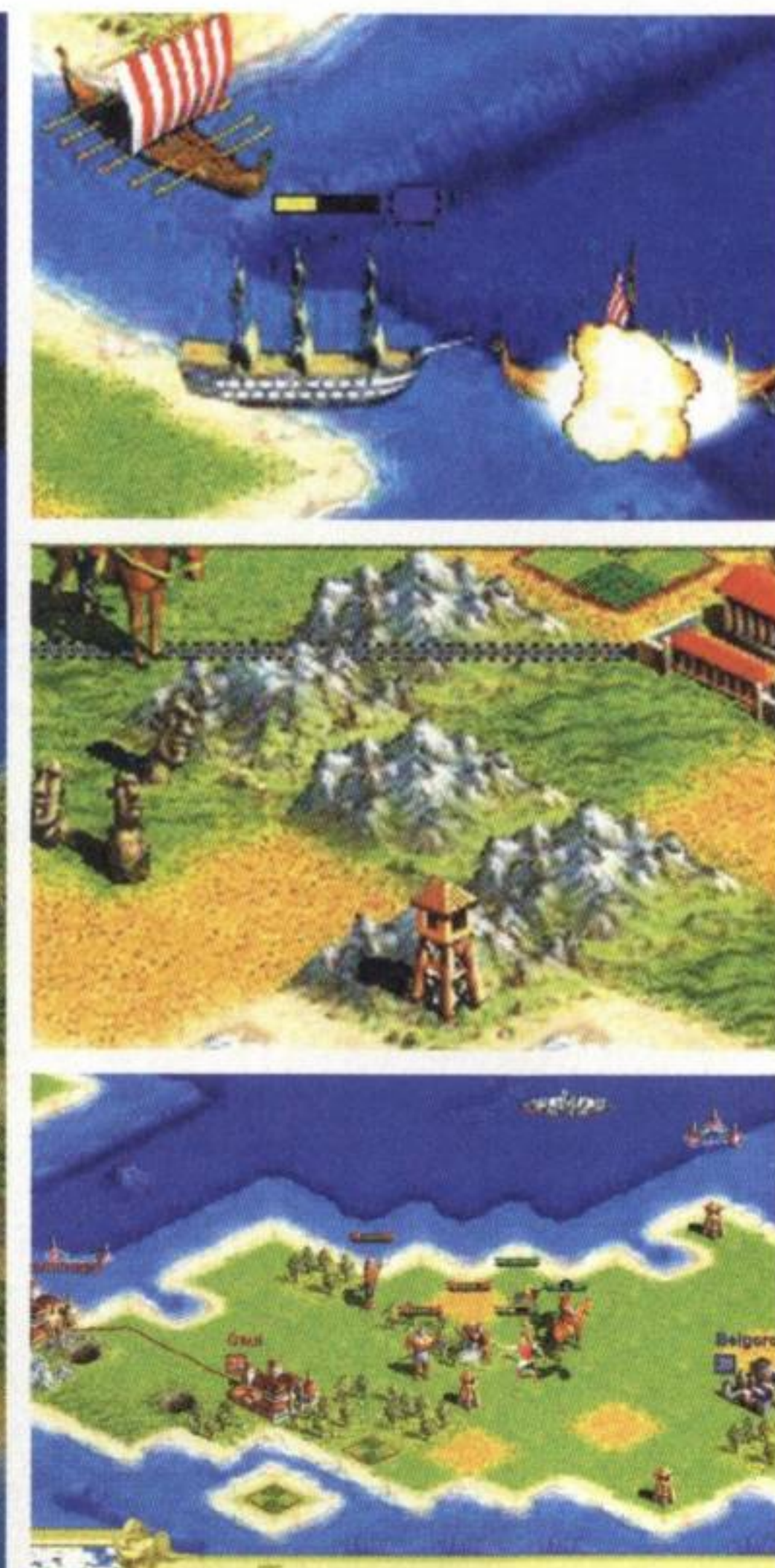
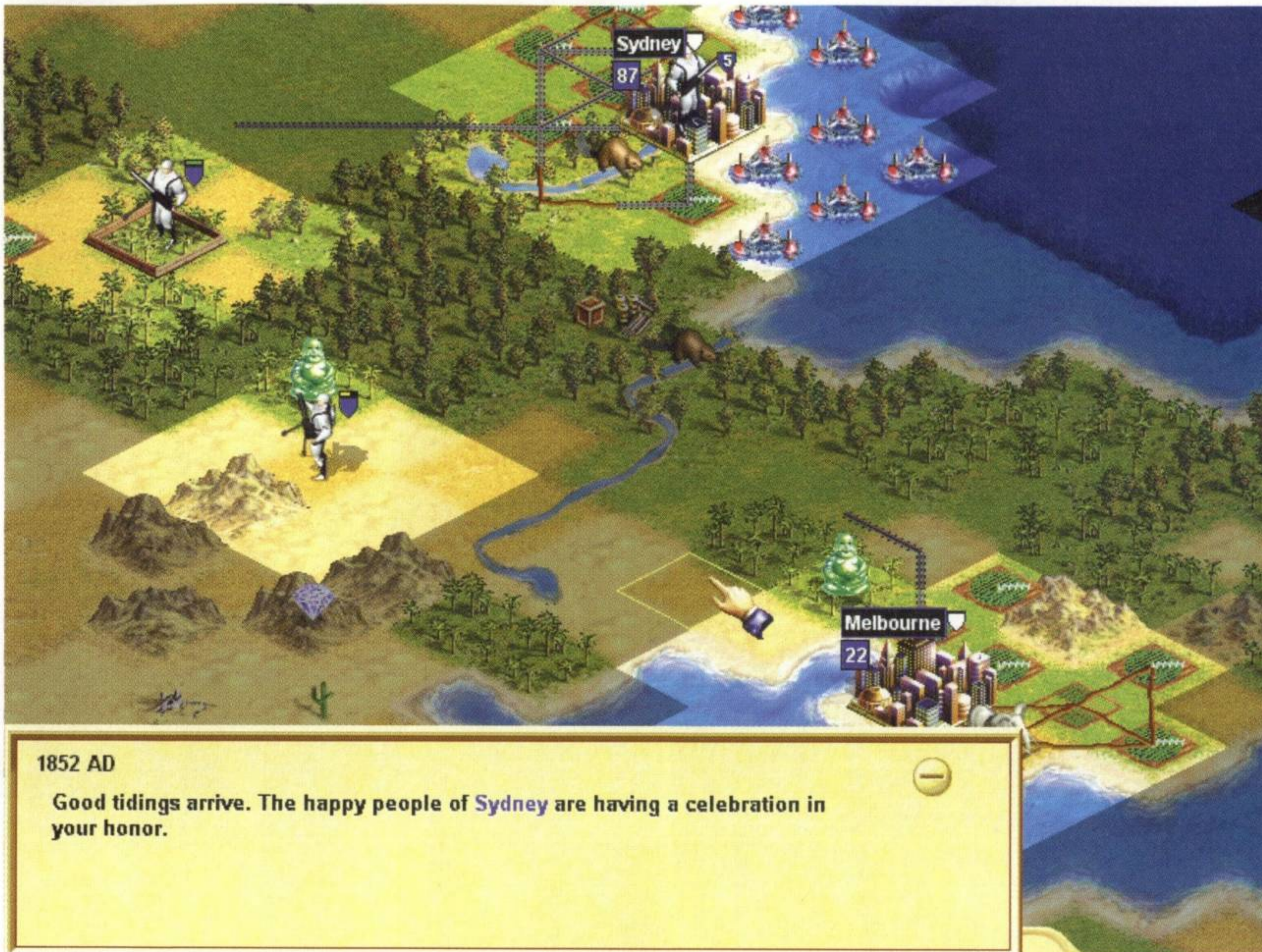
Of course the visuals and sound are pretty much irrelevant to the success of a good strategy game, as games like Empire and Civilization have proven in the past... It's gameplay that matters. Fundamentally, CTP is like its predecessors. The

aim of the game is to either conquer the world through military might, or completing the Alien Life project, or by simply having the highest score of all civilisations come the year 3000AD.

INTELLIGENT CARNAGE

Across the board we see very intelligent improvements to the interface and gameplay in general. The really stupid thing with combat in Civ I & 2 was that a single unit could take out a whole horde of units in the next square. In CTP, units can band together to form armies, and units that have ranged attacks fire first etc. So there's now a lot more opportunity for tactics and common sense when it comes to attacking the enemy.

Other things have changed marginally, in ways that all help make the game less tedious. For example, no longer do you have to use settler units to terraform and build roads. Instead you have a public works fund which you can divert money into, and use to build farms and other



AND THE WINNER IS... SYDNEY

spread religious propaganda and divert foreign cash into your coffers. This is the perfect way to concentrate on developing your nation's science while leeching other nations... without having to go to war.

The near countless ways you can go about developing your civilisation and tackle the game are what make CTP such a deep game. Even more commendable is that you can basically learn about the game as you go, since every unit and building that you can create has a mini description telling you exactly what benefits you will be receiving.

If you really want to plan ahead though, there's a nice big fold out poster that comes with the game so you can check the fastest way to reach the advancement you want. Also, there's a "Library" function where you can find out about every unit, building, advancement, terrain type, the works. Oh, and most importantly, Activision have acknowledged our presence and included Australia as one of the civilisations to play as!

For the multiplayer fanatics, CTP is networkable, but for those of you that haven't played an in-depth turn based strategy mutliplayer... It takes an extremely patient breed of gamer to enjoy this sort of thing, as you may end up waiting ages for your opponent to take their turn.

Civilization Call to Power is a classic example of how to take a great game and make it even better, without deviating too far from the original concept which got everyone hooked in the first place. Unless you're the kind of gamer that really can't stomach turn based strategy games, then this will be an extremely enjoyable way for you to destroy your social life.

improvements. In the event you really want to crank out more funds for this, you can get a city to work on contributing to public works, rather than making units or buildings.

Anyone who was into trade in Civ 1 & 2 will be pleased to hear that you now simply create a caravan, and then just select an item and the two cities you wish to establish the trade route between. It beats the hell out of guiding that stupid camel halfway across the globe. If this wasn't a quick and easy way to set up some extra income for you, there's also ways to get your city to work on producing cash rather than units, so there are means of dealing with your problems far more directly than in previous Civ games.

Over the top with underhand tactics

Or how about you go the totally the other way... by assaulting your enemies indirectly. There are now far more non-combat units that you can build to "passively assault" your enemies. You can send slavers to turn your enemies citizens into instant labour, or send in a cleric to

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1 - network
PUBLISHER: Activision
PRICE: \$99.95
RATING: G
REQUIRED: P133, 32MD RAM
DESIRED: P166, 32MB RAM

PLUS
Highly addictive. Superb interface improvements. Incredibly deep and intuitive.

MINUS
Lacks a bit of character. Can be a real drag multiplayer once the game gets going.

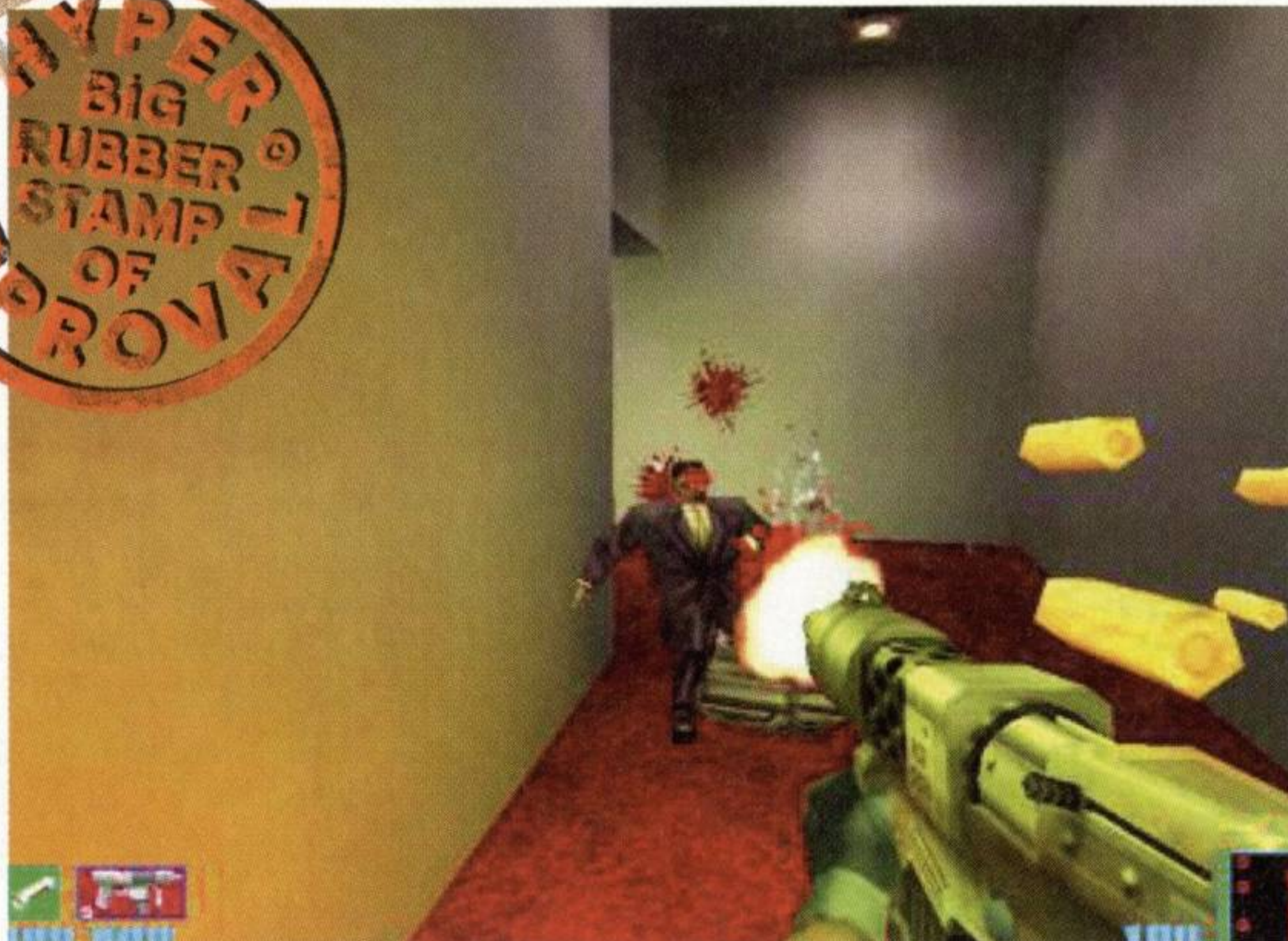
VISUALS	SOUND	GAMEPLAY
75	70	96

OVERALL
94

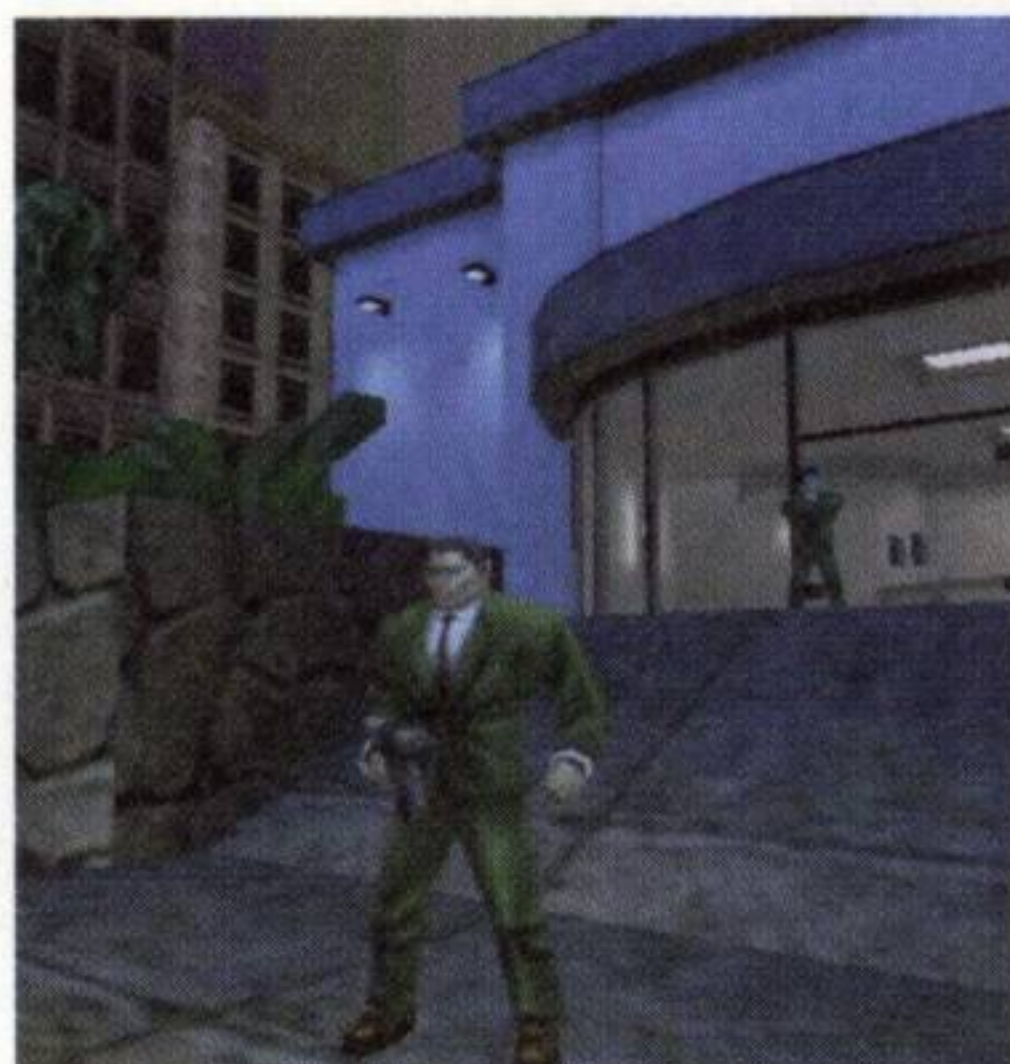
If you thought Civilization 1 & 2 were good, then Call to Power's improvements will give you the "Civ bug" again real bad!

Sin Mission Pack: Wages of Sin

Hugh Norton-Smith has found reason to Sin again...



BAD-A-BAD-A-BAD-A-BAD-A!



levels to really make you feel you are in a 'living' city, not just an empty shell. The original Sin's single player levels were pretty ordinary, especially in comparison to Half-Life. However, these new levels really rule.

AMAZING ARSENAL

The enemies in Wages of Sin rock. There are a lot more mutant-like creatures than in the original game, all of which have brilliant animation and cool looking death sequences. To put an end to the hordes of nasties, you are equipped with a veritable arsenal of new weapons as well. As you know, the standard Sin already features a decent selection of weapons. But with Wages, you will have enough firepower to level a city. First of all we have the concussion gun. This badass weapon allows you to repel other incoming projectiles. The actual gun isn't that powerful, but it has a mean blast, so it is awesome for knocking people from buildings and as a means of defense when low on ammo. Next we have the flamethrower. This mutha is undoubtedly the coolest weapon I have EVER seen, save perhaps the flamethrower in Kingpin. It really is endlessly entertaining to ignite your friends. The addon also includes a new stinger launcher (four weaving missiles at once), the plasma bow and the insane IP36. The IP36 is effectively a 'nuke' weapon, much like the BFG in Quake. Finally, Wages of Sin also allows you to pack two magnums simultaneously, which really kicks.

So what's the beef? Sin was overshadowed by the brilliance of Half-Life when it came out, but this addon has given us new faith. Sure, it has a few bugs still. Sure, it's not as visually impressive as Unreal. Sure, it might not have the amazing depth of Half-Life. All up however, this game really is a solid and balanced package. If you enjoyed Sin, and can't hang out for Quake 3, this might just be the bomb.

Colonel John R. Blade is back in this expansion pack for Ritual's 3d-blast fest, Sin. Despite defeating the nutty biochemist, Elix Sinclair, a new crime problem has arisen in Freeport. Seems like another job for the Hardcorps. Lock and load men...

NEW IDEAS

So what's new with this add-on? Well, there are a bevy of new weapons, 17 new single player levels, 10 new enemies and the ability to use hover bikes. Oh, and Wages of Sin also comes with all the latest patches to bring Sin up to version 1.03. Unlike your average expansion pack, which just comes with a few new levels, Wages of Sin really does overhaul the game in almost all departments. The new levels really are a notch up from the originals. A lot of pre-programmed scripted sequences have been implemented, to give the levels a really immersive feel. Now, you can chat and interact with a lot more of the people in the game and there are some really funky cut scenes. The levels have much more interesting objectives as well. For example, in one level, you must win back a museum from the Mobsters, but there is a catch: You can waste as many baddies as you want, but you're not allowed to damage any of the museum pieces! Also, the developers have crammed a lot more innocent civilians into the

AVAILABLE: Now
CATEGORY: Mission Pack
PLAYERS: 1 - network
PUBLISHER: Activision
PRICE: TBA
RATING: MA15+
SUPPORTS: working full version of Sin
PLUS Excellent lineup of new guns. Interesting mission conditions.
MINUS Very little at all.
VISUALS 85 SOUND 85 GAMEPLAY 92
OVERALL 90
A mission pack that really takes the original game further.

Army Men II

We thought we'd pull flyboy **Thom McIntyre** back to earth with Army Men II



HEY THESE GUNS ARE PLASTIC! WAIT A SECOND!



Scattered amongst salt shakers, the sink, plates, lighters and the usual kitchen fare, you'll find health packs and extra weapons. The hotplates have a mind of their own and are lethal to plastic soldiers. Once crossing these your brave squad will have to tackle the resident cockroaches - the perfect time to roast them with the magnifying glass.

The graphics are smart and work pretty smoothly and are interspersed with lots of nice visual touches. Fine details like the crazing on destroyed plastic items and the thought put into the cut scenes you see when you die or fail a mission show the attention to detail - a lot of care has gone into making Army Men 2.

Today the kitchen, tomorrow... The house!

The next few levels resemble a more traditional combat environment, no doubt a large diorama, as the house is explored further later on. The gameplay is mission based - you are given goals, such as rescuing a spy from the tan troops, or preventing tan saboteurs from destroying a shipment of tanks. The missions are fairly diverse, involving other characters, and stop things from getting too repetitive.

Sarge quips along the lines of "I love the smell of plastic...". The sounds are effective, and constantly alert you to happenings in the environment.

The main drawback with this mode of gameplay is that the missions won't be any different when you come back for a second round. There are a decent number of levels though, as well as three levels of difficulty and the hardest of these is no pushover.

The lack of bloodshed makes it suitable for younger kids, and the plastic effects are pretty cool in their own right. There is plenty of carnage to enjoy, like setting the forests alight with the flame thrower - this and the attention to detail all the way through make it an enjoyable experience that won't get old too quickly.

I must admit I got the giggles when I heard about this one - it's been some time since I had plastic army men, in fact I'd forgotten they existed. But it sounded like an amusing premise for a game and worth a butcher's.

After installation and a great intro movie, "recruiting", or creating a player is the first step. Then you can take Sarge, your character, for a stroll around the training course and learn how to operate the various implements available to you, such as grenades, mortars, bazookas, sniper rifles, minesweepers, half-tracks, boats and tanks. You move Sarge around the maps from an overhead 2D view by clicking where you want him to go. You can also move your other troops individually, get them to follow you, hold a position, attack and so on. This aspect of the game is similar to Warcraft. Extra moves are available via the keyboard, e.g. roll left and right and dive. The interface is easy to use.

CLAIM THE KITCHEN

With boot camp under your belt, it's time to tackle the first scenario. A carefully rendered green soldier walks into a rippling portal to the first campaign - which takes place on a kitchen counter! You have to lead three green troops across the tiles, fending off attack from tan soldiers.

AVAILABLE: Now
CATEGORY: 2.5D scrolling action/adventure
PLAYERS: 1 - network
PUBLISHER: 3DO
PRICE: \$89.95
RATING: G
REQUIRED: P90, 16 MB RAM
DESIRED: P133, 32 MB RAM

PLUS

Entertaining, lots of diverse missions, good atmosphere, good for kids but not too boring or cute for others.

MINUS

Scripted missions make replays limited. Other men in squad can't pick up weapons
Sarge can't carry.

VISUALS	SOUND	GAMEPLAY
83	88	85

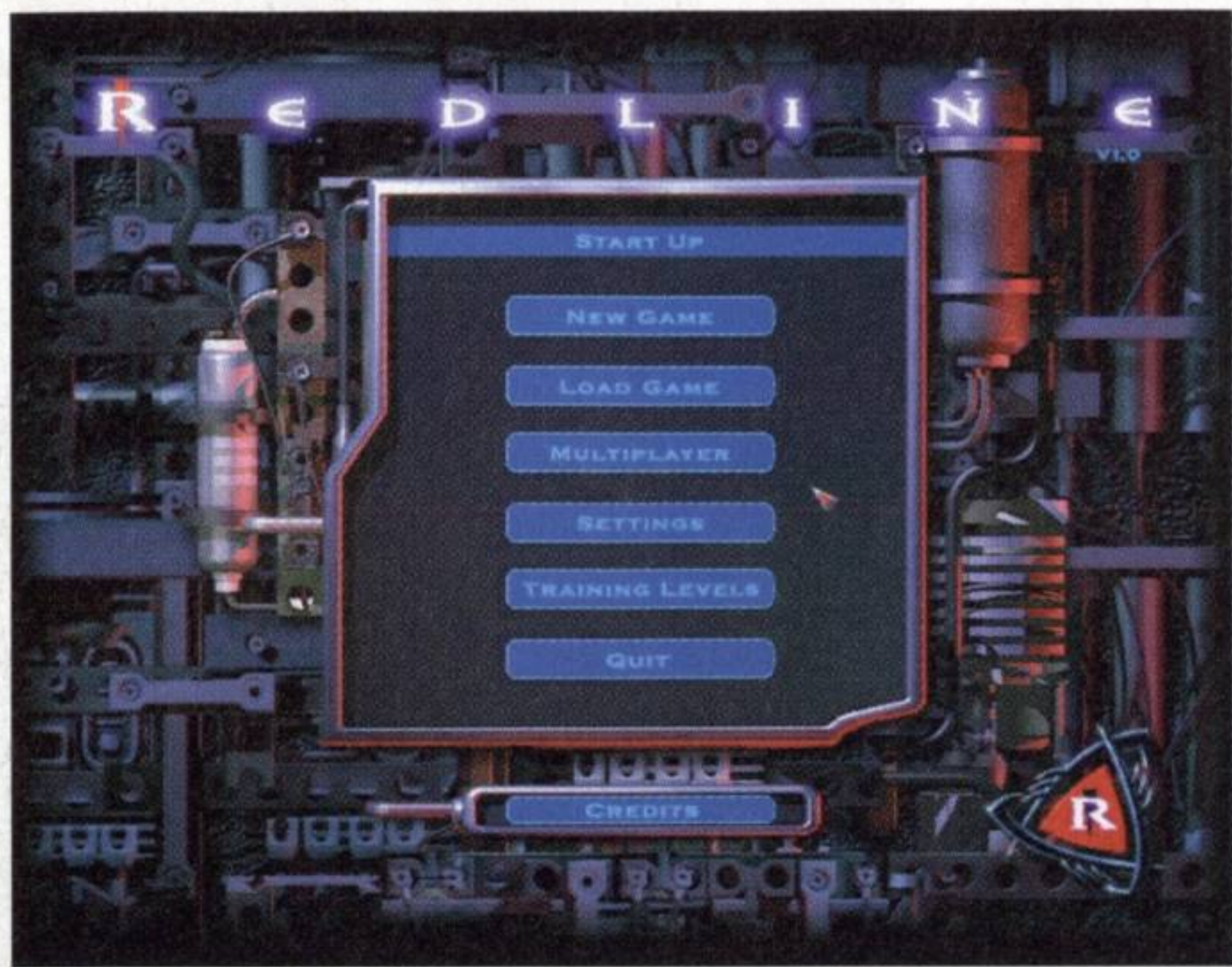
OVERALL

87

Good clean fun. Just don't sniff the plastic fumes.

Redline

Racing nut, and regarded as a railgun savant, **Jackson Gothe-Snape** surely has to be the target audience for Redline...



ANYONE SEE DUEL?



OBLIGATORY VAGUE PLOT

The story is this: You apply to join a Corporation (ie: Clan) and while they are considering you, you save Radio City (in mission 1). So you're in, and are assigned different missions to complete for them. The story is a bit of a joke really, with everything being overdone but this really helps to add to the game's fun factor - the game's main strength.

The game is made up of 12 stand alone missions, designed to be played in a linear fashion. Following debriefing, you are thrown straight into the action. In the majority of missions you start in

your rig (think car folks), facing a combination of enemies, either in vehicles or on foot. Generally you have to take out a few enemies, before hopping out of your car to hit a switch or enter a building. Then you proceed on foot killing guys and every now and again finding a larger, tougher enemy.

The vehicle based combat is probably the game's strength. Although the physics aren't great, the overall speed is a treat. Often you'll

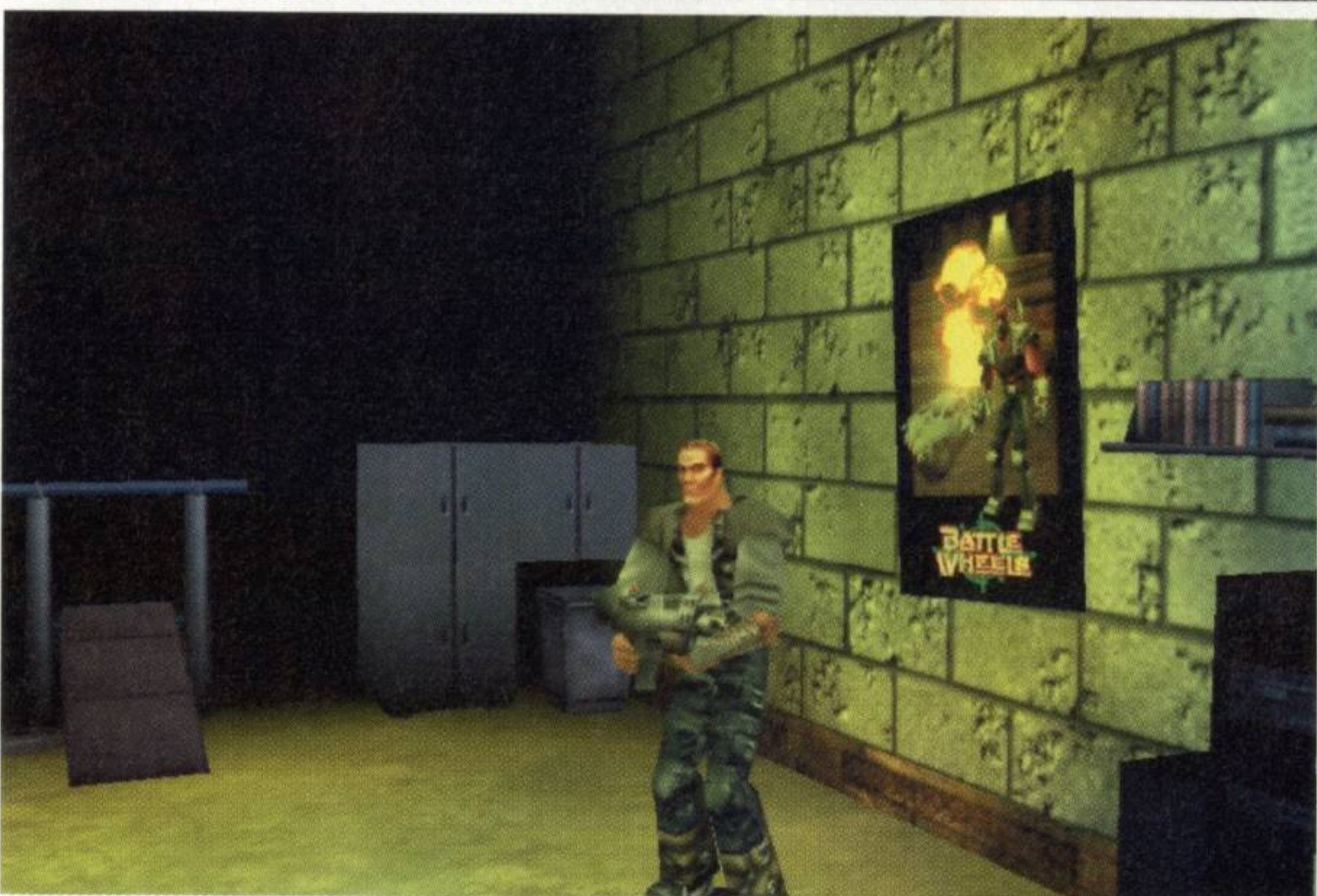
just be tearing round and swerving to hit some on foot bad guys. The car weapons are also quite effective, although you are allocated your arsenal for each mission. Particularly cool is firing a certain missile at a guy which ejects him, then nicking off with his car!

BETTER BEHIND THE WHEEL

Compared to the car combat the first person shooter part of the game is a bit of a let down. The greatest problem with this part of the game is that it seems that you have very narrow sight, that is you have no peripheral vision. While in games like Quake you generally have 90 degrees of vision, in Redline you seem to only have about 50. Also, when you shoot someone, you aren't given any indication, such as blood, whether you are hitting them or not. The weapons are pretty standard for a first person shooter, although the sniper rifle is nicely implemented.

Redline's graphics can be only explained as vibrant. Bright, eye catching colours are used everywhere and gives everything a comical feel. The environments are huge, and although texturing is not that great, there is no slowdown whatsoever. The indoor environments are quite atmospheric, with fog used as it should be. Nice

Carmageddon meets Quake? How could you lose? Well, in the past, games that have incorporated different genres haven't been too successful. Redline has physics weaknesses, control inadequacies and other slight problems that generally add to the feeling of rough edges so common in genre-crossing titles. However, thankfully, the game doesn't take itself too seriously and, with the help of fast paced action, is good fun to play.



HI, YOU COME HERE OFTEN?

weapon effects are also featured. Explosions are handled beautifully, with debris flying everywhere when a rig is destroyed.

YOU DON'T LOOK SO GOOD...

On the other hand, your enemies do not look very impressive, with animation hilariously fast. Although it is a laugh hitting them with your rig at low speeds, which sees them fly onto the bonnet and get thrown away. If you hit them at higher speed they explode into showers of blood and body parts. What's strange though is when you shoot someone in first person mode, they die, then about 5 seconds later they explode, giving you a bit of a fright.

The cutscenes all use the game engine with nice cinematic camera work and humorous voice overs. It is with these cinematics that you are

given your mission briefings. What's nice is that they usually lead seamlessly into your mission itself.

Sound is average overall, with a soundtrack of heavy rock that fits in well with the style of game,

although if you're not a fan of this type of music you may get slightly annoyed rather quickly. Other effects are done well, with sound effects adding to the game's comical appeal. The voice overs are full of humour, especially by the big bad enemy guys who sound as dumb as they look.

Overall Redline is an interesting title. Mixing the genres of car combat and first person shooters was always going to be a difficult task, but this title has done well and almost pulls it off. The fact that the game doesn't take itself too seriously helps and without this humour the game might seem a bit dull.

Seeing as the car combat is good quality, people may be disappointed with the first person side of things, however if you're not too critical of the game, it does become fun to play.

AVAILABLE: Now
CATEGORY: Car combat/FPS
PLAYERS: 1-multi
PUBLISHER: Accolade
PRICE: \$79.95
RATING: M
REQUIRED: 3D accelerator, P200,
DESIRED: PIII-266, 64MB RAM

PLUS
Good humour. Fast graphics.
Cool car combat.

MINUS
First person part of game is lacking. Iffy physics.

VISUALS	SOUND	GAMEPLAY
80	78	77

OVERALL
78

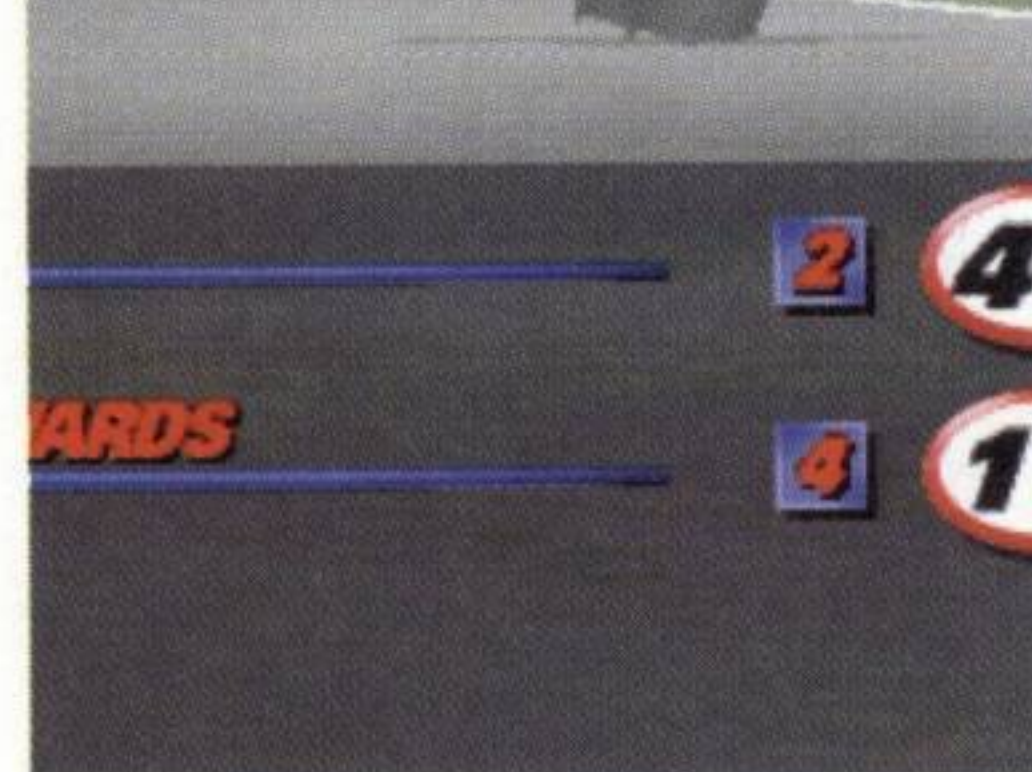
Good fun, but lacking in some areas, it's held back from being a truly great game.

Superbike World Championship

David Wildgoose denies all claims of being a former Hells Angel, but we know better...



I BET THIS COURIER COMPANY HAS REALLY HIGH RATES...



championship seasons, accurately modelled circuits, five official teams and their respective superbikes, there's a very handy practice mode to guide you through the subtleties of each track. In addition, the technically-inclined can tinker with all manner of nuts and bolts and computer readouts in the garage.

Serious racing sims often suffer in the visual department simply by adhering too strictly to the real world circuits they're based upon. Compared to arcade racers such as Moto Racer or Ridge Racer, the likes of TOCA and Grand Prix Legends can appear too sparse and too

bland as they strive for authenticity. There's an element of this in Superbike, but it fares better than most. Part of the reason for this is the amount of detail afforded to the riders and bikes themselves. Whether they're shifting their weight around appropriately through corners, lowering their heads to check what's happening further back in the field, or mono-wheeling with the chequered flag in sight, these competitors truly look the part. After crashing in simulation mode, you even need to right your bike then restart it properly by running alongside for a short distance just to get moving again.

A GOOD POINT OF VIEW

Besides the exemplary selection of ingame views and replay angles, there's one view that puts you in the game like no other I've seen. Typically, a first-person, "over the handlebars" view in a motorbike game just makes you feel sick as it tips back and forth like a see-saw. Here, though, one of the two first-person views merely simulates the movement of your rider's head. Thus, instead of the whole view see-sawing, it's the representation of the bike itself that moves from side to side. It both looks and feels superb, providing a rare degree of immersion within the game.

Amid a host of good to excellent racing games released recently, Superbike remains playable and enjoyable enough to more than hold its own.

Despite lacking the wild stunts of Motocross Madness or the outrageous speed of Moto Racer 2, EA's superb new racing sim offers the most comprehensive motorbike gaming experience to date. Leap into the action mode for a frantic, white-knuckle ride. Swerve side-to-side in a frenetic approximation of steering and adopt the ever-reliable "when in doubt hit the accelerator even harder" approach. The adrenalin rush felt here is equal to any arcade racer. Novices will find themselves competitive from the outset, although actually winning a race is going to take a little more time.

As a more demanding, though no less thrilling, challenge, the simulation mode will test the patience, endurance and exacting joystick skill of even the most veteran gamer. Accelerating too early or braking too late will leave you sprawled in one of the run-off areas with a helmet full of dirt. It can be pretty unforgiving, not to mention quite fantastically difficult. The AI riders are extremely proficient, yet still prone to the odd error of judgement. Diving beneath when you run wide or waiting in your slipstream for the best passing position, they respond realistically yet retain a degree of unpredictability.

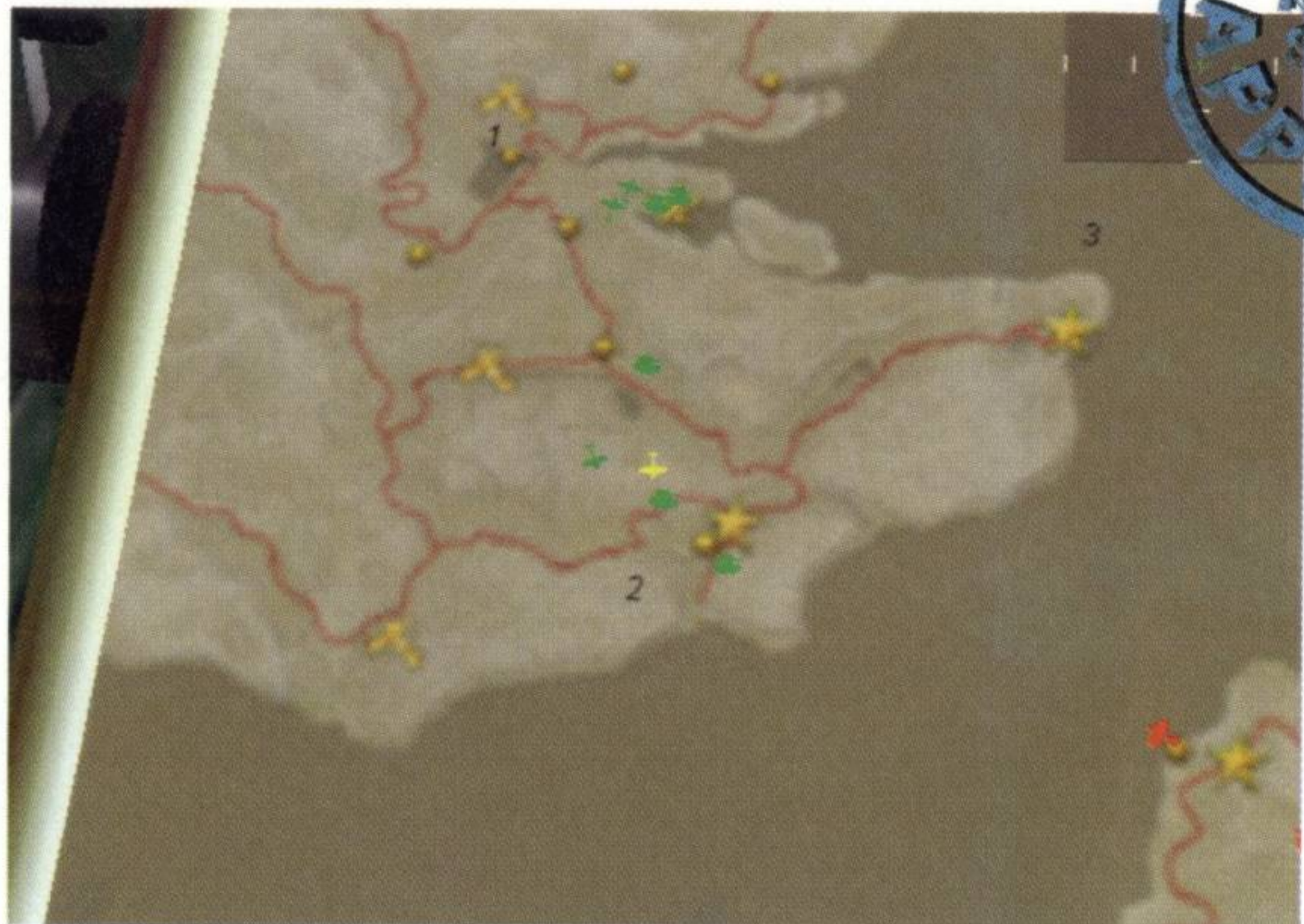
ONSLAUGHT OF OPTIONS

Superbike provides the usual array of racing options. On top of the obligatory single races,

AVAILABLE: Now
CATEGORY: Racing Sim
PLAYERS: 1-8
PUBLISHER: EA Sports
PRICE: \$TBA
RATING: G
REQUIRED: P166, 32MB RAM
DESIRED: P233, 3D card
PLUS The complete package - for novice and expert bikers alike.
MINUS Slightly wimpy sound fx. Nothing serious.
VISUALS 85 SOUND 75 GAMEPLAY 88
OVERALL 86
A great racing game on its own - and certainly one of the best motorbike sims we've seen.

Fighter Squadron: Screamin' Demons over Europe

Always checking his six, **Thom McIntyre** seemed like the man...



GEE PEOPLE LOOK LIKE PIXELS FROM UP HERE

ling as you can keep wiping bits off your plane and see what happens - excellent.

Making a move on a bomber's six will usually provoke several streams of tracer directed at your aircraft. Weaving around these in the thin air at altitude is part of the skill necessary for survival, but if the bombers have escorts, these will demand your full attention. Often taking on fighters is not too difficult, but skilled AI pilots will quickly dispatch you if you aren't fully proficient. Plenty of challenge here for the taking, with more if you crank up the enemy's skill, morale, sanity etc in the mission editor.

The three scenery areas, Dover, Africa and Rhineland, pay for quality with size, each being 40 miles square. This is less of a problem than it sounds, and what is there is awesome. For the first time ever in a flight sim, the clouds were realistic enough to become severely disorienting at altitude - nearly worth the price of the game they make hide and seek in combat very practical.

SCREAMIN' SKYDIVERS!

The sound is generally solid save for some looping artifacts. Other aircraft are audible far beyond what they would be in real life, but this works in the game. I even heard a faint scream as an enemy pilot jumped from his stricken plane. A soundtrack of WWII music is included - good if you like that sort of thing.

FS:SDOE uses sequential scripted missions, playable from any side. You can switch between and control all aircraft in the scenario. A GUI program is also included to let you create missions - this is simple and effective to use. It allows you to recreate actual events to some degree, say, nail-biting takeoffs in an overloaded Lancaster to bomb a dam. Missions are easy to share.

Sweet flying and definitely the best looking, FS is so immersive with its clouds, explosions and expandability that its small scenery areas and lack of dynamic campaigns are easily forgiven.

Fighter Squadron was the first of the current crop of strong WWII flight sims to be announced, and is the last on the shelves. Renowned for the excellent A-10 Cuba, Parsoft are clearly not rushing themselves.

After creating a Limey, Yank or Bosch pilot and configuring the game for your system and skill, you can opt for training or a mission. The choice of aircraft is smaller than in some games, but all are high quality. Strangely, there are heavy bombers here - but they are so well modelled, with the ability to move between crew positions, I can hardly complain. New aircraft may be imported via the OpenPlane system.

In terms of "being there" FS is great. The view from the entirely virtual cockpit is cool. You need to pan and zoom around to view all gauges but there are shortcut keys too. You can even shift around on your seat! Engine operation is simple - eschewing magnetos and mixture, a single keypress starts the fans. Miffed by this, I was placated by the best prop animations I've seen yet. It didn't take long to realise this is the best looking sim of the bunch and among the best flying. Frame rates were outstanding with 3Dfx, even on an under-spec machine.

Outside the aircraft look smart and are totally animated, including turrets and suspension. Fans of A-10 won't be let down with the damage model-

AVAILABLE: Now
CATEGORY: Combat flight simulation
PLAYERS: 1 - network
PUBLISHER: Activision
PRICE: \$89.95
RATING: G
REQUIRED: PII 266 (or P200 with 3D card), 32MB RAM
DESIRED: PII 300, 3D card, 64MB RAM, force feedback joystick

PLUS

Best graphics in its class. Ability to play any crew position. Mission editor, OpenPlane system.

MINUS

Scripted missions. Smallish scenery areas and simplified engine controls.

VISUALS	SOUND	GAMEPLAY
96	92	93

OVERALL

94

Creates such a strong immersive experience that its largely upgradeable weaker points are easily forgiven

TOCA 2 Touring Cars

Jackson Gothe-Snape gives the big thumbs up to Codemasters on another crash hot racing title.



WOULD YOU INSURE THESE YOUNG HOONS?



It's been over a year since the original TOCA hit the scene. In that time we've seen a couple of really solid racing titles that have perhaps made the first game look slightly dated. After a considerable wait following the PSX version, TOCA 2 Touring Cars for PC is upon us, and Codemasters haven't let us down. Their slogan of 'pure game-play' is refreshing to see after so many developers seem to think visuals alone are enough. It is in TOCA2 that this is reflected most, and as a result the game is a gem.

The British Touring Car scene is renowned for being arguably the most exciting and closely fought competition in the world. Nudging, bumping and shunting are common occurrences and unlike other racing classes, the cars can take a fair bit of punishment before they come to a standstill. Codemasters have noticed this, and taken advantage of it as the game is the most exciting racing simulation around.

A FUN SIM?!

While other games struggle to find a balance between arcade fun and refined simulation, TOCA2 excels here. The game provides a consistent driving model, which although lacks the finesse and detail of one such as Grand Prix

Legends', is a joy to drive and enables you to use a variety of driving styles, from powersliding madness to exact apex-hitting and everything in between. Of course the latter is faster, but with 4-player split screen who could resist using your mates as corner markers?

The game offers 8 tracks to begin with, while special bonus tracks may be unlocked by performing well in the championship. You may choose any one of the 8 touring cars, including the Audi A4, Renault Laguna and Honda Accord. New to TOCA2 is the introduction of support racing classes. These are more of a novelty, but at the same time are a superb addition that adds a considerable amount of longevity to the game. Two types, the Ford Festivas and the Formula Fords, are available at the start, while others such as the Jaguar XJ220s have to be unlocked again by performing well in the championship.

If there was one flaw in the original TOCA it was that the game didn't offer too many different styles of play. TOCA2 has changed that, as it now offers an arcade style checkpoint race in addition to championship, single races and time trials.

The championship mode is great, with a totally new format. For each track, there is a sprint race and a longer, feature race. You try to qualify for both of these, but you are given only one lap each to do so. Worth mentioning is two-player team championship mode. Here you and your friend go round trying to win the constructors' championship. This is something that racing titles rarely consider, but it is these little things that make TOCA2 such a treat to play.

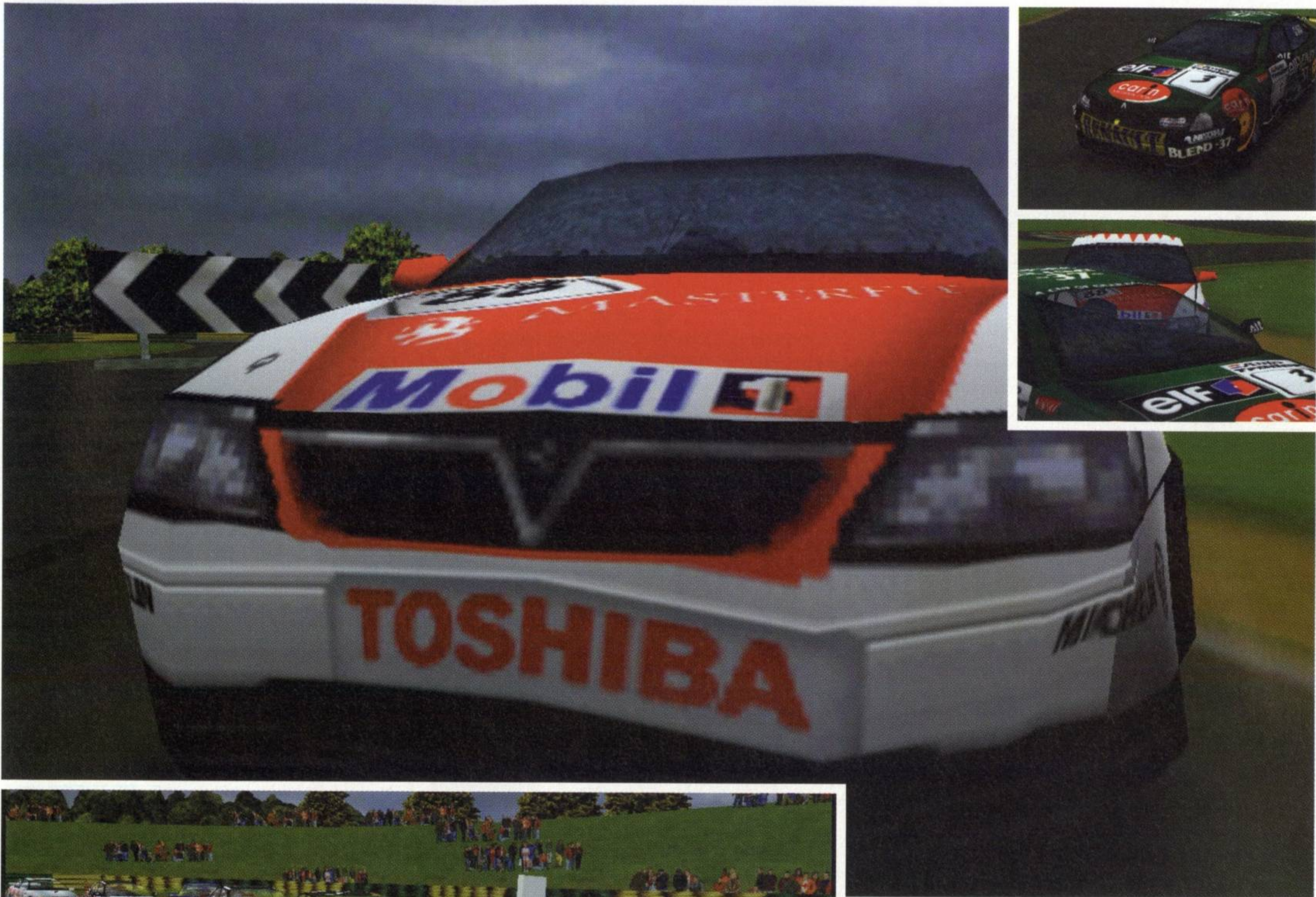
The visuals are crisp and detailed, with the cars

being textured well. Damage is also nicely done, with cracks growing in windscreen shields as they continually take a beating, and polygonal body damage believable. The game offers a variety of views, ranging from inside the car to a wide exterior view.

NO NEW PAINT JOB

Despite the game's high visual appeal, it still looks very much the same as the original TOCA, so if you are looking for a big jump in graphics you may be disappointed. On the other hand TOCA's graphics were considered to be top quality, and functioned superbly, so this is no large downfall.

TOCA was considered to have some of the best engine noise around, and TOCA2 has expanded on this, with superb sound effects, especially the commentator between races and your pit crew on the radio telling you when to pit. Collisions sound really solid, and the screeching of tyres is nicely done.



INTIMATE MULTIPLAYER GAMING

This game is both great to play on your own and an absolute hoot to play with 3 friends. With 3 of you crouching over the keyboard, it's a laugh to say the least. The driving engine must be commended because it allows for this, as almost no other car game could perform so brilliantly both with your simple "let's go round backwards and hit all the cars head-on" friends and your finely-tuned driving in single-player.

If other racing titles were a bit scary and too simmy for you, this could be your game. With quality graphics and sound, superb gameplay and the party multiplayer options this game will go the distance. Codemasters' attitude in placing gameplay as their number one priority is most clearly displayed here.

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-multi (1-4 on 1 PC)
PUBLISHER: Codemasters
PRICE: \$TBA
RATING: G
REQUIRED: TBA
DESIRED: PII-266, 64MB RAM, 3D accelerator
PLUS Superb gameplay. Great multiplayer.
MINUS Total sim-fans may not like it so much.
VISUALS 87 SOUND 91 GAMEPLAY 93
OVERALL 91
Well balanced enough to be everyone's racing game.

Vigilante 8

NINTENDO 64

AVAILABLE: NOW

CATEGORY: CAR COMBAT

PUBLISHER: ACTIVISION

PLAYERS: 1 - 4

PRICE: \$99.95

RATING: G

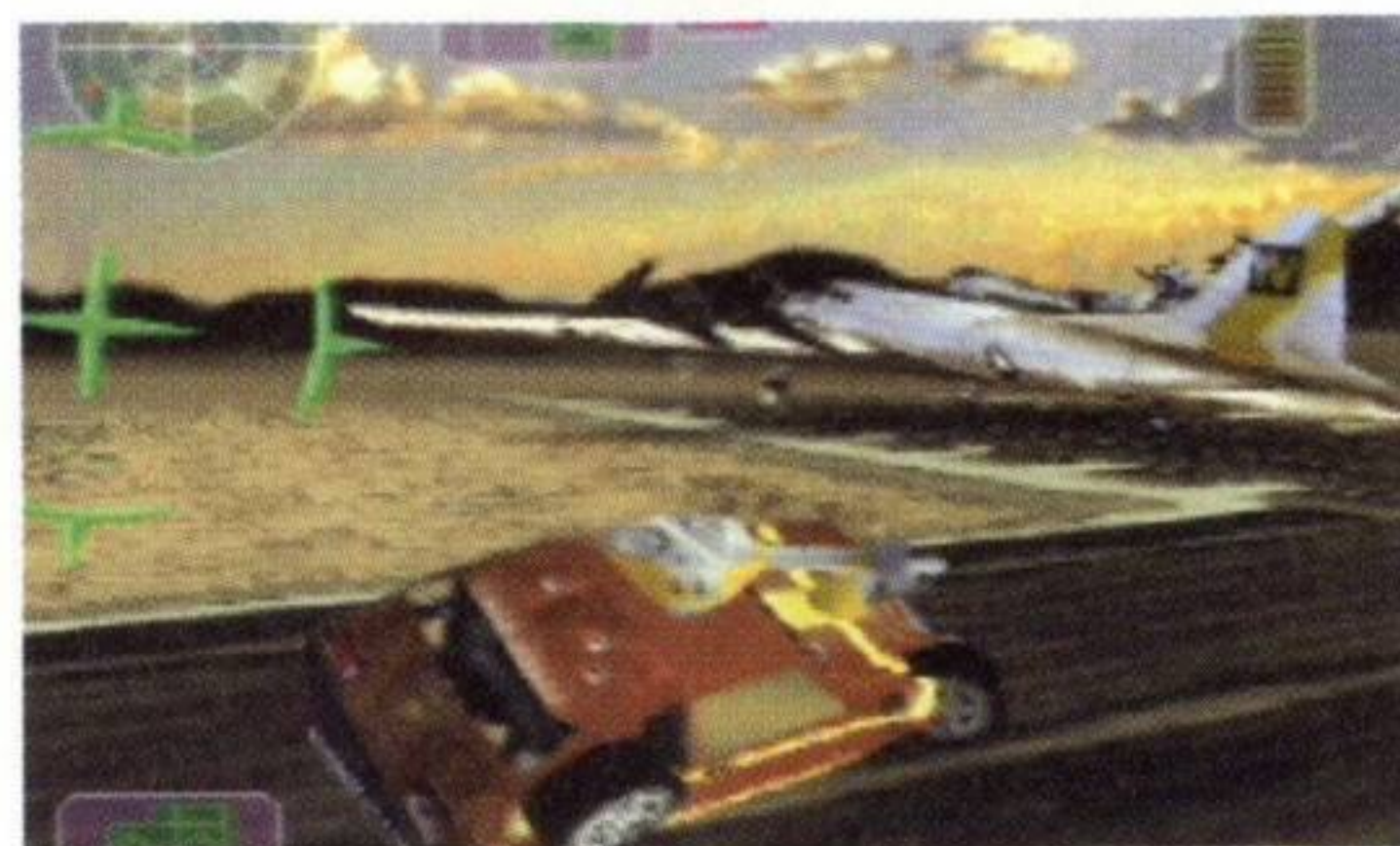
SUPPORTS:

RUMBLE PAK, 4MB EXPANSION PAK

With Nintendo owners clamouring for some more violent, action-type games (no, Smash Brothers doesn't count), Activision have come up with the goods with their port of the PlayStation's number one vehicle combat game Vigilante 8.

V8 centres around eight 1970's old-school, flare-wearing nutcases, who all have their own armed-to-the-teeth automobiles. Four of these characters are representing the "Coyotes", the good characters, who are against the other four characters, the "Vigilantes", the bad dudes who are out to cause havoc in the middle of White Trashville, USA. The scenarios you find yourself in will depend on what gang you align yourself with - the Coyotes are all about protecting landmarks, while the Vigilante are into destruction.

Graphically, V8 is an absolutely outstanding game. Unlike most N64 3D titles (even though V8 is a car-



based game, it's set in 3D arenas, not on tracks), amazingly, there's no fog, except of course on the obligatory winter / snow level. V8 also uses the 4MB Expansion Pak, but the framerate drops considerably when using it, especially in multiplayer.

The bottom line is that V8 is a fun game to play. There's enough weapons to keep you interested, and keeping in with the 70's theme, include giant car speakers that cause mini-earthquakes and roof-mounted disco balls that shoot laser beams. Some of the weapons also include a dual-firing mode, which is pretty amazing for a car combat game.

Nintendo owners who are longing for a good game that doesn't feature Mario or Yoshi should check out V8. Just think Mario Kart with funky characters in explorable 3D environments.

FRANK DRY

VISUALS	SOUND	GAMEPLAY	OVERALL
91	84	89	89

Chameleon Twist 2

NINTENDO 64

AVAILABLE: NOW

CATEGORY: PLATFORM

PLAYERS: 1

PUBLISHER: SUNSOFT

PRICE: \$99.95

RATING: G

SUPPORTS: RUMBLE PAK

Picture a game with an intricate storyline, bleeding-edge visuals and playability to die for. Imagine

a game that has endless replay value, masterful audio and heart thumping sound effects.

Imagine a game with none of the above. Yep, Chameleon Twist 2 is undoubtedly the most boring of all the countless platform permutations available on the Nintendo 64. It's not that Chameleon Twist 2 is particularly bad, it's just that it is so mind-numbingly mediocre in all departments. It really has very little to offer, especially seeing that Nintendo owners already have a range of seriously good platformers to choose from already! In Chameleon Twist 2, your mission is to roam around a series of uninspired pseudo-3D levels, occasionally defeating the odd brain-dead enemy with a tongue that Kiss could only dream of. Sort of like Yoshi's Story. Nothing much new here. The gameplay is eerily reminiscent of the original game and the level design unashamedly generic. Sunsoft really haven't



made much of an attempt to update the last games gameplay at all. The graphics you ask? Well, Chameleon Twist 2 looks like a sub-first generation N64 title. The graphics are hardly improved from the original at all, retaining the original's bland levels and lack of textures. The enemies are boring, cardboard cut-outs and the animation is crap. The final blow came when I completed the game within a couple of hours.

What can one say? There is very little to justify looking into this game. It's unforgivably unambitious and terribly crude in comparison to the current crop of platformers. Only for the most avid of platform fans who aren't fussed about quality.

HUGH NORTON-SMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
42	50	64	60



Rampage World Tour 2

PLAYSTATION

AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: 1-3

PUBLISHER: GT INTERACTIVE

PRICE: TBA

RATING: G

SUPPORTS: MULTITAP

Ahhh! Run for your lives! It's the giant, lobster-man-thing! He's coming this way to hop up and down on top of the office block and eat those giant bananas we left on the window sill! The concept behind Rampage is very silly, and yet mildly entertaining. Certainly, the arcade game was fine to waste some time with at the arcades before the movies (if the queue for Virtua Fighter was too long...) and the first Rampage console outing was a fair enough translation of it. But now we're getting into some possibly unnecessary territory. Rampage World Tour 2 isn't so much a sequel to the original as a variation with a few updates and additions. Otherwise, this is the same old mindless button mashing gameplay as the original.

Rampage World Tour 2 offers you three new monsters to take control of in your objective to destroy every single building which is standing in the entire world. The sub-plot is to free the three original characters from the first game, so you can eventually have all six to choose from in the select screen. The new monsters simply look different, have better animation and there is some well-made FMV to tickle your funnybone too. The only real major plus, is the fact that three players can now go at it at once using a Multitap - a step up from the two-player only flaw in the original. Gameplay still consists of punching, kicking and jumping on buildings, eating pedestrians and knocking helicopters out of the sky. Admittedly, anyone can enjoy the silly humour of it all, but to be honest, after playing the game for an hour with two friends, the chances of any of you coming back for another session is pretty slim. Limited appeal.

ELIOT FISH

VISUALS	SOUND	GAMEPLAY	OVERALL
79	73	72	75



California Speed

NINTENDO 64

AVAILABLE: JUNE

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: MIDWAY

PRICE: TBA

RATING: G

SUPPORTS: RUMBLE PAK

I must admit I was apprehensive about California Speed. Being based on the venerable California Rush graphics engine and as a sequel to a mediocre string of games, I was worried to say the least. I'm happy to report that my fears are largely unfounded.

I was initially wary, as the graphics in California Speed look very long in the tooth. The game seems eerily similar to its predecessors. The visuals are grainy and the vehicle models are simplistic. I was very disappointed that Midway hadn't bothered to include 4mb support as well. Also, in line with tradition, the music is absolutely dreadful.

However this is not where the game's appeal lies. The thing about California Speed is that it is a bundle of fun and has seriously long-lasting gameplay. The tracks for starters are hugely varied. They are all set in interesting and varied worlds, with a huge array of shortcuts and novel features to explore. In one Area 51 inspired track, you race with UFO's zooming overhead. In another track you race through an enormous shopping mall. The driving model is also hugely entertaining- There is a great sensation of speed, and the huge jumps and inspired tracks are just plain awesome. Also there are a huge variety of modes you can race in: the across-the-state mode allows you to progress in a race across California which makes for great sightseeing and racing! Also there are the usual variety of customisation routines and a huge selection of cool and whacko cars to choose from.

In the end, as long as you are not into realistic driving simulations, California Speed comes out a winner. Sure the graphics are shifty, and the music bad, but the gameplay is where it counts. With great replay value, lots of tracks, a ton of cars and a cool driving model California Speed should satisfy most arcade racing speed freaks out there.

HUGH NORTON-SMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
65	50	85	75

Snowboard Kids 2

NINTENDO 64

AVAILABLE: NOW

CATEGORY: SNOWBOARDING

PLAYERS: 1-4

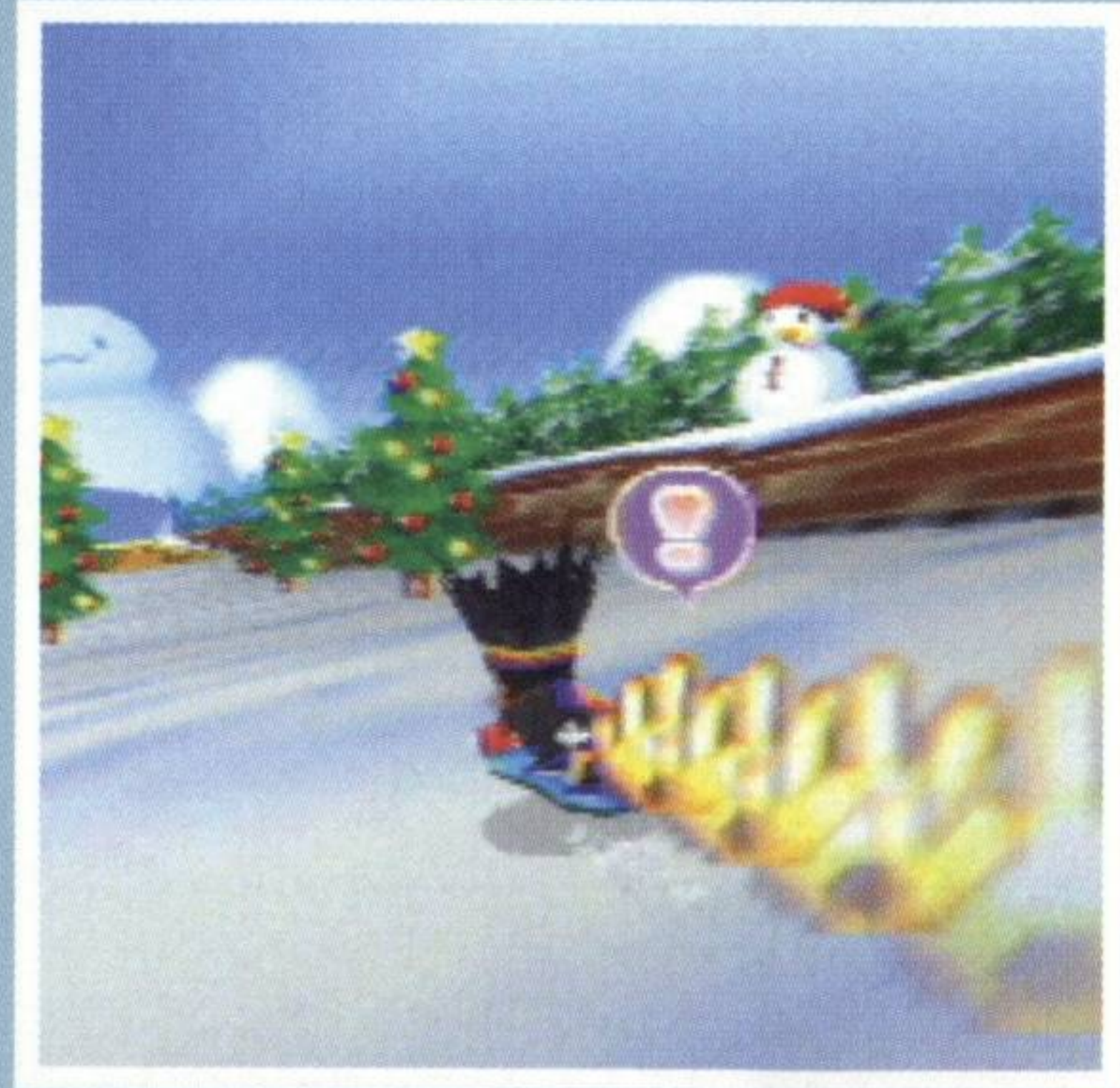
PUBLISHER: NINTENDO

PRICE: \$79.95

RATING: G

SUPPORTS: RUMBLE PAK

The original Snowboard Kids was a totally new spin on the snowboarding genre. Unlike 1080 and Twisted Edge, the game featured frantic gameplay and intense multiplayer bashing, at the expense of graphics and realism. Snowboard Kids 2 is about hooning down the slopes armed to the teeth with an assortment of bizarre weapons. The game really tries to merge the fun of Diddy Kong Racing with the ever popular snowboarding genre. The problem with this year's sequel, however, is that it's essentially the same game with only a few minor improvements. It really is more of an update than a true sequel. So what is new? The graphics have been tweaked, the frame rate increased and a few more modes have been added. You can now race in special 'Boss' races and there is a slightly revamped tricks system. Apart from these few details, the game remains uncannily similar to its predecessor: same characters, same graphics engine and tracks that are strangely similar to the original game. Visually the game really looks second rate in



comparison to what we've come to expect from the N64 and the gameplay is far from ground breaking.

So what's the score? If you own the previous title, don't bother. If you are into realistic snowboard games, avoid it. However, if you're hangin' out for an enjoyable multiplayer shred-fest or are a snowboarding nutter, this might be the goods. If this was a totally new game there would have been more merit here. It's just hard to recommend a game that is no more than a vague rehash of its forerunner.

HUGH NORTON-SMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
62	61	68	60

Retro Force

PLAYSTATION

AVAILABLE: NOW

CATEGORY: SHOOT 'EM UP

PLAYERS: 1-4

PUBLISHER: PSYGNOSIS

PRICE: \$79.95

RATING: G

SUPPORTS: DUAL SHOCK

Retro in name and retro in gameplay! Retro Force is like a modern day Xevious, with an Anime flavour. A weird title to suddenly come out of Psygnosis, that's for sure, but shoot 'em ups are a rare commodity so we're not complaining. Retro Force is the name of a futuristic team of do-gooders, comprising of a boy named Hawtin, a girl called Paris, a blue cat named Pi and a robot called Sinclair - don't ask us how the blue cat figures in. Your mission is basically to defend the planet Earth from a bunch of aliens - how Earth shatteringly unique. Well, when it comes to plot, shoot 'em ups don't really need anything too original do they? It all comes down to whether you can shoot the crap out of everything you see, and live to tell the tale.

Over fifteen levels, you pilot your small craft along a constantly vertically scrolling backdrop, doing the usual scrolling-shooter thing.



Powerups float around to be picked up, which can improve your three different types of forward guns or your bombs. A small crosshair appears just in front of your craft so you can destroy stuff underneath you - from missile turrets to silos - just like good old Xevious! The gameplay doesn't really offer much more than Xevious did back in the Eighties, however the Boss levels do offer a bit more variety with perspectives changing mid-battle. Imagine a cross between Raystorm and Xevious, and then halve the fun-factor and you'd be close to picturing Retro Force. Incredibly average.

ELIOT FISH

VISUALS	SOUND	GAMEPLAY	OVERALL
76	75	65	67

CITY OF CHURCHES... AND GAMERS



SA Wonderlan goin' off!

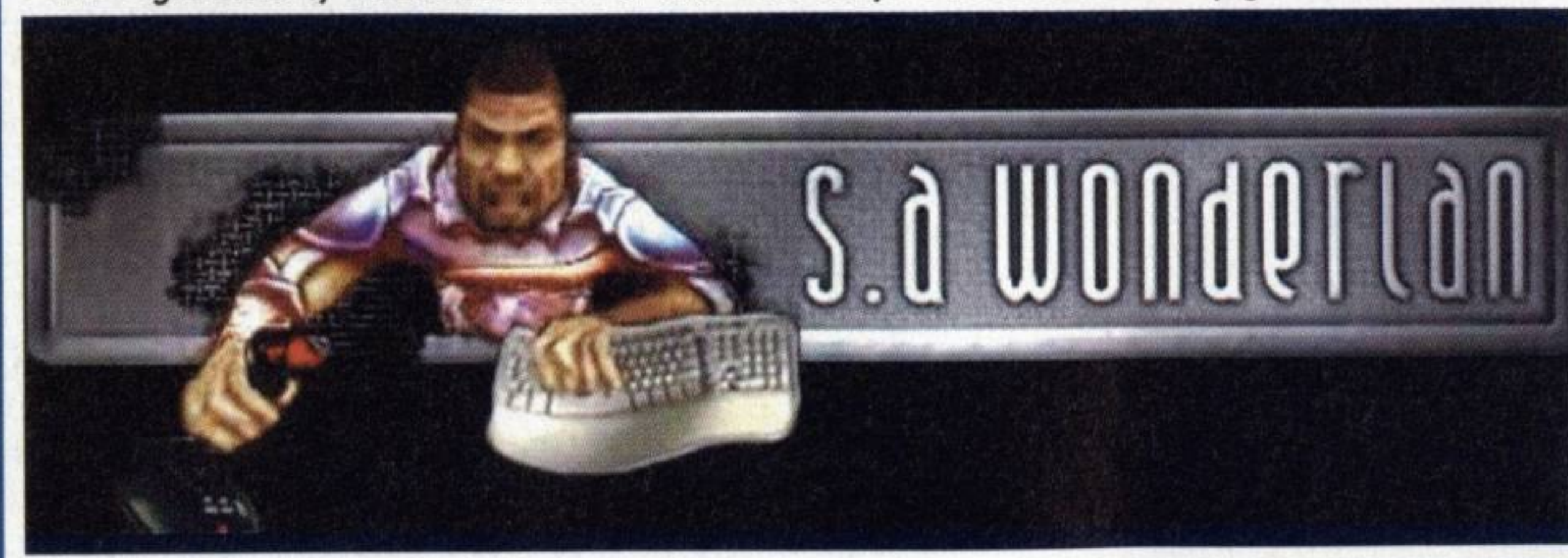
LAN events started with little groups of gaming buddies getting together, and over time, some of these events have grown into huge social gaming events. One such LAN event is the SA Wonderlan. The Wonderlan is the largest regular LAN event in Adelaide, consistently attracting in excess of 100 players each month, and is being run as a business venture by Steve "trixter" Trickey with the help of Matt "The Shaft" Whittington. The Wonderlan concept is based on providing a professionally organised event where each month, players can just rock up, plug-in to the pre-arranged network and frag and slay their guts out on an impressive array of dedicated servers for 16 or so hours - very much in the same vein as the Regen and MPU LANs. In addition to the normal mix of mayhem and carnage and occasional sponsored competition, the Wonderlan plays host to the SA Multiplayer League, the South Australian division of the national tournaments being arranged by the ACGP (<http://www.acgp.com.au>). Currently, they are running

leagues for Quake TeamDm, Team Fortress and Quakez 101. The finals for these will be held at the April Wonderlan along with knockout competitions for Quake 101 and Quakez TeamDm. Each of the leagues have been well received by the players and there is definite interest to continue them into the future. SA Wonderlan are also looking into setting up the Wondergear Shop a buyers club where we offer the latest hardware at bargain prices. Eventually, it is hoped that Hardware and Software vendors could setup trade shows at the venue to allow people to get hands on with the latest gear and use it on the day. To find out more about the SA Wonderlan, and competing in the ACGP national tournaments from Adelaide - hop over to their website (<http://www.kastinet.net.au/sawonderlan/>)

Note: Last issue we said we'd be looking at the Queensland LAN situation, but a postponement of the event has delayed this, apologies to any QLD gamers who were looking forward to this.



The organisers of Wonderlan: Trixter and "the shaft". Wonder how they got their names...



ACGP UPDATE - NATIONAL FINALS DRAWING CLOSER!

All states except Victoria are progressing nicely - with state champions going to be decided before mid May. The Victorians are looking at running one major LAN event between now and mid May. This event will determine the state champions for victoria who will compete in the national finals. If you are in Victoria and you'd like to help out in organising a major LAN event, send an email to viclan@acgp.com.au. At this point the national finals will be held near the end of May in Sydney, but check the ACGP website for up to date details and changes.

RELOAD DOES AUSTRALIA PROUD



Blitzer Columbo Kane Lakerman Nikodemus



Reload Sujoy Sectopod Timber Xenon

You may recall in recent months that we mentioned Australia's No.1 Quake 1 player, Reload (a.k.a Samer Corolla), was heading off overseas to represent us at an international invitational tournament held in Sweden, with nine other top Quake players.

Interestingly no American players were present, but they were invited, so it's a case of "you've got to be in it to win it". The other players were from the UK, Sweden, Finland, Germany, Denmark, and Norway. Players were split into two groups of five, with the winner from each group to face off against one another to determine who was the undisputed Quake champion of the world.

Reload started off strong, defeating Timber from the UK. His first round on DM4 was a 22 - 18 loss, but he won on DM2 13-1, and again on DM6 20 - 3. Timber is regarded by many as the best player in the UK, so there's your "Ashes" match if you like.

Reload's next adversary was the dark horse of the tournament, Columbo from Denmark. After a spanking loss on DM4 29 - 6, Reload came back and played a perfect round on DM2 winning 20 - 0. Columbo took the match winning DM6 11 - 7.

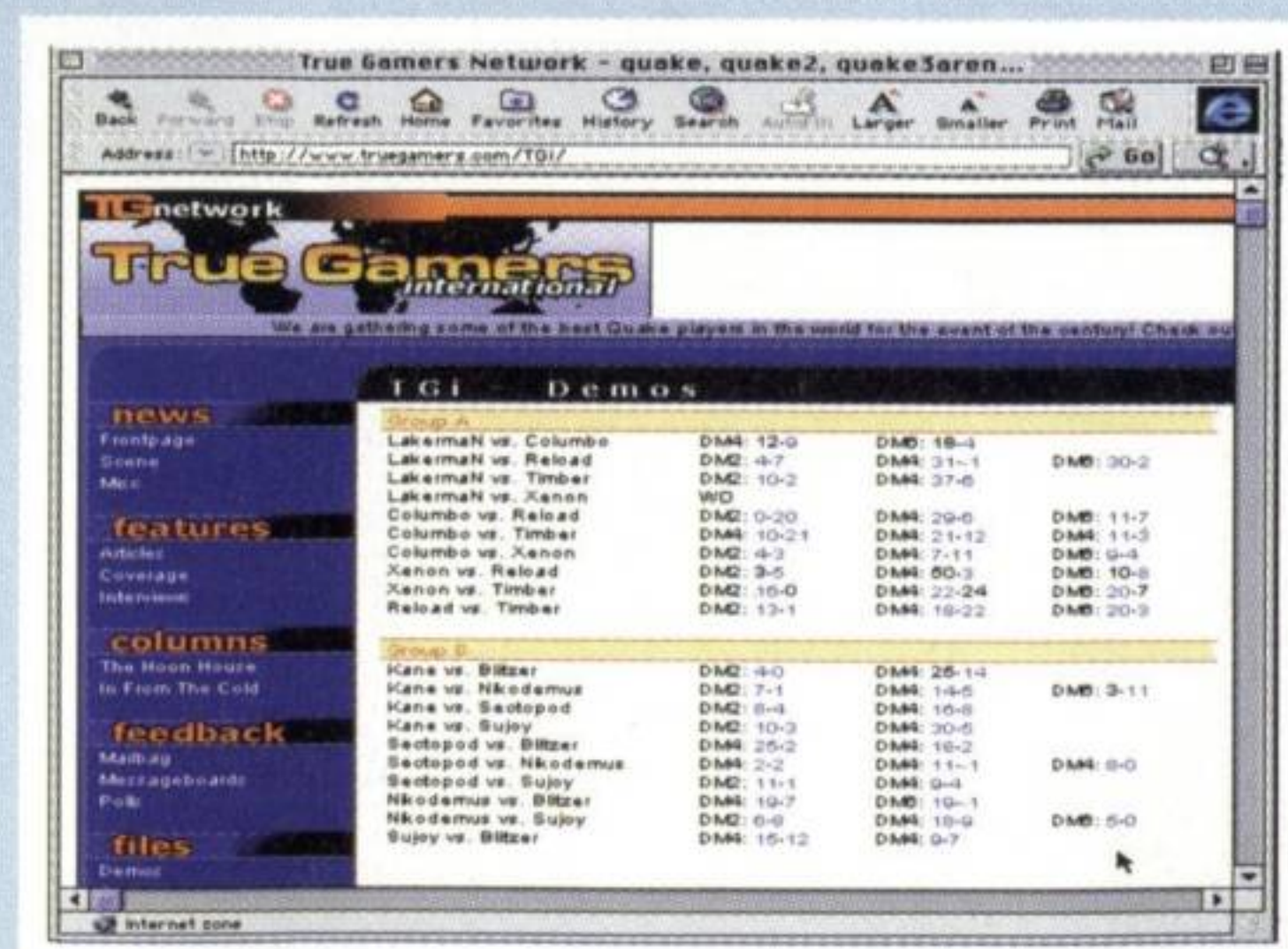
This left Reload with a must win situation to stay in the comp. Even worse, he had to play the favourite, Lakerman from Sweden. Reload lost this with Lakerman winning 31-1 and 30-2, but Reload shocked everyone by winning the first round on DM2 by 7-4. In fact, after playing other players at the tournament in unofficial matches, Reload seems now to be regarded as the best DM2 player in the world, as no one could beat him on this map! Unfortunately for Reload, Lakerman is strong on all maps, and Reload is more of a DM2 specialist, and Lakerman went on to win the next two rounds to take the match.

Certainly no disgrace for Reload to bow out to Lakerman, as he went on to beat Sectopod from Norway, and then Kane from Germany to take out the tournament.

As a side note, the ages of these players ranged from 15 (Kane), through to 23 (Sujoy), so it was a very young

field all round. If you want to find out the real nitty gritty details about who rocket jumped when, and all that jazz, check out their news at (<http://www.truegamers.com/>). Hopefully by then they'll also have demos up, so you can see how the best players in the world play.

For those gamers interested in multiplayer news with a more global focus - check out the The World Deathmatch Tournament (WDT) website (<http://www.wdt.org/>). WDT is an initiative to get the best Quake players from the international community playing each other in one definitive competition. This concept has been floating around for a couple of years now, and has finally reached a level of maturity where a final product is achievable. The World Deathmatch Tournament will take place in the first quarter of the year 2000. Taking place at the Convention Hall of Palexpo (pronounced 'pal-x-po'), the exhibition center where also the cultural World Expo '01 will take place. It will offer place for around 1500 visitors and players, exhibition booths and conference rooms. The Australian community is heavily involved, with Hoony from the Challenge-AU site (www.challenge-au.com) working with organisers of the ACGP national tournaments (www.acgp.com.au) to make sure we are represented. In other words we want to make sure our players have their fair chance to whoop the rest of the world!



THE MULTIPLAYER DIRECTORY

A handy 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.

POWERSTONE - CAPCOM

↳ TIM LEVY



The story so far...Set back in the 19th Century, the word on the street is that there is a magical stone (a.k.a. the Powerstone) that is believed to make your wishes come true. Eight international fighters of various martial prowess have taken the challenge to become the sole possessor of the Powerstone and are prepared to personally pulverize anyone who gets in their way, cause after all, what more could you ever wish for than to have your wishes come true?

All the fighting takes place in fully interactive environments including a restaurant, a factory, a museum, a theatre, a temple and a saloon. You can jump up and grab onto the rafters and then climb around on the roof, or swing around on poles or even 'accidentally' get burnt by a furnace or injured by machinery. Each of the locations are furnished with objects (boxes, drums, chairs and tables etc.) to pick up and throw around. Weapons can also be picked up (guns, bazookas, flame throwers, molotov cocktails, bombs, swords) and used to devastating effect. But just when you thought you have enough things going on in this game, Capcom has come up with the idea of collecting gem stones.

There are 3 coloured gem stones (red, blue, yellow) and if you manage to possess all three, you undergo a phantasmagorical transformation thereby unleashing a whole host of new abilities which are mainly projectile attacks. For example, Falcon and Galuda both score cool looking robo suits, allowing them to perform rocket / ethereal bow and

arrow attacks, while Gunrock turns into the Thing. As having the super power mode renders you almost invincible, the opponent will find him/herself running desperately away in an attempt to dodge a deadly onslaught of projectiles. However, this super power mode has both time and energy constraints (depending on the type / strength of attacks made) and when the power is completely diminished, the gem stones are once again randomly scattered around the playing field- N.B. as the once powered up character is expelling the gem stones, he/she is completely vulnerable to attack.

The gem stones add a lot of humour to the game as often you will find yourself in a race to make it to that final gemstone (check on the where is the gem stone locator map)... or maybe it would be quicker to run to a bazooka and launch a couple of rounds at your opponent just as he/she is about to grab the gem? Otherwise, it is possible to knock a gemstone from your opponents grasp by doing a combo attack.

Powerstone has already done great things in the arcades in Japan and has recently been released on the Dreamcast to much acclaim. There are so many reasons for the game's success- the gorgeous graphics, the charismatic characters, the range of attacks and just the whole 3Dness of it all makes for one hell of a refreshing take on the fighting game genre.

THE VISION OF ESCAFLOWNE

CATEGORY: ACTION, DRAMA, FANTASY, MECHS
PRODUCTION COMPANY: BANDAI VISUAL
AVAILABLE: ON IMPORT

Told through the eyes of highschool student Hitomi Kanzaki, *The Vision of Escaflowne* takes you to a land called Gaea, where the Zaibach empire is waging a covert campaign to bring a new world order to the world with its new stealth-enabled Guymelefs. Guymelefs, as many of you will be asking, are high-performance combat mechs powered by Drag Energists, obtained from slain dragons. Hitomi, who was transported to Gaea by accident, is known to her friends on this planet as the Girl From The Mystic Moon, which is given meaning as she sees disparate images of the future. That is, visions of the new King of Fanelia, visions of Fanelia being burned to the ground, and a vision of Escaflowne - the King's Guymelef. As each successive empire crumbles before the Zaibach, Hitomi must race against all odds with her companions to prevent her visions, end the Zaibach terror, and restore Van Fanel to his rightful position as the King of Fanelia.

Escaflowne is by far the classiest and most thought-provoking productions in a long time. It's much more plot-driven than *Evangeliion*, and it doesn't ever leave you the impression that the production company ran out of money towards the end of the series (*Evangeliion* #25 & #26 anyone?). *Escaflowne* is fantastically rivetting entertainment in its purest form, ingeniously threading its highly original story with fantasy and science fiction. The experience is made complete by Yokko Kanno's brilliantly composed musical score. The best part of all is the attention to detail in the awe-inspiring otherworldly technology (especially the Guymelefs), all designed by Kawamori Shouji of *Macross* fame. Heck, he even wrote the story. If it isn't clear by now, then let's just say it to be sure: drop whatever you're watching and get *Escaflowne* NOW!



■ ANIMATION: 10 ■ PLOT: 10 ■ JAPAN-NESS: LOW ■ OVERALL: 10

FUSHIGI YUUGI

CATEGORY: DRAMA, ROMANTIC COMEDY, ACTION.
PRODUCTION COMPANY: PIONEER LDC
AVAILABLE: ON IMPORT

Welcome to the first of the two major post-Ranma series, *Fushigi Yuugi*. The story revolves around Miaka Yuuki, a highschool student who is sucked into an ancient Chinese book called *Legend of the Four Gods*, and unknowingly lives out the story *Suzaku no Miko* by attaining the divine powers of the Suzaku. The plot wears thin in many instances and it's a little slow; but to its credit, the character designs are very nice and the series is positively massive, sporting over 50 episodes in total. It's not instantly captivating, but if you're looking for something to last you for a long period of time, *Fushigi Yuugi* is worth checking out.



■ ANIMATION: 7
 ■ PLOT: 9
 ■ JAPAN-NESS: HIGH
 ■ OVERALL: 7

News and Release Info

The Australian front is pretty quiet right now, with the exception of the release of *Ninja Resurrection - The Revenge of Jubei*.

Other Recommended Mech Titles

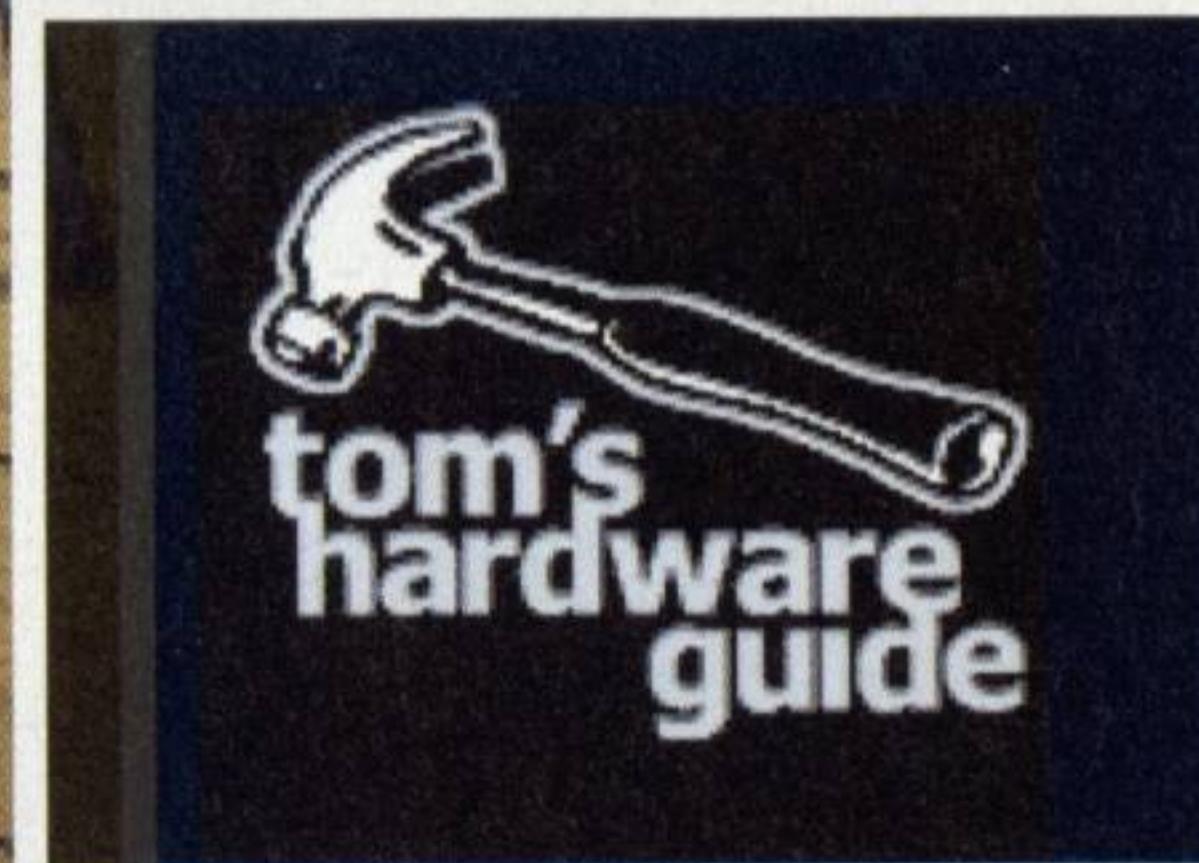
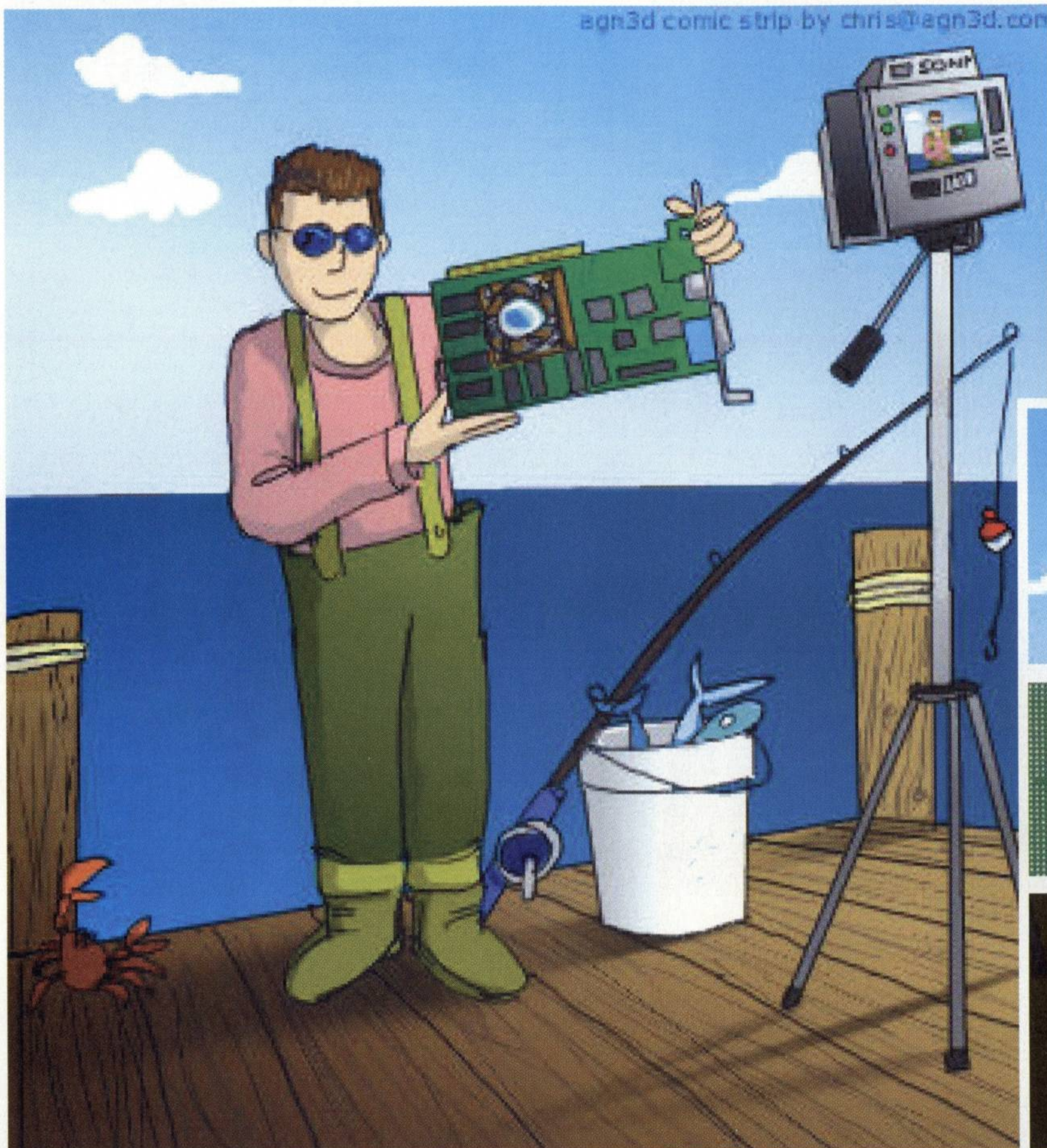
1. *Macross Plus*
2. *Giant Robo*
3. *Neon Genesis Evangelion*
4. *Gundam*
5. *Patlabor*



All import videos supplied by **The Cartoon Gallery**, QVB, Sydney. Their website lists over 2,300 anime items. Phone: (02)9267-3022 <http://www.cartoongallery.com.au>

HOW TO BE A SUPER BOFFIN

EЛИOT FISH



Are you tired of reading through your favourite gaming mags, to suddenly find yourself flailing around in techy terms and PC specs that mean about as much to you as the price of coconuts in Guatemala? Would you like to be confident in knowing what exactly you're buying when you go with the family to get that new PC? Would you like to "out-Geek" your PC or Mac gaming friend who's always in your ear about his beast of a gaming machine? The internet is, of course, the world's greatest resource for information of all kinds, so naturally there are plenty of well-written, unbiased, relevant PC hardware guides to take shelter with in those times of cluelessness. Bookmark these babies, and you're well on your way to super-boffin status...

Tom's Hardware Guide

For quite a long time now, Tom's Hardware Guide has been the website of choice for many gamers looking to see how various products compare or how well certain hardware performs. Tom just always seems to be pretty much on the money when it comes to hardware advice. When I dropped by to see how the site was looking for inclusion in Net

Trawlin', Tom had an excellent article on the upcoming Voodoo 3 and some good stuff on the Pentium III... Chances are, Tom will have an educated opinion on something that's been troubling you in the world of hardware in his weekly blurb. This is also a top place for those who love examining benchmarks...

<http://www.tomshardware.com/>

Anand Tech

Much like Tom's Hardware guide, Anand Tech has news and reviews of everything from monitors to CPUs and the latest videocards. Basically, any component you need to build a new PC is probably listed here and compared against other products of the same type. An excellent way to make up your mind, or even change it and form a new opinion!

<http://www.anandtech.com/>

Drivers

Sometimes one of the most tedious things you should really do when you get on the net, is to check for any new dri-

vers for your hardware, as they usually provide a performance increase of some kind. If you'd like one simple destination that provides to links to drivers for every kind of device you can imagine, then drivers HQ is what you've been looking for. They also have a huge list of game patches, making this a true one-stop-shop.

<http://www.drivershq.com/>

All Games Network 3D

Here's one of the most comprehensive PC hardware/gaming sites on the internet. AGN 3D have a huge hardware section with plenty of informative reviews of the latest product, as well as a daily-updated 3D gaming news service, a list of cheats, downloads of the latest demos and a messageboard where you can chat with other geeks. They're pretty damn accurate most of the time, although their news can sometimes be a little unreliable. A nice all-round site to get you up-to-date, and on your path to super-boffin-dom.

<http://www.agn3d.com/>

SHINOBI

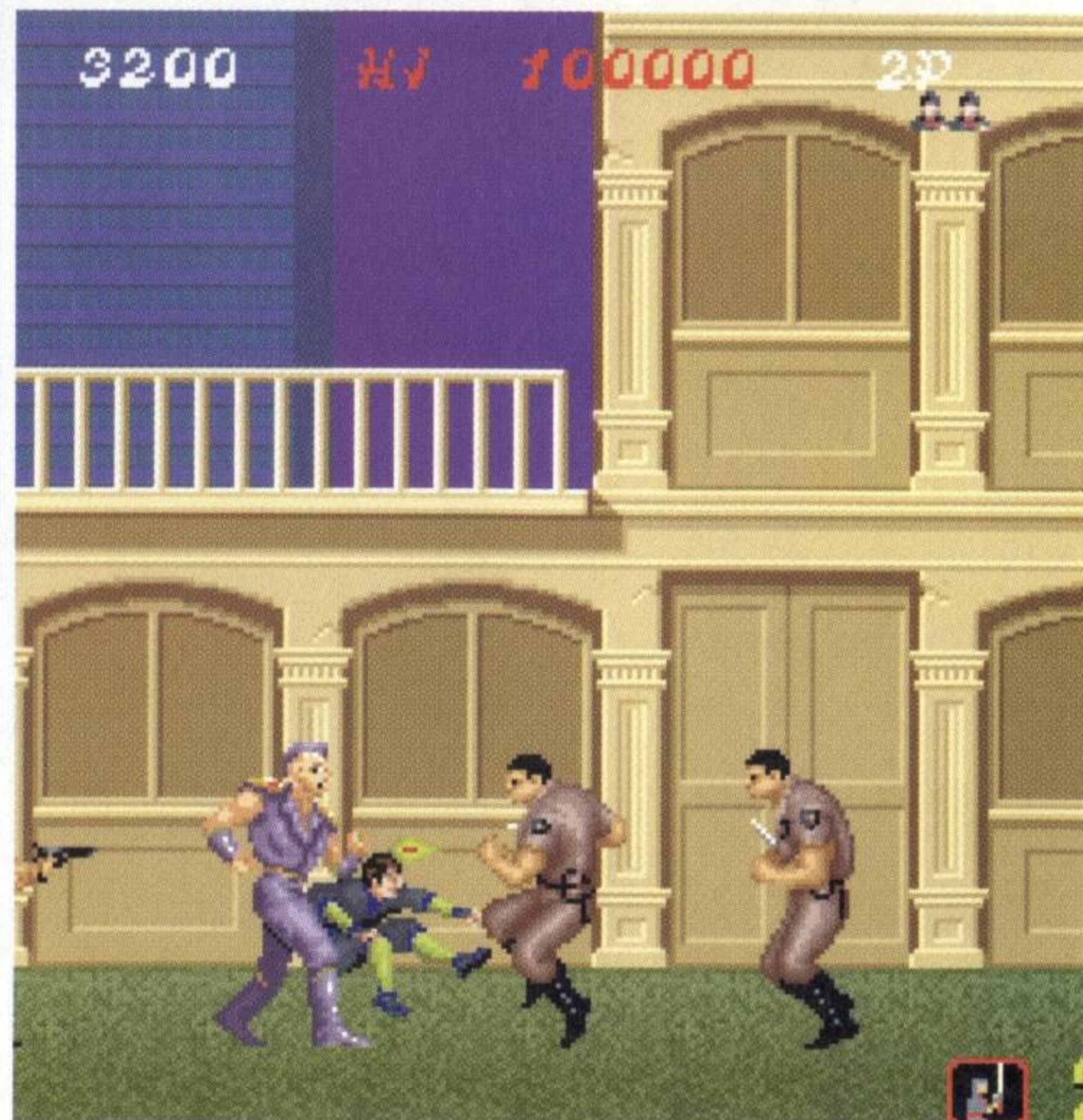
SEGA/ARCADE



Before Metal Gear Solid, Tenchu and Ninja there was a very cool little arcade game called Shinobi from the arcade labs at Sega, which gave wannabe Ninjas the chance to live out their fantasies in the arcade. Anyone who spent a bit of time in arcades during the Eighties will attest that Shinobi was not only ultra-frustratingly hard, but somehow simultaneously addictive as hell! How much money did I personally spend on this bastard game? I'm still paying it off.

You played the role of one kick-ass ninja, skilled in a variety of attacks, yet cool enough to not wear a mask over his all-American head. Your basic weapon was the shuriken (throwing stars), however, depending on how close you were to an enemy, your character could sometimes pull out a sword or snap a mean kick to the head. If you took down an enemy with a gun, you could then be lucky enough to find your ninja could bust a few caps too... until you died, of course, and then it would be back to the throwing stars. Dying was all too common in Shinobi, thanks to some seriously tricky gameplay! This was not only a test of your platforming skills, but you really had to have a keen eye for timing your shots and knowing when to duck out of the way of oncoming missiles. This was a serious test of how freaky you really were with your joystick - for want of a better expression.

Being a simple 2D side-scrolling affair, your character could only really jump up, duck and move left and right, with the addition of the crawl which would sometimes be necessary against the bosses... but this was all you needed to take on hordes of dudes with guns and sword-wielding ninjas. Speaking of bosses, this game was just cruel! The very first boss in the whole game, for instance, was almost designed to rob you of as much money as you were prepared to pump into the machine to beat him... you had to flick your shuriken into his glowing helmet roughly five times, whilst dodging his multiple on-coming homing fireballs. No laughing matter. But the reward for finishing a stage was simply tops - you would get a cool pseudo-3D challenge in your shuriken throwing skills, taking out approaching ninjas Point Blank style. Shinobi was guaranteed to have you steaming from the ears, maybe even ready to take to the game cabinet with a sledgehammer... and yet for some reason we all kept coming back for more. I guess it rocked.





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Roadshow Interactive

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Virgin Interactive

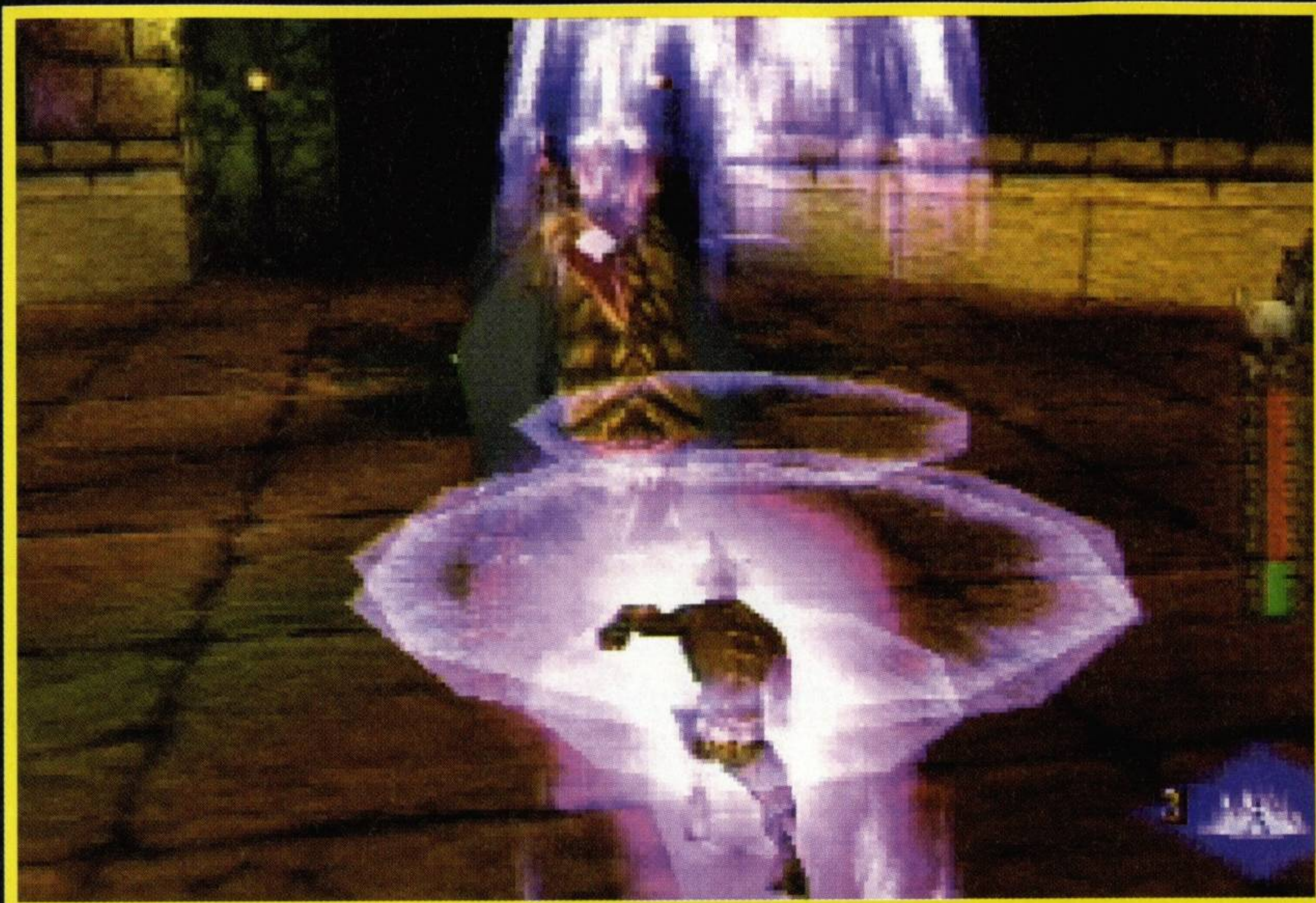
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GT Interactive

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Test Drive 4x4

(PSX)

All Cars and Tracks

To access all of the normal cars and locked tracks, hold SELECT at the main menu and press L1, LEFT, L2, RIGHT, L2, LEFT, UP, L1, L1. Now start a single race. You will also have all of the cars in the "World Tour" mode.

Secret Vehicles

School Bus:

At the transmission select screen (in either mode) hold SELECT and press L1, UP, L2, DOWN, DOWN, L2, L2, R2.

Ice Cream Truck:

At the transmission select screen (either mode) hold SELECT and press R2, L2, L2, DOWN, DOWN, L2, L2, R1

Step 2 - Hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right.

Invincibility:

Follow the steps below to gain invincibility:

Step 1 - Pause game play

Step 2 - Hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left.

Infinite Spirit Spells:

Complete the following steps below to gain infinite Spirit Spells:

Step 1 - Pause the game

Step 2 - Hold L2 or R2 and press Left, Triangle, Left, Left, Circle, Left, Triangle, Right, Circle, Up, Up, Down.

Note: In order for this code to work you must first gain the spells.

tracks in the opposite direction.

Codes:

To access the following codes first select arcade mode. Then, highlight one of the courses and perform its button combination listed below.

Function - Course - Button Combination

GTI Cars - Rome - L1, Circle, R1, Square, L2, Square

Performance Cars - U.K. - R1, Square, L1, Circle, R2, Circle

R/C Cars - USA - Square, L1, R2, L2, Circle, R1

Max Power Track - Peru - Circle, Square, R2, R2, R1, R1

All Tracks - Africa - R1, R2, R1, L1, Square, L1

South Park

(N64)

All Characters in Multiplayer Mode

To enable all characters in multiplayer mode, enter the password OMGTKKYB. That, as any South Park fan will know, stands for "Oh My God, They Killed Kenny! You Bastards."

All Weapons

For all weapons, enter the password FATKNACKER.

Big Head Mode

For big head mode enter the password MEGANOGGIN at the Cheat menu.

Bonus Characters

To access these characters in multiplayer mode, enter one of the passwords below.

X Games

Pro Boarder

(PSX)

All tracks and Circuits:

Square, Triangle, X, Square, O, O

Akuji -

The Heartless

(PSX)

Debug Mode:

Follow the steps below to access the debug mode:

Step 1 - Pause game play

Dark Colony

(PC)

Single Player Mode

"We need equipment", typed in at the message sender - Gives 10,000 Credits

If you click on the dark part of the map, and type "slag net", then will give you the whole map

Max Power Racing

(PSX)

Reversed Tracks:

Complete all thirty tracks successfully to race any of the



veggieheaven = Skinny
cheatingisbad = Mr. Mackey
elvislives = Bar Brady
outrage = Big Gay Al
hawking = Ned
slapupmeal = Starvin Marvin
phaert = Phillip
raft = Terrance
dorothysfriend = Mr. Garrison
lovemachine = Chef
checkataco = Wendy
fishnchips = Pip
kickme = Ike
allwoman = Mrs. Cartman
goodscience = Mephisto
staringfrog = Jimbo
majestic = Alien

Extra Speed

By holding C-up and either C-left or C-right, and running at an angle you can move at an increased speed.

Invincibility

For god mode enter the password ASSMAN.

Level Select

To choose your starting level enter the password THEEARTHMOVED.

After activating this code, start a new game and pause it. You may now enter the Level Select menu.

Load Your Earned Characters

This allows you to load all of the characters you earned without entering all of the passwords. First, go to Story Mode, and choose load a game. Load the game, then once it starts quit it. Now all of your characters are available in

multiplayer.

Master Cheat

To unlock all codes at once, enter the code BOBBYBIRD at the Cheats menu.

Pen and Ink Mode

For Turok's famous "pen and ink" mode, enter the password PLANEARIUM.

Unlimited Ammo

For unlimited ammo, enter the password FATTERKNACKER.

View Credits

To view the credits, enter the password "screwyoguys".

Ignition

(PC)

All Cars

To unlock all cars, type SLASKTRATT while viewing the car selection screen.

All Tracks

To unlock all tracks, type SURMULE while viewing the car selection screen.

Fixed Camera Point

To drop the camera point at a fixed location, type SVINPOLE while playing.

Flat Cars

To flatten the other cars, type STRINGS while viewing the car selection screen.

Tall Cars

For taller cars, type BANARME while viewing the car selection screen.

Carmageddon 2

(PC)

Cheats

Access all cars in demo:

Go to the data directory of the game. Open the GENERAL.TXT file. Find the line that states "Cars to use as defaults: EAGLE3.TXT". Change EAGLE3.TXT to any car you want. Names of cars are found in the data/cars directory.

Type the following cheats in quickly, during a race:

TINGTING - Free Repairs
MOONINGMINNIE - Lunar Gravity
CLINTONCO - Hot Rod
TILTY - Pinball Mode
WATERSPORT - Underwater Ability
WOTATWATAMI - Greased Tyres
LEMMINGIZE - Suicidal Peds
MRMAINWARING - Pedestrian Panic
BIGDANGLE - Mutant tail thing
WETWET - Credit Bonus
STICKYTYRES - Wall Climber
GOODHEAD - Peds With Stupid Heads
EVENINGOCCIFER - Drunk Driving
TIMMYTITTY - Time Bonus
POWPOW - Opponent Repulsificator
ZAZAZ - Pedestrian Annihilator

Roll Cage

(PSX)

Deathmatches

To earn the Deathmatch option you must place first in every track of the league.

Mirrored Tracks

To earn Mirror Mode you must win in all three leagues.

Syphon Filter (PSX)

All Weapons and Infinite Ammo
Pause the game and highlight the Weapons menu. Now press and hold RIGHT + L2 + R2 + CIRCLE + SQUARE + X

Ninja

(PSX)

Invincibility

While the game is paused press L2, R2, L2, L2, L2, R2, R2, R2, Circle, Triangle, Square, Circle, Triangle, Square. If done correctly you will hear a chime and the ninja will turn into a skeleton. Just do the code again to change back.

Random Weapon

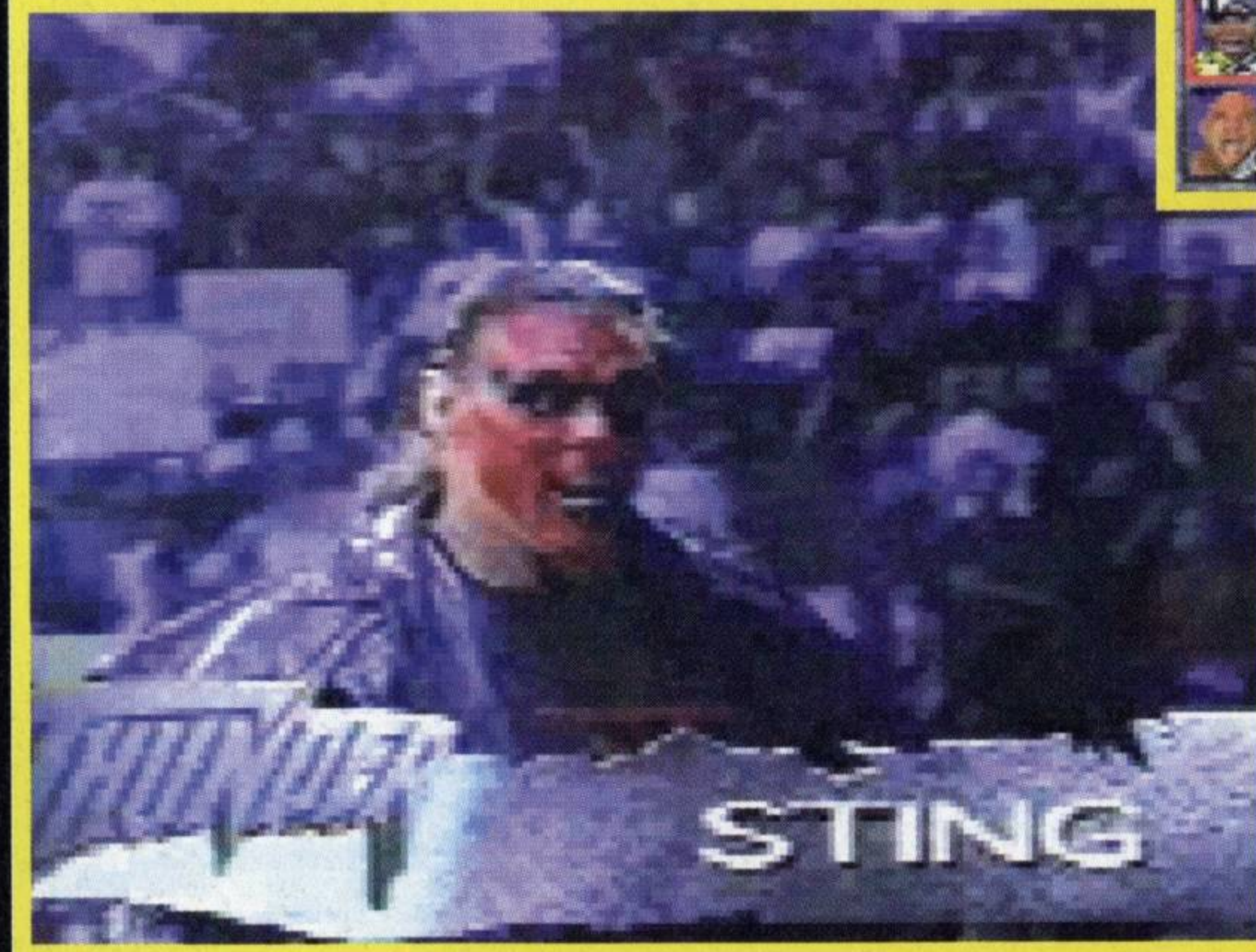
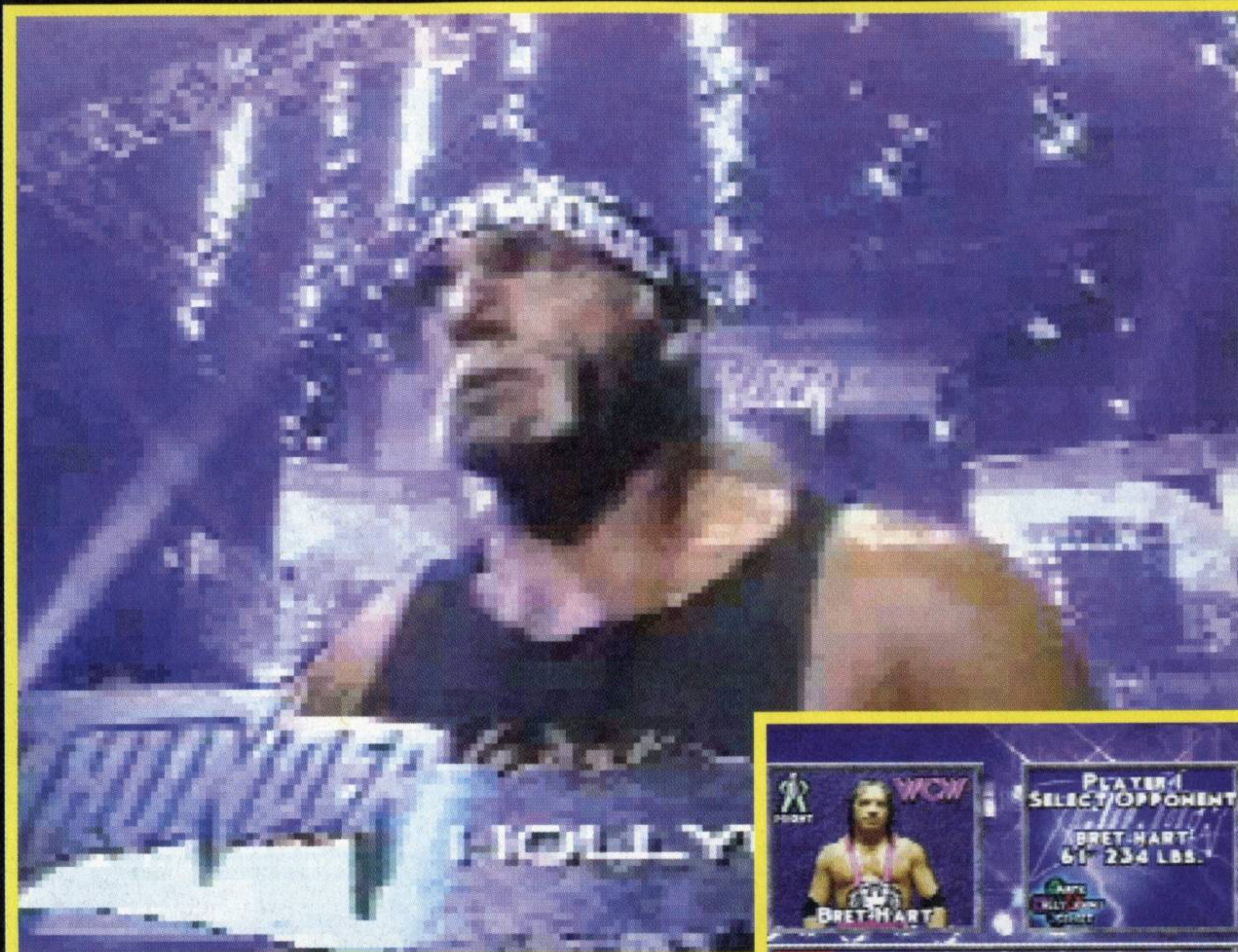
While the game is paused press R2x3, L2x3, R2x3, L2x6.

Level Select

Remove your memory card then turn on the PlayStation. When the screen says "Checking Memory Card" quickly press L2, L2, L2, R2, R2, R2. The worlds "DELS LEVEL CHEAT ON" should appear. Start a new game to access the level select menu.

Severely Damage Bosses

This simple code allows you to weaken bosses to the point where they will only be able to sustain a few more attacks. During any boss battle, simply pause the



game and press L2 3 times, R2 3 times, and then the triangle button 6 times. If you use this code on the spider boss at the end of the catacombs level, a giant treasure chest falls on the arachnid to squash it (damaging it severely to the same extent) and the words "EAT THIS!" flash across the screen. Quite funny!

Wild 9

(PSX)

10 Grenades

To gain 10 grenades, pause the

game and press R1, X, R1, Right, Square, Right, Square. You should hear a chime if the code was entered correctly.

10 Missiles

To gain 10 missiles, pause the game and press X, Circle, R1, Right, Triangle, X, Triangle. You should hear a chime if the code was entered correctly.

99 Lives

This can take a while but it's worth it. In the Centerscape level, the first pylon that blocks your view of Wex has a 1-Up in it. Just jump up and get it. Now press START to pause the game, then hit SELECT to quit the level. Enter the

Centerscape level again and the 1-Up will reappear. Repeat as desired up to a maximum of 99 lives.

Open All Levels

To unlock all levels, pause the game then press Up, Left, Down, R2, Right, Square, X.

Red Beam Mode

While playing, pause the game and press Right, Up, Left, Circle, Up, Circle, Circle. You should hear a chime if the code was entered correctly.

Restore Energy

While playing, pause the game and press R1, Triangle, L1, Left, Triangle, Circle, X.

Turok 2

Seeds of Evil

(PC)

Cheat Codes

The Big Cheat — OBLIVIONISOUTTHERE
Big hands and feet mode — TROMPEM
Big head mode — BIGBADNOODLE
Blackout mode — INEEAUPS
Froty stripes — WIZARDOFOZ
Gouraud mode — HENRYSBILERP
Jane's cheat —

JANESSPECIALWORLD
Juan's cheat — YOQUIEROJUAN
Pen and ink mode — PICASSO
Stick mode — HELLOSTICKY
Tiny mode — LILLIPUTIAN
Zach attack — IEGOMANIAC

Rival Schools

(PSX)

Bonus Game Modes

The following secret modes will appear on the main menu after you've unlocked them.

Target Mode: Finish a one player game playing as any character on any difficulty setting.

Home Run Mode: Finish a one player game as Shoma on the highest difficulty setting.

Shoot-Out mode: Finish a one player game as Roberto on the highest difficulty setting.

Service mode: Finish the game with Natsu on the highest difficulty setting.

Alternate Hinata costume:

Successfully complete arcade mode with Hinata, Batsu, and Kyosuke. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.

Alternate Tiffany costume:

Successfully complete arcade mode with Tiffany, Roy, and Boman. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.

Alternate Natsu costume:

Successfully complete arcade mode with Natsu, Shoma, and Roberto. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.

Alternate Kyoko costume:

Successfully complete arcade mode with Kyoko and Hideo. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.

Easy alternate costumes:

Successfully complete the game once. Then hold L2 to select Tiffany, Hinata, Natsu or Kyoko.

Alternate evolution mode costumes:

Eight different colors may be select for each character by pressing Square, Triangle, Circle, X, R1, R2, L1, or L2 at the character

selection screen.

Rotate versus screen:

Sweep the D-pad at the versus screen on the arcade disc. Note: Shortcuts must be disabled.

Rotate winning post screen: Hold Start and press the D-pad to rotate the winning post screen.

Myth 2: Soulblighter

(PC)

Hold down the SHIFT key while clicking on [New Game] to unlock all levels.

Hold the CTRL and = keys to make an automatic win.

WCW/NWO

Thunder

(PSX)

Big Heads

At the title screen push R1 (7x), R2 and SELECT.

Big Heads/Hands/Feet & Weapons Mode

At title screen press R2 (7x), R1, and SELECT.

Change the Might Meter

At Title Screen Press L2 (4), R2 (4), L1 (4), R1 (4), and SELECT.

Hidden Wrestlers

At the title screen press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, Select.

Secret Rings

At title screen press R1, R2, R1, R2, and SELECT to scroll through the rings.

Rally Cross 2

(PSX)

Bonus Tracks:

Enter these codes at the NEW SEASON Enter Name Screen.

SISAO = Oasis Track

ELGNUJ = Jungle Track

FOSTER = Little Woods Track

NIVEK = Frozen Trial Track

MIT = Dusty Road Track

KCIN = Rock Creek Track

BSIRHC = Hillside Track

Cheat Codes:

Enter these codes at the NEW SEASON Enter Name Screen.

PREALL = All Tracks and Cars (Except Vapor and Radia)

MOOBMOOB = All Cars

PREVET = Veteran Level Tracks and Cars

PREPRO = Pro Level Tracks and Cars

AIRFILLED = Low Gravity

LEADSHOT = Original Rally

Cross game Physics

MOONEY = Restore Rally Cross game Physics

INCORPERAL = Disable Collision Detection.

FA Premier

League Football

Manager 99

(PC)

Enter code while playing, or from main menu

bum+chips = top skill for all players

Knock Out Kings

(PSX)

Boxing Bear

Fight as a bear:

At the main menu press right and square, right and triangle, right and circle, right and x. A bell will sound if done correctly. The boxer will be a bear no matter who is picked.

Fight with big heads:

At the main menu press left and circle, left and triangle, left and square, left and x. A bell will sound if done correctly (This only works with created boxers).

New Rings in Exhibition Mode

While in career mode, get your boxer to a #5 contender ranking.

After fighting in Caesars Palace and Madison Square Garden,

quit and go to exhibition mode. Now you will see

Madison Square Garden and Caesars Palace in the Ring Select

portion at the bottom of your screen.

Regain Energy

When you knock someone down press L1+L2+R1+R2+X at the same

time, and keep hitting them. You should regain some of your

energy.

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- 272 Gex
- 273 Golden Eye
- 274 Hexen
- 275 I.S. Soccer 64
- 276 ISS Pro 98
- 277 Iggi's Reckin' Balls

- 282 M.K. 4
- 283 M.K. Mythology's
- 284 M.K. Trilogy
- 278 Madden 64
- 279 Madden 99
- 280 Mario Kart 64
- 281 Mission Impossible
- 282 Multi Racing Champ
- 283 Nagano Win Olympics
- 287 Nascar 99
- 288 NBA Hangtime
- 289 NBA In the Zone
- 290 NFL QBack Club 99
- 293 NHL 99
- 291 NHL Breakaway 98
- 292 NHL Breakaway 99
- 294 Nightmare Creatures
- 295 Offroad Challenge
- 296 Quake 64
- 297 Quest 64
- 298 Rampage World Tour
- 299 Robotron X
- 300 S.C.A.R.S.
- 301 San Fran Rush
- 302 Snowboard Kids
- 303 SouthPark
- 304 Space Station: Silicon Valley
- 305 Star Wars: Rogue Squadron
- 306 Star wars: Shadows
- 307 Super Mario 64
- 308 Tetrisphere
- 309 Top Gear Overdrive
- 310 Top Gear Rally
- 311 Turok
- 312 Turok 2
- 313 WarGods
- 314 Wane Gatski 3D 98
- 315 WCW / NWO Revenge
- 317 World Cup 98
- 318 Wipeout 64
- 319 WWF WarZone

DreamCast

- 319 Godzilla Generation
- 320 Pen Pen Tri-Icelon
- 321 7th Cross
- 322 Sonic Adventure
- 323 Virtua Fighter 3TB

All you have to do is call and give the number corresponding to the game.

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NEXT ISSUE, WE'LL BE TAKING A CLOSE LOOK AT THE QUAKE 3 ARENA TEST WHICH WILL BE RELEASED TO THE INTERNET SHORTLY. SEEING AS IT'S THE MOST ANTICIPATED PC GAME THIS YEAR, IT MAKES SENSE TO LET YOU KNOW WHAT A BUNCH OF QUAKE FREAKS LIKE OURSELVES THINK OF ID SOFTWARE'S NEXT POTENTIAL MASTERPIECE...

HYPER

NEXT ISSUE

Quake 3 Arena



LETTERS

HYPER LETTERS

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

DC VS PSX2

Dear Hyper,
Your mag is awesome and the letter section is fantastic. Ok to the point. Of all the upcoming consoles touched upon in your magazine the Dreamcast has definitely stolen the limelight. (And rightly so with a PAL release looming)...

But let it be known, in my opinion the Dreamcast will be the last of the current generation consoles and the PSX2 will be the first of the next generation systems, simply because the Dreamcast uses densely packed CD's and the PSX2 will (supposedly) use D.V.D.

Therefore it would stand to reason that: A. current PSX owners would not be able to play their old games on the new system. B. Sony would (hopefully) have far less problems with piracy this time round. And C. The console would be released fairly expensively (around \$800 I heard) this could mean that Sony might keep the original PlayStation on the market for a while so that to own a system for the kids, you wouldn't have to tackle the high price tag. This would also help to keep the current PSX owners happy.

The odd trend lately seems to be that traditional PlayStation developers are switching to the Dreamcast as their system of choice, but when the new sony system is released I can sadly see a rapid "porting" of the Dreamcast's best games to the sony and the poor sega owners being very upset. With all this in mind I have the following questions:

1. Will D.V.D games for PSX2 be very expensive?
2. 128 bit D.V.D, am I in the ball park?
3. Do you have any information on the modem

in the PlayStation 2?

4. I heard the release date might be something like Christmas 2000 is that correct?

5. I heard a rumour that Time Crisis 2 might be available with the console on release is that true?

**JOE KELLER,
TOOWOOMBA, QLD.**

ps: PAL marketing sucks!
pps: Mainstream/Hardcore what a bloody Joke!!!!

Joe,
Interesting that you feel this way, especially if you represent a large number of people out there. Personally, I don't think DVD will be a big deal in terms of gaming. The ability to use the console as a DVD player will be cool, but in terms of gameplay, while DVD CDs hold far more information, you can already store as much as you want on CD by printing multiple CDs. DVD will mean excellent FMV, and room for storage that will allow for some extravagant inclusions of graphics and sound... but it's not going to revolutionise gaming. If anything DVD will be an easier target for pirates than the Sega CDs. DVD burners will no doubt become available to the average Joe in time, but the Sega CD burners won't. What is amazing about the next Sony console is the tech specs of the CPU etc. Also, the PSX2 WILL be backwardly compatible, and the word is that the current PlayStation will then drop to less than \$100 out here.

1. I'd say they'll cost around \$80-100 at first, just like the first PlayStation.
2. Yes, it's a 128 bit machine with DVD.
3. The information is that there will be NO modem. Perhaps they'll release it as an add on later, but at this stage, if you want a console with a modem, Dreamcast is still the machine to own.
4. That sounds about right if Sony can actually get the production line going in time for the planned Japanese launch in March

'99. There has been rumour in the industry that it won't be out here till 2001. At this stage I'd be unwilling to put money on any given date.

5. Who can say at this incredibly early stage. I suspect Namco will have done a 3rd Time Crisis by then, so maybe that's what we'll see.

DASTARDLY DIABLO DUDES

To the Dudes at Hyper, I'm gonna get straight into the nitty-gritty on this subject. Something has to be done about the morally inept, heartless freeks seething at the edges of the heavenly Battle.net. Today was the worst day for me on B.net, First I was lured into a game by an alleged newbie who I was going to give a hand with starting up on Battle.net. Once halfway into our game the 'Newbie' announced I was gullible and proceeded to kick my ass until I disconnected him. The next example of heartlessness being that I had recruited a member into my clan who would be the last in our group of 4, next thing I find him recruiting people freely without a care in the world. When he realised I had noticed, he was off channel surfing. I believe Blizzard should do something about this, whether it be hire scouts or monitor channels and games at random. When an offender has been found they should be banned or suspended. A set of regulations has to be set down to make Battle.net a truly heavenly place. I would be very pleased to receive criticism from you guys at Hyper or anyone else who reads this legendary magazine. I don't mind what type of criticism. I just want to see something done about this. Also it pisses me off that people will tell you they're from Tennessee or Wisconsin and when I say "I'm from Queensland!" they say "Where the hell is that? England or something!" That is not

right. they expect you to know where Wisconsin is and haven't the foggiest about anywhere else. Thanks for listening to me hope something can be done.

Later,
GREGORY FAHEY

Greg,
Well, I guess there's two lessons in this. Firstly, don't trust anyone online until you've known them for some time. Particularly on a game like Diablo where you stand to lose something to player kills etc. Also, clan recruitment should always be a rather overly selective process to avoid problems later. Hate to say it, but it's not Blizzard's fault that there are idiots out there that do this, and policing this would be pretty much impossible. They have attempted to remove cheats with their patches, and that is realistically all they can do.

Secondly, the American media tends to focus on America almost exclusively (unless they're sending armed forces somewhere). When something happens in America, we see it on the news here... When something happens here, you can bet the Americans don't get it on TV over there. So don't expect American gamers you meet online to know anything about Australia... All they see of us is Crocodile Dundee and cute documentaries on kangaroos.

DON'T HOLD BACK

Dear Hyper,
I'm just writing in reply to the letter that appeared in the last Hyper, commenting on your stance on "Deer Hunter" style games and how reviewers should be non - biased and not portray their morals on readers.

I feel that it is necessary that reviewers to give their moral objections to certain games as it proves that the reviewers are giving there

own views and not just giving verbatim off the software jacket or that they're not part of the advertiser's payroll. Also reviewers are only human and it is impossible to review a game without putting your own bias towards the game (this I know from personal experience as I sometimes review games for a local rag).

THE WARRIOR

Warrior,
Cheers dude. It's one of those jobs where what you do can never please everyone. I've often pondered over which angle to go with for reviewing, and it's pretty clear that a review, by it's very nature is an opinion, and there's no point in cutting out the life and character of it by having the writer abstain from actually expressing how a game made them feel.

A DREAM TO DEVELOP ON?

If I was a game developer for consoles I would be drawn very strongly towards the Dreamcast. The PlayStation has hit its highs graphically and also gameplay wise with very few exceptional games released these days. We know the Dreamcast will definitely deliver graphically but lets hope gameplay will also be improved generally across the board. With this in mind I expect to see the PlayStation and possibly the N64 begin their downward spiral to oblivion... but wait aren't there millions and millions of PlayStations and N64 consoles out there? Will developers just stop making games for them? After Metal Gear Solid, Ridge Racer 4 and Silent Hill I'll say that we've seen the last of quality games for the PlayStation. I can see the Dreamcast being a million times better graphically than PlayStation, but will gameplay go to the next generation? I remember a

game you guys previewed once called "The Fallen", I guess it died because I heard nothing more about it. Why did it die? Shenmue looks like it has the same general real life simulation idea and it looks like the Dreamcast will be able to handle the complex instruction needed to run it. Can't wait to see and play it.

So I guess I can handle the PlayStation's demise but can the millions of others handle it, when many have only had them for a very short time. I guess they are getting the best the PlayStation has to offer right now at it's climax.

NAME WITHHELD SMITHFIELD HEIGHTS QLD

Mr. Withheld,
The primary reason the DC will be a hit with developers is because it's easy to code for, and generally means that there's a PC title in the making too. If you can spend less money on developing for multiple platforms, then there's more dosh to be made by the developers. Word from the Tokyo game show was that Shenmue was disappointing in the gameplay department. We'll have a copy to check out as soon as it's released in Japan.

PlayStation games will probably start to thin out after this Christmas, as the PSX2 (or whatever it'll be called) will be close enough to warrant far more developer attention, but you'll still see the releases coming. Nintendo 64 is no doubt going to continue to churn out titles at the slow rate that we've all become accustomed to, but don't expect to see the end of them for a long time. SNES titles kept coming for a long time after the Saturn and PlayStation showed up.

INDECISIVE

I only own a Mega Drive but am thinking of purchasing a PlayStation which is easy financially, but should I blow away my dough on it

or save it and invest in the future release of the Sega Dreamcast?

Oh, by the way:

1. What do you think is the best video gaming system to date- not through the markets but for overall gaming capacity?

2. Which way do you think Sony/Sega are going to stop people from using PSX games on the DC-through software or Hardware? Plus, in issue 61 you said Sony would turn demonic with rage at this, but I think Sega would be more likely to because people wouldn't be buying new Sega games but would be buying PSX games that, by then, would have been reduced to about a third of the price. Oh well, that's just my say.

Later,
WIZ

Wiz,
Well, it's not up to us to prioritise for you. The Dreamcast is much better and will have mind blowing visuals compared to the PlayStation, but the PlayStation already has a great lineup of games, and is much cheaper. I guess it all depends on whether you care about having the latest and greatest.

1. The PC. Purely due to diversity in choice. It is however the worst in terms of cost, and maintenance. The only genre PC gaming really falls flat in is fighting games, so unless you're a big fighting game nut, I'd advise for a PC. If you're limiting yourself to console, I'd say Dreamcast, although it must be pointed out I'm hugely drawn to fighting games on consoles, and this is a major part of my call here. The PSX and N64 have some great titles in areas that the DC has yet to prove itself in more than once.

2. Interesting observation, in fact, considering that software sales are where the money is, I'd say both Sony AND Sega are pissed off about this. Well spotted. The Saturn emulator will be annoying Sony a little I guess, sure, there aren't many titles on Saturn that will be a must have in the



same world of DC games, but at least this effectively makes the DC "backwardly compatible".

NZ GAME GUY

A BIG Howzit going to the Hyper crew from N.Z!

First, great mag, but how about doing a few music reviews each month of different tastes (to keep everyone happy) other than that, don't change a thing.

Second, I'm 16, I work on a dairy farm in the Waikato (North Island) and I own a PSX and buy about 3 games a year which brings me to my third point- is everyone in Australia rich or do they devote almost every cent to buying games and systems and then hardware for their systems? If this is the case then please let me know because our country is in a real state at the moment and I would consider moving.

Now some questions:

1. Do you get a lot of letters from N.Z?
2. Any hope of Starcraft ever reaching the PSX?
3. Any idea on a release date for the Dreamcast (by the way the name does suck) for N.Z?
4. Any news on a Tekken 4 coming out? (For PSX)
5. What is your opinion on Pauline Hanson the psycho Nazi warrior bitch?
6. Any news on what Sony are doing to combat the threat of the Dreamcast?

Well that's about it for me, keep up the good work. Talk to you soon.

P.S Do you guys listen to any Heavy Metal or trance? And if so, what bands?

**CRITAJA
(THE MASTER RAT)
C/ HARRIS WAITOA N.Z**

Critaja, Hyper did music reviews when it first started, and the general reaction was "Lose the music stuff and concentrate on games", and we're pretty certain that while some readers would like us to review some CDs as well, most would rather it just be game related stuff.

1. Quite a few. There are some letters we print which

are from New Zealand, but they just sign the letter off with their name.

2. No. Well, there is a hope, but it's a rather slim, doubtful one.

3. We're of the understanding that the Dreamcast is released in September in all PAL territories, so NZ should get the machine about the same time as Australia does.

4. There's only been rumours on a Tekken 4. There is however confirmation that a new version of Tekken 3 is being done for the arcade (Tekken 3.5 or something), with extra characters and refined graphics. There is no confirmation this will come to PlayStation, but we suspect it will.

5. She's not my type.

6. I think that releasing the tech specs of their next console was their first tactical move against the Dreamcast. Considering their video chip doesn't even exist yet, it's looking like a ploy to put folks off choosing a Dreamcast, but there's nothing to suggest Sony can't deliver the goods when their machine comes out.

P.S. Metal is a thing of my past... all I've got left is the hair. Trance is far more up my alley now, but I can't really say I'm a major fan of any individual artist.

DC QUESTION CORNER

First of all I would like to congratulate you on an excellent magazine. Now to the point "Dreamcast". Please don't scrunch up this letter thinking it's a console wars letter. Now to all the people out there who think because a console is more powerful it's better, I've got news, it's not. Eg- PlayStation cannot match the N64's standards as the N64 is more powerful, but the PSX is kicking it's butt. Now the questions:

1. I'm desperate to know the loading times on Dreamcast. How many seconds does it take to land VF3, PenPen, Godzilla, Sega Rally 2 and any other games you've got?

2. In Sega Saturn magazine, there was an interview with the president of Sega. He said that they're trying to get Final Fantasy and Squaresoft to develop. Are they developing or have development kits?

3. Where is the reset button on the Dreamcast, as every picture I've seen doesn't have one.

4. Finally how does the modem connect. If it's built in where does the phone cord go on, or do you have to plug it in the back? Will it be available at launch if it's not built in?

JAAN IBRAHIM

P.S I'm getting a Dreamcast because of the games, but if the PSX 2 does have a DVD won't that raise the price considerably? Thanks for the space in your magazine. Sonic the Hedgehog rules.

*Jaan,
Your answers...*

1. Loading times are extremely good on the Dreamcast. They're practically non-existent on some games. Take *Marvel vs Capcom* for example. It's JUST like the arcade in that you play straight away, no visible loading etc.
2. To our knowledge no. It would seem Sony have got Squaresoft well and truly in their corner.
3. There is no reset button. Hitting start and the four main buttons is the "reset" effect, alternatively you can simply open the CD lid, and it goes to a screen where you can put in a new game and it will start playing. This was the same on the Saturn.
4. The modem is built in. It

makes up the bottom right hand section of the machine. There's a simple phone socket at the back of the machine, where you simply run a lead (which is supplied) to your socket in the wall.

CHIP RIPOFF!

Sometimes it brings me great pain, no, it is actually f#\$d when I think about the computer industry and how fd it thinks we are. I hope I can get the message across properly, umm. Let me explain, the Dreamcast, has a CPU which outdoes Intel's \$1400 450MHz CPU and comes at a shattering price of \$400. Isn't it f#\$ d? That's not just the CPU, Dreamcast comes with expensive RAM chips, soundboard, etc. So CPU cost is well below \$400. Take note that this technology/price cannot suffer from time differences because both are latest gadgets manufactured on the same time period which is now. How come, Intel says that manufacturing CPU's are pretty costly. For Gods sake, I have seen a 450MHz CPU and all it consists is a fan and some weird looking chips. Maybe I have zero idea of what I'm talking about here, but say the most Intel's 450MHz CPU could cost is \$500... oh what the heck it's a free country, in my opinion it wouldn't even cost \$200 (correct me if I'm wrong, Dan) I'm not trying to single out Intel, but they seem the obvious ones. They are close to monopolising this CPU industry and are using this

power to charge premium prices. Also, this is majorly f#\$d, it seems that manufacturing costs are too high UNTIL a newer model is made. Last month manufacturing 400MHz CPU's cost them , say, \$1000 but for some reason, wham, the manufacturing cost of the 400MHz magically goes down when 450MHz comes out in 30 days. It still is the same size and shape but why a price drop, I thought the manufacturing cost was too high!

Look at the humble Sega, because of stiff competition it charges much less, way less! A logical mind would ponder that Sega are only making a few dollars profit but hey that's all I need to know. They will obviously make money through software sales so charging high prices for the machine is not logical if they want a huge user base. This is enough to tell me that the whole unit would cost \$400 if Sega is not making a profit but if it's possible that they are making a profit then shame you Intel!

Dan, this may sound funny but isn't there a place that specialises in checking the probable cost of things and notifying some place like RipOff Prices Organisation (imaginary name)?

What is even more stupid is that people do not realise all this. They think it's a bargain! Yeah Intel, I believe you, a slower CPU is more costly to make. \$1400 for an inferior CPU, sheesh!

**KND
KINGSGROVE NSW**

KND,
It's a bit more of a grey area than you'd think at first. For the most part, you're absolutely right. The basic money that goes into making the CPU for a new console is totally comparable to that of a PC CPU, it costs millions upon millions of dollars. In fact, the actual manufacturing cost of a CPU is quite low. However, there is a difference in the console and PC CPU market that is responsible for much of the pricing difference. Console companies don't continually develop CPUs, as it costs a fortune, and basically hardware research is expensive to the point that the company really needs to sell heaps of units of the machine to make the money back. So this is only done once every few years, when they have a new console to launch. For the PC, development is ongoing, and is also having to cater for legacy software (like old 16 bit software etc), so the PC CPU must be made far more diverse. So while Sega may have got someone to produce a wonderful CPU for the Dreamcast, they're not putting any more money into this till they do another machine. Intel however are constantly investing in pushing the hardware further... And the only way for them to get the money back is to charge the end user. Yes, they do make high profit margins, and could charge less, but the only way they're going to do this is if people refuse to buy their top end CPUs based on

price. If people are happy to pay the money, then why charge less? I know that's not very helpful for you or me, but it's just how business goes in all areas.

FEMME FATALITIES

I've got a great idea for a Sony game. I'm talking about a character beat 'em up. I mean a beat 'em up with 6 characters like Lara Croft, Milla from "Fifth Element" and that chick from Tenchu. They could have fatalities and everything. Lara's fatality could be where she pulls out a grenade and shoves it down her opponents pants, when the grenade blows up Lara gets splattered with blood and stomps her foot and the chick from Tenchu could pull out her sword and slice her opponents into little tiny bits.

ZOE

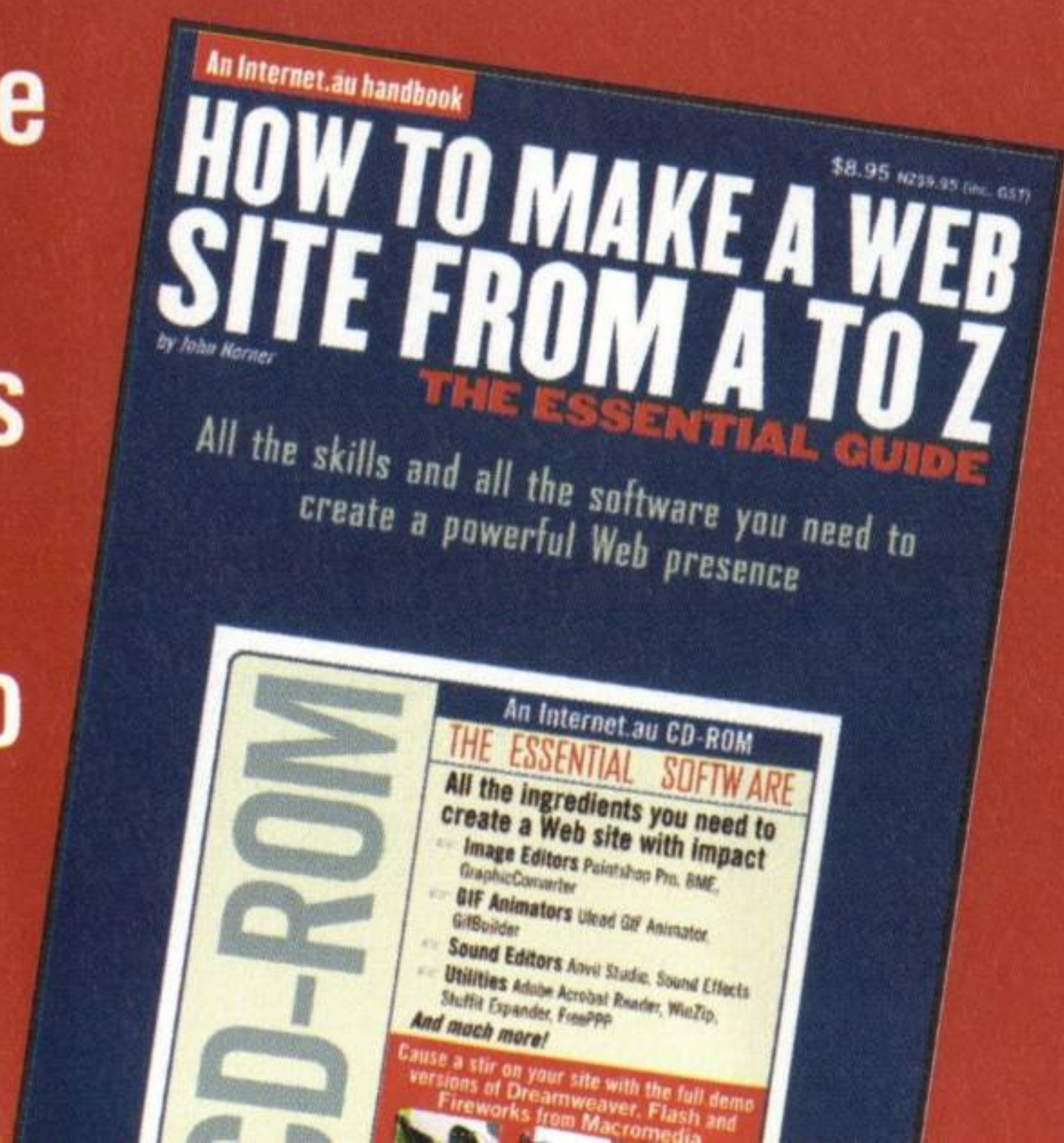
*Zoe,
You worry me!*

MORE MANGA!

IN Issue 61 the guy who reviewed Neon Genesis Evangelion, said there were two feature length movies that were made after the series. I have been looking everywhere for these movies, but I don't think they are out in Australia, I was wondering wether there is a way that you could get me a copy, or could I just get the E-mail address of Max Autohead?

From,
DAVID

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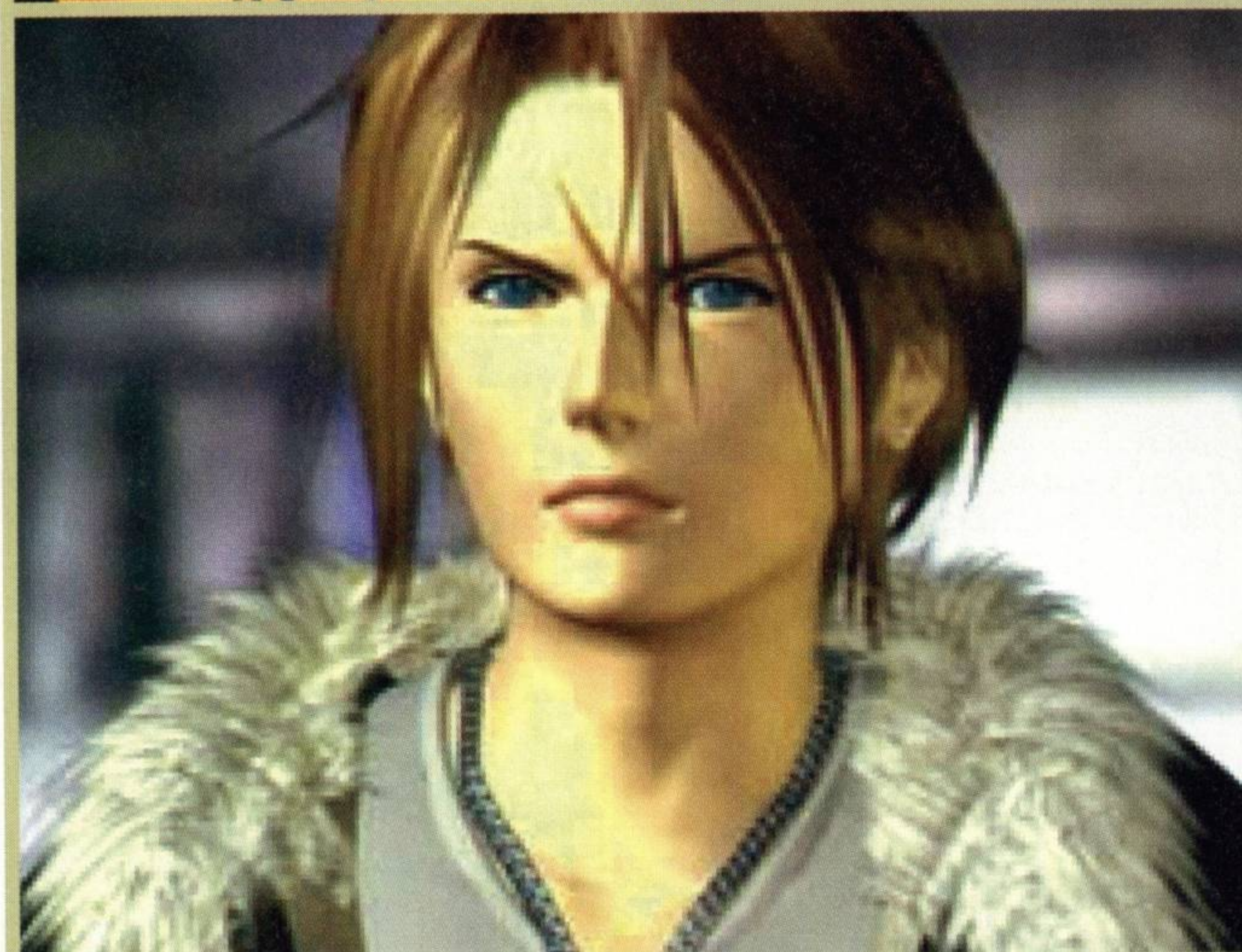


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David,
The two movies in question are *Death and Rebirth*, and *The End*. To our knowledge they only exist as non-dubbed, non-subtitled Japanese films. So at this stage, unless you understand Japanese, you can't really see the films.

METAL GEAR GONE

Hi there,
I have just finished metal gear solid, (Without managing to save Meryl)
I have to say that it is the best game i have played, near the end I forgot

I was playing a game at all. The speech is fantastic and is hopefully a taste of possible FF9 on the PSX2. Top stuff Konami.

I would also like to say how pleased i am at the SPECS of the PlayStation 2. They absolutely crap all over SEGA's Dreamcast. And have u seen the demos, my my, I think I am going to enjoy a little Final Fantasy 9 when it comes out.

Anyway great mag and keep up the good work
CYA

**MARK PETRICEVIC
CLAREMONT W.A.**

Mark,
Well done on Metal Gear Solid, it seems everyone who sees that game loves it to bits. It's interesting to see which games that come out of Japan with voice acting will make a smooth transition to the english speaking versions.

As for PlayStation 2, I think we'll be a bit more excited once we see an actual game running on the hardware, since the graphics chip is just vapourware right now. We've also had a special sneak look at a video of an upcoming Dreamcast racing title that looks every bit as impressive in terms of 3D power as the PlayStation 2... and that's on existing hardware. More details on that one later.

Maybe E3 will shed more light on what we can expect out of the next Sony console, rather than just these pixelated demos of CPU real time rendered stuff.

POSY PRATS

Hello to the Hyper Crew, I would like to cut the Bullshit about how good the mag is (even though it is great). The other day i did something very different, I went outside with the normals. In doing so I was obliged to go over some young geezers house to see "all of his cool stuff" by some friends of mine. I did. We got there. After some observing of his stuff I was impressed with the small guy's equipment. He had the lot. N64 (import), PSX(chipped), Saturn 2, Voodoo's Bridged together.etc(12 meg each) The amount of games he had was enough to scare even you lot at HYPER. But, after talking to the youngster I found out that he was an asshole. He just knocked me about not having as much "cool stuff" as he did, and being immature at playing games at my age(I'm 17 by the way, he is 12), and then it hit me so hard. HE SAID I WAS NOT A HARDCORE GAMER. That pissed me off so much i didn't go to sleep that night. What i'm trying to prove here is that you don't need all of those accessories to be a hardcore gamer. I myself was playing Coleco Vision in my young days(before he was born) I didn't have much then, I don't have that much now. But i'll tell you one thing, I'll get a game then master it until i beat everyone's high score i know, that gets me happy and exited. Well it should really its a game. I hope most of you see what I'm saying. If you have Respect for the longtime gamer, they will help you and respect you back.

FROM NELSON 'QTIP' CHYMIK

Nelson,
Dude, the only word of advice I can offer you is not to take spoiled brats like this too seriously. Don't get some weird psycho urge to become a guru at some game just so people will perceive you a certain way... That'll just take all the fun out of it for you. Has this kid bought

anything with money he's had to earn? At age 12 I doubt it. A message to all young gamers who bag out those with less stuff than them... Don't, it just makes you look like a dick.

FIRST DC OWNING HYPER READER

Hyper,
Now that Sony has announced their PSX 2, everyone is getting excited about it and forgetting about the Dreamcast but the fact is, the PSX 2 hasn't really proven anything. So what if it can do 20 million polys/sec? So what if it can render an old guy's face showing different emotions? So far Sony hasn't announced anything except for numbers, and people are already writing off the Dreamcast. Dreamcast is actually a reality with a lot of big names already producing games for it. The PSX 2 doesn't have a release date, price, or even anyone developing for it outside Square and the guys that did Gran Turismo! So while people will be playing Shenmue and NIGHTS 2 (well, we hope so) on Dreamcast, Sony wouldn't even have their console in first gear. I also heard that the President of Square stated that only five or six developers would have the resources to take full advantage of the PSX 2's power.

As you can tell I have a Dreamcast, but it's only because in my mind, Sega produce the best games. I have no bias against Sony (I

have a PlayStation too) and will probably get a PSX 2 when it comes out. But I just want people to realize that Sega is in a much better position with the Dreamcast, than they were with the Saturn. Now that I've got that off my chest, here are the questions:

1. Are there any places in Australia that sell import Dreamcast software? (Besides the internet) I only have Sonic and VF3 and I can't live on those forever!
2. When is Final Fantasy VIII coming out in English?
3. Is Sega Rally 2 DC any good?

Thanks
DAVE B

Fellow Man Utd fan, Congrats on being the first reader who actually owns a Dreamcast to write in and give your first hand opinion on stuff. Your opinion on the state of things as it seems pretty much the same as ours. We don't know anyone who has bought a Dreamcast who has been disappointed with it yet.

1. Unfortunately, it would be illegal for us to tell you. As this is supporting parallel importing. I'd like to help, but can only urge you to find out by word of mouth etc. Maybe you'll find someone on IRC that will tell you etc.

2. The rumoured US release is September 1.

3. Single player, yes. Multiplayer is a bit chuggy, which is a result of poor coding by the 3rd party that did it, rather than the machine itself.



Letter of the month



AS THE DAYS GO BY

G'day to all the Hyper crew. Having read several snippets of information about Quake 3 on the internet, I was just wondering about this little idea I had which I would absolutely be amazed if I ever saw it being implemented for 1st person shooters. Having played maps for several hundred times, it gets a little bit tedious doesn't it? Well I was wondering that as time progressed during a deathmatch or whatever, the day would change. Gradually the sky would become darker as it comes closer to night. Outside areas would become darker but indoors lights would be turned on when the visibility dropped. I reckon this would be awesome! Imagine playing and gradually the day would change online! Indoor areas which were previously flooded with light from outside would get darker and then lights would automatically turn on when it was too dark. Well that's an idea I had which I wouldn't be surprised to see if someone else had thought of. So what do the Hyper crew, especially Armand, think? Thanx a lot. Keep up the good work,

NAGGOT

P.S. Just wondering but I've met some clan members from clan MAL playing on OGN server in Australia. Was it really them?

Naggot,

Interesting idea for an addition to the genre, although I'd say your average game developer is going to say (or at least think) that the performance hit for having a huge dynamic lighting setup like this is not worth it for the novelty in your average situation. Unless the light changed quite fast like in Zelda, you'd probably have levels finishing before you got to see a real change in lighting. If the lighting DID change that fast, I think people may find it more annoying than anything else. Maley (from PCPP) and I had a chat about this, and we figured if you had a day cycle that took about 15-20 minutes, then it'd be really cool. Something that I would like to see is a 1st person shooter with outdoor areas where clouds pass over the sun, so you get "natural dynamic lighting". Once again, this is a pretty major ask, and would probably require you to have a kick arse computer to handle it. Hell, folks like John Carmack love a challenge though, so who knows what we'll see next.

P.S. MAL do go to the OGN server for a quick gib session now and then, but it's often too laggy to stay long.



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PC games in mint condition: Outwars \$45, Alien Trilogy \$20, Terminator: Skynet \$10, Theme Park \$10, Police Quest Swat \$15. All games still with boxes and manuals, price neg. Call Ben on 02 9520 8217

N64: 2 controllers, 2 memory packs, 5 games- Mario 64, Blast Corps, Lylat Wars, Top Gear, Forsaken, Rumble Pack all with boxes and instructions and magazines. \$650 o.n.o. Call John after 4.30 weekdays on 08 8667 5331.

Abe's Exoduss and Toca 2 Touring cars for PlayStation. Both in excellent condition complete with manuals. Abe's Exoduss only \$70 and Toca 2 \$65. Call Stefan 02 9555 9401. Sydney only.

PC games: Half Life \$75 boxed and with instructions, perfect condition, brand new. Monkey Island 3 \$40, G-Police and Incoming \$25 each, Monkey Island 1 & 2 together \$15, Zork Nemesis, Spycraft, Time Commando, Ultima 8, Dark Forces and Full Throttle all \$10 each. All in good condition. Pick of 21 Mega Drive games 5 for \$20. Call Luke on 02 9559 2368.

PC games only: Leisure Suit Larry 1 \$10, Total Mania \$10, Wolfenstein 3D \$10, Syndicate Wars \$15 X5 \$10, Myth: The Fallen Lords \$15. All games in very good condition with box and instruction booklets. Call Richard after 5pm on 03 6263 7116.

Sega Saturn with 1 pad in good condition for \$100. I'm also selling an extra pad for \$25 and 2 guns for \$30 each. The following games are also for sale: Steep Slope Sliders, Sega Rally, Saturn Bomberman, Virtual Cop 2, Nights into Dreams, Street Fighter Alpha 2 and Panzer Dragoon 2 ZWEI are all \$35 each. Battlestations, Mr Bones, Daytona USA, KEIO 2 Flying Squadron, Magic Carpet, Virtual Cop 1, Die Hard Trilogy, The Story of Thor 2, NBA Live 97 and Fighting Vipers are all \$30 each. Also Mystaria for \$5. All games are in mint condition except Mystaria which is CD only. Please call Daniel on 02 9969 5833. You must pick up.

N64, 4 control pads, rumble pack, memory card, 7 games: WCW revenge, Banjo Kazooie, Goldeneye and more, RF switch. All games boxed and instructions booklets and cheat books. Call Ryan on 02 9773 3479.

NTSC Nintendo 64- A NTSC Nintendo 64 plus 10 NTSC games: Wave Race 64, Mario 64, Mario Kart 64, Zelda 64, Goldeneye, Turok 2, Banjo Kazooie, S.O.T.E, Top Gear Rally, Diddy Kong Racing, 3

controllers, 1 memory pack, 1 rumble pack. All for \$350. Call Steven on 08 9386 1574 or e-mail spectrei@hotmail.com

Gran Turismo \$40, Formula 1 '97 + demo \$35, Diablo \$30, Rock and Roll racing (Red Asphalt) \$30, Kurushi \$25, Ridge Racer \$20, Need for Speed \$20, NBA Jam Extreme \$20. Willing to sell the lot for \$200 O.N.O. Call Michael on 02 4731 2324.

Nintendo 64- 2 controllers (black & grey), Rumble Pack, 3 controllers packs (needed for all the games), Super Mario 64, Goldeneye 007, Forsaken, Kobe Bryant in NBA courtside, Mario Kart 64, WF Warzone and Turok 2 (7 games altogether). Worth \$985. Sell \$600 o.n.o. Also if you buy this Nintendo 64 you can buy a stack of Nintendo 64 mags (approx 20 as new condition) for \$50. Magazines include: N64 Gamer, Nintendo and 64 magazine. Call 03 9551 8872.

PlayStation games: Worms \$25, Warcraft 2 (almost brand new) \$50, Bomberman World \$50, Croc \$50 o.n.o. Will swap games for others of the same value. Mainly wanting Time Crisis & gun and Music.

Gameboy \$55 o.n.o. Sega mega drive & games: Sega with 2 controllers, Streets of Rage, Shaq Fu, Mickey and Donald in the World of Illusion. All of this for \$50 o.n.o. Sega \$25 (with 2nd controller \$27), Streets of rage 2 \$10, Shaq Fu \$7, Mickey and Donald in the world of illusion \$8. Call Ashley after school on 08 9305 2650 or e-mail ashleydiamond@organicconnectio n.net

Worms \$15, Leisure Suit Larry 1-6 and official guide \$40, Wing Commander 3 \$20, Sim 'n' Max \$10, Red Alert special edition \$35, PGA 96 \$15, Cricket 96 \$10, Road Rash \$15, After life \$15, Theme Park \$10, Simpsons cartoon studio \$15, Doom 2 \$15, 7th guest \$10, Alone in the Dark 2 \$5. Will sell the lot for \$180. Call Daniel on 03 9744 5991.

Settlers 3 for PC. \$55 or swap for Red Alert or Quake 2. Call Adam or Matt on 07 3269 2787 or e-mail mbruhn@eis.net.au

Voodoo Banshee (creative labs) 16mb Voodoo Banshee with 128 bit voodoo 2 technology (unique HK PCI version) \$220 o.n.o. With bonus game. - Rage Incoming in perfect condition, 1 month old. E-mail mark_chanman@hotmail.com or call Mark on 02 9894 6180 after school. Buyer must live in Sydney and send money in advance.

PSX demo cds, each one with hard case. \$5 each. I have every game imaginable so call Johnno from 4-6 mon-fri on 02 6772 5641.

I am selling a Super Nintendo, RF switch and AC adaptor and one controller for \$50. Call Shavneel weekdays after 5.30 on 03 9747 9963.

Sega Saturn with games, all in great condition. Steep Slope Sliders, Sonic R, Sonic Jam, Virtua Fighter 2, NBA Action, Christmas Nights, 2 controllers (one analogue) and 5 demos for the price of \$100. Also available are Saturn Power and Sega Saturn magazine issues for \$5 each. Many to choose from. Call Andrew after 6pm weeknights on 02 6882 8283. Must be able to collect from Dubbo.

I am selling my almost brand new Gameboy and 3 games: Donkey Kong Land, Warioland, Double Dragon all in perfect condition and all work perfectly. Everything is boxed with all the original instructions and a cheat page for \$100. Call Gareth after 4pm on 02 6259 0190. Canberra only

PSX games: Resident Evil 2 \$50, Abe's Exodus \$50, Crash bandicoot 3 \$40, Cool Boarders 2 \$30. Call Jason on 08 8537 0341.

I am willing to sell Star Wars Masters of Teras for \$45, Heart of Darkness with walkthrough for \$50 and Tomb Raider 3 for \$60 or the lot for \$140. With each I will give 2 demo discs and all prices are neg. Call Matthew after 3pm weekdays on 02 9416 6603.

Sega Saturn games: Grid Run, Die Hard Trilogy, NHL Powerplay, Fighters MM, Shining THA, Tunnel B1, Alone in the Dark. \$15-\$40. Call Jon on 08 9401 9195.

SNES W/ Mario Paint \$100, SNES Games (5 titles) \$25 each, GB Games (3 titles) \$15 each, GB car adaptor \$15, SS game Virtua Fighter 2 \$15. MCD games (3 titles) \$10 each, MD games (16 titles) \$10 each (mega 10 mania \$5) MS Games (17 titles) \$5 each, 32x games (2 titles) \$10 each. MD-MS adaptor \$10. Call 08 8250 7985.

PC games: Dark Reign \$40, Original FIFA International Soccer on Floppy \$10, 'Z' \$20, Theme Park \$10 or the lot for \$60. Call Stuart on 08 8289 1444 or e-mail ravage@mailcity.com

Street Fighter zero 2 \$20, Test Drive 2 of road 2 \$15, Dune 2000 \$20, NBA Live 99 \$20, Grand Touring \$20, "Rush Hour" VCD \$15. Call 03 9572 1264 after hours.

I will sell my PSX, 2 controllers, memory card, 5 games: Twisted Metal, Duke Nukem, Rampage, Tomb Raider 2, Grand Theft Auto all for \$400. Call Reece on 08 9385 1201.

My name is Alexander Collins. I am selling the game Soviet Strike for \$30. Call Alexander on 08 8843 0115

Sega Saturn games \$40 each, Dark Savior, Tomb Raider, Worms, X-men Children of the Atom, Torico, Story of Thor 2. Call Jamie Haigh on 03 5441 4148.

SWAP

I have a copy of Colony Wars with your name on it and all I ask for is to swap it for Final Fantasy VII. Will also consider Forsaken, G-Police, Z or any R.P.G. Call Troy on 03 9569 9472.

N64 games: 1080 Snowboarding \$55 mint condition with box and manual OR swap for South Park, Silicon Valley, V-Rally, Top Gear Overdrive or WWF Warzone. Call Antony on 08 9456 1113 or 08 9493 1085.

I will swap Super Mario Land and Mario Land for Pokerman (red or blue versions) on Gameboy includes booklets, warranties. Over \$75 in value. Call Colin on 02 9452 2867

Cheat trading: Will trade cheats over the phone if local. Also you can swap cheats by e-mail : ashleydiamond@organicconnectio n.net . Ph Ashley on 08 9305 2650.

I am looking for WWF Warzone. I will swap for Goldeneye, Mario Kart, Diddy Kong Racing or Nagano Winter Olympics '98. Call Ashley on 08 9305 2650 or e-mail ashleydiamond@organicconnectio n.net

I would like to swap a copy of Mortal Kombat trilogy (n64) boxed with booklet in good condition for a copy of Diddy Kong racing. Must be boxed with booklet. Call Jack between 4.30-5.30 on 02 4358 1601.

I would like to swap Banjo Kazooie with cheats and instructions booklet (no case) and Yoshi's Story with cheat and instruction booklet for Zelda 64. Call Matt after 3.30pm on 02 4998 1312.

WANTED

Saturn backup cartridge. In good condition. Will pay reasonable price for cartridge. Also wanted any Saturn games also in good condition. Call Damien between 8.30am-10.30pm (EST) on 0417 114 844 or e-mail Damieny@earthling.net (Tas)

WCW- NWO Revenge for N64. Willing to pay \$50 and postage. Call after school on 03 9309 6639. Vic preferred.

N64 solutions mag Volume 1, 1999. If anyone has it and would like to sell it and you live in QLD please call Paula on 07 3390 8756.

Looking for Police Quest or C&C. If interested call me on 07 4671 2564.

Lords of the Realm I or II. Will pay \$25 (must be full version) on 3.5 disk or CD. Call Stuart on 07 5496 6526.

Destruction Derby (PC) boxed in good condition with manual. Will pay \$20. Call 08 9364 1754 on weekends. WA only.

Panzer Dragon Saga (Saturn) Will pay up to \$70 inc P+H. Call Boyd on 02 6642 1088

For Sega Saturn: Street Fighter Alpha 2, Steep Slope sliders, marvel Super Heroes. Also for Mega drive : Wolverine. Will pay \$10-\$20. Call Matt on 08 9249 8157. WA only

For Sega Saturn: Exhumed, Steep Slope Sliders, X-Men: Children of the Atom, Shining Force III and Alien Trilogy. Will pay \$20-\$35 for them. Call Andrew on 08 9401 7632.

I would like to swap my Nintendo 64 with 2 controllers, a rumble pack, 2 games (1080 Snowboarding, F1 pole position for a PlayStation) with a few good games or a second controller. Call Alex on 02 9484 5318.

Knuckles/ Chaotix for 32x/- Megadrive. Will pay \$50. Please call Sean in Melbourne anytime on 03 9432 4316 or 041 212 7726

PENPALS

Command & Conquer rules! Agree? Then write to me! I'm a 15 year old girl who is hell-bent on war games. I love C&C, Red Alert, Retaliation etc. So if you take your war seriously, write to CHRONOSHIFTER, 11 Tummell St Pirie SA 5540. I'll reply to everyone.

My name is Hamish Campbell. I'm 13 and I'm looking for a penpal aged 10-15, M/F. I own a N64, Gameboy, SNES and a few PC's but will talk about any other consoles. I also enjoy all sorts of different types of music, and I really like Anime.Manga stuff, especially Neon Genesis. If you're interested then write to 7 Genders Ave Burwood NSW 2134.

I'm a 13yr old male and I'm looking for a M/F penpal who is 12+. I like strategy, FPS and space sim games. I also adore mechs, and I absolutely love Star Wars and my favourite bands are the Gurge and The Living End. I own a PC. Write to Microchip on Morro76@hotmail.com.

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