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Games just keep on getting better and better. Every time I go to an arcade (which isn’t all that often really), there’s a new game that just blows me away. I get all excited and spend a small fortune, while shouting to my friends “Come on, we’ve got to stay and play this here - there’s no way they can bring this home”. (Usually they’ve already walked away and are pretending not to know me, but hey, I can cope with that). Six months or a year later though, and almost without fail, I’ll be playing that same game on my Sega or Nintendo and getting excited all over again.

The latest arcade conversion that’s got me feeling all funny inside is Virtua Racing. You won’t believe how well the Mega Drive handles it, and the much-hyped DSP chip seems to be the way forward for Sega 16bit gaming.

The speed is incredible. Another incredible game is Clayfighter for the SNES, which uses claymation to produce one of the best (and funniest) fighting games I’ve seen. We’ve also got World Heroes and the most excellent Teenage Mutant Ninja Turtles: Tournament Fighters as part of a mini-special on SNES fighting carts. But for what has to be the front-runner for Game of the Year so far, turn straight to the review of Doom. This PC masterpiece has been on shareware for a few months, but we review the full game, and give you lots of hints and cheats, so you can go straight to hell if you want.

And there’s so much more I could waffle on about, because we’ve got another hot issue that’s bursting at the sides with gaming goodies - Sonic 3, Eternal Champions, NBA Jam Play Guide, the moves and fatalities for Mortal Kombat II, Ground Zero Texas, Jurassic Park on Mega CD, R-Type III, Skitchin’… oh no, I’m sorry, it’s just too much for me. I’m going to have to lie down for a while. Nurse, where did you put my pills?

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Morbid Angel - grindcore gamers
New Sony 32-bit system
The 3Ds
Sega drop Pele & Michael Jackson
Atari get 3rd party developers for the Jaguar… and loads more

Features

Game Grrrls The games industry is a notoriously sexist one. Most games portray women as either victims or bimbos, and girls aren’t made to feel comfortable in the male dominated arcades. VIRGINIA BARRATT speaks out.

A Whole New Beast With a whole host of “super consoles” hitting the market in the next year, 16bit gaming is on its last legs. STEVE POLAK talks to Stuart Bonn, a 3DO programmer about CD gaming in the future.

Byte Size

F-117 Night Storm
Prince of Persia
Dragon’s Fury 2
Body Count
Yoshi’s Cookie
Comanche Over the Edge
Litil Devil
Alien Breed

Mega Drive
Mega Drive
Mega Drive
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Sony “Super Console” Is Announced

After much rumour and speculation, Sony of Japan have now officially announced their intention to launch a 32-bit CD-based game system, code named the PS-X, due to be released (in Japan anyway) in December this year. This puts yet another big player in the “super console” war that looks set to be a doozy. By next year we will have the 3DO, the Atari Jaguar, the Amiga CD-32, the Sega Saturn and possibly the Nintendo Project Reality all competing for your gaming dollar. Obviously someone’s going to lose out big time, but Sony have lots of multi-national corporate money behind them, plus a very tasty sounding machine.

The specs for the PS-X are as follows: the main CPU is R3000A 32-bit RISC, and this is backed by multiple DSP chips and co-processors. It can display 16.77 million colours and processes images at 360 000 polygons per second. It is able to compress and decompress real, full frame video at 60 frames per second, while still using all 16.77 million colours. And as for RAM, well they’re not giving much away. All they will say is that it’s more than the 3DO. All this and it will suppos- edly retail for less than $480 US.

As I think we’ve said before: the battle is on!

Sega Dump Pele...

Cast your mind back to HYPER #3. There was a game in the Preview section that had us a bit, well, confused. That game was Pele’s Soccer from Accolade. Could it really be as bad as it seemed? Surely it couldn’t. They were going to take it away and do some work on it, right? Wrong. It turns out that the horrible mess of a game we saw was the finished product.

As it turns out, the boffins at Sega Ozisoft were mightily unimpressed with the game too. As a result, they won’t be releasing it in Australia. A victory for common sense we say. As for the Super Nintendo version, who knows what will become of it?

Morbid Angel: Grindcore Gamers?

While we were browsing through our extensive collection of death metal CD’s, we came across this rather cool thank you from Florida outfit Morbid Angel’s guitarist Trey Azagthoth (he’s entitled to a funny name in his business, surely) on the inner sleeve to their new CD, Covenant. It goes like this...

...(Thanx to) Sega and Super NES - how could anyone live without both systems?

Captain N and the video game masters. Chun Li and Street Fighter II, Simon Belmont and all at Castlevania I, III, and IV. Much love to the Medusas of I, Bonechuckers of I, III, and IV, and the most lovely mummies of I “who love bathing in the poison”. We couldn’t have said it any better Trey.

...and Michael

Meanwhile, Sega of Japan have been doing a little dumping of their own. They, like everyone else in the world it seems, have been doing their level best to disassociate themselves from everybody’s favourite accused Pop superstar, Michael Jackson.

Sega and the gloved one have a long and (we all thought) noble history together, what with Moonwalker for the Mega Drive and Michael’s intros for Sega’s location-based VR machines. But plans for an update on Moonwalker (Dangerous, perhaps?) have been shelved. Not good for the company image you know.
Once again HYPER has some FAB prizes for you to win. Not only do we have a pair of Adidas Gazelles and an Adidas sports bag, but we also have ten CDs of everyone's favourite meatheads Beavis and Butt-head.

All you have to do to win is write in. To win the Adidas prize come up with the best acronym for Adidas eg. All Day I Dream About Sex (or Sega).

To win a Beavis and Butt-head CD tell us which famous rock chick they do a duet with.

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2. Cool Spot
3. Striker
4. Jurassic Park
5. Shadowrun
6. Another World
7. Tecmo Super NBA Basketball
8. Streetfighter II Turbo
9. Pugsley's Scavenger Hunt
10. PGA Tour Golf

Mega Drive
1. FIFA International Soccer
2. Aladdin
3. Madden NFL '94
4. Amazing Tennis
5. WWF Royal Rumble
6. F1
7. Mortal Kombat
8. Sonic Spinball
9. Lotus II
10. TMNT - The Hyperstone Heist

PC
1. TFX
2. Indycar Racing
3. Syndicate
4. NHL Hockey
5. Rally Network
6. Privateer
7. Prince of Persia 2
8. Pirates' Gold
9. Dune 2
10. Streetfighter II

Mega CD
1. Lethal Enforcers
2. Thunderhawk
3. Silephed
4. Sonic CD
5. Sherlock Holmes II

HYPER's March Chart Predictions
These hot titles should all be available in March

Sonic 3 (Mega Drive)
Clayfighter (SNES)
Prize Fighter (Mega CD)
Stonekeep (PC)
Virtua Racing (Mega Drive)
Turtles: Tournament Fighters (SNES)
Pink Panther (SNES)
Ultima 8 (PC)
Jurassic Park (Mega CD)
R-Type III (SNES)
Bubb 'N Stix (Mega Drive/Mega CD)
Biometal (SNES)
Myst (PC/Mac CD-Rom)
Dune: Battle for Arrakis (Mega Drive)
Skitchin' (Mega Drive)

Keeping up the HYPER band drop-in centre tradition, one of New Zealand's favourite bands, the 3D's visited us at the end of their recent Australian tour. Fresh (or should I say not-so-fresh) from an all night party on the Harbour with fellow tourists, the Lemonheads, David Saunders and Jennifer Jones from the band gave us the lowdown on their music and Kiwi gaming habits.

The 3D's come from Dunedin, which is way down on the South Island, but they haven't let geographic isolation stop them from making some of the best indie rock around. Their influences range from Herge (the creator of Tintin), Clive Barker, a New Zealand beer called Mac's Gold and of course their friend's Mega CD. The four members names (Dominic Stones, Denise Roughan, David Mitchell and David Saunders), as you might have noticed, all start with 'D' so that's how they got their name (well, The 3Ds sounds a bit better than The 4Ds). In the last couple of years they've supported the likes of Nirvana, U2 and the Buzzcocks as well as just completing a hectic tour of Australia with Evan Dando and the boys.

With this sort of frantic schedule they don't get to play games as often as they'd like but they are seriously looking at getting a console to take on tour with them. Dominic is the big gamehead of the band and his favourite coin-loss at the arcades is Virtua Racing. There are far more arcades in Australia than in NZ, and David said the New Zealand game scene lags a bit behind the Australian one, but says that things are looking up with lots of independent shops opening recently.

The 3Ds have gone back to the Land of the Long White Cloud for now, but never fear, they'll be back, probably more famous and talented than ever. In the meantime check out their excellent debut album Hellzapoppin', which a prestigious American music mag voted "the Number 1 album of 1992 that you didn't hear" and their new CD, The Venus Trail, which has only just been released.
Ken Goes to Court

Sick of crappy Street Fighter II clones? Capcom certainly are, and they’re off to court to prove it. Capcom are suing rival games producers Data East, alleging infringement of SF2 copyright by a game called Fighters History. They want $5.82 million (US) in damages plus an injunction.

The case is currently being fought in both Japan and the US and it could turn out to have important consequences for “imitation games” all over the world. Capcom’s President Kenzo Tsujimoto is worried that the flood of imitation titles will eventually ruin the Japanese games industry, “What ever happened to originality?”, he cried (or would have, if his English was a bit better).

Data East (of course) deny that they’re copycats. They claim to have developed Fighters History on their own and that it is sufficiently different from SF2 to avoid infringement. Hmmm, we’ll see.

Sounds Good to Us

One of the things that slapped us across the face like a wet fish about Clay Fighter for the SNES (reviewed this issue) was the quality of the sound. The music, FX, and especially the voices, are really of outstanding quality. So how did Interplay get it to sound so good? It’s all thanks to a new audio development system they’ve produced called “ARDI”.

ARDI (Advanced Real-time Dynamic Interplay) is supposedly “the most advanced sound development system and sound driver” for Super NES games. It’s based on a MIDI interface which allows Interplay’s sound guys to plug in to the cartridge slot and use their SNES as a playback module. How the hell this helps them is beyond us, but we certainly like the sound of it.

Atari Lines ‘Em Up for the Jag

Remember back in issue #2 we told you all about the Atari Jaguar? One of Atari’s biggest problems for their new system (and we told you this too) was their lack of third party games developers. Well, the big bodes at Atari have obviously been reading HYPER, and better still, they’ve listened to us (and why wouldn’t they?). Yep, Atari have got busy and they’re starting to sign up big name publishers by the bootfull. Virgin, Ocean, US Gold, Tradewest, Interplay, Activision, Gremlin and Microprose have already signed on the dotted line.

The latest company to sign is Accolade. They’ve committed Bubsy the Bobcat, Hardball III, Charles Barkley Basketball, Brett Hull Hockey and Jack Nicklaus Power Challenge Golf to the new 64-bit machine. Accolade’s chairman Big Al Miller had this to say: “Atari Jaguar is definitely cool new technology that is being introduced at a price attractive to consumers. We think Atari has a real shot at establishing Jaguar as a successful system and we want to be part of that effort”.

EA Back On The SNES Block

After a gap of around six months, Electronic Arts are once again releasing their SNES titles in Australia. All we can say to news like that is a big “YIPEE!”.

The first cab off the good old game rack for local release will be the excellent Madden NFL 94. It’s set for a March 25th release date. But armchair sports lovers will have to wait until July before they get their hands on a SNES version of FIFA International Soccer. And if you’ve read HYPER #2, you’ll know how good the Mega Drive game is. Can’t wait, can you?

OO55 Winners From Issue 1

Fila Shoes: G Khan NSW; P Sheriffs WA;
R Wright SA; A Tail QLD; C Bowen NSW
ProCDX/Mega Universal Adaptor: E Coulnderon QLD; R Rankin SA; S Snadden
NSW; D Facchin NSW; R Renee NT Dark Sun - Shattered Lands: G O'Neill NSW; D Lee
NSW; G Gunning NSW; T Thompson VIC; A Tilly QLD NBA Jam Session Videos: M
Debrincine NSW; T Melville QLD; A Wilson
VIC; J Small NSW; R Frost NSW; S Albright
NSW; M Morris WA; R Privett NSW; J
Morroney WA; D Mammick NSW Beverly
Hillbillies Videos: S Howlett SA; B Higgs
VIC; R Zallie QLD; C Northern NSW; J
Hawkins SA; A Ward NSW; M Campbell NT; J
Towell NSW; B Barnes VIC; M Atkins NSW.
game grrrls
Alpha Bar
Let's leave the issue in no doubt the games industry is a sexist one. Games are made by boys for boys who play with other boys. Girls very rarely get a look in, unless of course there's a victim who needs to be rescued or someone needs to wear a bikini to cheer the macho men on. VIRGINIA BARRATT (for one) is a bit peeved...

Walk into any games arcade for a therapeutic, stress alleviating dose of T2, Streetfighter or Mortal Kombat, and it's most likely, if you are female, that you'll be the only representative of your gender pitting her wits against the machine in this ritual male bonding space.

Some people would have us believe that there is a reason for this absence of female gamers, and that the equation is simple - it is biologically determined that women have, at best, an ambiguous relationship to the logic and rationality of technology and this turns into a fear of technology (which includes games). Women are also not supposed to be fiercely competitive or perpetrators of violence, hence their lack of identification with the basic reason for the majority of computer games - more gore.

Being a casual user of arcades and displaying a decided masculine tendency towards technology and object fetishism (biggest, fastest, best...) myself, I resist this easy explanation. While there is no doubt that girls are not considered a target market by the major players, and that their interests are generally not considered by programmers and producers of video games, it is not clear that they won't talk to me. I walk into Tekno City and Orbit 600. Not a single girl. Finally I find two young girls.

Suzi, 12 and Christina, 11 are a gang of two, who go to arcades maybe twice a week. They don't go with other girls, and they don't know many other girls who do the arcades. They don't have machines at home, but they know a couple of other girls who have computers.

They love the arcades, and the games, but recognise that it is a male space, where they are invisible. "The boys won't talk to us, they don't think girls can be good at games" Their favourite games are the racing games "You get to compete against someone else...", the Streetfighter karate games, and the shooting games.

They like the games which make them feel transported, as if they are really there. They like games of skill. And they like to shoot, but feel ambivalent about the gore factor, believing that it "puts things into kid's heads".

The major dissatisfaction they felt was that there was no point of identification with the female characters in the games. The characters were either submissive princesses or violent superwomen, neither of which they could identify with.

Companies to discuss the possibility of them regarding girls as a target market. I connected with the one industry R & D dude who had an ethical streak, "Ultimately, I'd really like to develop non-violent video games, but at the moment there is a commercial imperative". He cited Ms Pacman as an example of a character that girls could identify with - oh, and let's not forget Sonic. He also noted the presence of some female characters in the Streetfighter games, but added that he had watched many young boys choose the female as an opponent purely for the thrill of beating up a woman. I wondered whether the company would ever develop and market a game with complex female characters who played leading roles. "Well, ultimately... (it's that old commercial imperative again) we'd like to, we really would... but we wouldn't develop games just for girls, that would be sexist".

These stereotypical attitudes, and out-dated representations of women are found in abundance in our developing cyberculture. Anybody who is into 3D graphics will be familiar with Silver Suzi the 3D fembot, perpetually surfing on the virtual waves of some bearded programmer's imagination.

Luckily there are some aberrant cyberterrorist and agent of the new world disorder. ANG and her band of renegade DNA Sluts, Patina de Panties, Dentata and the Princess of Slime are the saboteurs of Big Daddy Mainframe. They tangle with a motley crew of techno mutants and data deviants on their quest, the most virulent being Circuit Boy, a dangerous techno bimbo and BDM's sidekick. In one smooth manoeuvre our sheroes perform a major morph on the bimbo's extremely sizeable tool and take the shine off his texture map. Their mission is treacherous, but our sheroes with attitude find some time out for pleasurable distraction...

At the moment All New Gen is an interactive multimedia computer art installation, on exhibition in Adelaide. The installation consists of twelve lightboxes with stills of favourite moments from the game, original soundtracks, a video piece and a large scale billboard displaying the subversive credo of the VNS Matrix "Cyberfeminist Manifesto for the 21st Century". The VNS Matrix plan for a global takeover by All New Gen in the near future.

So if you're interested in what women are doing with games and technology, look out for VNS Matrix, otherwise keep an eye out for sexism in games (sometimes it's not that obvious) and steer clear. The sooner the game industry wakes up the realities of the modern world, the sooner we'll all be having fun.
It's kept you happy for quite a while, but l6bit gaming is on its last legs. Everyone (and we mean everyone) is rushing to put out the biggest and baddest new console system. The 3DO is still leading the pack in the hype and hope departments, so STEVE POLAK got one of EA's top programmers on the line to discuss software, pricing and... um... Nerf Balls.

Science fiction fantasy and modern computerised fact are often defined by very blurry boundaries. Yesterday's dreams are today's exciting realities, and tomorrow's worn out techno-junk. Look at the early home video game machines. They are still sought after, but not for their technical abilities. Instead they are highly prized by a few eccentric collectors who are after them as examples of video game "antiques"! Think of all the systems that are now obsolete; Magnavox, Spectrum, Intellivision, Atari, Colecovision, and the list goes on. Each system fell victim to the predatory monopolisation of the market by a newer, leaner, more capable creature.

Well, it's about to happen again. Buy your SNES, back the Commodore over your Amiga, and chuck the Sega off THE NEXT LEVEL, because the 300 and the other "super consoles" are almost here. Over the next year there's going to be a glut of 32 bit and 64 bit systems released, all competing for your hard earned dollar and loyalty - the Atari Jaguar, the Amiga CD32, the Sony PS-X, the Sega Saturn and the Nintendo Project Reality to name but a few. But the system that has got the most hype is the 300. Can they live up to it, or are the established names going to carry their market dominance over into the higher level machines? I had a yarn to Stuart Bonn, one of the main men at Electronic Arts' 300 software development department, about the intricacies of interactive innovation.

Stuart (who was speaking to me from EA's San Mateo offices) is a happy man. And why shouldn't he be? It is not every day you can be in the position to lead the world in a revolution, pushing back the boundaries of fantasy with the new 3DO reality. I asked him why he was so excited about that funny little black box.

"The 3DO is amazing and totally unprecedented in terms of what it can do. I think that it is much more like watching television than playing a video game. When you play a video game there is a certain amount of abstraction that is going on, because it is not exactly what you expect to see if you were watching a football game or a motor cycle race. It is sort of symbolic and if the graphics are good enough you create a short suspension of disbelief, and people see things as realistic. With the 3DO it is so much easier because the graphic quality is so much better, and it just looks and sounds like real television and so the need for suspension of disbelief is not quite so traumatic. It's just a much more engaging experience. You don't feel quite as much distance between you and the interaction."

There has also been quite a lot of excitement about the ability of the 300 (with over 600 megabytes of memory per disk) to be used as an information storage medium, for interactive books and other education software types. Could this be the end of conventional paper books as we know them?

"I think if you are talking about CD-Rom then maybe... but remember that 3DO is played through a television and you are usually some distance away from it. A screen is not typically what you would want to read a lot of stuff on."

And why does Stuart think that the 300 is a revolutionary product in that it will bring a greater level of adult involvement. I thought it was just kids stuff?

"The technology has advanced to a point where we can market it to a new audience. 3DO can do so much more than a Super Nintendo or Sega. The standard of play, sound, graphics, everything is just so much better. I think that it sort of follows that if you make it easier for people to understand what they are looking at, you are going to interest more people, the market is going to grow and as the market grows you can afford to do things beyond a traditional game playing environment."

And what is EA's interest at the moment? What will we be seeing for the 300 from the masters of sports sims and ball culture?

"Clearly we are going to do some exciting sports products and give an improved audio-visual look, with improved gameplay. We are going to be doing simulator games like motorcycles and jets and so forth and use better technology to improve the perfor-"
a brand new
BEAST
3DO and the next generation of CD-based Super Consoles
When people start predicting the end, there is at least one more Christmas. The Commodore 64 is a great example, they kept saying "this is our last Christmas" and that went on for 2 years longer than we thought. So there is maybe 2, 3 years tops for 16-bit.

EA's Stuart Bonn

mance. We want people to feel totally immersed in our simulators. And we are doing kids stuff and informational products that are very like television documentaries."

And now to the naughty stuff. With interactive games like Night Trap causing such a stir here and abroad in terms of the levels of sexuality and violence they portray, what does Stuart think of adult software like the vivacious Virtual Valerie (available for Mac) being produced on the ultra realistic 3DO?

"This kind of software is not a part of EA's brief. We want to produce clean entertainment. We are not interested in breaking new boundaries of sensibilities on this issue. Our standards are sort of like US television. If it is shown on US television before 10 pm then we would do it. Those kinds of products may find markets, but they don't necessarily help the industry by doing so, and I wouldn't like to see them being too common personally. The technology could be put to better uses than all of that."

So what about CD gaming technology? There are some obvious problems with the use of the CD-ROM as a gaming storage device (put your hands up all Mega CD owners). Firstly because of the nature of the medium, access to data isn't instant, as the CD laser has to read different tracks of data, thus resulting in times where gameplay slows down or stops altogether. Is this kind of video game, where things look great, but are fragmented by pauses and periods of slowdown really an improvement?

"Well in John Madden for the 3DO we have a lot of video in it, but it doesn't get in the way of the gameplay and we have figured out lots of tricks so you aren't sitting at the screen waiting for things to happen for 30 seconds at a time. I think it depends on the product. If you look at Night Trap's particular structure then things are different and there are problems. It all depends on software construction. Just like a high rise building is built differently to a condo complex. It is the kind of product that you build that determines the program architecture, and some people are making decisions about the architecture they want to have that isn't necessarily conducive to what real game players want. So those problems are a matter of good or bad software design. Better hardware also helps. In the 3DO the access time is in the order of half a second to get to the right place, and then it transfers at double speed so it is a 300k transfer rate. In 4 seconds you are going to get about a megabyte of data. So it's not instant but you are not waiting around waiting around for stuff to happen."

So on to the big question that is on every gamer's lips. Is it likely that the new CD-Rom based tech-
ologies will replace carts as the storage device for video games?

"There is a manufacturing advantage. It's a lot easier and cheaper to make CDs. Right now they are pricing CDs higher which is because people have invested a lot of money and so they can't drop the prices so soon."

Has the Mega CD helped or hindered the chances of the 3DO and other CD-based machines, in terms of the high cost of Mega CD games, and more importantly, the use of 16bit technology with the CD system, which is obviously fairly shabby in quality.

"It's possible that the Mega CD has generated some bad publicity, I mean I would not recommend it to anybody. But you must remember that the 3DO is different. It is based on a far more open and adventurous concept, and we expect the memories of other systems to fade as the 3DO grows in strength. This is because we are trying to get the system onto the market as cheaply as possible. The 3DO is now in the $600 US range (over a $1000 Australian - that's a new definition of cheap! - Ed). It will probably be $100 cheaper by next Christmas. It is really too early to draw any conclusions as to sales and unfortunately software is taking longer. But things will improve."  

Ahh, now we get down to it - SOFTWARE. If this isn't good then it doesn't matter how hot your system is. Obviously the 3DO has the platform abilities that give it the opportunity to stand out, but there must be quality control as to what actually occupies the cyberspace on the screen. Any thoughts Stuart?

"Yes, software is critical. Our software strategies differ because if you have the ability to use high quality graphic images, you had better create them, you can't just show shit very well. And the audio had better be great because people are buying the stuff and running it through big amps and surround sound processors and they want it to sound good. So the pressure is on but we are up to it in that there will be some truly amazing things happening on 3DO screens soon."

And as a platform, is the squat little black box easy to program for?

"No it's not easy. It's not for the timid. People who do better at it are Amiga programmers. But programming software for this machine is more of a total team effort rather than just one person. To start off you hire all the right people to do the job, and figure out what you are going to do and then do it step by step. You go to the storyboard and determine what you need and then you assemble the technology that you need and implement that design and then you smash it all together and hope it works."

OK, so everyone agrees that the 3DO and the other "super consoles" are the future of gaming. What about my beloved SNES? Will I soon be lovingly swearing in frustration at it for the last time? How long will my 16 bit wonder be my preferred target of abuse?

"I don't know, all I know is that when people start predicting the end, there is at least one more Christmas. The Commodore 64 is a great example, they kept saying 'this is our last Christmas' and that went on for 2 years longer than we thought. So there is maybe 2, 3 years tops for 16bit."

In the light of this, is Nintendo, the current world leader of the console industry, throwing away its lead by holding off a CD based system and staying with 16 bit till 1995/96?

"I don't think it was wise on Nintendo's part. I think Sega has taken a lot of their market share and I think that Nintendo has got a lot of work in front of them."

And finally, I have read with fascination that EA is the world's largest purchaser of Nerf balls, and that the company has had a philosophy that when things are either too "unfun", or too stressful then it is time for a full scale "Nerf Alert". The lights at the EA HQ have been known to suddenly go out, with staff ducking under desks, to emerge fully armed with Nerf weaponry, as full scale Nerf Armageddon unfolds. Is it true that EA is staffed by an army of would be Nerf Rambo's, itching to wreak havoc?

"Yes! I've got Nerf balls all over my office, but people have moved on to Nerf darts and more advanced weaponry. EA is all about not taking yourself too seriously and getting others not to take themselves too seriously. We are about making games which are fundamentally fun except that we do it in a way where we have to take it seriously because people want the best when they spend their money. And you can sort of lose sight of the fact that what you're making is fun and that is really where it came from. It is all about fun."

I couldn't have put it better myself.

3DO Software, above from left to right...

Star Trek
Shock Wave
Batman Animated Movie
Total Eclipse
John Madden
PGA Golf
Mad Dog McCree
Total Eclipse
Star Trek
How did the HYPER crew get to be the veritable games wizards that they are today? With skill, practice, and natural charm - and with the help of the Super NES Power Tips Book and The Official Sega Mega Drive Power Tips Book 2. They're chock full of cheats, Action Replay and Game Genie codes, and of course, enough power tips on all the latest games to keep you gaming till the wee hours (not that kind of wee you moron). For Super NES gamers, there's full coverage of 60 titles, including Mortal Kombat, Pugsly's Scavenger Hunt, Starwing, and Shadowrun. Mega Drivers get tips on games like Jungle Strike, Mortal Kombat, and the X-Men, as well as 8-page extended tips on Flashback, Ecco, and Rolo to the Rescue. Learn the cheats, follow the tips, study the maps. You might even get as good as us.

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Secret of Mana

Square Soft are famed throughout Japan for their classy RPG games. Not all of them get translated into English though, so when a game as good as *Secret of Mana* is given the treatment, a lot of socially maladjusted people get very excited. Which is only natural really - RPGamers are always complaining that nobody cares about them, so when somebody does, they get all warm and fuzzy inside.

*Secret of Mana* is a huge 16 meg quest. The graphics (including some lovely Mode 7 dragon flight animation) and sound are nothing short of spectacular and when the gameplay is intricate enough to outdo *Zelda*, well, you can't go far wrong, can you?

You start your journey alone, but two little friends will soon become your constant companions. And get this - with a Multitap, two of your closest real friends can control your on-screen helpers! Three-player simultaneous role-playing fun? Oh, the joy of it all is just too much for us... just take a look at the screenshots and stay with us for a full review real soon.
Artof Fighting

Some people will tell you that there is no "Art" to fighting, but then they're just worthless wussbags, aren't they? There's nothing quite like a bit of video biff to boil the blood. As long as the art is kept to button pressing and joystick manipulation, it's fine by me. Which leads us to Sega of Japan's surprise announcement of an April release for Art of Fighting, a Neo-Geo/SNK classic that's already been converted to good effect on the SNES.

You all know the story: Ryo Sakazaki and his mate (and rival?) Robert Garcia head to South Town to rescue Ryo's sister (it's always some girlie, isn't it?) from the evil Mr Big. In Story mode you play as Ryo or Robert, but the Vs mode gives you a choice of 10 playable characters. Needless to say, it was never as good as Streetfighter II, but there's special moves and special effects galore, it plays well, and some people will buy anything with the slightest promise of violence. The 16meg Mega Drive conversion looks to be fairly faithful to the original but the trendy (if confusing) zoom feature is gone. Sigh.

Hyperdunk The Playoff Edition

Is there any reason the world needs another basketball game? With NBA Jam causing convulsions in Mega Drive and SNES owners throughout the world and EA's new NBA Showdown '94 (reviewed this issue) delivering on the realism front, what else can be done on a shiny wooden surface? Lots of things actually, but they've got nothing to do with basketball or video games whatsoever.

Anyway, Konami have gone and produced Hyperdunk - The Playoff Edition. It's full, 5 on 5 basketball and it's been heavily influenced by NBA Jam (only it's nowhere near as good). It's got a nifty intro, lots of speech ("Monster Jam", "It's good", "Rejected!")), and 16 fictional teams to take into exhibition or tournament matches. It's multi-player too. But without real NBA teams and players to satisfy the fantasies of short teenage boys everywhere, will it sell? We'll tell you what we think next issue.
Addams Family Values

Available: TBA
Category: Action
Players: 1
Publisher: Ocean

After the excellent fun of the original Addam's Family and the fiendishly difficult Pugsley's Scavenger Hunt, SNES owners should be dribbling in anticipation of the new Addam's Family game which is based around the new movie. This game gives the bald and ugly Uncle Fester his opportunity to be a hero, and he has several magic tricks with which to combat the ghosts and goblins which have escaped into the house and garden. It looks quite different in style to the original game and Pugsley's, and Fester is in a bit of a SNES Jurassic Park type environment (Ocean programmed JP for the SNES). That's all the info we have at the moment and we're not quite sure when this will be released but we thought you'd all like a squiz at some early screenshots. Squiz away!

Alone in the Dark 2

Available: March
Category: Action Adventure
Players: 1
Publisher: Infogrames

Alone in the Dark came out of nowhere last year to become one of the best games ever released on the PC. It's unique graphic style, ease of control and all-round spunkiness made it a must for all PC gamers who know where it's at. And now there's Alone in the Dark 2, which is bigger, faster and generally a whole heap better! Set in California in the 1920's when alcohol prohibition is at its height, our hero, Edward Carnby (the "supernatural private eye") has hardly recovered from the horrors he faced in the haunted mansion when he discovers that Grace, an 8 year old has been kidnapped by One-Eyed Jack, the infamous bootlegger. Being the brave and fool-hardy soul that he is, he sets off for Hell's Kitchen, the heavily guarded hideout of the one-eyed criminal. This of course leads to all sorts of adventures with mazes, trap doors, secret passageways, blood-thirsty pirates, gangsters, ghost ships, black magic spells and, of course, zombies. One of the sequels' many refinements is that enemies now have individual personalities and there can be up to six different characters on screen at the same time. There's also improved 3D animations and new 2D animations included simultaneously (and you thought the last one looked good!). And if that's not enough, it's also three times bigger and four times faster than number one. Alone in the Dark 2 looks set to be one of the games of the year, and anyone who played the first (and if you didn't, we can only ask why not) will already be setting aside large chunks of their life in order to play it right through to the end. It looks like being some of the best fun you can have with your clothes on.

Bubsy 2

Available: God knows
Category: Platformer
Players: 1-2
Publisher: Acclaim

There's mixed feelings in the HYPER office about the original Bubsy. Stuart loved it ("Spunky platforming fun, especially the flying bits", he says). Andrew hated it ("Tired, tedious, done-it-all-before platforming crap", he says). Aaron was neither here nor there ("Good character, average game", he says). We admit it, we've come to blows over Bubsy, and we'll probably hit each other over Bubsy 2 too.

Anyway, the cat's back in what is being ingeniously billed as a bigger and better adventure than the first. Virgil Reality (a pig in a three-piece suit) has created a museum that simulates famous historical happenings. Bubsy takes his niece and nephew for a squiz, naturally the little buggers get lost in the time zones, so it's Bubsy to the rescue. Acclaim promise to chuck in heaps of bonus games and a two-player option too. But then again, they promised that Pele would be a world-beater. We await with bad...er, sorry, baited breath.
Double Switch

Double Switch is another one of those "Interactive Movies" (you know the ones... they're usually not very interactive and they don't look much like a movie either) that will supposedly revolutionise games-playing and, indeed, the entire Entertainment industry. Hmm. We'll be the judge of that.

The plot revolves around a rundown tenement building. The tenants are mysteriously disappearing, and Eddie, who's in charge of the buildings security system, has been trapped in the basement. That's where you come in - you need to explore the building, protect the remaining tenants, and find the codes to free Eddie.

Like Night Trap, you're in control of a security system, switching from room to room (there's 7 in all), and triggering traps in each room to catch the bad guys (whoever they might be). So what makes Double Switch any better? Well, it promises to be a lot more interactive than Night Trap (does that mean you get to put three CDs in the little slot?) and it's got some real Hollywood-types as its stars. Yes, even bigger names than Dana Plato! Like Corey Haim (and isn't it a wonder a man of his talents can't find more work?) and Deborah Harry, who, when she was Blondie, sent many a funny feeling up the spine of the adolescent.

Hyper crew. Ah, those carefree days of youth and "Rapture"...

Jammit

Yet another in a whole string of basketball games, Jammit looks a bit different. It's one-on-one rough and tumble action where the players bet money on the games they play (if you're rich or stupid you can do this in real life too).

It features male and female players (which is good) and it's not a professional game which means it's a no-holds-barred affair. You can punch and smash the ball away from your opponent. But be careful because he or she could call a foul on you.

There's some very nice digitised voice action and when you go for the big dunk, there's a close up shot so you can really see what's going on.

We haven't played it yet, but apparently it moves very smoothly and the moves are easy to pick up and learn.

But can it compete with NBA Jam, NBA Showdown '94, Hyperdunk and the rest? We'll tell you next issue.

Mega Man X

Mega Man is one of Capcom's oldest and biggest stars. His outings on the old NES are legendary. Why he never made it to Streetfighter II is beyond us - we know for a fact that he was bitterly disappointed. But now Mega Man's tears of anguish have turned into tears of joy, for he's about to star in his very own 16 bit game, Mega Man X (surely some kind of record in the sequel department?).

Mega Man X is rumoured to be very hot indeed. The basic run/shoot/jump-whallop gameplay of the 8 bit adventures hasn't changed, but the graphics and sounds have been pumped to Super standards.

Mega Man is on a mission to destroy a bunch of renegade "reploids" (cyborgs) that have turned against mankind (talk aboutbiting the hand that feeds you). There's weapons and power-ups galore to help him on his way, and just like the old NES games, once you defeat a Boss, you get its powers too! A beefed up Mega Man is almost unstoppable! As always, once we have it, we'll pass it on to you, our dear readers, for without you, we are nothing....
Ahhh, the smell of petrol, burning rubber, and sweaty Frenchmen in fireproof suits. No, it's not the HYPER Christmas party, it's Virtua Racing. Can Sega's DSP chip transform a humble Mega Drive into a high-tech racing machine? Andrew Humphreys goes into overdrive...
**Virtua Racing** is the game that rev-heads and tech-heads alike have been hanging out for. The rev-heads just want a good racer. But the tech-heads want to see how Sega's new Digital Signal Processor (DSP) chip stacks up against Nintendo's much-hyped Super FX chip in the polygon animation stakes. Well, stick around and I'll try to keep you all happy.

**The DSP chip** Virtua Racing is all about polygons. Polygons are multi-sided shapes, drawn by connecting points positioned on a 3D coordinate system. Animating these polygons creates a 3D (if somewhat artificial-looking) space. Whack a dollar or two in the arcade machine and you'll see what smoothly animated polygons can do. But how can a Mega Drive, with its 68000 CPU, handle all these polygons? It can't - unless it's got some help, that is. That's where the DSP chip comes in.

The DSP chip is an extra-processor that will be tucked away inside the finished cart. It runs at 26 MHz (that's pretty fast) and drives the polygons at over 15 frames per second. With the DSP chip handling the polygons (and it doesn't have to be used to generate polygons - in the future it will be used for many other things too), the CPU is free to do other things.

The result? Super-smooth polygon graphics like you've never seen on a Mega Drive before. It's not arcade-perfect (the arcade machine packs in some really heavy-duty technology and 16.7 million colours) but it's very, very impressive. And the speed? It's right up there with the speed of the arcade machine. So the future of the DSP chip looks very promising indeed.

**Split screen two player mode. There's no slow down, even when each player uses a different perspective.**

**Boy racers** The Mega Drive's Virtua Racing has three play modes with three levels of difficulty (easy, normal or hard). You can also access a Records feature which saves the names of the best racers (from 1st to 24th) on each track and the fastest lap time. In each play mode, there's a choice of automatic or 7-speed manual transmissions.

Arcade purists will go for the Virtua Racing mode every time - it's exactly what you get when you pop a coin into the arcade machine. Your 'credit' lasts as long as you keep reaching the extend time point. The time ticks down pretty quickly, so you have to hurry. Just like the arcade machine, there's a choice of three tracks: Big Forest (Beginner), Bay Bridge (Medium) and Acropolis (Expert). To master them all will take more than a few quick laps. To win a race, you're going to have to get very good.

Aside from the VR mode, there's the Free Run mode and the 2 Players Vs mode. Free Run is a practice mode - just you and the same three tracks, for 5 to 20 laps. The 2 player mode gives you head-to-head, split screen racing with a friend. Again, it's the same three tracks to pick from, over 5 to 20 laps. To even things up, there's a handicap system too.

**No competition** Virtua Racing looks better and sounds better than any other racer on the market. The graphics are amazing. It's fast, but it's detailed too. Even the Pit Crew look great. All four arcade perspectives (from right behind the wheel to bird's eye) are included and the transition from one viewpoint to anoth-
er is ultra-smooth. The only problem is that you have to cycle through them (with button C) to get to the one you want.

The sound effects are full-on engine-revvin', petrol guzzlin', heart-pounding, shit-there-goes-another-one-past-me stuff too. There's a nice "Vrooomm", a decent "Zoooom", and a good "Nneeroomph". Plus, there's screeching brakes, tumbles, and a lot of speech (even if it's a bit gravelly).

But how does it play? Well, it was never going to give you the same rush as sitting in a deluxe arcade cabinet, your feet on the pedals and your hands clutching the wheel (at least, they should be clutching the wheel!), but it comes close. Using a control pad is a bit of a come-down, but the controls are excellent - your car is beautifully responsive. The 7-speed manual transmission is the best I've used too; better than F1, and better than Super Monaco GP II. Overall, it's a joy to play. The action is tense and truly exciting.

If there's a down-side to Virtua Racing it's that it's only got three tracks for you to race on. But it'll take you a long time to master them (especially on the hardest difficulty setting), and the split-screen two-player option will keep you busy for years.

Quite simply, if you're going to buy a racing game, then you have no choice but to buy Virtua Racing. Boy (and girl) racers will love it. It's a fantastic game and a stunning technical achievement.
In this month’s issue:

Andrew Denton
The Mouth That Roared

“I’m a mental jukebox. I could give you three perfect pop minutes on any subject but I couldn’t give you a symphony on anything.”

On Sale Now.
What's funny about a hedgehog? Aside from the obvious toilet brush and roadkill jokes, nothing really. And who needs to be funny? This is Sonic 3. Yes, he's bigger, bluer and better than ever.

ANDREW HUMPHREYS wonders whether that's enough.
Playing Tails.
Playing as Tails can make the game even easier. Tails can fly (double jump) and swim when underwater. Flying is especially handy. You can’t fly forever – Tails runs out of puff.

Competition Mode
The two player split-screen mode has been expanded to take in three events. You can race a friend or the computer. This time the split-screen works well – no slow down in sight...

Bonus Stages
Touch a lamp-post with fifty rings and you can go into the bonus stage. It’s a gumball machine that drops goodies. In your search for rings, don’t forget to look for hidden passageways.

Special Stages
The only way to collect the Emeralds is in the special stages. You have to find the hidden entrances. Just jump through the hole. You need to collect all the blue spheres.

I’ll say this right from the start. I’m not enamoured with Sonic the Hedgehog. Yes, I know he’s a star, and yes, the first Sonic game revolutionised home gaming, but now? Well, unless Sega’s programmers come up with something new, I’m not that interested. I mean, when was the last time you played Sonic or Sonic 2? I’ve got both games and as soon as I finished them (ie, after a couple of days) I put them away for good. So, as you’re reading this, just be aware that I am not Sonic’s biggest fan.

Sadly (for me, you and Sonic), Sega’s programmers haven’t come up with anything new. Sonic 3 is slicker, faster, and better looking than the first two games, but when you get down to playing it, the game remains the same. Sure, there’s all-new levels, new special stages and bonus stages too, but the basic run-to-the-right-and-jump-a-bit gameplay hasn’t been touched. Sega are taking no chances; they’re giving the gaming public “what they want”, and they deliver it with all the skill and style they can muster. If you’re a fan, you’ll love it. But if you wanted something more than more of the same, you’ll be disappointed.

New Bits? Sonic 3 takes off where Sonic 2 left off. Clever that. Tails is back (you can play as Sonic, Tails, or Sonic and Tails) and the split-screen two-player mode is back too. But (and this is a welcome feature) now it’s all battery-backed. You can save six different games at once, so when you die (probably only because you’re really tired or careless) you don’t have to start from the beginning again. You can turn your Mega Drive off and come back in the morning and start from where you left off.

What’s the new story line? We have no idea. Sega couldn’t help us, so I’ll try and describe what happens in the intro. Sonic and Tails are zipping along in their little bi-plane. Sonic (as Super Sonic) flies off into the first zone (Angel Island) where he hits this evil looking, dreadlocked pink guy (not the boxset colour in the world) who steals the seven Chaos Emeralds, laughs a bit, then nicks off. Evil Pink Dude keeps popping up to taunt Sonic throughout the game, but he’s only a henchman to the number one baddie, Dr Robotnik (who else?). It’s all very familiar. There’s seven different Zones (split into two Acts a pop), each with a mid-boss, a Robotnik boss and a final Robotnik to dispatch. You run around collecting rings, searching for the special stages (to find the emeralds), jumping and spinning your way through enemies until you find the exit.

There are some nifty new features though. All the old power-ups (the speed shoes, invincibility, etc) are there, but now Sonic’s got three new powers: a bouncy air bubble (so he doesn’t need to breathe underwater), a lightning shield which will attract rings like a magnet, and a fireball which can turn the hedgehog into a deadly fireball.

The fireball (press the jump button again while you’re in the air) can be a handy weapon but Sonic’s also got a
new "flash kick" up his sleeve too. It doesn't seem to do anything a normal spin attack can't, but it looks cool anyway.

And how about those Special Stages? You don't need a certain number of rings, all you need to do is find an entrance (a big, floating ring). Smashing through rocks and stuff is usually the best way. I liked the Special Stages in Sonic 2 better, but these ones are very nice too. You're on a big ball with a checker board grid. To get the emerald you need to roam around the endless grid, collecting all the blue spheres - hit a red sphere and you're out. As you collect more blue spheres it speeds up and can get very difficult. And like the first two games, to really finish Sonic 3 you need all the emeralds.

**Is it enough?** Of course, Sonic 3 is one of the most beautiful games around. The detail and depth of the graphics have been lifted to new heights and the faster scrolling, even in the split-screen mode, is as smooth as it should be. The graphic cutaways as Sonic goes into buildings or spirals up a pipe are particularly cool. Check the screen grabs if you don't believe me. As for the sound, it's all very "Sonicly" - much too Sonicy (with the emphasis on the "icky") if you ask me.

And the gameplay? Well, it's Sonic - no more, no less. The levels are much bigger and there's hidden bits everywhere, but there's still too few enemies and it's still too easy. The bosses, with their simple patterns, are a real pushover. After three and a half hours of playing I was up to the last Zone and the game crashed on me. Otherwise, it would have been over in a real hurry. The sad thing is, I didn't want to play it again, even for you, my beloved readers.

But this is Sonic and Sonic has always been a game for everyone - the young, the old, the good, the hopeless. Sonic 3 is undoubtedly the best Sonic game so far (including Sonic CD - I'm just meaner than Stuart) and it will sell by the truck-load, but for me, the thrill of it all has worn off. That might not be the same for you. As they say, you can never get too much of a good thing. If you believe that, run out and grab a copy of Sonic 3 now. And even if you're sick of hedgehogs, you have to play this game at least once, don't you?
Carnival Night Zone  Ice Cap Zone  Launch Base Zone

MEGA DRIVE
available
MARCH
category
PLATFORMER
players
1-2
publisher
SEGA
price
$149.95

visuals
16 meg full of wonderful graphics & super-fast, super-smooth scrolling. Lots of flashy new visual tricks to make you stand back and go “Oooh!” too.

sound
I don’t know how they do it, but they’ve managed to make it sound exactly like Sonic 1 and 2, even though the soundtracks are new. Weird, huh?

Gameplay
A few new features do nothing to hide the fact that this is the same as it ever was. You’ll either love it all over again or be very disappointed.

longterm
Way too easy (unless you want to finish it with all the emeralds) and you’ll finish it quick smart. The two-player mode gives you more longterm value.

overall
Everything you expect from a Sonic game, nothing more. If it was just me, the score would be lower, but Sonic freaks are going to go off.

90%
There's nothing quite like a rock hard shooter to keep a rock hard blaster boy happy. R-Type III is rock hard. Andrew Humphreys is rock hard. We put the two of them together for (you guessed it), some rock hard fun...

I thought I'd finished with shoot 'em ups. Let's face it, after you've saved the galaxy a couple of thousand times the thrill of it all tends to wane. So for a shooter to even begin to spark my interest, it has to be something special - which is exactly what R-Type III is. Yes, despite the ridiculous sub-title; R-Type III is an excellent game that reminds you just how much fun a well designed shoot 'em up can be.

Pick a peck of pickled pods
So what's so special about R-Type III? Lots of things actually.

First up is the improved firepower. Unlike Super R-Type, you get a choice of three Force Pods, each with their own super-destructive weapons. Keep powering up your pod for maximum kick-arse effect. It also helps to charge up your weapon - just hold down the fire-button, watch the power-gauge fill up, and let her rip.

But there's even more things you can do with your pod (no "I love playing with my pod" jokes please). Sometimes it's best to position it at the front of your ship (to take care of incoming shots) and sometimes it's best position is at the rear (to watch your back, idiot). All you have to do is launch the pod - it'll keep firing as long as you do - and catch it again.

As a whole, R-Type III is more like Hellfire (a Mega Drive classic) than Super R-Type. Like Hellfire, it's brilliantly paced, the levels are big and tough; the bosses are even bigger and tougher, and there's a lot more to it than simply keeping your finger on the trigger. You actually need to think. Now I know this will bother the more brain-challenged of you, but I for one find it exciting. The strategic element is what makes the gameplay so gripping - which, in the end is what puts R-Type III into the Heaps Good Blaster category.
Hard rock

*R-Type III* is tough. Very tough. Tough enough to attract serious games freaks. Rock hard even. The Spider Boss at the end of level three is a real arachno-prick. Don't let the infinite continues fool you - you'll find yourself stuck in the same place again and again, even in the early levels. One hit and you're dead, so it's very easy to become familiar with the start of a particularly difficult section. But as tough as it is, it's never frustrating. The restart points are very friendly and you can always power up to respectable levels pretty quickly. Your ship is as responsive as can be, it's all just a matter of technique.

There's some spectacular visuals to go with all that gameplay. *R-Type III* weighs in at a hefty 16 meg and it shows. The detail on every level is fantastic and there's some very cool Mode 7 effects to keep the scaling and rotating freaks happy. The explosions are huge and the action is always frantic, but there's never any slow-down - it's smooth blasting all the way. The music also rocks (it's not ultra-hard, but it's none too flaccid) and the sound effects are extra-chunky too.

*R-Type III* is one of the best shooters to appear in years. Once you sink your teeth into it (don't bite the cartridge, I'm speaking figuratively), you'll be well and truly hooked. Shooter fans will love it. It's only got one fault: the two-player mode is a write-off. Taking turns sucks hard - it always has. But for one-player mayhem, it doesn't come much better than this. Go on, save the galaxy once more for old time's sake.

**SNES**

**available**
NOW

**category**

**SHOOT 'EM UP**

**players**
1-2 (ALTERNATIVELY)

**publisher**
IREM

**price**
TBA

**visuals**
Detail, colour, smooth scrolling, and all those other things you look for in a game. Some flashy Mode 7 stuff too.

**sound**
The music rocks along (in that Japanese shoot 'em up kind of way) and the FX are great. Nice squelchy noises in level two.

**gameplay**
Good, old-fashioned, frantic blasting action and then some. It's fast, it's challenging, and you'll need more than a muscle-bound trigger finger.

**longterm**
It's tough as (alright, it's Rock Hard Mate) and so much fun you'll want to come back to it again and again.

**overall**
Long live the shoot 'em up! If they were all this good, then none of them would be bad. Or something like that anyway... 90%
If you believe the hype surrounding this game, Chunners and the boys might finally have some competition in the biffo stakes. Is Eternal Champions the greatest fighting game ever made? ANDREW HUMPHREYS has his doubts.

Sega may have a tough time convincing people to buy Eternal Champions. Both Streetfighter II and Mortal Kombat sold themselves - they'd been arcade hits and had loyal followers way before their home release. To compete, Eternal Champions needs to be either very good or very different. Luckily it's a bit of both, but it's probably still not exciting enough to be a real winner.

Dead Heads All the fighters in Eternal Champions are dead. Not a good start, is it? If you can't beat up a dead guy you're in serious trouble. But they've all been revived by the Eternal Champion for a tournament to find the greatest fighter of history. The winner gets to live forever as the new improved Eternal Champion, maintaining the cosmic balance between good and evil for $450 a week, a good dental plan, and 3% superannuation per annum.

But the story-line is unimportant. It's a fighting game. All you do is pick your character (there's nine of them), learn their moves, and start beating people up. Defeat the eight other characters and you win the right to challenge the Eternal Champion. You've got one match - and no second chances - to beat him.

Each character has his or her own distinctive fighting style and loads of special moves. Some, like Shadow and Jetta, are quick, hit-and-run types, while others, like Blade and Slash, are Zangief-style powerhouses. As an added strategic element, all special moves require a certain amount of "inner strength" (which appears as a Yin/Yang symbol next to the energy bar). If your inner strength is low, you can't use your specials. That's where the "insult moves" come in handy - insults drain inner strength. So you can stand toe-to-toe and trade insults instead of fighting if you want.

Option heavy Eternal Champions is overflowing with options. Aside from the contest mode, there's a one-player practice mode (where you can turn off the inner strength requirement), three training modes (where you fight practice spheres and holograms), the Battle Room and two-player matches and tournaments. As for instant replay, you can even replay a whole match frame by frame if you want.

But options mean nothing unless the gameplay is up to scratch. So how does it play? Pretty well. The controls are nice and tight but like SF2 a 6-button controller is essential (the layout is the same: low/medium/high punch and kick). Without 6-buttons, you have to toggle between punch and kick, which is annoying to say the least. For every character, all of the special moves are either charge moves (back or down) or button combinations.

Charge times are cumulative - you can walk back for 4 seconds, forwards for 2, and still have a 2-second charge. The range of moves is good and there's heaps of possible combos too.

There's a choice of three game speeds: Slow, Normal (about the speed of SF2 Champion Edition), and Overdrive (low Turbo speeds). But because you tend to spend a lot of time waiting for your inner strength to build up, a lot of players will find it a touch on the sluggish side.

The computer opponents are tough and actually seem to learn from your attack patterns. It makes for a challenging contest. But the fact that the inner strength requirement only seems to affect you, while the computer can rip off special moves no matter what, is really annoying.

Nice backgrounds From a 24 meg cart, you expect some fancy graphics. Eternal Champions delivers some very nice backgrounds but the character detail and animation is, at best, uneven. Some characters, Blade for instance, look great and move superbly. Others, like Larcen, need some work. There's a few spectacular moves, but overall, it lacks the style of SF2.

Sound-wise, the battle effects are solid and the atmosphere-packed music for each location is excellent. The only let down is the voices. All those insults (like "Pig", "Coward", "Simpleton") get very annoying, very quickly.

I just don't know whether Eternal Champions will grow on the gaming public. The bottom line is that it's not as good as Streetfighter II and if you only want one fighting game, you shouldn't buy this one. But it does do things that Streetfighter doesn't - in terms of strategy and depth, it's up there. Some players will love it; others won't. Your best bet is to rent it first and see if it's up your alley. If it is, I suggest surgical removal.
Various delights await you in the Battle Room (seen above and right). Below: Training with the dexterity sphere. Below right: More training. One of these men is a hologram. Which one?

**ETERNAL CHAMPIONS**

**MEGA DRIVE**
- **Category:** Fighting
- **Players:** 1-2
- **Publisher:** SEGA AMERICA
- **Price:** $139.95

**Visuas:**
Great backgrounds and interesting enough characters. Some of them just don't seem to move as well as they should.

**Sound:**
Good fightin' music for each location and some solid Whacking! noises too. The characters' voices suck the big one after a while though.

**Gameplay:**
Lots of characters, lots of moves and good control (if you like charge moves). The "inner strength" requirement, though often annoying, adds a nice bit of depth.

**Longterm:**
Mastering every character will take a big chunk out of your lifespan. Endless options to explore and very solid with two-players.

**Overall:**
In-depth fighting action that won't be to every gamer's taste. I like it, but I'm not sure if you will.

85%
Skitchin' is a very dangerous pastime, and this game even comes with a warning not to try and emulate any of the stunts in real life. Unfortunately this game is so good that that's exactly what you want to do. STRETCH ARMSTRONG gets back from a local highway, a little bruised and battered...

Now I don't want to sound like a suck, but it seems to me that the vast majority of EA games that I play are total corksers (that means they're pretty damn good). Think Madden, think FIFA International Soccer, think Road Rash and you'll know what I'm on about. Road Rash is probably the spiritual forebear of Skitchin', which is a totally ace roller blade combat game for the Bill, Ted, Wayne and Garth generation.

**Hitchin' a Ride** "Skitchin" (skate hitchin', I presume), refers to the very dubious ability to grab onto the back of speeding cars while powering along the highway on your roller blades. If you're successful, of course, it leads to even greater thrills and spills. If not, well you figure it out... Sensibly, EA have chosen to include a warning at the beginning of the game saying that trying to "skitch" would be a particularly dangerous and dumb thing to do, and here's hoping kids take notice of it.

In the video arena, however, skitchin' is a whole lot of fun. Presuming you chose the one player option (we'll get to the others later)
you’ll find yourself on the outskirts of an North American city (Vancouver to begin with) with a tasty skyline on the horizon. Actually, I’m ahead of myself here. First, you’ll meet the Spectre (Ron Barr, with street cred and an attitude) and he’ll give you a quick rundown on the track, and maybe introduce you to a local for a few handy hints. Then you can go shopping if you like (for pads, wheels, skates or whatever), remembering that you’ll also need race entry fees, and you can also select your preferred “tunage” from the in-built sound system. Personally, I’m a bit of a Jerky Curtains fan myself, but you may prefer Cheese Grater or any one of 14 other track alternatives (including Spicy Placenta - yeeeerck)

Then you can hit the road and really burn some polyurethane (or whatever wheels are made of this week), as you attempt to grab the bumpers of speeding vehicles that you’ll be able to scope in your rear view mirror. Sound easy? Well, it gets a whole lot harder when you discover that there are a bunch of other skitchers on the track - dudes like Trash, Foster and Karcass. None of these guys will ever be Goodwill Ambassadors for the UN. In fact, they’ll punch you, kick you, hit you with heavy objects and try to force you off the road, as they all attempt to finish in the top five and get a ticket to the next city, not to mention claim the wads of cash available to the Big Wheels of the skitchin’ circuit.

Road Combat But you, a die-hard blade punk, are not going to take this lying down. You’ll have to keep your eyes open to pick up weapons and beat the crap out of your enemies and you’ll also pull off tricks, poses and maneouevres (with help from well positioned ramps) in an effort to win extra cash. Learning how to “slingshot”, which is skitchin’ a car and using its pace to fling you even faster towards the next skitch, is also a smart move. If it isn’t enough to concentrate on all this, you’ll also have to watch out for cops who, for reasons known only to themselves, try to book skitchers (you need money for the fine) and for cars because, as surely as they help you along, they’ll also run you down and send you on a one-way trip to intensive care.

And if that explanation has left you breathless, wait ’til you play the game! The reason why EA make cool games is because they pay attention to detail and leave nothing to chance. The pace is great, the graphics are impeccable and as smooth as non-crunchy peanut butter, and it fulfils the prime objective of being great fun. There’s one player, tournament and two different two player modes, bonus stages, excellent sound and music and millions of other game aspects to keep you enthralled. Above all though, this is a very original game and thankfully EA have seen it right the way through rather than release a half-arsed version. They’ve even gone as far as to tie in graffiti art, spray can graphics and, as I said, appropriate music, to make a cohesive whole. Oh yeah, and good, old fashioned violence never goes astray.

All up, this is excellent — and I’m no suck. So there.
NBA Jam may be the ultimate basketball experience, but it's not the most realistic sports game there is. Is it? Flaming balls (ouch!) and triple somersault dunks? Now, I ask you. I don't know what I ask you, but I ask it anyway. So if you're looking for gritty realism, you'll need to look elsewhere. NBA Showdown 94 is a good place to start. With over 5000 individual player ratings tucked away in the game code (including every NBA player from the 1993-94 season), season play and more stats than you can shake a tall man in an athletic support at, this is a must have for true NBA Freaks (that's Freaks with a capital "F").

Up the date NBA Showdown 94 is another EA update. It uses the same basic, side-on game engine as Bulls vs. Blazers, Bulls vs. Lakers, Team USA Basketball, and the original, Lakers vs Celtics. But this time they've actually done more than just change the players' names. The graphics have been improved to give more detail on the players and the court, and the animation is all new and much, much smoother. Best of all, they've pumped up the game speed considerably, so fast-break 5 on 5 basketball is now within our grasp.

You can play with all 28 1994 NBA Teams in one-off exhibition matches or take your favourite team through a full (or reduced) season. If you like, you can jump straight to the Playoffs. It's all battery-backed too. Team standings and league leaders (in points per game, 3 pointers, shooting percentages, free throws, and blocks) are tracked throughout the year.

As a nifty little bonus, you get the 1994 East and West All-Star teams, and you can even build your own custom teams of NBA superstars.

Season play isn't the only new feature. NBA Showdown 94 is 4 Way Play compatible. And as we all know by now, more players = more fun. You can play two against two, or all four of you can gang up on the computer if you're feeling nasty.

There's a new Coaching option too, which you can call up at any time during the game. You can set defensive assignments for the whole team, check the "Hustle Board", and call both offensive and defensive plays. There's a good range of plays and you can even rename them in your own special way to keep opponents off guard.

Plus, there's more dunks and signature moves to find, even more stats, you switch directions at half-time (a small change, but a goodie), red stars indicate players on hot streaks, and the EA Sports presentation is better than ever. Ron Barr and the team even pick a player of the match. Oh, and there's a new front-on free throw perspective too... it wasn't installed in the version I played, but I'll take EA's word for it.

Speed freaks Pummeling the game speed (it feels about twice as fast as the older EA basketball games) overrides almost all of the gameplay faults of Bulls vs Blazers. NBA Showdown is much more fun to play. It's still a bit too easy to get tangled up by a bunch of players, but now you can work your way out of it. It's...
Showdown 94

even possible to weave your way
down the court to the hoop for an
easy lay up.

As I said, the graphics and ani-
mation have been improved out of
sight, but the sound effects are
still a bit sparse, especially con-
sidering the full-frontal attack of
NBA Jam. A wilder crowd and a bit
more speech wouldn't have gone
unappreciated.

NBA Showdown 94 is an excep-
tional game. It's got all the features
you want for many months of
happy gaming. If you're a true bas-
ketball fan, it might even be worth
having this as well as NBA Jam in
your collection. Go on, spoil your-
self. No one else is going to.

The best EA basketball game by
a long way. All the teams, all the stats
and all the realism the true NBA freak
needs to survive.
CLAYFIG

Guess what?
Someone in the
games industry
has had an origi-
nal thought! And
they've got a
sense of humour
too! Shocked?
STEVE POLAK
certainly is.

Finally, something a little differ-
ent. For all you plasticine fans out
to there, you can now take out your
goo oriented fetish on the SNES
in one of the most original and
downright stupidly funny games ever
produced. Clay Fighter is far from an
average beat em up - in fact it
should be reclassified as a beat it
up, as the combatants are so weird
and wonderful that they can only be
described as "its".

Weirdness Clay Fighter is weird.
Extremely weird. A clay meteorite
 crash-lands smack bang on top of
a Circus. The result - the Clay
Fighters, and a tournament to
decide the "King of the Circus". I
suppose you could say that it's a
psychedelic cousin of Street
Fighter II, because most of the
moves are triggered the same way,
although the actual special moves
are at times brilliantly eccentric.
Check this for bentness: Bonkers
the clown has amongst his special
moves a fairy punch (cute but
painful), a trick flower to squirt his
opponent in the eye, an eye poke
(Three Stooges style), and a giant
hammer which he pulls out of
nowhere to whack you over the
head with!

Other characters include Blue
Suede Goo (an Elvis impersonator
with a lethal Hair Whip), the Blob
(a blob), Tiny the circus strongman,
Tuffy, Bad Mr Frosty ("I'm bad, I'm
cool, I'm nobody's fool"), Heiga the
Viking (don't ask), and the ghostly
Ickybod Clay.

Each character has a variety of
special moves at least as stupid as
Bonkers' moves. Blue Suede Goo
fires out notes of bad music like
fireballs, and his "Jail House Kick"
is a scream. He's probably my
favourite character (is it the close
personal resemblance? - Stuart),
although I like the Blob for his ver-
satility too. This amorphous mass
of clay can change itself into
weapons, like a giant boot, a whole
bunch of boxing gloves, and best of
all, a giant buzz-saw to slice
through clay opponents.

The inevitable SF2 bit: One
thing that is glaringly obvious
about Clay Fighter is that it has an innovative concept, which is great. There's just too many SF2 wannabes out there. But, I hear you ask, does it play well? Good question too, because there's some problems on this point, although they are relatively minor. Firstly, is it me, or is Clay Fighter a little on the slow side? Even on the highest speed setting, it's nowhere near as fast as SF2 Turbo. Second, some of the specials are a little difficult to trigger effective-ly, but that's possibly a problem with me, not the cart. (Ah - yes, Stuart.) And even on the hardest difficulty setting, as a one-player game, it's a little too easy for seasoned joystick warriors.

Clay Fighter really comes into its own when you look at the graphics. Interplay doesn't seem to be doing much wrong at the moment because the visuals are brilliant. The way that the characters flow through their bizarre animations is so fluid that the Blob really seems to be one big pile of goo. Because the graphics were created using real claymation, there is a textured feel to the sprites so that each character seems either soft and gooey, or brittle and hard.

The music to this off-kilter thumpfest is also great, meshing a sense of cartoon silliness (check out the title song!) with appropriate themes for each character. And the vocal samples are absolutely brilliant. Every character has a distinct, clear voice. Blue Suede Goo pops out all the classic Elvis-isms, like "Hey, watch the hair, man", "Whoa Mamma", and "Don't be cruel". The fight announcer ("Ladies and gentlemen...") also has quite a personality.

Finally, the Clay fighter experience is enhanced by some richly-coloured backdrops which really suit the characters and show off the SNES colour palette brilliantly. All that's left to say is if you want some really bent violence with a great sense of humour and a rich tapestry of sound and colour, then you should buy Clay Fighter. Kombat disciples can now learn the Way of the Clay.

TAFFY VS HELGA

Double KO in the first match! But Taffy's soon dazzled by Helga's beauty.

ICKYBOD CLAY VS TAFFY

ICKY VS TINY

Ickybod takes a beating. First from Taffy's noogie punch, then from Tiny's crush.

SNES
available
NOW
category
FUNNY FIGHTING
players
1-2
publisher
INTERPLAY
price
TBA
visuals
The sprites are big, fluid and stupid in just the right way. Amazing backdrops and claymation. I'm bedazzled!
sound
Rich and carnival-esque tunes, a ridiculously funny theme song, and some of the best vocal samples I've ever heard on the SNES.
gameplay
A little too easy for 1 player and I am a little sick playing SF2 clones, but this is an excellent and innovative twist. Heaps of moves and good control too.
longterm
This will always be a great, fun laugh. Better than a whole heap of fighting carts, but whether you'll keep doing it over time remains to be seen. Solid 2-player option.
overall
Take a walk on the weird side. Clay Fighter is a great fighting cart and a wildly original game. Don't miss it.
Welcome to Streetfighting Turtles Part II. The Mega Drive version was average, but this is a different kettle of amphibians altogether. BRIAN COSTELLOE kicks some serious shell with the Turtles on the SNES...
Watching TV in a sewer does have its advantages - especially if you’re a green skinned amphibian and know a bit of karate. Raphael spies an ad for a fighting tournament on Channel 6, to be hosted by the bawling April O’Neil. When the other Turtles hear the news they jump higher than John Fahey did in Monaco - yes, they’re excited. So it’s off to Channel 6 to compete in what should be the biggest battle since Bloodsport.

**Three fingered fistin’ fury** I’ve been itching to bust some shred heads ever since I saw the first pics of this 16 meg monster. And now it’s here. Four turtles, a female warrior, a mixed up dude in a mask, and a weird assortment of mutated wackos appear in this great title. The guys at Konami liked Streetfighter II so much they took all the moves and gave them to our little green friends. But can Tournament Fighters come close to the brilliance that is SF2? Let’s give it a whirl...

If you’ve played SF2, you know how to play Tournament Fighters. The main difference is that you only use 4 buttons (hi/low punch, hi/low kick). But all the other principles remain - you can even dizzy your opponent with a kung-fu move full of combos. One new feature is the “Ultimate Attack” move. When your attack gauge (below the energy bar) fills up, you can let it rip. The more hits you put on your opponent, the quicker it fills. Each fighter has their own devastating attack, guaranteed to rip the schnitzel out of even the hardest looking dude.

There’s a grand total of 12 fighters with 10 at your disposal and two bosses. Aside from the Turtles, you can play as War, Aska, Wingnut, Armaggon, Chrome Dome or the deadly Cyber Shredder. The two bosses are the Rat King and Karai. And there’s already rumors of secret fighters!

**To SF2 or not to SF2?** As far as playability goes, it ranks almost as highly as SF2 (that’s good). And unlike the Mega Drive version, the controls are great and the special moves are easy to execute.

The quality of the graphics is excellent, but the animation (as good as it is) just falls short of the brilliance of SF2. Some of the backgrounds are absolute stunners - the octopus background would have to be the most original I’ve seen in ages. And the chunky sounds are not let down either.

There’s more options than you can poke a stick at too, with just about every detail at your command. You can play either in the Tournament or fight in an Art of Fighting type Story Mode saga. On maximum speed the game plays very fast, but it’s not quite as insane as full-on Turbo SF2.

Actually, there’s nothing wrong with this game at all. Sure, it’s a SF2 clone, but it’s as good as it gets. I for one like to have as many one-on-one games as possible and I know I’m not alone (Are you sure? - Stuart).

Congratulations to Konami for a game good enough to take on the best. And it sure beats getting a Barry Manilow tape for your birthday.

Thanks to the Gamesmen for the cart.

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**Andrew says...**

What the hell happened to the Mega Drive version of this game (see HYPER #2!)? Tournament Fighters on SNES is brilliant! The graphics and animation are amazing, the voices are crystal clear, and the sounds are extra-chunky. Best of all, the playability is near perfect, with great control, easy to execute special moves, and wild Turbo speeds too! And what about those “Ultimate Attacks”?

There’s a lot of one-on-one fighting games in this issue, but the Turtles stands head, shell and shoulders above the rest. There’s only one game that tops it (and we all know it’s SF2), but this still runs a very close second.

The Mega Drive version (above) looks good but plays bad...
World Heroes is taking on not only Streetfighter 2, but the classy new SNES fighting contenders - Clayfighter and Turtles: Tournament Fighters. Can the arcade classic stand up and take the punishment? STEVE POLAK tells it like it is.

Ladies and Gentlemen we have a new challenger for the throne of all time classic beat 'em up combat cart! Weighing in at a hefty 16 megs, trained by Sunsoft. I bring you the arcade wreckfest WOOOORLD HEROES!!! And now the opponent. Its BAD, it has dominated the gratuitous violence stakes for a long time now, at an awesome 20 megs - STREET FIGHTER 2!!!! Now guys I want a clean fight, no short circuits and may the best combat win!

Forgone Conclusion I know in reality the competition is a forgone conclusion, but I just wanted to play the role of MC for a little while. Now the serious violence. Is there ever going to be anything which measures up to the Gigantuan SP2? Well while the Turtles come pretty close and Clayfighter is heaps of fun, I feel that World Heroes is unlikely to be the cart to knock anything off a pedestal.

Having said all of the above World Heroes is actually not too bad. It has a few bone crunchingly enjoyable moves, a nice variety of opponents,
and it's a pleasant romp through "slaughterarena" territory.

The concept for this cart is unsurprisingly rather unoriginal. Eight fighters from different parts of the world are brought together using a time machine to test their skills in order to vie for supremacy in the biff-stakes. I know this sounds as dated as John Farnham's hair styles, but let's face it, you don't care about storyline with carts like *Heroes*, it is all about the sound of spattering bone.

*Heroes* does deserve some credit in that it brings together a collection of innovative, and at times rather weird, combatants (the most bizarre of them being the Magician Rasputin who can injure opponents by twirling his skirt like a rope — mmmmm very cute!). There are two identical Ninja characters (long lost cousins of Ken and Ryu perhaps?), as well as a muscle bound wrestling type, a female armour clad swordsman, a Karate Champ, a Mongolian warlord, and a Nazi-esque hydraulic robot.

The gameplay is very straightforward, with a strength bar across the top of the screen, and the winner being decided by the best of three matches, making comparisons to *SF2* inevitable. There are two types of arena you can choose. Warriors can either slug it out at a series of generally well drawn locations worldwide or play Death Matches which believe me sound more interesting than they are in reality: In the Death Match you fight in a poorly drawn arena surrounded by flames or electricity, and there are mines on the floor. This option should be avoided at all costs, as the deadly obstacles really get in the way of gameplay as you have to dance around them when all you really want to do is suplex the sucker standing before you.

*Heroes* only allows you to use 2 types of punch and kick (light and heavy) in conjunction with a throw, so already things are looking gloomy, in that the software should have taken advantage of the 6 button joystick. Also it doesn't really seem to make much difference which of the punches and kicks you use, so the options for good tactical plays and combos seem to narrow even more.

**Funny Moves** Also *World Heroes* isn't quite fast enough to really get the adrenalin pumping as you could almost have a little nap between hits. This cart seriously needs more speed, more variety, and less of a "When I grow up I want to be a SF2 clone" complex. Still, some of the special moves are quite satisfying and even rather funny. For those who are interested in beating up a mate while wearing a robe, there is the highly original Rasputin, who seems to deal out the damage by giving his opponent a big ticklish hug and laughing like your fat uncle. There is also cybernetic option for those who choose to play Brocken. He zooms about like a runaway missile, hydraulic arms flailing about in a very menacing fashion. And finally, if you really want to have an unfair advantage, you can strap on the armour as Janne, the French Joan of Arc inspired swordswoman, who has a variety of quite devastating special moves, as well as a bubbly girl's laugh just to reinforce the sexist stereotype set by Chun Li.

Now the blood has dried, it seems that *World Heroes* has suffered a bit of a beating doesn't it? It isn't a bad game, the problem is that *SF2* is just so good and is already King of the Genre. Still, I imagine that will please some of you violence hungry sickos out there, and on the hardest level it's quite a challenge for the joypad calloused video martial artists out there! So get out there and KILL KILL KILL!!!

*Many thanks to Console Connection for the cart (ph 03 375 2004).*
Hollywood is doing it, the fashion world is doing it and even the games industry is getting in on the act – everyone's looking to the past for inspiration. Platform shoes and flares are back on the streets, people are lining up to see films like the Addams Family, Beverly Hillbillies and The Three Musketeers, while Simon Vandre is playing a rehashed Winter Games.

Everything old is new again
In recent times the Hyper office has disappeared beneath a mountain of 80s games updated for a new generation of game-players. There are usually a few good original ideas around, but with Galaxies clones and "Classic Arcade Packs" filling many a supermarket shelf, you start to wonder...

Now it's time for the 1994 Winter Olympics at Lillehammer and, true to form, the games industry gives us a hit of old-style snowports. The first game I ever owned on my Commodore 64 in 1984 was "Ski Devil" and involved guiding a skiing figure down a slalom course, avoiding snowmobiles, rabbits and gnome-like pedestrians. A couple of years later, U.S. Gold produced "Winter Games" for the C64, one of the first in a series which included such sports sim classics as "World Games" and "California Games". The series was extremely popular, but mainly involved mastery of joystick skills more than enjoyable gameplay.

This "Winter Games" rehash for the Mega Drive has prettier graphics, a nicer front end and a few updated gameplay features, but the events and objectives remain roughly the same - although I suppose that's mainly because the Winter Olympics haven't changed either...

Still, it would be nice for snowports fans with Mega Drives to be able to play a 50s version of their sport, but for those old enough to have been there before, the Lillehammer Winter Olympics is a yawn.

Frustrating button-bashing The control method is still a button-bashing festival, and lassitude is still frustratingly based around trying to master the controls and set a better time. Gameplay takes several forms. Players can practice, go head-to-head or take part in either mini or full Olympics. Events include the luge and the bobsled, various slalom and speed skiing courses, a ski jump and a speed skating event. For the ultimate in stamina challenges, try the biathlon of skiing, shooting, skiing, shooting, skiing... ad infinitum.

The unfortunate fact of the Winter Games is that many events are similar. Most involve skills, and of these the downhill courses, including slaloms, involve similar duck-and-weave skills, only at different paces. The only real individual event is the incredibly difficult moguls, which, for the uninhibited, amounts to four-wheel-drive downhill stunt-skiing. The bobsled and the luge are almost identical.

At the end of the day, all that's really left to interest the solo gamer is breaking one's own record, though the computer opponents are all Winter sports geniuses (not an Eddie the Eagle among them) and they take a lot of beating.

Much better is playing in competition with a trio of friends. Make sure they've similar button-bashing abilities to yourself, however, or somebody will get bored fast.

This is not a game to steer completely clear of, but a Winter Olympics game in 1994 should be capitalising a bit more on the Mega Drive's capabilities, not simply rehashing an old format.
Golf. Love it or hate it, you can’t avoid it, as there are hundreds of golf sims on the shelves already. Will Pebble Beach make an impact? STRETCH ARMSTRONG doubts it...

I can well remember my visit to the real Pebble Beach, one of the true jewels of the US Pro Golf circuit. It was early morning, after a drive down the Californian coast. It looked beautiful and expensive, and there was no way a scruff like me was getting near it. But now, through the wonders of technology, you (and I) can experience all of it in our own living rooms (the golf part, that is) without the smell of my travelling companion and squashed Coke cups littering the floor.

Something special? But it’s not as if we’ve never seen a golf game before, is it? PGA Tour Golf 2 is a gem and even the creaky Mac I write this on has Jack Nicklaus lurking somewhere in its bowels. Basically then, with the field pretty much defined, this game will need to do something rather special to have you hanging over the readies, and you’d expect something truly awesome with 16 Meg at the programmer’s disposal. Unfortunately, while I really like this game and have a lot of fun playing it, I can’t pretend that it revolutionises golf games as we know ‘em.

For a start, while Pebble Beach is a great and famous course, it’s the only one on offer here and that’s not really enough. In play mode, you can choose between stroke play, match play, skins and tournament play, and while that’s all fine, we’ve done them before. The course graphics too, while often excellent and obviously accurate, sometimes look blocky, especially in the “fly over” mode. But I don’t want to dwell too much on the negative, because there’s some excellent features as well. With 16 Megs you’d expect some serious stats and they’re here, to the joy of big time sports fans. Apart from the usuals, you can also play to a handicap and the battery backup remembers your previous performance on each hole, provided you use the same name. There’s also room to save up to ten games and that’s fine, especially when combined with the four player option. The play itself is also good, and complicated enough to keep serious golfers on side. The graphics, for the most part, look a treat.

Sweet approach Tournament mode is best, for it’s here you get to compete with the 48 computer generated pros, as well as checking out the new features like caddie advice and the putting grid.

These are good ideas but, sadly, don’t really translate into dynamite gameplay features. Although they may not be earth-shattering, it’s still good to have your hand-picked caddy say “Sweet approach” as you nail that booming second shot.

As I said, this really is a lot of fun and if you’re a golf nut or even just a general sports fan, you’ll get a lot of fun out of the game, especially if you can rustle up some friends for a bit of serious tournament play. If, however, you’ve already got a good golf game, I really can’t recommend that you rush out and buy this one.
The Flintstones
The Treasure of Sierra Madrock

Yabba Dabba Do!
It’s Fred and
Barney on the
SNES! STRETCH
ARMSTRONG joins
the retiring
Grand Poobah in
prehistoric
Bedrock.

There comes a time when the reign of all great leaders must come to an end. Gandhi, Kennedy, King Arthur Beetsn - all had their time in the sun before moving on, sadly, not all of their own free will. So it goes with the revered and much loved Grand Poobah. After 15 years as the head of Bedrock’s Loyal Order of Water Buffaloes he’s stepping down, thankfully without the aid of an assassin’s bullet. But, of course, he must be replaced and the ambitious Fred Flintstone sees his opportunity. Unlike the Australian Cricket team, however, it’s not just a matter of anointing a successor. No, to claim the prize of pseudo-Masonic glory Fred must be the first to find the legendary "Treasure of Sierra Madrock" and to do that he, and buddy Barney, will have to face a number of quests.

Inventive, involved, varied & charming So goes the long winded but perfectly serviceable plot of this delightful little platformer. We may not be talking state-of-the-art graphics, or gameplay that will define the 21st century, but this is inventive, involved, varied and very charming to boot. But they had a lot to work with didn’t they? Simple but effective cartoons, great characters and years worth of terrible prehistoric puns are all pretty useful raw materials for gaming and this has captured the spirit quite well.

After the “plot” is explained you’ll head to a map of Bedrock from which, through a series of bizarre prehistoric dice rolls, you can enter any number of parts of the game. Most of the game portions are of the standard left to right platform variety, as Fred and Barney do battle with cartoon armadillos, gorillas, sharks and dinosaurs, to name but a few. They’ll also have to climb, jump, swim and traverse waterfalls as they collect clams and, though this is certainly not revolutionary, the cute graphics and game clock ensure a fast and enjoyable romp. Particularly spiffing is the stage in which Fred rides swings suspended from hovering pterodactyls before making his way over the huge and crumbling bone structure of a dinosaur well past it’s use by date.

But it doesn’t end there If you have enough clams to gain admittance, a visit to the Bedrock Amusement Park could be fruitful in your quest, as could playing barfly at the Bedrock Cafe from time to time. Of course, in the finest capitalist tradition, if you haven’t got the requisite clams the info will definitely not be forthcoming. Best of all though is the visit to Bedrock Stadium where the little racing game inside may increase your jumping ability or maybe even let you snag a very valuable map from the Grand Poobah himself.

If you can confidently navigate all that, maybe you’ll find the treasure and maybe you’ll install Fred as the next Grand Poobah and surely there’s no more noble goal than that.
Dune is not for everyone. It's a strategy game and strategy games take brain power. Fortunately that's something that Stuart Clarke has got stacks of. You can tell he wrote this introduction can't you?

Just mentioning Dune: Battle for Arrakis to a PC owner will bring a smile to their face (well, that's if they're not totally stupid), and now Mega Drivers get their turn with this excellent fast action strategy game set in Frank Herbert's legendary universe. If you haven't read the books or seen the film then you haven't lived, but to fill you in ever so slightly, in the Dune universe, the spice melange is the most precious commodity there is because it extends life and powers inter-stellar travel. The planet Arrakis has an abundance of the stuff and is therefore ripe for conquest.

Playing Housie There are three powerful Houses fighting for control of the spice on Arrakis - the evil Harkonnens, the goody two-shoes Atreides and the sneaky Orbods. Each House has its own tactics, strengths and weaknesses, so you will get a different game dependent on which team you choose (this adds a lot to the lastability). When you start, you will meet your House Mentat who will give you instructions and valuable advice on the missions he sets you. Most missions involve earning a certain amount of money from harvesting spice or wiping out the enemy in that region. You start in neutral regions, move on to attack enemy areas and the final mission is against the Emperor Frederick for total control of Arrakis.

The battlefields are on the endless sand dunes. You start with only a small section of ground visible, a few troops and tanks and a Construction Yard. You can send your men and tanks out to explore which will reveal the location of spice fields and enemy troops. Your Construction Yard is the base where you build such things as Wind Traps (for power), Spice Silos, Refineries (where the Harvester returns to convert spice to credits), Barracks (for training more troops), Outposts (provides a radar view) and even Space Ports. Of course you're going to need money for this so you'll have to harvest lots of spice, and everything needs to be built on concrete slabs or they will damage quickly and cost money to repair.

House Specialties Actually completing many of these buildings is very difficult as you are constantly under attack from one (or both) of the other Houses. Each House has its own special weapons. Atreides have Sonic Tanks as well as the support of the Arrakis natives, the Fremen. Harkonnens have the awesome Detonator Tank and Death Hand missiles which will take out enemy bases. Orbods have the Deviator Tank which launches a mind-altering gas to convert enemies, as well as Saboteurs who bomb enemy buildings. To throw in another element, there are sandworms who will eat anyone who walks over their mound.

There is so much more to explain about this game, but luckily there is an excellent tutorial option on the cart, which goes through controls and specifics. All you really need to know now is that Dune is an excellent strategy title that will have you hooked from the first mission. The Mega Drive conversion is excellent and plays faster than the PC which will make action fans happier. It may not have universal appeal, but if you've got half a brain, you should have many, many hours of fun.

The best action/strategy you can get for the Mega Drive. It's fast, hard and totally addictive.
Haven’t you lot had enough of dinosaurs by now? Here’s a little joke guaranteed to rid you of the dino-fetish forever: She was only a caveman’s daughter, but you’d never guess what Dina saw. Boom, boom. ANDREW HUMPHREYS is the idiot responsible...

Regular HYPER readers know that the Mega Drive version of Jurassic Park was a touch on the crap side, and that the SNES version was bordering on excellent. Regular regular HYPER readers also know the benefits of a high-fibre diet, but that’s another story. What even regular regular readers won’t know about, however, is the Mega CD version of Jurassic Park, so that’s what we’re going to learn about today.

Jurassic on Mega CD is a new game altogether. If anything, it’s closer to the SNES game (in concept) than the Mega Drive’s dodgy platform “fun”. Basically, it’s the kind of point-and-click, first person 360 degree viewpoint graphic adventure game that PC users have been getting for years. But on Mega CD, it’s a fresh idea, and it’s actually been executed rather well.

**Power Lines** I still haven’t seen the movie, but even I know the plot and you don’t want to hear it anyway. In the game, you crash a helicopter (I hope you were insured) on Isla Nublar, right near the gates to Jurassic Park. A tropical storm has ravaged the park, ripping down fences, washing out roads and bridges, and freeing the dinosaurs. What’s a guy to do, eh? Well, dodging the dinos, salvaging their eggs, and getting both the eggs and yourself off the island is a good enough plan to start with.

You have to find the dinosaurs’ nests, grab the eggs, and take them to the incubator in the Visitors’ Centre. You need at least one egg from each species (7 in all) to get off the island. The problem is, as you transport the eggs around, they get cold. If they get too cold, the dino-foetuses will perish, and you can’t make an omelette with a dead egg. Speed, therefore, is of the essence. Watch the clock (it ticks by in real time), because you’ve only got till sundown.

While you’re hunting for eggs you should also stumble across a heap of weapons and tools carelessly left lying around the island. Pick them up, they might be useful. You can use the tools (like pliers, wire cutters etc) to solve little problems along the way. The weapons are all non-lethal (bummer!), so when faced with a hostile man-eater, you can either run like hell (not as easy as it sounds), or try to put him into sleepy-sleepy land with a stun gun.

The exploration is helped along by a no-frills interface. At most locations you can only spin around till you’re dizzy. There’s no free movement, it’s all done with “Travel Arrows” (find one, hit button A). You explore an area with a crosshair (when you choose an item or a weapon, the cursor changes). The crosshair changes into a little hand when you move it over something that can be handled (like a light switch) or acquired (like a spanner). When you’re over an object that can be examined, the crosshair changes into a magnifying glass. It’s all standard stuff, if you’re used to PC adventures.
E for effort The gameplay is solid, but it's nothing special. It's not the most involving adventure of all time, nor is it the longest. You have to map it yourself too. But it is on a par with your average PC adventure. Where Jurassic Park gets extra brownie points is in the graphics and sound departments. A lot of work (and the odd nifty touch) has gone into the game, and we should be thankful for it.

All of the game screens are well detailed and the scrolling is generally smooth. The travel sequences (and the up the stairs/down the stairs bits in the Visitors' Centre are particularly noteworthy) are excellent. Even the commentary from the old hippy palaeontologist is nice. Finally, good-looking full-motion video (and it's not in a pissy little window either) thanks to the wonders of Cinepak technology. It's a marked improvement over old Mega CD stuff.

The "sense-boggling" Q-Sound is great too. There's lots of your typical dino-in-the-lush-jungle sounds coming at you from every direction. I'm still not sure it adds to the gameplay element, but it does make everything pleasant - unless of course it's the sound of a dino munching on you! Gross.

Jurassic Park is definitely a step in the right direction for Mega CD gamers. It really is a well-made adventure. It's just not compelling enough to be a must-buy. Check it out though, it might just surprise you.
GROUND ZERO

Texas

$3 million is a lot of money to spend on a game. Well, that's the amount it cost to make Ground Zero Texas, and it's probably why they're calling it an interactive movie. Stuart Clarke doesn't care what they call it, because he's having a good time.

When the Mega CD was released there was a lot of fuss made about its full-motion video capabilities. It was supposed to revolutionise the way you play - take you to the "next level" of excitement and interactivity. Instead, we saw grainy snippets of film at the beginning and end of game rounds, or the full-motion action but non-interaction of Night Trap and Sewer Shark. It's taken up until now, with Ground Zero Texas to show what fun can be had with full-motion video as an important element in gameplay.

It's Interactive! The term "interactive movie" has been used far too often to describe games that have as much in common to films as Beverly Hills 90210 does to reality. Ground Zero Texas is the first Mega CD title to really earn that description. Night Trap had minimal interaction and you had very little impact on what occurred in the video footage, no matter how many Aubs you caught (or didn't catch). In Ground Zero, Texas your actions really do affect the plot in both subtle and obvious ways.

It does have similarities to Night Trap though, in that you control hidden cameras and can switch between them at will. This time the cameras are hidden around a small Texas border town called El Cadron, where a scabby bunch of aliens, the Reticulans, plan to launch their assault against the Earth. In order to keep their presence secret, the aliens have abducted local humans and have taken on their forms through a process of cellular regeneration. You are a sort of secret agent/commando, and the American government's last hope to destroy the extra-terrestrial threat before resorting to nuclear weapons.

It's Violent! There are four Battlecams set up in the small town that you switch between in your attempt to root out the aliens; one in the main street, one in the plaza square, one in a hotel window and one in the pub. Each Battlecam is armed with a state-of-the-art particle beam disruptor with which you shot the aliens in a sort of Mad Dog McRee style. Don't shoot any humans though, or it's game over. You're helped by a friendly agent at each location, as well as a shield which can be maintained even when you are not at that Battlecam. The shield is a crucial protection, and don't forget to activate them, as Reticulans will attack the cameras whenever they...
Above: The Battlecams shield in operation.
Right: The four locations in the first stage of the game. There can be action happening at all four simultaneously so you’ll have to stay on your toes.

can (all four locations at once sometimes). If a camera gets put out of action, you’ll be told off by your commander Reece, but the agent will repair it quickly enough (unless you’ve let them be kidnapped, but more of that in a second). Well, this goes for three of the four Battlecams anyway. If the Hotel Window camera gets taken out, you’re not far behind because your command point is in the hotel.

It’s Intelligent! But there’s far more to this game than just lining up targets and shooting. You have to watch the dialogue and action in all the locations, and stop the Reticulans kidnapping locals or
even your helpful agents. If you miss the kidnapping, the next time that person appears they will be an alien. You'll also have to use the strategic side of your brain, in order to protect your cameras. Sometimes more than one is attacked at the same time, and you'll have choose which needs help more desperately. If you make the wrong decision, you could miss an important event or your camera could be destroyed (and you along with it).

If you subdue all the aliens on the first level then you can activate a Rovercam with which you can search for the alien's weapon stockpile. You have to choose locations and undertake a search which may or may not come with the extra-terrestrials. The longer you take though, the more time the Reticulans have to gather their forces (it's here that you will first see them in their own form - they're sort of Aliens rip-off, but just not as scary).

After you've shot them to bits, the next challenge is a safe with an ingenious puzzle lock. To open this you need to piece together clues you would have picked up from the stunned Reticulans. And there's more at stake than just your pride here. The lock is rigged, and if you get the wrong number combination, El Cadron will be blown into orbit.

If you get the lock figured out you'll face the final alien assault in the form of robotic stormtroopers. This basically means lots of targeting and shooting, occasionally interrupted by reports on the approaching enemy. If you manage to wipe out the stormtroopers with your very tasty laser cannon, you ought to be congratulated, you've saved El Cadron (and Earth) from nuclear destruction.

**It's Good!** I got a very pleasant surprise from *Ground Zero*, a nice warm and gooey feeling inside. They spent a lot of money on it and it's all paid off with the creation of a new-style of video game. It is a very high quality production - it looks good, the controls are responsive, the gameplay is challenging and addictive and even the acting is good, which is probably the first time I have ever said that about a game. It's also fast-paced, which is something that *Night Trap* definitely wasn't. There's no sitting around bored, flicking between cameras and waiting for something to happen. There's always something for you to shoot or watch, and when the aliens really start to attack you'll be pressing buttons frantically.

And the best thing about this game, is that every time you play it, it's slightly different. There's over 110 minutes of interactive footage on the 2 CDs, and aliens appear at different times and different places which means you've always got to be on your toes. And because you've got so much control over the game, your actions (or in-actions) really do affect the outcome, sometimes immediately and sometimes further down the track.

*Mega CD* owners have had to put up with some pretty crap titles that have used none of the machine's capabilities, so they should be rejoicing when they see this, which not only uses full-motion video as an important part of gameplay, but uses it very well.
Sierra games are alternately loved and loathed throughout the world. They are famous for their sickly sweet storylines and heroes. Gabriel Knight is the latest hero, but Sins of the Father is definitely not a kid-dies' romp. NICK SMITH gets slightly scared...

Gabriel Knight: Sins of the Father is more like a computer novel than a game. And like all novels, the background is important, so stay with me while I bring you up to date.

Voodoo Curses A drought-stricken tribe in Africa were so desperate for rain that they made a deal with the dark gods. The price was the life of the Shaman's daughter. The Shaman tried to fool the dark gods by taking her soul and transferring it into another girl's body, however the gods knew and punished them for their betrayal. They sent the white man. Few survived the attack and those who did were taken to a new land to become slaves to the pilgrims. To try and regain their past lives and exact vengeance against the white man, the slaves continued their rituals to the dark gods.

The mayor of Charleston, South Carolina had gotten wary of the strange deaths and occurrences which these rituals caused and called upon a witch hunter called Herr Ritter. He was a Shadow Hunter, one fated to fight the supernatural armed only with a sacred Talisman. Unfortunately in his quest to discover the witch, he is drawn towards a beautiful slave who just happens to be the witch he's after. Ritter becomes obsessed by the woman and unknowingly uses his amulet to unleash terrifying powers of voodoo, thus being cursed forever.

Gabriel Knight begins centuries later in New Orleans (What! We still haven't started- Ed), as Gabriel, last in the long line of Shadow Hunters still bears the curse and the horrifying nightmares that go with it. This is where we get the spooky subtitle - The Sins of the Father. You take the role of Gabriel trying to unravel the clues and find the key to your ancestor's dark past. You'll have to search through New Orleans before the final part of the Shadow Hunter curse falls upon you and your immortal soul is destroyed.

Eerie Unease Now while that may sound all very supernatural and scary, Gabriel Knight is basically just a standard Sierra point-and-click game. To progress, you must talk to people to find clues and objects that give Gabriel an insight into what is ahead of him. Interrogate people to research vital information about his past.

The game is very well presented with a well written and beautifully painted graphic novel included to set the atmosphere and to introduce to the weird world of voodoo that threatens Gabriel's life. The graphics do well in creating an eerie feeling of unease, with the animation and computer controlled sequences being entertaining enough to not interrupt the flow of the game. The music is of a high standard and some sections have great New Orleans jazz to bop along with. The sound effects (on the floppy version) are not of the same high standard but do not detract from the game.

There are some new features here for a Sierra point-and-click game, namely the interrogation screens that are saved onto Gabriel's tape recorder which can be accessed later for important information. Gabriel also has to write and decipher voodoo style code symbols. And it's a very challenging game, and will be tough even for Sierra experts. Be prepared to enter a world quite unlike one you've known before, and to experience a peculiar sort of fear that is unique to this neo-Gothic computer novel. If you feel any sharp pains, don't worry, that just means the voodoo doll is working perfectly.
DOOM

Doom is frighteningly realistic, simple and intuitive to play and unbelievable fun. Doom is Wolfenstein II, although ID, the makers, won't say that. It is also the most violent game I have ever seen, and is dangerously habit forming. This is a big one folks, for a long time people will be saying "is it as good as Doom?" and in the very near future you can expect an endless series of clones.

Entering the Gates of Hell The distant future. The Union Aerospace Corporation (UAC) have been conducting secret research into inter-dimensional space travel on the two moons of Mars, Phobos and Deimos. A portal has been established between the moons, anything thrown in one end comes out the other. Recently though, "volunteers" sent through the gateway have emerged foaming at the mouth and in a really bad mood. Now, the moon Deimos has disappeared completely, sucked into the Dark Side through the very gates of Hell! You lead a crack team of Space Marines to Phobos, the remaining moon. From the security of your command bunker you monitor their progress. Screams, shots, silence. Looks like it's up to you. With only a pistol and a bad attitude, in you go...

Cautiously peering around the first corner, the huge room intimidates with it's dark and eerie colours. Flashing computer banks are the only sign of activity. For a moment you think you hear a far off wail, haunting, un-earthly, but dismiss it as paranoia. Hoping the room is empty, you edge your way to the nearest door; only a few feet away. Unfortunately, you don't quite make it. Halfway to your goal a wild cacophony of tortured death howls explodes behind you, and reflexes take over! Spin, shoot, shoot shoot! Find cover, run!, the door opens, thank God, a shotgun on the floor!, thank God again, grab it, spin, shoot and pray as you get your first close look at the mutant beasts from Hell ripping at your face. Lucky for you the shotgun is the recommended Space Marine Corp. weapon of choice for dealing with a dozen crazed death-demons letting loose with fire balls. A few healthy pumps and it's just you and splattered ooz on the floor. It was close, you took some potent hits. Bleeding, dazed and almost out of ammo you resolve to work through the eight buildings on Phobos until you find your buddies, or what's left of them, and figure out what the Hell is going on here.

First Person Worlds of Wonder
Playing Doom, you see the world entirely in the first person perspective, and the best looking 3-D world I have ever seen unfolds in front of you. The Doom we can buy today has three main worlds to leave a trail of blood through: Phobos, Deimos and Hell. Later there will be more. Each has a distinct flavour, and each has eight buildings as levels, plus a secret level. The look of each area in each world is just stunning. Believable space architecture and charismatic style with a different flavour through each level and world. The first two worlds, the moons Phobos and Deimos, are made up of refineries, computer sections, research centres and the like. Hell is slightly different, surreal landscapes mostly in an appropriate pulsating deep red. Population: pure evil.
Every bit of it looks sensational. Each building runs through multiple interconnected levels and covers expansive rooms, claustrophobic corridors and a whole lot more. A central mezzanine may overlook several levels and make an excellent sniping position. A courtyard could beckon with a tempting Mega-Armour charge, but expose yourself to deadly fire from surrounding balconies.

**This is as good as it gets** The worlds in Doom look so real it's easier to believe you are really there than playing a computer game, and that aspect is easily Doom's strongest point. Like no other game, Doom will and truly sucks you in. Close the door, turn out the lights and consume whatever you are legally entitled to; this is as good as it gets.

A very major contribution to the whole effect is provided by the most realistic and scary sounds that ever came out of your PC. Through a decent stereo sound card you will be deeply disturbed by gut wrenching howls in the distance. As you move towards the source of the sound it grows slowly louder, more intense. An unexpected mutant suddenly pounces from nowhere and you ruin it's day with a few rounds from your BFG 9000. The far away growl suddenly becomes more urgent, it's heard the shots! Doors slam and elevators whine somewhere in the building, there are more of them and they are closing in on you rapidly. Run away! Run away!

Secret chambers reveal better weapons, stimpacks, armour and other extremely useful goodies. A pain to find but usually well worth the effort. Essentials like first aid, armour boosts and ammo are scattered everywhere, and should be enthusiastically collected at every opportunity.

Doom will run beautifully on any 486. Lowly 386ers might have to utilise the optional window size adjustment to achieve satisfactory results though. Sorry, but please realise the world is rushing ahead of you. 4 megs RAM minimum, OK?

Buy Doom. It is revolutionary, a benchmark. It is the future and it is good. Mostly though, Doom is insanely wicked fun and a nice place to visit when reality gets a bit dull.

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**PC**

**available**

**NOW**

**category**

**ACTION**

**players**

1

**publisher**

**ID**

**price**

$69.95

**visuals**

Big, fast and sexy. Phenomenal. Find me something better and I'll stand and cheer.

**sound**

Paste a note above your screen that says "it's only a game". This may help preserve your sanity.

**gameplay**

Massive, compelling and addictive. Supremely violent, buy before "concerned parents" try to ban it.

**prediction**

Prediction: once installed, Doom will never be deleted.

**overall**

Why are you wasting time reading this? Go and buy it!
Police Quest IV Open Season

Faithfully abiding with the "if it ain't broke, don't fix it" principle, Sierra quests onwards with episode four in the Police Quest series. This extremely popular saga has built up a loyal legion of fans. Is BEN MANSILL one of them?

Police Quest has traditionally focused on the really dull part of policing. No arcade-style shootouts or car chases to be found here, instead it’s strictly proper procedure all the way. You want to talk to a suspect? Better flash the badge first. Want to leave the crime scene? Not without chalking the body first. The game box includes the actual L.A.P.D. procedures manual. It’s a hundred pages of mostly very boring - although in parts fascinating, public service rules and regulations, and to play this game successfully you have no choice but to become intimately familiar with it.

Sierra adventure games have always been especially harsh when it comes to doing it all in the right sequence, without missing a thing. If you miss doing something crucial in the very first scene, you can expect to waste a few tedious weeks playing the game through to the end before you discover your error. Police Quest takes this to an extreme. Still, a lot of you out there call this fun.

Rodney King Police Quest IV was created with the guidance and advice of "retired" L.A.P.D. Police Chief Daryl Gates. He’s the friendly guy that ran the show when some even friendlier cops were videotaped gently explaining their point of view to Rodney King, with boots and batons. He was forced to quit amid public outrage and it was assumed he would lay low with his massive superannuation payout. But no! Sierra, the world’s largest family and educational software company took him on without flinching. The level of his contribution is difficult to judge. I suppose he lent authenticity, but any street cop could have provided that. It looks like Sierra are counting on his name to boost sales, and that’s got to be one of the most bizarre marketing ploy’s there ever was.

Playing Police Quest IV is the usual Sierra point and click affair, it’s a delightfully simple interface that an entire industry has copied. The left button scrolls through the various icons (walk, talk, chalk etc.) and the left button makes it all happen. It’s one handed gameplay that only requires the use of one finger and at least one eye. It doesn’t come any easier than this.

So real, it hurts Sierra have always tried hard with the Police Quest series to produce graphics which are as realistic as possible. Open Season takes this style to a stunning new level, with live actors being filmed, digitised and re-painted. Scenes where lots of movement and activity (not many!) take place look brilliant. While it falls short of creating any sense of “being there”, it’s a great effect that is very impressive.

You’re a L.A.P.D detective and you wear a brown suit. Your mundane existence has been rudely interrupted by the murder of your bestest buddy and partner, Hickman. His tortured body is found in an alley, along with that of a young boy. Hello, hello, what’s Hickman been up to? A bit of sniffing around and some apparently useless information is obtained, then back to HQ for the good news that it’s you that’s gotta figure this one out. Lucky for you, you possess a keen wit and mammoth patience. Should have this one wrapped up in no time...

This is high quality, not very exciting entertainment. It is also a fresh challenge to disciplined minds who don’t mind a bit of plodding and fancy themselves with a shiny badge and an even shinier brown suit.
The Terminator has spawned countless computer and video games. Most of them are crap. But The Terminator Rampage is an exception. Or so says DAVID WILDGOOSE...

The Terminator, as you all know, was a film. The Terminator Rampage is a game, a very tasty one at that. This makes it a bit of a special case, the one that slipped through the net etc. Yes, it is sort of a film conversion, but no, it isn’t rubbish. It is, in fact, rather good. And even better than that it’s not a hastily cobbled together platform bore either. Why, it’s almost enough to make you leap to your feet, raise your arms to the heavens and joyously shout “Hooray!” Almost, but not quite.

Meta-Nodes & Sky-Nets You play a Resistance commando, sent back through time to just before the war, you know, the big nuclear one which eradicates virtually the entire human race, and is consistently happening in all things sci-fi. You’ve been sent back to destroy the Meta-

pedantic) to playing the game and they are (1) the astonishingly impressive graphics, (2) the nail-shreddingly intense atmosphere and (3) the cathartic release generated by participating in computer-simulated violence. Oh yes. The action is presented in full-screen first-person 3-D with your right-hand visible at the bottom holding whichever weapon you happen to have at the time. Sound familiar? Yes, we’re talking Wolfenstein SF or CyberWolfenstein here, with less Germans and blood but more Cyborgs and explosions.

Basic mindless violence The Meta-Node Terminator is housed in the massive Cyberdyne Systems building, the place where the SkyNet development is being carried out, at least 24 levels beneath the surface.

You must venture through each of the levels and on the way construct a plasma cannon, from any spare parts you discover, as it will be your only effective weapon in the final showdown with the Meta-Node itself. The great thing is that you really feel like you’re exploring an abandoned building – the layout of the each level is just right (though I occasionally found myself wishing they weren’t quite so large) and visually, with messy desks, swivel-chairs and rubbish bins complete with still-smoking cigarette butts, it’s superbly detailed. The music, sounding like a crossbreeding of Jean-Michel Jarre and The Orb, really does hit the target beautifully, although the effects fail to rise above functional.

But the real pleasure of playing Terminator Rampage comes from knowing that you own a ninja-computer. That is, you really need super-fast machine to enjoy this to the fullest. Got a 33MHz 486 with a ridiculously quick VGA graphics card? If you do, then buy Terminator Rampage immediately.

Any possible reservations? Well, it’s basic, it’s mindless and it’s violent, so maybe... God, what am I saying? Basic mindless violence, it’s great!

Node Terminator which, in turn, had been sent back by the 21st century SkyNet Orbital Platform to provide info and data to the 20th century version of SkyNet and ensure that it would triumph in the war against Man. But, if you succeed in terminating the Terminator then Man will win. Right. But, hang on, if the war has already happened in the future and Man lost, then surely you didn’t succeed in your mission in the past... so, um, what’s the point in playing the game? Time paradoxes, eh? Love ‘em.

No, I’m just joking, there is a point (or points, if you want to get
IN THE DAYS BEFORE COMPUTER GAMES

PEOPLE READ BOOKS

AH!

HMMM

HA-HA

TO ROT THEIR BRAINS!!

HYPER T-SHIRTS COMING SOON
All those people who rushed out to buy a Menacer, when T2 was hitting its peak must be feeling a little stupid now. And probably a tad pissed off too. Sega promised lots of Menacer compatible software, but apart from the excellent T2 and the crappy pack-in cart, nothing else has emerged to get trigger fingers itching. And apart from Body Count, there doesn’t seem to be too much else arriving in the near future.

Luckily though, if you’re a fan of mindless violence and shooting everything that moves (or doesn’t move, what the hell!), then you should have a big smile on your face when you line up Body Count in your infra-red sights.

I could make lots of Ice T jokes here, but I’m going to resist. It’s enough to say that Ice would probably be totally down with this cart because it contains lots of intense violence and non-stop adrenalin charged action. I haven’t even bothered to find out the plot (if there is one), because it really doesn’t matter. All you need to know is that there are monsters on the screen firing at you, and you have to obliterate them, in any way possible. There’s your standard gun-fire plus lots of juicy grenade’s to make things easier. In fact, if you’ve played T2 with the Menacer, then you’ll know exactly what to do - the gameplay is basically identical.

The graphics are great - there are heaps (and I mean heaps) of large, gruesome baddies all coming at you at once, and the backdrops are basic but effective. The Menacer works well, but it’s probably just as much fun with a joystick. If you like shooting things frantically, then Body Count is for you. If you don’t, then you’ll probably think this is the most mindless bore in existence.

Stuart Clarke

Flight sims are not exactly suited to console gaming. If you’ve got a PC, then the world is your sim oyster, but if a grubby old 16-bit console is all you have, then you’re probably better chasing golden rings with Sonic, than entering the heady world of flight simulators. But be that as it may, F-117 Nightstorm, for all its fundamental flaws, manages to at least provide a few hours of entertainment. It isn’t gonna change your life but if you can get over the basic inadequacies (its slow, moves jerky and looks pretty crappy) then, at least in Campaign mode, you’ll want to spend some time to master it.

The game has two modes of play - Arcade and Campaign. In Arcade mode you can set the gameplay variables - number of enemy units, time limit, flying conditions (day, twilight, night or fog) and level of difficulty. Unfortunately without a purpose, the game is slow and pretty tiring.

At least Campaign mode sets goals and gives you a chance to learn how to use the various laser-guided bombs and missiles available. You start with training in Nevada, followed by covert operations in Grenada and Panama (putting down disobedient former allies), then on to Libya and the Gulf (to deal with those “insane” madmen). After all that you get to pit the Stealth Fighter’s “awesome firepower” against future targets such as Bosnia and Korea. Yes, you too can be a member of the world’s police force!

Whilst the graphics are rudimentary, some of the alternative views (accessed through the Pause button) allow you to watch the plane from various perspectives, and this is quite effective. You also get a “bomb’s eye” view (ala CNN Gulf coverage) of the “Paveway III” and “Maverick” bombs. These can be guided to their destination quite easily but take a few minutes to master.

If you’re after a decent campaign-based military simulation, then F-117 Nightstorm will provide it. However, if you’re in the market for a top notch flight sim - buy a PC!

Russell Hopkinson
Come hither, O ye of stout heart and face the "awesome might" that is Dragon's Fury 2. Yes, the Dragon Queen is back, and this time she's captured three noble warriors whose freedom will aid you in the destruction of Queenie and her dreaded minions.

Dragon's Fury 2 is the sequel to the highly enjoyable Dragon's Fury (Doh! - Ed), and if you didn't see the original, you missed out because it provided hours of mindless entertainment (and let's face it, that's the best kind). Basically it's a pinball simulation that pits you and your trusty flippers against a whole bunch of evil swords 'n' sorcery type goons. Not that the denizens of DF2 are that harmful, they merely wander around the playing field waiting to get KO'd by your silver ball.

Once the cannon fodder are wiped out, you have to shoot the pinball through the designated portal and enter the special zones that enable you to firstly free your allies (drawn in the best Frank Frazetta cleavage, muscles and loincloth manner, natch), and secondly combat the trio of hideous monsters that lurk within. Finally you have to fight the Dragon Queen in both her reptilian and buxom wench forms. Once you've done this the game ends in a flash of creepy animation and silly digi-histronics.

Dragon's Fury 2 is a whole bag 'o fun for pinball enthusiasts, and stands up to repeated playing, but ultimately it is no different from the original. A few digitised images and some rather garbled digitised speech does not a sequel make. The game plays well but looks pretty crappy. Most of the targets and monsters are a bit fuzzy and as for the sampled sound effects and muzak, well "tacked on" is a phrase that springs to mind.

You'll probably have fun playing it, because it's the type of game even computer phobic philistines could relate to, but it's very much a "been there, done that" situation. As a sequel it's no improvement over the original and as my Uncle Clarence used to say, "If it ain't broke, don't fix it!"

Russell Hopkinson

You're in a dungeon somewhere in medieval Arabia, you're wearing MC Hammer pantaloons that look quite ridiculous (they must have been the fashion at the time) and you're desperately trying to save a virginal princess who's in severe danger of being ravaged by a horny Sultan. Yep, you guessed it, you're on your way to becoming the Prince of Persia.

After appearing on every other computer and console format known to man, Prince of Persia is finally making its debut on the Mega Drive. It's been a hell of a long wait for this classic title...far too long in fact, and this is no longer the must-have it once was. With games such as Flashback and even Prince of Persia 2 taking the same concept much further, the original is really starting to show its age. Not that it's lost all its appeal though. This is still a landmark game and if you've never seen or played it before you should definitely do yourself the favour.

The Mega Drive version is a good one, and is probably better than the tragic Mega CD effort (apart from the music). The graphics are very nicely detailed and the main character moves beautifully (as you would expect). But as I've already said, with other rotoscoped games such as Flashback taking character animation much further in complexity, it no longer has the "Wow" value it once did. Still, you have some fun running through the dungeon, jumping spiked pits, sword-fighting with guards and rescuing your obligatory princess.

In all, Prince of Persia is a great game, and rightly deserves its legendary status. Unfortunately for all you Mega Drivers it arrived about two years too late.

Stuart Clarke

The similarities between this and Dr Robotnik's Mean Bean Machine (reviewed last issue) are uncanny. Two fat, overly cute spinoff characters starring in their own puzzle games with lots of Mario/Sonic branding all over the place - if you thought about it for too long you might begin to realise that two mega corporations were out to trick you into parting with your cash for a couple of very simplistic games. Market manipulation, eh?

Here's the plot: Yoshi lands a job in the Mushroom Kingdom's cookie factory and, being the fun-loving dinosaur that he is, he decides to liven up the day's drudgery by using the cookies for a game. The basic idea is to arrange the cookies into horizontal or vertical lines. Do that and they disappear. Bang! Next level.

There's three variations on the basic theme. The Action game (one-player) has 10 rounds of 10 stages. Your aim is to empty the cookie jar in each stage - if you're not fast enough Yoshi adds more cookies. The Puzzle game adds a more strategic element: you've only got a set number of moves to clear the stage. There's 9 rounds with 10 stages, but none of them are too taxing. As a puzzler, it's best suited to younger gamers. Older puzzleheads should stick to Super Tetris.

The only thing that'll really keep you interested is the two-player Vs game. It's a head-to-head bake-off, full of the seething bitterness and lingering hatred all good two-player games should have.

The Mario World graphics are fine (if uninteresting), the music's as annoying as all hell, but the simple gameplay might appeal to the saddest members of the gaming community. If you like puzzle games, Yoshi might do the trick, but if you don't, he's definitely not going to convert you.

Andrew Humphreys
This port of an Amiga classic brings back fond memories. It was a perennial favourite for the rusty old A500 - pure arcade fun, especially in the brilliant two player mode which is its best feature.

Alien Breed brings all its original charm and appeal to the IBM, and happily gives PCers something new for two consenting players to do simultaneously. It's an Amiga/Sega style run around and shoot anything that moves kind of fun, set in an overhead view of the corridors and rooms of an alien infected Space Base.

Rampage your dude through the levels, toasting the hordes of creatures that just keep on coming. It is no great surprise to find that it is impossible to actually clear an area, as the moment you move away from the bit on screen it is instantly re-populated with more of the nasties. While this is a bit annoying, it's more a reflection of the sort of game this is than any failing.

The mandatory array of keycards, credits and first-aid are lying around everywhere, to be picked up by running across them. What a fresh and exciting new concept! Naturally enough the keys open doors, although there always seem to be more doors than keys so you might have to do a level a few times to figure out where to go and what to avoid.

Every bit of Alien Breed is a re-hash of ideas which have been used reliably throughout the history of the computer game, so for innovation this one scores a low zero. There are at least hundreds, possibly thousands of games exactly like Alien Breed, but there is a reason for that - they're lots of fun (in small doses).

Leave your brain in bed and go make a few alien families fatherless, and as with most things, do it with a friend for the best effect.

Ben Mansill

With computer games remaining one of the premier legal alternatives to reality, it is encouraging to see the kind people at Nova Logic doing their bit to push the medium to its technical and emotional limit.

Comanche Maximum Overkill has been with us for almost a year now, and in that short but most pleasant time has established itself firmly as the cutting edge in both graphics and utter fun. It is a simulator of combat in the U.S. Comanche helicopter, a devilish Kevlar killing machine under development by those friendly souls at the U.S. Dept. of Defence.

The real Comanche is slowly dying the death of a thousand budget cuts, but in the sim you can take this techno wonderbeast through the most sensational two dimensional 3-D ever seen. Hunt enemy helicopters, stalk formations of tanks ringed by devastating air defences, rip through iced canyons in a snow storm, skirt the edge of a smoking volcano, do it all! Comanche is the sort of game you play until a caring family member shakes you violently, pointing out how beneficial it would be if you ate or washed.

We have already been blessed with one add-on mission set, and now the second, "Over the Edge", has arrived. In this one you'll get to race around towering mesa formations and narrow canyons, shooting all the way. It looks stunning, as do all of the dozens of new missions and terrains added to the original game. New bad guys to waste and new places to waste them, the new missions escalate gradually from the easy to the almost impossible, and it's more of the glorious same all the way.

If you're a Comanche fan it would be silly to tell you to check it out, because you'll probably already own the add-on. If you've never played Comanche before (I pity you), then you should rectify the situation immediately, and get this glorious mission disk with the main game. It's about as good as it gets.

Ben Mansill

Litil Devil is a very deceptive package. At first glance it seems like just another lame arcade game, good for a couple of hours until the boredom becomes too much to bear. But as one perseveres it becomes apparent that this is a game with great variety and depth, a demanding game but not a taxing one. Most surprisingly, it's a real hoot to play.

The utterly believable plot: The Grand Council of Devils meet for the ceremonial drawing of straws to determine who will quest through the Labyrinth of Chaos for the Mystic Pizza of Plenty. Yeah, right. You are Mutt, the looser (or winner?) of the draw. Cheerfully you bid your chums farewell and descend bravely into the Labyrinth...

I've always hated Labyrinths, in any such game they are boring, repetitive and usually festooned with unexpected pitfalls and other hazards which are always a pain to deal with. Devil's Labyrinth is no exception - vast tunnels which need to be mapped on the provided grid-lined notepaper, a task that makes it all even more dull and tedious. Fortunately though, the Labyrinth serves only to connect a variety of rooms which each contain a different challenge for Devil.

The usual variety of tasks to be found in these rooms cover combat, puzzles or dexterity. You will quickly want to head to these rooms, for they offer the real core of the game. Each challenge is always a fresh and original progression from the last and is usually very straightforward in what it requires of you but demanding of your skill and cunning.

The style is all Saturday morning cartoon. Devil is deliberately cute and extensively animated, as are all the characters in the game. A quick check of your hard disk space shows why, a massive 30 megs of catacombs and critters make for many long hours of amusing play.

Ben Mansill
NBA Jam

Can’t shoot? Can’t dunk?
Computer opponents kicking wood polish in your face?

You need the HYPER Helping Hand to NBA Jam...

Although the buttons might be in different places, all the moves for the SNES and Mega Drive versions, as well as the arcade game, are exactly the same, so all NBA Jammers should take note.

The Basics

Shooting Hold the Shoot button down to make your player jump. Release the button at the top of the jump to improve your accuracy. If it looks like your shot will be blocked, remember that you can “dish off” to your team-mate while you’re in the air by pressing the Pass button.

You can also tap the Shoot button twice for a quick-release shot - but these shots are easier to block.

Hook Shots Hook shots have a higher chance of going in than a standard jump shot. Run straight towards the basket and tap Shoot for a regular hook shot. Hold Turbo and tap Shoot (you still need to be running straight at the basket) for a higher arc on the hook.

Lay-Ups Hold Shoot for a short time as you run for the basket.

Head Fakes Tap the Shoot button once. But if you’re not playing in Tag mode, a computer team-mate with the ball will shoot when you do this.

Turbo Passes Turbo passes are quicker and harder to intercept than a standard pass. Press Turbo and Pass at the same time.

Throwin’ Elbows Tap Turbo twice. Very useful after you grab a rebound or to make an easy shot. Remember the travelling rule though.

Knockdowns Press Turbo and Steal at the same time to knock an opponent down. It’s great on both defence and offence - you can even do it if you’re holding the ball. If you’re downed, try hitting your buttons to get up.

Steals Tap the Steal button repeatedly while you’re in your opponent’s face. Otherwise, knock ’em down till they drop the ball.

Rebounds Hold Shoot and point the control pad in the direction of the basket. Hold Turbo and Shoot to jump higher.

Blocking Shots Stay in your man’s face. Hold the Shoot button to jump as he shoots. Hold Turbo and Shoot to jump higher.

It’s all timing. Knock downs (while the player’s in the air) also work great.

Rejecting a dunking player is slightly more difficult. If they’re going for a low dunk, try knocking them down. Otherwise, get between them and the basket and press Turbo and Shoot when they’re at the peak of the jump.

You can take the ball from behind a dunker sometimes - it’s always worth a try.

He’s on Fire

Hit three shots in a row (without an opponent scoring) and you’re “on fire” until the other team scores. While you’re on fire, all your shots are much more likely to hit - so go for three-pointers. You can also goal-tend as much as you like and never get called. So to stay on fire, hang near the basket and goal tend! You’ve also got unlimited Turbo power when you’re on fire, so make the most of it!
Dunking

Dunks are what it’s all about, but sometimes, dunking can be a “bad decision”. If time is running out in a period, use a jump shot. If the buzzer sounds while you’re in mid-air going for a dunk, it won’t count.

There are over 50 different dunks in NBA Jam. The dunks a player can perform depends on his dunk rating. The higher the rating, the more dunks are available. Scottie Pippen and Mitch Richmond are HYPER favourites. Dunks depend on your court position. Experiment with your favourite players, starting a dunk from different positions in and around the key.

You need a clear path to the basket. Then just hold down Turbo and Shoot as you run. For some of the weaker dunks, you only need to hold down Shoot.

Alley-Oops: Much easier with a team-mate. The player without the ball should move under the basket and hold shoot while the other guy presses Turbo and Pass to throw to the jumper.
You want a hot game, eh? Mortal Kombat II is hot enough to fry an egg on. Go on - head down to your local arcade and try it (it's messy, but nice). While you're there, try out this awesome array of moves NICK SMITH assembled for us.

Baraka
He led the attack against Liu Kang's Shaolin temples. Baraka belongs to a nomadic race of mutants roaming the wastelands of the Outworld. His fighting skills gained him the attention of Shao Kahn, who recruited him into his army.

- **Double kick**
  - Tap HK twice (stand close to opponent).
- **Blade swipe**
  - B + HP
- **Blade fury**
  - B, B, B, LP
- **Blue bolt**
  - D, DB, B, + HP
- **Blade Spin**
  - D, DB, B + (LK + HK).

**Fatality 1**
Hold Block, B, B, B + HP
Baraka extends his blade from his arm, then decapitates his victim with one swipe. Stand close.

**Fatality 2**
B, F, D, F, LP
Baraka stabs his victim then lifts them up. They slide down the blades slowly (ouch!). Stand close.

Liu Kang
Having defeated Goro and Shang Tsung, Liu Kang returns to his temples as the master of the Shaolin Tournament. He discovers his sacred home in ruins, his Shaolin brothers killed in a vicious battle with Outworld warriors. Now he travels into the Dark Realm to seek revenge.

- **Standing fireball**
  - F, F, HP (can now be done in mid-air)
- **Crouching fireball**
  - F, F, LP
- **Flying kick**
  - F, F, HK
- **Bicycle kick**
  - Hold HK for 5 seconds, then release.

**Fatality 1**
D, F, B, B, HK
Liu Kang will transform into a dragon and bite the victim in half, leaving the legs standing. Stand close.

**Fatality 2**
Rotate the joystick 360 degrees away from your opponent.
Liu Kang will do a cartwheel kick followed by a massive uppercut. Stand outside of sweep range.

Kung Lao
A former Shaolin monk and member of the White Lotus, he is the last descendant of the great Kung Lao, who was defeated by Goro 500 years ago. Realising the danger of the Outworld menace, he joins Liu Kang in the contest.

- **Ground teleport**
  - D, U
- **Aerial kick**
  - D + HK while jumping.
- **Hat throw**
  - B, F, LP
- **Whirlwind spin**
  - Hold Block, U, U, HK

**Fatality 1**
F, F, F, HP
Kung Lao will upercut the victim into the pit or onto the spikes. You must be on The Pit II or Kombat Tomb stage. Stand close.

**Fatality 2**
F, F, F, U
Kung Lao removes his razor hat and slices the victim down the middle. Stand just within sweep range.

Raiden
Realising the grim intentions of Shao Kahn, the Thunder God ventures into the Outworld.

- **Torpedo**
  - B, B, F (can be done mid-air)
- **Lightning**
  - D, DF, F, + LP
- **Teleport**
  - D, U
- **Electrocution**
  - Hold HP (4 seconds) and release (close to opponent).

**Fatality 1**
U, U, U, HK
Raiden will upercut the victim into the pit or onto the spikes. You must be on the Pit II or Kombat Tomb stage.

**Fatality 2**
Hold HK for 5 seconds, then release.
Raiden grabs and lifts his victim, then shock the shit out of them. Stand close.
Tap Block + LP repeatedly after the shock treatment and the victim will explode.

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**The Moves of MKII**

**Legend**
- F = forward
- B = back
- D = down
- U = up
- DB = down back
- DF = down forward
- LP = low punch
- HP = high punch
- LK = low kick
- HK = high kick

( ) = together. Simple really.

**Reptile**
Shang Tsung's personal protector. His human form is said to disguise a horrid reptilian creature whose race was thought extinct millions of years ago.

- **Acid spit**
  - F, F, HP
- **Slide**
  - D, DB, B + HP
- **Force ball**
  - B, B, LP
- **Invisibility**
  - Hold Block, U, U, D, HP

**Fatality**
B, B, D, LP
Reptile shoots his tongue at his victim's head, then eats it. *Icky*
Stand about a jump's length away.

**Scorpion**
After learning of Sub Zero's return, Scorpion rises from the pits of hell once more to stalk his assassin.

- **Spear**
  - B, B, LP
- **Teleport punch**
  - D, DB, B + HP (can be done mid-air)
- **Leg grab**
  - D, DB, B + LK
- **Air throw**
  - Jump towards a jumping opponent and press Block.

**Fatality 1**
Hold Block, U, U, HP
The old Rib Roastin' move. Stand a step or two out of sweep range.

**Fatality 2**
Keep holding HP and press Down, F, F, F.
Scorpion slices his victim across the neck then cuts them in two.
Johnny Cage

Cage follows Liu Kang into the Outworld to compete for Planet Earth, glory, and a potential film-script (not necessarily in that order).

Low green bolt
D, DF, F, + LP

High green bolt
D, DB, B, + HP

Shadow Kick
B, F, + HK

Ball breaker
LP + Block

Shadow uppercut
B, D, DB, B, + HP

Fatality 1
D, D, F, F, LP
Cage grabs the victim and rips off their torso. Stand close.

Fatality 2
F, F, D, U
The Big Uppercut. Stand close.

Shang Tsung

Stinging from his defeat, Shang Tsung flees to the Outworld, and to his master, Shao Kahn. Shao Kahn restores Shang Tsung’s youth and allows him to live.

Flaming skulls
B, B, HP (one skull)
B, B, F, HP (two skulls)
B, B, F, F, F, HP (multi-skulls)

Morph to Liu Kang
B, F, F, Block

Morph to Kung Lao
B, D, B, HK

Morph to Johnny Cage
B, B, D, LP

Morph to Reptile
Hold Block, U, D + HP

Morph to Sub Zero
F, D, F, HP

Morph to Kitana
Tap Block three times

Morph to Jax
D, F, B, HK

Morph to Mileena
Hold HP (3 seconds) then release

Morph to Baraka
D, D, HK

Morph to Scorpion
Hold Block, U, U

Morph to Raiden
D, B, F, LK

Fatality 1
Hold HK (3 seconds) then release.
Shang Tsung turns into a mist and enters the victim's body, which explodes. Stand just within sweep range.

Fatality 2
Hold Block, U, D, U, LK
Tsung picks up his victim and drains their life force.

Sub Zero

Thought to have been killed in the Shaolin Tournament, Sub Zero makes a come-back. It is believed he travelled to the Outworld to assassinate Shang Tsung.

Freeze
D, DF, F + LP

Ground freeze
D, DB, B, + LK

Slide
DB + Block + LP + LK

Fatality 1
F, F, D, HK
Sub Zero will ice his victim all over. Stand just out of sweep range.
F, D, F, F, HP
Sub Zero will shatter the top part of his iced body. Stand close.

Fatality 2
movement unknown.
Sub Zero will throw an ice-grenade into his opponent’s stomach. Boom!

Kitana

Her beauty hides her role as personal assassin for Shao Kahn. Seen talking to an Earth Realm warrior, her motives have come under suspicion by her twin sister Mileena. Only Kitana knows her true intentions in the tournament.

Fan swipe
B + HP

Fan throw
F, F, (LP + HP)

Fan lift
B, B + HP

Air sweep
F, B + HP

Fatality 1
F, D, F, HK
Kitana will uppercut the victim into the pit or onto the spikes. You must be on The Pit II or Kombat Tomb stage. Stand close.

Fatality 2
Hold HK, F, F, D, F, then release.
Kitana leans and kisses the victim, who then expands to unnatural proportions and explodes. Stand close.

Fatality 3
Tap Block three times, HK
Kitana draws her fan and decapitates her victim. Stand close.

Mileena

Serving as an assassin with her twin sister Kitana, Mileena has been asked by Shao Kahn to watch for signs of her sister's suspected dis-sension. She must put a stop to it at any cost.

Teleport kick
F, F, LP

Ground roll
B, B, D + HK

Drop kick
B, F + HK

Sai throw
Hold HK (2 seconds) then release (can be done mid-air).

Fatality 1
F, B, F, LP
Mileena repeatedly stabs the victim, lifting them up as the blood flies. Stand close.

Fatality 2
Hold HK for three seconds, then release.
Mileena removes her mask (revealing Baraka-like teeth) and inhales the victim, splitting out the bones. Stand close.

Fatality 2
Block 4 times, then LP.
Jax claps the victim's head. It explodes with a loud pop! Stand close.

Jax

Full name: Major Jackson Briggs, leader of a top US Special Forces unit. After he receives a distress signal from Lt. Sonya Blade, Jax embarks on a rescue mission. He winds up in the Outworld, where he believes he will find Sonya still alive.

Ground smash
Hold HK (3 seconds), then release.

Getcha grab
F, F, LP

Quadruple slam
Throw the opponent then tap HP.

Energy wave
D, DB, B, + HK

Backbreaker (air throw)
Jump towards an opponent in mid-air and press Block.

Fatality 1
Hold LP, B, B, then release.
Jax claps the victim's head. It explodes with a loud pop! Stand close.

Fatality 2
Block 4 times, then LP.
Jax grabs the victim's arms and rips them off.
SILPHEED

MEGA CD

SHIELD RESTORE

During the stunning opening animation, take controller 1 in your hand and press the buttons in this order: RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START. You can then start the game and play as normal, but when your shield is running low, take pad 2 and press button A repeatedly, and your energy will be restored. Keep on blasting!

ROBOCOP VS TERMINATOR

MEGA DRIVE

SELECT ANY WEAPON
Play the game, PAUSE it and press these buttons in this order: B, A, C, C, A, B, A, C, C, A, B. Pheew! Now UNPAUSE it, hold down buttons A, B, and C.
You can select any weapon by pressing DOWN on the control pad. Now make some blood!

ROCKET KNIGHT ADVENTURES

MEGA DRIVE

SUPER HARD LEVEL
Credit for this one goes to Brad Dwn of Coomandook, SA. Nice one Brad. To get to the super hard level (and who doesn’t like a challenge?), on the Konami screen, press DOWN 6 times, UP twice, and then DOWN twice. If it’s worked, you should hear a scream. Now get to it!

COOL SPOT

MEGA DRIVE

LEVEL SKIP
Yes, it’s another oldie, but it’s also another goodie and it might just help someone out there. If it does, you’ve got Michael Theoclitou (or is that Theocchtou?) to thank.
All you have to do is PAUSE the game in any level and press A, B, C, B, A, C, A, B, C, B, A, C and you’ll skip to the next level (and maybe even to m’ lou my darling).

ROBO ALESTE

MEGA CD

STAGE SELECT
Getting bored of starting at the beginning? Hmmm, we are too. Go to the Options, and set the sound to 3A, the level to Hard, and the CD-DA number to the stage of your choice. Now press the B button and the START button at the same time. Hopefully you will see a Continue option on the title screen. Choose this option and go to whichever stage your heart desires.

PARODIUS

SNES

CHEATS GALORE

You’ve got Bruce Braybrooke of St Ives, NSW, to thank for these juicy cheats for this top shooter.

For a Level Select and Invincibility, at the Player Select Screen move the cursor to the Big Viper and press UP, button L and X together for 15 seconds. The stage select will pop up. Pick your level and press Start.

For Full Power and Options PAUSE the game and press B, B, X, A, Y, A, Y, UP, LEFT then Start. You can only do this once per level.

STREET FIGHTER 2: SPECIAL CHAMPIONSHIP EDITION
MEGA DRIVE

5 STARS IN CHAMPION MODE

When the animation of the fighters begins and it scrolls up the building, wait until the screen fades and only the Street Fighter II words are showing.

With the 6-button controller, quickly press the buttons in this order: DOWN, Z, UP, X, A, Y, B, C. With the 3-button controller, you'll have to try and quickly do it this way: DOWN, C, UP, A, A, B, B, C. If you get it right you'll hear Zangief's voice. On the Title Screen, go to Champion Mode and move the pad right for 5 stars.

MEGALOMANIA
MEGA DRIVE

MORE MEN

It's an oldie, but a goodie, it's been sent in by Daniel Hammond, and it goes something like this: when you're choosing your men, choose as many as possible. Place your tower then QUICKLY move down to the number of men and HOLD button C to decrease the number. You'll have plenty of men on the island and lots left over too!

ROCKY RODENT
SNES

INFINITE CONTINUES

It's a lame game, but this will help you get through it a lot faster. The timing is critical for this code to work. At the Title Screen press START. When Rocky is running across the street, enter this as fast as you can: Y, A, R, A, B, A. You will then see a new Options screen. Make the continues a "7" for unlimited goes.

SUPER EMPIRE
STRIKES BACK
SNES

LEVEL PASSWORDS

The following codes will take you through most of the levels of this extra huge game, but not all (believe it or not, you really have to do some things yourself).

01 SSJNP
02 JAGRTD
03 MBNNBR
04 HOPPLL
05 WVBGFH
06 PGBNHK
07 TNPSP
08 SHRBLU
09 LPNMPN
10 FSFSNF
11 HPLSWJ

SONIC THE
HEDGEHOG
MEGA CD

LEVEL SELECT

At the Title Screen, press UP, DOWN, LEFT, RIGHT, and button B on control pad 1. You should hear a chime and the Stage Select screen will come up. Now go and play the level you want to play. One problem though — once you finish the level, the game automatically resets itself, so it's back to the beginning.

DEBUG MODE

Hedgehog lovers have Darren "I didn't look in any Jap mags I found them out myself" Farmer of Eagleby, Qld to thank for the following juicy Sonic tips.

For the Debug mode, plug in two controllers and wait for the demo to come up (it should only take about 20 minutes thanks to the wonders of CD access times). When Sonic is running around, press START on control pad 2. Now the score and time should change into the debug code. Just like in Sonic 1 and 2, use button B to change Sonic into an object, C to place the object, and A to select the object. But, warns Darren, the game is prone to crash on you.

SECRET SOUND SELECT

On the title screen, press these buttons on control pad 1: DOWN, DOWN, LEFT, RIGHT, A. You should hear a chime and be at the sound test.

SECRET SPECIAL STAGE

What good is the sound select? Well, if you put in 07, 07, 07 and press START at the sound select, you'll go to a secret special stage! We haven't tried this yet, so you'll have to take Darren's word.
LAZY BUGGER MODE
You can have the CPU run any match for you, not just the demo. Play a whole league season complete with passwords in this way if you want!
Set up the match conditions (teams, strategy, tourney type, pitch conditions, total game time and so on, then go to the controller icon screen but instead of choosing LEFT or RIGHT as your controller option, let the two controller icons stay in the middle of the screen and simply press START.
The game will now start with the CPU controlling both teams. The ultimate lazy video game. Mind you, it’s rather nifty to be able to set up your very own Match of the Day whenever you’re in a footy watching mood, and if you hook up two controllers you can fiddle about with both team strategies as though it were VS mode.

Peter Brodie
Cronulla NSW

FIFA INTERNATIONAL SOCCER MEGA DRIVE

PASSWORDS
Meanwhile, Andrew has been busily cobbled these passwords together. The World Cup is only one game away.

Here’s a code for Italy
RKWB33J1CY1F

Some codes for England
K53WT160+ (Quarter final)
K53WT261J3 (Semi final)
K53WT5P1LG (Final)

Codes for the Camerons
JWSBK4M03D (Semi final)
JWSBK5M07F (Final)

Codes for Australia
HTPWWDA4T
HTPWWDM6J
HTPWWDFPTB (Final round)
HTPWWDPF8B (Quarter final Vs Brazil)
HTPWWDP5SR5 (Semi final Vs England)
HTPWWDS5SMW (Final Vs Scotland)

SUPER R-TYPE
SNES
LEVEL SELECT
Seeing as though we reviewed the fantabulous R-Type III this issue, we thought we’d run this cheat to help you get the most out of the old game so you can move on to the new one. It’s got nothing to do with the fact that we need to fill up space. Honest.
On the Title Screen press RIGHT, then UP nine times, then START. During the game, PAUSE it and press RIGHT, A, and START all at the same time. The level number will pop up in the bottom left corner. Choose your level, press Start and blast away.

SUPER GHOULS ‘N’ GHOSTS
SNES
LEVEL SELECT
Another classic cheat, this time sent in by Craig White of Hornsby, NSW. As long as you keep sending them, we’ll keep printing them (providing they’re good, of course) - you never know who they might help.
On the Options Screen, move the cursor down to “Exit”. Hold down button L and START on control pad 2, then press START on control pad 1. Now you can go where you want, when you want. Isn’t personal freedom a wonderful thing?
Here is a list of cheat codes for DOOM. During play, just type the codes in with the keyboard. You need not hit ENTER after the code.

After entering, a message should be displayed at the top of the screen telling which cheat mode was activated.

**iddqd**  
God mode, invincibility

**idkfa**  
Full ammo, 200% armor, all weapons available

**idspispod**  
You can walk through walls

**idbehold**  
Displays menu (followed by S, V, I, R, A, or L for choice)

**idclev**  
Warp (followed by episode number and level number)

**idchoppers**  
Gives you the chain saw (long story behind the message)

**iddt**  
Toggles Automap between normal, full, and full with objects (enter when looking at the Automap)

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**SECRET LEVEL**

You must be on level three to access the secret level. First, there is a room with an elevator with armour on it in the northwest corner of the map. Press the red button in this room. This opens a corridor in the room where you can see a glowing sphere. The room leads to has some lighted alcoves. Walk up the stairs. You should be able to hear a mechanical sound. This is the sound of two alcoves being lowered. The map looks similar to this drawing.

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**CHAIN SAW**

The chain saw can be found on level 2 of mission one. Here’s how to get it.  
1. Hit the switch surrounded by the acid.
2. Go through the door that the switch opened. This will take you to a “computer maze.”
3. On the WEST side of the maze, look for a secret door. Listen for the sound the character makes when walking around a door. When you find a section of wall where he doesn’t make sound, shoot the wall.
4. Follow the passage which was opened.
5. Activate the red button in the large room.

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**SECRET DOORS & OTHER HINTS**

**LEVEL ONE**

Level 1 has two secret doors. The first is behind the Imps way up on the ledge, which throw fireballs at you while you’re trying to navigate the path through the acid. The second door is just past that room, on the right, and eventually leads outside to the blue armour.

**LEVEL TWO**

You can get a chain saw on this level by entering the computer area, finding the spot where the green armour is, and shooting the outside wall. However, if you go to the opposite side of this area, you will notice two bright metal strips in the wall which look to be about a door’s width apart. There is a secret door there, with a backpack behind it. Furthermore, after you get the chain saw, search the walls of the passage back to the computer area, and you will find another secret door, which should be on your left as you leave.

**LEVEL THREE**

First of all, I wouldn’t bother snipping from the half-door; you use up a lot of health from sergeants blasting you from just below with their shotguns. Kill and explore everywhere else, and flip every obvious switch you see. After you do, you should have on your map a diagonal passageway in the left wing that leads to a computer room, also “diagonal.”

The walls don’t go N-S-E-W, but NE-SW-SE-NE. If you check the computer room for secret doors, notice that in two places your character will not grunt. Then, if you check your Automap while you are leaving the room, you will notice that after passing a certain point in the hallway, these two places will turn yellow on the map. Aha!

Go to the beginning of the hallway, wait for those doors to close again, and run as quickly as possible to the upper door. There is a cave with acid running around the perimeter. Also present are a rocket launcher and several rockets; it is believed that these are the first ones in the game. Then run down the acid stream (out the opening that you can fit into) and you will come to an alcove with a switch. It is this switch, I believe, that triggers the bridge across the infamous acid pit. Also in that alcove is a secret door leading to your first chain gun, with other supplies, and an elevator leading to one of the rooms you have already explored, through a one-way secret door.

This time run to the second secret door in the computer room, and ease down the dark spiral staircase until you’ve killed all the Imps down there. Hit the switch in the side of the pillar and get that pesky Power Charge. Cross that bridge and open the secret panel, and head down the hallway. Be careful! There are two places down there which trigger secret doors to rooms full of nasties. When you battle your way to the end, there’s a small passage in the back of the last room which leads to the room with the exit to the Military Base, the secret level. Don’t leave just yet, though.

Go the room opposite that switch, and bring down the elevator. Itlatkes you up top, where there’s another box of rockets. Keep going a little further and you come out looking down at the Oval Pit.

And we'll bring you more Doom-laden hints next issue...
True Romance

Reading reviews of this movie in overseas magazines, you’d think it was a disgusting piece of violent schlock - blood splattering everywhere and no plot to speak of. And it’s not like that at all. Never mind that my love is Christian Slater’s whenever he wants it or Brad Pitt’s if Christian doesn’t - I loved every single minute of it, violence and all. Christian plays Clarence, a weirdo who works in a comic shop, who is given a night with a prostitute called Alabama (Patricia Arquette) as a birthday present from his boss. The two of them fall in love and get married and Christian decides to let Alabama’s pimp know that she’ll no longer be working for him. Gary Oldman plays the pimp - an evil white dreadlocked creature who thinks he’s black - and in a very nasty scene, Clarence kills him and escapes, taking with him a huge haul of cocaine by mistake. The two lovers flee across the country to Hollywood to try and sell the drugs, pursued by Gary Oldman’s cronies and the FBI. It all comes to a head here, with shoot outs and violent struggles between Alabama and the mob (a tip: cover your eyes in the shower scene) but all that is practically overshadowed by the wonderful cast. Brad Pitt plays the permanently stoned hippy flatmate of Clarence’s friend and while he’s only on screen for a minute, he almost steals the show; Val Kilmer plays the ghost of Elvis who talks to Clarence in the bathroom and Dennis Hopper as Clarence’s dad and Christopher Walken as the drug lord have the most memorable and amazing scene together since, well, since another memorable and amazing scene. Probably the best film you’ll see all year. And I’m not kidding either.

Carlito’s Way

If only I was about twenty years older, I would rush over to Hollywood and create a stir by getting Al “Craggy but still rather gorgeous” Pacino to dump his “other” Australian girlfriend and set up house with moi. But, one can only dream about these things because being the young, nubile creature that I am, I’d just tire him out. Instead I just have to see his movies and dream. Carlito’s Way is a stylish and way cool film about a gangster who gets released from jail in the ’70s and who is all set to start a new life away from the crime he once was king of. Life in his neighbourhood has become more and more violent and evil and he decides to go to the Bahamas with his dancer girlfriend - all he needs is the money. Which is where Sean Penn comes in. Not that you would even know it was Sean Penn - his ’70s attire and very attractive sideburns make him look like the daggy maths teacher you had at high school - but it is him (I checked in the credits!). Penn is Kleinfeld, Carlito’s lawyer and he comes through with a proposition that would enable Carlito to have loads of cash, except the plan calls for Carlito’s return to the world of crime. Will he choose the straight and narrow path or will he be forced to go with his loyalty to his old friend? Will he still be wearing those fab ’70s outfits when he and I get married? Those are the questions.

The Concierge

One thing really gets me about Michael J. Fox - he never gets any older. It’s like he has discovered the fountain of youth and bottled it. And while in this particular film he is supposed to be a fairly respectable age, I kept thinking of Marty McFly and I was just waiting for the moment he’d zip off in his time machine. Never happened. Michael and the gorgeous Gabrielle Anwar star in this fairly lame comedy about a hotel concierge named Doug who wants to build his own dream hotel. While looking for an investor for his hotel idea, he meets a very rich man who agrees to give him the money provided he’ll babysit his beautiful girlfriend. This seems like a fairly easy way to get an investor, so Doug agrees, but gradually begins to hate the way rich blokey treats Gabrielle and falls in love with her himself. The nastier it gets, the more Doug seems to be losing sight of his dream, but things work out in the end...sniffle. It’s actually kind of old fashioned, this film, as if it was made in the ’80s or something. Remember the ’80s? Me neither.

2.5/5

all reviews by
Amanda Huggins

MOVIES + MUSIC
D*Note
Babel
Shock

Vocal sampling and funky soul-inspired live grooves combine extremely well on this characteristi-
cally English album. Musically, D*Note possess a sense of individualistic self determination. No one
told these guys how to play and they have enough depth and talent to avoid imitating other crews. The
grooves are definitely customised for full booty movement, in the tradi-
tion of Brand New Heavies, Corduroy, and our own Skunk Hat. If
I had to be critical, there is at times an over-reliance on repetition of the
well chosen vocal samples during lead breaks. Re-triggering the one
sample 50 times or so does not fill out a good music bed with interest-
ing lyrics. Also the vocals are at times a little buried and overpow-
ered by the grooves so that the rhymes seem a little lost. But in
reality these are very minor critici-
cisms, as Babel is an album which
confidently carves out a place in
your day-to-day consciousness, so
that you find yourself humming to
the groove just when you least
expect it.

7/10 Steve Polak

D*NOTE BABEL

SNOP DOGGYSTYLE
DOGGS

DEATH ROW/INTER-
SCOPE RECORDS

If there was one good thing
to say about this release then
I'd be the first to say it. But
there isn't. This could be the
shortest review in HYPER histo-
ry and summed up in three
words, offensive, boring crap.
Doggystyle inspires sponta-
neous disgust and then sadness
that time, money and effort
could be so completely wasted.
Explicit lyrics have their place,
basic rap and dull beats have
their place too. But at a time
when the rap genre is offering
so much that is new and inter-
esting both lyrically and musi-
cally, Doggystyle is an outdated
throwback. The final nail in its
coffin is Snoop Doggy Dog's
treatment of women as worthless
animals and a corresponding
obsession with his own all
powerful dick. Someone should
tell the Dogg Pound to do the
human thing and put this dog
to sleep, permanently.

4/10 Sarah Longhurst

MELVINS
Houdini
ATLANTIC

Tagged as the "godfathers
of the Seattle sound" the
Melvins make their major
label debut release with
Houdini. It's about time and
not too hard to see why
they're called the "godfa-
thers", (aside from the fact
they've been around since
1984). It's a release that
embraces a range of genres.
There's blocks of hardcore,
grindcore and grunge with
the occasional cleaner slow-
er melodic number such as
"Lizzy". If someone could
explain what the lyrics on
"Hooch" meant it would no
doubt make me feel better
about instantly liking the
track. Nevermind, because
there are quite a few others
to choose from like "Teet",
"Joan of Arc" and a cover of
KISS's "Going Blind". The
fastest and favourite track
definitely "Honey Buckets".
Nirvana's Kurt Cobain and
Rage Against The Machine's
Garth Richardson have helped
on the produc-
tion side of things (which
is a bit of interesting
trivia) and Kurt also plays
guitar and percussion just
like a good friend should.

7.5/10 Sarah Longhurst

ffrr - Platinum on Black

Various
ffrr/MDS

I remember buying the
ffrr compilation Silver on
Black at the height of the
acid house craze in 1989,
and while acid house has
come and gone, I still find
myself spinning the disc
every now and then without
feeling too embarrassed. I
think the same will happen
with Platinum on Black. The
ffrr compilations seem to
capture moments in dance
music (well, European dance
music anyway), and while I
hate to agree with the over-
the-top sleeve notes, this
disc is "more like the heart-
beat of a generation than a
mere electronic pulse from a
drum machine". And it should
please just about the whole
generation of house and
techno fans, as the styles
contained are widely varied;
from the mainstream style

of New Order and Utah
Saints, to the High NRG of
Capella, the underground
anthems of H-Press II and
Zero B and the funky wonder
that is Sagat. Nearly every
track is a gem, and if you
want to capture house music
in the midst of its on-going
evolution then Platinum on
Black is the perfect pur-
chase.

8/10 Stuart Clarke
Letters...

Stuart’s finally out of the playground, and in the street with the rest of the HYPER crew That’s Andrew “Ringleader” Humphreys on the left, and Aaron “CyberChimp” Rogers, art director extraordinaire in the middle. And what a good looking bunch of gameheads we are too!

Anyway, enough of that indulgent crap, it’s time for letter answering. If you want your missive of love, hate or confusion in these here pages, try to keep it under 300 words and don’t ask too many dumb questions. Send it to:

HYPER Letters
PO Box 634
Strawberry Hills NSW 2012

Oh, and there’s no way we can personally reply to letters (even if you send a self-addressed envelope) - WE'RE TOO BUSY! We would love to help you out, but remember the Sega & Nintendo hotlines for games hints, and the game distributors for release information - they'd be more than happy to answer questions!

Inaccurate Bimbo
Dear Hyper,

I have just purchased the game Return to Zork, so whilst browsing in the newsagents the review of this game in the February issue of your magazine, caught my attention.

I have a question. Why did your reviewer choose to refer to the character Rebecca Snot as “gun-toting bimbo”? As I understand it the word ‘bimbo’ refers to a person (usually a woman) who is ‘stupid’, ‘stupid’, ‘empty-headed’, or whatever. In other words, a person who is not intelligent rather than useful, decorative rather than intelligent. So why does Rebecca Snot deserve this label. Having now played the game past the halfway mark I have yet to discover the reason. So far Rebecca has done nothing stupid, so is her downfall still to come? Will her character commit some awesome/pathetic bungle in the latter stages of the game?

In the game her character is quite the opposite to a ‘bimbo’. She is bilingual, is well educated (an anthropologist) and of all of the active characters in the game she is the one who has the greatest understanding of the prevailing ‘evil’. She is also the character who has the most knowledge and offers the game player the most hints in solving the game.

So I am at a loss to understand why such a character should be identified as a ‘bimbo’. Even if she ‘fails’ in some way at the end of the game, (which I doubt) even then I can’t see that she would deserve such ridicule. I am concerned, because I can identify no reason for calling Rebecca Snot a ‘bimbo’ other than the fact she is female.

Quite simply it is alarming that in your magazine you should ‘tag’ a female character as a ‘bimbo’ even when the character is portrayed as helpful and intelligent. Just what does a character/woman need to do/be thought of as a normal, thinking human being? Even though I would imagine that your magazine is mostly read by boys and men, it may be that some young women do read it. Try not to insult them by labelling women as stupid. It is unnecessary and unacceptable to encourage such stereotypical labelling of women and, in this case, it is particularly unfortunate when your words are blatantly inaccurate.

Yours sincerely
Rosemary Young
NORTH FREMANTLE WA

Well I think we deserved that one. I agree with everything you have said, and my only defence is that I did not see the game before we went to print, I took my reviewer’s word that the character was, in fact, a “bimbo”. Thank you for bringing the error to my attention and I most humbly apologise.

Questions & Answers
Dear Hyper,

I have a number of question for you —

1. Will you be supporting the Amiga CD32? If not, why not? (I hope you will be)

2. What are your views on the banning of non-violent X-rated computer software in most states? (I understand why violent X-rated software should be banned, but not non-violent) How do other readers feel about this?

3. Could you include the RRP for each game and music CD you review?

4. Could you extend the news section?

Apart from that, congratulations on your mag being Australian produced, and including a music and movies section. Your articles on virtual sex and the Australian technological revolution were very informative.

John Rowell
Doublievie WA

John, I have a number of answers for you. 1. Yes, we will be supporting the Amiga CD32 as soon as Commodore decide to support us with a machine and software - we can’t do anything until then. 2. Censorship is a tricky issue. I personally don’t particularly like it, especially for non-violent material, but by law computer games are going to be classified in the same way as movies which means that non-violent X-rated games will only be available by mail order from the ACT. 3. We try, but sometimes they are not available at the time of going to press, or there is no recommended price. 4. OK. Next issue.

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There is a God
Dear Hyper
After reading your first two issues all I can say is "wow". Grunge, Techno, VR sex and Chun Li... there is a God!
Enough of that though, down to business. While looking at the stats at the beginning of SRF Turbo on SNES I noticed the second time you saw Vega his claw started flashing red and white. What do you think it is? Is it the start of a cheat?
Keep up the amazing work and the posters.
Yours faithfully
A K Akers
Um, I think you were either very tired, under the influence or were seeing things that we haven't seen. We don't know what it is. Does anyone else?

Good Designer Drugs
Dear Editor
My nine year old son purchased your mag. He is, like millions of other kids, extremely interested in video games. I just happened to read the review on Panic on Funkatron. Perhaps you would like to review the introduction paragraph.
Do Sega programmers really need good designer drugs like acid to create new and exciting games for children as well as adults?
Your mag is both colourful and exciting. How about a little responsibility when writing articles and not promote the use of drugs as a form of excitement and intelligence. It will be interesting to see Sega's response on Toe Jam and Earl's association with drugs.
If you don't use a little sense in the future, your mag will be lucky to reach the 4th edition.
S E Chappell
TARRAGINDI QLD
We reached the 4th edition already, and we still don't have any sense - aren't we lucky! We weren't promoting the use of drugs - we were being funny, I'm sure your son isn't going to rush out and gob five tabs of acid just from reading a tongue-in-cheek introduction to a game. And as for Sega, they have often commented themselves on the "tripped out" graphics and old hippy programmers who have used drugs for inspiration. Oh, that wasn't promoting drugs either.

The Queen Reads HYPER
Dear Andrew Humphreys
Could you take a few minutes of your time to do me a bit of a favour and explain what this means; "lets just say you would have more fun going through life with rubber bands attached to your testicles than you would playing this game for one minute". This line appeared in your Byte Size review of Crash Dummies in issue #2.
OK, so you're probably wondering why I am asking you to explain this quote of the year. Well, it's because I have a bit of difficulty knowing what it would be like to go through life with rubber bands attached to my balls because, obviously (well, if you could see me anyway), I don't have any balls. I am one of your many female readers. Now you can choose to totally ignore my request, or you can go ahead and try to explain what it's like having a tight piece of rubber attached to your nuts, that's your decision, but could you at least realise that you aren't writing for a magazine aimed at blokes, you are writing for a magazine aimed at games players, and a games player is no longer a pubescent boy. A games player can be any sex, age, race, religion, etc., etc. (er, sorry I took the liberty of telling you your job, I promised myself I wouldn't do that when I started writing this letter, but I just had to make a dramatic point.).
Yours In A Minor State Of Disgust
Liz Windsor (No sh*t, that's my real name)
I appreciate and understand your disgust - I'm disgusted in myself. When I wrote the line in question it simply didn't occur to me to use a gender-neutral image. Maybe if I replace "testicles" with "nipples"? No, that wouldn't work. How about "buttocks"? No good either, it's the whole image that's at fault.
The only explanation I can offer (and a rather sad and sorry explanation it is) is that I am a man who thinks about his testicles a lot. When I think of pain (owing to an unfortunate childhood accident with a cheese grater), I think of my testicles. When I think of pleasure, I think of my testicles. When I think of nipping across the road for lunch, I think of my testicles. Anyway, please don't think we're forgetting our female readers. Honestly, we're very aware of the changing face of games and gamers. Thanks for picking me up on it, Andrew.

A Poem
Dear Hyper crew and Ed. HYPER the name I see this mag leaping out at me Bringing us more right to our local store.
Great articles, reviews the informative news Stuart Clarke at the helm bringing us the video game realm.
But more than just games a wealth of entertainment remains To be spread and read throughout the mag telling us what's cool, what's bad.
Movies, music in with the games or anything else that comes our way It will be there for us to read this HYPER, magazine of our need.
Farewell to you all now its been great reading HYPER, wow! For the next issue I now wait the anticipation is so great.
And a very special farewell to all the video game legends from hell.
P.S. NOUGHTS AND CROSSES I hope this letter is not to hard Other wise Ed might turn retard One day Ed will work out the game And the world just won't be the same He'll be champion of noughts and crosses And roam the world trying to forget his former losses.
Done by
S.S. MaD
Sydney NSW
I'm speechless. Who would have thought we'd have a future poet laureate amongst our readers?

Keep up with the times
Dear You-lot-at-Hyper
I originally planned to write after issue #1 and nit-pick, but Issue #2's cover was green and that's my favourite colour, so you're let off.
I just want to say keep it up (the good work, you fools, not the sleeping/drink/organ/partying), but as any other number of others out there in Hyperland would also write and say this, then I feel that I will say something else. So...
I request that you lot keep up with the times (how couldn't you?) and keep us informed about the 3DO and Virtual Reality developments before they happen (hmmm) and the SNES and SEGA whatnots, and all the other junk that you throw into the 80 or so pages that I happily gaze through.
Plus, is it possible to dedicate just one or two more pages to the music/movie reviews and maybe one or three more to the news pages. I think they're excels-sidue (and I like the bits like the report on the Jaguar system with its resolution/CPUs speed table etc). That gives me some notion as to what's under the hood of those beasts. Anyway, too much column space already...
You know, all those thanx and go-wells
Tim St Clair
Thanks for your letter and excellent graphics, and of course we'll keep you up-to-date with all the latest - that's what we're here for. As for more music and movies, you mightn't be so lucky, in fact we're cutting down a bit after analysing the reader's surveys. But news pages are hopefully going to increase soon.
HYPER-Punks
Yo HYPER,
Thank you for being so colourful, informative and independent... wicked! All magazines should be in HYPER mode. So satisfied am I that I even enclosed a non-bouncing cheque for my subscription. No longer do I have to pay $7.95 for a month-old import mag. Def.
Sad statement - the reviewing of each individual game is only done by one “Hyper-punk” rather than two, like other mags. I don’t believe we can depend on the rating by one reviewer, no matter how honest and impartial they are. Fair enough, the written text on the game can be done by one reviewer, but the percentage rating should be done by more than one party. Do you know what I’m saying?
Thanx dearly for news on the Atari Jaguar (it’s been a long decade since I last pronounced the word Atari). It looks as though Atari aren’t holding back to protect the coin-op industry like Sega etc have been doing. Being that the Jaguar (a cart machine) blasts away the 3DO (a CD machine), and that HDTV’s will be coming out in a year, does this mean that the SNES and MD are finally doomed? It looks as though, as far as carts go, the Jaguar is tops and as far as CD’s go, the Saturn is mega (rather than use the word super). They’re worth waiting for. So is HYPER!
Peace,
Stan Kourt
Heldelberg Vic
PS Gunstar Heroes is a very good Mega Drive game, though HYPER rated it below 90% whilst other mags rated it higher. Was this because as compared to SNES games (which have more colour and resolution) it’s just average? Please answer this query with a simple Y or N at the end of your other comments. Thanx.
I can understand your concern about only one person reviewing the game, and it can be a problem sometimes, as everyone can get subjective (without even realising it). But that’s why I choose reviewers carefully, eg I don’t give a flight sim to someone who hates flight sims, I give it to someone who gets into them and can compare the game to others already available. Also, either myself or Andrew gets to see all the games that go in, so we can (and do) fiddle with the ratings so everything is fair (some reviewers are tougher than others). So I hope that puts your mind at rest. As for the death of the Mega Drive and SNES - take a look at the article on the 3DO and CD gaming in this issue.
Oh, I almost forgot. N.

A Total Suck
To the editor
Wow, what an awesome magazine, it is everything that others try so hard to be, but don’t come close. You provide unbiased view of games, plus reviews, on film and music. The feature articles were great. The “virtual sex” article was interesting. The cheats section was helpful.
God, I’m starting to sound like a total suck, I apologise.
Keep us the good work and as soon as I get enough money, I’ll subscribe.
Thanks
Chris Preips
CASINO NSW
If you think you’re going to get a free subscription, you’re a sad fool. Let’s hope you get the money soon so we won’t have to put up with anymore pathetic brown noses... Oh, don’t snivel, I’m only joking.

Ooops I Forgot to Pay
Dear Hyper
When I saw the gleaming cover of the January issue of Hyper (opposed to last issue cover which was quiet dull) I was so eager to get it home and read that I ran out of the store without paying for it (not something you should try to often). Ooops, almost forgot to congratulate you on a totally brilliant mag.
There is one question that has been keeping me awake at night, and that is: do you think that Sega and Amstrad will team up again to produce a computer in which you can use Sega’s Mega CD Software on it.
That’s all from me, until next time, bye.
Ian Rawson
GREENACRE NSW
How dare you call our first cover dull? I have given your address to the Greenacre police and they will be around to see you about the stolen HYPER very soon. As for the Amstrad Mega CD possibility - I’d say you are dreaming rather than being kept awake.

Information on all Systems
To all HYPER people,
Hyper - the latest mag release on the entertainment market has taken paramount place as I see it. But diplomacy aside, time for business. The news articles on 3DO, Amiga CD32 and the Jaguar, not to mention the future machine releases from Sega and Nintendo turn the market into a battle ground. The point I’m trying to make is that with all this fighting for our entertainment time and money between the many different companies is that maybe in the future you could provide information on all systems. Such as their tech specs, games and just give them a good through reviewing. So all us people that need the best deal we can get due to money terms can see where to spend it best, eg. which one machine comes out on top 3DO, CD32 or Jaguar or any other machine.
Business over now, time to say good bye. Keep HYPER on the track to greatness beyond all imagining.
Signing off.
S. Patrick
Thanks S., and we have been giving you all the details that we have on the “super consoles” and we will be updating the information all the time. That will include comparisons when the time comes. Never fear - we’ll tell it to you like it is.

HYPERmart
We’re going to be starting a small classifieds section for those of you who want to swap, sell and buy games (we may also have a section for pens/pads if you’re lucky). These ads will be
FREE, so send your details in 30 words or less to:
HYPERmart
PO Box 634
Strawberry Hills NSW 2012
This service is only for private advertisers (no retailers), and we won’t be printing names and addresses, just phone numbers, so be sure to include that.
HYPERMart will begin in a couple of issues time, as soon as we get enough response.
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So tune up the car, water the cat and make a half-crazed beeline to your nearest retailer for Sam & Max Hit the Road. Don't forget to bring clean underwear!

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