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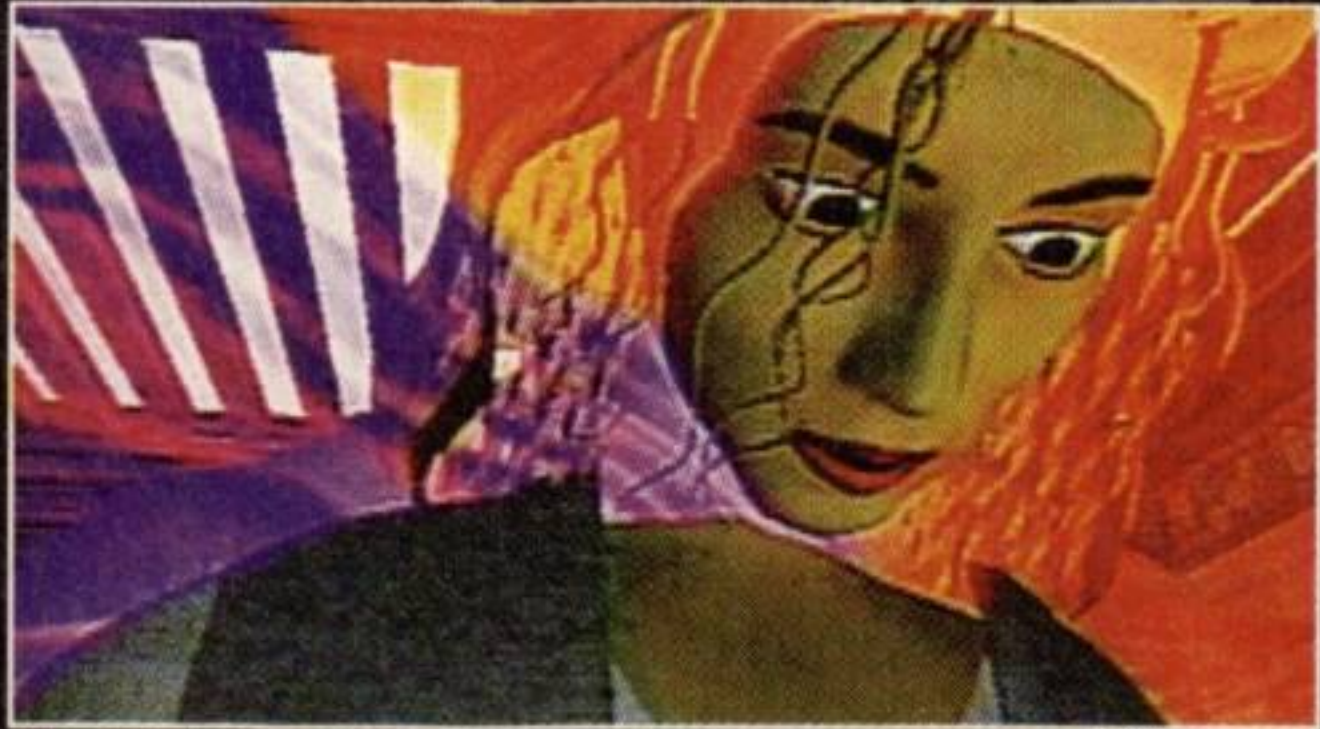
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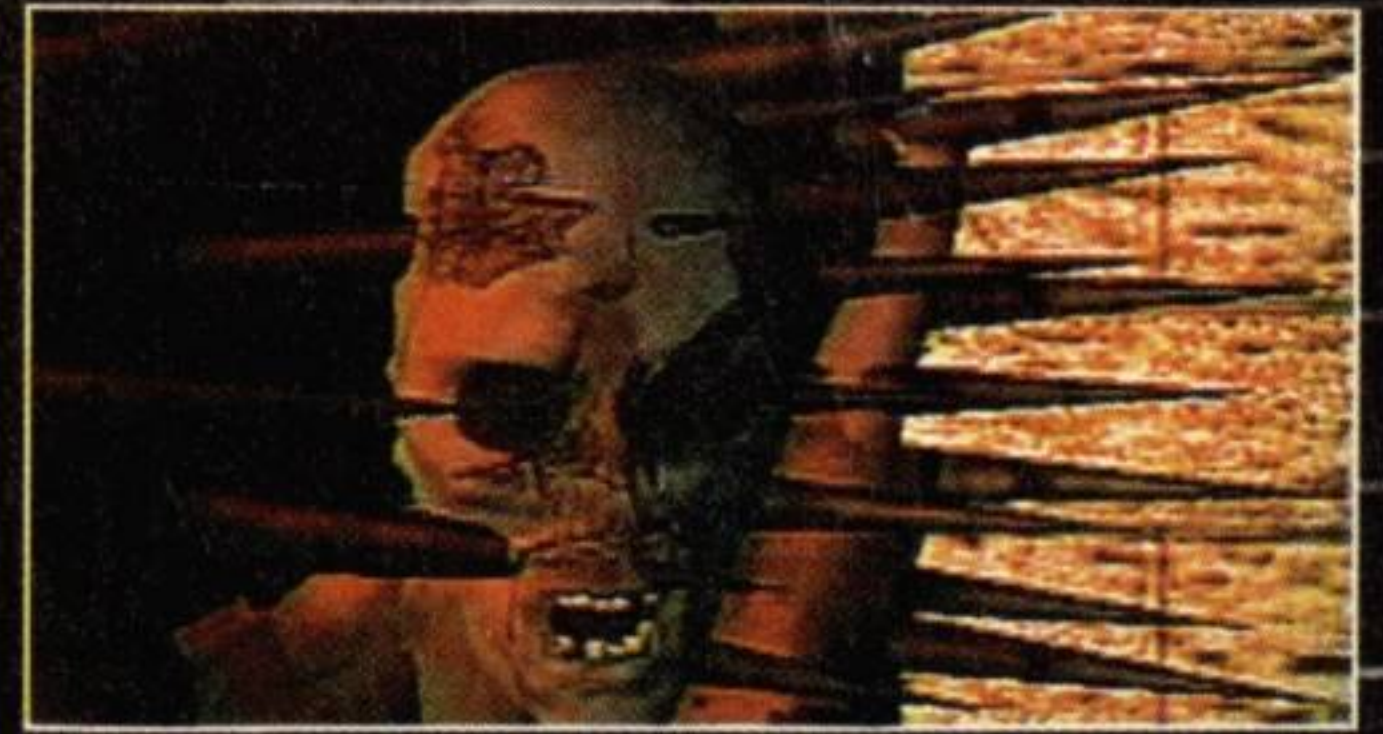
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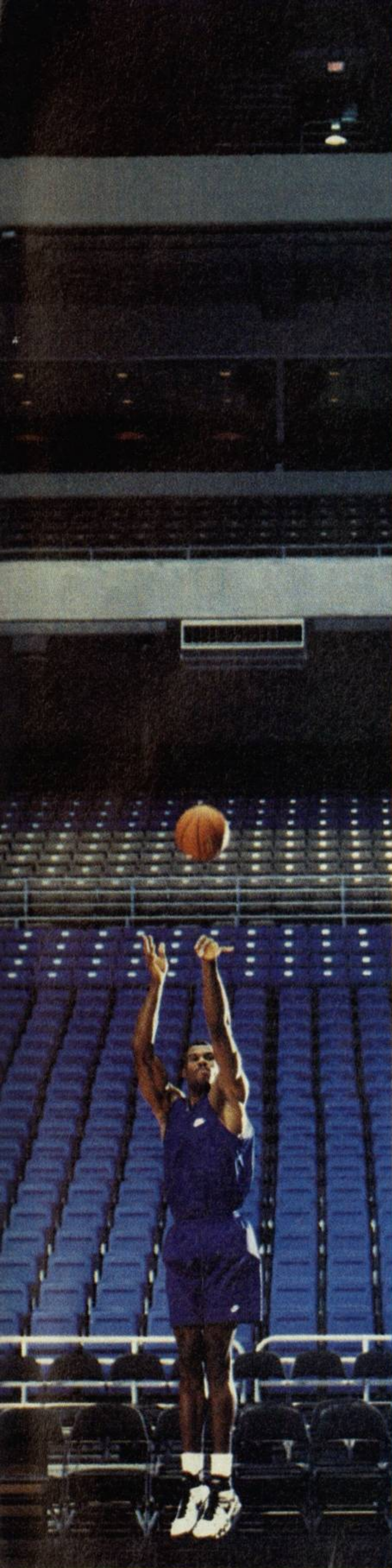
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*Lots'a goodies in 'ere*

# HYPERTIME

Well you can all read the big sad news yourselves about the **Nintendo 64bit** console being delayed.

I can't talk about it anymore, I'm so upset.

Luckily there are a few things that have kept me happy this month. **Duke Nukem 3D** is one of them. At last we have a "Doom clone" that beats the original. Sure, it's a bit politically incorrect but it's a hell of a lot of fun and the game universe is superbly realised. Download the shareware from **HYPERTIME** or go out and buy it in the shops and we guarantee you a good time.

**Wing Commander 4** is also out and about and should see all Wing devotees with big, fat smiles on their face. Keeping with the PC side of things, **Civilization 2** is going to keep budding empire builder chained to their keyboard for several months. I haven't seen a game this complex and involving since...oh, Civilization! Ben did the review a week ago and we haven't seen him since...

That means that I got more of a chance to play with **Toshinden 2** and **Virtua Fighter 2** which are office favourites at the moment. We've got a comprehensive list of **VF2 moves** at the back of the mag so if you want to rule your friends start studying those codes.

Actually now I think about it, I'm having a lot of fun anyway so who cares if the Nintendo 64 is delayed. All

I've really got to say is that Nintendo's new beast better be pretty damn special now or it's going to be the longest awaited and most hyped letdown in history.

**Sony and Sega** will certainly be capitalising on the big N's slip so get set for the prices to come down on the PlayStation and Saturn sometime around now. And a look at the release schedule shows a very promising 32bit year coming up. Have Nintendo made a fatal blunder? Only time (and maybe HYPERTIME) will tell...

studrt

## Ultra 64 Changes Names & is Delayed

That's right, the Ultra 64 is no more. Nintendo have decided to be very imaginative and call their new 64bit machine the Nintendo 64 right around the world. The tragic news is that the machine's launch has been delayed everywhere but in Japan.

Japanese gamers will be made happy on April 21, but the American launch has been put off until September 30 with the European (and presumably, Australian) launch following after that. We face the sad fact that we may not even see the machine until 1997 which is a tragedy of almost Biblical proportions, especially for you rabid Nintendo fans already slobbering over the sexy screenshots.

The reason for the delay? Well, Peter Main, Executive Vice President of Nintendo USA says that the enormity of pulling of a simultaneous world-wide launch was simply too much. They decided to "avoid at all costs, the huge problems that the video game industry encountered in 1995 when the US and other markets failed to receive full product or marketing support behind either the Saturn or PlayStation". HYPERTIME reads between the lines: they won't have all the units and software ready in time. A major pity, and quite possibly a serious tactical error on the part of Nintendo as it allows Sega and Sony over a year's head-start in the marketplace.

Still, they're sticking with a US retail price of under \$250 (which will probably mean \$249) and they say that N64 software will be "consistent with the price range of current best-selling new 16 bit SNES releases", which means about \$100 AUS. However there are only 8 - 12 titles slated for release in North America during 1996.

More information is also available for the writable disk drive, the add-on device which will allow for mass storage. The disk drive unit will be attached to the bottom of the N64 and will be bundled with a 1 or 2 megabyte expansion RAM pack, which you can install into the N64's memory expansion slot. This enhances the main system memory and is therefore useful for both disk and cart based games. The disks will be 3 3/4" and will hold 64 megabytes of data (about 16 times the data in Donkey Kong Country) and they claim that the Data Transfer Rate is triple the speed of the PlayStation and Saturn. The price of the add-on drive is not confirmed yet but Nintendo are set on making it "significantly less expensive than the unit on which it plays".

Let's hope so and let's hope Nintendo pull their finger out so we can all have a 64bit Christmas this year.

## ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go. Over the top. Out on the edge. Choose your hero: James Bond, Ken Griffey, Jr., Super Mario. Or even Darth Vader. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

Is it worth the wait?



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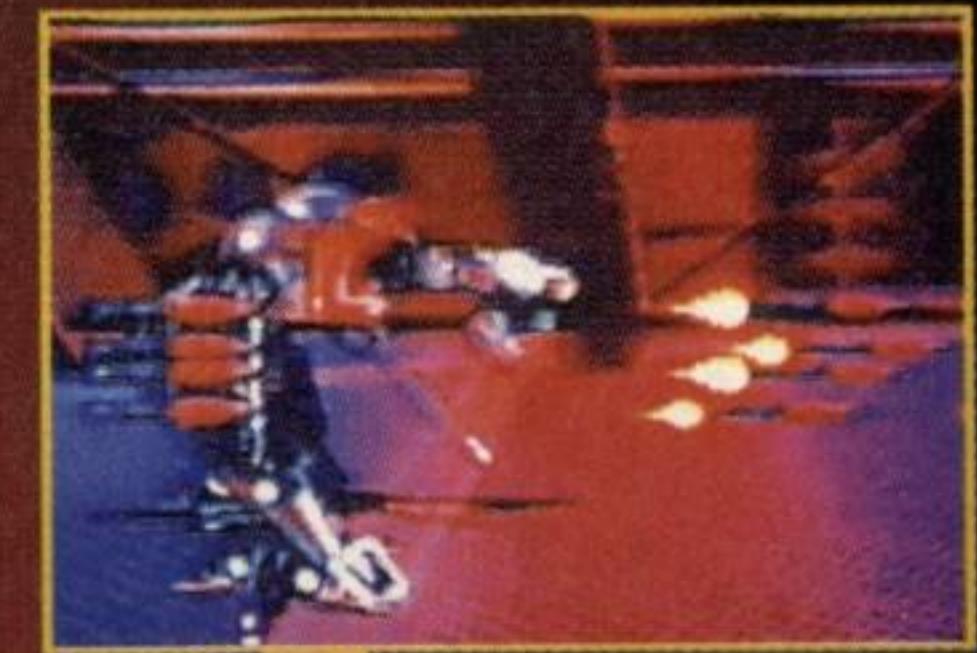
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## Duke Nukem 3D *Better Than Doom*

After teasing us heartlessly with screen shots for several agonising months, 3D Realms have finally released a shareware version of Duke Nukem 3D. It does not disappoint, it rocks, it kicks, it's better than Doom... Whoaaaa, what was that? Well, believe us, it's true.

By now many of you will have played the shareware, so you know it's true. If you haven't and you're net-ready, grab it from <http://hyperactive.com/games/dump>. Be warned though, because within 24 hours of Duke's release onto the Net almost half a million downloads took place in the US alone. Things should have calmed down a bit by the time you read this, but be ready for heavy traffic. Australian distributors Manacom will also be selling a CD and disk version of the shareware levels (for \$14.95), just in case you're one of those poor sad freaks in the cyber-wilderness. The final game should be out in late April/early May for \$69.95.

There are so many cool things about this game, but on top of the list has to be the game world itself. It looks a treat; the post-apocalyptic inner city landscape rates a high awesome for sheer good looks, brilliant architecture and dynamic interactivity. If you thought Dark Forces was cool because you could blow holes in the occasional wall and activate the odd moving part, then Duke Nukem 3D will utterly blow you away. For example, on the very first level you enter a cinema. Work your way up and around to the projection

room and activate the machinery. The cinema lights dim, the curtain parts and there's your movie. Head back down stairs, blow a small hole in the screen and crawl through. There's a beastie there beside a mirror, so you can watch yourself in the mirror as you shoot the bad guy while the reversed image of the movie runs on the screen from behind. Quake had better be pretty special to compete with this...

The beasties you're up against are an evil lot, some fly - either with the aid of a jet-pack or in spunky air-cars. You can too though, once you find a jet-pack. Underwater combat and bikini dancers add considerably to the cool quotient, and all this is just in the shareware version! In the full game a space station will be featured, blow a hole in a wall and the decompression sucks everything (potentially you too, if you're not careful) out into the void.

Duke supports resolutions up to 800 X 600, but you'll need a Pentium 120 for an acceptable frame rate in that mode. 640 X 480 is OK for most lesser Pentiums, while 200 X 320 is there for 486s. They all look fantastic, as would be expected. Just about every time you turn a new corner in Duke something new is there to amaze. Enter the video game arcade and check out the Duke Nukem machine. Try and use it and



with incomparable wit Duke mutters, "I haven't got time to play with myself". Timeless humour that.

Other cool bits include video surveillance monitors you can use to take a peek at areas you haven't been to yet, toilets you can blow up - with a resulting spout of water that can be used to regain health, pipe bombs you can leave in strategic points, activating them as you cleverly beat a retreat from the hordes of pig-cops pursuing.

Duke Nukem 3D is possibly the coolest game we've ever seen. If you haven't played the shareware version yet you're seriously missing out. Speaking of which, you'll be twice the loser if you miss out on the forthcoming full review...

Rated MA15+





## Groovy Mouse Pad Alert!

Mouse pads rate up there with screen savers in the unbelievably boring department. There's not a lot you can say about a mouse pad that's interesting. Well, until now...

The 3M company has developed a pad that really does break the mould. They're the folks that gave the world the Post-it Note, which has to be the most useful office thingy since the desktop coffee percolator.

Going by the sexy name of 3M Precise Mousing Surface, this is one thing you don't know you need until you try it. Sure, we got a free sample, but that's not why we're telling you about it. The difference it makes is pretty huge. For starters, the pad is a mere sliver of a thing. It's ultra low profile means your wrist isn't propped up at an uncomfortable angle. It also kind of sucks itself onto the desktop, so it won't slip around in a frenzy of mouse-gaming.

The important bit though is the patented Microreplication technology. Microreplication doesn't refer to activities between consenting adults of smaller than average endowment, instead it means the surface of the pad has thousands of teeny ridges that traps mouse mess and allows smooth tracking without gritty stuff clogging up the mouse ball. It really works!

More important than anything else though is how cool the thing looks. It's got a funny shape and a pleasingly funky design. We'll be using it until something better comes along. Investigation is highly recommended...

## Sony & Sega Psygnosis Slash Prices Go to Saturn

After a great Christmas period where 15 000 PlayStations were bought by happy Australian gamers, Sony have come through with the promised price cut. You'll now be able to get your hands on Sony's 32bit wonder machine for only \$595 instead of \$695 (for the mathematically challenged it means you save a hundred bucks). Still no game packed-in with the system but beggars can't be choosers... Sega are also about to drop their price for the Saturn, and with all the hot arcade conversions around (like Sega Rally and Virtua Fighter 2), the Saturn looks set for a bit of a resurgence. By the time you read this you should be able to pick up a Saturn (bundled with Daytona USA) for \$695.

Hopefully these price drops are only the tip of the iceberg. Australian console prices still are on the high end of the global scale and if both Sega and Sony are wise they'll slash prices even further throughout the year so they get a stranglehold on the market before Nintendo muscle in with their 64bit toy. HYPER's bold prediction - both the PlayStation and the Saturn will be down to around \$500 by the middle of 1996. And about time too...

**Sony hasn't really put a foot wrong lately - unless of course you count the silly move they made after acquiring legendary British game developers Psygnosis. Soon after buying the talented outfit, Sony ditched the highly recognisable Psygnosis name and logo, with the Pommie gamesters being incorporated into the monolithic entity that is Sony Computer Entertainment. It was a pretty dumb move, but it seems someone on the ball had a quiet chat and now Psygnosis is back. Not Sony Psygnosis, just Psygnosis.**

**Sony has woken up to the facts of life in more than one way, and in a move nobody expected they have allowed Psygnosis to develop Sega Saturn versions of their prime titles. Destruction Derby, WipeOut, 3D Lemmings and Discworld will be the first ports and subsequent releases can reasonably be expected to be Saturnised as well.**

**All four games should be available by April/May and future releases will be released on both platforms without too much delay. Psygnosis will continue to develop for the PC and are keeping their options open for other platforms they deem worthy. Whether or not this includes the Nintendo 64 remains to be seen, but as the Saturn move got the nod from Sony HQ and they're Sony's closest competitor, there's no reason why Psygnosis couldn't do Nintendo games as well. After all, it's all money in Sony's pocket.**

## Readers Preview

We've got another reader's preview here so we thought we'd use it. The author goes by the clever name of CD Romper Stomper and he/she is taking a look at the sequel to Terminator Rampage.

### The Terminator: Future Shock

Yes, Hyperactives, yet another Doom clone is soon to hit our shelves. This time you're in the future helping John Connor fight against those lovable robots and the evil Skynet organisation thing.

In the demo I played I had a choice of three stages of a mission in which to participate. Each one is a little bit different to the rest.

Right from the start the game presents itself pretty well. You're greeted with a pretty intro and a MIDI soundtrack derived from the movie. The MIDI soundtrack sounds a little dated, maybe because we're used to CD quality stuff or at least better MIDI but...that's life, I suppose.



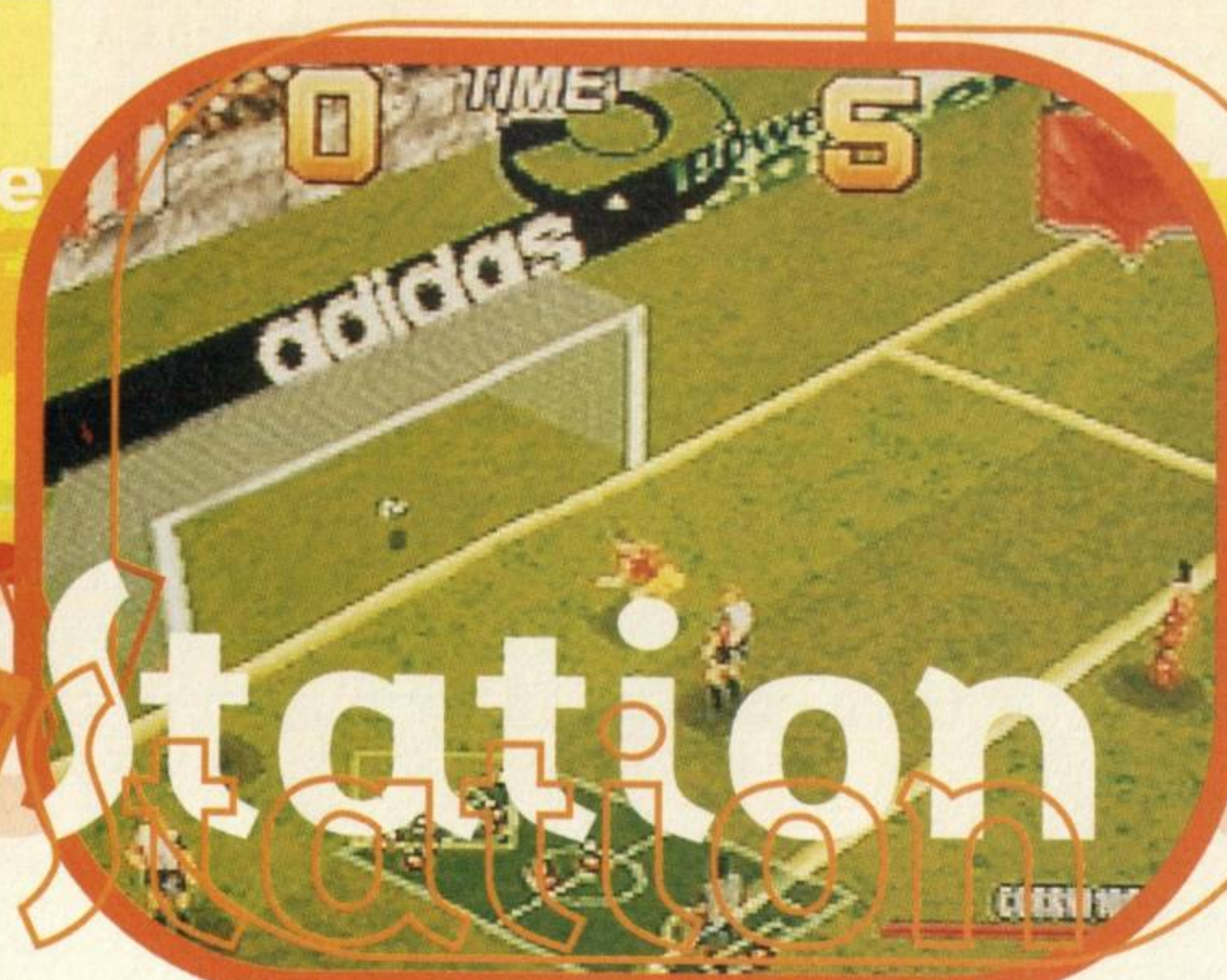
"But what's the game like to play?" I hear you say. Well all I can say is that it will be one of those games that will be either loved or loathed. I personally left the game with a very dry and empty feeling. It was like playing Rise of the Triads for the first time - initially very impressive, but after a few goes you get that sad feeling of "been there, done it all".

The game itself is quite good, it's just that with great titles such as Hexen out and Quake and Duke Nukem 3D about to be released I just can't see this title really taking a huge amount of money. One reason it falls short of some goals is that the controls are...er, strange. There's no real strafe key like in Doom. You can strafe with the " and " keys but I always preferred using ALT and the arrow keys. Still, I don't know the control methods of all the Doomers in Australia and I might be in a minority.

Also the game appears to be a bit slowish. It'll run good on just about anything upward of a DX2 50, it's just that whenever I play a first-person game no matter what it is I might as well nail the run key to the keyboard, that's just how I play. Future Shock has a run key but it's for only running straight ahead, not turning. These are really the only terrible little niggles I could find and if Bethesda decide to fix them for final release it could be quite an ample little game.

I'd probably recommend waiting for the final HYPER review before writing it off completely because they know ALL (thank you for that subtle crawl - Ed). In the meantime I'd suggest Hexen or Crusader (the greatest game ever), as a refuge from all the crap that's around.

# PlayStation

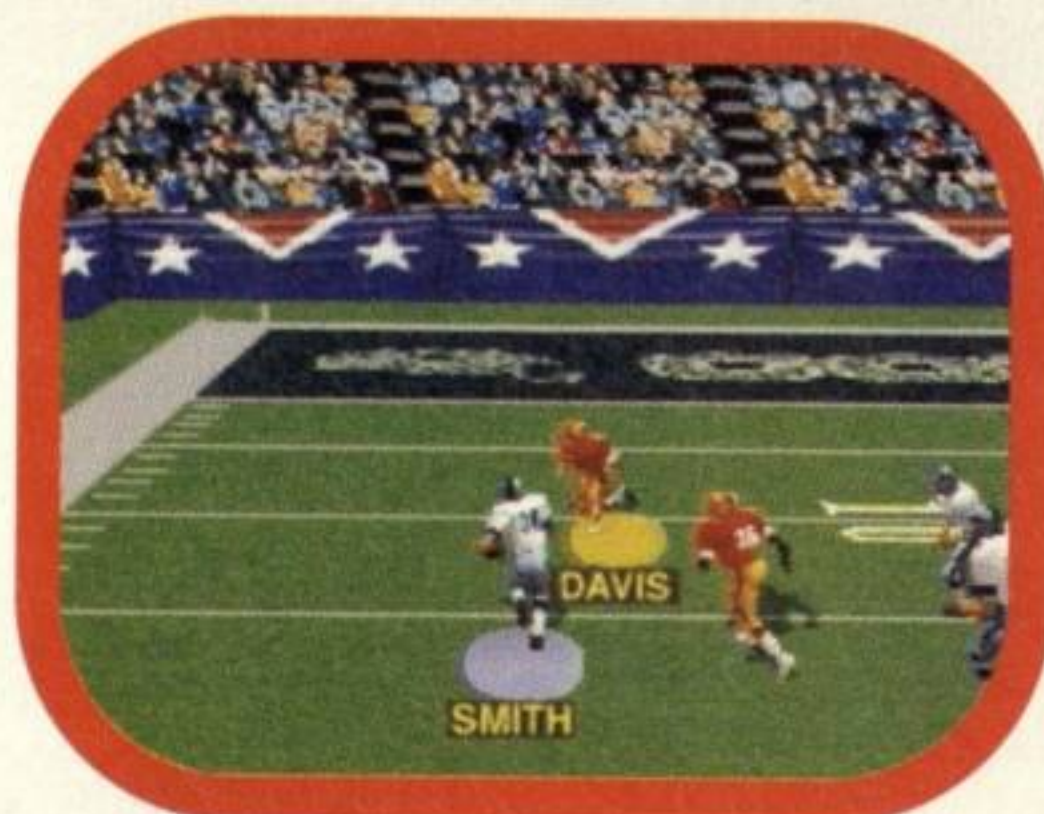


## GAME SPORTS

Sports fans beware, because the most realistic sports sims are coming your way for the PlayStation. Whether you're into basketball, soccer, golf, tennis, American football or even ice hockey, PlayStation will have it all! Here's a sample of what's coming out.

### NFL GAME DAY™

Over 1,500 real NFL players, 30 teams to choose from, exhibition matches and playoffs... welcome to the big league and your chance to play in the Super Bowl.



NFL Game Day on PlayStation gives you incredibly smooth animation and player control as well as all the bone-crunching football action of hits, hurdles, stiff arms, swim moves, diving catches and more. But you'll need more than just braun to win! Trade players and sign agents to build your team dynasty. There's even a NFL style playbook with the latest formations and trends.

**OUT: APRIL/ MAY** Expected Rating : G

### ADIDAS POWER SOCCER™

Attention! soccer fanatics, Adidas Power Soccer™ is the game for you.

Your choice of simulation or arcade mode. Simulation mode is just as it sounds - an exact replication of what goes on a normal soccer field, with players getting injured, sent off or substituted. But it's in arcade mode that everything goes and you will be able to vent all your frustrations. "Hands of God", two footed tackles and an unbeatable Predator shot are amongst the special skills that will be available.

**OUT: MAY/JUNE** Expected rating: G

### NHL FACE OFF™

The game creates a fully interactive 3D environment, with players on the bench, the crowd, and the referee all interacting with the action. It also features a full team management option allowing you to make player trades and create your own teams. Realistic hockey animation includes 5 types of checks, slapshots, one timers, players spinning on the ice after collisions, deke

defenders and goalies, speed burst and more!

**OUT: MAY/ JUNE** Expected Rating: G

Other sports games to watch out for: Total NBA '96, Actua Soccer, Actua Golf.

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

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## GAME ARCADE

### RIDGE RACER REVOLUTION™

Namco, the creators of one of the hottest racing games around - Ridge Racer - have gone one step further by creating Ridge Racer Revolution which has been described as more than a mere sequel.

The hottest thing about Ridge Racer Revolution is that with the use of a PlayStation Link cable you will be able to hook up two PlayStations and TVs and experience two player, full screen racing action just like in the arcades.

There's new race tracks, remodelled cars and an additional ultra fast White Angel Car. Cars are equipped with rear view mirror, essential for competitive play and link up mode.

**OUT: APRIL/ MAY** Expected rating: G



### BATTLE ARENA TOSHINDEN II™

The sequel to this groundbreaking 3D beat 'em up is coming soon.

There will be thirteen different fighters, each with all new spectacular moves... watch out for Gaia's lethal fan used to blow a magical fiery breath.

Toshinden II also delivers 4 hidden characters - Uranus, Master, Sho and Vermillion.

Further gameplay enhancements include a far greater and more effective range of attacks and combatants can now press home an attack even after their opponent has been knocked to the ground.

**OUT: APRIL/ MAY** Expected rating : M15+



### MUSEUM PIECE 1™

Let's get back to the (arcade) basics!

This is the classic Arcade compilation featuring seven masterpieces from the 1980's sourced from deep inside Namco's vaults. Avoid imitations... these are the true arcade conversions. Check this line up.

**PAC-MAN** The world's most famous maze game is an identical replica of the coin-op version. **RALLY-X** A Pac-Man derivative with racing cars.

**NEW RALLY-X** Extra features added to the original including tougher levels and more atmospheric music. **GALAGA** The classic space shoot 'em up

featuring the first ever power up. **TOYPOP** 2 player frenetic action game.

**POLE POSITION** First game ever to provide players the opportunity to select cars with different abilities. **BOSCONIAN** Space shooter.

Try it for the first time or re-live your mis-spent youth.

**OUT: APRIL/ MAY** Expected rating: G

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## Eyewitness Virtual Reality: Cat and Bird

For all of you out there that just can't get enough pussy or Yellow Breasted Tit (and I know there's at least a few of you), Dorling Kindersley Multimedia have the answer to your prayers. These two programs, titled simply Cat and Bird respectively give you a guided, or unguided, tour through the worlds of these cute and cuddly critters. Both programs take the form of a virtual museum in which you can wander around, check out the exhibits and stick your chewy under the seats.

### Winners

Everyone's a winner, baby, that's the truth. But here are the lucky HYPER readers who are getting prizes.

- WETLANDS COMP**
- Cameron Smith (NSW)**
- Michael Bishop (NSW)**
- STONEKEEP COMP**
- Chris Coulthard (S.A.)**
- Paul Marciano (W.A.)**
- Stefan Hickey (Vic)**
- Amy Jones (NSW)**
- Stuart Campbell (NSW)**
- CULT VIDEO COMP**
- Gaye Inall from Whiteside, QLD wins the pack of cool vids.**
- TOTAL ECLIPSE TURBO COMP**
- James Machin (WA)**
- Craig Allen (NSW)**
- Michael Newton (NSW)**
- Dave Turner (WA)**
- Paul Josphehs (Vic)**
- CRANBERRIES COMP**
- Adam Rutledge (ACT)**
- Mark Hanschut (QLD)**
- Sean McGee (QLD)**
- Philip Smith (NSW)**
- PASSENGERS COMP**
- Adam Riley (Vic)**
- Sam Tebbuff (Vic)**
- Phil Harding (NSW)**
- Steven Ho (NSW)**
- Sally Ryder (QLD)**
- Paul McFarlane (WA)**
- Bill Kalergis (NSW)**
- Fred Brennan (NSW)**
- Peter Farrell (SA)**
- Susan White (TAS)**

I must say, before I go too far, that Dorling Kindersley have done an absolutely stunning job of both these titles. I've honestly never seen FMV (and there's lots of it here) of this sort of resolution run this quickly on my crusty 486. Not only does the video run beautifully but the whole interface is very fast and dead easy to use; probably the best I've seen for this sort of thing.

The amount of information contained in these packages is astounding and is fully indexed and cross referenced with heaps of hypertext links to take you around and about. All aspects of Cat-dom and Bird-dom are explored, their historical links with man as depicted in ancient art and cultural works, feeding and breeding habits, anatomy, migration patterns, examples of cries, calls and songs - everything! The only thing missing is the sound of David Attenborough's voice softly intoning the deepest mysteries of kitty litter. The 'museum' also contains a shop where you can download images to print or put on your desktop, print ready made stationary and grab sound bites as well.

These are two of the best Multimedia titles I've ever seen, so if you're a Bird or Cat lover you'll be chuffed, I'm sure.

GEORGE SOROPDS

### Retail Gimmicks

Competition for a share in the video gaming dollar is getting fiercer and fiercer with both distributors and retailers going all out to try and sell you their latest and greatest products. EA have proved themselves the masters of promotion and recently held their Merchandiser of the Year Award in Australia. Each game retailer was offered the opportunity to enter their EA display in the competition and then Brad Fidler, Australian captain for the ARL judged the entries. We were so impressed by this winning Need For Speed display from Harvey Norman's Dandenong Superstore that we'd thought we give you all a look. A big congratulations to Michelle Holland who organised the display (complete with the front of a Gemini) and let's hope more retailers start getting creative. It mightn't actually sell much more product but it sure makes shopping more fun...

# Overflow

An ultra-fast, ultra-cheap modem is on the way. The Audiowave modem is a blazing V34 class 28800 speedster, but with an unheard of recommended price of just \$135 (ex. tax). How come so cheap then? Because it uses the computers CPU for processing instead of the usual on-board chip. This means it'll probably be less than fantastic for games, which are themselves highly processor-intensive. Internetting should be fine though. We'll be road testing the thing soon, so watch for our report.

**Prepare yourselves for interplay's media blitz. Descent 2 for PC and Descent for Playstation have \$3 million budgeted for the world-wide campaign, which is a relatively ginormous figure for a game. Could be well worth it though as it's looking hot...**

The latest and greatest version of Netscape's wildly successful Navigator is out and about. Version 2.0 supports frames - which means your internet screen can be divided up into individual windows, as well as Java - which allows Interactivity on the web in new and exciting ways. Many more features are included, so if you're using an older version you're out of the picture as many new sites use features only accessible by Netscape 2.0.

**The last game in the Doom series is on its way from id. Final Doom is the last hurrah for the Doom engine, with the next generation being the fabled Quake.**

Acclaim will (predicably) be making a game of the upcoming live-action/animation flick Space Jam. The movie stars Michael Jordan, so expect to see the multi-talented sports legend on game screens by the end of the year.

**The Playstation's ESPN Extreme Games is coming to the PC. Whoooaaa dudes! Extreme PC gaming!**

Electronic Arts have signed an agreement with WildStorm Productions for the rights to develop games based on WildStorm's Gen 13 comic series. A 2D adventure game and a 3D action game are planned.

**Matsushita's acquisition of the 3DO Company's M2 technology is about to pay dividends. They have teamed up with arcade legends Konami to produce arcade machine motherboards based on the M2. These beasts will be the first 64-bit arcade machines. No specific titles have been announced, but the number "3" and the letter "D" have been bandied about as potential themes. Matsushita still plan to develop a console machine based on the M2.**

Meanwhile in 3Doland... work is underway on the architecture of the next generation video game machine. Codenamed MX, the M2 sequel is at this stage heading towards becoming a straight game console.



# charts

HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

## MEGA DRIVE

1. Australian Rugby League
2. NBA Live '96
3. Earthworm Jim 2
4. Light Crusader
5. FIFA '96
6. Theme Park
7. FI World Championship
8. Micro Machines 2
9. Vectorman
10. Micro Machines '96

## PC CD ROM

1. Warcraft 2
2. Need For Speed
3. EA International Cricket
4. Relentless
5. The Dig
6. NBA Jam T.E
7. Crusader: No Remorse
8. System Shock
9. FIFA '96
10. WipeOut

## 3DO

1. Shockwave 2
2. Primal Rage
3. Foes of Ali
4. Star Fighter
5. Dragon's Lore
6. PO'ed
7. Space Hulk
8. Battlesport
9. Alone in the Dark 2
10. PGA Tour Golf

## PLAYSTATION

1. Doom
2. Twisted Metal
3. FIFA '96
4. Krazy Ivan
5. Loaded
6. Tekken
7. Destruction Derby
8. Warhawk
9. WipeOut
10. Discworld

## SNES

1. Donkey Kong Country 2
2. Yoshi's Island
3. Mortal Kombat 3
4. Mechwarrior 3050
5. Super International Cricket
6. Doom
7. Killer Instinct
8. FIFA '96
9. Quarterback Club '96
10. Wrestlemania



## SATURN

1. Virtua Cop
2. Thunderhawk 2
3. Virtua Racing
4. NBA Jam T.E
5. FIFA '96
6. Clockwork Knight
7. Rayman
8. Hi-Octane
9. Theme Park
10. Robotica

# ORDER NOW.



**Goldstar 3DO**



**SEGA Saturn**

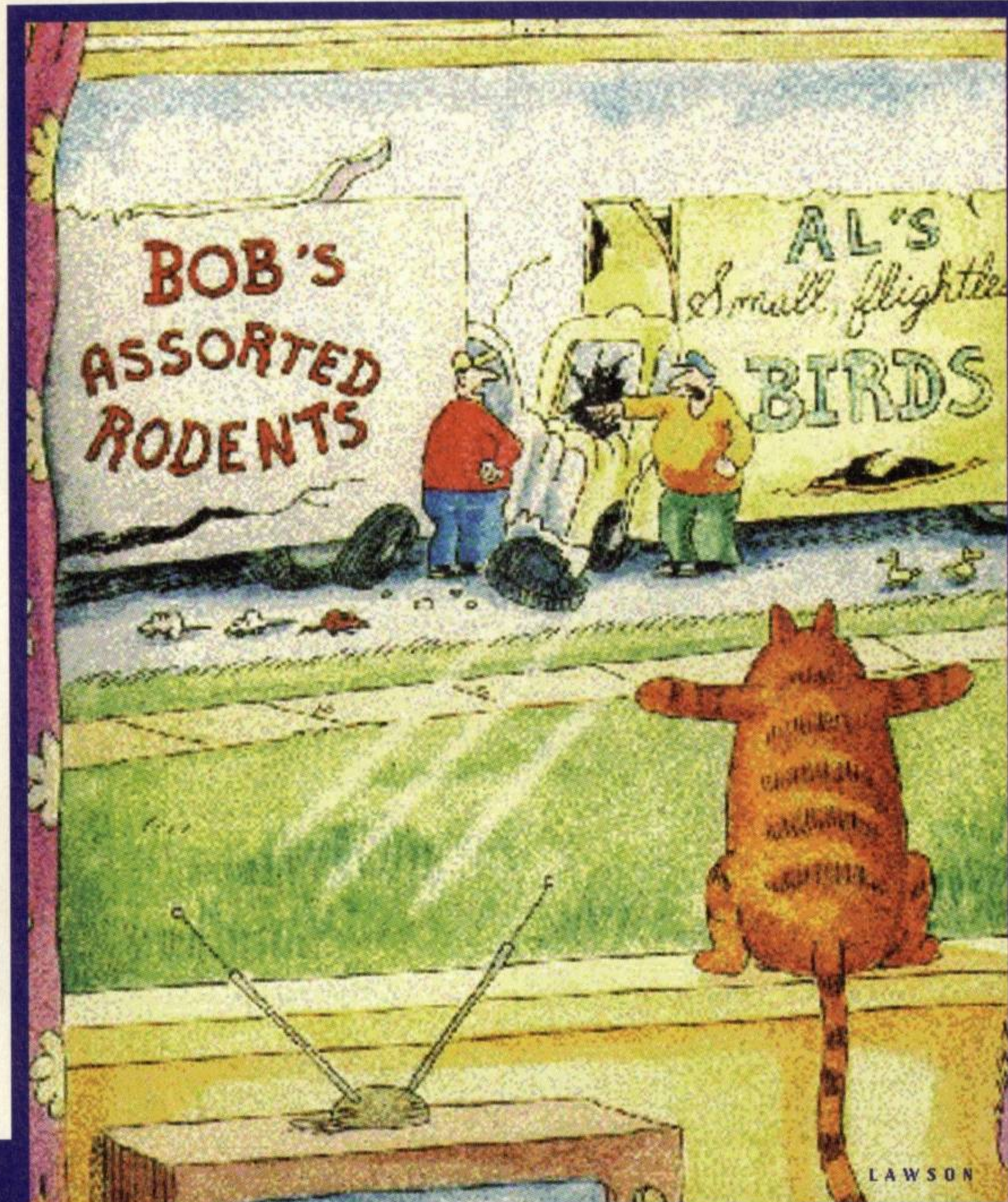


**Sony Play Station**

## VIRTUAL REALITY GAMES

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Tel: [02] 369 5700

409 Gardeners Rd, Rosebery  
Tel: [02] 317 4506



**KINGS OF HORROR**

Stephen King has brought you Misery, Pet Semetary and The Stand. Clive Barker brought to life the horrific Hellraiser and Weaveworld and that's just to name a few... For gripping, hair-raising tales that are clever as all hell (and pretty damn funny too), then you can't really beat these two writers. Naturally, they're both so legendary that ardent fans have knitted together some comprehensive homepages. If you've read King's Dark Tower books, then the Dark Tower FAQ will have you enthralled. And if you never knew that Clive Barker is also a very talented Comic artist then you should drop by at both these killer sites. <http://www.barkerverse.com/> for Clive and <http://phrtaylo.ucsd.edu/~ed/sk/> for the Kingster himself. For the devoted fan.



CLIVE BARKER

**EXTREME SPORTS**

Not only is Extreme Sports a very cool little Playstation title, but it's a worldwide sporting phenomenon. More and more people everyday are becoming daredevils and leaping from planes strapped to surfboards or mountain bikes. The crazy fools. If you're into snowboarding, skatedropping, street luge and sled dogs, then you'll be glued to your screen at <http://www.nauticom.net/adventuretime/index.html>. Just don't get any ideas.

It's late at night and the computer is beckoning to you with strange other-worldly magnetic radio-waves. They're beamed directly into your cranium by some distant intelligence and you realise in absolute horror that you have NO CONTROL! It draws you in and before you know it, you're possessed by the evil sentient being that is the INTERNET!! Er... well, it's not quite that dramatic, but it is time to play chicken on the information super-highway with ELIOT FISH.



**THE FAR SIDE**

Ahhh, the Far Side... the coolest cartoon known to humanity. As you may well know, it's no longer going to be seen in the paper because Gary Larson has called it a day. Waaahh! But don't worry. The internet comes to the rescue with an Australian Far Side daily! Yep, now you can get your daily Larson dose — electronically! Just contact <http://www.ausweb.com.au/FarSide/> and everything will be just fine. Larson is simply a bloody legend.

**MECHWARRIOR 2**

One of the current PC chart-toppers is the insanely brilliant Mechwarrior 2. If you've played it, then you'll know just how cool this game really is. If you haven't even seen it, then you're a complete tool. Basically, once you've gawked at it for even just a few brief minutes - you'll be transformed into a total, drooling Mech-head. So for those of you who just can't quite get a big enough fix of anything Mechwarrior related, check out [http://arbornet.org/~lokety/mw2\\_index.html](http://arbornet.org/~lokety/mw2_index.html) for info on all aspects of the game - and more, more, MORE!

**THE GHOST WHO WALKS**

Everyone knows the Phantom. He's Australia's own superdude. He's also going to be the subject of a new Hollywood blockbuster flick starring Billy Zane as the purple-clad maestro with the aero-dynamic head and swimming goggles. Well, if you're not versed in Phantom lore, then you'll look like a right goon when it becomes bigger than Batman. So to keep you Phantom hip, drop in at <http://powerup.com.au/~stwhite/> and catch up on the jungle-dwelling, skullring-wearing, undies-on-the-outside hero. It's even hosted by a Commander Riker lookalike!

**FREAK CENTRAL**

You're all FREAKS. We here at HYPER know that for a fact. Little do any of you know that we have a crack team of undercover contributors who keep an intense eye on newsagents all around this fair country. And we know what you look like. We know how you smell. We know you pick your nose and finger through copies of foreign games magazines. Well, it's a big, big world and unfortunately there are thousands more like you. So you'll probably feel right at home with the kooks at <http://www.halcyon.com/freaks/freaks.shtml> maybe you'll be able to understand it all. I certainly couldn't.







ANIME ART GALLERY

**ANIME ART GALLERY**

Who could ever have guessed that cute, Karate-loving cartoon characters with glistening eyes the size of watermelons would become so outrageously popular? I mean, the voice acting is about as believable as Larry Emdur getting a spot on TV because of TALENT. It's sick I tell you! Sick! If you really have the urge to stare lovingly at Manga babes and nod affectionately to mean, futuristic bikers, then please.... go ahead. <http://www.armory.com/~ebradley/anime/otaku.html>

I just don't know you. Alright?

**WE ARE NOT ALONE**

Half-way through 1995, a supposed 1947 US Government film surfaced of what seemed to be an Alien autopsy. Now... it may have looked very convincing, but Special FX specialists around the globe call it a farce. In fact, they call it absolutely hilarious! Why? Visit <http://www.trudang.com/autopsy.html> and they'll tell you why. After reading their evidence you'll also be convinced that the film's just a total sham. A big fat hoax. Now that's not to say that these aliens don't exist. There's plenty of evidence to prove that they do at <http://www.execpc.com/vjentpr/vjufos.html>

This is no laughing matter. Awww hell, maybe you should just check out the politically incorrect but very funny Gimp Autopsy at <http://www.primenet.com/~scale/autopsy/>

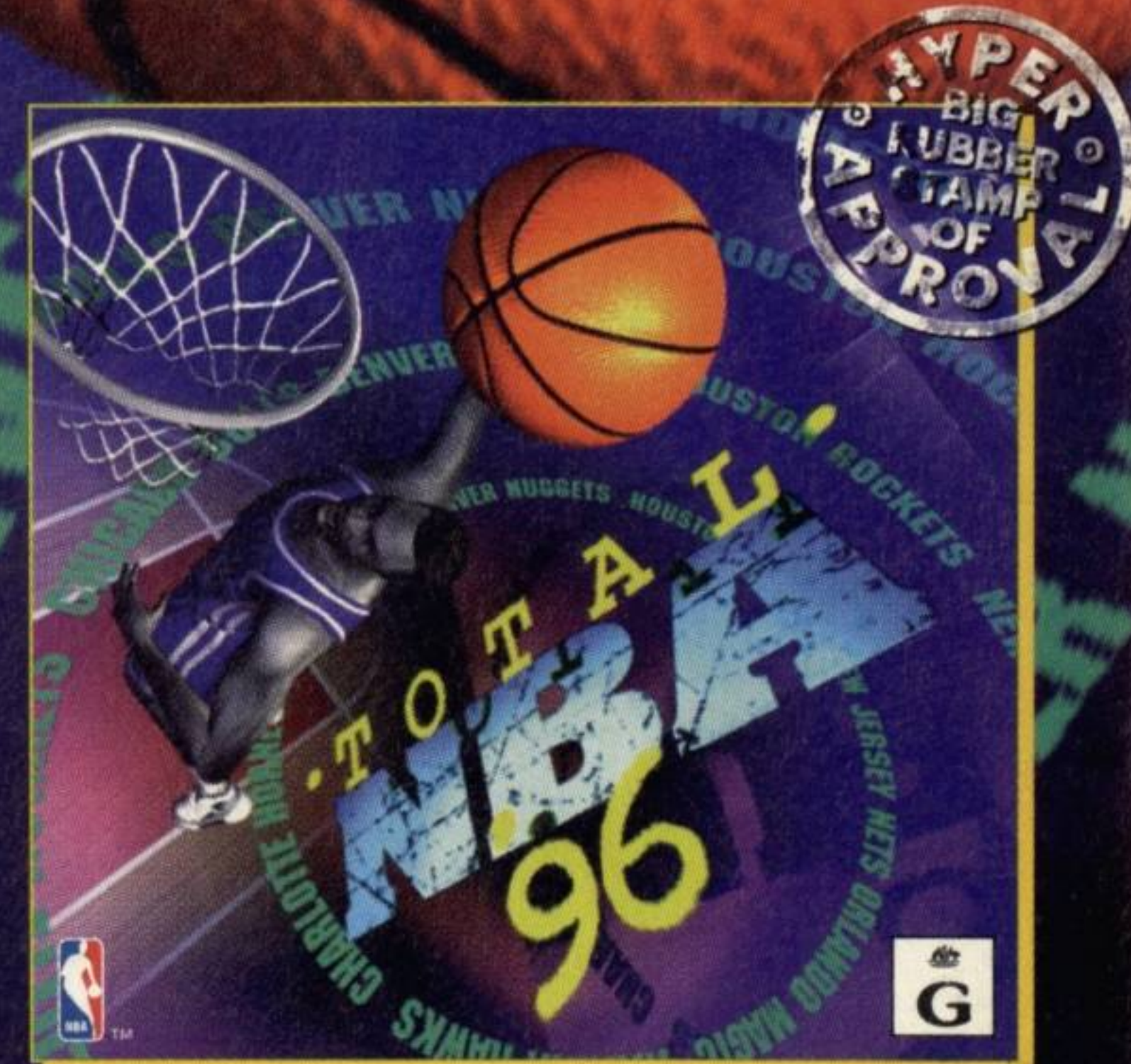


THE PHANTOM



UFO'S!

# OVER YOUR SHOULDERS THROUGH YOUR LEGS IN YOUR FACE



**“You should be begging, borrowing and stealing money so you can buy this game” ... 93% Hyper**

**“Magnificent and fabulously realistic” ... 9/10 PlayStation Magazine (UK)**

**Hook up 2 multi taps for 8 player action**

**What are you waiting for? “Put this magazine down and go and buy this game NOW” ... Hyper**

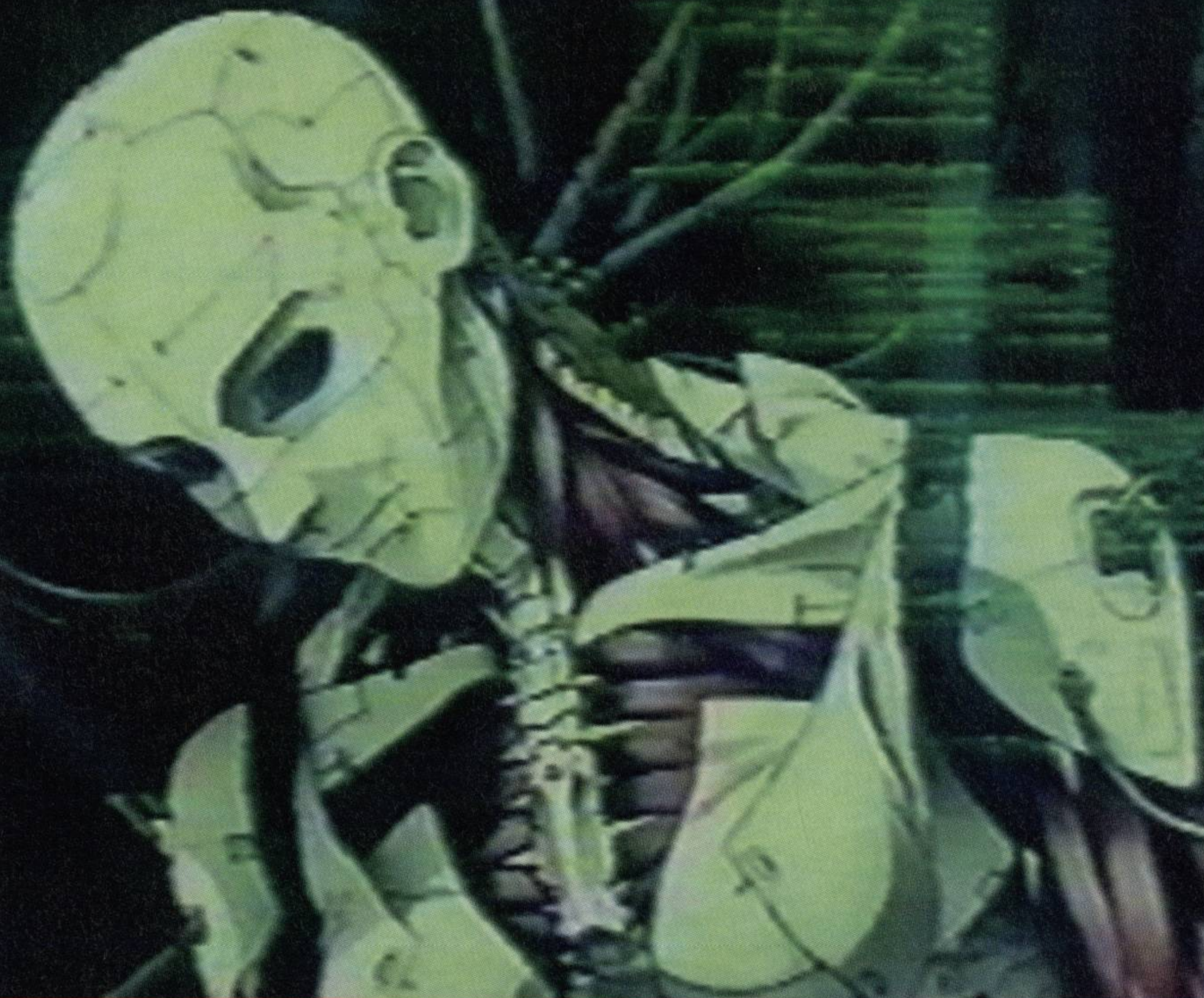


**For PlayStation Game Info  
Call the PlayStation  
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REVIEWS BY MAX AUTOHEAD

## Ghost in the Shell

"Ghost in the Shell is a stunning work of speculative fiction, the first truly adult animation film to reach a level of literary and visual excellence. Its design, the poetry of its visuals, and the depth of its themes set it apart among science fiction films. My compliments to Oshii san - an important visionary work."

That's what was written on a hand written note sent to Manga UK from noted Hollywood director James Cameron (Terminator 1 & 2, The Abyss).

Touted as the next Akira, Ghost in the Shell has become the new benchmark for technical excellence in animation. It rivals Patlabor in its "cream your pants" stake; not surprising since the same man responsible for the Patlabor series, Mamoru Oshii, is also responsible for this latest work of art.

Set in the year 2029 AD, the story tells of a frighteningly computer dominated society. Humankind has integrated with machinery so well that it's almost seamless. As this happens all types of moral questions are raised, as criminals can now hack into your brain and program you a new life over the phonline. As always in Japanese anime, the technology design in Ghost... is absolutely brilliant. The animation is exquisite in its attention to detail, with the animators layering images and movement to produce a shockingly realistic environment.

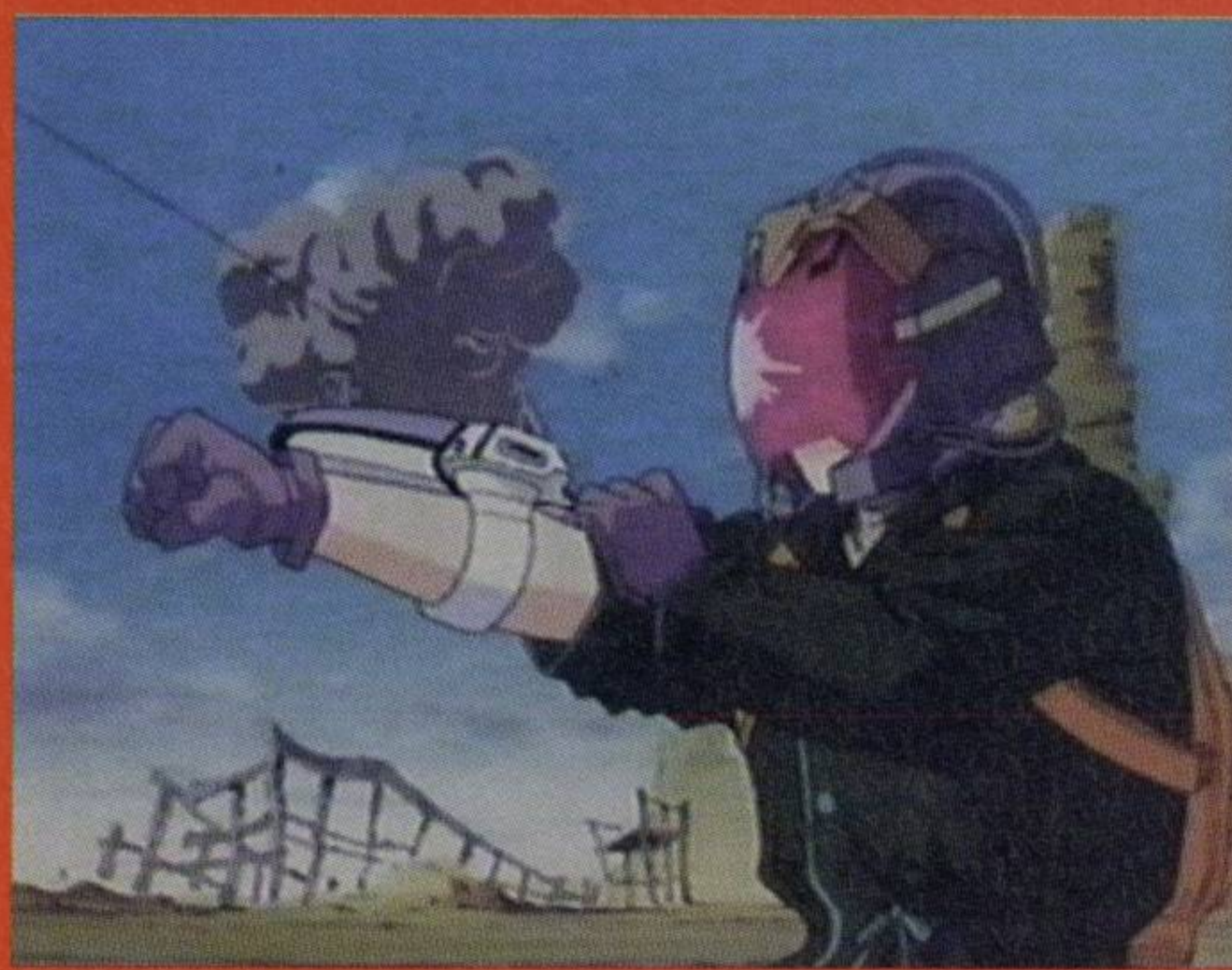
This is technically the best sci-fi animation that's available at the moment. Definitely a landmark in animation and visual entertainment history. Go and see it on the big screen and then get the video. A classic.

**10/10**

RATED M15. CINEMATIC RELEASE FIRST. THEN TO VIDEO.



## Casshan the Robot Hunter (Parts 1-4)



Welcome to the future (what, again?). Welcome to a world devastated by a senseless war between man and machine. Where an artificial intelligence known as the Black King controls an army of kill droids, dedicated to eradicating the human resistance stronghold in Australia (you heard me!) in the wastelands, the Black King has set up concentration style work camps for

humans, setting them the task of building war robots for crushing the resistance. All looks doomed for mankind when suddenly, out of the wastelands, out of myth, comes a warrior of legend; CASSHAN THE ROBOT HUNTER!

A cyborg of incredible power, Casshan, with his transforming dog Lucky, wages an all out holy war against the Black King and his minions, crushing all anti-human war droids that cross his path.

As schlocky as it sounds, Casshan the Robot Hunter provides some damn fun entertainment. The characters themselves, though somewhat of the generic mould, are well designed and thought out. The production of the animation is slick, and although it's looking a bit dated, it beats a lot of current animations being produced today.

Guns blaze, gore flies and massive destruction of massive robots is common. This is the kind of animation that I dreamed of watching as a kid.

If you're into anime like the Guyver and Eight Man After, then get Casshan because this craps on the lot.

**8/10**

RATED R. DISTRIBUTED BY KISEKI



## The Secret Adventure of Tom Thumb

When I was at college we shot a minute long animation on a Bolex Camera. The beauty of Bolex Camera's is that they allow you to shoot a frame at a time; and are the favoured cameras of most independent animators around the world. Anyway, this minute long film consisted of trying to make people appear to fly through the air. This meant that the actors would leap into the air, and the cameraman would shoot one frame. Times that by twenty four frames (twenty four jumps as well) and for one second someone looks like they're flying.

Imagine the amount of work involved in producing an hour long animation using this technique; well that is what the Bolex Brothers have produced in their new film, The Secret Adventures of Tom Thumb.

I must say that this is the weirdest and most fascinating film that I've seen since David Lynch's *Eraserhead*. Writer/Director Dave Brothwick has created a frightening world where mutants co-exist with humans and insects in an oppressive and totalitarian society. Live actors have been animated along with clay figures to produce a creepy and nightmarish narrative.

This is the scariest psychological horror piece that I've ever seen. Highly recommended.

**10/10**  
RATED M15+. DISTRIBUTED BY SIREN.

## The Cockpit

It is often said that history is written by the victors. When *Tombstone For Fireflies* was released in Japan, it received a lot of criticism from within the country. All it did was tell the story of the Japanese homefront during World War Two. Similarly, "All quiet on the Western Front" was received as a success in a world sick of war, but was banned from Germany as Hitler rose to power.

The release of the *Cockpit* on video gives us a refreshing look at war (as heinous as that sounds); at the men and women that fought the battles and later often died in disgrace or shame on the losing side. What the choice of theme tends to reflect is the common grounds that we all share as human beings, that regardless of race and of culture, that we're all made of the same stuff.

The *Cockpit* consists of three animated shorts; all very different and all telling the story of the war from their point of

view. From the somewhat heroic German pilot in "Flying through the stratosphere", to the slice of life tragedy of "The Cherry Blossom Squad", to the somewhat comic fighting men in "Side Car Soldiers".

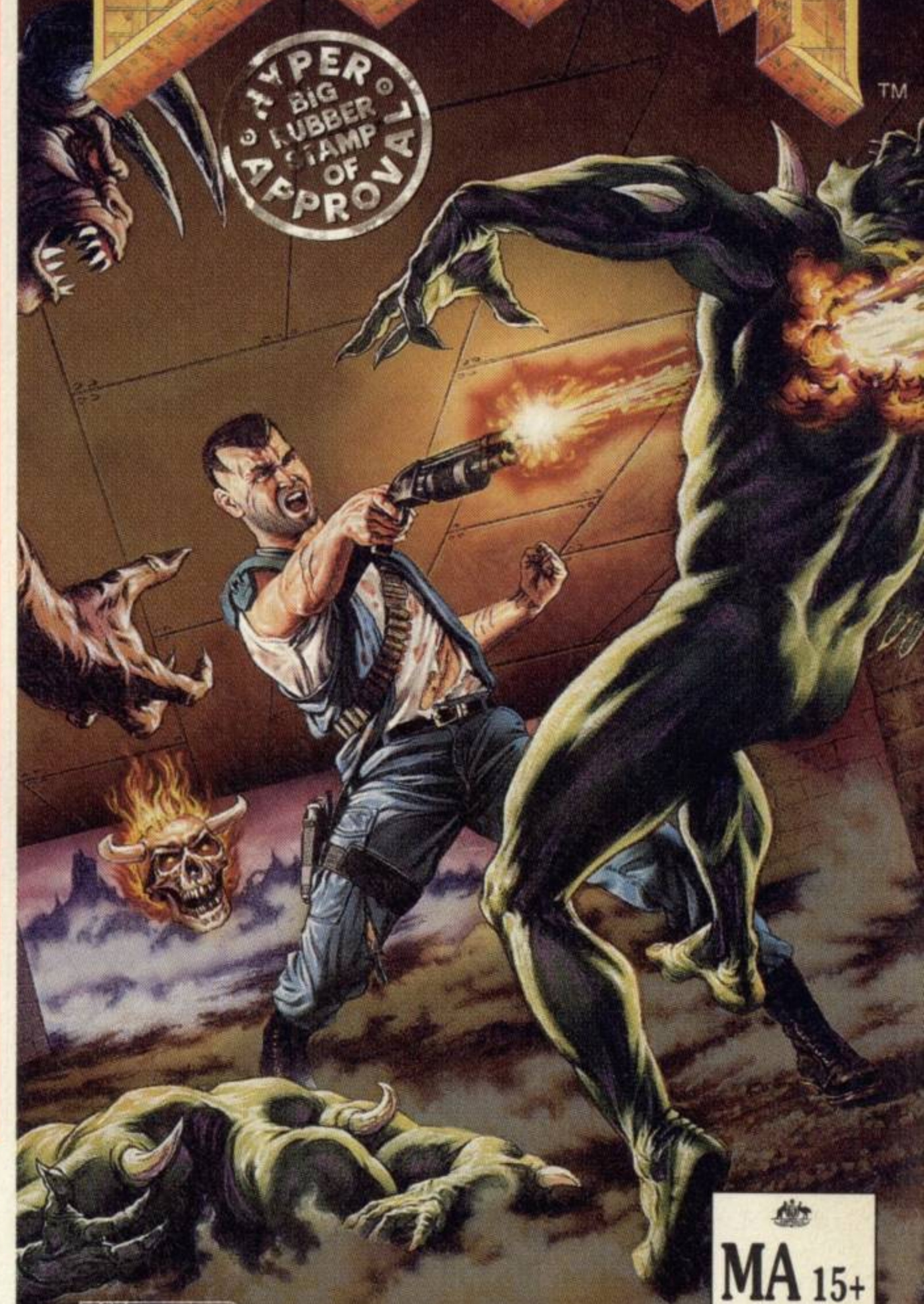
This is an extremely entertaining and well thought out animation. In its own strange way it's a masterpiece of magnificent brilliance. Get it if you can.

**9/10**  
RATED R. DISTRIBUTED BY KISEKI.

PlayStation Special Edition

**DOOM**

HYPERS  
BIG  
LUBBER  
STAMP  
OF  
APPROVAL



Link Cable  
2 Consoles

MA 15+  
HIGH LEVEL  
ANIMATED VIOLENCE



**"Even after playing the PC version... the PlayStation Doom still blew me away. It's easily the best console version around" .....96%...HYPER**

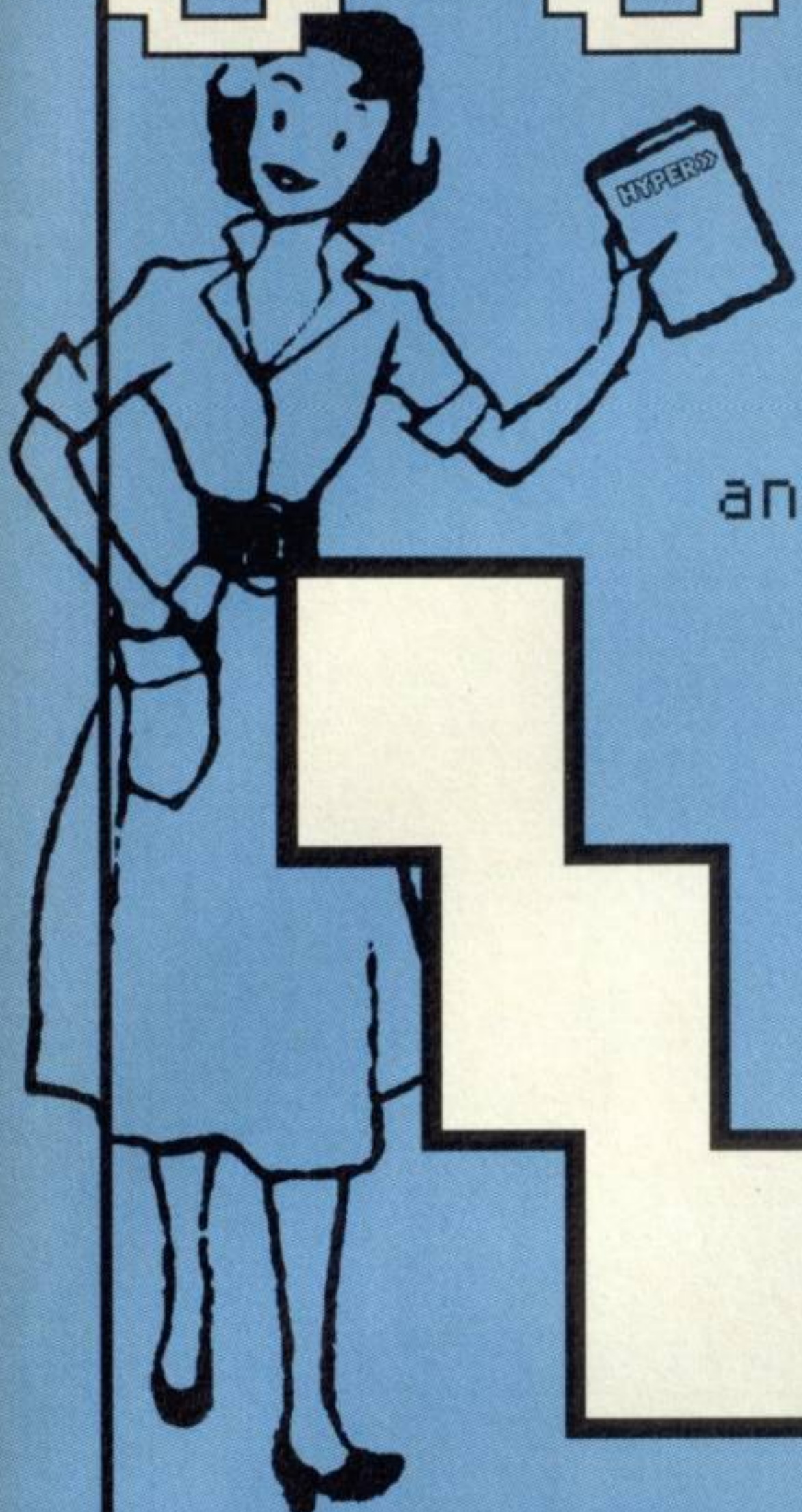
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- Link up 2 PlayStations and play against a friend.
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- Enhanced lighting and colour cycle effect.

**DOOM on PLAYSTATION  
IT'S LIKE NO OTHER!**

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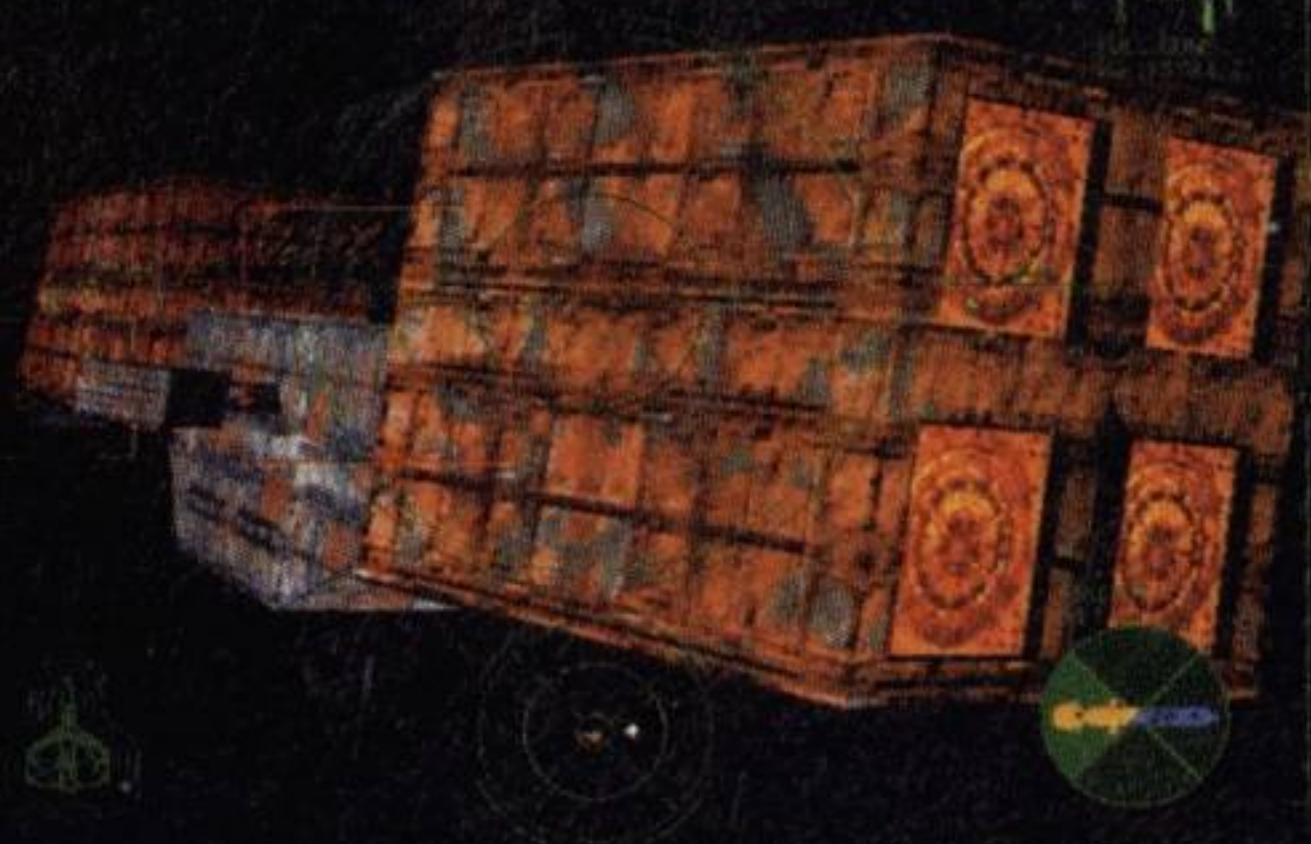
## Subscribers are Winners!

Subscribers are clever people. They get their copies of HYP ER cheaper and easier than most people. They also allow themselves to be eligible to

# WINNERS

# amazing games.

This month we've got some excellent EA prizes for those excellent people who subscribe to HYP ER. There are three main prize packs to win, plus 5 EA T-shirts up for grabs:



### CD ROM PACK

- Wing Commander IV
- Need For Speed
- Crusader: No Remorse
- Werewolf Vs Comanche
- SimCity 2000 (Win95)



### CD ROM SPORTS PACK

- NBA Live '96
- EA International Cricket '96
- FIFA Soccer '96
- NHL Hockey '96
- PGA Tour '96 (+ bonus course disk)



### MEGA DRIVE PACK

- Australian Rugby League
- FIFA Soccer '96
- NBA Live '96
- PGA Tour '96
- NHL Hockey '96

There's really nothing more that needs to be said. Be a HYP ER subscriber or be a loser. Simple.

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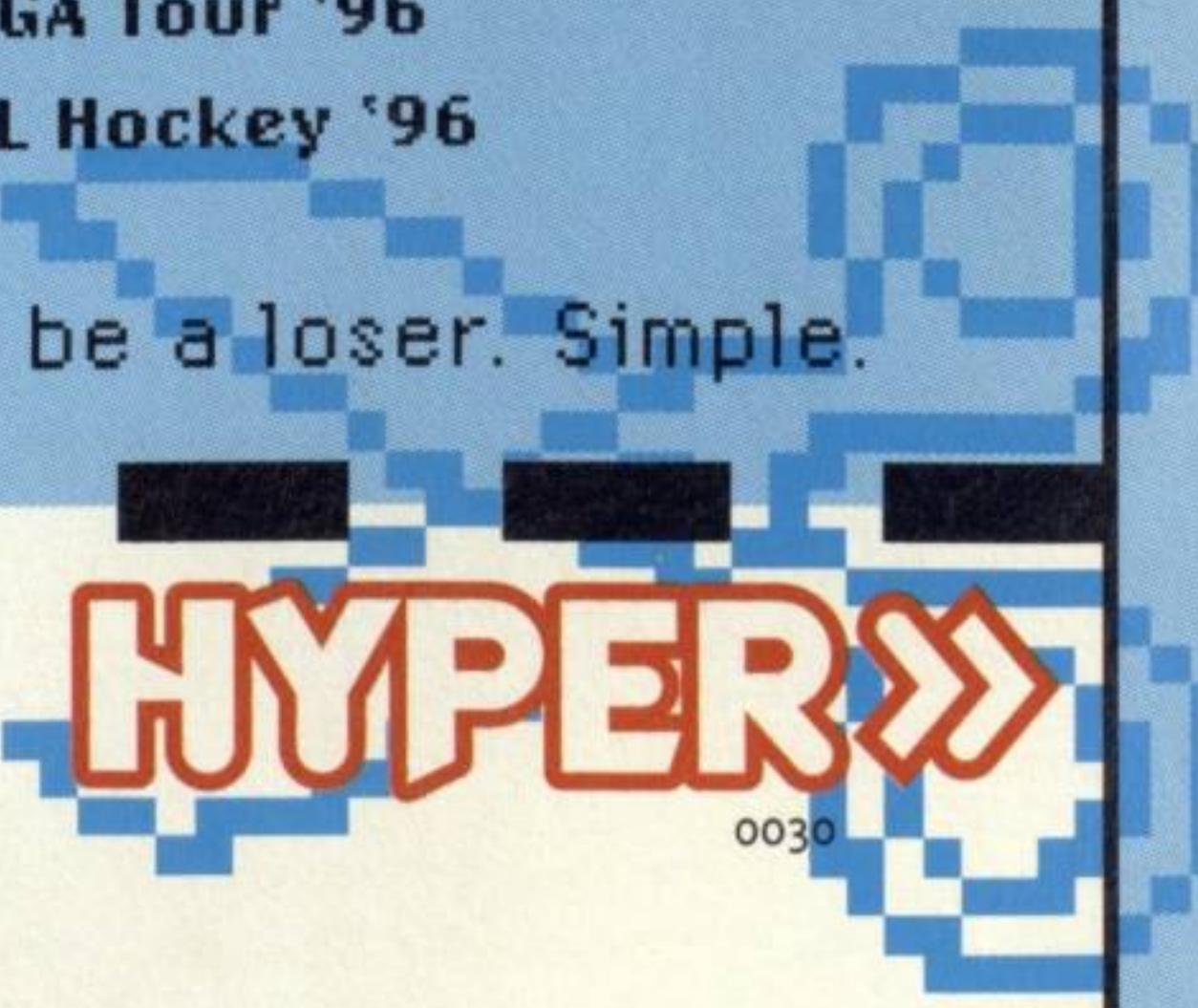
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WIN WIN WIN



## Soul Destroying T-Shirts

Max Autohead does our Manga reviews but he's also a bit of a comic genius at Issue One. Issue One are Australia's premiere comic publisher and the crowds turned out in force recently at their OzCon stands. They've won lots of awards, they've got Zero Assassin and Cyberswine as their main heroes and Cyberswine is proving so popular that a game of the comic is in production for the Sega Saturn and PC. To celebrate Issue One's excellence they've given us 5 of their brilliant Soul Destroyer and Razorback T-shirts to give away. If you can't get cred wearing one of these shirts you may as well walk around naked. To win answer this question:

**Q: What Issue One comic is being made into a game?**

Send to: ISSUE ONE COMP, HYPER, PO BOX 634, Strawberry Hills NSW 2012.



## Get Revved with Aerosmith

Aerosmith. You probably love them or hate them. We here at HYPER are cowards and sitting on the fence by saying we think they're OK. However, we did get a bit excited though by a prize pack we have to give away this month. It contains all 12 (that's right 12) Aerosmith CDs plus a bonus CD containing some rare and previously unreleased tracks. Very cool.

You also get a Revolution X T-shirt and of course, a copy of the game, Revolution X, on either Playstation, Saturn, SNES, Megadrive or PC CD ROM. Several members of the crew were tempted to take the prize home themselves and bugger giving it away. However the sight of Stuart wielding an iron rod and doing body cavity searches as they left the building turned them off. So the pack is yours to win. Get out that pen, write your details, the answer to the following trick question and your system on the back of an envelope and send it to:

Aerosmith/Rev X Comp. HYPER, PO Box 634, Strawberry Hills NSW 2012.

**Q. How many CDs are there in the prize pack?**



## Vrrroooooomm!

Unhappy with how your control pad copes with your favourite racing game? Dissatisfied with the way your joystick responds when playing Grand Prix 2? Well, you need the Per4mer. It features a great black steering wheel control along with six buttons (two on the wheel, four on the dash). The best bit is that it's so big, that when you put it on your desk it covers up part of your monitor for that authentic short-person peering through the wheel feeling.

Game Link in W.A. have got one to give away, for SNES, Mega Drive, 3DO, Playstation, or PC. So, DO NOT send your entries to us.

**Q. Who should you not send your entries to for this comp?**

Answer on the back of an envelope to: HYPER Per4mer Comp, 94 Penquin Rd, Safety Bay WA 6169

## More Airwalks! Pt 2

We ran an Airwalk comp a couple of issues ago, but we only had one pair to give away. Last month we got another pair, so we ran a comp again and gave that lot away. This month we've somehow received yet another pair, so we thought we'd go wild and crazy and give them away too. Remember they're the "hottest active casual" shoes on the planet.

**Q. Take a stab in the dark and try to predict what we might be giving away next month...**

Answer on the back of an envelope, to US this time:

MORE AIRWALKS! PT2, HYPER, PO Box 634, Strawberry Hills, NSW 2012

*It's a simple truth. If you're serious about your games then you've got to be serious about your joysticks. Buying game after game at nearly a hundred dollars a go is the way of the world, but playing them with a dodgy old \$40 joystick is not a great way to get the most out of quality software. Indeed, the day you first play your tired and beaten old favourite with a new quality joystick can be a revelation of hidden subtleties and features you never knew were there.*

*In our latest consumer guidance quest we've rounded up the meat of the joysticks market, so the next time you're fondling the shrink wrap on the shop shelf you can do it the HYPER way and spend smart.*

*Sticks these days come in all shapes and sizes (but don't worry if yours is a bit different, they're all "normal"). We've divided them into basic categories, and cash permitting we recommend that you aim for a setup that includes both a basic knockabout joystick and a high-end tool for precision work. One stick for all jobs just doesn't cut it in this age of wildly varying game styles, so check out these goodies and prepare your wallet for a crash weight-loss program.*

#### Cruising Altitude

Some fantastic sticks can be found in the \$80-\$120 range. The extra few dollars spent will buy you durability and great design. The leaders of the pack in this range are Gravis, CH and Suncom. What stick you get all depends on the games you're most likely to play, but for an all-round solution you'd be hard pressed to find a better stick than the CH Flightstick. CH are notable for the smooth and fluid feel they build into their gear; from the top of the range to the basic stuff. Indeed, there are freaks out there that graft the superior Thrustmaster handle onto the more pleasing to use base of the CH Flightstick.

The base-model Flightstick has a huge pistol-grip which is perfectly fine for flight-sims and driving games, it's got a throttle wheel built-in and is generally bullet proof.

your playing style, as well as using the WCS to re-program the joystick's buttons. The thumb of your right hand sits on the Flight Control System's (the joystick's) coolie hat, swivelling it provides a virtual look around effect that's effortless and natural to use. Down below, both feet are planted on the Rudder Control System; these twist the Mech's torso independently of the Mech's directional movement, making it a totally intuitive action to engage enemies off to the side while you're charging off in an altogether different direction.

Mechwarrior II is just one game that is particularly amazing to play with this sort of setup, but just about any flight sim is equally joyous to play with the arrangement known as HOTAS - which stands for Hands On Throttle And Stick, and basically means you should never have to touch the keyboard during gameplay.

Squadron Commander and Microsoft offer the Sidewinder.

#### What The Hell Is That?!

Don't fear the unfamiliar, embrace it instead and cry "I love it because it's different!"

The Spaceball Avenger certainly is different. It's designed to make first-person action games (Doomy stuff) more intuitive by using a sphere to produce on-screen movement. Turn it, twist it, pull it hard! A few minutes practise and you'll be a major threat in any deathmatch session. The problem with the Spaceball is that the game has to support it for all its functions to work properly. Game support is starting to happen now, but the Spaceball is currently hovering in that unpleasant twilight between incredible success and dismal failure. We recommend buying one - they're great!



#### Ground Level

The gear that occupies the bottom end of the scale should be avoided at all costs - unless cost is absolutely critical. Exceptions can be found, but there's so much available at the \$50 (give or take) bracket that searching out true quality can be a major hassle.

Companies like Quickshot can be relied on to have several models around the same low price. They can be surprisingly good too - the venerable Warrior 5 has been serving the gaming community well for years and offers top performance, while the relative newcomer from CH - the Jetstick, is an even better stick, which you'd expect from CH. Durability is the biggest problem though, as these sticks die a lot quicker than quality sticks and repairing the things yourself is out of the question, as they can be a nightmare of poorly designed internals and an often impenetrable injection moulded case.

Still, having a cheap and nasty you don't give a damn about can be perfect for action/arcade games that demand a heavy handed thrash. Just try and get something simple; auto-fire/rapidfire switches can cause havoc with many games, so steer towards devices unadorned by fancy stuff designed to make them look fabulous and grab something as basic and solid feeling as possible.

Gravis sticks are better still for driving games, with their chunky buttons on the base and adjustable handle tension. They're next to useless for flight sims though, owing to a handle design that's hard to feel comfortable with when going the full hand fighter pilot grasp. A Gravis is ideal though as a second stick; they don't ever seem to break and for action games they're spot on.

Suncom are making some good sticks after years of only low-end toys. They stack up perfectly next to the CH and if you have to choose between the two, let the choice be based simply on whichever you prefer to wrap your hand around.

More appealing than the stock Flightstick range is the new F-16 series from CH. They're built around the old base (which includes a throttle wheel) but with a handle redesigned to look and feel more authentic.

#### Stratospheric

Playing Mechwarrior II with the full range of Thrustmaster equipment is an experience in excess. Your left hand rests permanently on the Weapons Control System, each finger ready to hammer a button on the huge throttle. You programmed the button functions to suit

It doesn't have to be a Thrustmaster setup either, other pedals work just as well and the joystick is simply a matter of personal preference. Highly recommended though is the Thrustmaster WCS; you can use it to program specific button arrangements for particular games, and you can use it to re-program button functions of other brand joysticks. If you need anything, it's a WCS.

A less conventional approach to the HOTAS way are the Gravis Thunderbird, Firebird and Phoenix (in ascending order of cost and functionality). These slabs of black plastic incorporate everything you'll need in the one unit. They look more like they were ripped out of the cockpit of an X-Wing than the starkly military look of Thrustware or the clean and uncluttered look of CH gear.

Good six-button (the difference between lesser sticks and good ones, six buttons make it good, only two make it average) sticks are appearing from companies normally dominant in the mid-range sector. Quickshot have their

Meanwhile in the Seriously Weird Dept., Thrustmaster have further reinforced their reputation as a company dedicated to the hardest hardcore gamers. Their Wizzard Pinball Controller is for those who take their games more seriously than perhaps they should. It's got sensors inside that detect tilt, as well as two stage buttons for independent control of upper and lower flippers. Games have to support the Wizzard, but that's something you can reasonably count on, considering that it's one of the few computer devices that has absolutely no competition.

The Thrustpeople have another unusual market cornered, their Formula T2 steering wheel/pedal set is in a class of its own. There are a few low-end wheels around - like the Per4mer, which is so huge it covers most of your monitor. The T2 doesn't though, it sits low, has lots of metal bits and features a gear knob that works brilliantly. The pedals double as rudders for sims too, which doubles your value in the HYPER book.



THRUSTMASTER WCS MKII PC \$239.95

THRUSTY FCS PRO PC \$149.95

THRUSTY FLCS PC \$319.95

THRUSTY XL ACTION PC \$89.95

SUNCOM EAGLE. NO RRP AVAIL.

QUICKSHOT SKYMASTER PC NO RRP



GRAVIS PHOENIX PC \$299.95

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GRAVIS FIREBIRD PC \$169.95

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CH JETSTICK. PC \$69.95, MAC \$119

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CH FLIGHTSTICK PRO PC \$149, MAC \$199

CH F16 FLIGHTSTICK PC \$139

CH F16 COMBATSTICK PC \$199

CH F16 FIGHTERSTICK PC \$249

# ATTENTION



THRUSTY T2 PC \$299.95

THRUSTY RCS PC \$299.95

THRUSTY WIZZARD PINBALL NO RRP

SPACEBALL AVENGER \$199

QUICKSHOT STRATO WARRIOR PC NO RRP

CH VIRTUAL PILOT PRO PC \$249

## Really Important Stuff

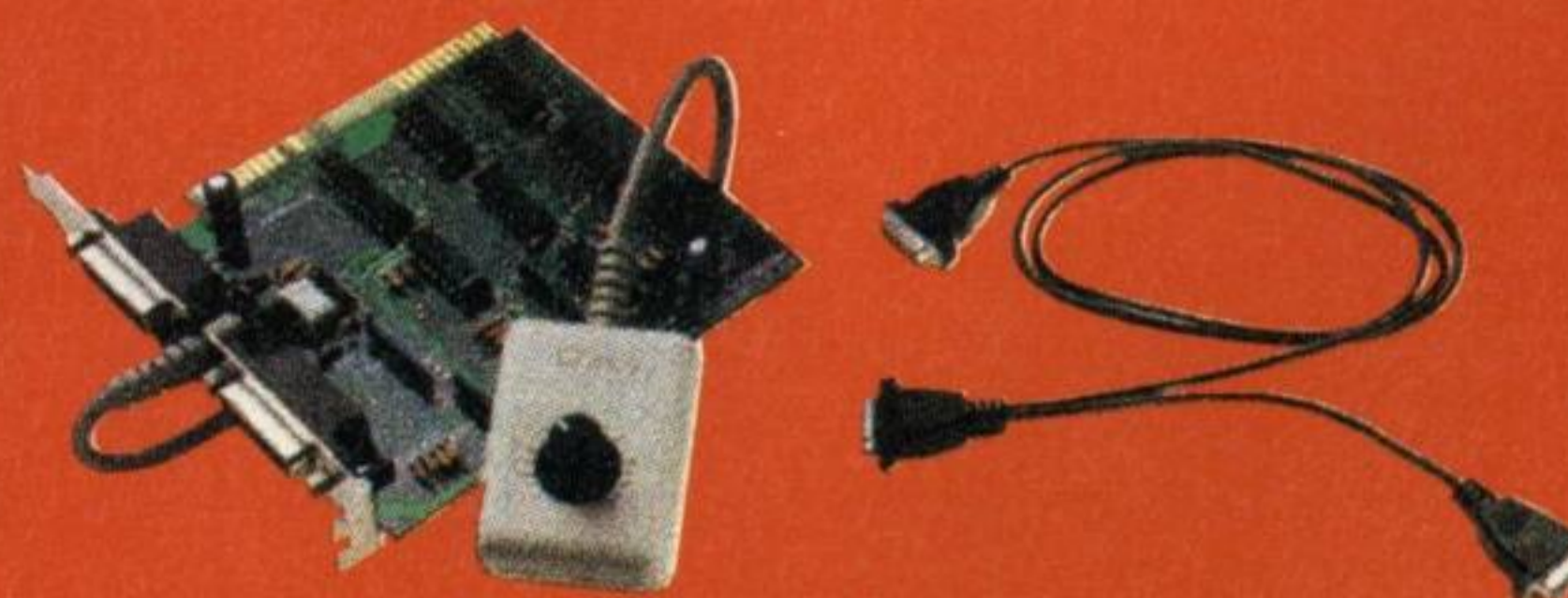
• A dedicated game card is essential if you own a Pentium or fast DX4. Drift and erratic calibration are the symptoms and a joystick card like the Thrustmaster ACM or CH Eliminator is the solution. Make sure it's speed adjustable and that the MHz rate of the card is equal to or greater than the speed of your CPU. Also, only have one active joystick port on your PC, so you must disable any ports you're not using, like on the sound card and i/o port.

• Look for sticks with a long "throw". The further the stick can move, the more precise and natural it'll play.

• Make sure the cable is long enough. Extension leads are available if it's not.

• Buttons should have a firm and decisive click. They should also be ergonomically positioned - the Thrustmaster FCS being a great example of perfect ergonomics. The Microsoft Sidewinder an equally perfect example of bad button positioning.

• Digital sticks are the new thing, but many games will refuse to work with them. Buy analogue for now.



CH GAMECARD PC \$69.95

CH EXTENTION/SPLITTER CABLE

# Battle Arena Toshinden 2

## PLAYSTATION

AVAILABLE: APRIL  
 CATEGORY: FIGHTING  
 PLAYERS: 1-2  
 PUBLISHER: TAKARA



Toshinden is a classic fighting game. It's possibly THE classic fighting game on the Playstation and it's only recently been dethroned by Virtua Fighter 2 as the best of them all. Toshinden 2 is here now and it's demanding that crown back.

Toshinden 2 is bigger and better than before, but holds little in the way of real surprises. Sure, Takara have made many changes, but they're more along the lines of subtle tweaks and minor alterations rather than anything that could be termed drastic. So, do you want to hear of the subtle game-play tweaks or of the minor aesthetic alterations? Okay, the aesthetics it is then.

Remember those finely detailed backdrops that set the scene for each battle in the original? Well, they're gone. Takara figured they looked a bit flat and weren't quite suited to the 3D nature of the rest of the game. In their place you'll find less detailed, yet more realistic and truer 3D scenery. Also, there will be more incidental detail to keep an eye out for, if you tire from the task at hand.



Basically, this is an improvement with the backgrounds appearing less incongruous, but we suspect it could still be a matter of personal taste.

Conversely, all the characters (and there are at least five more than previously, but we'll get to that) have received greater care and attention to detail, particularly in the fashion stakes. And it almost goes without saying that the animation will be much smoother. The gameplay changes are, of course, more significant. And Toshinden 2 appears to be heading closer to VF2 territory here. The controls are more complex than the original, which was a relatively simple beat 'em up. VF2-style "kick 'em when they're down" attacks are also included. Quicker, more devastating combos can be accomplished using the special Overdrive meter, and taunting your opponent during the bout is now possible, although fairly pointless.

The new characters are:

**Chaos** - the mad as a hatter Sri Lankan whose attacking manoeuvres have come from years of studying how insects fight.

**Tracy** - an American cop who wields a nasty pair of electric batons.

**Uranus** - the unfortunately-named angel who possesses a wicked bow and arrow.

**Vermillion** - the spooky, thin, dark, shadowy one with a collection of guns that would grace any Tarantino film.

**Master** - the final boss, she is capable of unleashing some amazing fireballs. Don't forget either that all the original characters have been enhanced with new, additional moves just to keep you all on your toes. It should also be noted that Kayin and Eiji are more individual this time round.

Battle Arena Toshinden 2 (to give it the full title) looks superb and from the short play we've had, performs just as well. In fact, don't be surprised if we get excited about it next issue.







# Zork Nemesis

**PC CD ROM**



AVAILABLE: MARCH

CATEGORY: PUZZLER/ADVENTURE

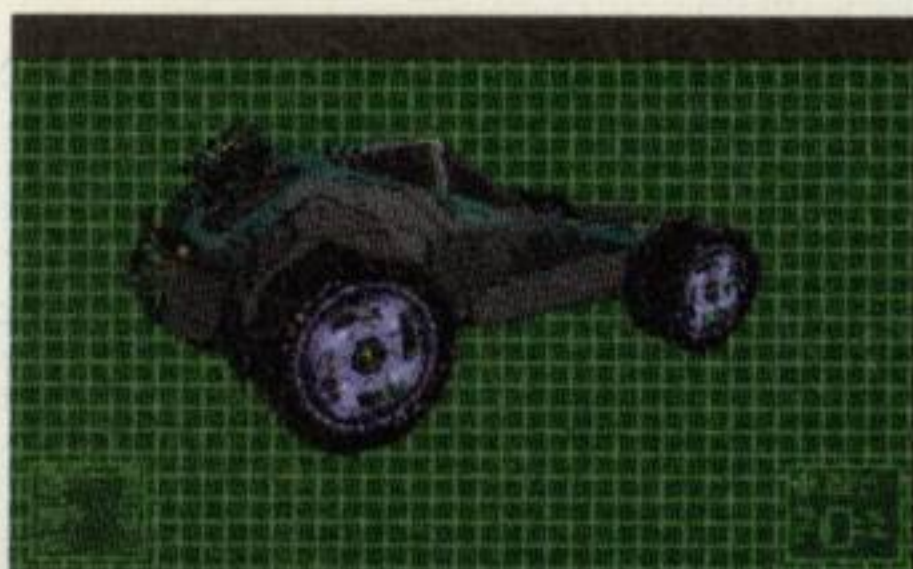
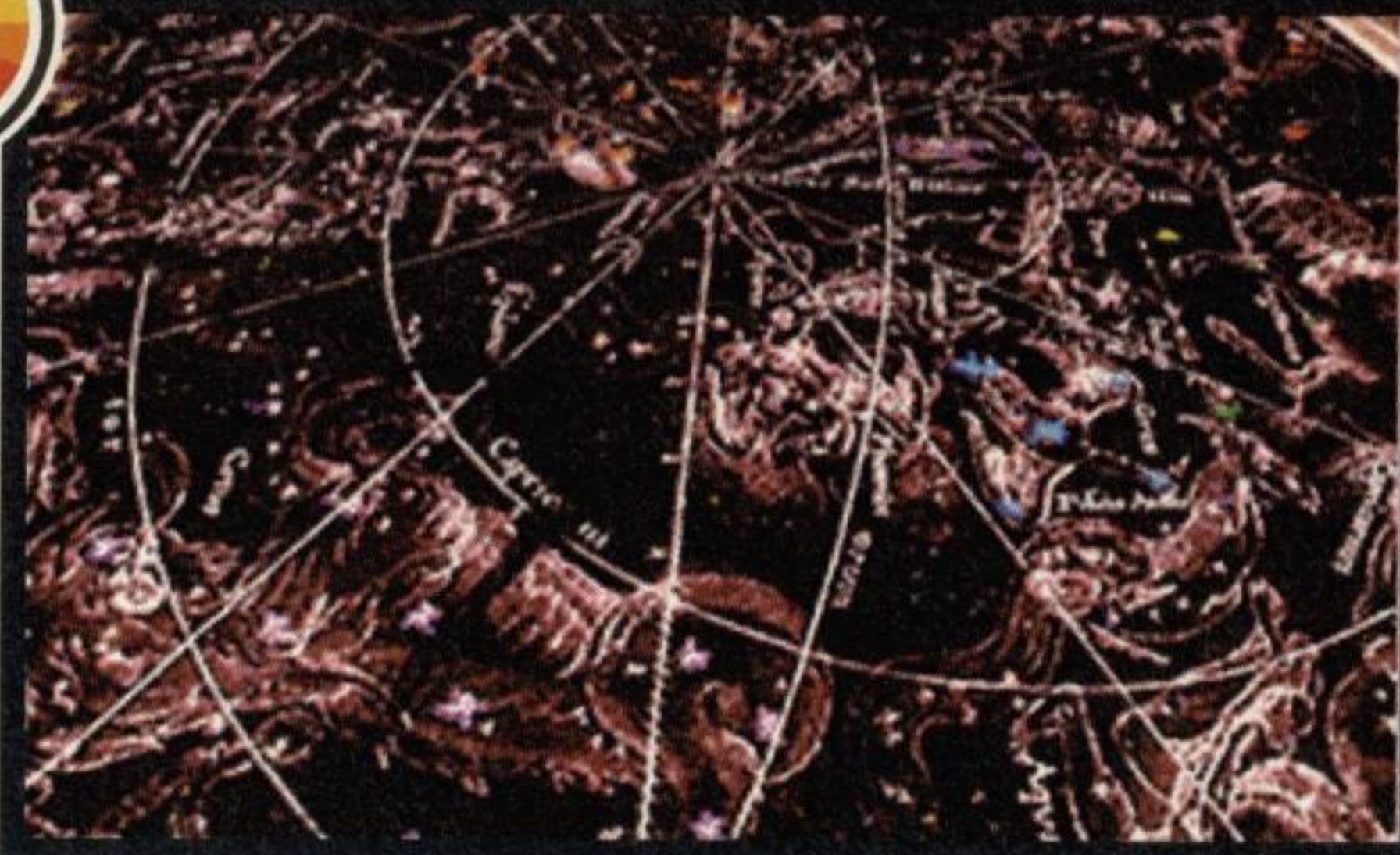
PLAYERS: ONE

PUBLISHER: ACTIVISION

Zork Nemesis must be about the fifth or sixth game in the Zork series but unlike Police Academy or Meatballs movies, these titles are just getting better and better. Of course, computer gaming purists (ie old farts) will argue that you can't get past the text-only magic of the first three games, but Zork Nemesis is a multi-media extravaganza with live actors, surround sound, 16-bit graphics and "Hollywood" production values. Times they certainly are a changin'...

Zork Nemesis deals with the demonic creature called Nemesis (funny that), who has slain all the Great Alchemists of the Underground Empire and damned their spirits to eternal hell. Of course, only you can save them by mastering the ancient art of alchemy and solving lots (well, 35 actually) of puzzles. Being Zork, there's magic in the air and nothing is really as it seems, so paintings will come to life, walls will breathe and statues will speak (as long as they're interesting, we don't mind). So be prepared for around 40 hours of puzzling adventurous gameplay.

After the success of Return to Zork in 1993, we doubt Activision will get Zork Nemesis wrong so if you're into Myst/Zorky adventures be prepared to set aside large chunks of your life real soon.



# Track Attack



**PC CD ROM**

AVAILABLE: ??

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: MICROPROSE

Not content with cornering (hahaha...) the serious racing simulation market with Formula One Grand Prix 2, Microprose are now entering the less serious arcade-style race with their forthcoming release, Track Attack. And who would possibly doubt their ability to pull it off, eh? Not us, that's for sure.

Track Attack's competitors (Screamer, Fatal Racing, etc) have been initially impressive, but the gloss soon wore off, exposing a game beneath that didn't have much in the way of depth. Microprose know the importance of, not only the striking first impression, but the depth of gameplay required to keep you playing a long time. FIGP2 has it, so there's no reason why Track Attack should be lacking.

What does Track Attack have then?

- superb, fast 3D graphics and realistic Q Sound
- 13 wildly-designed tracks with dynamic short-cuts that change throughout the race
- dangerous oil spills, fires, and death-defying jumps and over-passes
- motion blur, collision sparks, and heat haze effects
- 15 opponents with colour portraits and "individual catch phrases" (always vital to any racing game that)
- 4 player linked, modem, or network play
- 2 player split screen mode
- loads of different cars, view points, and camera angles to choose from

Barring major unforeseen natural disasters, Track Attack should be a monster.



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# Into The Shadows

PC CD ROM

AVAILABLE: MARCH/APRIL

CATEGORY: BEAT 'EM UP

PLAYERS: 1-NETWORK

PUBLISHER: TRITON



It's always a good day when a new game comes along that is something entirely different, bearing little or no resemblance to established genres and forging a brave new path into uncharted territory.

Into The Shadows is such a game. Despite looking suspiciously like a Quake clone, it is, in fact, a beat 'em up set in a sprawling first-person perspective 3D world. Weird huh? Cool fun though and a safe bet to be one of the mega-hits of 1996.

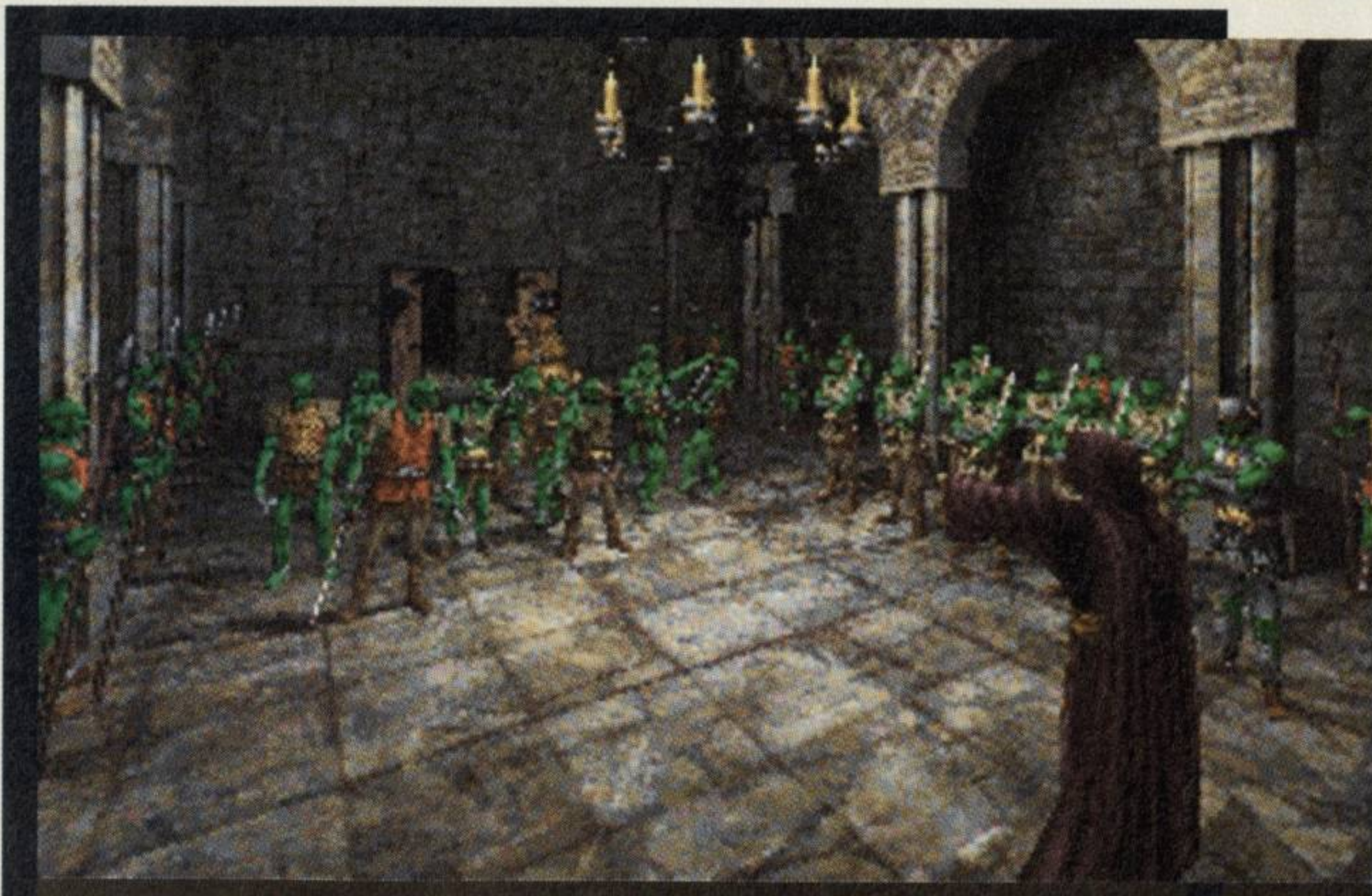
Apparently, each bout (we've only seen a rolling, non-playable demo - but the overpowering emotion felt

after watching it is "i wanna play this NOW!") takes place in a segment of the huge medieval castle you're for some reason stuck in. While the concept is that of straight arena combat, the architecture is large and diverse and the game encourages you to play hide and seek, using the scenery to your advantage whenever possible. An example would be the old faithful "hide in the barrel and leap out attacking just as your opponent passes ignorantly by" technique. You'd know they were coming by taking a peek and spotting the shadow of your enemy poke out of the doorway just before he himself does.



It's a bit strange to see a game highlight its advanced light-sourcing like Into The Shadows (even in the name, which is a bit much, but it does sound cool and that's all that really matters). We think we'll let them off the hook though, for the light-sourcing is absolutely fantastic. Shadows stretch and warp when you pass by a sunlit window, the reflection of your opponent can be spotted on a shiny surface as they sneak up behind you, the glittering reflection of a fireplace upon a polished shield will momentarily disappear as something passes in front of it. The effects are stirring to watch and it'll be even better to put them to practical use in the game.

Gameplay will have you up against 20 enemies, including a monster boss at the end of it all. The action should be kept interesting by a wild variety of medieval fantasy creatures, which in turn will be further enhanced by being set in a graphical world that looks a whole lot nicer than anything we've seen of Quake so far (it hurt to say that, but it's true). Waiting is always the hardest part when a game looks this good, but hang in there and we'll give you the full story as soon as we know it ourselves.



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# previews



## Streetfighter Zero

PLAYSTATION/SATURN

AVAILABLE: APRIL  
CATEGORY: FIGHTING  
PLAYERS: 1-2  
PUBLISHER: CAPCOM



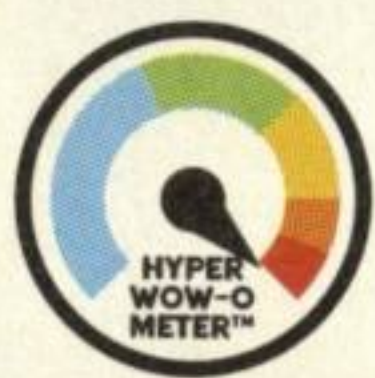
You may have been playing a game called Streetfighter Alpha in the arcades over the past few months. And while doing so, you may have been wondering when a home conversion would be coming out. If you haven't been playing it, we can tell you that SF Alpha is pretty much a greatly enhanced version of the original Streetfighter.

Set in the years prior to SF2, young Ryu was more naive and carefree (enough to dye his hair bright red) and youthful Ken was already showing the tendency towards fashion disasters that still haunts him even now (by sporting a long blonde ponytail). Other stuff like extra characters (the Guile-esque Nash, plus some from the original SF like Adon, Birdie, Guy and Sodom, will all be new to recent SF2 devotees), digitised backdrops, an all-new triple power meter for really brutal special attacks, and probably a number of other as yet undisclosed secret bits ensure that this is different enough to earlier SF games. It also features most, if not all, the extra moves that each character has accumulated throughout the SF series, so we could be looking at the ultimate Streetfighter game here.

What we're not too sure of though, is what the damn thing is going to be called. Arcade dwellers will know it as Streetfighter Alpha. It's out in Japan under the title of Streetfighter Zero. In America it's being touted as Streetfighter Legends. However, we believe (fingers crossed) that it will also be known as Streetfighter Zero when it's released here. And we're not usually wrong about these things. Usually. So don't blame us if it's called Streetfighter Legends.



## Super Mario RPG



SNES

AVAILABLE: JULY  
CATEGORY: RPG  
PLAYERS: ONE  
PUBLISHER:

NINTENDO/SQUARESOFT

After cruelly teasing you with a little snippet on this incredible looking game last month, we thought we should do a proper preview this time. Not that we actually know a great deal more about the one they're all calling Super Mario RPG (though surely that won't be it's real name), but we've got a heap of excellent screenshots that we're sure you're just dying to see.

Okay, we do know a few things then. Despite being developed by Squaresoft, it won't follow the tradition of their Final Fantasy titles. Mario will be more of an action RPG than FF, along the lines of Zelda and Mana. Combat provides a good example of this. It is turn-based, but there are no ugly menus continually leaping into view. Instead, each of the buttons on your controller have been allocated a particular fight move, from basic punches to advanced special attacks to be acquired as you progress further.

The Australian release date is still unclear at this stage, but since we anticipate it to be no sooner than June or July, you can expect several more previews (revealing considerably more information than we have at present) before then.



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# toy story



**MEGA DRIVE**

AVAILABLE: MARCH

CATEGORY: PLATFORM

PLAYERS: ONE

PUBLISHER: DISNEY INTERACTIVE

In a scenario similar to that when Donkey Kong Country developers Rare "discovered" they could use Ultra 64 graphic techniques on the SNES, Psygnosis have realised they can utilise some of the graphic touches used in the Saturn

title Clockwork Knight. The impressive visuals of Toy Story is the result.

You play Woody, the old-fashioned cowboy toy from the film.

The plot allegedly follows that of the film, but it is really just a thin veil draped across a mostly pretty stan-

dard platformer. Except for one thing - the graphics. Toy Story features the same illusory 3D effect as Clockwork Knight, lending the game a nice appearance of depth.

There are only eighteen levels (with a few sub-levels in each), but the perspective changes a few times throughout the game. It switches from the usual side-on scrolling to first-person 3D mazes and racing sections - and, if the latter is anything like the film, it should be spectacular.

Toy Story may only be a fairly straightforward platformer (with the odd exception), but it looks excellent and will hopefully prove that there's still some life left in the good old Mega Drive.



# Killer Instinct 2

**ARCADE/NINTENDO 64**

AVAILABLE: NOW/TBA

CATEGORY: FIGHTING



PLAYERS: 1-2

PUBLISHER: WILLIAMS/NINTENDO

You've got to hand it to Nintendo. Whilst Sega and, to a certain extent, Sony seem slightly chaotic in their mad rush to release what have often turned out to be sub-standard titles, Nintendo are sitting back contentedly, confident in their new machine and their programmers abilities to outdo the opposition.

Killer Instinct 2 is a stunning looking game. It makes the original look like the SNES version. What we have are fantastic backgrounds that look truly 3D, although you can't actually move in and out of the screen. The perfect parallax scrolling, which moves smoothly and realistically in time with the action, gives that vital feeling of depth. Not only are they visually lovely, but the various scenes are also inTerAcTive. If you and your opponent start flinging each other all over the place into walls, buildings, and other supposedly decorative devices, you'll have to be careful. Get too carried away and they'll begin to collapse. You should be able to use this to your advantage, using the walls and stuff to batter your foe against.

Beyond the cosmetic additions, there have been changes with the character side of things. Missing from KI2 are Cinder, Riptor and Chief Thunder because, quite frankly, a lot of people thought they were crap. Which is fair enough, and shows that Rare DO listen to feedback from us poor, oppressed game players. So, a big "Hooray" for that then. Filling the three vacant pairs of shoes are two girls, namely Maya and Kim Wu, and a boy, Tusk. Kim's a ninja type, equipped with the deadly Nunchuks. Maya and Tusk both seem to hail from some unnamed jungle region and wear leopard skin and loincloth respectively. They both enjoy knives too.

Of further significance, the style of fighting has been altered somewhat, with combos performing a much greater role in the play. But we'll know more about that sort of thing when we get round to reviewing it. And, speaking of which, the current rumours are that we may even be seeing a SNES Killer Instinct 2 along with the Nintendo 64 conversion.





YOU'RE GOING DOWN.  
AGAIN.



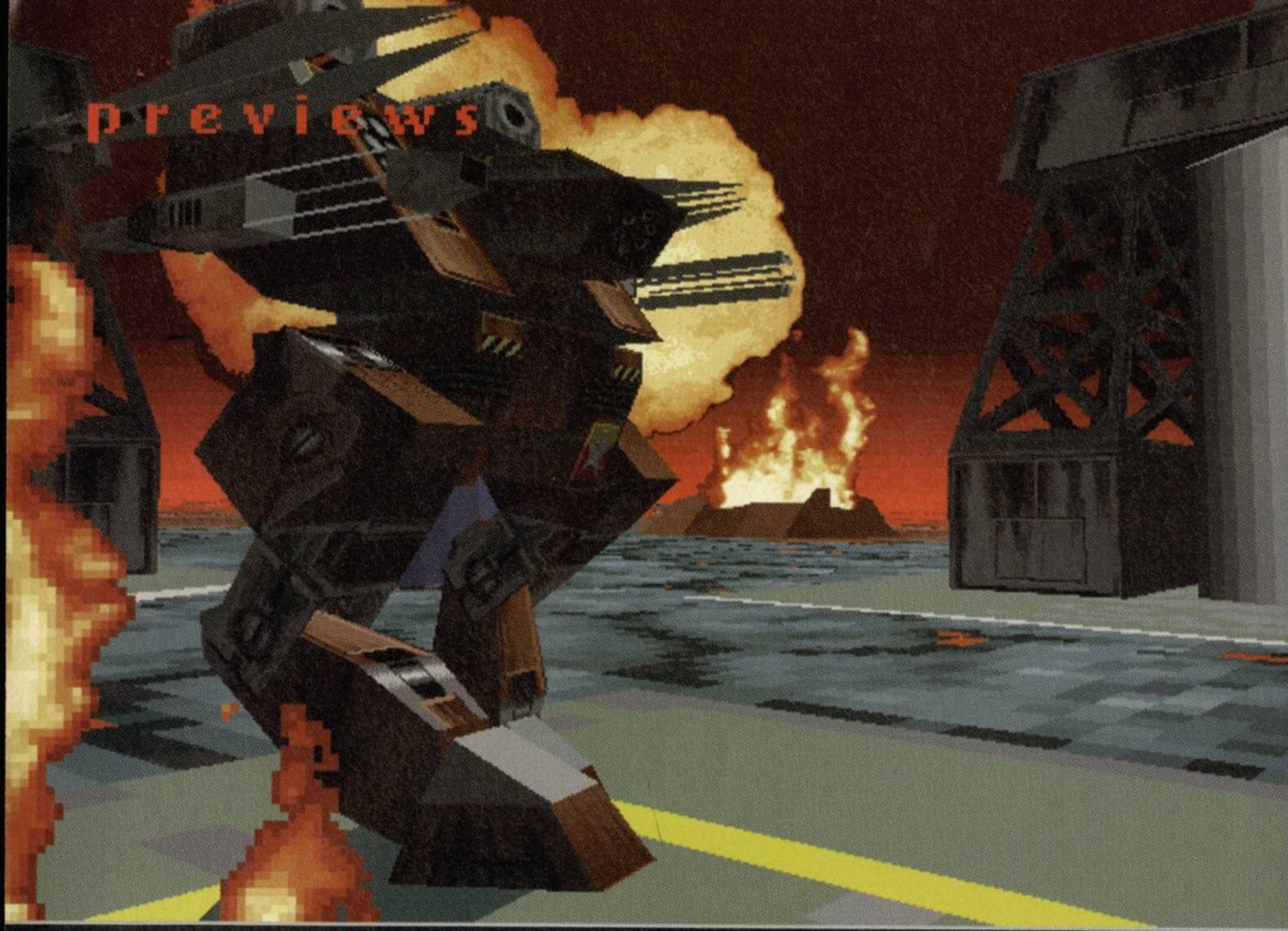
# DESCENT II



Parallax  
Software



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# Earthsiege 2

PC CD ROM

AVAILABLE: APRIL

CATEGORY: MECH COMBAT

PLAYERS: 1-NETWORK

PUBLISHER: SIERRA



It is just possible that Mechwarrior may soon have a serious challenger on its hands. Earthsiege 2 from Sierra incorporates a new 3D engine that the producers claim will toast the one developed by Activision (as if they'd say anything else). Anyway, Earthsiege 2 will offer a few features which may be worth looking out for. For a start there will be a lot more texture mapping, and light sourced graphics, but more importantly the game will give mech mavericks the opportunity of kicking it in contoured 3D landscapes. Instead of simply slugging out on a flat landmass you will now be required to negotiate hills, valleys and other geographic deviations, which should make the



gameplay more interesting as mechs will now be able to ambush one another, and use cover whilst defending from attack. But this 3-dimensionality goes even further. You will also fly ground attack missions in special close support craft that are designed to soften up the ground forces before you send the metal monoliths in. Earthsiege 2 will also include all of the usual built in networking options, as well as campaign and individual battle modes so there will be heaps or havoc to wreak. It will run on Win95 as well as DOS and should be lurking about the place on retailers' shelves in April.

## Gunship 2000



PLAYSTATION

AVAILABLE: APRIL

CATEGORY: FLIGHT SIM

PLAYERS: 1-2

PUBLISHER: MICROPROSE



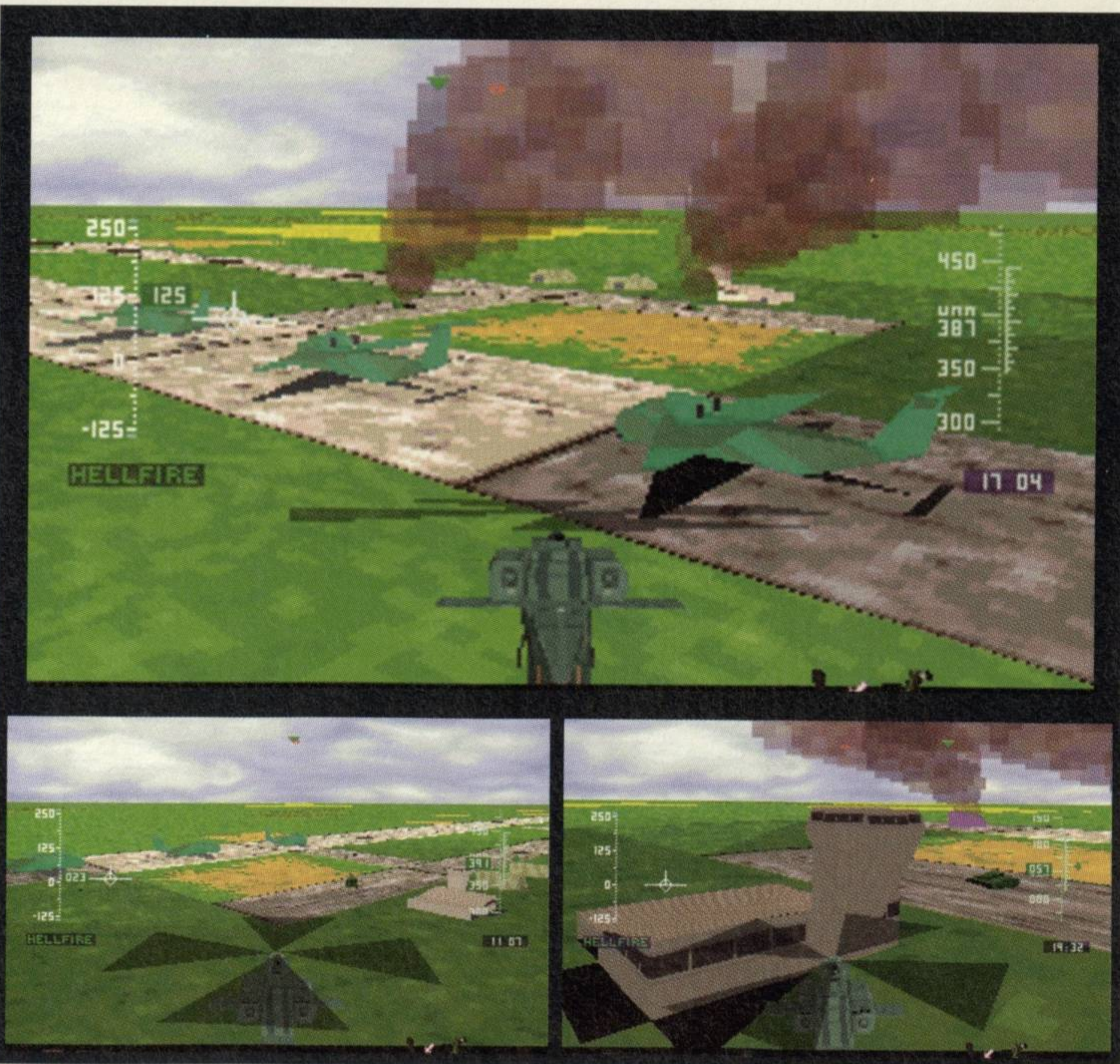
It was a happy moment when word first arrived that a Playstation version of the venerable PC classic Gunship 2000 was coming from MicroProse. Being Playstationized is something this game could do with; it had the gameplay but was sadly lacking in the drop-dead graphics dept. This was due to the minor fact that the original game came out long before we knew what a bitmapped polygon was. We knew what plain polygons were though, and Gunship 2000 had lots of them - big green slabby things they were, unless you were flying a desert mission, in which case they were big brown slabby things. We didn't care much though, not because we didn't know what we had to look forward too, but because Gunship 2000 had quality gameplay coming out of its, um... exhaust pipe.



The Playstation version has apparently kept the original mission structure intact. This is a fairly excellent thing because they're beautifully designed missions that set multiple objectives in a convincingly realistic warzone. The need to stay low and use terrain masking were essential in the PC version, as was careful selection of weapons load and which chopper to carry them on.

Depending on the particular mission, you'll be choosing between either the Apache or Comanche for killing work, the Blackhawk for rescue operations and supply missions, or the lightweight Kiowa for recon jobs. This is what makes it fun, you truly feel like you're involved in the war that's going on, with promotions leading to access to better equipment and ultimately, control over the other choppers in your squadron. It'll all be there for you to play in front of your telly now, but with the pleasing addition of gorgeous graphics and more contoured terrain to make them look their best. Aside from the fantabulastic new graphics, Gunship 2000 for Playstation chucks in a new Instant Action mode and includes more built-in scenarios than the original.

MicroProse can't really go wrong with this one, so hang out like we are and look for the full review soon.



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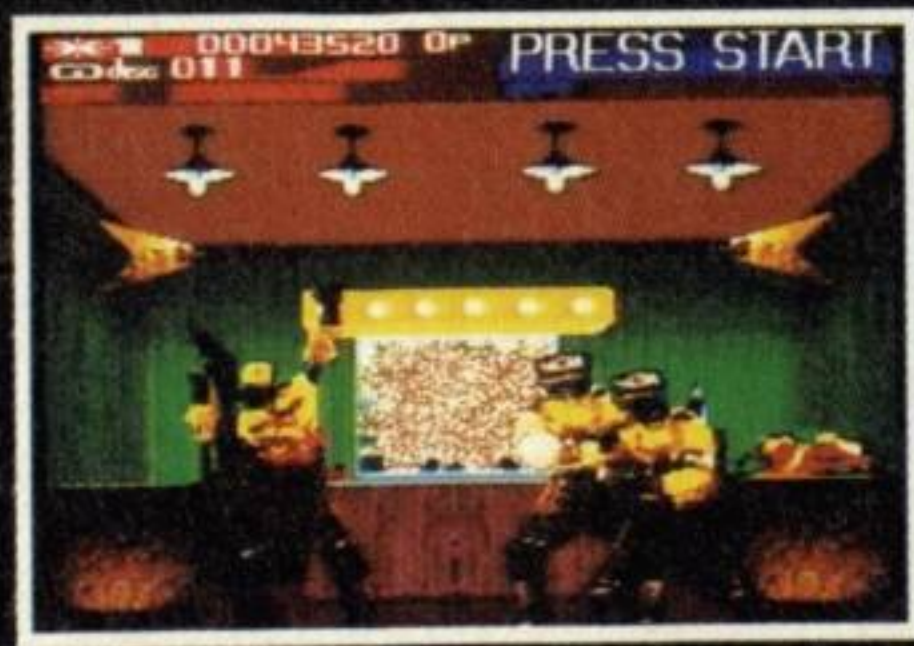
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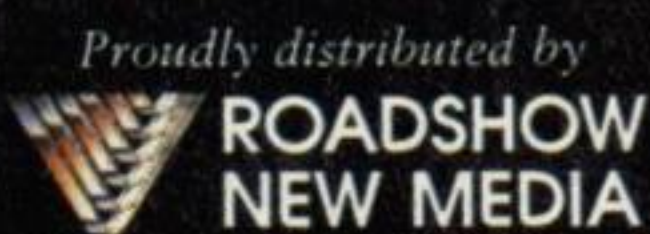


Playstation™



Saturn™

PC CD-ROM





## Manx TT Superbike

◀ (SEGA)

Woah!! At last a game which I can give a high addiction rating to. I can safely say that this bike racing simulator can be compared with the mighty Daytona for its sheer driving pleasure and excitement.

For all those not in the know, the Manx TT is a motor cycle race held on the Isle of Man, which coincidentally is the course upon which this game is based. So not only is this a arcade game, but a practice run for all us adrenalin junkies out there to make it into the big league of horrific stacks and monster, pan-pizza sized scabs.

Recall how previous motor cycle sims (Suzuka 8hr, Cyber Cycles) had one major deficiency when it came to 'road feel'. I mean, when was the last time you dragged your pair of \$190 Nikes on the bitumen at two hundred and forty seven kilometres an hour? With this new superbike, your legs ride firmly in position around the engine cowling with your feet resting on the foot stands provided - just like a real bike.

This is also where the Manx TT comes into its own (see picture) While the handle bars remain and move on a horizontal axis, the rest of the bike pivots diagonally and is connected to the CPU so that when, for example you are cornering hard and the bike changes gear, you can feel the bike 'slip' (ie the back wheel slides out). Control of the cycle is now a body thing as the only way you can wrestle this mean machine from oversteering and out-of-control powerslides is by hip control. As an added bonus to this awesome interface, speakers are mounted on the bike to drown out the rest of the arcade and leave you in the roar of the engine at 15000RPM and hurtling down the track at 173 Miles (300 kms) per hour.

On this tiny island, there are two tracks to choose from; 1) The Laxey coast (Easy) and 2) The infamous TT course (Hard). Both only give you two laps, which is the only disappointment to this game. The other pre-race selection is to Auto or not to Auto. Automatic gearbox (until you master the bike's handling), is definitely the way to go. Definitely do not over-lean the bike suddenly as it tends to throw the bike into a near uncontrollable drift. Backing off on the throttle for less gentle corners and a quick jam of the breaks for the vicious corners will see you making the best times for either track.

The graphics are truly excellent and this reviewer's favourite part of the track actually scares him, as a long straight (173 MPH) is followed by a mean right hand 90 degree corner (30 mph).

So far this game is only available for solo mode, with a few computer opponents to race against. But this doesn't detract from the game at all. A winner.

✖ ✖ ✖ ✖ ✖

## Virtua Bowling Crypt Killer

(IGS)

(KONAMI)

Someone should have copyrighted the word 'Virtua' before it virtually meant anything that even slightly resembled really doing something in reality, such as ...bowling?

Virtua Bowling is for those people who don't like wearing silly shoes; lifting heavy balls filled with someone elses' sweat; or living in a trailer park. As an amateur bowler in real life, bowling seems to be a very easy and tedious game. You aim the ball at the centre pin and if you hit it with enough force 8 out of 10 times, the other pins will go down. They tell me about spin etc, though you can't go past the good old aim and roll technique. This is where VB is just like the real thing. Aim for the centre pin, spin the track ball (ala Marble Madness) and down they go. If they all don't go down, then just use the same technique for a spare.

But VB has a few things not to be found in a real bowling ally. As a 'reward' for being a good little bowler, this game becomes a soft porn machine. A cute girl loses an article of clothing every time you gain a strike on some special stage. All this lurid imagery is 'hidden' behind a very translucent veil. Hubba Hubba, i don't think so! Unfortunately, i couldn't research as to whether this machine was sexist or not. Choosing the female option didn't seem (i could be wrong) to allow me to play the 'special stage'.

So if you're into watching cute comic characters becoming angry or joyous (depending on how you are bowling), then this game is for you. At least you can choose the four player option which will add to the game's novelty value.

✖ ✖

How can you kill something that's already dead? Who cares - dead, undead or living dead, they all deserve to be even dead-er. And what better way to create deadness than by that traditional weapon of death - the pump action shotgun. Hurray for pump action shotguns! I was becoming bored with all those pistols and revolvers supplied by those other shooting simulators. So don your mining hat and gum boots, 'cos it's time to kill some Crypts.

The first thing to notice after a game of CK is that your trigger finger hurts. There are six worlds of the undead to hurt your finger with and in each lies hundreds of undead things, ranging from knife throwing skeletons, to spear throwing frog people, to annoying spiders and bats, to blue blobular blobpeople. They're all here and for some dumb reason, you have come along to disturb the peace.

Apart from blasting and pumping away, the game doesn't really change. No matter what location, be it passageway or haunted woods, it all feels the same low-res way. Wave after wave of enemy keep coming at you. Which is why you need a couple of buddies to help you out along the way.

Every so often, small treasure chests appear. These are your chance to use other guns such as grenade, automatic, gatling or wide burst shotgun. Any of these guns are better than the original shotgun but when things get a little too hectic, it's time to hit the TNT button. Boom! Goodbye everything. Make sure you conserve these bombs as you only get three per game.

Well that's it really. Just keep pumping and squeezing and do a little aiming and you might just make it out alive. Just keep some ointment and a band-aid handy.

✖ ✖ (FOR THE GAME) ✖ ✖ ✖ ('CAUSE IT'S A PUMP ACTION SHOTGUN)



ZORK PLACED MILLIONS UNDER ITS SPELL...  
THE SPELL IS YET TO BE BROKEN.

THE FORBIDDEN LANDS

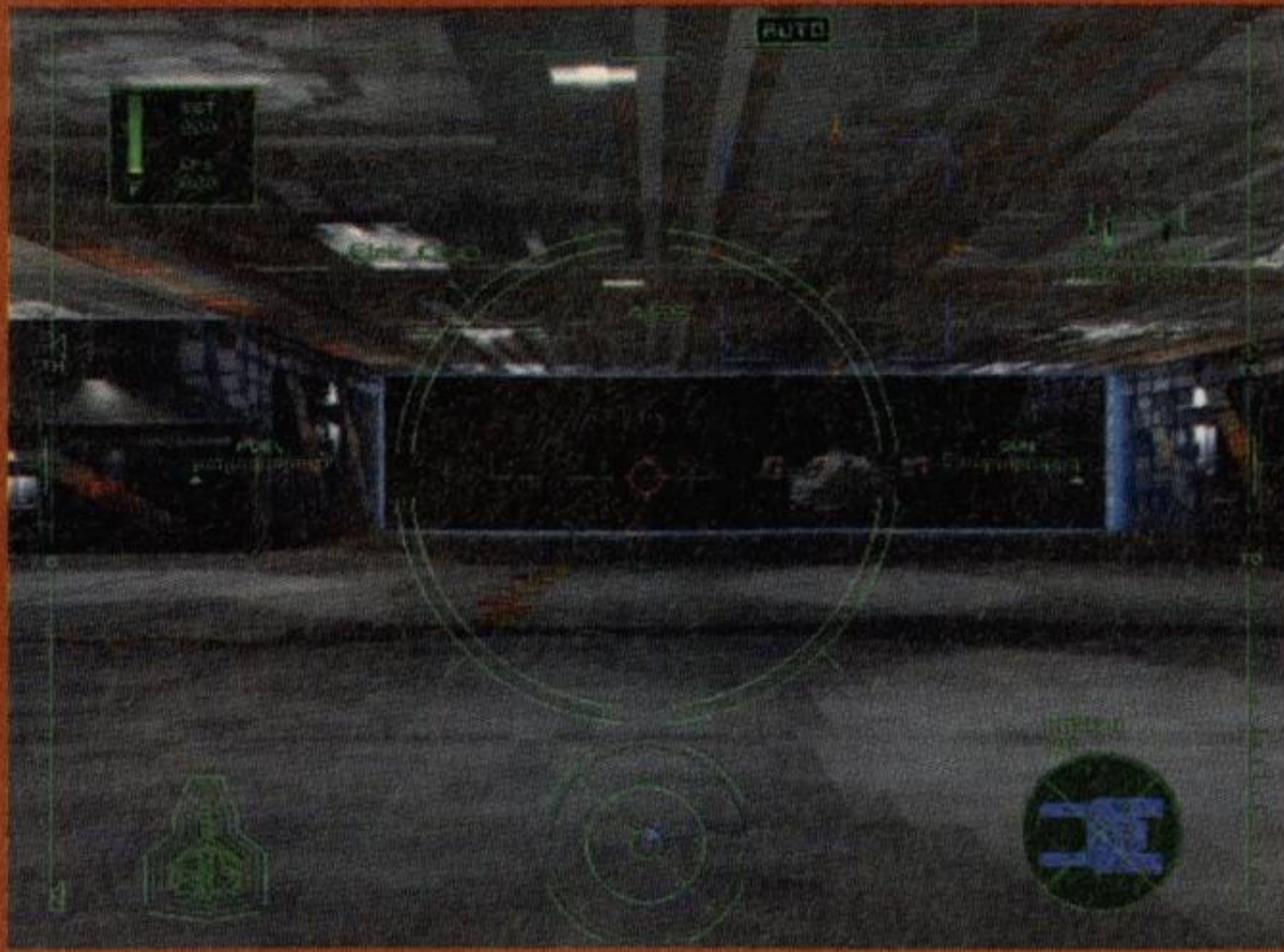
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IT'S ART, MAN...



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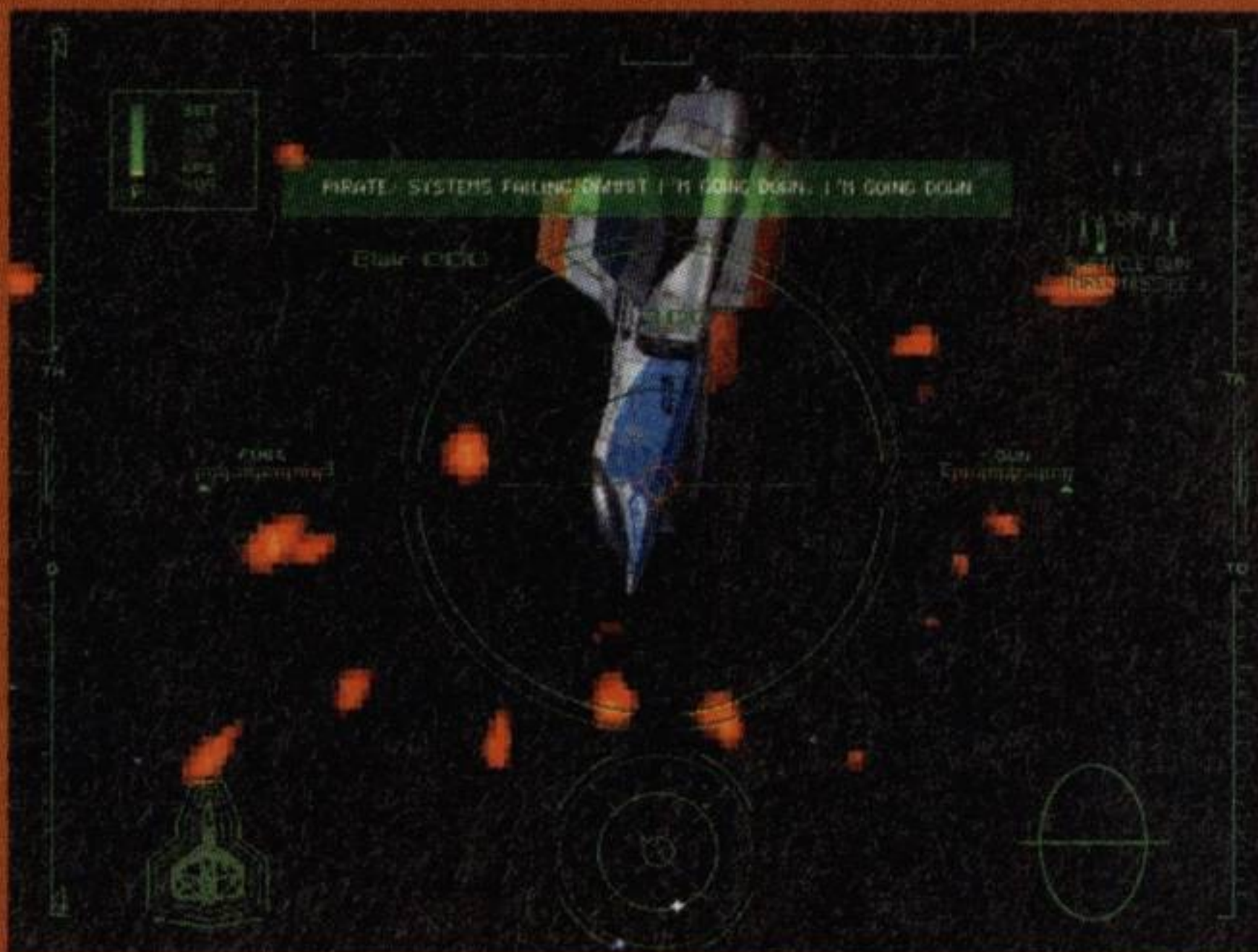
MR GRUMPY MAKES A NEW FRIEND



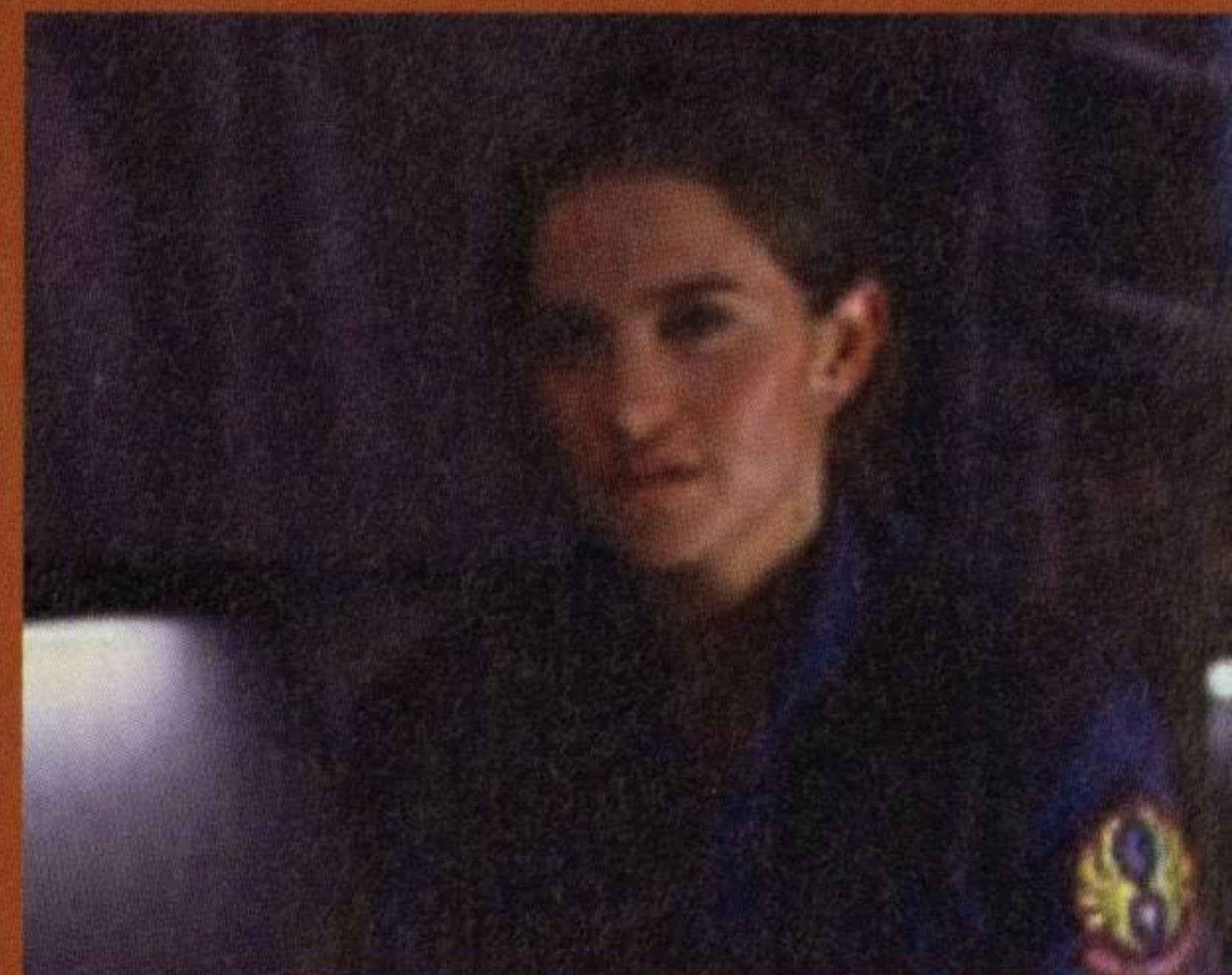
SHIELD SPARKLES



TEKKEN FUEL



SHE'S BREAKING UP CAPTAIN!



MS GRUMPY IN A PENSIVE MOOD

# Wing Commander IV: The Price of Freedom

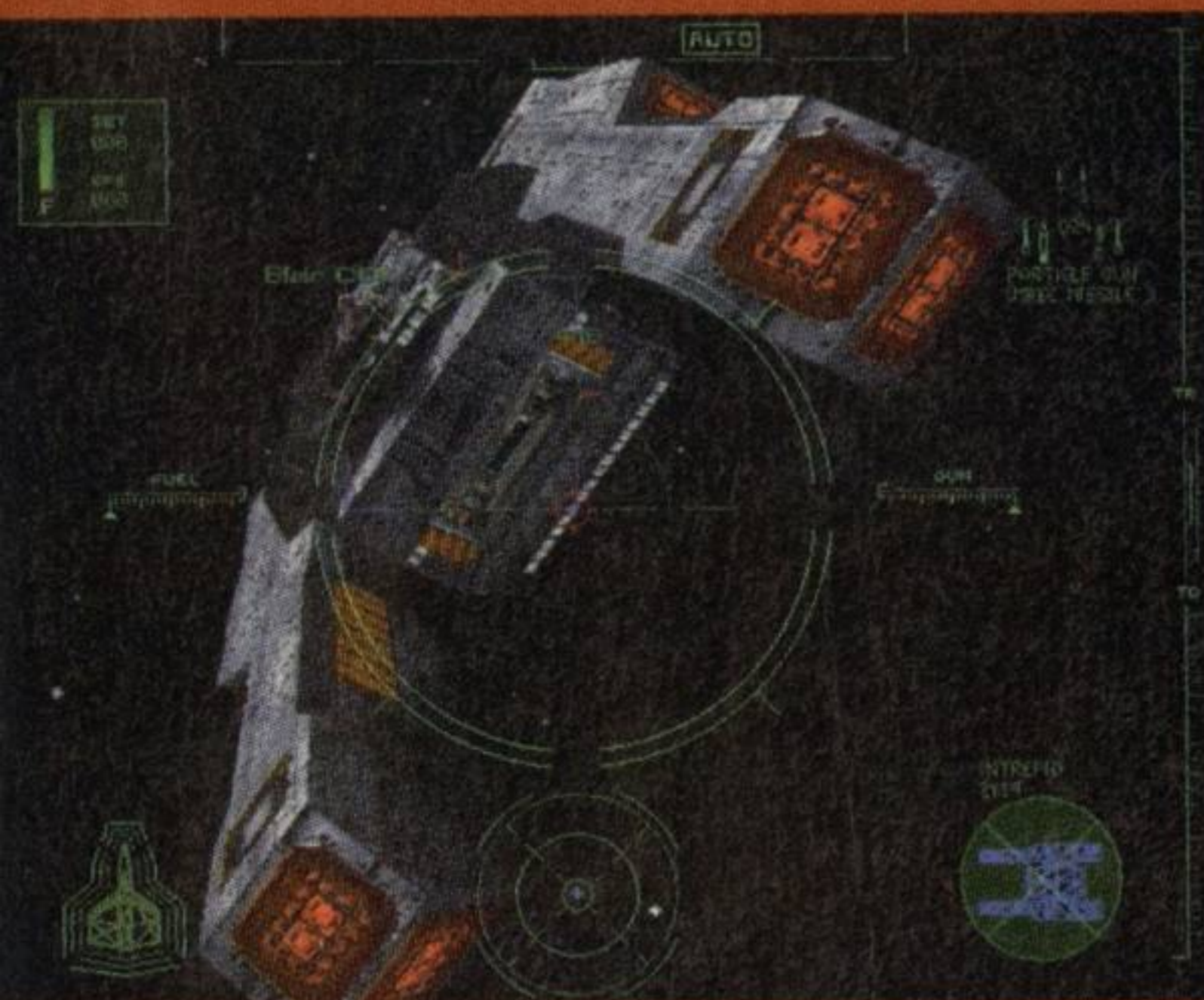
Available: NOW • Category: INTERACTIVE MOVIE • Players: ONE • Publisher: ORIGIN • Price: \$129.95 • Rating: M15+  
Min Requirements: DX475; 8MB RAM; 2XCD



NO BOTHERSOME COCKPIT, 'BOUT TIME...



ONLINE SPACE FIGHTER CATALOGUE



THE MOTHER SHIP, HI MUM!

The Wing Commander games get more and more like movies with each incarnation. The rumour is that Wing 5 will be a big screen extravaganza as well as a game. **JULIAN BURES & JASON SERDA** are happy just the way it is...

There is only one real difference between a movie sequel and a computer game sequel. Movie sequels are hardly ever as good, whilst games sequels can only get better & better. Nothing supports this more than the latest and greatest Origin release yet, Wing Commander 4: The Price of Freedom. What else could be seven full CDs of the most stunning action, combat, mystery and interactive movie magic ever put together? The answer is: nothing else, and here's why...

**M a g i c a l   A l t e r n a t e   U n i v e r s e**

It's sad to think that some of us are old enough to remember playing the original Wing Commander when it first came out. Following its huge success out came Wing 2, Wing2: Special Operations, Wing Commander Academy, Privateer, Righteous Fire, Wing Commander Armada and Wing3: Heart of the Tiger. These games have guided us for many a year and for some, the Wing Commander games are the sole reason for continuous system upgrade.

This saga has the length and depth of any of the great TV or movie hits such as Star Wars, Battlestar Galactica or Star Trek, and those who say otherwise simply haven't taken that journey through the magical Wing Commander universe like we and thousands of others have. Suffice to say, that anyone who has got a PC and who hasn't played or at least seen Wing 3: Heart of the Tiger, has been in a coma, or in a Siberian coal mine (like there's a difference). Even in solitary confinement we would have traded all the monthly rations of Vodka and Borscht for this latest and greatest Wing Commander experience.

Wing 4 is full of favourite faces from the previous cast; Mr Mark (yes, my dad's got a breathing problem) Hamill, John "Paladin" Rhys-Davies, Jason "Eisen" Benard, Tom "Maniac" Wilson, and our personal favourite; Mr Malcolm "Tolwyn" McDowell, fresh from beating the crap out of Kirk and Picard in Star Trek: Generations. It's just a shame the two women in Colonel Blair's life aren't in it this time round. But never fear, there's a new babe and a whole new cast for you to meet and let's just hope you don't kill them out there with "friendly fire".

**A   R e a l   M o v i e   F e e l**

Game creator, designer, director and producer Chris Roberts wanted a Wing Commander that had a real movie feel about it this time (ie longer video sequences and more of them). Although the "pick and click" format approach is the same, one of the many differences you'll notice is that there are actually people walking around the ship this time. By building real sets and shooting the footage on 35mm film, Roberts has given the game a true movie quality, which all the cast were very happy about (after all, nobody likes pointing to a green backdrop pretending its a viewscreen). Also the annoying delays when moving from room to room are gone as are the lift sequences. So the little things that disturbed the WC3's flow are - like the Kilrathi

- wiped out. The attention to detail is far greater than Wing 3, for example, upon landing, your ship will show the appropriate level of damage, as it did in Wing 2. Sounds, atmosphere and music are nicely done which gives a more finished feel about it.

So where does the "Heart of the Tiger" fit in to all of this? The Kilrathi war is over and Hobbs is now stuffed and mounted over the fireplace (the scorch marks are hardly noticeable), and you thought there was no-one left to "feast on your entrails" right? Well, you're back in the cockpit after spending years planting turnips and wading knee deep in shit, my man. We're not going to give huge chunks of the story away because half the enjoyment of WC4 is the unfolding plot. Suffice it to say that this game is a truly exceptional piece of computer software and Wing Commander fans will be cheering because it doesn't disappoint at all. Now, where's Wing Commander 5?

**VISUALS 96** - How do you rate movie quality film plus the best space sim graphics ever? Easily. Very highly.

**SOUND 96** - Full stereo and orchestral soundtracks with awesome FX.

**GAMEPLAY 95** - Interactive enough for you to shape the game again and again. Individual and nail biting missions.

**LONGTERM 94** - With 50+ missions and 7 CDs worth of variable storyline...well, you can guess the rest.

**OVERALL 95** - This is the jewel in the crown of the Wing Commander series. If you don't play it then you don't really own a computer.





THIS IS A VIDEO GAME SCREEN-SHOT



BEHOLD THE PURPLE MIGHTY-COW



CHUCK ANOTHER IMP ON THE DARBIE



IT'S A FERN LOOKING GAME...



OH NO! MY INVENTORY FELL DOWN!



THE PITS OF HELL HAS GREEN GRASS GROWING UP TO THE ED



NO BANNISTER TO SLIDE DOWN, HAVE TO WALK, DOH!



THEY'RE COMING OUT OF THE WALLS MAN!



STAINED GRASS

# Secret Of Evermore

Available: NOW • Category: RPG • Players: ONE • Publisher: SQUARESOFT • Price: \$99.95 • Rating: G





THE BIG RED KNOB BECKONS...



RIGHTO THEN!



STAINED GLASS

Time to don the fluffy bunny helmet of destruction and sally forth into the realms of the unknown again, as Squaresoft rolls out another of their SNES RPG extravaganzas. **STEVE POLAK** is the *HYPHER* reviewer sent on the quest...

As is customary nowadays, the game begins with a lengthy introduction that helps set the scene whilst giving you a good opportunity to visit the loo before settling in. My advice is take this chance, as Evermore is the nemesis of bladders everywhere. You will most probably get so engrossed by the thing that bodily function breaks may suffer badly.

Anyway, your character is a young boy with a serious addiction to Science Fiction who happens to discover an old laboratory. Predictably enough the lad accidentally (with some help from his overly curious dog) sets a time machine in motion, and he and his canine companion are off on a bit of an adventure.

**Western Tastes**

Comparisons to Secret of Mana are inevitable, as Evermore uses the same Mode 7 scaled rotation to teleport to new locations, and the graphics look amazingly similar to Mana as well. But there are differences. The most obvious being the fact that this is an RPG written with Western tastes in mind. Thus the characters have a sense of humour that is more easily understood. Also character names, and the environmental flavour of the milieu is very different to most of the Japanese SNES RPG games out there.

You begin the game proper in the jungles of a prehistoric world, and it is an impressive start. The soundscapes are as lush as the foliage, and there is a familiarity about the 'feel' of the thing which Mana fans will instantly appreciate. So it's off to find the nearest town, and find out whassup with the locals.

Secret of Evermore is probably the most complicated overhead RPG to be released for the SNES, and it may take some getting used to if you haven't played these things before. The control system is in many ways the same as that used in Mana. You still have those weird, yet extremely versatile 'control ring' circular menus, and weapons can be powered up before an attack by holding down the attack button. It also seems that Square have improved things a bit when it comes to attacking. In Mana one of the most annoying aspects of this control system was that you had to continually power up your attacks manually. Now the game does it for you.

**Solo Jaunt**

However there are some changes that I think are unfortunately not for the best. For starters, gone is the 3 player multi-tap compatible option, in fact you cannot even play Evermore with a fellow RPG nut, as the game is sadly a solo jaunt only. This seems a great pity as the two player mode was well worth a laugh after a few beers and pizza with a chum. Also, although the musical score is really quite good, it is not as hauntingly brilliant as the superb Mana soundtrack (produced by acclaimed Japanese composer H Kikuta). Still the music is more than adequate, and this is only a gripe if you are an obsessive RPG purist like myself.

Magic (now known as Alchemy) plays a much more prominent role in Evermore when compared to its predecessor. During your travels you will need to employ most of the 33 spells on offer. Better still just like your weapon skills, magic spells can also be 'powered up' as you increase in proficiency levels. So there is heaps of depth to the conjuration system. Evermore also reminds me of the RPG classic Ultima 4 (remember those reagents?) because you now have to find the ingredients for all of your spells, and use them in the right combination if you are to dazzle 'em with your magical prowess. This makes the magic system bloody challenging, and a bit fiddly for those of you out there who don't have a desire for detail.

However don't despair if the magic system seems a bit ponderous as you are not alone. You have your dog (who is responsible for you getting into this mess in the first place), who has the ability to sniff out ingredients hidden in the landscape. The dog is also a very capable fighter, and you can alternate control between the mutt and your human character; a must for different combat situations. Evermore also copies Mana's brilliant behaviour grid system that helps you influence the actions of the character you are not directly controlling. This system is great in that you can

send the dog to search for ingredients automatically whilst you wander about in the safer areas, and then when danger presents itself you can switch the dog to a more aggressive mode so he helps you kick ass.

**GRAPHICS 90** - Not bad at all. I think I'll take my next holiday in some of the nicer tropical areas.

**SOUND 87** - Good music, and excellent atmospheric soundscapes should keep you happy

**PLAYABILITY 88** - Be patient young grasshopper, as this will take time, but once you have the unusual menu system sussed you'll feel right at home.

**LONG TERM 95** - Evermore is a long haul, with a smorgasbord of sub-quests in each of the four worlds. Don't expect to get through this one in a weekend.

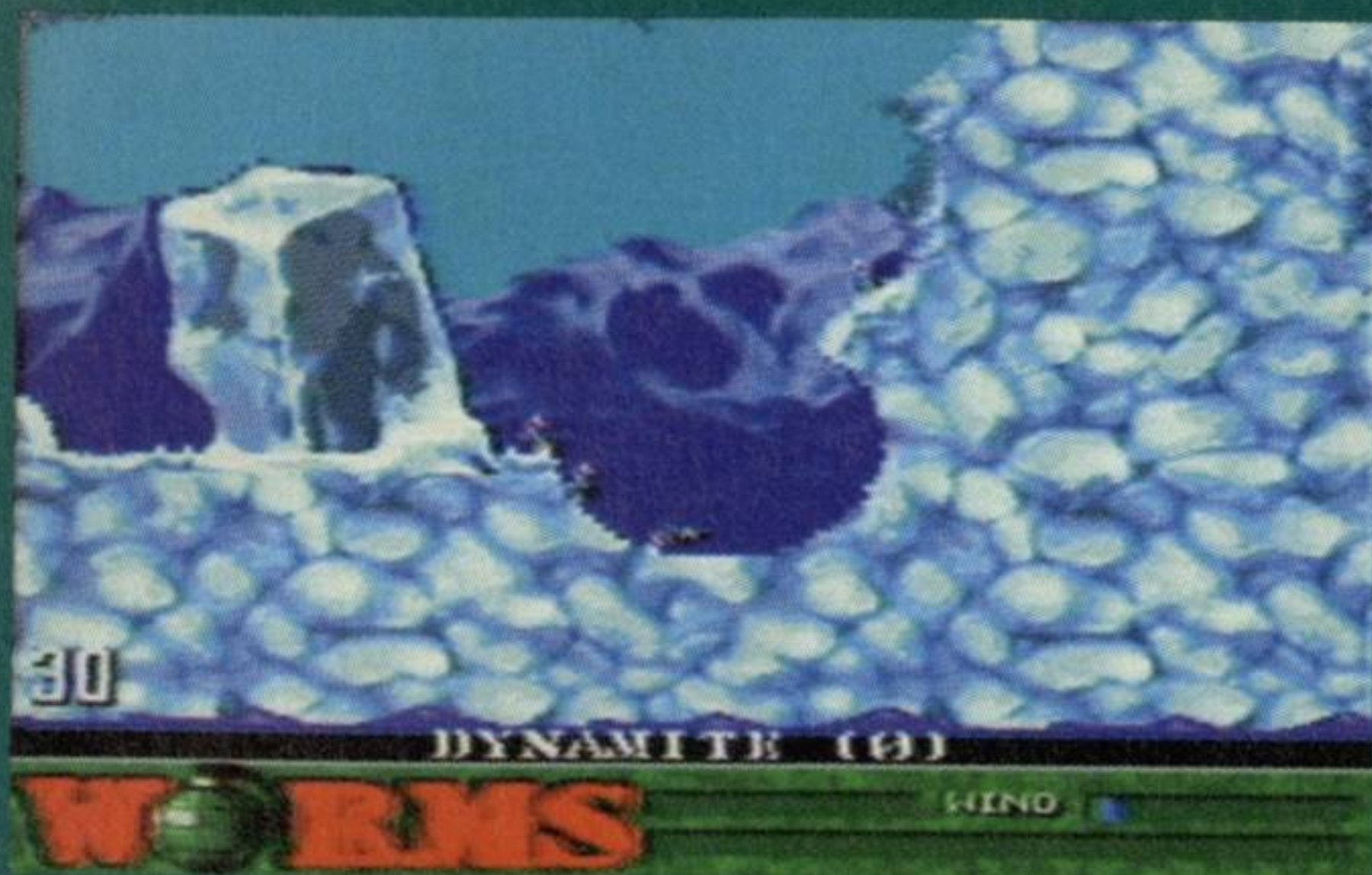
**OVERALL 92** - This one will probably last you until the N64 lands, and it had better, as there's not much new on the horizon for the SNES.

**Powering Up**

Evermore can prove quite a challenge at times. It is definitely worth employing that tried and tested RPG tactic of building up a bit of experience, and gaining a few hit points by hanging around in a safe combat zone for a while early on. Nothing like an unfair advantage. It is also worth using your spells as much as you can early on so that they are powered up and at their most effective, when you meet the end of level bosses. This means that you have to do a bit of aimless lingering, whilst you gather ingredients, but it's sure worth it.

Evermore presents the player with a sprawlingly huge environment, which is at times confusing, particularly when you enter one of the 4 new worlds for the first time. However this is not a bad thing though as you feel like there are four games rolled into one, with each new level (Prehistoria, Antiqua, Gothica, and Omnitopia) making you start off in a place where you know sod all, and have bugger all power. This is because each of the new levels is exponentially more technologically advanced than the previous one. To prove the point, after finishing Prehistoria I took a wander about an unexplored Antiqua thinking "I'll just thump a few locals and then head into town", and was shocked to discover how outclassed my weapons, and armour were. After much helpless flailing about I staggered into town looking like a true Megadeth fan after a good night's moshing in the pit. So there you have it. Even though the U64 is (hopefully) just around the corner, there is still a bit to do on the humble SNES. Evermore is a solid RPG offering, which builds on success of Mana, yet still contains enough new stuff to make it worthy of your attention. Until we see the 3D RPGs on the U64 I'd say this is about as good as it gets.





SNOW



SNOW-GOOD



MINOR BOOM



GO FIGURE, WE DON'T KNOW WHAT IT IS EITHER



PROOF! THE MOON IS MADE OF CHEESE



A BRIDGE TO NOWHERE



JUST FIR YOU



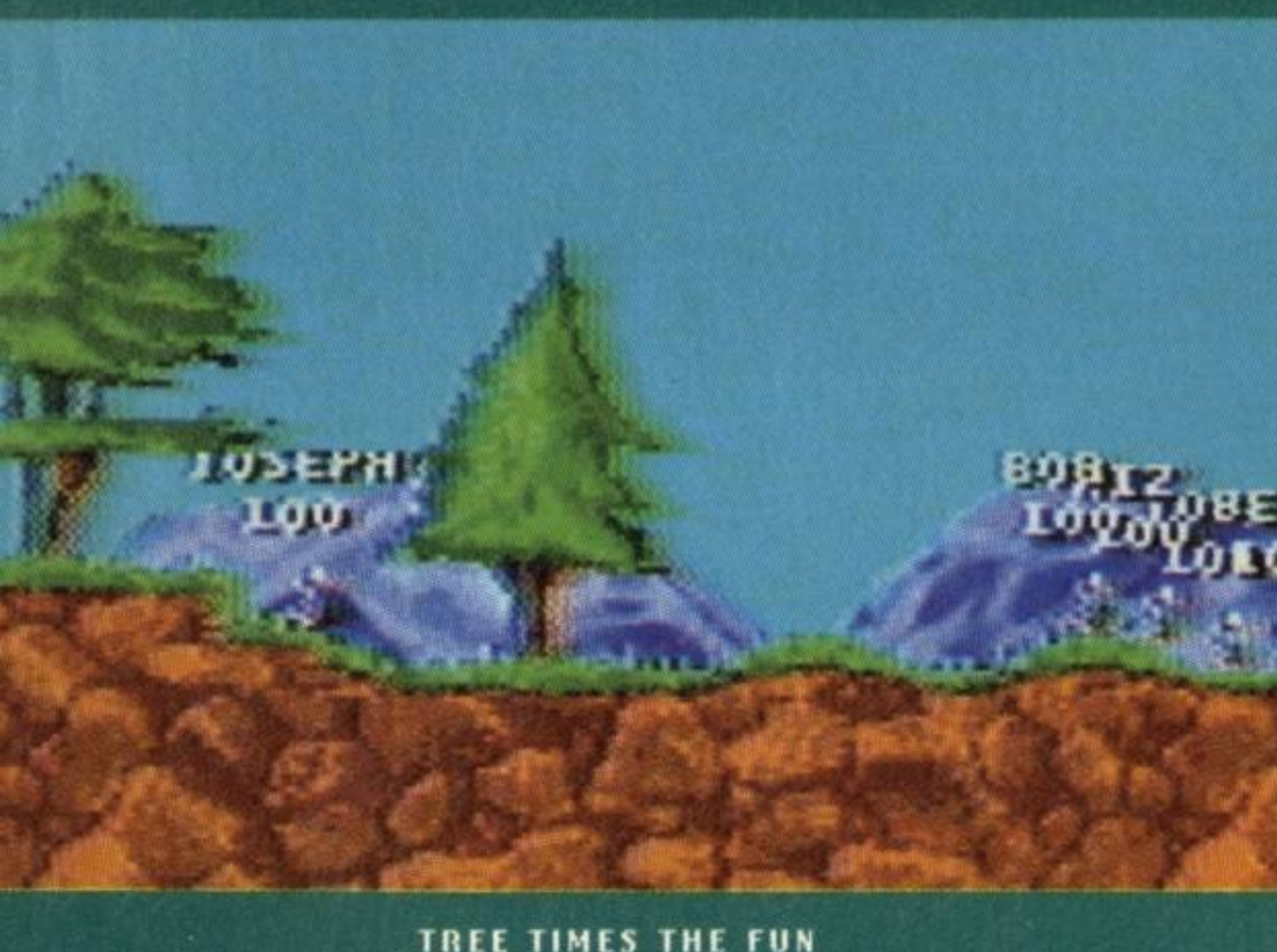
FIR-TIVE GAMING



PIT-ING THEM AGAINST EACH OTHER

# Worms

Available: NOW • Category: ACTION/STRATEGY • Players: 1-16 • Publisher: OCEAN • Price: TBA • Rating: G



What is it with worms and guns? First we had Jim and now we've got... Worms!

**DAVID WILDGOOSE** doesn't know how they hold an Uzi without hands though...

The hype in the UK over Worms was mildly astonishing. An outsider could have been forgiven for thinking they were about to bear witness to the Second Coming such was the amount of undignified slaving going on in the magazines. Those in the know, of course, would have realised that this was the usual media hype, made even greater by the fact that developers Team 17 are the golden boys of the Brit games scene. Sometimes such a reaction is justified upon the game's release, while other times, well...you remember Rise of the Robots? Happily, Worms is definitely closer to the former category than the latter.

**L e m m i n g s   W i t h o u t   G r e e n   W i g s**

In his review of the PC version a couple of months ago, Harry described Worms as a "hybrid between Lemmings and Cannon Fodder". It's true, too. You see a side-on view of the action, your tiny worms are just lemmings without the green wigs, and they run around and shoot each other. Sounds exactly like a cross between Lemmings and Cannon Fodder to me.

Yet a better reference point has leaped to mind. Imagine the Team 17 lads sitting round their office playing Scorched Tanks (or any of the nigh-on infinite number of versions of that tank game where you and your friend sit either side of a hill, taking turns in attempting to shoot each other by adjusting the angle and velocity of your cannon - you all know it, and probably played it during Computer Studies at school). They were enjoying themselves, but at the same time they couldn't help thinking how primitive it all was. What if, the most adventurous of them (let's call him Adolf, shall we) suggested that your tank was supplied with more than one kind of weapon?

(The others threw uncertain glances around the room.)

How about a bazooka? Or maybe a few bombs? Adolf continued, unperturbed. They could be weighted differently, so you'd have to alter the angle and velocity settings depending on which missile you've chosen. One particular type of bomb could be far more devastating than the others, splitting into fragments after impact for maximum destructive effect. Of course, you would only have a limited stock of these, so you'd need to plan their use carefully.

(Adolf stopped and thought for a minute.)

Maybe the tanks could be mobile, too. This would add a further dimension, as you negotiated the level, attempting to find the best vantage point for protection as well as offensive manoeuvres. And...and...multi-player! There'd be more than one tank each, possibly even four teams consisting of, say, four tanks each. For four players too - or you could control just the sole tank for anything up to a sixteen player game! (By now, Adolf was becoming quite animated and his colleagues were evidently impressed.)

To accommodate such multi-player friendliness, I think we'd need to extend the playing area. Make it roughly five screens wide with a degree of "give" upwards and downwards, and so long as the scale was kept small, there'd be plenty of room. Particularly for greatly varied terrains - I envisage high mountain peaks, low valley troughs, sealed caverns, giant cactus, thin precarious bridges, lava flows, steep hills,

claustrophobic tunnels, tall trees, and deep seas. To allow greater freedom of movement, each tank could come equipped with digging and drilling devices, enabling them to burrow through the landscape.

(He paused. Briefly.)

**Uzis, Dynamite & Air Strikes**  
And thinking of weapons again, I see no reason why the good old-fashioned Uzi sub-machine gun

shouldn't make an appearance. Shotguns are a favourite that would be welcome. Dynamite could be used as well - just drop it next to an opponent then scarper before it explodes.

(By this stage, some of the others were taking notes.)

Hey, what about an air attack. Imagine deploying a fighter squadron to make a concerted bombing raid on an especially stubborn enemy tank. Or, if you are desperate, you could select a Kamikaze mission which would spell instant death to both your foe and your own noble sacrifice.

(Adolf looked up at the others for the first time.)

I'm starting to like the sound of this. Have any of you got any further suggestions?

(There followed several moments of silence.)

We could change the tanks into worms, piped up one young wag. You know, give it a gimmick, make it more console-friendly.

(And so they did.)

Worms is an excellent little game.

**VISUALS 60** - Nothing special at all. The worms are a bit small, but they're still cute.

**SOUND 65** - Again, nothing special. The gunfire, explosions and so forth should have been better.

**GAMEPLAY 86** - Thankfully Worms has got it where it counts. Tense, strategic, competitive, violent. Love it.

**LONG TERM 86** - Worms, like Bomberman, is designed for multi-player play. Suffers slightly in solo mode.

**OVERALL 85** - As good as I'd hoped a cross between Lemmings and Cannon Fodder would be. Unhesitatingly recommended.



"ONE DAY SON, ALL THIS WILL BE YOURS" "WHAT WILL DAD?"



ROOMS



BIG BAD RED THINGS



GOOD FOR YOU, LIU



HMMM, RICH TEXTURES...



IT'S AN OASIS, MON



UM, SEASAME?



COP THAT!



CRAZY MIXED-UP KIDS

# Phantasy Star IV

Available: NOW • Category: RPG • Players: ONE • Publisher: SEGA • Price: \$99.95 • Rating: G



It appears that they have made the basement their headquarters.

SOUNDS LIKE A JOB FOR THUNDERBIRD 1



CARE TO DANCE?



MOTHER EARTH, HI MUM!

**GRAPHICS 78** - Decent 16 bit fare with a bit of flair.

**SOUND 65** - Well it ain't "speaker shattering" or "bowel quaking" but it'll do.

**GAMEPLAY 80** - Classic RPG stuff for all you fans out there.

**LONG TERM 85** - These games are never short but it's easiness will quicken things up.

**OVERALL 80** - Probably not for everyone but everyone should at least have a look.

*This game has been coming for so long that we almost gave up hope. It's finally arrived though and **RUSSELL HOPKINSON** goes on a phantasy role-playing adventure...*

About a million years ago on the 8 bit Master System, there was Ultima IV; a non linear adventure with battery back up (a bit of a first then) and it still remains a classic console roleplayer to this day. If the truth be known, things haven't changed much since then, even as we head into 32 bit territory. Sure, the graphics are getting way out there but the basic concept of explore, fight, camp, converse, open etc is still there.

**Fighting Cute Evil**

The Japanese are huge fans of this kind of thing, the more cutesy the better, and Phantasy Star IV definitely falls into this category. It's a console roleplayer with loads of funny, cute and slightly insane characters running about doing good or evil (but not too evil). As Chaz, you are a Hunter who is the assistant to Alys, a renowned Hunter and babe (apparently) and together you roam the countryside trying to figure out what evil stuff is going down and how you're going to put an end to it.

The dialogue, translated from the Japanese, is slightly childish. It gets a bit like reading a bad comic book after a while which is sad because the actual game itself is quite good with loads of places to explore and puzzles to solve. Like all the games in the Phantasy Star series (and most other roleplaying games), a large amount of time is spent gathering information from the quite talkative people in the towns and villages that are scattered throughout the land. Some people will offer important info, others will try and foist a red herring on you whilst some merely palm you off with a bad joke. Don't expect too much mental stimulation and you'll get on fine!

Of course, graphics aren't really the role players forte and those expecting a visual feast will come away disappointed. Still, Phantasy Star looks pretty good, as the basic in-game view is very functional and although the sprites are small, a lot of the important plot twists are illustrated with some cartoon graphics drawn in the classic Japanese anime style that hasn't changed in decades.

There are loads of monsters to fight although I don't really dig the way the fights are set out. The monsters stand in a row and you choose who you want to hit. With the use of the macro setting you can give predetermined orders to your party. Sometimes, two or more characters can have special skills or spells combined to make huge mega spells that take out whole parties of monsters. Ultimately though I prefer a "battle field" setting where basic strategies can come into play. In this game you find yourself running away from fights simply because it gets a bit boring after a while.

**Strange Blue Rodentoids**

If you can get over the battles and face the task at hand there's quite a bit of not-that-challenging stuff to do and really, this game comes across as not much more than a minor diversion. This is not an insult, mind you, as minor diversions can be just what you need after an afternoon of trying to get through Deathkeep or Donkey Kong Country. It's pretty easy but there's a lot going on; different characters joining and leaving your party, villages where the population have been turned to stone, villages inhabited by strange blue rodentoids with very bad taste in cute muzak and so on. If it's gore and intensity you're after then don't look for it here.

The game system is pretty standard with options for saving (battery back-up, naturally) and a rest menu that allows you to use items, change weapons and talk amongst yourselves. To recover lost hitpoints and used spells a night in a nice hotel ought to do the trick and various shops around the globe will sell you all manner of useful goodies. Every character has weaknesses and strengths just like they ought to, though I would say that your party tends to get a bit too powerful too quickly (especially when the wizard Rune is hangin' about), making things a bit dull.

There are those that will be slaving for this game and I can see why. Although it doesn't make me freak out or anything, it's a solid effort with a bit of charm but perhaps that isn't quite enough. That said, I still want to get through this bugger because once you've started you don't really want to stop. It's called addiction but Phantasy Star beats tobacco any day (the two seem to go hand in hand for me!).

The ratio of 16 bit machines to 32 bitters in this country is about ten to one so there's still a market for a decent game on the smaller platforms. This won't be everyone's plate of cheese but it's worth checking out as an interesting game to stick in the machine, be you Phantasy Star veteran or virgin.



MY, WHAT A BIG SWORD YOU HAVE...



EN GARDE...



I'M READY FOR ANYTHING!



PARRY PERRY



A SWORD IN STONE, HOW ODD...



MAPIDGE



TEKKEN A BEATING



ARRRR, AAAAAAAAAAAAAA



ARRRRRR...

# CutThroat Island

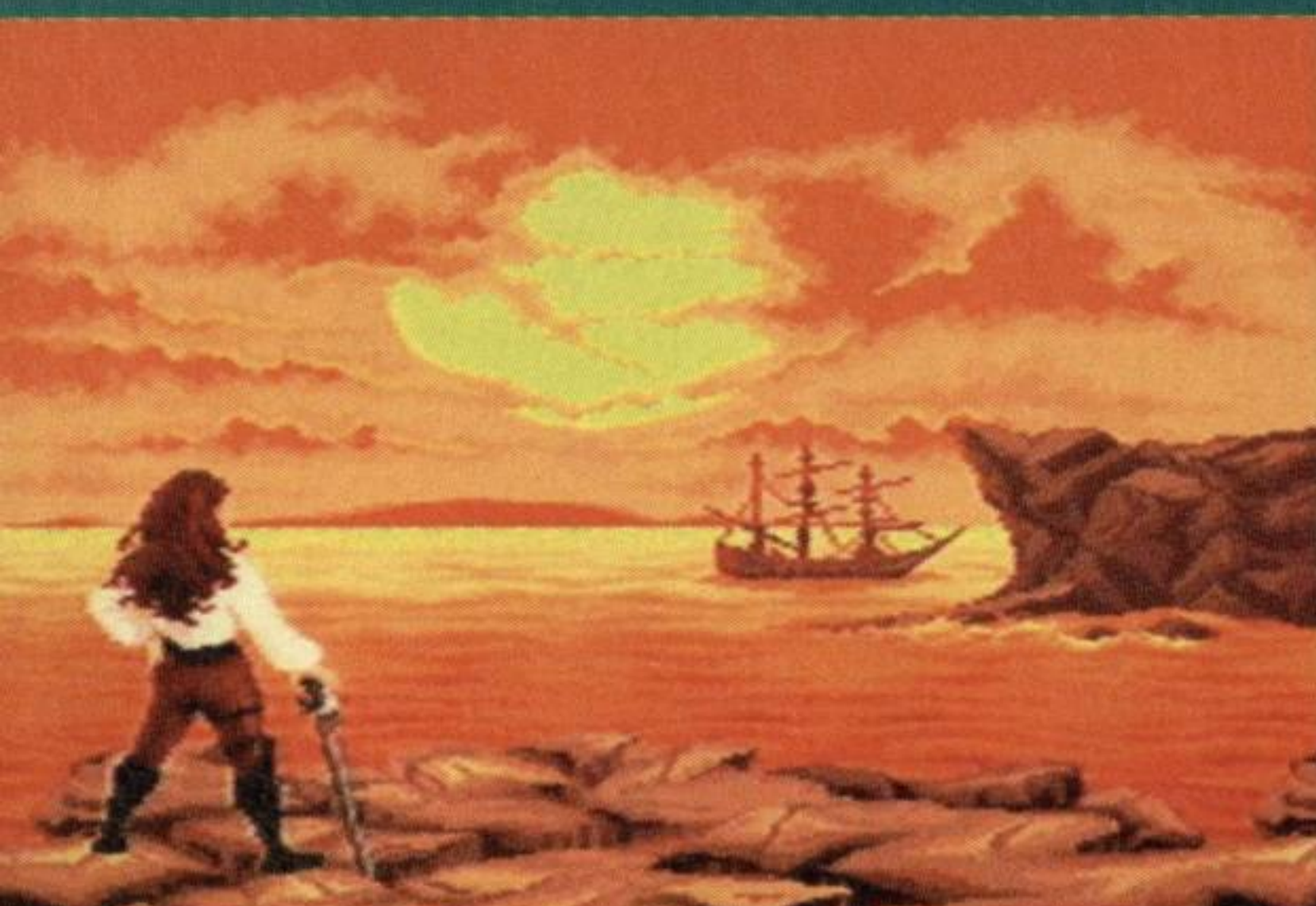
Available: Now • Category: Beat 'em up • Players: 1-2 • Publisher: Acclaim • Price: \$99.95 • Rating: G8



STAND ASIDE OR I'LL RUN YOU THROUGH!



ANYONE SEEN A COUPLE OF APES?



DUD-DA-NAAAA...

*Arrrrrrrr.... salty sea dogs n' eye-patches n' things. Keep yer hands off my jewels or I'll poke yer good eye out with me peg leg. Aye, it's **ELIOT FISH** in a billowing white shirt and obligatory parrot. Not a great fashion statement, but it's a conversation starter at parties...*

This is another movie conversion. "Arggh!", you might think. Well, you may be right. CutThroat Island starring Geena Davis and Mathew Modine, isn't exactly a killer film, so how, pray tell, can we really expect a killer game... especially when the film to game success-rate is as low as it is? Well, no surprise, CutThroat Island is a pretty lame game. But don't turn the page just yet. This game does have some appeal... so read on. If you consider that the game is aimed at a "younger" audience, which undoubtedly it is (you only have to read the in-game dialogue to realise this), what you have here is a happy little beat/slice 'em up with a few interesting twists. It also has a two player option which we all know is a bonus in any game. So if you're still into playing pirates with your friends, or you're simply a less-experienced gamer, there's some fun to be had here. For the rest of us, who have mastered things such as Mortal Kombat 3, Earthworm Jim and Donkey Kong Country... it's not looking good.

**Brain Suckage**

CutThroat Island simply doesn't challenge the gamer in any way. Side-scrolling beat 'em ups like Double Dragon/Golden Axe and the like have been around for yonks and on first impressions I could have sworn what I had in front of me here was another Last Action Hero. Level one was only about three screens long and the manual goes on about "trying to find the key!" and "swarms of Red coats!"... sheesh, either they think all our brains have been sucked out through hours of gaming or..... er.... what was I saying? Oh yeah.... or we're really looking at a game targeted at an eight to thirteen age group.

Luckily, there is a bit of variation stuffed in here. Throw in a bit of "mine-cart action" (not exactly an original concept), a ride on a carriage and the ability to "learn" different sword moves and things are looking a lot better than your average beat 'em up. In fact, there are some great moves that your character can per-

form. Choose Morgan Adams (the Geena Davis character — you can choose William Shaw also) and with the right keypad combination, you'll be throwing the enemy, doing scissor kicks and other acrobatic moves hidden amongst the buttons.

**Aggression Indicator**

I liked the idea of the "Aggression Indicator" which powers-up in a sense so that you can perform other special moves. Nice. There's also the ability to use weapons too. Progress into the game a little further and you'll be throwing knives, bombs, shooting pistols and chucking boulders. The animation is smooth and the controls very responsive, so the frustration level is kept to a minimum. In terms of gameplay at least. The shocking level design on the other hand... well.... let's move on, shall we?

Surprisingly, the depth of colour in the game isn't too hot; even on the SNES with it's Mega Drive-floor-mopping capabilities. It looks quite nice, but it's certainly not as lush as you'd expect from a 16-bit machine. There's a good level of detail in the backgrounds and characters, but in places things were looking pretty rough... the words "rush job" spring to mind. Is that a cash-register I can hear ringing? Considering how basic the gameplay is, I was shocked to discover that they even failed to include a difficulty option! Now that's a clanger. Most gamers will rip through CutThroat Island in no time, and not giving the gamer the option to make it more of a challenge is a real oversight. You'll only play it once if you play it at all. This is one for your younger brother/sister. Shame you can't rent Nintendo games anymore....

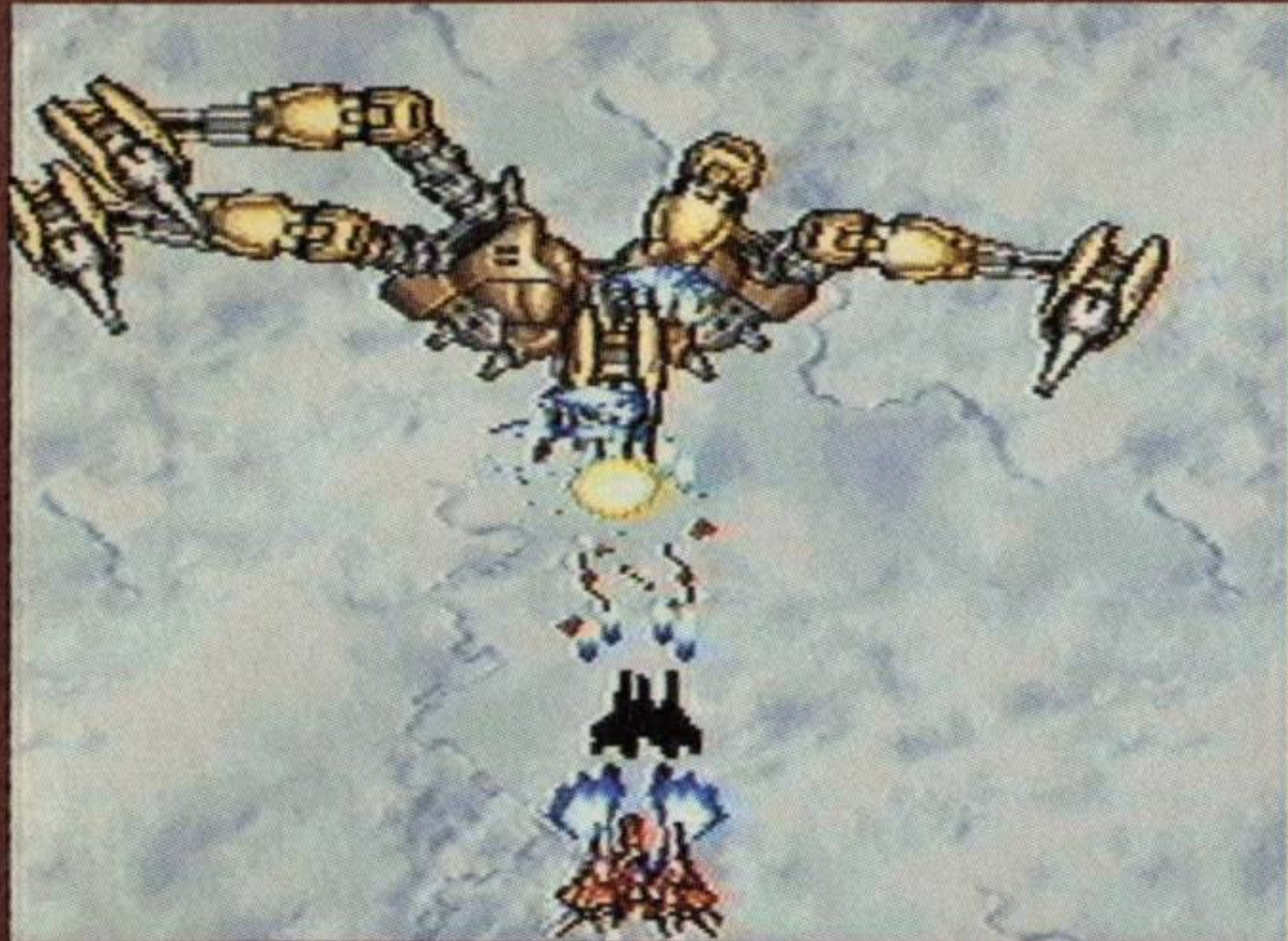
**VISUALS 75** - Nice character animation, but flat colours and not many of 'em.

**SOUND 75** - Jaunty tunes, no doubt from the film. A few good sword "chings" and the like.

**GAMEPLAY 70** - Mmmmm. Beat 'em up. Button pushing frenzy. Fairly good opponent AI actually.

**LONGTERM 50** - Oh dear. It's not a huge game, but there are only limited continues. A few goes at a level though and it's sussed.

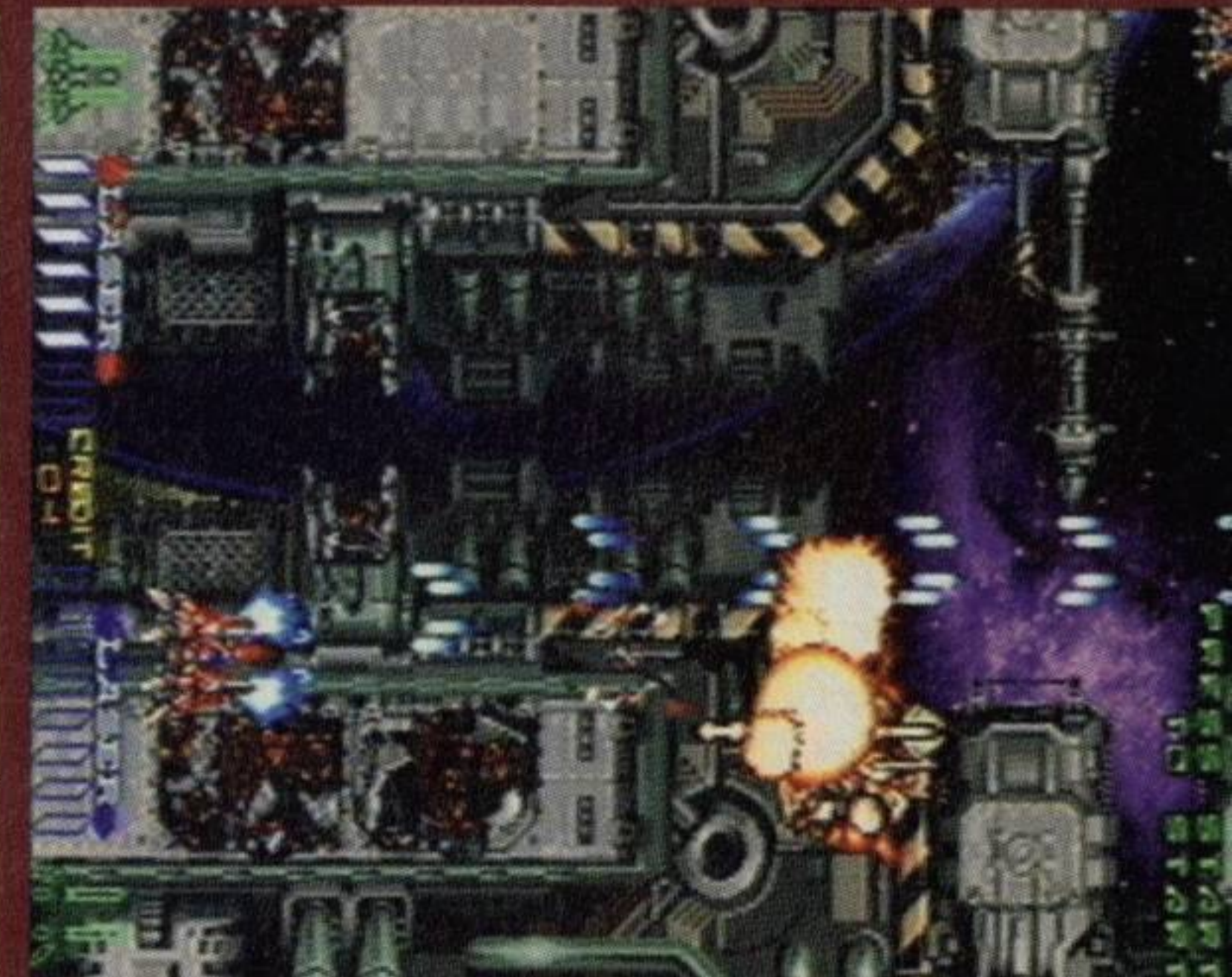
**OVERALL 69** - A good, nay, great game for the younger market. If you've hit puberty then you're not so lucky.



ROBO-ARMASAURUS ATTACKS!



CYBER-MOTHTRA LET'S LOOSE



DEATH COMES QUICKLY FOR THE LUCKY



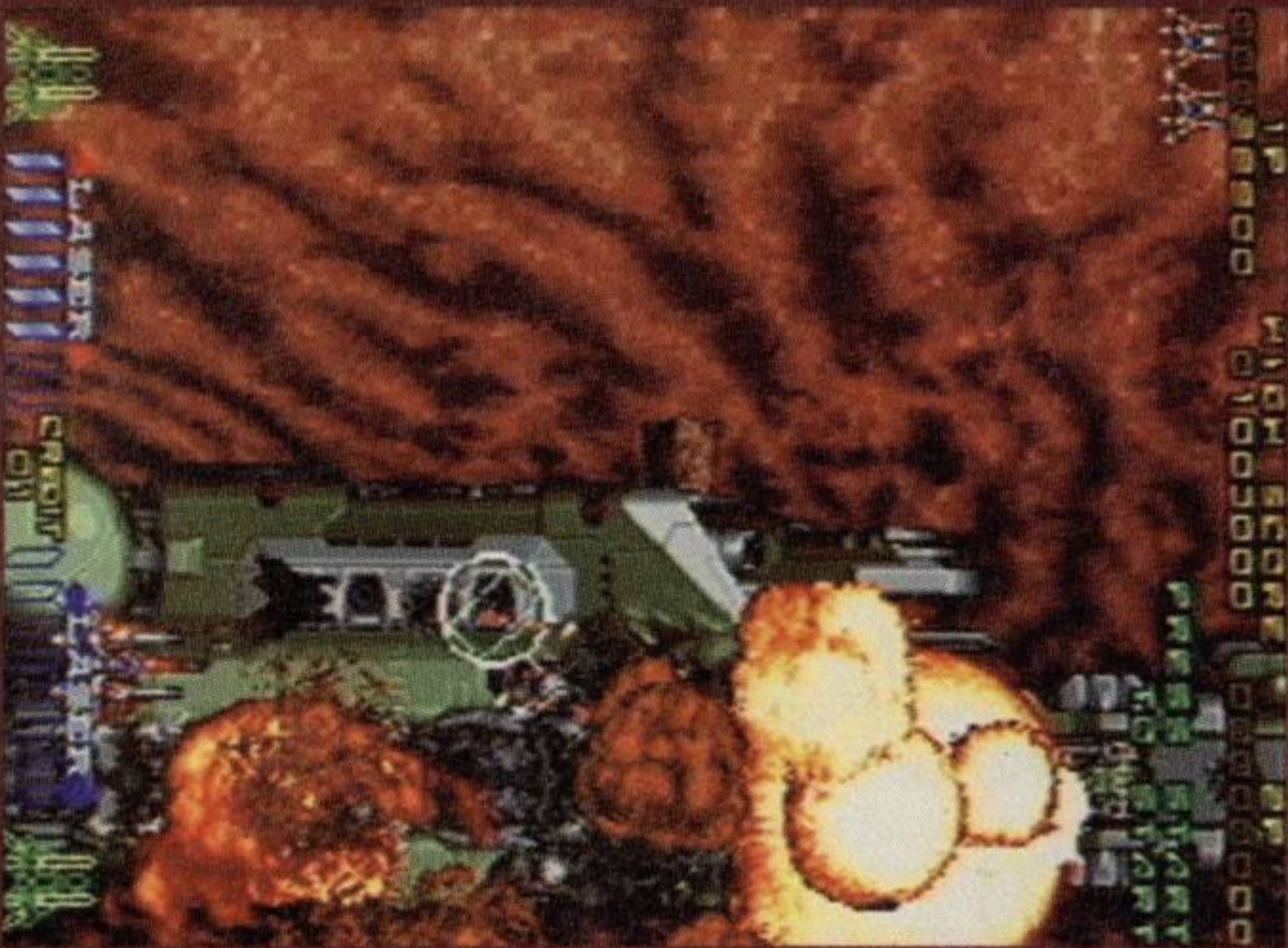
PERSPECTIVE CHANGE, GET A GRIP!



GREAT BALL OF FIRE



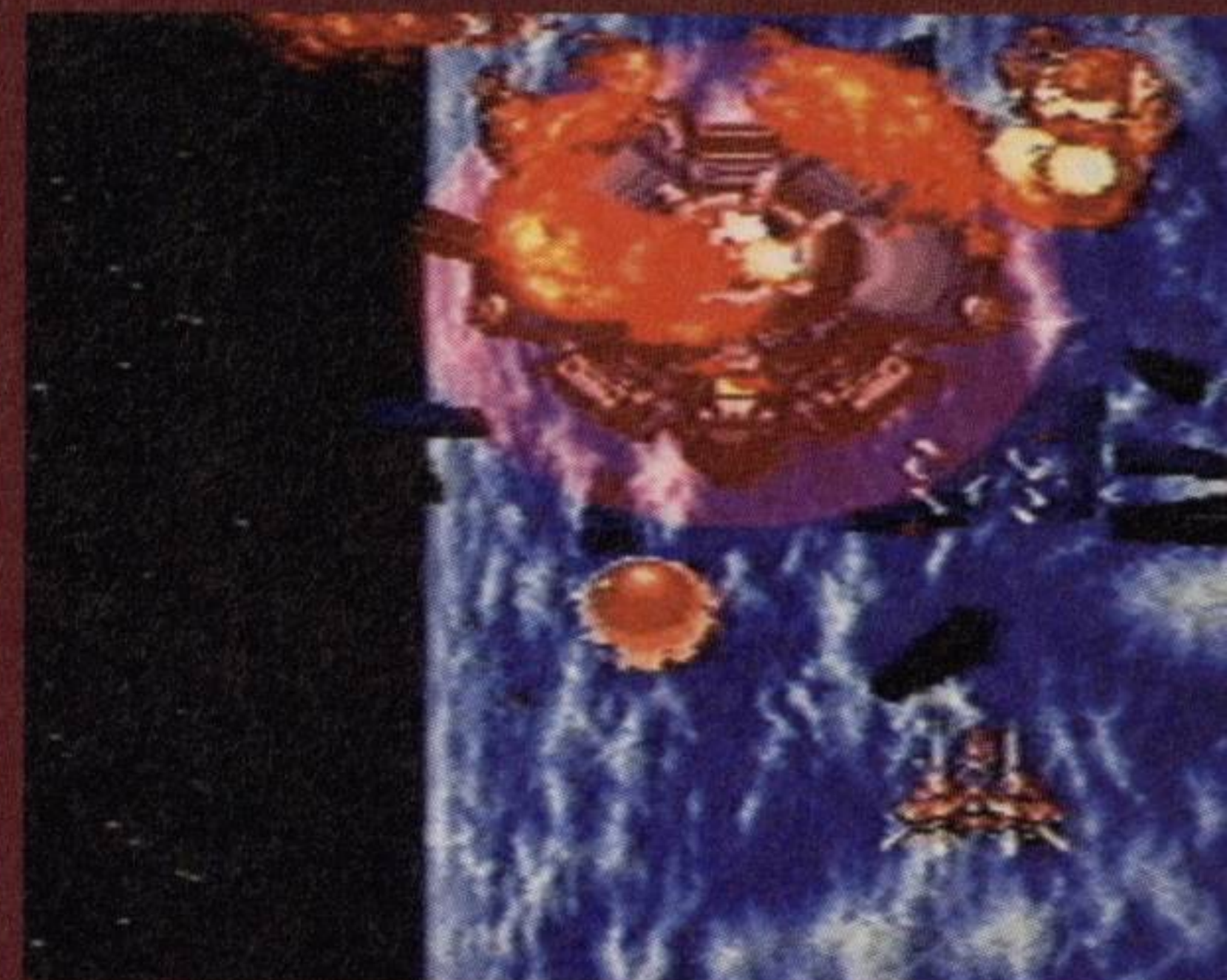
KILL KILL KILL



STUFF HAPPENING



BOSS AROUND A ROUND BOSS



SORRY, THOUGHT I SAW A POWER RANGER

# Galactic Attack

Available: Now • Category: Shoot 'em up • Players: 1-2 • Publisher: Acclaim • Price: \$99.95 • Rating: G





SPACE INVADERS



SUPER BLASTING THIS



DEATH THING

Proving that everything old is new again, Galactic Attack takes the old-style 2D shooter and jazzes it up for today's 32bit expectations. **DAVID WILDGOOSE** keeps his finger firmly on the trigger...

It's a cool name that - Galactic Attack. Reminds me of a time in the dim past when games bore naive, exciting names like Asteroids, Space Invaders, Galaxians, and Gyruss. Before it was decreed that they should all be "hard", "tough" and "dangerous" - Cyber-this and Cyber-that. Images of bright, polished chrome and clean, sparkling explosions replaced by the dirty, grungy, gruesome, futuristic nightmares. Galactic Attack is a return to those innocent, carefree and optimistic days.

**Entering the Machinery Century**

I haven't done one of these plot summaries for a while, so I thought, since I'm in a nostalgic mood, it would be quite appropriate for me to include one in this review. So, utilising a system that connects together every computer network in the world, scientists all over the planet began work on the "Creating Through Artificial Atomic Reconfiguration" project. Twenty-five years later, the project was complete. It would allow humans to convert their garbage, waste and other unwanted substances into genuinely useful resources. The ultimate recycling machine, in other words. Such was the monumental importance of this research that the entire calendar was altered to recognise the achievement. The year the work was finished became Year Zero M.C. (not some revolutionary hip-hop artist, but rather Machinery Century).

With the problems of Earth seemingly behind them, future generations of mankind began to venture out into space, with the Outer Planet Allied Forces leading the colonisation of inhabitable planets. But things weren't all well back on Earth. The computer system had started to alter the climatic conditions to suit itself, reducing the oxygen level in the air, the average temperature to less than freezing, until there was only metal support structures and computer wiring beneath the Earth's surface.

Technophobia is real - the Internet is taking over the planet! Left with no real alternative, mankind decides to evacuate the planet.

A further fifty years on, people, their homes now dark and desolate, begin to feel nostalgic for their former lives - they long to see the Sun just once more. An initial Strategic Assault on Earth met with failure, but it didn't include you. You're there for the Second Strategic Assault, determined to reclaim your homeland and equipped with the very latest (and still untested) fighter, the RVA-818 X-LAY. Right, off you go...

**Game Actually Relates To Plot**

The game actually relates quite well to the plot. You begin in space on your way to Earth. Small ships with little defence and only slightly more firepower are the main obstacles here. An asteroid belt, presumably the one between Mars and Jupiter, also needs to be negotiated and the boss at the end is the still-under-construction space station that the Megacomputer somehow commandeered. On the next level, you get your first glimpse of Earth as you take on the enemy's Mother Star orbiting satellite. Upon defeating this, don't worry if you appear to be on fire and on the verge of exploding, it's just what happens as you breach the Earth's atmosphere. Further levels take you closer still, through the clouds to a huge city then underground and into the heart of the machine-beast itself. I love the way the game and plot are so well integrated. You really feel like you're progressing and actually getting closer to your goal. It's far preferable to the usual lazy routine of including a Space Level, a Forest Level, an Ice Level, a Desert Level, and so on, with no continuity between them.

Visually, Galactic Attack also excels. Each ship, tank, plane, robot is tastily detailed and beautifully coloured. All the background scenes are gorgeous, the third level where you're looking down at the surface of the planet is especially good.

Most impressive is the way it cuts between stages mid-level, switching graphical planes and showing off the fabulous parallax scrolling to its fullest. For instance, mid-way through level two the action seamlessly glides around to a side-on view as you swoop down through the metallic mesh of the space station. Other neat touches include a huge boss tunnelling up through the ground to greet you with dirt spewing everywhere or the satellite un-cloaking between you and the cloudy blue of the Earth below. Top stuff.

The weapons in your possession aren't extravagant, but they're effective. You have a simple shot that gets upgraded as you collect power-ups, as well as a laser which you can lock-on to enemies that are below you

(and, thus, cannot be shot normally). This is a neat idea that adds far more to the game that you might expect at first. A little cross-hair constantly hovers about an inch ahead of your fighter, if you move it over, say, a tank on the ground it will lock-on to it. Since you have several lasers at your disposal, you can lock-on to multiple targets (and rack up large bonuses in doing so). Many enemy ships actually start below, disappear, then come back at the same level as you. So it's a good idea to get them with your lasers first.

But then, you've got to choose - do you try to get them before they get to you, or do you concentrate only on those in immediate range (the numbers of which are enough to keep your hands full on their own)? Tactics in a shoot 'em up - wonders will never cease.

One minor complaint. You can't fly your ship all the way to the edge of the playing area - it seems to reach an invisible barrier just less than a centimetre in - which is initially annoying, but once you know of its existence, there should be no problem.

Galactic Attack is a virtually flawless horizontally/vertically scrolling shoot 'em up and worthy of a place in anyone's collection

**VISUALS 88** - Consistently excellent. And no slowdown either.

**SOUND 80** - Consistently good. It's vital that a shoot 'em up has good sound, and GA doesn't disappoint.

**GAMEPLAY 86** - Enthralling and exhilarating. Some excellently executed new ideas too.

**LONG TERM 85** - Two different play modes ensure repeated play. Extremely challenging.

**OVERALL 86** - A trip down memory lane that takes us back to the present. Great fun.



HERE'S BOSS NUMBER 2



RAMPANT DESTRUCTION IS YOUR AIM



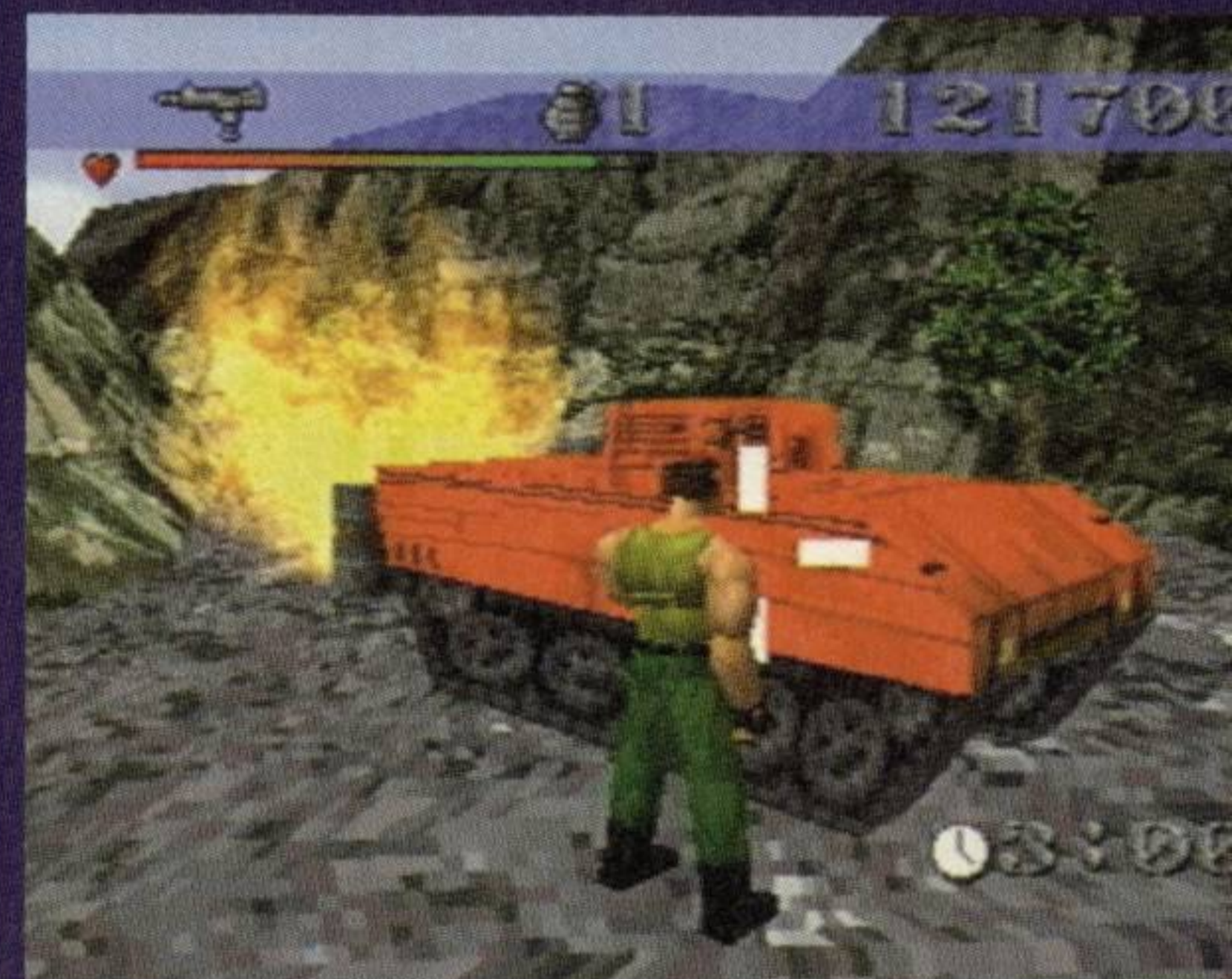
THE FLAMETHROWER IS COOL ... WELL, VERY HOT ACTUALLY



LINE 'EM UP AND WATCH 'EM ALL FALL DOWN



THE CUT SCENES ARE PRETTY STUPID TOO



GOING ONE-ON-ONE WITH A TANK. EASY!



WELL, AT LEAST THE SKY IS PRETTY



IT'S THE CLENCHED BUTTOCKS FIGHTING HERO



"HEY, WHAT YOU SAY ABOUT MY BUTT?"

# Lone Soldier

Available: NOW • Category: ACTION • Players: ONE • Publisher: TELSTAR • Price: \$99.95 • Rating: M15+



BOSS ONE HAS A BIG CLUB. LUCKILY YOU CAN JUST SHOOT HIS FEET



MANA FROM THE HEAVENS



ENEMIES JUST DROP IN AT THE MOST STUPID PLACES

The hero in Lone Soldier is apparently so tough that he picks his nose with a bayonet and wipes his butt with sandpaper. If that's the case, then **STUART CLARKE** is so tough he wipes his nose with sandpaper and picks his butt with a bayonet. Ouch...

This game just goes to show that you can't trust what gaming magazines say. We'd like to be able to say that we're perfectly correct at all times but the honest truth is that we get it wrong sometimes. Thankfully though we don't get it as wrong as most other magazines. For example, we got it slightly wrong when previewing this game because we got so excited that we said "such pure good time ultra-violent action stirred feelgood emotions not felt since our first sighting of the four-letter 'D' word". Oops. This game is nowhere near as good as Doom. In our defence though, we were previewing from a video tape and there's no doubt that Lone Soldier is a very good looking game at times. Unfortunately, when you pick up the control pad and actually play it, it's a whole different story but we weren't to know that, were we? The stupid English magazines (who shall remain nameless) who actually reviewed the game, giving it over 90%, are the ones who should be hanging their heads in shame. What were they thinking? How much were they getting paid? What game were they actually playing?

**L a y i n g a S t i n k y C r a p**

It certainly wasn't Lone Soldier because the only difference between this game and a mangy dog is that a canine lays a turd outside in the yard where no one needs to see them, while this game plants a stinky in your PlayStation for all the world to smell. And what a stink...poo-eee!

But maybe I'm getting a tad silly. Let's stick to the facts. Guess what? A mysterious alien force, calling themselves the Varinians, have invaded Earth! Bash me senseless with a rusty crow-bar, but where in hell have I heard that one before? As you can no doubt see, the plot is completely irrelevant to the game - just be prepared for the last level to occur inside an alien Mothership.

There are only four main "worlds" anyway (Canyon, Jungle & City), and even though each world is broken up into several levels, getting to the Mothership shouldn't take too long. So what do you actually do? Run along a pre-defined (and narrow) path shooting all soldiers and other obstacles in your path. What fun! You're armed with a machine gun with unlimited ammunition plus a limited number of grenades. Of course, there are a few weapon power-ups for you to accumulate. These are the M60 (more powerful than the basic machine gun), the flame-thrower (which is good for mass carnage on the run) and the Bazooka (now we're talking). Blowing up buildings or oil drums is also a good way of roasting out the enemy (and the flame effects are one of the game's only highlights). Every time you're hit you lose energy (can be replenished by medi-kits that are parachuted down at various points), there is a "Boss" at the end of each world and you have a limited number of lives before it's Game Over. But you probably already guessed that...

**S i m p l e a n d U n r e a l i s t i c**

Lone Soldier is really a very simple game and apart from the 3D environment, you've probably played this style of game thousands of times before. This sort of arcade shoot 'em ups works fine in 2D but there are major problems translating it into 3D environments. This is probably because 2D games are inherently unrealistic so the programmers have more lee-way. 3D is obviously far more realistic and whenever "unreality" strikes, it's jarring and quite unpleasant (admittedly, Lone Soldier has a very constricting 3D world to begin with).

Aiming at enemies, for example, is a nightmare. You have cross-hairs but they only point at 90 degree angles (forward, left, right etc) and incremental changes have to be done with the top "shoulder" buttons on the PlayStation's joypad. By the time you line up a target you're almost certainly peppered with bullet

holes. It's certainly not the intuitive aim-and-shoot of Doom. And you can't even dodge properly!

You can run though. In fact, you can run through an entire level (past all enemies and tanks etc) if you want. You'll have to do the level again because you need a certain percentage of kills to successfully

complete it, but it doesn't stop you getting the layout of opponents (which NEVER changes - aaargh!!) and destroys all remaining shreds of realism and challenge. I could also go on about the offensive portrayal of "primitive jungle villagers" complete with "Ooga! Booga!" sound samples but it really speaks for itself. The whole game speaks for itself actually and it hasn't got much of interest to say. If you want a quick 3D shoot 'em up then give this a couple of hours of your time. If you want a good game, then wait for something else...or go and buy PlayStation Doom.

**VISUALS 82** - Chunky visuals are nice to look at but not play with. Lots of glitchy bits too.

**SOUND 80** - Weapon effects get annoying very quickly and the sampled speech is few and far between.

**GAMEPLAY 50** - Could have been better with improved controls and more freedom to move but as it is, it's just boring.

**LONGTERM 30** - It's a boring game, there are only four different worlds and no two player option. You work it out...

**OVERALL 52** - What a let down! Good for a brief blast and that's about it.



WHAT THE HELL'S GOING ON HERE?



UM... STILL CONFUSED



SOMEONE SOMEWHERE DOING SOMETHING



WE'RE A LITTLE BIT DIFFERENT...



TWO WEIRD THINGS DOING STUFF TO EACH OTHER



DINO FREAK VS. MUTANT HORSE-DOG



HANGING OUT, OVER THE EDGE



PINK THING DELIVERS THE FINAL BLOW TO BROWN DLOB



POLYGON ME BABY!

# Zero Divide

Available: APRIL • Category: FIGHTING • Players: 1-2 • Publisher: ZOOM • Price: N/A • Rating: TBA



SHINY, HAPPY...UM THINGS



OH GREAT, THEY FLY...



NO SUBTLETY IN THIS COLOUR PALETTE

## The 3D fighting games just keep on coming. What sets Zero Divide apart from the rest of the pack? **JASON SERDA & JULIAN BURES** get to shred some vicious mechanoids...

Hands up who's after the latest 3D beat 'em up where you can literally shred your opponent to pieces and don't feel the slightest remorse? Now that's got to suit just about everyone, including the censorship committee. Welcome to Zero Divide.

I don't know what it is, but we can never resist a good old fashioned duel to the death. Maybe it's because we're complete sadists, or perhaps because they're just so therapeutic; let's face it, beating your friend to death on a television screen is just about as satisfying as the real thing, but a lot less messy.

### A New Contender

Anyone who knows PlayStation games knows Toshinden & Tekken. Now a new contender has arisen from the Zoom laboratories for the crown of the best fighter release so far. These fighters are mechanoids; robotic, steel reinforced creatures specifically designed to do battle. You must control the fate of your character with precision and agility, using each character's individual abilities to do as much damage as possible to destroy your opponent. And their robotic nature allows damage not to go unnoticed. Why? Well at the top of the screen is a display showing your robot and all body zones; the more times you're hit in one spot the brighter the display becomes. Eventually, too many hits can render body parts destroyed, so by the end of a particularly gruelling match it's not uncommon for both characters to look like the cast from Evil Dead 3, just the skeleton with wires spitting electricity everywhere - superb.

Another great feature is that although you have a limited area in which to fight, when forced out of the ring you can often avoid a painful death by grabbing hold of the edge then flipping yourself up and landing for a renewed assault. A real surprise for first time users.

Getting to the guts of things, gameplay for this title belongs on the top of the heap, as polygon refresh rate is high, and character movement is smooth, graceful and in real time (no sudden death, faster-than-light 84 hit combos here) and this is a real plus when it comes to strategy. In other words, your attacks must be clever, properly timed and effective; there are no fancy desperation tactics to get you out of this one, ladies and gents.

### Half Human, Half Animal

Seeing as seven out of the eight characters have no long range weapon at all, the trick is to choose your character carefully, know its speed and range and then practice, practice, practice. Zero Divide takes a slightly different approach with these characters; half are human shaped and the others are animal like; scorpion, dragon, cat etc. Their methods of attack are unique, giving even the experts a real challenge; I mean, how do you handle an opponent with 7 limbs? Well, you don't play Twister with them, that's for sure! Executing the basic moves is on par with similar titles like Toshinden and Tekken, it's only when you attempt the power moves or combos that things get tricky, multi button and multi-direction movement are common to execute these, and the one who has memorised them and can actually pull them off at the right time gets the cigar - or in the politically correct 1990s, gets the high energy, low fat and salt, diet vegetarian mung bean burger, with recycled wrapping. Oh heaven.

The soundtracks are great; from heavy metal to techno with everything in-between (what's in-between you ask? We don't know). And the FXs also get a write up, very tasteful, and combined with the funky backdrops, they make one heck of an atmosphere.

### No Real Damage

Still, no game gets off without some form of criticism and Zero Divide isn't immune. The destruction of your opponent's body parts is fun and looks great, but it doesn't really affect the character; there's no reduction in speed (if a leg hit) and body slams or punches still happen even if a torso or arm is damaged. If the designers have gone to the trouble of including damage to the droids then they should suffer! It would be the perfect addition and would add some real individuality to this game. And whilst we're giving the game a slap on the wrist, the various arena backdrops are funky, but both Toshinden and Tekken have the edge

when it comes to detail. Still, you can't play a backdrop now can you?

Having only eight creatures to battle in the one-player game, you may/may not have your work cut out for you. If you are a true warrior, before you realise it you've beaten them all and are facing the boss; quite a pushover in comparison to other titles. As in all games these days, the endings come too quickly, and for once we all wish they wouldn't just tell us to watch out for the next episode, and make us sit through the credits. Not good.

As a complete package, Zero Divide is a superb and skillful piece of work, a worthy addition to the caffeine collection. The moves are great, the sound is great and the skill required is high. What more could any couch potato, action junkie wearing-the-same-clothes-three-days-in-a-row games freak want?

**VISUALS 85** - Everything's smooth, but a few little glitches here and there.

**SOUND 89** - Awesome soundtracks, and great FXs will certainly put you in the right mood.

**GAMEPLAY 88** - Gets pretty high praise. It feels great, and works great: this is for the pure combat artist.

**LONGTERM 88** - You'll never want to put this baby down once you're hooked, and getting hooked is just too easy.

**OVERALL 86** - One of the big three in PlayStation 3D virtual combat, so have a wild guess what game's got your name on it...



PICK YOUR FAVOURITE COMIC HERO (OR VILLAIN)



FACING OFF



YOU CALL THAT A SPECIAL ATTACK?



BLINDED BY THE LIGHT



WOLVIE TAKES SOME DAMAGE



SOME NICE ANIMATION HERE



STORM GETS ELECTRIC



OOH, THAT LOOKS GOOD



SPECIAL MOVES GALORE

# X-Men: Children of the Atom

Available: Now • Category: Fighting • Players: 1-2 • Publisher: Capcom • Price: \$99.95 • Rating: TBA



NOW THAT'S A SPECIAL ATTACK!!



ICEMAN BLOWS CUBES



GO WOLVERINE GO!

*X-Men alert! Wolverine, Cyclops, Psylocke and the gang are in for a bit of one-on-one bifffo with their greatest enemies.*

**DAVID WILDGOOSE** *tries not to get hurt...*

I borrowed HYPER's Saturn over the weekend so I could review this game. Purely for professional reasons, you'll understand. Just making certain I can provide the best possible service to you, the reader. Of course, I realised that such an opportunity shouldn't go to waste, so I slipped copies of Parodius, Virtua Racing, and FIFA 96 into my by now brimming backpack. Oh yes, and a little thing by the name of Virtua Fighter 2, which is definitely the best of the Saturn fighters so far. How does X-Men stack up?

**Goodies vs Baddies**

X-Men: Children of the Atom is, as you can surely see from the array of screen shots across these pages, a two-dimensional, side-on beat 'em up. The 2D fighting game is increasingly losing ground to the new generation of 3D fighters and many gamers are starting to feel that the Streetfighter/Mortal Kombat genre has been pushed for far too long. Virtua Fighter 2, on the other hand, is a game to rejoice about. And for once I'm going to say that the graphics play a huge part in making it the far superior game. The 3D effect (however limited it may be) lends a sense of expansiveness, freedom of movement, and ambition that is sorely lacking in the older-style 2D games.

Let's face it, two-dimensional games are outdated, last season's fashion, whatever you wish to call it. By their very nature they are instantly at a disadvantage when compared to the Virtua Fighters and Toshindens of this world. Unless, of course, there is a drop-dead brilliant and immensely playable fighting contest supporting the cardboard cut-out characters.

And in the case of X-Men the simple answer is that there isn't. X-Men is not a brilliant fighting game. It's a good one though, but sometimes just being "good" doesn't cut it. It's not as bad as, say, Brutal: Paws of Fury, and certainly not as appalling as Rise of the Robots, but unless you're a huge X-Men fanatic then there's not much new in here to drag you in. Putting my finger on exactly why this is the case though, is not particularly easy to explain.

There's a good selection of characters, for a start. The four original X-Men plus a couple of friends and several of their greatest enemies (secret characters too apparently). They're a diverse bunch, from the lithe and mystical Psylocke (the sister of Captain Britain - fact!) to the gigantic, punishing mechwarrior that is the Sentinel. Each character has a wide range of destructive, and often spectacular, special moves. Especially impressive are the so-called "Super Attacks" which, in the case of Iceman's barrage of snowballs or the Silver Samurai's electrified net among others, cover the entire screen - and nowhere is safe.

**Combos & Specials**

For a 2D game the graphics are great. The fighters are large, detailed (in that comic book kind of way), very colourful, and unique. But, aside from the lack of solidity and surprising patchy animation, there's an undeniable feel that something's missing. Another dimension perhaps?

I've got no complaint about the sound; the effects are great and appropriately different for each character. Likewise, the music is not at all bad in its cool Saturday morning cartoon way.

The real downer for me is the patchy gameplay. As I said, there are plenty of special moves and combos to hit, but nothing is very intuitive. I suspect the dodgy animation may account for this in part, making

combos more difficult than they ought to be. In Virtua Fighter 2 it's completely the opposite. The excellent animation of that game makes everything a dream - it's a challenge for both the expert and the novice player alike. In X-Men, it's simply frustrating for everyone. Sure, X-Men isn't trying to be VF2, but it doesn't matter, as it is still highly annoying. Inconsistency is also a problem. Your opponents' behaviour is too erratic, too unpredictable. You

can play one round and win it comprehensively without breaking into a sweat then not even get a look in during the next (against the same opponent and using similar tactics) and vice versa. It is apparently possible for them to improve 200% or become useless, gibbering pushovers between bouts. And once you're down, it's very tough to fight back.

X-Men is a good fighting game, made more exciting by the colourful and popular characters. It's an example of style over substance but still, if you've always wanted to use Wolverine's claws to shred Magneto, X-Men: Children of the Atom is the fighting game that lets you do it.

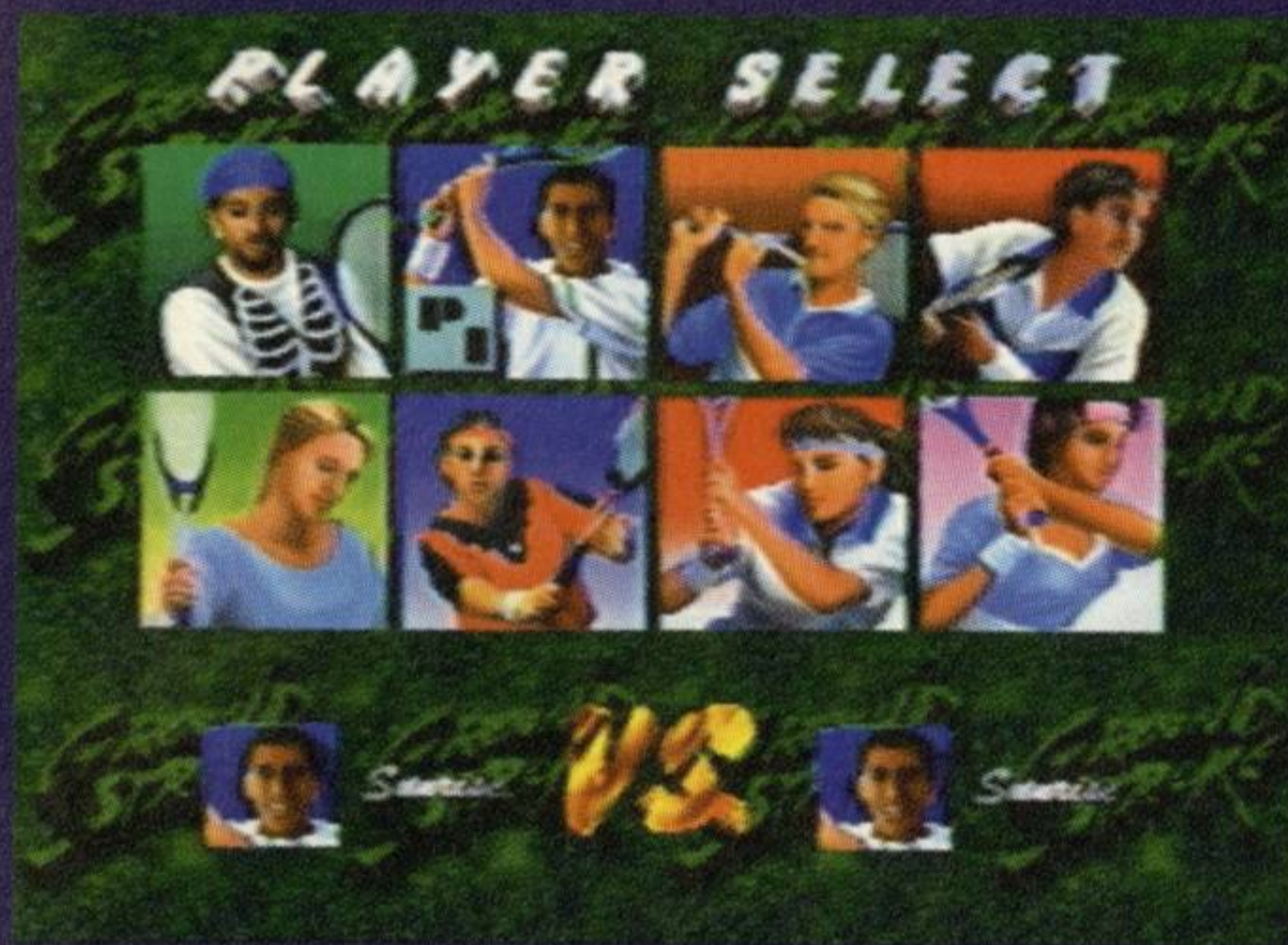
**VISUALS 82** - Good 2D graphics that do the job.

**SOUND 80** - A high point. Solid effects and music you won't immediately switch off. For a change.

**GAMEPLAY 78** - Flash and crash. Standard beat 'em up fare, really lots of combos and special moves.

**LONG TERM 75** - Yes, you can bash a friend until you get bored.

**OVERALL 80** - Not a disaster by any means. If you still like 2D fighting games and the X-Men it's a must.



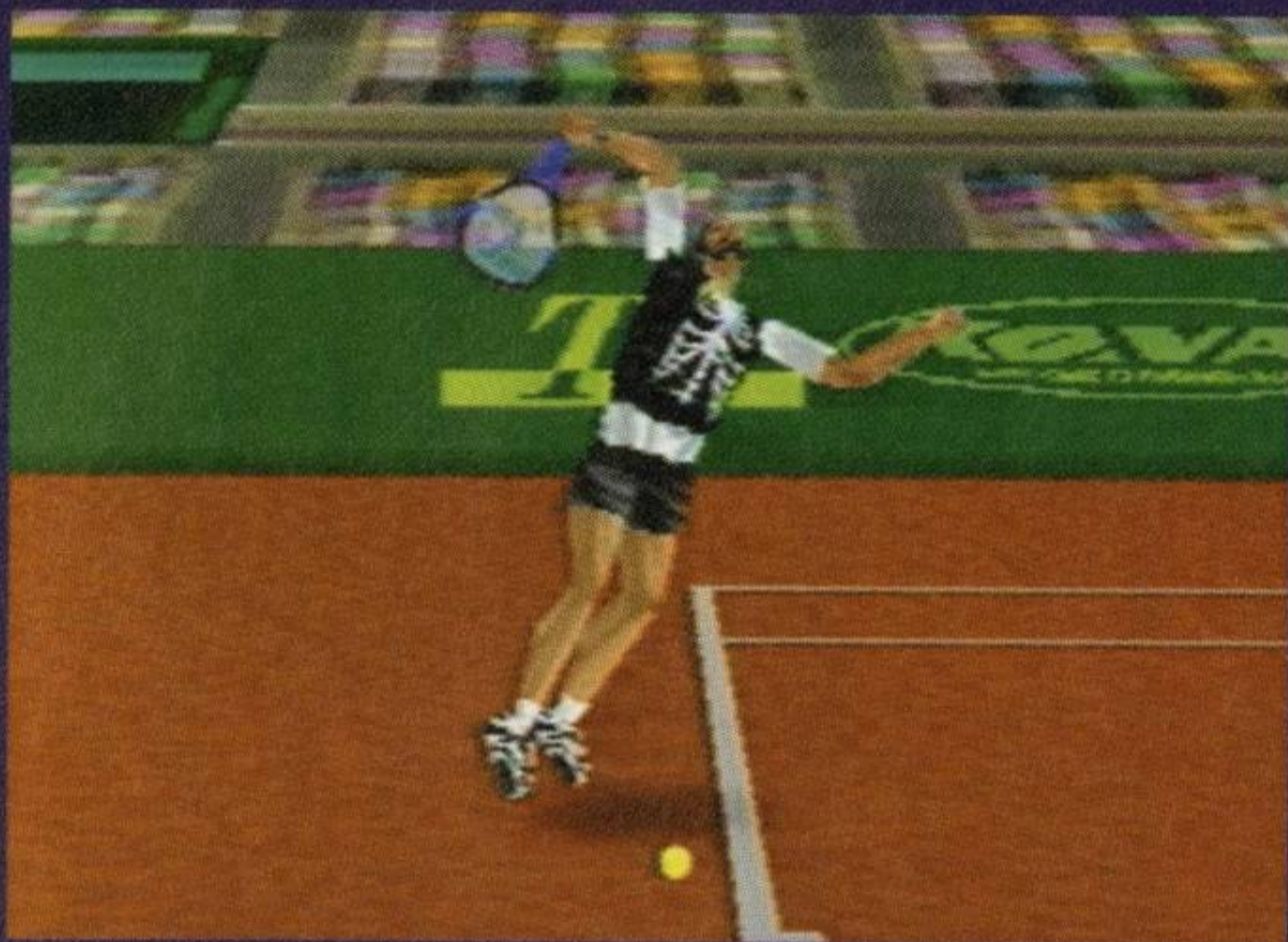
DYNAMIC DUDES AND DUETTES



SPOT THE BALL. HI SPOT!



NICE SHIRT BUDDY



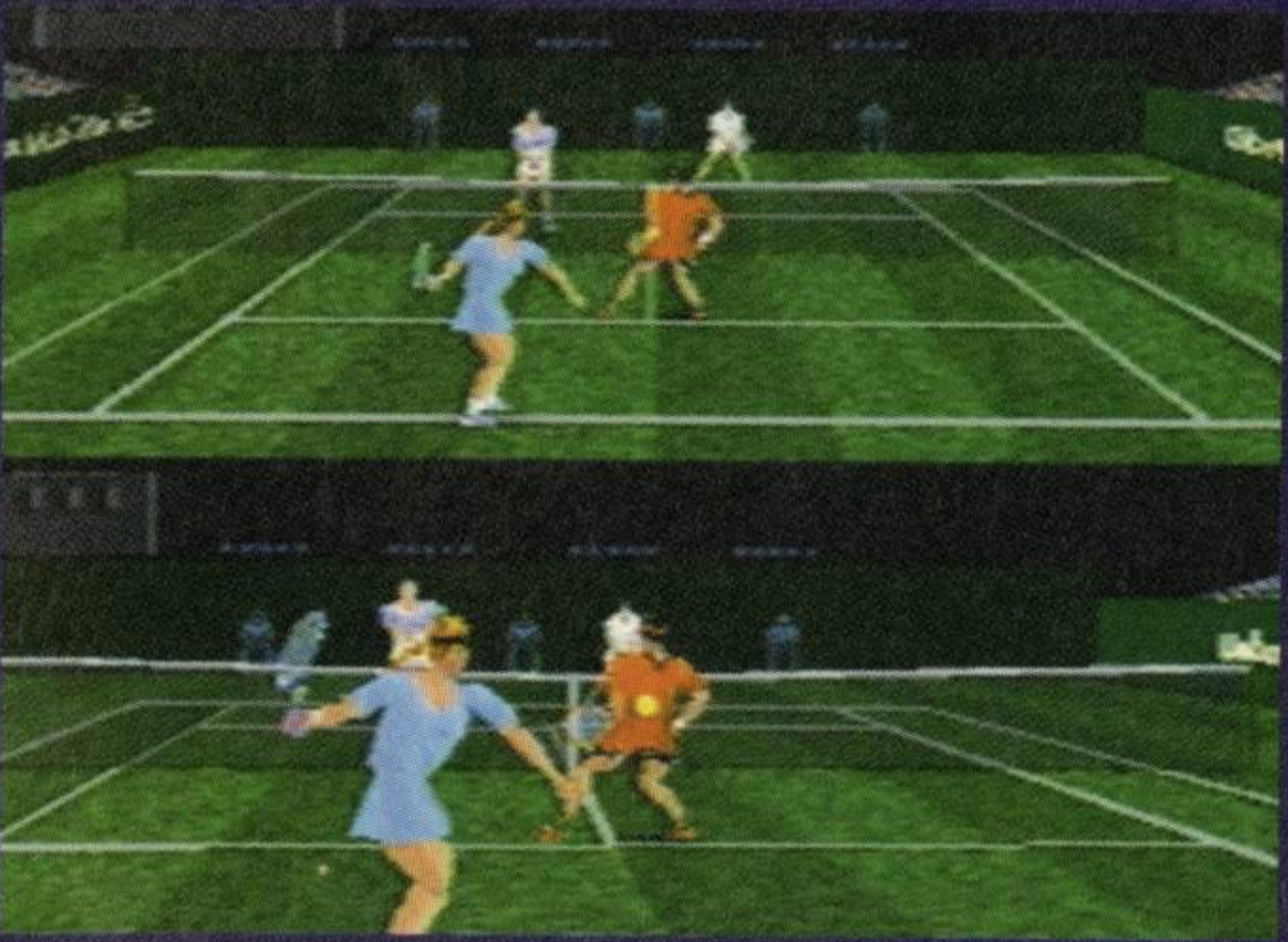
CONVINCINGLY REALISTIC



HUBBLE BUBBLE DOUBLES TROUBLE



RED-GIRL MAINTAINS HER POISE



OUTTA THE WAY BUDDY!



DON'T BE SAD LADY



I LOVE THIRTY-SOMETHING

# Power Serve Tennis

Available: TBA • Category: SPORTS SIM • Players: 1-2 • Publisher: OCEAN • Price: TBA • Rating: G





SKELETON-BOY STARES OUT RED-GIRL



LOVE THAT SHIRT



LOVE-ALL AROUND

**VISUALS 86** - The player animations are fantastic but the court backgrounds are very boring.

**SOUND 78** - FX are generally good but the crowd gets annoying before too long.

**GAMEPLAY 75** - It's more frustrating than fun but persevere and you'll get into the swing.

**LONG TERM 60** - It's just not that good so there won't be too many late nights...

**OVERALL 75** - It almost gets there but ends up falling short in the critical gameplay department.

*Australians haven't been doing too well on the international tennis circuit in recent years. Maybe they all need to practice on Power Serve. Who gets first whack? It's HYPER's own SCUD, ANDY HODGSON...*

Not only have driving and fighting games progressed dramatically with the introduction of 32 bit game consoles - so have sports games. Now comes Power Serve, the most advanced, 3D multi-perspective tennis game yet. Sports games in particular, seem to greatly benefit from the texture mapped graphics and 3D view points, adding depth and realism, creating a true simulation experience. But as you know, great graphics don't necessarily make a great game. Gameplay, control and plain fun are the most important factors in any game, and this is where Power Serve falls a bit short.

**F a k e N a m e s**

Loads of features are packed into this game, such as singles or doubles play, either against the CPU or a friend. Or team up with a friend for a round of doubles against CPU players. You can play on hard, clay or grass courts, and choose between 1, 2 or 5 set matches. There are four male and four female players to choose from, and the umpires can be male or female. The players resemble famous players; and even their names are dead giveaways: "Legacy" is Agassi, "Sunrise" is Sampras and so on. Even the court is a fake, written as "Wimbulden"!

The players move realistically, and are well animated - shaking their heads in disbelief after serving a double fault. Or checking their rackets for broken strings.

There are lots of different view points - some split screen for two player games, some bird's eye views and overhead. When two people play using the split screen, each player can individually adjust their own viewpoint, on their half on the TV screen. Confused? Don't worry, because it actually is quite confusing! The best and most practical perspective is the one used on TV matches.

There is a big choice of shots: volleys, drop shots, lobs, swings, slices, overheads and ground strokes. Serving is heaps of fun, but the inclusion of a speed indicator as seen in the recent Australian Open, would have been a nice touch.

**F a s t Y e t F r u s t r a t i n g**

There's plenty of action on the court, although don't expect any long rallies. This is a tough game, and will take some getting used to. Power Serve is perhaps a little too fast; players lunge, and struggle to get to the ball in time. The control isn't as accurate as it should be either, and judging distances is quite difficult.

Players will find this frustrating at first, but as your coach would say "practice makes perfect"!

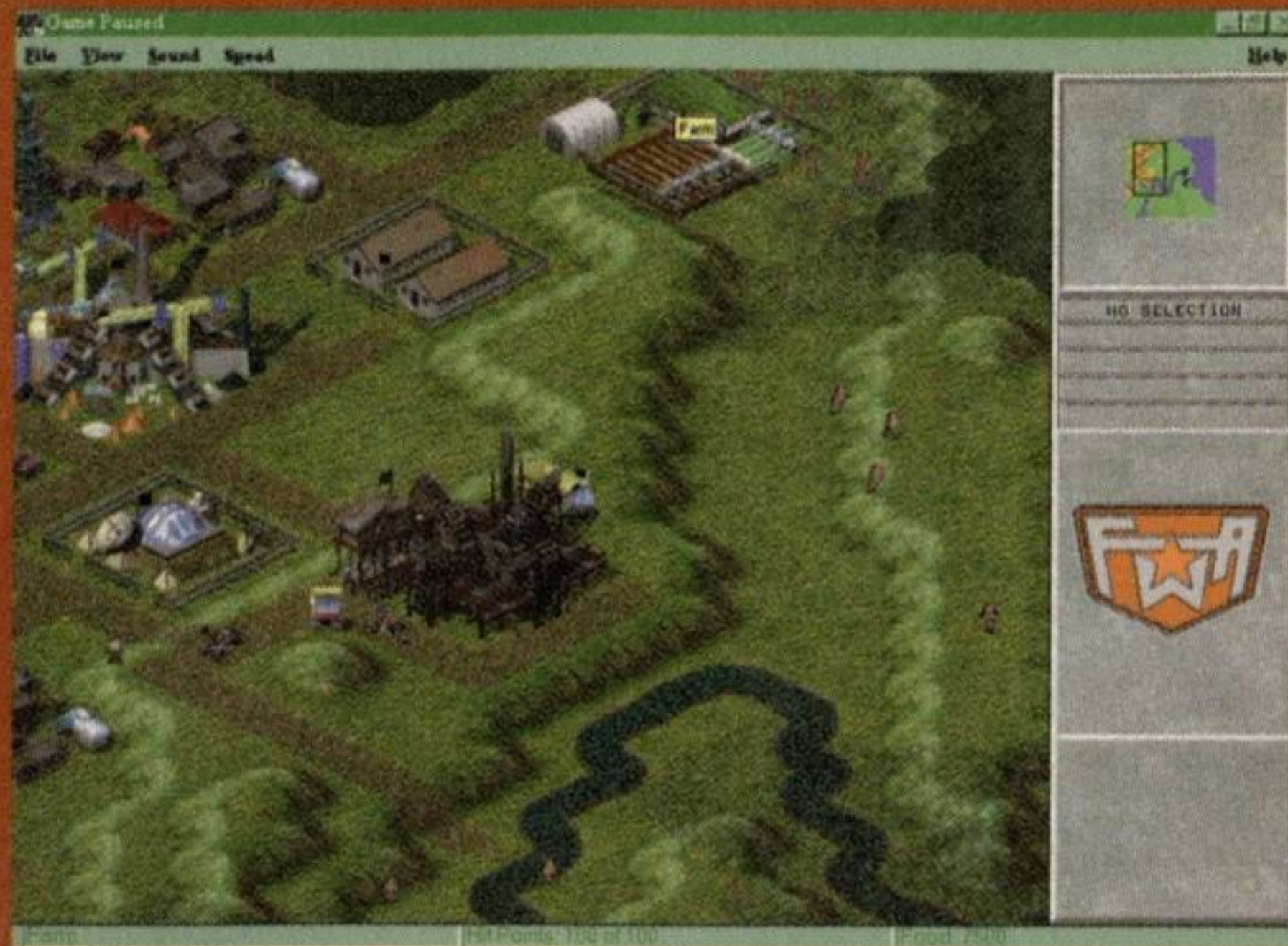
The backgrounds, surrounding the court are hideous. The crowd is just multi-coloured empty seats, lacking any detail at all. The line umpires are two dimensional, motionless drawings stuck on the walls and believe me - it looks tacky.

The sound effects are quite good, but the repetitive crowd applause gets a bit much after a while. The game music is very new-age and ambient, not at all suiting the atmosphere of the game.

After each match, a summary screen shows various stats such as: 1st serve percentages, aces and double faults. The memory card stores your info and name/s or you can be a guest player.

Power Serve Tennis is almost a fantastic game, but graphics have been given all the attention.

Playability has come second, and unfortunately the game suffers, especially in long term value. This is, however, only the beginning of next generation tennis games and I'm sure one day they'll get it right. Who knows, maybe one day tennis games will look and play so realistically, it'll be like playing your very own Australian Open at home!



IT'S GOOD BEING GREEN



CLOUD-CAM



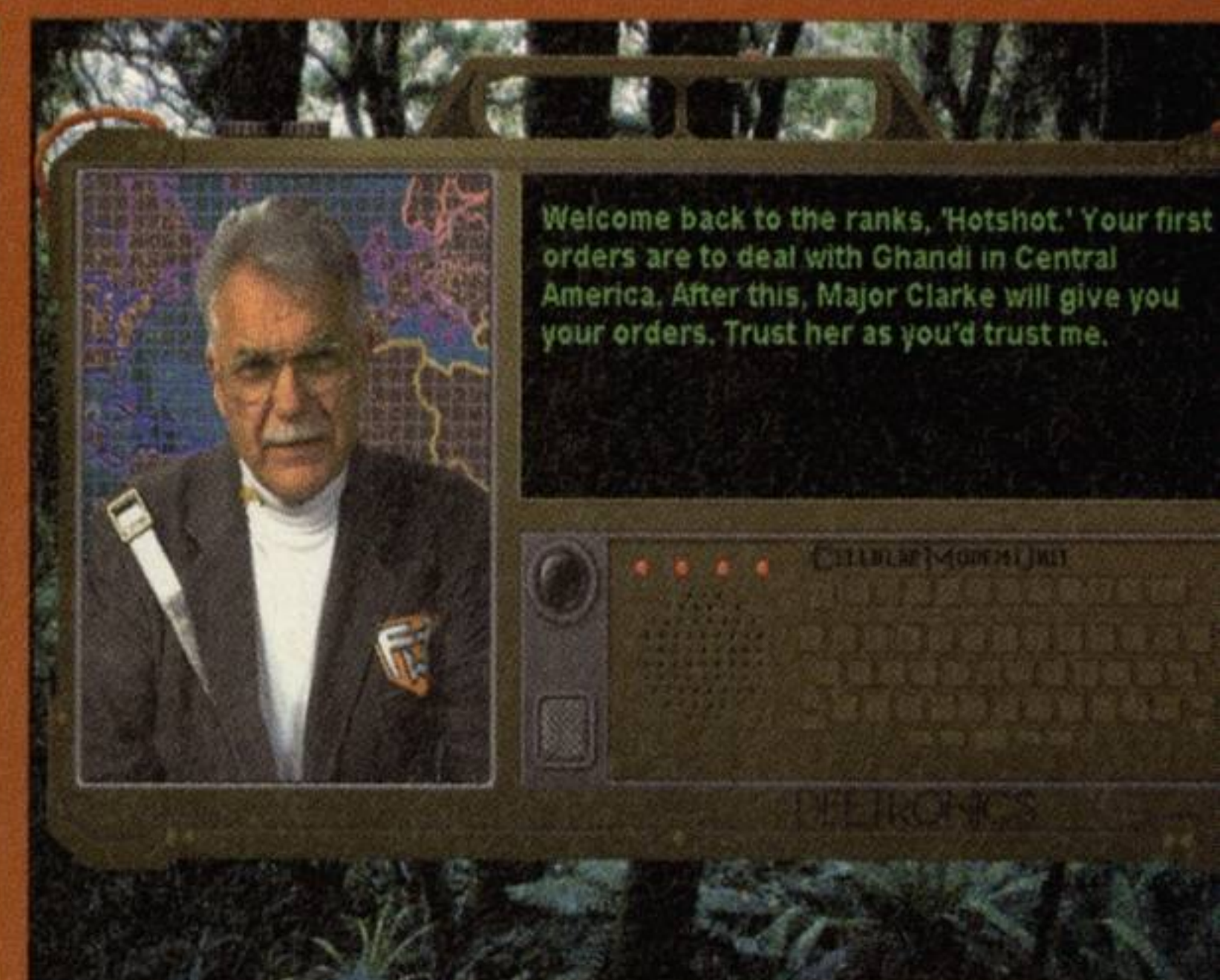
NOT AN EXCITING BIT



AH-HA, RECON REVEALS...



YOU WILL DO AS I SAY, LITTLE MAN



IT'S NOT A STAR-FLEET UNIFORM, REALLY IT'S NOT



HELP, HELP, WE'RE BEING OPPRESSED



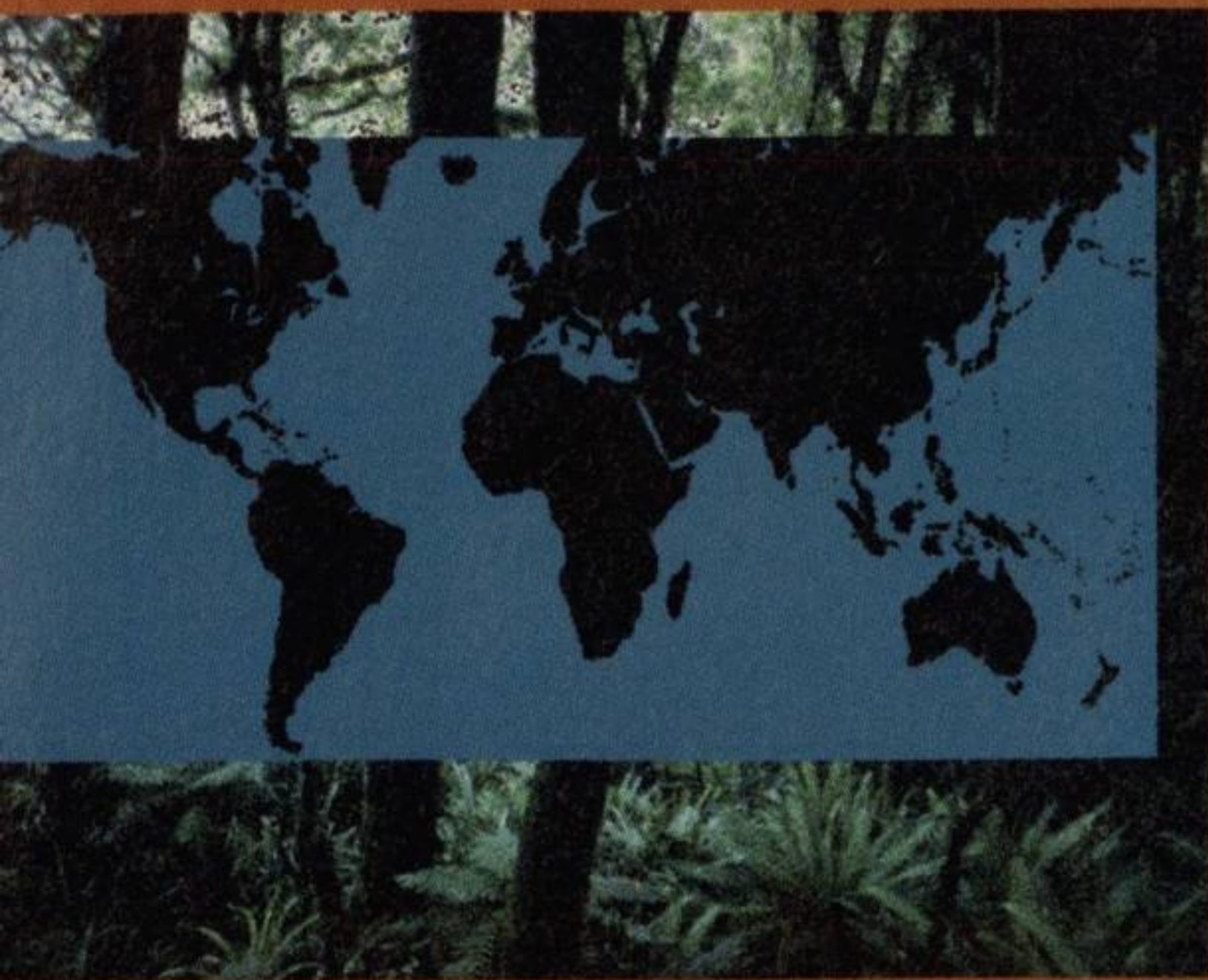
OASIS MON...



WHAT'S FOR DESERT?

# This Means War

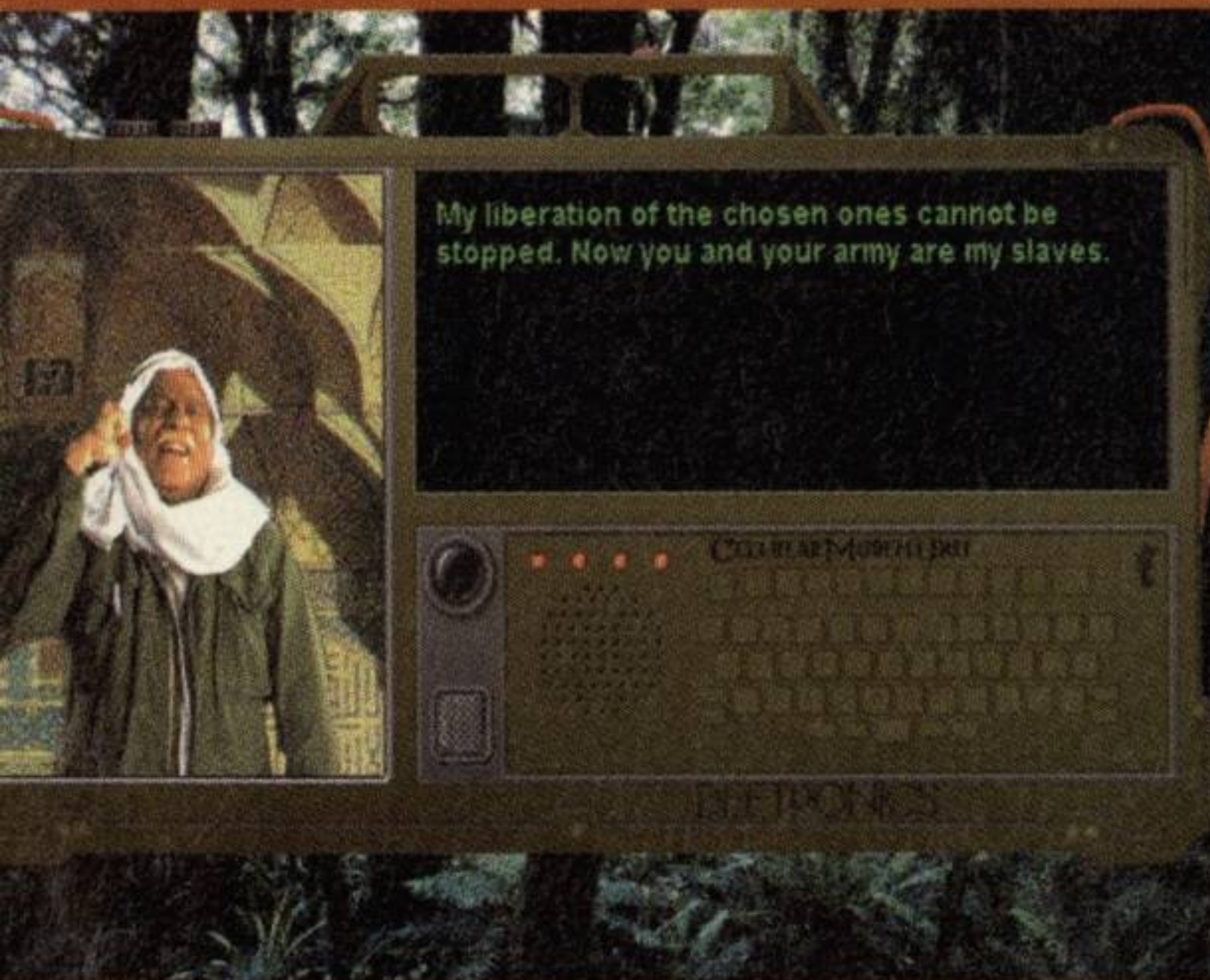
Available: NOW • Category: STRATEGY • Players: ONE • Publisher: MICROPROSE • Price: \$99.95 • Rating: GA  
 Min Requirements: 486 DX 66; 6MB RAM; 2X CD



AH YES, THERE'S TASMANIA



CITY PLANNING



SHEIK IT BABY!

Alright! A real-time futuristic strategy game from MicroProse! It's gotta be good, hasn't it! Hasn't it? **BEN MANSILL** shares that special pain that only comes when great expectations meet crushing disappointment...

While there's a bit of gameplay in This Means War, it's average at best and at times you'll be oblivious to its presence at all. So awful is the clunky interface and sloooooow scrolling, that the Command and Conquer/Warcraft 2 style gameplay often remains hidden deep below the surface. Very deep below the surface. MicroProse generally make fantastic games and for them to release a dud is an exceptionally rare thing, but it seems that's (sadly) what we have here. They meant well though, and by no means is this game a complete loss, it's just that somehow MicroProse overlooked a couple of glaringly obvious problems... Maybe their beta testers have lower standards than the rest of us; strange but apparently true.

Stock Standard Formula

This Means War is your stock standard formula real-time resource management strategy game. Its isometric viewpoint is the only marked difference to the way these games are normally done, which is in fact a good thing as the new 3D view looks funky and allows a clear grasp of the big picture at a glance. The problem though, is that moving the screen around is an exercise in jerkiness not experienced since your early teens. On a Pentium 100 with 16 megs it verged on the unbearable.

It's a Windows game, and in the olden days we would have simply put the snails pace down to the inefficiencies of the operating system, but in this age of Win95 and blazing CPUs shouldn't things have improved somewhat? Worrying, especially considering there's only one minor graphics on/off option (shading), which doesn't allow you to customise the graphics to suit your machine. The last bastion has fallen; now owners of slower computers no longer have strategy games to rely on for guaranteed performance.

Aside from the woeful state of the moving screen, actually getting it to move is another bit MicroProse got badly wrong. Holding the right mouse key and pushing the edge of the screen is how you're supposed to do it, but you've got to click that button first to do it and the same button performs functions when held over a structure or unit, which means you've got to find a clear space in a normally congested environment to start the whole movement ball rolling, without accidentally doing something you hadn't intended too. The keyboard arrow keys also move the screen, but only in mighty leaps of one side of the map to the other. In a turn-based game this would be irritating but tolerable, but in this real-time game it's a monumental pain. To put it bluntly, this is the worst game interface in a long time.

Crocodile Ghandi & Mondo Khan

Which is a shame, because the game beneath is as competent as it needs to be for the genre and it throws in a few innovative twists that work well and keep you thinking. Like formations, for example; group select (like C&C, just drag out a box - but you've still got to find a clear space to start and even the box drags jerkily!) a few units and you can select from seven useful marching patterns. There's also the ability to build up a spy network, as well as a variation on the usual upgrade way of this genre. Instead of upgrading specific structures in order to produce better units, a single research centre is all you need for tougher units. Unfortunately this last feature doesn't allow one to carry advances over to the following scenario. Each mission pits you against one of the several warlords in the game. They're out to establish a new world order, and come with such names as (pathetic attempt at humour warning!) Crocodile Ghandi, Mondo Khan and Napolienne. The mission briefing is delivered by an unmoving photograph of a G.I Jane type, with scrolling text that is amazingly out of sync with the voice over.

Sticking rigidly to the formula established by earlier (and far superior) games, This Means War progressively makes the better units available and throws an occasional curve ball with missions that allocate you

**VISUALS 6.3** - Tiny and often unrecognisable unit types set amongst good looking animated structures. It's dog slow though and should have been DOS-based.

**SOUND 7.2** - Surprisingly good music, but even if you turn it off, it mysteriously comes back in each new mission. Unit speech is vague and blurry.

**GAMEPLAY 4.0** - Controlling the units is a headache and there just isn't enough here that's new and different to warrant struggling with the hopeless interface.

**LONGTERM 4.5** - Plentiful missions, but you'd want to be highly motivated to see them all.

**OVERALL 5.5** - Dear Mr MicroProse, you've made the best games for years, so please let this just be a one-off mistake. Love **HYPHER**.

a fixed number of units with no option to build structures to upgrade or replace lost grunts. On the whole though, This Means War offers nothing new other than the isometric viewpoint,

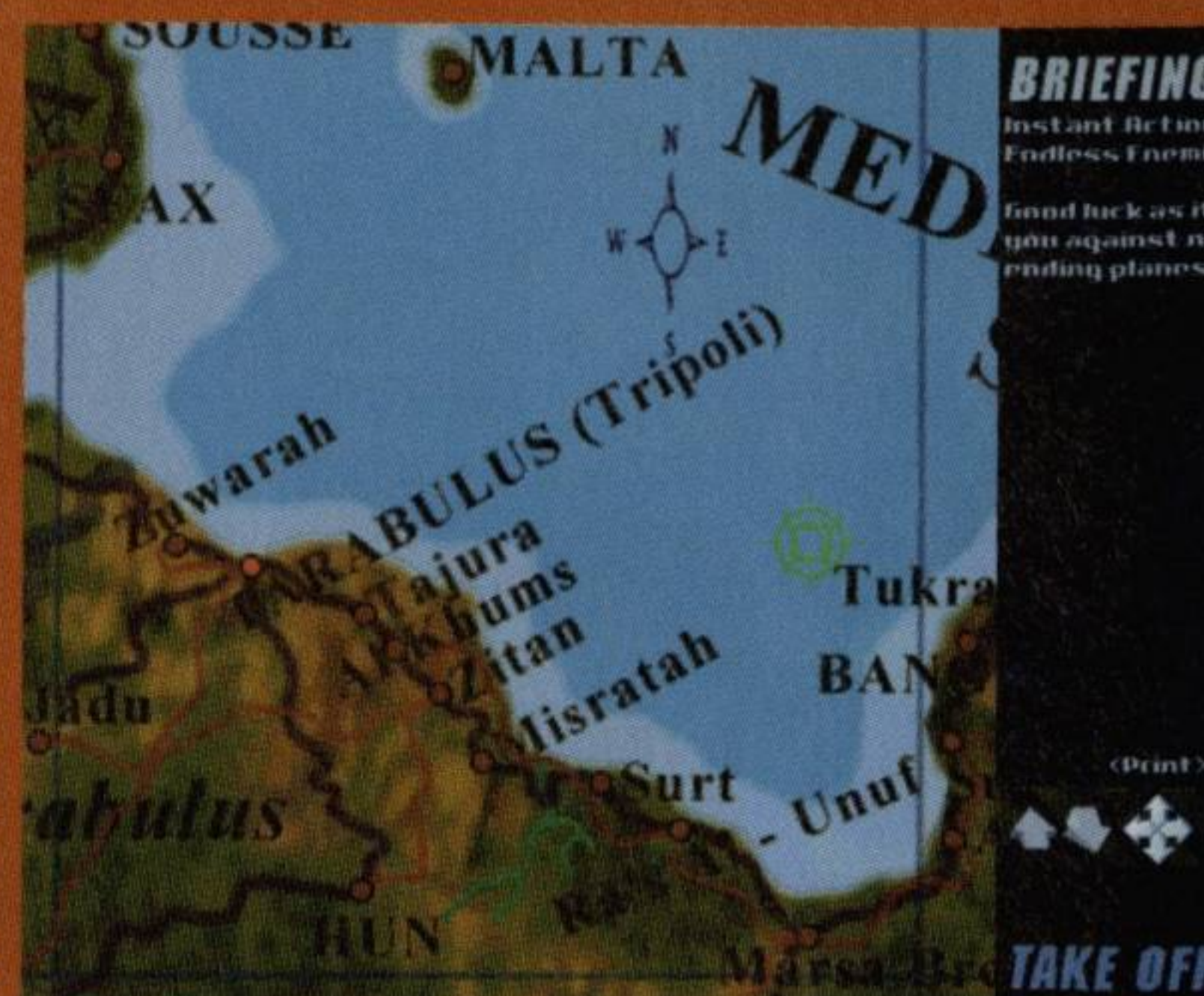
incredibly slow scrolling and the interface from hell. Playing the game is a shock to the system, as in my book this is the first bad game from MicroProse. I used to buy every MicroProse game sight unseen and was never disappointed. All I can say now is that my bedtime prayer now includes a plea to the gods of gaming that this sad mess is just an aberration and that MicroProse will never again release a game as sub-standard as This Means War.



IN-COCKPIT FMV, IT'S THAT SORT OF GAME...



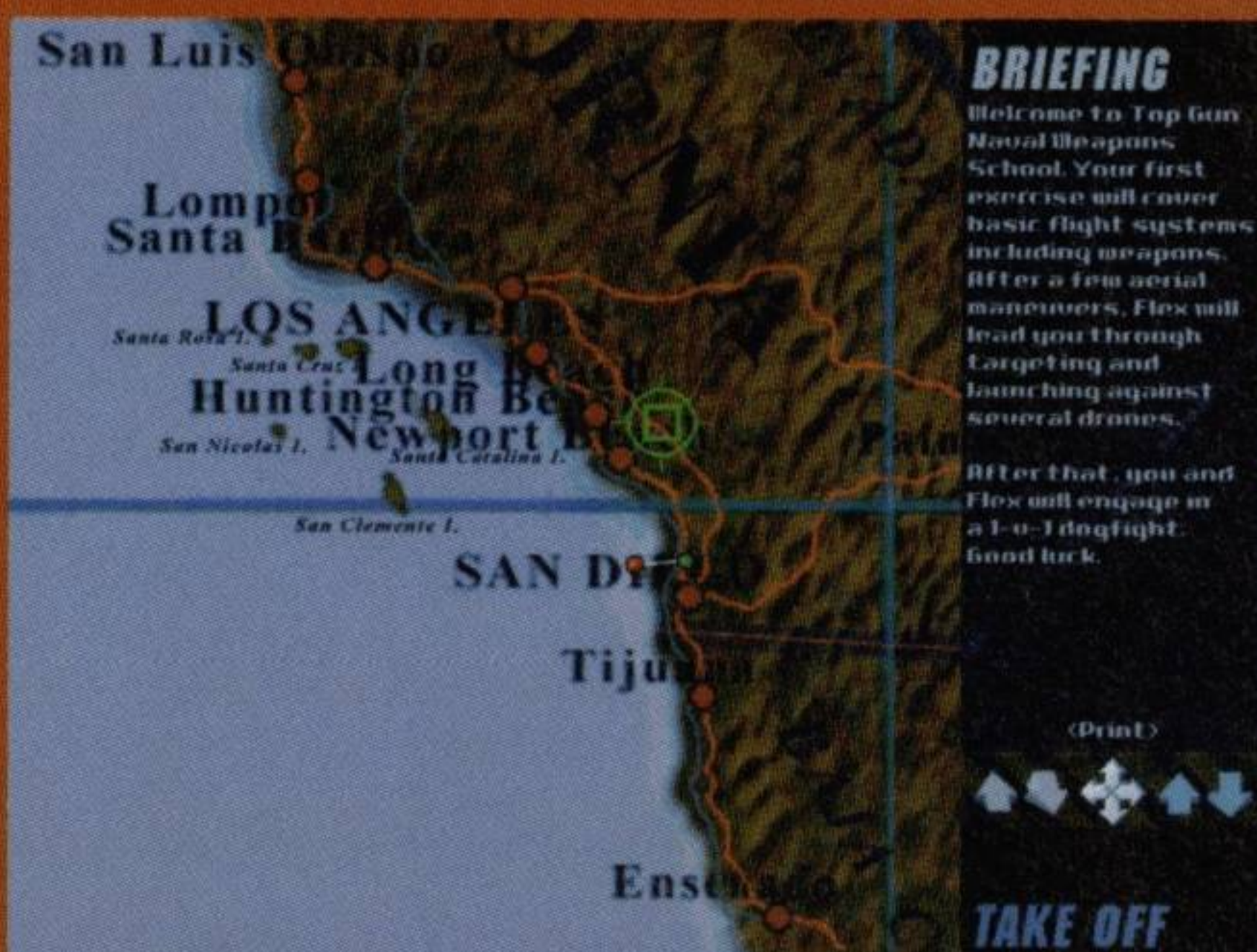
JUST CRUISING...



COOL! A MAP!



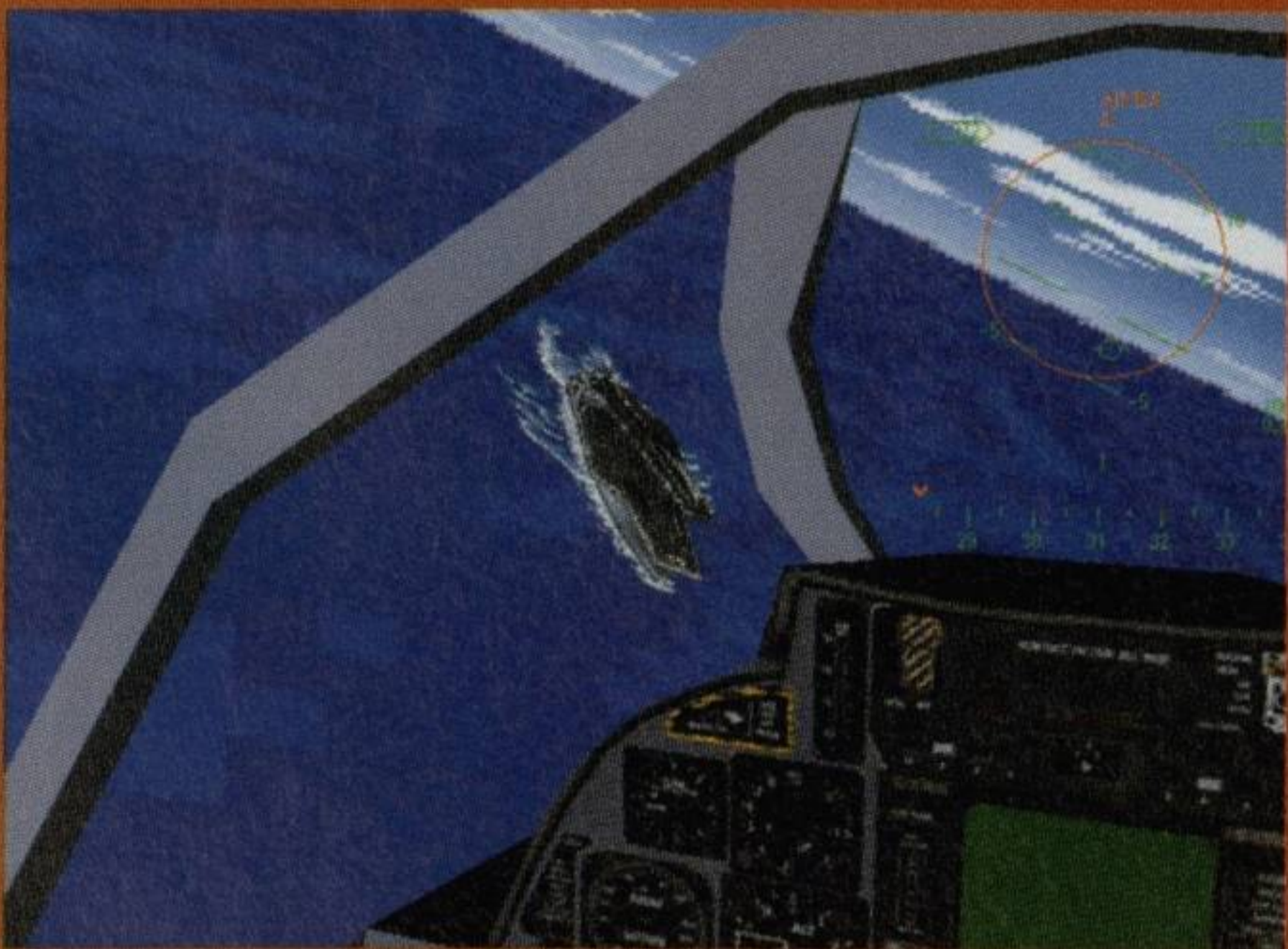
THE BEHIND VIEW IS ALWAYS POPULAR



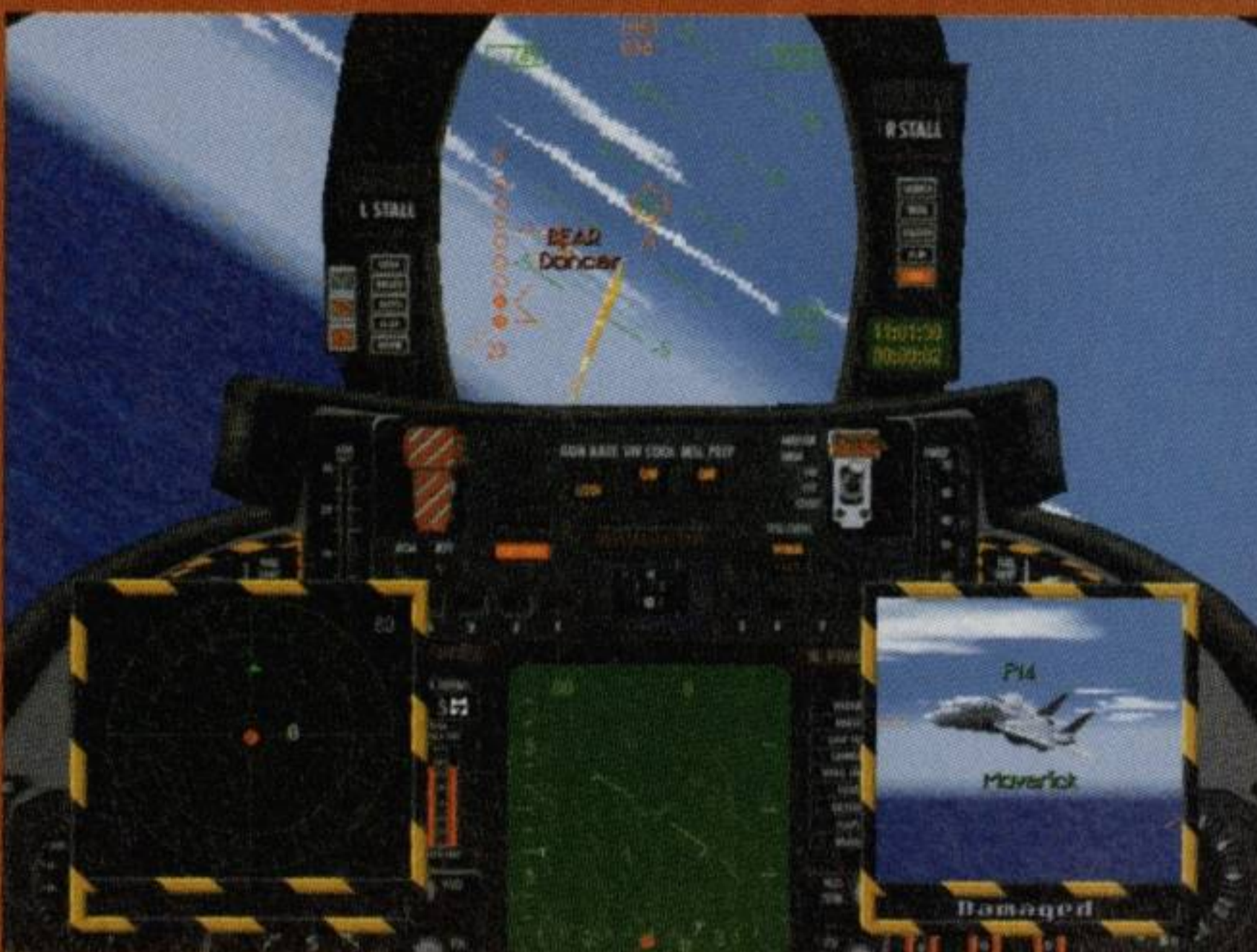
YES! A MAP!



COOL! ONLINE DATA-STUFF + PICTURES



IT'S A VIRTUAL COCKPIT... REALLY!



IT'S A MULTIMEDIA EXPERIENCE, WHETHER YOU LIKE IT OR NOT



WE HAVE A SITUATION HERE...

# Top Gun: Fire At Will

Available: NOW • Category: ACTION • Players: 1-NETWORK • Publisher: SPECTRUM HOLOBYTE • Price: \$99.95 • Rating: G



NICE PLANE, YICK TERRAIN...



THE F14 HAS AN UNFORTUNATELY UGLY COCKPIT



I THINK THEY'RE TRYING TO TELL US SOMETHINGS WRONG

*Yo and high-five sunglasses-at-night rippling thighs dude! I feel the need, the need to pretend I'm Tom and I wasn't thinking about Nicole for a moment, no sir!* **BEN MANSILL** enters the danger zone of jock city...

Let's clear up one thing before we kick into the review; fans of even mildly complex flight sims will look down upon Top Gun with contemptuous derision. It's an action/arcade/FMV game, with "game" being the key word here, as opposed to "sim".

That said, Top Gun scores a direct hit with its target audience. It's an atmospheric feast of testosterone-charged jet-fighter pilot adventuring. The first few minutes of the game is basically the first few minutes of the movie, except that when Maverick is being chewed-out back at the carrier, and it's you the commander is looking at, not Tom Kidman-Cruise-Lambroast-Beachvolleyball.

**Living the Movie**

The desired effect is clearly that by playing the game, you're actually living the movie. To that end most key scenes were re-shot, complete with much of the original cast (not the expensive ones though, Kilmer, Kidman-Cruise and McGillis are not unfortunately absent) and whenever Maverick gets a talking to, the message is delivered straight at the camera, on and out from the monitor and at you. There's no interactivity to spoil the effect either, as the game for the most part follows the plot of the movie, with the FMV there purely to set the mood and it works.

The Top Gun experience comes in three flavours: there's the Instant Action missions, of which there are surprisingly many, there are multiplayer modes for modem, cable and network and lastly and mainly, the storyline mode. A heck of a lot of work has gone into capturing the essence of the movie. When playing the storyline, the in-cockpit action is a constant barrage of pop-up FMV sequences. This is why purist sim fans will hate it and common folk will love it. Your back-seat officer makes the most frequent appearances, urging you to be aggressive, congratulating you every time you do something amazing and brutally chastising you when you screw up. The video boxes can be expected a couple of times a minute while you fly and their demands for screen real estate obscure large chunks of the cockpit display.

This doesn't affect the workings of the game in any way, as the instruments are largely non-functional. The only mechanical bit you'll need is the radar display; it's a highly simplified job and is accessible either as an overlay in the main cockpit, or as part of the instrument display itself in a second cockpit view. This second display is the one you'll be using for combat; besides having a useable radar, it provides a slightly better view of the action - although it must be said that both cockpit views could be better, they're there for cosmetic reasons mostly and far too much of the screen is taken up by useless paraphernalia.

**Feeling the Need for Combat**

In combat your hand is gently held, as someone will always tell you what to do and where to do it, while the tricky business of target identification and prioritization is taken care of by big colour-coded banners that hang over everything in your vicinity. Equally basic is the normally complex job of targeting and weapons usage; if it's red on the radar it's bad and if it's in front of you lock-on is automatic and most weapons will hit most of the time. Complexity has also been carefully filtered from the keyboard, flight-sims are normally notorious for using every key available, but Top Gun suffices with but a small handful. All this is exactly what many gamers want and Spectrum Holobyte are to be commended for coming up with so many elegant solutions to normally complicated problems. The thrill of air combat is what it's all about, it's something many gamers want to enjoy, but they're intimidated by sims that faithfully replicate modern combat - which usually includes a lengthy period of basic training to even get off the ground. Further easing the load in often frantic dogfighting situations, is the substantially de-tuned flight model. The absence of rudder controls is a big clue towards what to expect. While it's possible to stall the big F-14, it's handling is forgiving and predictable. This lets you concentrate on the important stuff, like being a jet

**VISUALS 80** - Not fantastic, but good enough. Plenty of action all around, but the ground detail gives no tangible sense of altitude or velocity and looks yucky.

**SOUND 84** - The FMV cuts into the action seamlessly. Music usually drowns out engine and weapon sounds, but that's just the sort of game it is.

**GAMEPLAY 86** - The meaty elements of air combat minus the chores. Despite the tendency to lead you where it wants you to go, there's still plenty of room for initiative.

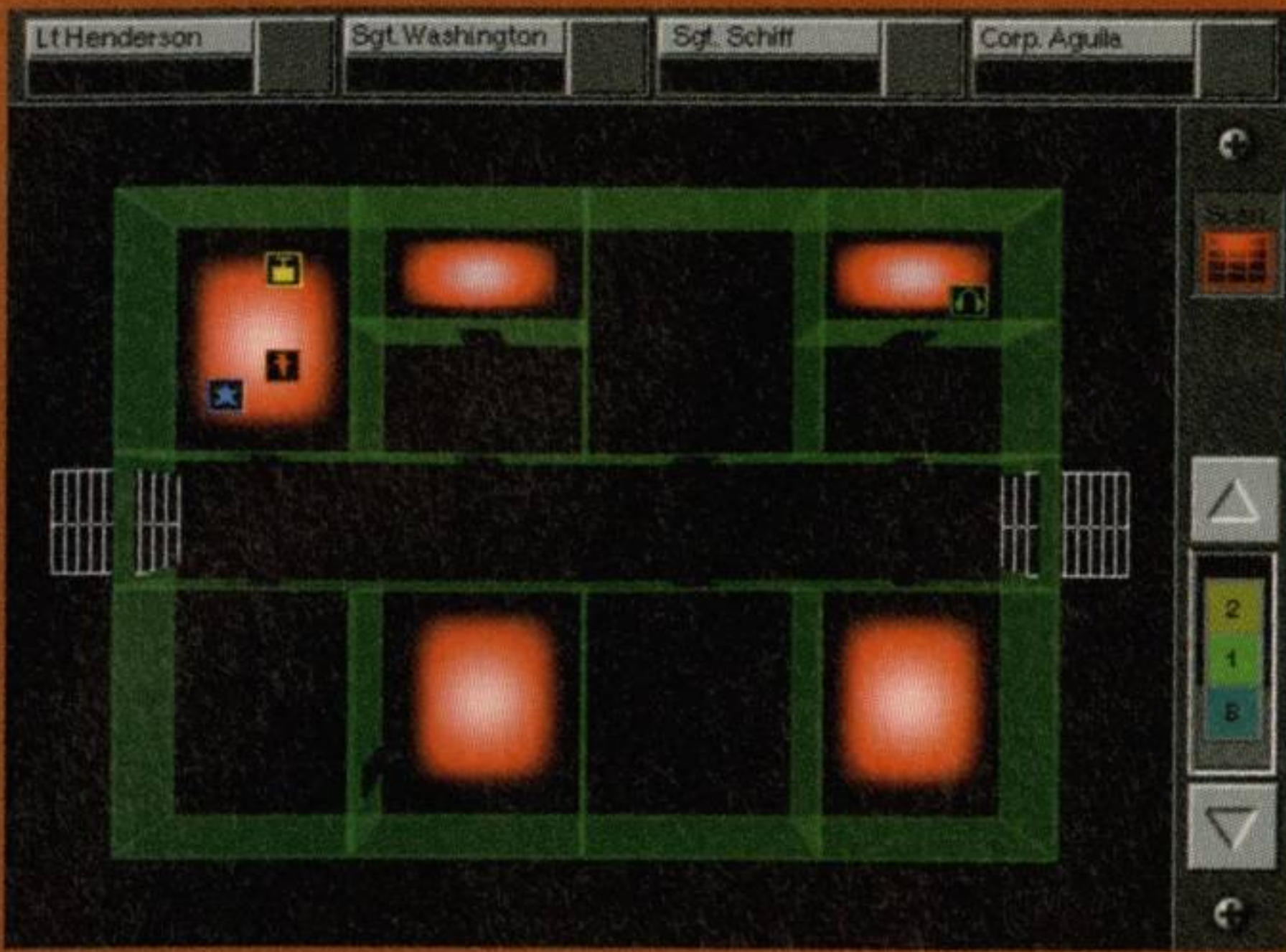
**LONGTERM 78** - Heaps of instant action missions for when you've played the storyline through a couple of times.

**OVERALL 85** - A big-time epic mother of a game. Purist sim lovers should stay well clear, but normal people will have a hoot.

fighter pilot legend in your own bedroom. The only real disappointment in Top Gun are the terrain graphics.

Objects (other planes, aircraft carriers etc) look terrific, but the sea and ground are an ugly, wavering mess of unrecognisable pixel-vomit, even on the highest detail level and resolution. It's a glaring inconsistency in an otherwise polished game.

Top Gun isn't really an entry-level combat sim, it's more a thing unto itself in that it unashamedly shuns the traditional features of such games, concentrating instead on the basic thrill of being in a jet fighter and shooting at things. The lavish dose of multimedia during combat will turn some players away, but those that like the taste will lap up the extreme quality of it all and thoroughly enjoy the ride.



RED LIGHT DISTRICTS



"AND THIS IS BOB AND DAVE..."



A HAPPY LITTLE GET-TOGETHER BETWEEN SPIES



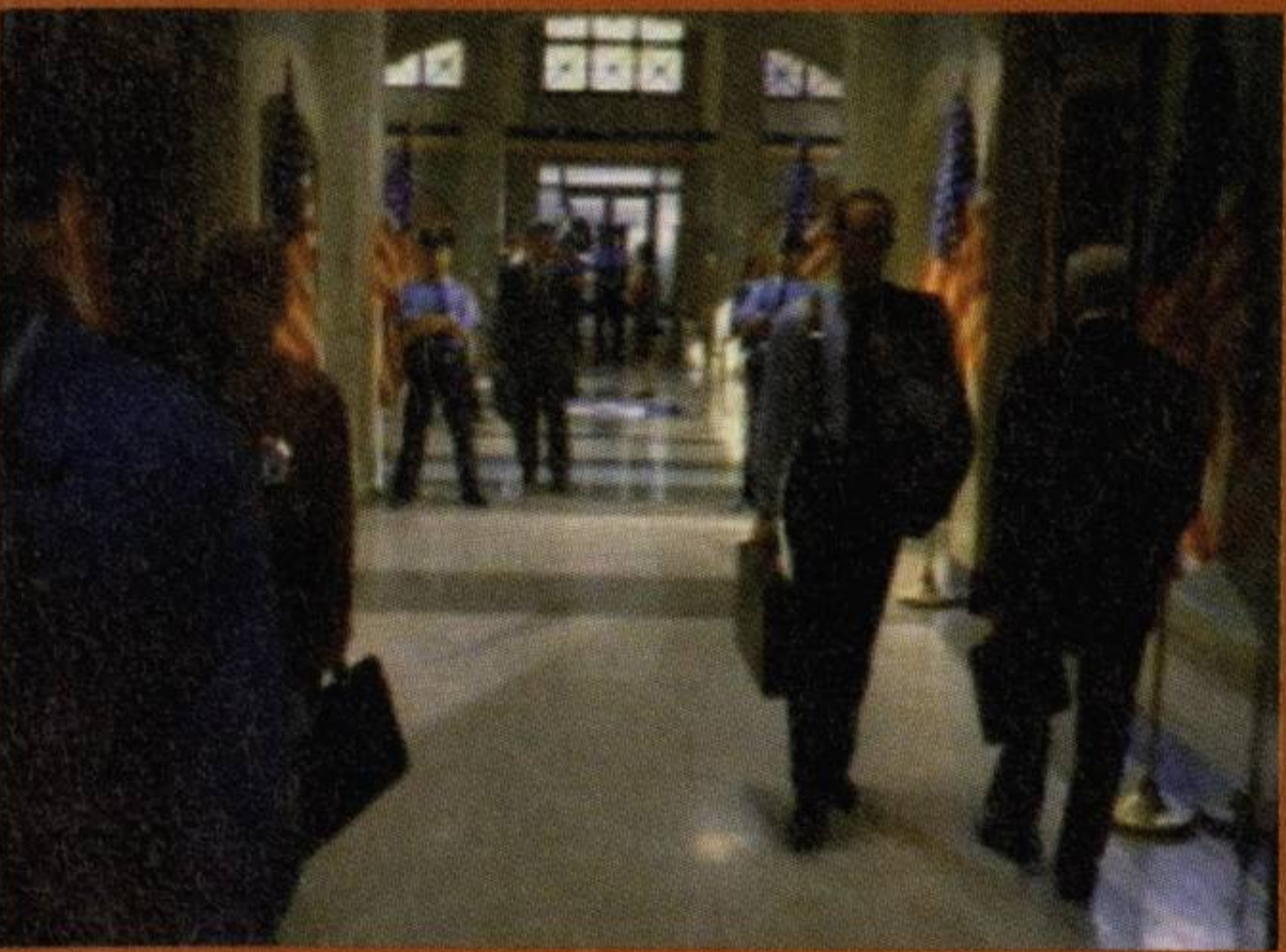
"WHAT DID I SAY TO UPSET YOU?"



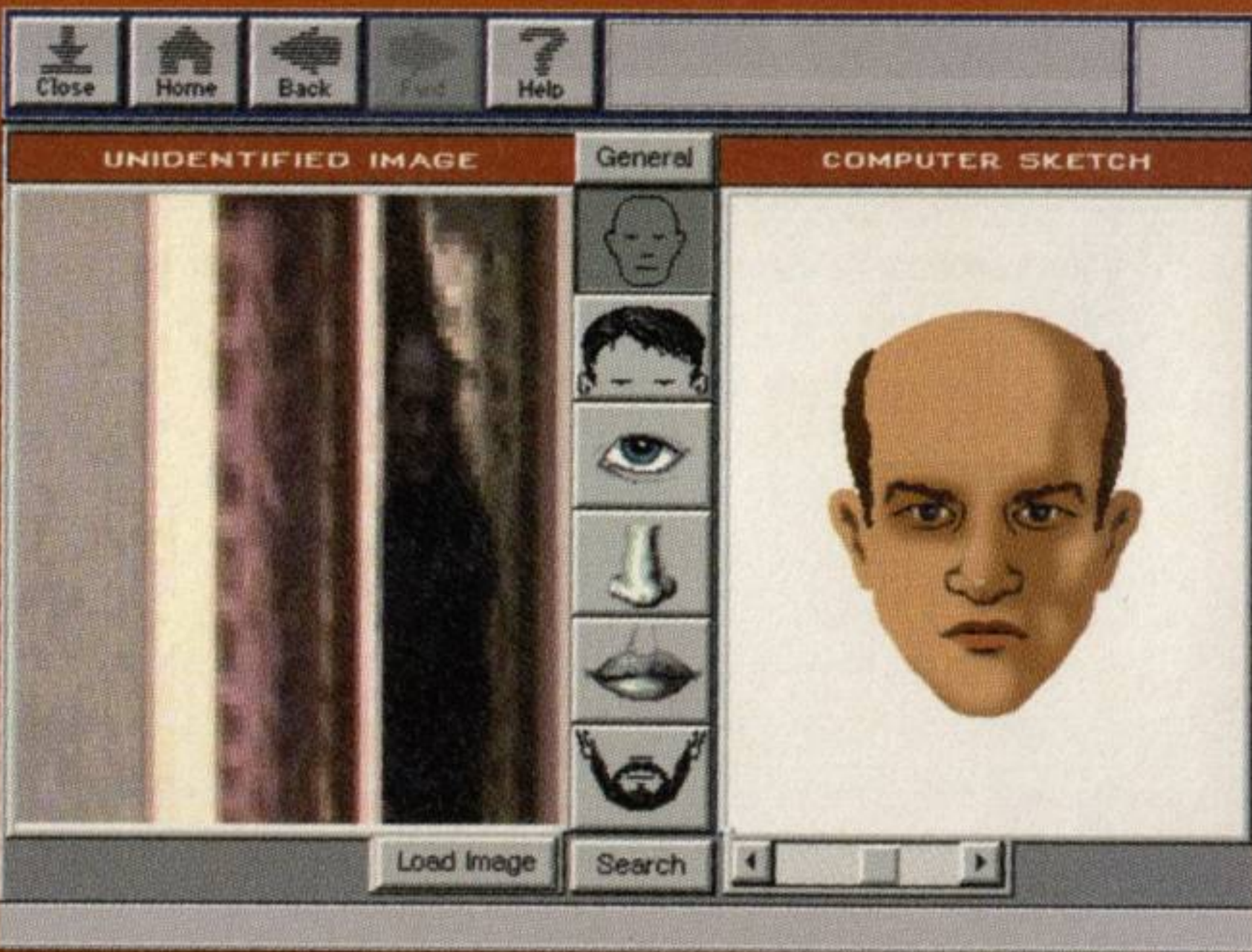
IT'S NICE, BUT WALLS WOULD BE GOOD...



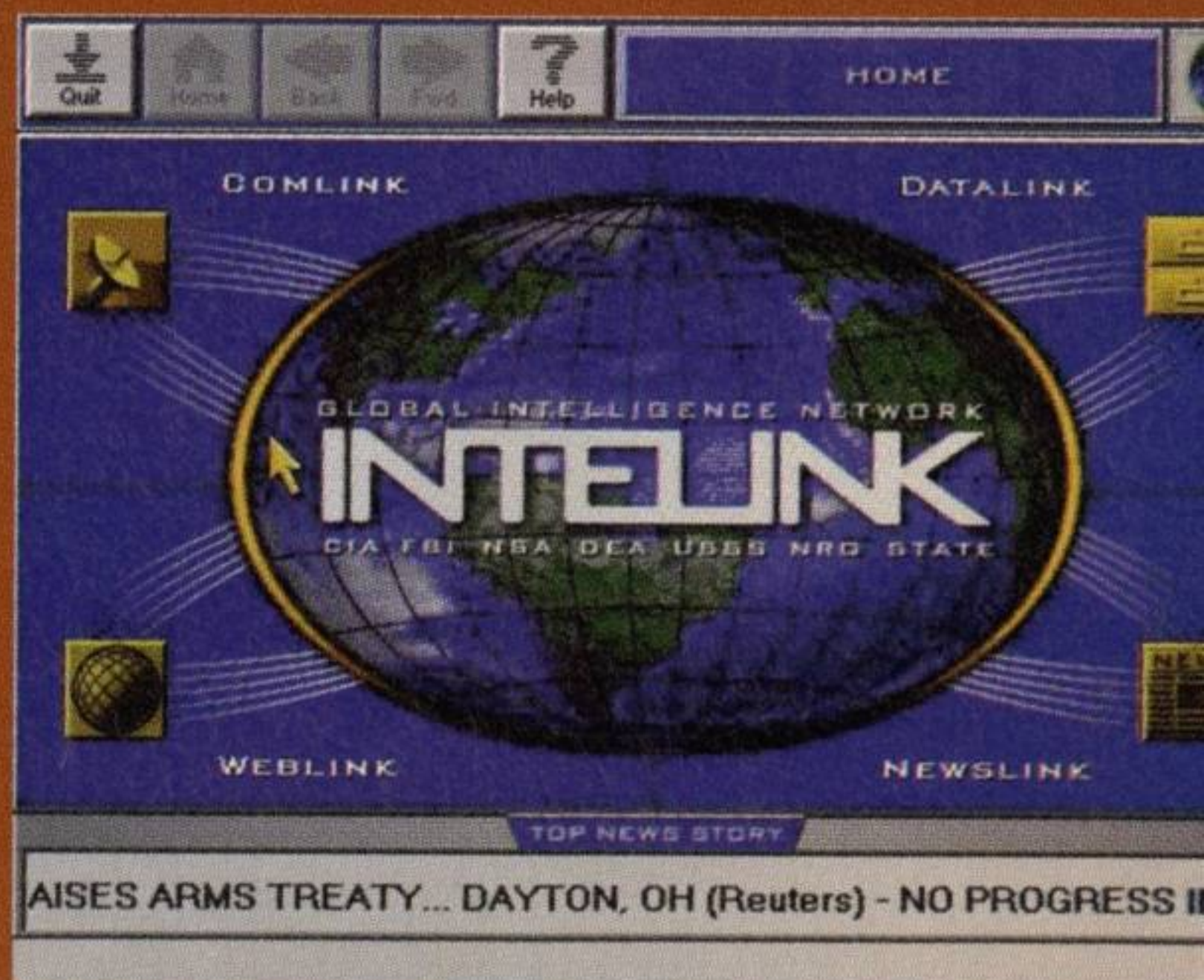
FOYER-CAM



BUSY PEOPLE-CAM



GREG MATTHEWS BEFORE... NO NO!



PRETEND-NET

# Spycraft: the Great Game

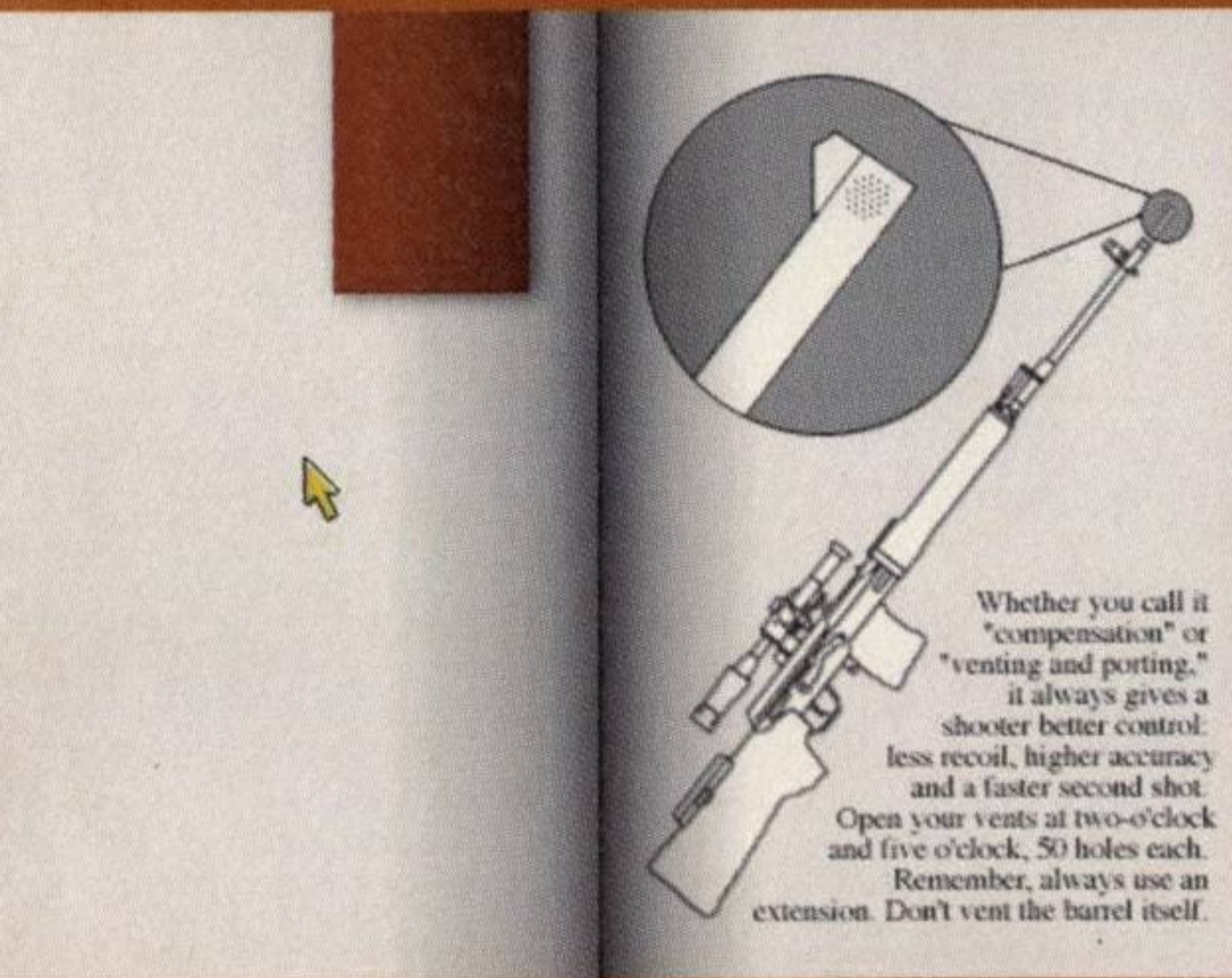
Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: ACTIVISION • Price: \$99.95 • Rating: TBA  
Min Requirements: 486DX/33; 8MB RAM; HARD DRIVE SPACE; D/SPEED CD; WINDOWS 95



ISN'T THAT THE GUY THAT'S IN EVERY MOVIE?



VERY IMPORTANT LOOKING BUILDING



SHOOT, IT'S A GUN!

Who could have guessed that in the post Cold War years of peace, love and rampant capitalism that the ex-heads of the CIA and KGB would get together and make a computer game?

**JULIAN SCHOFFEL** gets involved in the shady world of political intrigue...

In case you're wondering why Activision would be presumptuous (or perhaps silly) enough to call their latest adventure title 'Spycraft: The Great Game', it is in fact a phrase coined by, er..., well by somebody important to describe the world of international espionage. The creators of Spycraft have somehow managed to obtain the services of two of the planet's most distinguished (or despicable, depending on which way you look at it) authorities on global intelligence: William Colby (former Director of the CIA) and Oleg Kalugin (former Major General of the KGB), to provide their valuable insight into this shady and dangerous world.

How Activision managed to do this, who can say? Perhaps they cornered the men at a KGB/CIA reunion dinner, drugged them and then blackmailed them into working on the game by showing them some compromising photos taken the night before, involving rubber sheets, gerbils and perhaps even a surprise appearance by Richard Gere (come on, you've all heard the rumours). As I look at some footage of Colby and Kalugin in the promo for the game, I can't help wondering just how many civilian murders, political assassinations and other unseemly acts they sanctioned over the years...hmmm...

**Killing Politicians**

Somebody is killing political leaders. Who can it be? In Spycraft it's your task to find out. The game is set in the present and the world of international politics is in turmoil: old enemies have toppled, new ones are popping up everywhere. The Cold War is over. In its wake, the New World Order takes shape. As CIA operative, code named Thorn, you're sent to "the Farm" to acquire the skills needed to infiltrate a newly formed web of spies. In essence, Spycraft is an adventure game where the player explores photorealistic sets, interacts with other characters while making use of a variety of CIA intelligence tools. These include the KAT system, BADMAN, MIX-AND-MATCH and INTELINK. KAT was developed to plot bullet trajectories in a modelled environment and was inspired by the tools used to analyse the Kennedy assassination in 1963. BADMAN is based on a method used by Israeli special operations to enable a remote agent to direct a tactical strike through an urban environment. The BADMAN detects walls, doors and stairways and monitors the location and health of strike team members. MIX-AND-MATCH is really an extension of the fingerprint system used by federal law enforcement agencies, it creates a composite drawing of a suspect, measures unique facial dimensions and seeks a match in the agency's extensive mug-shot database. INTELINK is a simulated network that links the databases of US intelligence agencies (CIA, FBI, DEA, NSA, USSS and NRO) and facilitates communication and the sharing of top secret information in the field.

Spycraft uses a video compression technique known as TrueMotion which allows a more seamless integration of digitised video and static screens. Apart from offering unusually high quality video, TrueMotion facilitates the blending of static, interactive sets with non-interactive cut scenes giving the game a certain visual continuity (God, I'm starting to sound like some farty art critic!). With other games of this type ie. The Psychotron, the player explored static sets and any digitised video would pop up in a separate window, giving the game a sort of quickly thrown together mish-mash feel - not so with Spycraft.

**Authenticity Plus Cynicism**

Unlike other adventure games which use loads of video footage, Spycraft has a high level of interaction. While the player only has limited control over selected conversations (similar to Wing III), there is always plenty of other stuff to do, ranging from careful use of the many hardware tools at your disposal, to exploration and surveillance. With the input of the two previously mentioned ex-intelligence men, you can't help

but feel that Spycraft must have a moderate level of authenticity. The whole product also has a healthy level of cynicism to remind us that the self-righteous credo of the CIA and other

**VISUALS 80** - Lots of video sequences containing actors you recognise but can't put a name to

**SOUND 75** - Crisp, clear and...um, well, crisp and clear.

**GAMEPLAY 72** - Spycraft successfully combines standard adventure task, with the not-so-standard use of CIA intelligence tools and surveillance techniques.

**LONGTERM 74** - It's a bit different, it's fun and I can definitely see myself finishing this one.

**OVERALL 75** - An innovative and entertaining adventure game.

intelligence organisations, is for public relations reasons only. Spycraft relies heavily on digitised video and thankfully the acting in these sequences is generally OK. The soundtrack and effects were also of a fairly high quality. HYPER used a Beta of the game for a review and it was a bit unstable at times, but hopefully these problems will be resolved in the final version. All in all I liked Spycraft; it's innovative and provides an interesting insight into the world of international espionage. Oh yeah, it's also fun to play.



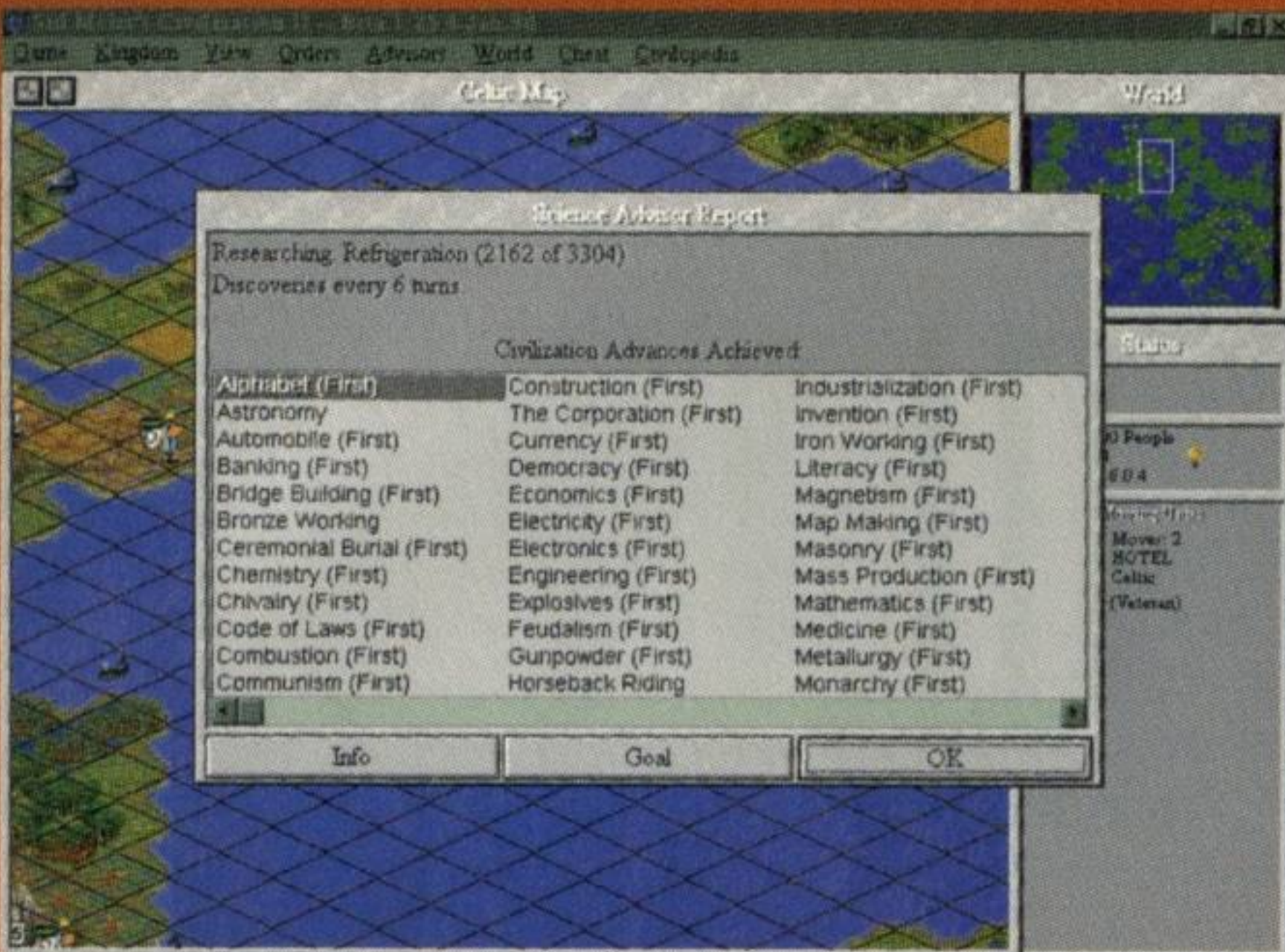
THE EARLY "PRE-FLOURISHING" DAYS OF THE EMPIRE



WHAT IT REALLY NEEDS IS, IS, IS... A SHRUBBERY!



IT'S ISOMETRIC, IT IS...



WE'RE TECHNOLOGICALLY ADVANCED



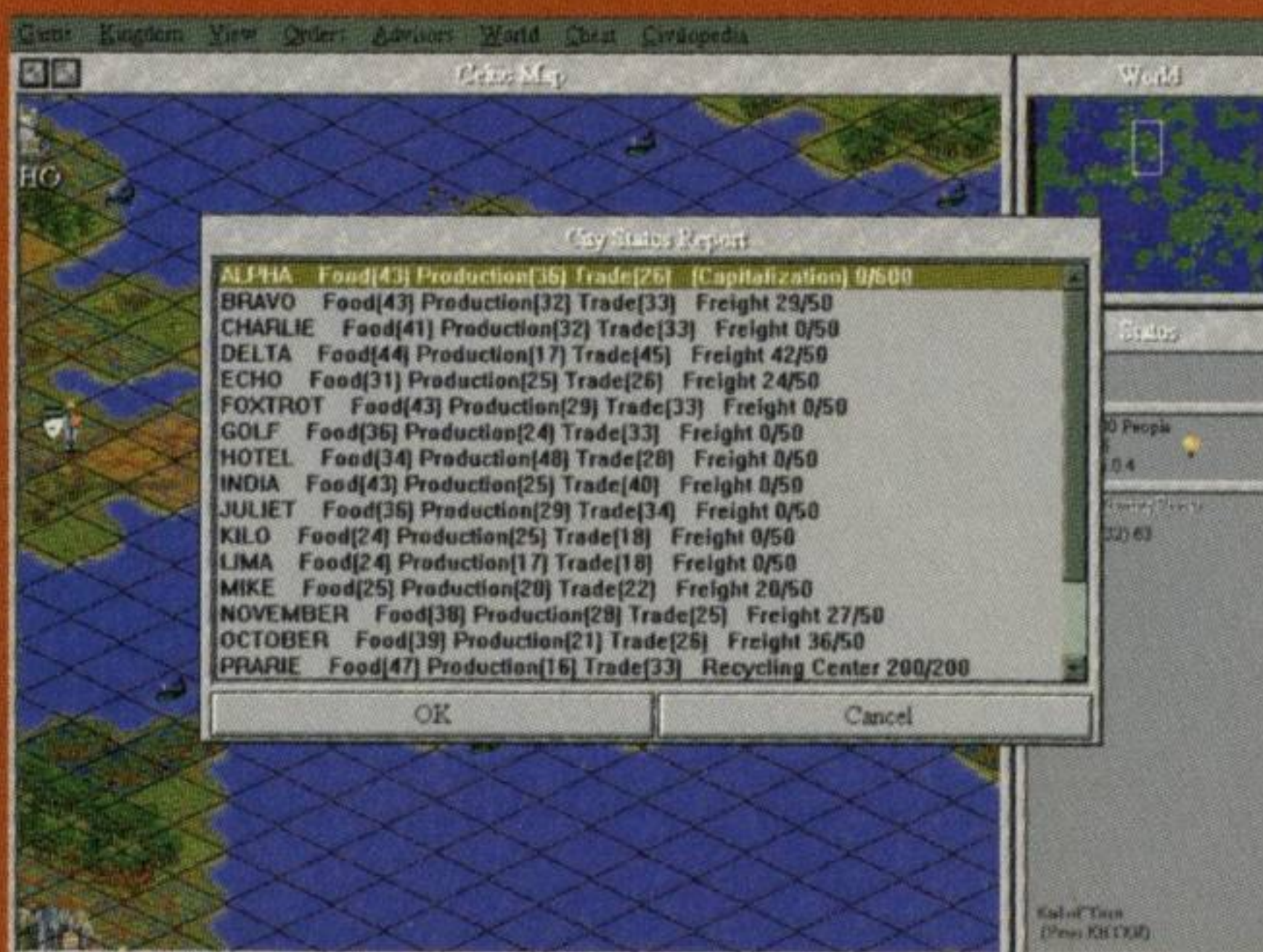
NOW WE HAVE TRAINS...



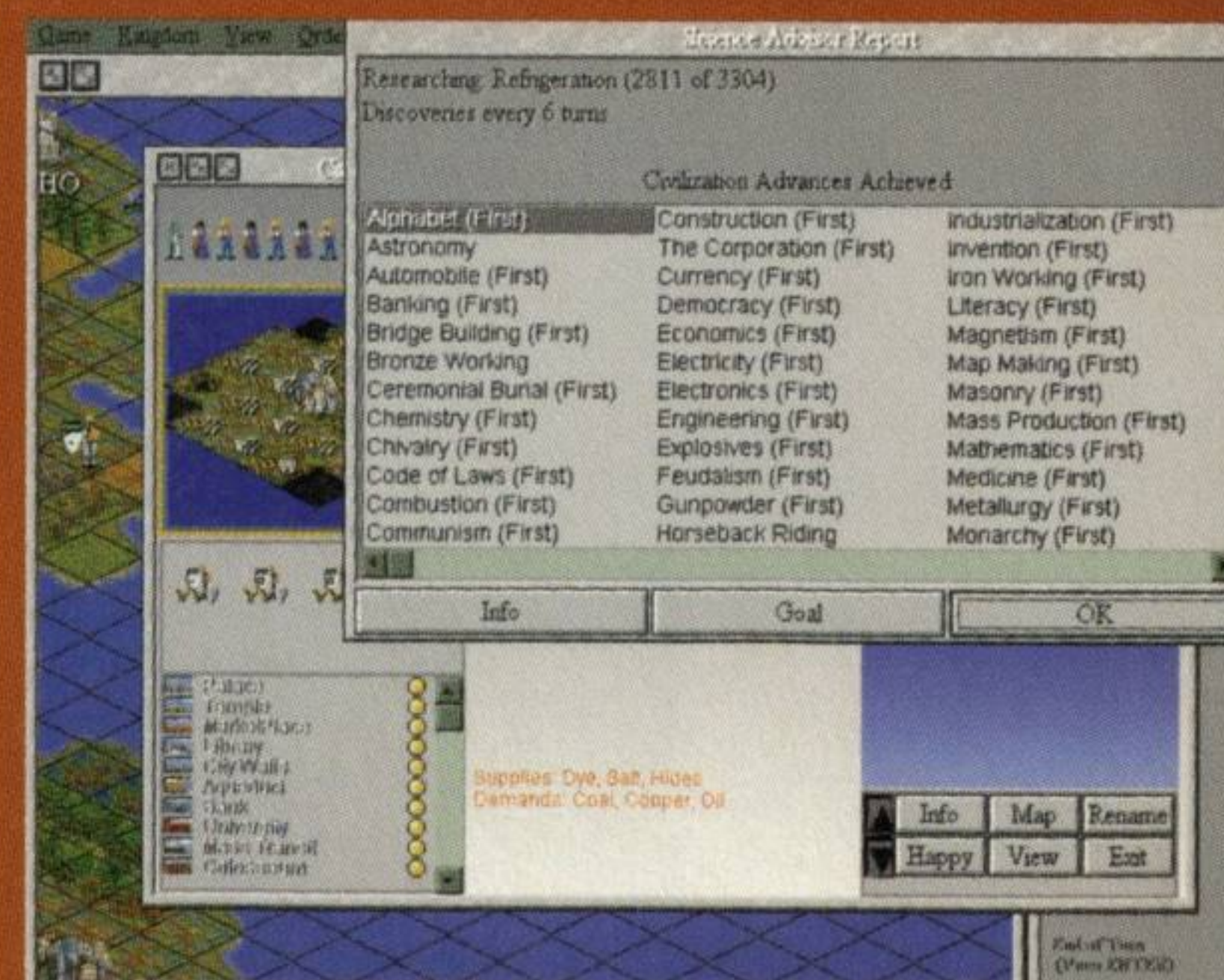
A WATERY VISTA



ZOOM IN FOR A CLOSE INSPECTION



A MIGHTY EMPIRE AT A GLANCE



YOU CAN MOVE THE WINDOWS AROUND TOO! COOL!

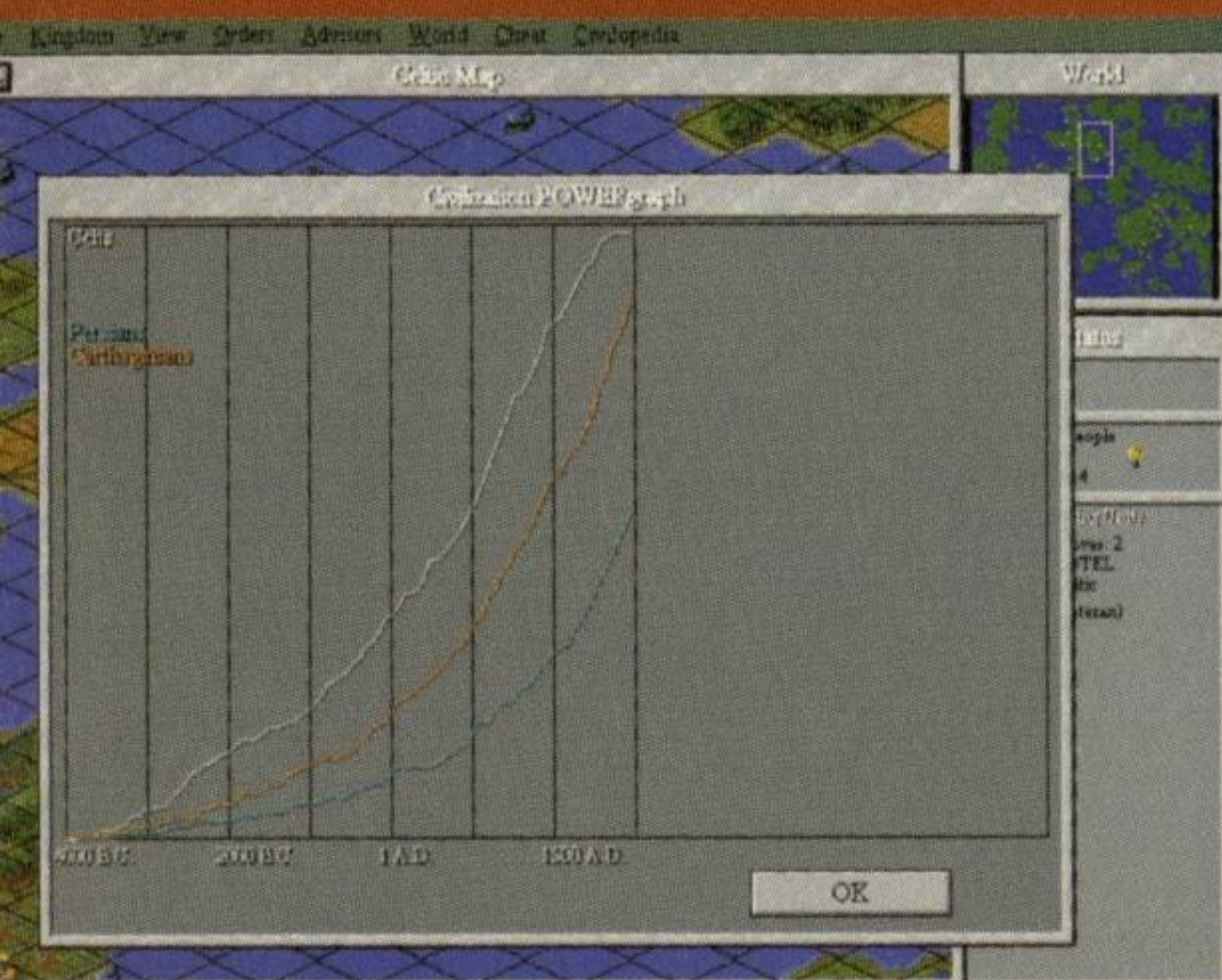
# Sid Meier's Civilization 2

Available: APRIL • Category: STRATEGY • Players: 1-NETWORK • Publisher: MICROPROSE • Price: \$99.95 • Rating: G  
 Min Requirements: 486 DX2/66, 8MB RAM, 2 SPEEDCD ROM, WIN 95





CUSTOMIZABLE LAND MASS CONFIGURATION TOO! COOL!



GRAPHS! COOL!



ZOOM OUT FOR THE BIG PICTURE

One thing you're allowed to do in life is give a PC gamer a dirty look iff they've never played *Civilisation*. The sequel's here now, so there's no excuse. **BEN MANSILL** took a year off life to play the original so guess what he thinks of this one...

"Ullo Sid, you've been a quiet boy lately."  
 "Too right, I've been in hiding. Parents and employers got the idea that I'd knocked up *Civilisation* just to make their lives miserable, not true of course."  
 "But didn't the Ponds Institute prove conclusively that playing your game leads to obsessive behaviour, sleep deprivation and anti-social tendencies?"  
 "Too right! But I've sorted them, no worries. My secret weapon is about to be unleashed, the kids won't know what hit 'em!"  
 "Settle down Sid, it's just a game"  
 "Too bloody right! We scientifically isolated the most addictive elements in *Civilisation* and, get this, made them even more addictive! I'm calling it *Civilisation 2*, Clever eh! Ha hahahahaa!"

**H I G H E X P E C T A T I O N S**

He's a bad man, that Sid Meier. Not only did his game *Civilisation* play havoc with time otherwise productive or family for gamers, but it also messed with the minds of talented game developers. In 1988 these bright sparks were trying hard to think up winning concepts for computer games, but then along came *Civilisation*. The game took a couple of strategy basics, threw in several radical new concepts and moulded what ought to have been a confused and bloated personality crisis of a game into a unified form that was, shall we say, perfect. Game designers suddenly had it easy, not only did they steal the entire concept and produce many fine clones over the years, but they also drew on the many individual elements of *Civilisation* and built entire games around the comparatively lesser features that made the Great Game a whole. MicroProse resisted milking it shamelessly, admirably restraining themselves to only *Colonization* and the excellent *Master's of Orion* and *Magic*. In other quarters, *Civilisation's* influence can be clearly seen in most of the strategy catalogue from New World Computing, with *Dune 2*, *Command & Conquer* and *Warcraft* being blood descendants.

*Civilisation* is still being played and talked about like a new game. The expectations of the sequel then, are great indeed and Sid & Co. have obviously toiled hard, for *Civilisation 2* is just as it should be: more perfect.

**T A N G I B L E S E N S E O F F A N T A S Y**

A great many things have changed, but the look and essence remain the same. The new zoomable isometric viewpoint is the most obvious new feature. It's entirely superficial though, the 3D look offers no advantage to the player other than a more tangible sense of fantasy. Under the gloss though is where the magic has been worked, almost every aspect of gameplay has been tweaked, fiddled with and fine tuned. No attribute has been left untouched; each of the units you became so intimately familiar with have been strengthened, weakened, made faster or slower, cheaper or more costly or had new abilities added. Structures underwent a similar make-over and Scientific Advances and Wonders bear little resemblance to the original versions. The overall effect is one of refinement. Gameplay is now more sensible and logical - sending a mighty Battleship against a lowly TIREME is no longer an exercise in unbalanced hit/damage points, the TIREME now has no chance, which is as it ought to be.

New units, structures, advances and wonders have been added too, not gratuitously, but in a calculated way to fill in the holes and add new potential. New wonders like King Richard's Crusade and Leonardo's Workshop add powerful scope, with Stealth Bombers and Fighters serving your militaristic needs alongside other new toys like Cruise Missiles and Fanatics. A new government option of Fundamentalism has been included too, with the effect's of the old governments altered with a subtle touch to more reasonably reflect their appropriate influence.

**S U C K E D I N H E L P L E S S L Y**

As with the first game, the beauty of the design is that you aren't confined to playing a game the computer wants you to. Steering the development of humanity is a big job and the game encourages you to take whatever path you choose. Whether straight conquest, a race for exploration and advancement or a free flowing approach, react-

**VISUALS 87** - The same style, but from above in high res. The comprehensive, multi-layered game screens are efficient and intuitive.

**SOUND 78** - Sawmills in stereo! Woo hoo! When sword clash you can tell they're swords, cannons sound like cannons too... funny that.

**GAMEPLAY 96** - The precious gem has now been set in gold. Turn-based strategy doesn't get any better than this. A compelling game with perfectly balanced mechanics.

**LONGTERM 96** - You've heard "every game is different" before, but are they? This is. You'll come back to it for years.

**OVERALL 96** - Just like *Civilisation*, only better.



ing only to circumstances, *Civilisation 2* provides you with a virtual world to make with however you see fit. Playing a game through takes a few long sessions, a situation compounded by the fantastic hyperlinked database which is a constant distraction. Every time you achieve a new advance for example, a window appears presenting every related topic, unit, whatever. Click on any of them and you enter a beautifully written encyclopaedia of history that'll suck you into exploring helplessly in an Encarta or Internet sort of way. *Civilisation 2* is the veritable Big Game Experience. The infectious playability of the original has been dangerously boosted. Whether gripped in your 100th titanic epic against the computer or wielding supreme power in a multiplayer game, you'll think of little else until it's over. Pretty damn perfect.

# Foes Of Ali

# Fifa Soccer 96

# Road Rash

3DO

AVAILABLE: NOW  
 CATEGORY: SPORTS SIM  
 PLAYERS: 1-2  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: N/A  
 RATING: TBC



Super Streetfighter 2 is still the 3DO's best fighting game and a very fine version it is too, but what the system really needs is a cool 3D fighter along the lines of Toshinden (please, whatever you do, don't mention Ballz - the Director's Cut). Maybe we'll have to wait for M2's reputed grunt before we see such an occurrence, but Foes of Ali suggests that the 3DO is certainly capable of shifting 3D graphics. That's because Foes of Ali is the best boxing game I've ever seen and I am definitely no boxing fan. Still, this has kept me up at night trying to knock Henry Copper, Sonny Liston, Joe Frazier and their pals out of the ring. In short - this game is addictive and very, very classy. Being a product of the Electronic Arts Sports milieu, it's far more of a simulation than other games like Super Punch Out. Each one of Muhammad Ali's foes has been replicated in a very smooth 3D environment and the 26 (!) camera angles allow you to pretty much play the game on your own terms. Add to this the gallons of blood, nasty cuts that appear on the boxer's impassive faces, the way the screen shakes and blurs when you take a really nasty hit, how your vision gets impaired when your eyes swell up from repeated bashing and you have a very complete simulation that really takes the genre (is there one?) to a new level. Gameplay is smooth and easy to get a grip on. A and B are your left and right fists, C is a feint and the shift buttons control blocking. Everything is governed by the D-Pad, so you can do quick jabs, big round arm swings and nasty uppercuts. You can have a quick fight with the opponent of your choice (one or two players), make up your own tournament or play through Ali's career, first as Cassius Clay and then under his more famous moniker. The sound effects are convincing and the in-game commentary is excellent. The shouts of the crowd (including cool heckling like "C'mon ya bums!") is even better than FIFA and all-in-all this is a first rate effort with loads of historical info for fans to take in. My only complaints are the lack of an instant replay option and the lack of a cool FMV of the great (and incredibly quotable) man himself. Still, much as I enjoyed it, this won't be a game to everybody's taste. It's definitely not arcade and it definitely is boxing, so Virtua Fighter fans beware. However if you like a bit of Toe to Toe action then this stellar simulation will fill the void perfectly.

RUSSELL HOPKINSON

VISUALS 90  
 SOUND 87  
 GAMEPLAY 85  
 LONGTERM 80  
 OVERALL 84

Saturn

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



**I wonder if I can get away with it again. That is, simply regurgitating slabs of my PC review of FIFA 96 like I did for the Playstation version last month. Well, after all, they're all basically the same game. Here goes.** "EA can be deservedly proud of themselves in achieving what so few football games ever manage; that is, making the player really feel like they're actually playing a game of football." "Passing is simple, intuitive and intelligent. Smooth flowing passing movements and sweeping length-of-the-field attacks soon become second nature. Defending is not as futile or hit-and-miss as it usually is, thanks to the realistic computer AI...Shooting is as easy as passing, the after-touch is good and not as hopelessly exaggerated as in other games." "FIFA's big gimmick though is the variety of camera angles offered. there are seven from which you can play the game, plus a couple more used in the instant Replay feature." The graphics "are beautiful, each player is rendered and the animation is remarkably fluent." "Then there's the speech. Wow. Commentary is provided throughout the match with every incident (goals, near misses, fouls, etc, even the name of each player who touches the ball) being mentioned." "Nearly everything has been executed perfectly - from the feel of each match to the presentation and options, it is a stunning achievement." "Clearly, this is the ultimate soccer sim and possibly - oh, what the hell - definitely the best sports sim you can get." Plus, the Saturn version handles throw-ins and corners better than the others, gives the impression of more variety in the commentary and crowd chants, and due to the control pad design it is even easier to pull off those last-ditch tackles. The best version yet, but only just.

DAVID WILDGOOSE

VISUALS 94  
 SOUND 90  
 GAMEPLAY 96  
 LONGTERM 95  
 OVERALL 96

Playstation

AVAILABLE: NOW  
 CATEGORY: COMBAT RACING  
 PLAYERS: ONE  
 PUBLISHER: E.A.  
 PRICE: TBA  
 RATING: M15+



So you've got Wipeout on the Playstation and you're after something else to satisfy that racing bug. Well, look no further: the classic Road Rash is finally here! What's the objective? To scream through five different tracks on a sexy two-wheeler, total as many opponents as you can along the way (or else they'll try to pull one on you!), navigate around the traffic and of course, not get busted by the cops! Finish in the top three places and you qualify for the next race; in the 'Big Game' mode you also win cash to upgrade your bike for the higher levels - and believe me, you'll need to! On the other hand if you just want to try out the courses at the various difficulty levels just go to 'Thrash mode'. The tracks get longer (you race on a continuing stretch of

road a la Extreme Games) and your opponents much nastier! Graphically, Road Rash is not quite as awesome as Wipeout. The look of combining digitised sprites (bikes, cars and people) with the polygon roadside objects isn't quite as slick as the majority of bike/car racers one is accustomed to playing on the 'super consoles' or at the arcades these days and the video sequences are really cheesy. The character animation is pretty jerky when you're trundling back to your bike after falling off, but all is forgiven once you experience the ultra fast and smooth landscape that zooms by once you're at maximum speed! Through a good stereo the revs are full of grunt and the 'thwacks!' as you punch out passing bikers would feel at home on any beat-em up. The heavy music fits the testosterone vibe perfectly, though I wish you could select the various A&M bands' kick-ass tunes on the 'jukebox' for the game proper. It is in the playability department where Road Rash comes up trumps. Beating up a fellow biker always cracks me up and kicking them into oncoming traffic even more so! The earlier levels are a



piece of cake, but as the tracks get longer, finishing in the top 3 becomes an incredibly nail-biting experience. Lose your concentration for a nanosecond while racing at the truly insane speeds and some schmuck or a vehicle will send you flying! Traffic that suddenly decides to cross your path will give you a coronary! While you may be familiar with the earlier sections of the course the new bits always provide a challenge and up the stakes that little bit more. If you don't already have this on 3DO, BUY IT NOW! Unfortunately there aren't any major enhancements for those who own Road Rash 3DO to warrant another purchase (no linkup!) but nevertheless, the hands on combat and continuous tracks are exhilarating and have got me hooked.

AMOS WONG

VISUALS 87  
 SOUND 89  
 GAMEPLAY 92  
 LONGTERM 88  
 OVERALL 91

# Micro Machines 2: Turbo Tournament



**SNES**

AVAILABLE: NOW  
 CATEGORY: RACING  
 PLAYERS: 1-8  
 PUBLISHER: CODEMASTERS  
 PRICE: N/A  
 RATING: G



Oh, not again. Not bloody Micro Machines AGAIN! Don't get me wrong, I love it with all my heart, but I was just wondering - do Code Masters write any other games besides Micro Machines? If they don't then perhaps they should consider branching out a bit, 'cos you can have too much of a good thing, you know. Again, there'll be some of you who already own MM and those who thought it was a kind of chocolate. In the interests of the novice, I'll give you a rundown of the basics, leaving it up to the rest of you whether or not you think the improvements are worth forking out for. Micro Machines is an overheard racing game. The players control the dinkiest little vehicles you've ever seen - all sorts of cars, trucks, motorbikes, jets, boats, and even helicopters. The aim is to get one screen length ahead of the other cars, at which time the race will stop and first place will be rewarded with a few points. The race then restarts, and you keep going until someone gets a total of eight points - it's like a series of mini drag races with loads of silly obstacles and cars ramming each other. And that's all there is to it. You'll discover a phenomenal amount of tracks to race round (including countless new ones) - things like work benches scattered with tools, the rim of a bathtub, someone's front garden, a sandy island surrounded by water, and a pinball machine (an excellent addition). Trickiest of all is the first helicopter level. It features a mesh of criss-crossing pipes, some of which you have to fly over, while others need to be ducked under. Micro Machines is a tremendously exciting game, and one that everybody seems to enjoy. This is the best one, but it's not really anything new. Oh, and I've just remembered that Code Masters wrote the Dizzy games, so perhaps we can thank them for devoting their energy solely to MM now.

DAVID WILDGOOSE

VISUALS **75**  
 SOUND **50**  
 GAMEPLAY **92**  
 LONGTERM **90**  
 OVERALL **90**

# Angel Devoid

**PC CD ROM**

AVAILABLE: NOW  
 CATEGORY: INTERACTIVE ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: MINDSCAPE  
 PRICE: \$59.95  
 RATING: M15



Imagine waking up one morning with someone else's identity, and in a bizarre twist of fate, that one person happens to be the most notorious criminal ever known. Well, that's exactly the plot for Angel Devoid. You play the part of Jake Hard, a police officer who, whilst in hot pursuit of the evil Angel Devoid, suffers a dramatic accident, and has his horribly shattered face reconstructed to look like Angel himself. Thus begins a journey into the dark subterranean world where you must search and confront your nemesis, while avoiding the very same authorities who mistakenly are after your hide. Interesting storyline? Yes. Interesting game? Depends....

Angel Devoid is billed as a cinematic interactive adventure and unlike other games of similar genre it actually contains quality full motion video. The non-grainy graphics are over the top and feature an ultra-realistic 3D virtual world with extensive live-action video footage. To compliment the visuals, the game comes with many crisp voice and sound effects as well as dance and techno samples all recorded in digital stereo.

However, just like the other "interactive" FMV games, the interactivity is a little on the short side. The gameplay is simply a matter of selecting the appropriate option and hoping for the best. Choose correctly and you proceed; fail and you die. The game comes complete with three separate endings and over thirty gruesome deaths.

So, is it an essential purchase? Well, if your the type of gamer that enjoys the traditional hardcore adventure with a lot of non-linear movement and puzzle solving then you may not find this interesting. On the other hand if you like fine graphics, with an interesting story and a little low on the game side it may be right up your alley. Personally, I found the game enjoyable. The interesting storyline and the slick presentation mixed with bizarre and sublime cybergothic locations and unpredictable characters kept me engrossed for many hours. It ain't Under A Killing Moon, but on a better note its nowhere near as bad as Voyerur and Flash Traffic.

HARRY MARAGOS

VISUALS **90**  
 SOUND **90**  
 GAMEPLAY **55**  
 LONGTERM **70**  
 OVERALL **70**

# Warhammer: Shadow of the Horned Rat

**PC CD ROM**

AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: ONE  
 PUBLISHER: MINDSCAPE  
 PRICE: N/A  
 RATING: G



The original Games Workshops' Warhammer is what's known as a table top wargaming system. Table top wargaming is when you invite a few friends around, drink too much Coke, eat too much junk food and push small metal figurines around on top of the dining table. Much arguing over obscure rules then ensues after which everyone decides to toss it in and watch TV instead. Now Mindscape brings this excitement to you at home, sans the friends (we know you don't have any anyway). The Warcraft universe is pure medieval fantasy populated by the usual shambling, over sensitive, monster types with a good bit of magic thrown in for good measure. It is essentially a pure strategy game based on set piece battles, not role playing or empire building. Mindscape have made a bold attempt here to capture the feel of table top gaming and combine it with the immediacy and showbiz (for want of a better word), of computer gaming. Whether you think they have succeeded or not will depend on how fast your computer is and how patient you are!

The game screen is presented with three different sections, an overall map of the scenario, the action screen and the controls screen. The control section is a bit confusing, and this is where the patience comes in, because some actions don't seem to follow any kind of logic. The other big problem is that the main game screen looks OK (not good) only with all of the options turned on, and with the game configured like this you'll need a Pentium 120 to run it at a playable speed. Apart from these possibly fatal flaws Warhammer provides a fresh approach to strategy gaming and may just appeal to some of you out there. If you can, have a look at it first before you buy, and make sure you have a fast machine to play it on.

GEORGE SOROPOS

VISUALS **80**  
 SOUND **82**  
 GAMEPLAY **78**  
 LONGTERM **85**  
 OVERALL **80**

Allied General

PC CD ROM

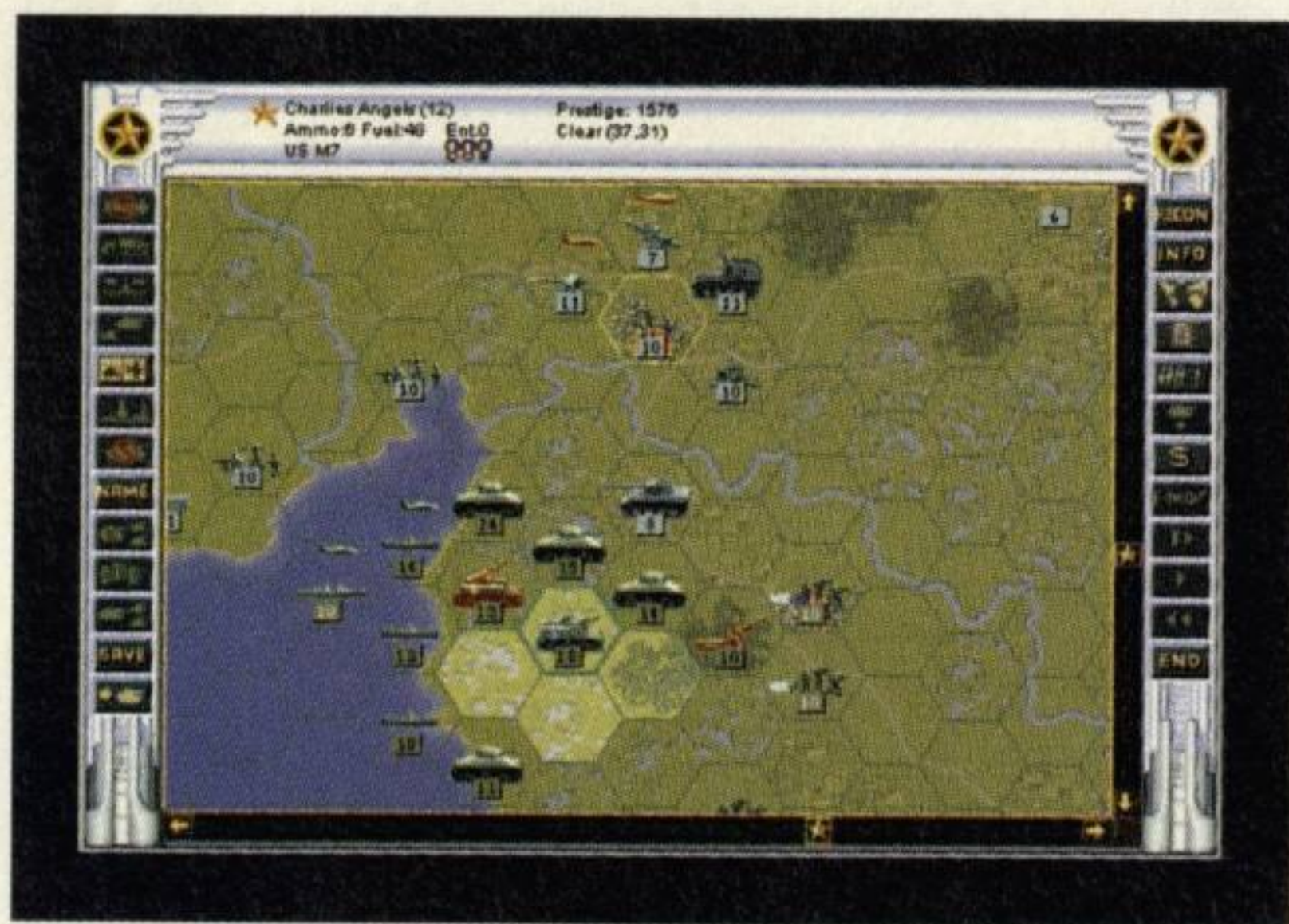
AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: TWO  
 PUBLISHER: SSI  
 PRICE: \$49.95  
 RATING: G

This follow up to SSI's successful Panzer General has, I'm sure, been eagerly awaited by the many fans of its predecessor. SSI managed to produce one of the most addictive computer war games of all time with Panzer General, but considering that Allied General simply offers the opposite perspective you may be forgiven for thinking "why bother?". Especially since the Germans had all the good stuff anyway!

Well, the terrain is the same, the units are the same and the overall feel of the game is very similar too, but enough little touches have been added to make Allied General even more compulsive than its older brother.

For a start A.G. is a Win95 program and so much greater use has been made of sub-windows to convey information on terrain, unit info etc. The psychedelic flashing lights that denoted unused units in Panzer General have given way to a much easier system of simply changing the colour of any unit that has finished its turn. Air units can now provide support for other units by placing them in an adjacent hex, in the same way artillery could be used in Panzer General. Another handy improvement is having both toolbars onscreen at the same time, thus freeing the left mouse button which in Allied General is used to call up unit info (same function as the binoculars in P.G.).

In the scenario mode it is possible to play from either the



Axis or Allied perspective but the campaign mode is Allied only, of course. Start as a British, Soviet or U.S. commander in North Africa, Western or Eastern Europe and build your armies' experience quickly as you'll need tough units to face the German Tigers and Panthers later in the war. The Brits and Soviets get better tanks than the Americans to do the job but as a U.S. General you have access to some awesome aerial firepower as well. Nothing cracks a Tiger column more effectively than an experienced A26 Invader squadron! The only minor gripe I have is that Allied General runs much slower than its forebear on the same machine. Good ol' Win95!

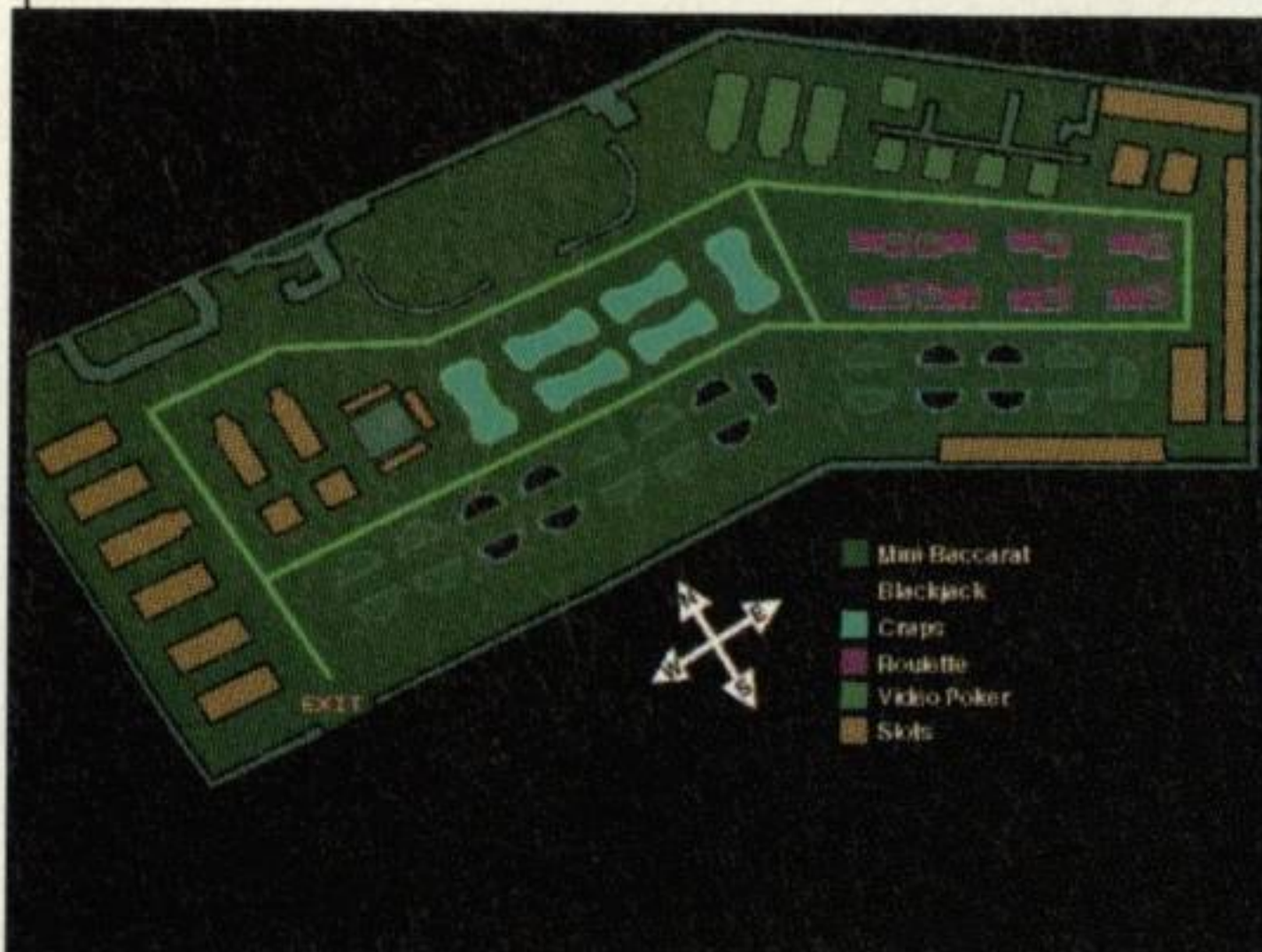
GEORGE SOROPOS

VISUALS 84  
 SOUND 88  
 GAMEPLAY 90  
 LONGTERM 87  
 OVERALL 89

Island Casino

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: GAMBLING  
 PLAYERS: ONE  
 PUBLISHER: WILLIAMS  
 PRICE: N/A  
 RATING: G



Is this a game? Or is it an advertisement? An ad, that is, for the El San Juan Hotel & Casino. At the start you find yourself in the gleaming, sterile foyer of said hotel. Turn left to the reception desk and you'll be welcomed by an all-smiling woman as she breathlessly describes what you'll be able to do during your stay - "...the porter will take your luggage to your room...the five-star restaurant will open at 7:30pm...there's an excellent show at the dinner theatre...there'll be a full moon tonight...i hope you can join us at the bar later...the Amadeus nightclub opens just after 9pm...please call the concierge desk if you need anything..." and on and on it actually partake in any of these activities, go to the restaurant or the nightclub or wander up to your room, where you can watch TV (the on-line help system), listen to shockingly inoffensive muzak on the stereo, hop into the hot tub or call for room service. The latter are supplemented by short video sequences that take forever to load and when they arrive you wonder why you bothered in the first place. Bored with this you trudge down to the casino area - because it's the ONLY other place to go. This location is presented as a series of photograph stills, but the structure is confusing and you get hopelessly lost. Find something that takes your fancy - Blackjack? Video Keno? Roulette? Fruit machines? - and win loads of money. Well, not really. it's all pretend. Which, despite the fact that each game is a fairly accurate simulation, makes this a totally pointless exercise and a rubbish game to play. And, since the El San Juan is fictional, it's not even an ad either.

DAVID WILDGOOSE

VISUALS 50  
 SOUND 40  
 GAMEPLAY 30  
 LONGTERM 20  
 OVERALL 30

Rise of the Triads Extreme

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: 1-NETWORK  
 PUBLISHER: APOGEE  
 PRICE: \$39.95  
 RATING: MA15+



Rise always offered more than a blatant rip-off of the Doom formula. Level design was "interesting" and "unique", with those silver discs creating walkways in the air and the jump pads sending you flying everywhere, it sometimes resembled a 3D platform game. Opinion is split on whether this was a good thing or not, although this is generally the factor that puts people off.

What usually attracts the rest is the inordinate amount of violence that the game portrays. Rise is one bloody game. Doom has nothing on ROTT when it comes to the carnage of shredded limbs, chunks of obliterated flesh, and the odd detached eyeball scattering all over the place in the aftermath of an intense shoot-out. Great stuff indeed.

Anyway, Rise of the Triads Extreme is a special add-on for owners of the original registered version of ROTT. Extreme features 40 brand new levels, most of which are ten times harder than anything in the first one. Fortunately, Apogee have realised that anyone who is playing Extreme have already beaten the first edition, so they've upped the difficulty level accordingly. They've also introduced some new features like escalators and moving walkways, though to be honest, the discs achieved similar results in the first game. Plus, there are heaps of new specially-designed Comm-Bat levels. It was here, in network mode, that Rise really shone - the network-only levels boasted clever lay-outs and a variety of different games to play (much more than just shoot-ing everyone else).

Rise Extreme is basically more of the same, which is no bad thing. It is beginning to show its age compared to the awesome Duke Nukem 3D, but it's still good fun. If you don't have the original you can buy both it and Extreme in one big double pack for an extra \$40.

DAVID WILDGOOSE

VISUALS 80  
 SOUND 75  
 GAMEPLAY 82  
 LONGTERM 76  
 OVERALL 79

# Hooves Of Thunder

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SPORTS SIM  
 PLAYERS: ONE  
 PUBLISHER: MICRO LEAGUE  
 PRICE: TBA  
 RATING: G



# Spud

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: PUZZLE/ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: ALTERNATIVE SOFTWARE  
 PRICE: TBA  
 RATING: G



Just when you thought the corpulent, rotting cadaver of yet another Christmas season had been buried, along with all its contrived cuteness and nauseating cliches, along comes Spud. Spud is one of those Macaulay Culkin type, wholesome all-American kids.

You know, the ones that look like they need a good slap and a few weeks in Bosnia to teach them what the real world is like. Anyhow, blown your rent money, your inheritance and traded your girlfriend's car, and all you've got to show for the days effort is a story about cabbage farming from the old Polish man who lives in the TAB toilets.

Hooves of Thunder, which unfortunately doesn't star Nicole Kidman as any of the horses or Tom Cruise as the finishing post, attempts to recreate this excitement for you to enjoy in the safe, dung free environment of your own home. You start by choosing one of fifteen scenarios which differ only in the amount of resources available to you at the beginning of the game. Just take a few dollars to the track and try your luck or attempt to manage a stable of horsies to wealth and glory. Of course, most of the gameplay takes place at the track, of which there are five to choose from. Here you can place and collect on your bets, examine the tote board, check out the stables to buy horses, assign a trainer and jockey to them and enter them in races.

You may be sceptical as to how much fun you could possibly have watching pixels run around a track but Hooves is strangely compelling due, I think, to the detailed statistical modelling and realistic way in which the horses behave. Having a stable of your own is really the only way to play; just being a punter becomes a bore rather quickly. Betting will, however, give you a good idea of which type of horses you'll want when you do decide to launder your money...oops, I mean invest in your own stable.

The audio is adequate but not sensational, with sampled crowd noises adding nicely to the atmosphere of the races and the sound of hoof on turf being quite convincing. I would however like to point out that there is no "realistic race announcer" who "delivers the call from post to finish" as it says on the back of the box. Nor is there "universal TV action angles" that "show every possible racing viewpoint". These claims are blatant lies and whomever is in charge of packaging for MicroLeague should have their eyeballs marinated in pig urine.

Anyhow, this is a game for those of you out there that actually watch the equestrian events during Olympic Games telecasts. People, we know you're out there, so you may as well just admit it.

GEORGE SOROPOS

VISUALS  
82  
 SOUND  
80  
 GAMEPLAY  
80  
 LONGTERM  
78  
 OVERALL  
80

GEORGE SOROPOS

Unfortunately the story just doesn't draw you in, no surprise there, and the intended humour is lame to say the least. Spud may be the sort of game you could buy your six year old brother or sister but I don't think it will excite many people who are old enough to cross the road on their own!

VISUALS  
74  
 SOUND  
76  
 GAMEPLAY  
60  
 LONGTERM  
60  
 OVERALL  
65

# Brain Dead 13

PC/MAC CD ROM/PSX/3DO

AVAILABLE: NOW  
 CATEGORY: ACTION  
 PLAYERS: ONE  
 PUBLISHER: READYSOFT  
 PRICE: \$79.95 (PSX \$89.95)  
 RATING: GS



"Interactivity so real, you'll break into a sweat just opening the box!". Er...

Contenders for the worst game I have ever played - Blood Bath, Dragon's Lair, Dragon's Lair 2, Space Ace, Rebel Assault. Games that are, at best, completely unplayable. Games that seem to suck the very air out of your lungs and reduce your determination to see the sun rise tomorrow. Games that leave you feeling nothing but absolute contempt for the people who made them. I believe I can now add Brain Dead 13 to that list.

Brain Dead 13 is a reaction tester - pure and simple. You are a Lance, the "world's hippest computer repair guru" (just look at the competition). You have been called to the architectural nightmare that is the castle of Dr Nero Neurosis. The doctor wishes to conquer the world. You have to stop him.

Cue small animated sequence of Lance somewhere in castle. He reaches a room with four doors. The game pauses briefly. Now you have to press a key to tell Lance which way to go. That's it. Be careful though, 'cos you have to pick the right way and you must also time it perfectly. Otherwise it's a gruesome (yet somehow pleasing) end for the least appealing game hero in living memory.

Not sure why it's called Brain Dead 13, 'cos as far as I'm aware there hasn't been a Brain Dead 1, a Brain Dead 2, a Brain Dead 3, etc. Thank god. Perhaps it's the collective IQ of the programmers. Although, thinking about it, that does seem a touch generous. Perhaps it is the length of time that was spent producing the game. In minutes. From coming up with the concept, through design, coding, production, and shipping.

No, I've got it. It's a favour to game reviewers too lazy to think up a rating all by themselves. Clearly, Readysoft think that we're all going to think, "Brain Dead 13...yeah, 13, that's about right...13% it is". Of course, I have seen through such transparent mind-control techniques. To award Brain Dead 13 anything more than 10% would be a disservice to you, our much-loved readers.

DAVID WILDGOOSE

VISUALS  
90  
 SOUND  
80  
 GAMEPLAY  
70  
 LONGTERM  
2  
 OVERALL  
70

## Duke Nukem 3D PC

Here's some Cheat codes for the Shareware version of Duke Nukem 3D:

- dncornholio** - God Mode
- dnkroz** - God Mode
- dnstuff** - All Items and Weapons
- dnitems** - All Items
- dnhyper** - Steroids
- dnview** - Shows Duke in front of you
- dncotty##** - Level Warp

## Loaded Playstation

### SECRET CHARACTER

**David Hirsch** is the man who created this one. To play as the secret character "POGO". At the Character Selct screen Push and hold **L1, L2, R1 and R2**. Then at the same time push Select and Start. You should hear a strange voice then POGO should appear. POGO is a small fat guy who has really awesome weapons that destroy all on screen

### AMMO & HEALTH

But it's **Andrew Horning** who has saved the day with these well needed codes:

Start the game and then Pause it. Hold **L1 and L2** for more than ten seconds, and with them held down, enter these combo's and controller one: AMMO: **down, right, circle, left, right, circle.**

HEALTH: **right, right, left, down, down, up, triangle, circle.**

A sound will be heard when you enter the code(s) correctly and then when pause the game again you'll be able to access the health and ammo from the menu.

## Descent 2 PC CD ROM

### CODES

Whatever you type, don't use GABBAGABBAHEY (Descent 1) That will take all but 1 shield and 1 energy!!

- Zingermans** = Invulnerability
  - Motherlode** = All weapons/ammo
  - Currygoat** = Get all keys
  - Joshuaakira** = Full map
  - Whammazoom** = Level Warp
  - Alifalafel** = All accessories (afterburn,headlight,ect.)
  - Eatangelos** = Gives all weapons homing ability
  - Ericaanne** = Makes all weapons bounce off walls
- So, now go take some names..... (You know the rest!!)
- Calvin The Great  
(Hobbes-1@ix.Netcom.com)



## Donkey Kong Country 2 SNES

### CODES

Start a new game, and on the screen where you have the option of: Single Player, Team & Contest push down several times on the control pad past Constest and MUSIC TEST will appear, NOW, push down several more times, and CHEAT MODE appears. You must have no saved games and on the cheat mode bit press start, select and **Y,A,S,A,D,L,A,D** for 50 lives. or type **B,A,R,R,A,L,X** for No DK Barrels

Thanks to **Jesse Woodger**. NOW are you sure about that?



## Comix Zone Mega Drive

### INVINCIBILITY & STAGE SELECT

**Mark Zwolanek**  
(muppet@globaldialog.com)  
can be blamed for these:  
Go into the Jukebox Option under the Options section to do these codes.  
**Invincibility:**  
Press **C** at tunes 3-12-17-2-2-10-2-7-7-II. You should hear an "Oh, yeah!" or something.  
**Stage Select:**  
Press **C** at tunes 14-15-18-5-13-1-3-18-15-6. After the "Oh, yeah!", hit **C** at 1-6 for the level, then hit START.

## Vectorman Mega Drive

### CODES

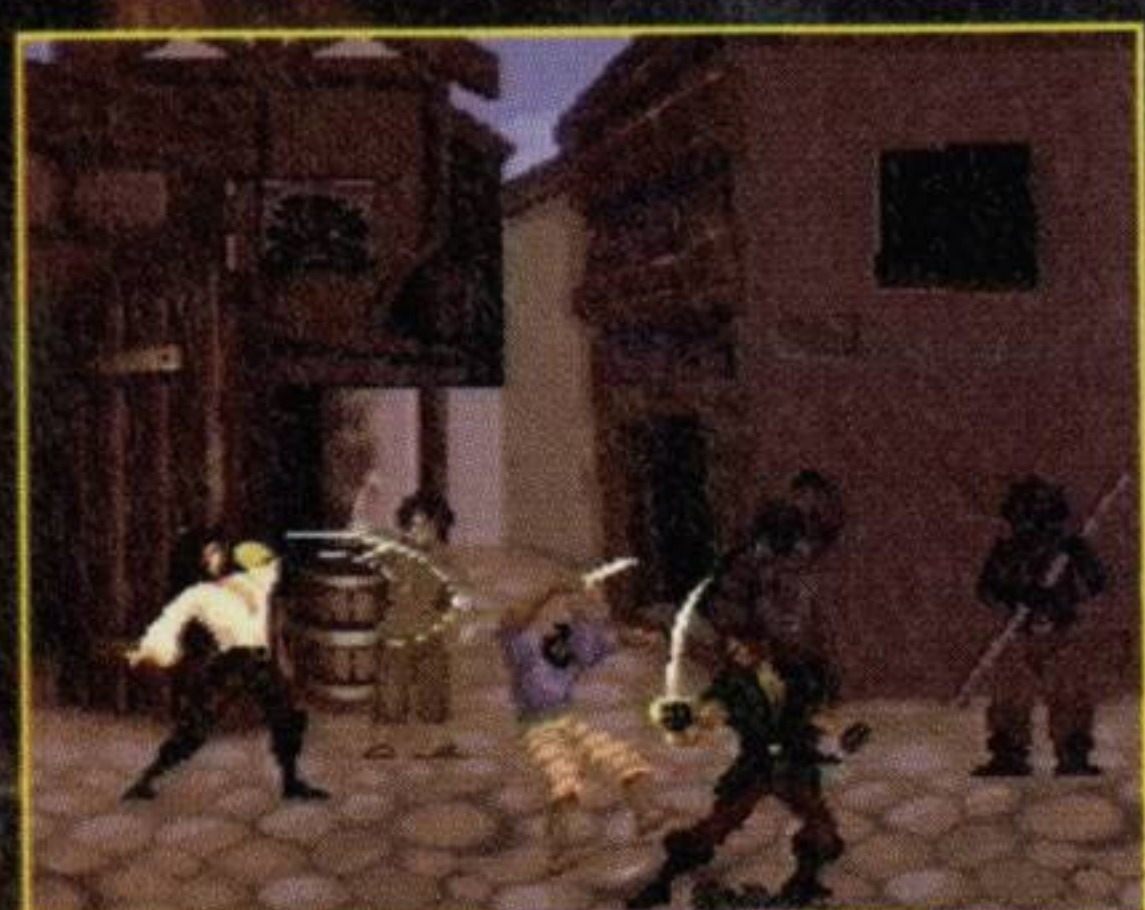
Pause the game and enter **D,R,A,C,U,L,A**. Unpause the game and when you get hit, the game will slow down so you can nuke the guy who hit you. Regenerate you Life Balls: Pause the game and Press **A, B, R, A, C, A, D, A, B, R, A**



Treasure  
Awaits  
On

# CUTTHROAT ISLAND

IF YOU SURVIVE



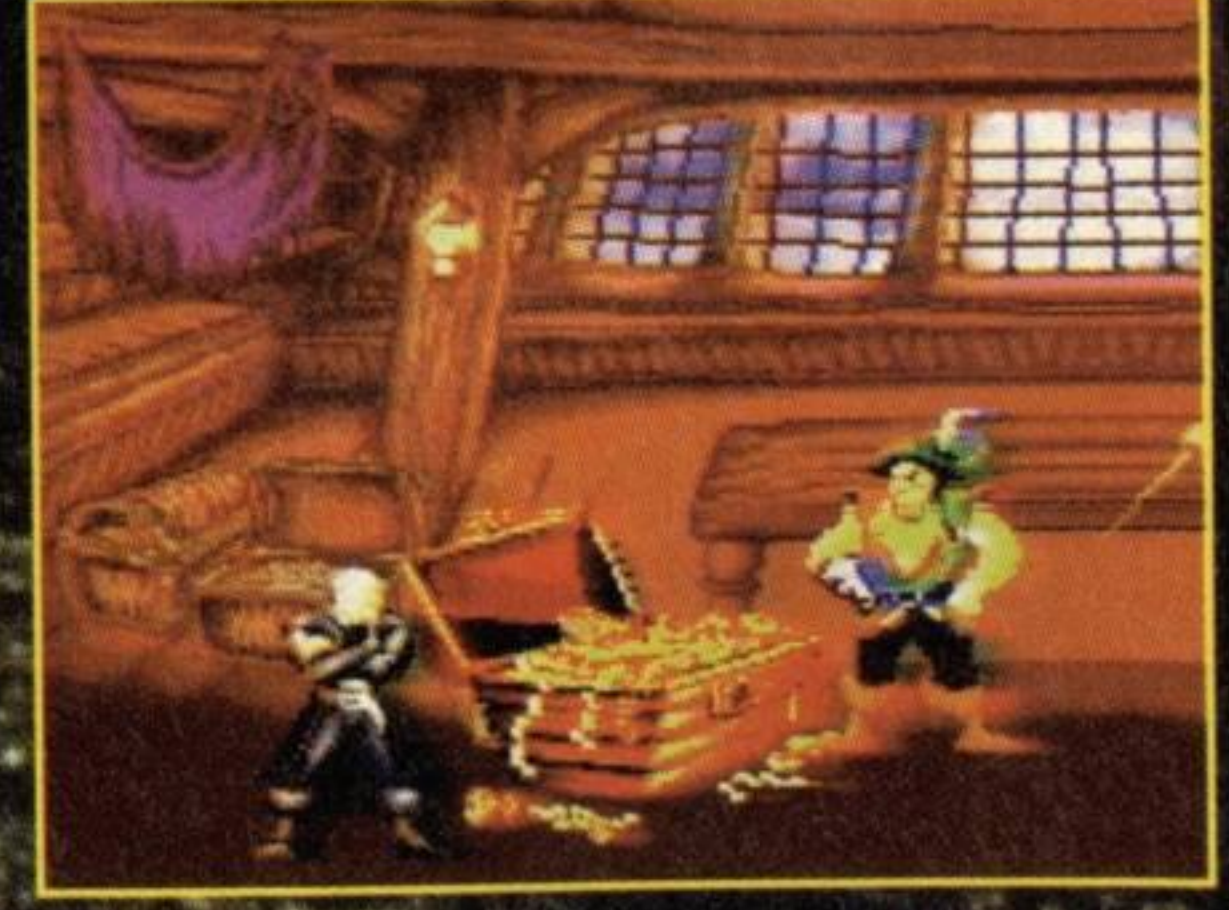
'Sharpen your long swords for the ultimate high seas battle!'



'Plundering two player action!'



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



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

**SNES<sup>®</sup>**

**Mega Drive<sup>™</sup>**

**Game Boy<sup>®</sup>**

**Game Gear<sup>™</sup>**



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## Sega Rally Championship Saturn

TO GET THE LANCIA

STRATOS:

Enter X, Y, Z, Y, X on the main menu screen, then access it on the Car Selection Screen, just go to the Manual Cars and pull down.

## Revolution X SNES

INFINITE LIVES & CDS

Press and hold X, A, and B at the title screen. When the music gets louder release the buttons and you will be able to have infinite CD's and lives !!

## Worms PC

To get unlimited Sheep and Banana Bombs in Worms! Just type "BAABAA" while you are playing.

## John Madden '96 Mega Drive

These codes will allow you to access hidden teams at the exhibition game choose team menu. The codes are to be done on either the first or second player controller.

All Time All Madden - *cbbaaab*  
 All 50's Team - *ccabbba*  
 Hall of Fame - *cbabbca*  
 All 60's Team - *ccacabc*  
 Hall of Fame 2 - *cbacacc*  
 All 70's Team - *ccacccb*  
 NFL ProBowl - *cbbbbcb*  
 NFLPA 1 - *ccbacaa*  
 AFL ProBowl - *cbbacba*  
 NFLPA 3 - *ccbacaa*  
 Amsterdam Admirals - *cbbcacb*  
 NFLPA 4 - *ccbccca*  
 London Monarchs - *cbcbbbb*  
 Rhein Fire - *cbccaca*  
 Scotand Claymores - *cbccccc*  
 Frankfurt Gal. - *cbcacac*  
 Barcelona Dragons - *cbcaaaa*  
 Eagles '80 - *bcacbba*  
 Bills '73 - *abacaca*  
 Texans '62 - *baabacb*  
 Bills '90 - *ababbbb*  
 Chiefs '66 - *baaabbc*  
 Bills '91 - *abaacac*  
 Chiefs '69 - *accccbba*  
 Bills '92 - *abaaaaa*  
 Cardinals '75 - *bccaccc*  
 Raiders '67 - *babbccc*  
 Dolphins '71 - *bbabcbb*  
 Raiders '76 - *babbaca*  
 Dolphins '72 - *bbabcca*  
 Raiders '80 - *bababbb*  
 Dolphins '73 - *bbababb*  
 Raiders '90 - *baacaaa*  
 Dolphins '82 - *bbaabac*  
 Bears '63 - *abbcbac*  
 Dolphins '84 - *bacccaa*  
 Bears '66 - *abbbbbb*

Vikings '69 - *bbbcbcb*  
 Bears '77 - *abbacab*  
 Vikings '73 - *bbbcbcb*  
 Bears '85 - *abacccc*  
 Vikings '74 - *bbbabab*  
 Colts '64 - *aacacba*  
 Vikings '76 - *bbbabab*  
 Colts '68 - *aacaaab*  
 Jets '68 - *bcabcba*  
 Packers '66 - *accbacb*  
 Giants '70 - *bcabaab*  
 Packers '67 - *accabca*  
 Giants '86 - *bcaaaac*  
 Lions '62 - *acbccbb*  
 Giants '90 - *bbccbca*  
 Cowboys '70 - *acaccbc*  
 Rams '68 - *bacbcbb*  
 Cowboys '71 - *acacaba*  
 Rams '79 - *bacbabc*  
 Cowboys '75 - *acabbab*  
 Rams '84 - *bacabba*  
 Cowboys '77 - *acaabcc*  
 Rams '91 - *babccab*  
 Cowboys '78 - *abcccca*  
 Eagles '80 - *bcacbbc*  
 Bengles '81 - *abcacaa*  
 Falcons '80 - *aabbbca*  
 Saints '79 - *bbcbcb*  
 Broncos '87 - *acbbbba*  
 Steelers '74 - *bccaaca*  
 49ers '84 - *cabacca*  
 Steelers '75 - *bcbbbbb*  
 49ers '88 - *cabaabb*  
 Patriots '85 - *bbcabaa*  
 49ers '89 - *caacbac*  
 Buccaneers '79 - *cacaaba*  
 49ers '94 - *caabcaa*  
 Chargers '66 - *caaaabc*  
 Redskins '72 - *cbaacbb*  
 Chargers '81 - *bcccbba*  
 Redskins '82 - *cbaaaaac*  
 Chargers '94 - *bccbcab*  
 Redskins '83 - *caccbaa*  
 Seahawks '78 - *cabcbab*

Redskins '87 - *cacbbcb*  
 Broncos '77 - *acbcaac*  
 Redskins '91 - *cacacbc*  
 Broncos '89 - *acbabc*  
 Cowboys '92 - *abccabb*  
 Steelers '78 - *bcbbcac*

To get the day and time your game was programmed at the title screen, just before the team select screen in the main menu press a, c, c, b, b. This will also negate the coin toss.

Steven L. Sabo  
(sabos@gort.camisius.edu)

## The Adventures of Batman and Robin Mega Drive

LEVEL SKIP

To skip any level:pause the game at any time and press B, A, Down, B, A, Down, Left, Up, C

## Micro Machines 96 Tournament Edition Mega Drive

SECRET LEVEL

When the game starts in 8-player mode press A, A, B, C, A, A, B, C, then hold down start and the A button to be transported to the secret Smurf level, in this level you get to fly on flowers and race bunny rabbit!



## Rebel Assault 2 PC CD ROM

Beginner -

Jabba, Endor, Iachtan, Borsk, Kroyies, Auril, Kampl, Ferrier, Galia, Denaril, Sadow, Onderon, Aleema, Cather, Dominis.

Novice -

Ewoks, Chewie, Dankin, Noghri, C hamma, Bogga, Incom, Krothlis, Siosk, Adegan, Amanda, Ambria, Sylvar, Miraluka.

Standard -

Bantha, Katana, Dengar, Pellaeon, Ithull, Stenness, Myrkr, Churba, Artoo, Satal, Lobue, Deneb a, Sturm, Crado, Finale= Carrack.

Expert -

Anakin, Kenobi, Fortuna, Modon, Ommin, Rekkon, Shazeen, Kiirium, Gundar, Dianoga Atuarre, Essada, Paploo, Nashtah, Final: PESTAGE

Force Mode:

LETGO - activates force mode

+ - decrease damage

- - increase damage

ALT-E - extra lives

ALT-L - unlimited lives

ISNOTRY - activates yoda mode

(MUST BE IN FORCE MODE)

ESC - skip level

ALT-J +

- level number jumps to chapter

ALT-P - autoplay CPU plays game

ALT-M shows all movies



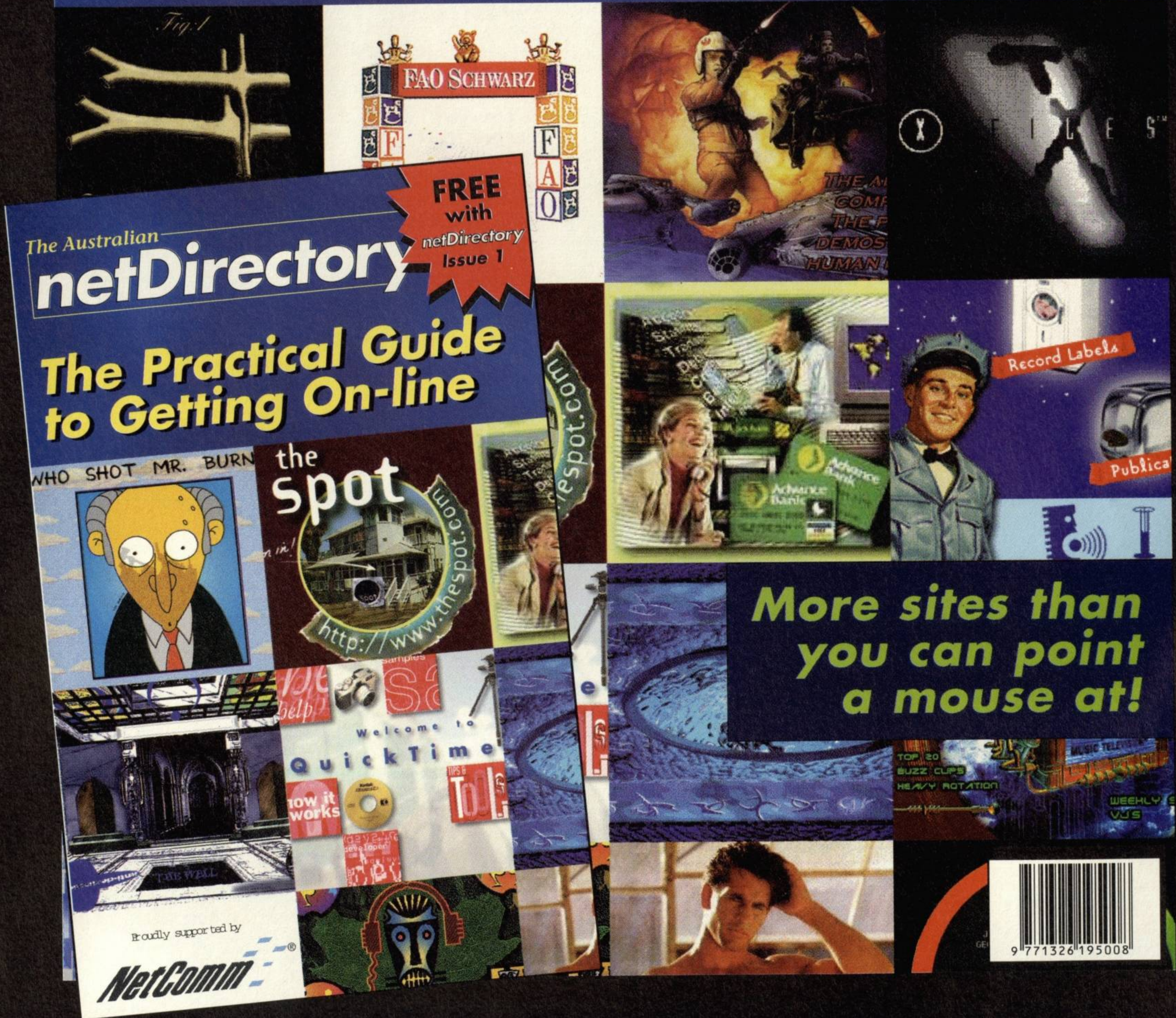


Issue 1, March 1996

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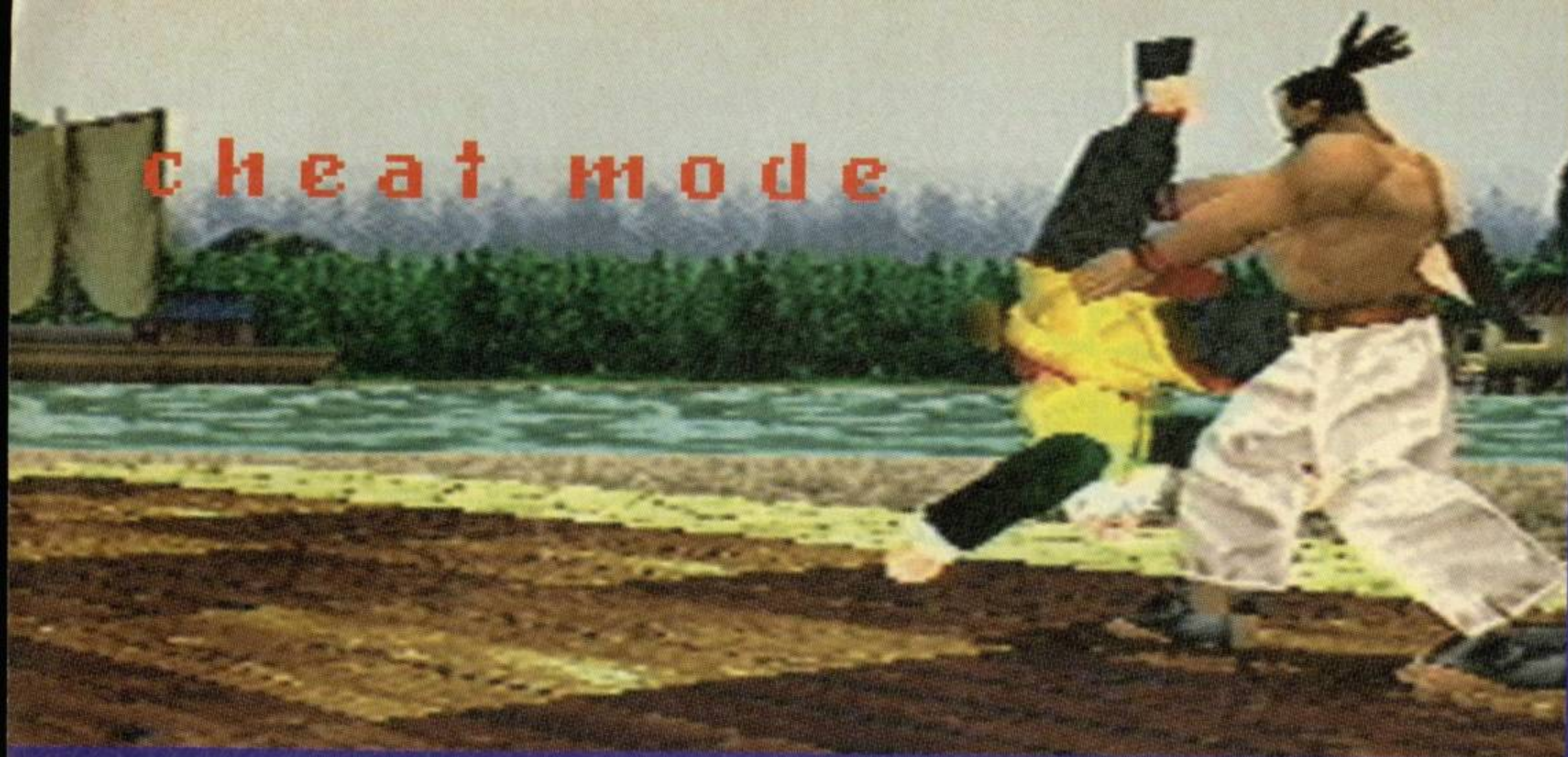
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## Virtua Fighter 2 Saturn

### TERMINOLOGY

Term	Meaning	As in
<b>For</b>	Forward	Moving the joystick towards your opponent
<b>Back</b>	Back	Moving the joystick away from your opponent
<b>Down</b>	Down	Moving the joystick towards you
<b>Up</b>	Up	Moving the joystick away from you
<b>D</b>	Defend	The button that blocks (more below)
<b>P</b>	Punch	The button that punches (more below)
<b>K</b>	Kick	The button that Kicks (more below)
<b>All</b>	Press all 3 buttons	Press all 3 buttons
<b>And</b>	Down+Kick Punch+Def	(tap Down & Kick as one) (press Punch & Def as one)
<b>lower case</b>	A quick tap	Quickly tap the joystick; do not hold. eg back
<b>UPPER CASE</b>	A long press	Hold the joystick briefly. eg BACK
<b>Diagonal</b>	For/Up	(a jump forward)
<b>Jump</b>	A jumping direction	Either Up/For, Up or Up/Back
<b>SCR</b>	Semi-circle roll	Joystick is rolled half a circle like a "U" and not the other way round ie Back, SCR, For means joystick is pushed back with a half roll to forward
<b>QCR</b>	Quarter circle roll	Joystick is rolled quarter of a circle
<b>H</b>	High-level	High level attack move affects standing non-defenders. Block high or low to defend In the counter-attacks section, move counters high-level attacks. In the throws section, move affects standing opponents only
<b>M</b>	Mid-level	Mid-level attack Move affects squatting opponents and non-defenders but not low-level attackers Block high to defend In counter-attacks section, move counters mid-level attacks
<b>L</b>	Low-level	Low level attack Move affects standing opponents and squatting non-defenders Block low to defend In counter-attacks section, move counters low level attacks In throws section, move affects low or squatting opponents
<b>G</b>	Ground-level	Ground-level attack Move affects fallen opponents only
<b>n</b>	Non-defenders	Move affects non-defenders regardless of their defense position/level
<b>*</b>	See comments	Check comments/description column for more info
<b>B</b>	Behind	Only in the throws section. Move can only be executed if standing or squatting opponent has his/her back facing you
<b>O</b>	No effect	Move has no effect on opponent

### BASICS

#### WHILE STANDING

- PUNCH** Steps forward with a punch. Repeat for multiple punches
- KICK** A kick to the head. Not too powerful or effective
- DEFEND** Blocks your opponents' high level and jumping attacks. You take no damage from such attacks. Low attacks do damage. You are still pushed backwards

#### WHILE SQUATTING

- PUNCH** Low punch; hits standing defenders. Stays in one place; quite weak and ineffective. Good for stopping incoming high attacks. If your character does not have a back/down+P or down+P special move or combo, these are alternative ways to execute a low punch.
- KICK** Low snap kick to the leg; very weak. Hits standing. Longer reach than a low punch, but slower. Good for stopping incoming high attacks. Good for setting up combos and power attacks. Able to stop low attacks if executed in time. Able to push opponents back. If your character does not have a back/down+K or down+K special move or

combo, these are alternative ways to execute a low kick.

**DEFEND** Defends against all low attacks. Ducks under many standing attacks. Most jumping/hopping and mid-level attacks hit. Some moves may still push you back. NOTE: defense doesn't work for attacks from behind

#### HOPPING ATTACKS

Control	Level	Description/Comments
<b>jump, P</b>	n	Hopping Hammer. Tap P while ascending
<b>jump, P</b>	n	Hopping Jab. Tap P while descending
<b>jump, K</b>	n	Hop kick. Tap K while ascending
<b>jump, K</b>	n*	Late hopping kick. Tap K while descending

\* Kage, Lau, Shun and Lion's late hopping kicks hit standing defenders

#### JUMPING ATTACKS

Control	Level	Description/Comments
<b>JUMP, FOR+P</b>	n	Distance Jumping Hammer Hold forward and tap P before reaching apex of jump
<b>JUMP, K</b>	M	Take-off jump kick. Tap K while ascending
<b>UP+K or UP/FOR+K M</b>		Kage's special jumping attack Kage's two and a half tucked somersault butt slam
<b>JUMP, K</b>	M	Landing kick. Tap K while descending
<b>JUMP, FOR+K</b>	M	Distance drop kick to the front Hold forward and tap K before apex of jump
<b>UP, FOR+K or UP/FOR, FOR+K</b>	M	Pai's Crane stomp
<b>JUMP, BACK+K</b>	M	Distance drop kick to the back Hold back and tap K before apex of jump

Collision in mid-air  
When this happens, both players are just pushed away from each other, and neither one will hit the other.

#### MOVEMENT

Control	Level	Description/Comments
<b>for, for</b>	OO	Quickly step forwards
<b>back, back</b>	OO*	Quickly step backwards
* Only Shun changes feet position when he steps back quickly		
<b>for, FOR</b>	OO	Run forwards
<b>back, back</b>	OO	Shun's special. Shun rolls away if his back faces his opponent.
<b>FOR</b>	O	Inch forward slowly
<b>BACK</b>	O	Inch backward slowly
<b>DOWN/FOR</b>	O	Inch forward low
<b>BACK/DOWN</b>	O	Inch backward low

#### TURNING AROUND WITH ATTACKS

Control	Level	Description/Comments
<b>P</b>	H	Turn around to face opponent with punch
<b>K</b>	H*	Turn around to face opponent with kick
* Sarah's turn around kick can hit low defenders		
<b>down+P</b>	L	Turn around to face opponent with a low punch
<b>down+K</b>	L	Turn around to face opponent with a low kick
<b>back+BUTTONS</b>	*	Turn around with your character's turn away attack
* Hits depending on your character's turn away attack		
<b>up+K</b>	M	Kage's Sky knee attack. Works only with his back on opponents
<b>back/down+K</b>	n	Sarah's High back thrust. Works only with her back on opponents

### COMMON MOVES FOR ALL CHARACTERS

#### MOVES USABLE WHILE GETTING UP

Control	Level	Description/Comments
<b>K</b>	M	Rising heel kick Only when head is not towards opponent
<b>K</b>	M	Rear kick. Only when head is towards opponent
<b>D</b>	O	Roll sideways
<b>DOWN+K</b>	L	Rising sweep
<b>D, K</b>	M	Roll and rise with heel kick
<b>D, DOWN+K</b>	L	Roll and rise with sweep
<b>BACK</b>	O	Roll away
<b>BACK, K</b>	M	Roll away with mule kick
<b>BACK, DOWN+K</b>	L	Roll away with sweep
<b>BACK, FOR+K</b>	M	Pai, Lau, Sarah, Jack, Akira - Roll away with rising heel slam. Shun - Roll away then counter-flip with toe slam
<b>UP</b>	O	Handspring

#### OTHER STANDARD MOVES

Control	Level	Description/Comments
<b>up+P</b>	G	Low fast pounce
<b>UP+P</b>	G*	Slow but high and heavy pounce
*Akira does not have a high pounce		
<b>down/for+K</b>	M	Side kick AKA mid-kick. Good reach, rather fast but slow recoveries.

## Character Moves

The motions are on the left and the description is on the right. The attack level is in the centre and just below the control motions are the damage points for each connected move. Only moves that inflict damage are shown.

### AKIRA YUKI

#### SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
P, P	HM	Punch and body blow. Akira changes feet position after the body blow
P, K	HH	Punch-kick combo
for, for+K, [K]	MM	Jumping kick[s]
for, for+P	M	Dashing elbow strike
for, for, for+P	M	Dashing elbow strike with feet position change
DOWN, for+P	M	Dashing palm strike
DOWN, back, for+P	M	Double palm strike
for+P	M	Elbow strike
back, for, for+P+K	M	Dashing body check
down/for, down/for+P	M	Power uppercut
down/for+P	G	Punch fallen opponent on the ground
K+D, D while holding K	M	Knee Akira changes feet position after this move

#### COUNTER-ATTACKS

Control	Level	Description/Comments
D, back+P	H	Counters high-level attacks
D, back/down+P	M	Counters mid-level attacks
D, down+P	L	Counters low-level attacks

#### THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
P+D	H	Trip and 2 punches
All	H	Stun palm
All, back, down/for+P+K, back+P	H	Stun palm of Doom
back/down+P+D	H	Surprise exchange
for+P+D	H	Break stance
back+P+D	H	Shake 'em up
down+P+D	H	Shake 'em up harder

for, back, for+P+K  
back/down, for+P  
back/down, for+P+K  
back, down+P+D

### PAI CHAN

#### SPECIAL MOVES AND COMBOS

Control  
P, P, [P]  
P, K  
P, K+D  
P, DOWN+K+D  
P, P, K  
P, P, P, K  
P, P, P, back+K  
P, P, P, DOWN+K  
back/down+P, [P, P]  
back/down+P, K  
back/down+P, K+D  
back/down+P, DOWN+K+D  
back/down+P, P, K  
back/down+P, P, P, K  
back/down+P, P, P, back+K  
backdown+P, P, P, DOWN+K  
DOWN release+K  
D+K  
back+D+K  
back/up+K  
back/up  
for, for+K  
down/for+P  
for+K  
up/for+K, [K]  
back, back+P  
  
down/for+P

H Close-in ram  
H Pull in-push out  
H Backwards uppercut  
H Stumbling throw

Level	Description/Comments
HHH	Running punches
HH	Punch and heel kick
HH	Punch and crescent
HL	Punch and sweep
HHn	2 punches and heel kick
HHHH	3 punches and crescent
HHHM	3 punches and backward kickflip
HHHL	3 punches and sweep
HHH	Dodging punch, [running punches]
HH	Dodging punch-kick combo
HH	Dodging punch and crescent
HL	Dodging punch and sweep
HHn	Dodging punch, punch and straight kick
HHHH	Dodging punch, 2 punches and crescent
HHHM	Dodging punch, 2 punches & backward kickflip
HHHL	Dodge and punch, 2 punches and sweep
M	Rising heel kick
H	Crescent kick
H	Reverse crescent kick
M	Backward kickflip
O	Backflip
H	High lunging leg thrust
M	Downward chop
M	Snap kick
MM	Jumping scissors kick[s] Pai changes feet position
H	Jabbing footwork
	Pai changes feet position after this move
G	Punch fallen opponent on the ground

# Why Wait?

	<b>BODY HARVEST</b>		<b>PILOT WINGS 64</b>
	<b>STARFOX 64</b>		<b>STAR WARS Shadows of the Empire</b>
	<b>ZELDA</b>		<b>SUPER MARIO 64</b>
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# NINTENDO 64 is here!

# cheat mode

## COUNTER-ATTACKS

Control	Level	Description/Comments
<b>back+P</b>	H	Grab and throw.
<b>back/down+P</b>	M	Grabs high-level punches and kicks Grab mid-level elbows and side kicks

## THROWS AND CLOSE RANGE MOVE

Control	Level	Description/Comments
<b>P+D</b>	H	Wrist twist
<b>for, down+P</b>	H	Falling DDT
<b>back, down+P+D</b>	H	Stomach throw
<b>for, for+P+K</b>	H	Reaping throw and punch
<b>back, for+P</b>	H	Pushover
<b>for+All</b>	L	Cartwheel over low opponent Pai changes feet position after this move

## LAU CHAN

### SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
<b>P, P, [P]</b>	HHH	Running punches
<b>P, K</b>	HH	Punch and heel kick
<b>P, K+D</b>	HH	Punch and crescent
<b>P, DOWN+K+D</b>	HL	Punch and sweep
<b>P, P, K</b>	HHn	2 punches and straight kick
<b>P, P, P, K</b>	HHHH	3 punches and crescent
<b>P, P, P, back+K</b>	HHHM	3 punches and backward kickflip
<b>P, P, P, DOWN+K</b>	HHHL	3 punches and sweep
<b>back/down+P, [P, P]</b>	HHH	Forearm strike, [running punches]
<b>back/down+P, K</b>	HH	Forearm strike and heel kick
<b>back/down+P, K+D</b>	HH	Forearm strike and crescent
<b>back/down+P, DOWN+K+D</b>	HL	Forearm strike and sweep
<b>back/down+P, P, K</b>	HHn	Forearm strike, punch and straight kick
<b>back/down+P, P, P, K</b>	HHHH	Forearm strike, 2 punches and crescent
<b>back/down+P, P, P, back+K</b>	HHHM	Forearm strike, 2 punches and backward kickflip
<b>back/down+P, P, P, DOWN+K</b>	HHHL	Forearm strike, 2 punches and sweep
<b>DOWN/FOR+P, [P, P]</b>	HHH	Lifting palm, [running punches] Lifting palm automatically comes out after any kick (except for crescent) when you tap P
<b>DOWN/FOR+P, K+D</b>	HH	Lifting palm and crescent
<b>DOWN/FOR+P, b+K+D</b>	HL	Lifting palm and sweep
<b>DOWN/FOR+P, P, P, K</b>	HHHn	Lifting palm, 2 punch and heel kick
<b>DOWN/FOR+P, P, P, P, K</b>	HHHH	Lifting palm, 3 punches and crescent
<b>DOWN/FOR+P, P, P, P, back+K</b>	HHHM	Lifting palm, 3 punches and backward kickflip
<b>DOWN/FOR+P, P, P, P, DOWN+K</b>	HHHHL	Lifting palm, 3 punches and sweep
<b>down/for+P, [P], [P]</b>	MHH	Knife hand, [running punches]
<b>down/for+P, P, K</b>	MHn	Knife hand, punch and straight kick
<b>down/for+P, P, P, K</b>	MHHH	Knife hand, 2 punches and crescent
<b>down/for+P, P, P, back+K</b>	MHHM	Knife hand, 2 punches and backward kickflip
<b>down/for+P, P, P, DOWN+K</b>	MHHL	Knife hand, 2 punches and sweep
<b>DOWN release+K</b>	M	Rising heel kick
<b>D+K</b>	H	Crescent kick
<b>DOWN+K+D</b>	L	Sweep
<b>down/for, down/for+P</b>	M	Dashing knife hand Lau changes feet position after this move
<b>up/for+K</b>	M	Forward cartwheel kick
<b>up/for+K+D</b>	M	Short jump kick
<b>back/up+K</b>	M	Backward kickflip
<b>back/up</b>	O	Backflip
<b>for+P</b>	M	Elbow strike
<b>for+K</b>	M	Snap kick
<b>for, down+K</b>	L	Sliding attack
<b>down/for+K</b>	G	Stamp foot on fallen opponent

## THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
<b>P+D</b>	H	Waterwheel drop
<b>back+P</b>	H	Piggyback drop
<b>back, for+P</b>	H	Head slam
<b>back, down+P+D</b>	H	Sideways throw

## WOLF HAWKFIELD

### SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
<b>P, P, [P]</b>	HHM	Running punches, [uppercut]
<b>P, P, for+P</b>	HHH	Running punches with high elbow strike
<b>P, K</b>	HH	Punch-kick combo

<b>for+K</b>	M	Knee Wolf changes feet position after this move
<b>down/for+P</b>	M	Uppercut
<b>DOWN/FOR+P</b>	M	Uppercut from low position
<b>for, for+P</b>	L	Running clothesline
<b>back, for+P</b>	n	Dashing shoulder ram
<b>back+P</b>	H	Backhand slap
<b>K+D</b>	H	Scissors kick
<b>back, for+K+D</b>	M	Somersault heel smash
<b>for+K+D</b>	H	Roundhouse kick Wolf changes feet position after this move
<b>for, for+K+D</b>	H	Flying knee attack Wolf changes feet position after this move
<b>up/for+K</b>	M	Drop kick
<b>for+P</b>	M	Body blow
<b>back+P+K</b>	M	Drop elbow Wolf changes feet position after this move
<b>for, down+K</b>	L	Sliding attack
<b>DOWN, for+P</b>	M	Two hand upward slap
<b>down/for+P</b>	G	Elbow drop on fallen opponent
<b>back/up+K</b>	G	Back body splash

## COUNTER-ATTACKS

Control	Level	Description/Comments
<b>back/down+P</b>	M	Grab side kicks

## THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
<b>P+D</b>	H	Backfall suplex
<b>P+D</b>	B	German suplex
<b>for+P</b>	H	Body slam
<b>back, SCR, for+P</b>	H	Twirl and hurl
<b>down/for, down/for+P+K</b>	H	Ghostbuster
<b>up/for+K+D</b>	H	Frankensteiner
<b>back/down+All</b>	L	Double arm suplex
<b>down/for+All</b>	L	Tombstone
<b>down+P+D</b>	L	Torso takedown
<b>All</b>	B	Variation german suplex

## JEFFRY MCWILD

### SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
<b>P, P, [P]</b>	HHM	Running punches, [uppercut]
<b>P, K</b>	HH	Punch-kick combo
<b>down+P+K</b>	H	Dodging side jab
<b>down/for+P, [P]</b>	MM	Uppercut[s]
<b>DOWN/FOR+P</b>	M	Uppercut from low position
<b>down+K, [P]</b>	Mn	Toe kick, [hammer]
<b>down+K, DOWN, QCR, for+All</b>	M	Toe kick of doom
<b>for+P</b>	M	Elbow strike
<b>for+P, back+P</b>	Mn	Elbow-hammer combo
<b>for, for+P, [P]</b>	MM	Dashing low elbow, [uppercut] Jeffry changes feet position after low elbow
<b>for, for+K</b>	M	Frontal foot thrust
<b>for, down+K</b>	M	Heel axe. Jeffry changes feet position after this move
<b>for+K</b>	M	Knee. Jeffry changes feet position after this move
<b>back, for+P</b>	M	Drop elbow. Jeffry changes feet position after this move
<b>back, down/for+P</b>	M	Lunging drop elbow
<b>for+P+K</b>	H	Head butt
<b>back/down, for+P+K</b>	M	Thrusting head butt
<b>All</b>	M	Flying butt attack
<b>down/for+K</b>	G	Foot stomp. Jeffry changes feet position after this move

## THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
<b>P+D</b>	H	Fireman's carry
<b>P+D</b>	B	Backbreaker
<b>for+P</b>	H	Power slam
<b>back+P+D</b>	H	Body press
<b>down/for, down/for+P+K</b>	H	Crucifix piledriver
<b>back, for+P+K, for+P+K, for+P+K</b>	H	Triple head butts
<b>back, for, for+All</b>	H	Backbreaker
<b>down+P</b>	L	Face grab AKA Iron claw
<b>DOWN, for+K</b>	L	Triple knee bash
<b>for/down+All</b>	L	Powerbomb

**KAGE MARU**

*SPECIAL MOVES AND COMBOS*

Control	Level	Description/Comments
<b>P, P, [P]</b>	HHH	Running punches
<b>P, K</b>	HH	Punch-kick combo
<b>P, P, K</b>	HHn	2 punches and straight kick
<b>P, P, P, K</b>	HHHM	3 punches and spinning mid-kick
<b>P, P, P, back+K</b>	HHHM	3 punches and backward kickflip
<b>back/down+P, [P, P]</b>	HHH	Dodging punch, [running punches]
<b>back/down+P, K</b>	HH	Dodging punch and kick
<b>back/down+P, P, K</b>	HHn	Dodging punch, punch and straight kick
<b>back/down+P, P, P, K</b>	HHHM	Dodging punch, 2 punches and spinning mid-kick
<b>back/down+P, P, P, back+K</b>	HHHM	Dodging punch, 2 punches and backward kickflip
<b>for+P</b>	M	Elbow strike
<b>down+K+D</b>	M	Heel kick
<b>DOWN, for+K</b>	M	Rising knee Kage changes feet position after this move
<b>back/up+K</b>	M	Backward kickflip
<b>back/up+K+D</b>	M	Kickflip
<b>back/up</b>	O	Backflip
<b>for, for+K</b>	L	Back heel sweep Kage changes feet position after this move
<b>for, for+All</b>	L	Rolling flying kick
<b>for, for+K+D</b>	M	Flying corkscrew kick Kage changes feet position after this move
<b>back, SCR, for</b>	O	Roll forwards
<b>back, SCR, for+K</b>	OL	Roll forwards and sweep
<b>back, SCR, for,</b>	OOL	Roll forwards and do flying back, SCR, for+All kick
<b>back, SCR, for, back, SCR, for+P</b>	OOL	Roll forwards and kick low
<b>for, SCR, back</b>	O	Roll backwards
<b>for, SCR, back+K</b>	OL	Roll backwards and sweep
<b>for, SCR, back, back, SCR, for+All</b>	OOL	Roll backwards and do a flying kick
<b>for, SCR, back, back, SCR, for+P</b>	OOL	Roll backwards and kick low
<b>back+D</b>	O	Cartwheel backwards
<b>back+K+D</b>	n	Back thrust
<b>back, QCR, down+K</b>	L	Sliding attack Kage changes feet position after this move
<b>back, for+P+K, [P+K]</b>	HH	Slashing shuto, [back shuto] Kagechanges feet position after the slashing shuto
<b>down+P+K, [P+K]</b>	HM	Slashing shikan-ken, [back shikan-ken] Kage changes feet position after the slashing shikan-ken
<b>DOWN, for+P+K, [P+K]</b>	MH	Chopping shuto, [slicing shuto] Kage changes feet position after the chopping shuto
<b>back, back+K</b>	H	Turning high back thrust
<b>back, back+P</b>	H	Turning downward chop
<b>back, back+K+D</b>	L	Turning toe slide
<b>back, back+P+D</b>	H	Turning upward chop
<b>down/for+K</b>	G	Heel smash on fallen opponent

*COUNTER-ATTACKS*

Control	Level	Description/Comments
<b>down+P</b>	H	Grab incoming single fist/palm attacks

*THROWS AND CLOSE RANGE MOVES*

Control	Level	Description/Comments
<b>P+D</b>	H	Hip throw AKA shoulder throw
<b>P+D</b>	B	Torso takedown
<b>back+P</b>	H	Ten foot toss
<b>back, for+P</b>	H	Reaping throw
<b>All</b>	H	Toka throw

**SARAH BRYANT**

*SPECIAL MOVES AND COMBOS*

Control	Level	Description/Comments
<b>P, P, [P]</b>	HHH	Running punches, [hook]
<b>P, K</b>	HH	Punch-kick combo
<b>P, P, K</b>	HHH	2 punches and straight kick
<b>P, P, P, K</b>	HHHn	3 punches and rising knee. Sarah changes feet position after this combo
<b>P, P, P, up+K</b>	HHHM	3 punches and hopping toe kick. Sarah changes feet position after this combo
<b>P, P, P, back+K</b>	HHHM	3 punches and kickflip
<b>P, down+K</b>	HM	Punch and side kick

<b>back/down+P, [P, P]</b>	HHH	Dodging punch, [punch and hook]
<b>back/down+P, K</b>	HH	Dodging punch-kick combo
<b>back/down+P, P, K</b>	HHH	Dodging punch, punch and straight kick
<b>back/down+P, P, P, K</b>	HHHn	Dodging punch, 2 punches and rising knee Sarah changes feet position after this combo
<b>back/down+P, P, P, up+K</b>	HHHM	Dodging punch, 2 punches and hopping toe kick Sarah changes feet position after this combo
<b>back/down+P, P, P, back+K</b>	HHHM	Dodging punch, 2 punches and kickflip
<b>back/down+P, down+K</b>	HM	Dodging punch and side kick
<b>K, P</b>	HH	Kick and punch
<b>for+P</b>	M	Elbow strike
<b>for+P, K</b>	MM	Elbow-knee combo. Sarah changes feet position after this combo
<b>for+K, [down/for+K]</b>	Mn	Knee, [rising knee] Sarah changes feet position after the first knee
<b>DOWN, for+K</b>	n	Rising knee. Sarah changes feet position after this move
<b>for, for+K</b>	M	Lunging knee. Sarah changes feet position after this move
<b>down+K</b>	M	High snap kick AKA Big punt
<b>down+K, [K]</b>	MM	Toe kick, side kick. Sarah changes feet position after the side kick
<b>DOWN/FOR+K, K, [K]</b>	MHH	2, [3] Shadow kicks
<b>down+K+D</b>	L	Crouching side kick
<b>back/up+K</b>	M	Kickflip
<b>back/up</b>	O	Backflip
<b>up+K</b>	M	Roundhouse kick
<b>for/up+K</b>	M	Forward jumping roundhouse kick
<b>for/up+K+D</b>	H	Tornado kick. Sarah changes feet position after this move
<b>back+K</b>	H	Double kick. Sarah changes feet position after this move
<b>K+D</b>	M	Downward crescent kick
<b>back/down+K+D</b>	M	Side hook kick
<b>back, back+P</b>	H	Turning punch
<b>back, back+K</b>	H	Turning jump kick
<b>DOWN, back+K, [K]</b>	HH	Spinning heel kick[s] Sarah turns away if kick is executed
<b>down/for+P</b>	M	Downward backfist
<b>down/for+K</b>	G	Kick fallen opponent

*THROWS AND CLOSE RANGE MOVES*

Control	Level	Description/Comments
<b>P+D</b>	H	Belly suplex
<b>P+D</b>	B	Torso takedown
<b>for, for+P</b>	H	Jumping clothesline AKA bulldog

CONTINUED NEXT ISSUE



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HYPER Letters

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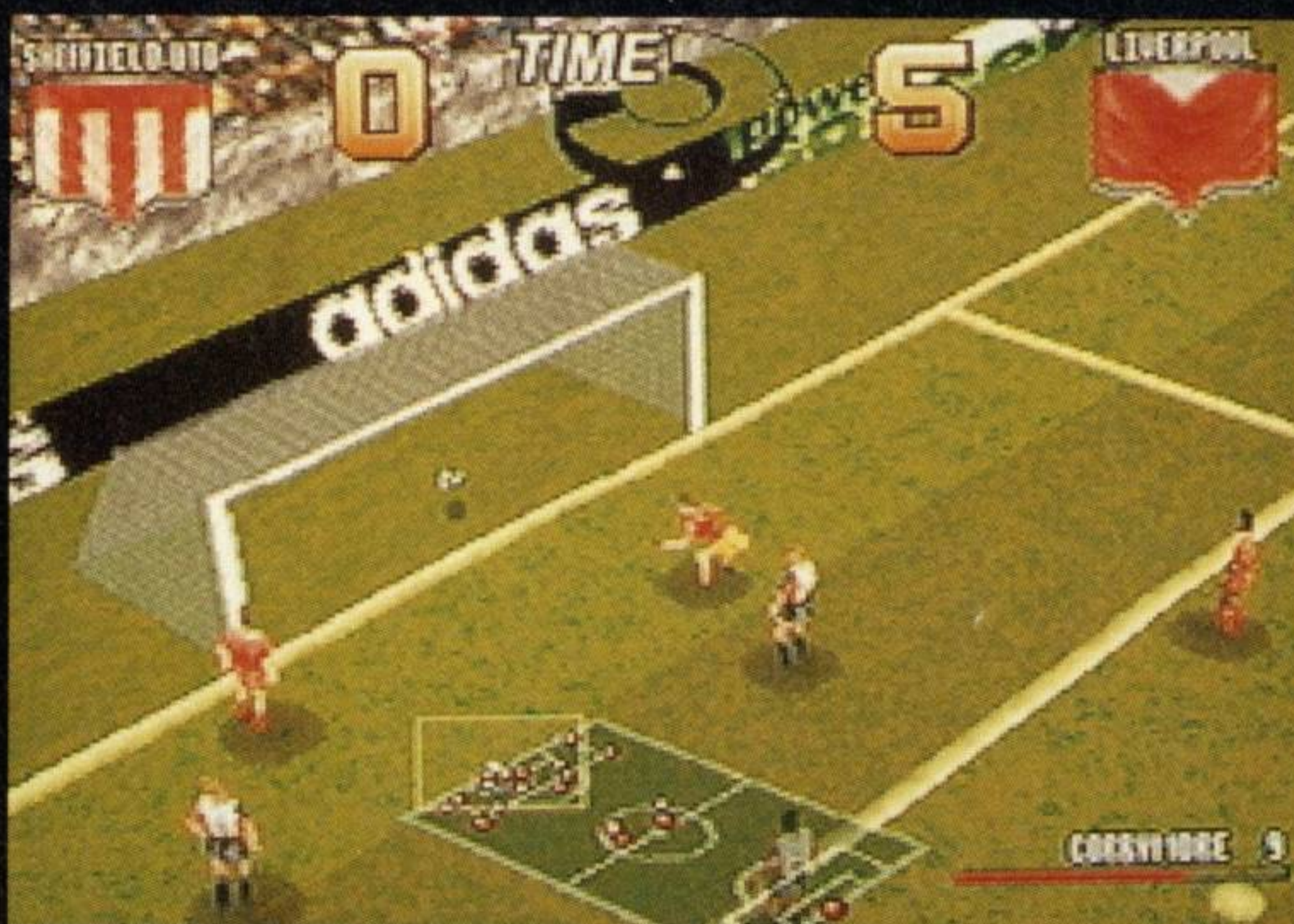
Strawberry Hills

NSW 2012

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freakscene@next.com.au



In the olden days life was simple. If you wanted to play a soccer game there was FIFA and there was FIFA. It ruled and that was that. Now though a situation is developing that's threatening to mess with the natural order of things.

Looming on the horizon are *Actua Soccer* and *Adidas Power Soccer*. Both look amazing, as you can tell for yourself by ogling these shots of Adidas Power Soccer. Still, pretty pictures don't necessarily make for a great game, but word is that both newcomers deliver gameplay in spades.

We'll be getting a bit of grass on our knees to bring you the definitive report on these juicy new games in the next HYPER. In the meantime though, go play in the park, once these games come in you may never step outside again.

#### NINTENDO WILL WIN

Dear HYPER,

For the past few months I have been reading your magazine in earnest and have followed the development of the new breed of "super consoles" either just hitting the market or due for release soon. After carefully studying various aspects of each of the main systems (Saturn, PlayStation, 3DO, and Ultra 64) I have come to the conclusion that Nintendo will be the outright winner in what seems to be the biggest gaming war in history.

Before I go into detail however, I would like to make sure that HYPER readers don't get the wrong idea about what I'm trying to say. I think that all of the mentioned systems are highly respectable machines, each with a damn fine array of software worthy of even the tightest wads hard earned cash. It's just that, in my opinion, the Ultra 64 wins hands down. Here are the reasons. Firstly, it is the only games machine which will be marketed as just that, a games machine, not an "interactive multimedia console". True gamers won't give a damn if you can't play audio CDs, video CDs or multimedia CDs on the Ultra 64 because today's PCs perform these functions more practically and functionally.

The cartridge design means that games will be dead fast and loading times will be non-existent. And even though this limits the size of the games (only very slightly though), the future add-on DD-drive will ensure that gamers will be able to enjoy the absolute best that developers have to offer, finally bridging the gap between the power of consoles and the practicality of PCs. The radical new controller further supports Nintendo's

ability to fully exploit the latest in technology and willingness to explore new areas in gaming, as they proved with the SNES. Nintendo have never been known to make major mistakes in marketing new systems. Plus, they have always been patient in releasing new hardware, only doing so when the market is ready. After hearing news of the 3DO M2, Saturn II and new generation PlayStations, I was appalled at how insecure these companies really seem to be. It seems that there is a competition to have the most powerful machine on the market, while the quality and quantity of games is being overlooked. Nintendo on the other hand will milk their machine for all it's worth. Just look at the NES and SNES. They have enjoyed lengthy lifetimes and the SNES is still going strong.

I have complete confidence that Nintendo will succeed, will meet the expectations of the consumers, will stay with the Ultra 64, for many years, and will annihilate the competition. Well, I hope I have provided you all with a clearer view of the world of video games, and maybe even convinced all you happy gamers that Nintendo is the way to go.

**ANDREW MONESANTI**  
*That was a bit of a Nintendo ad, wasn't it? But it contained some good points however. Just because Nintendo haven't made any marketing mistakes in the past though doesn't mean they can't or won't now. The delay in the Nintendo 64 plus the cost of cartridges plus the cost of the add-on DD drive is going cause the big 'N' a few problems I think. Sony and Sega are rubbing their hands in glee because they've got a year's clear run in the market before Nintendo launch their machine. And as everyone knows a year in video gaming is a long time...*

NO SEXUAL REFERENCE

Dear HYPER,  
I LOVE YOUR MAGAZINE. Anyway, I have a few questions that I would like you to answer if you could please possible do so.

1) Is there a chance that 'Wiz and Liz' will come out on the PlayStation? I adore that game and I would bet that it would sell like hotcakes if Sony Psygnosis saw fit to release it.

2) Have you seen what the Saturn version of Toshinden looks like? I saw an early version of it in another magazine (I'm sorry!!!) and it looks awful!

3) Is it true that the Sony/Namco relationship is falling apart?

4) Is it just me or does the Ultra 64 joystick look very impractical and uncomfortable to play with (no sexual reference intended)?

Finally could you please decide on what backgrounds and fonts you use on your reviews because it is getting very annoying when us readers open the magazine and see something totally different each month!

**J PUTLAND**

Adelaide SA

1. No sign of Wiz and Liz for the PlayStation but it is a Psygnosis game so I'm not discounting an appearance.

2. I haven't played it yet but everyone overseas says it's excellent with more features than the PlayStation version.

3. No, not at all 4. It's just you. It should be a triumph of ergonomic design... and we don't change backgrounds and fonts because we can't decide which ones to use, we change them because we want to! Learn to like it.

BLIND DATE WITH NINTENDO

Dear HYPER,  
Thanks a million for printing my letter in issue 25. Its aim was to get a response, and Mr Black in issue 28 delivered. I suppose it would have been embarrassing for him that, in the same issue as arguably the best ever games in their respective categories were reviewed on Saturn - Virtua Cop and Sega Rally, his letter was printed saying I'm jealous of the games SNES owners get!! I don't think so. And Virtua Fighter 2 will signal the nail in the coffin for one-eyed Saturn critics.

Mr Black and others like him have gone on a very blind date with the Ultra 64. As an example to what I said in my previous letter - they've just been sucked in by Nintendo's marketing strategies. From day one the decision to make a 64 bit, cartridge-only console was a truly idiotic one. The only advantage that cartridges have over CDs, which Nintendo exploited to its full potential, is access time (remember if there were a game in which this affected gameplay, the Saturn has a cartridge port so CD and cartridge could be used together). Nintendo then angered third party programmers by limiting cartridges to 100 Mbit,

then reducing it to 64 Mbit with a complex compression system which will take up much of the CPU's time (could this mean.....access time?!?!?). Realising that this stinks they came up with this magnetic storage/floppy disk thingo, and whatever it does, two things are certain: 1) It's not included with the Ultra 64, ie it's an add-on, and 2) Add-ons cost money.

Mr Black may call me biased but all the above is either fact at time of writing or opinion strongly backed up by fact. And OK, if the Ultra 64 comes out for its promised price, has some decent arcade experience behind it (and I don't mean having Midway snap a game together then let Nintendo plaster their name all over it for a large fee), and solves its memory problem, then hell, I'll get an Ultra 64. But I can't see that happening. I'm sure no-one bought a Saturn simply because the word "Sega" in on it. They've bought it after checking out the quality of games, the experience in next generation fields, eg. arcade (I know at least one former SNES owner, and vibrant supporter, who bought a Saturn solely for this reason), and maybe even having a read of HYPER.

Oh, and one last thing, who's the wanker? Well who's the one that's too afraid to use his real name, Mister Black?

**ANDREW MONK**  
Springwood NSW

Some more good points, Mr Monk. Just goes to show that there are two sides to every story. There's no doubt about it - the Sega/Nintendo/Sony game war is going to be very interesting indeed. HYPER welcomes reader's opinions on the issue, however keep them brief and to the point.

ANOTHER NINTENDO LOVER

Dear HYPER,  
I'd like to address on Mr Christian Cannock of ACT from issue #28. Let's get one thing straight, buddy. Of course the Ultra 64 won't be \$299 as it will be in the USA. It will be around \$500 due to a little thing called "currency exchange", and anyway if Nintendo do end up charging \$600 for the machine just think of this: the Saturn sells for \$799 and the PlayStation for \$699 but what Nintendo is offering for the public, is a system double the power of both the Saturn and PlayStation a true 64-bit machine for some \$200 less than the measly Saturn and \$99 less than the PlayStation.

Yes there are many one-eyed Nintendo lovers out there - I am one of them, but they're only one-eyed because they know what they are talking about and know which company will provide the best games. None of these rushed released games so they stay ahead of the competition. Nintendo can take all the time they want and still come out on tops. I've played both Sega and Nintendo for years and I can clearly see

which company is better. But enough of Mr Cannock he's beginning to bore me. I have some questions:

1) I know it won't really be worth it but if needed, will the Ultra 64 be able to handle full-motion video like the 3DO etc, as its a cartridge based machine.

2) When you were listing the Ultra 64 specs in the Graphics Processing section I know all about anti-aliasing, perspective correction. But what the heck is the Z-buffer. I've never even heard of it before?

3) The Ultra Controller looks incredibly sexy but since the Ultra has four controller ports instead of other machines standard crappy two will all four controllers be packed with the system or will we have to buy them separate?

4) Since DKC2 is one of the greatest looking 16-bit games ever how is the Ultra Donkey Kong coming along?

**GARETH STREISTERMANIS**  
Pascoe Vale Sth

OK Gareth, firstly both the PlayStation and Saturn have come down in price already and by the time the Nintendo 64 finally appears the other systems will definitely be level-pegging in price, so that advantage is now gone.

1. It should be able to handle some full-motion video but not huge quantities as video takes up a lot of space 2. Z buffering refers to the mapping of a point in three dimensions, eg. an X, Y and Z co-ordinate. In real-life its effect is that z-buffer capable machines can rapidly plot a point in 3D without having to re-calculate its position, which means fast and accurate graphics. 3. You'll only get one controller with the Nintendo 64 4. Haven't seen any shots so I can't say.

OBSOLETE COMPUTERS

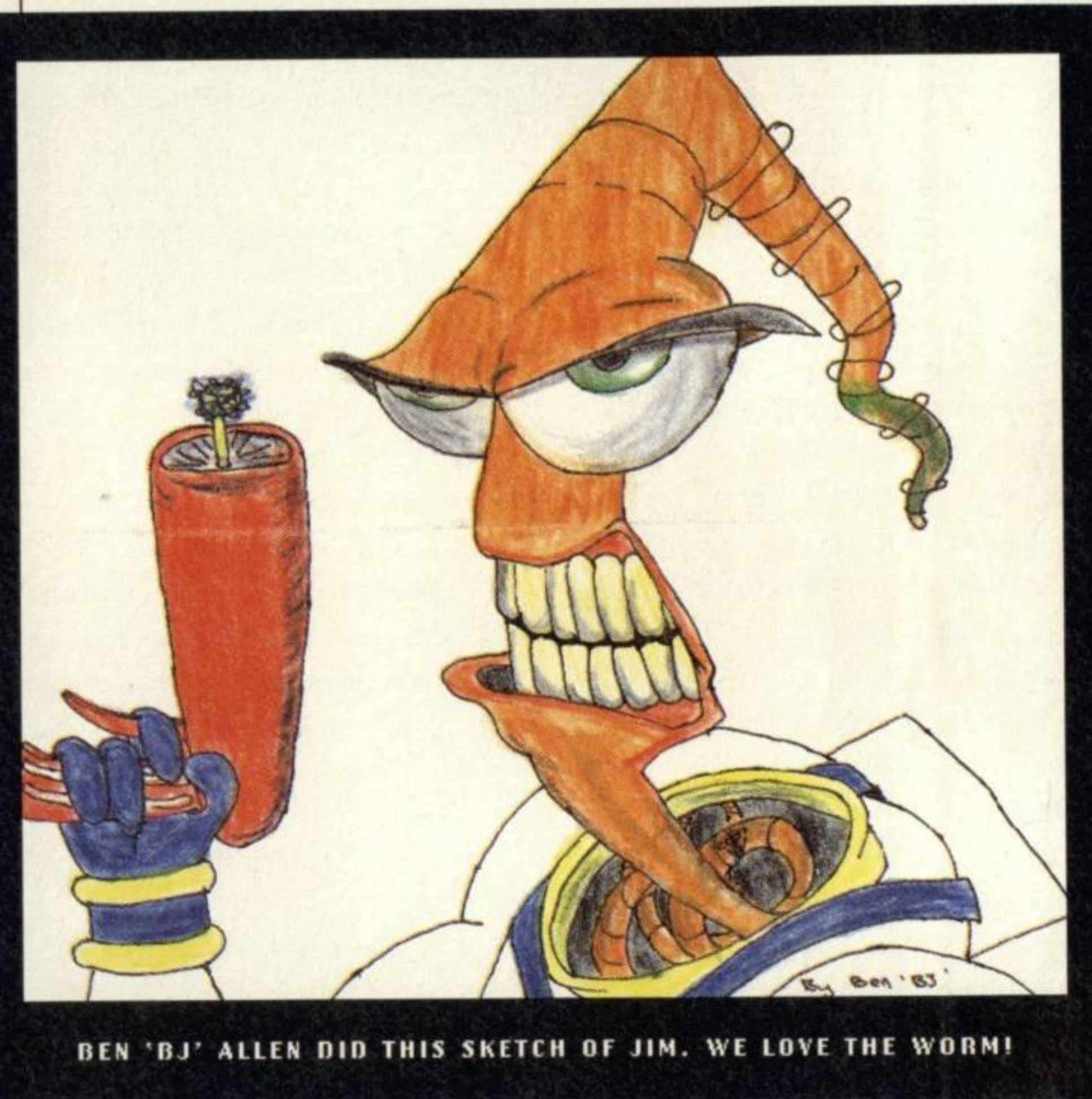
Dear HYPER,  
I own a fast Pentium which is used mainly for games. My worry is the rate

at which PC's are surpassing themselves in size and speed. Games are needing faster and faster CPUs and graphics cards to run quickly and smoothly. It is only a matter of time before my computer becomes obsolete and games of any worth are going to be designed to run on faster machines. I know that this can't be helped and this is why I feel that gaming consoles are well worth the \$700 odd dollars that they are sold for as it can be years before they become old news. Take the SNES for instance, years later and still churning out fabulous games like DK Country (1&2). Congratulations Nintendo. The PlayStation and Saturn will have a long and prosperous life before they start collecting shelf dust and disintegrate into ancient history.

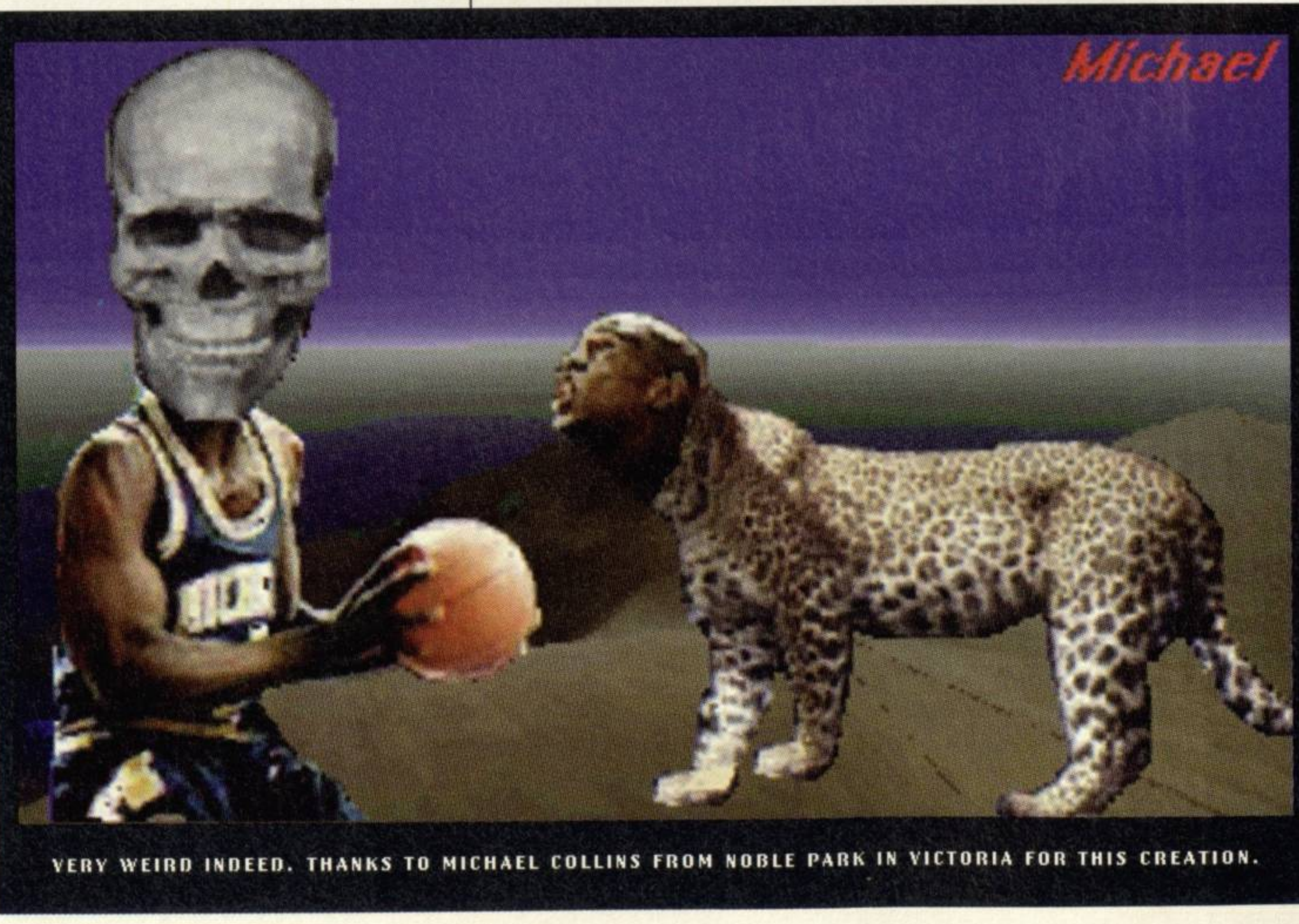
I have some questions:  
1) Is there any more news on when Tekken & Toshinden will be released on the PC.

2) Will DKC be converted to the Ultra 64?  
3) Why do other games magazines try to be funny like HYPER because it just doesn't work for them.  
4) What is the most reliable control pad for the PC?  
5) How does HI-TECH WORLD gather their statistics for your game charts.  
Thankyou for answering these questions.

**JAX**  
Some good points Jax. 1. The PC version of Toshinden should be out soon (you can download a demo from our HYPERactive web site) but not sure about Tekken. 2. I'm sure Donkey Kong will make an appearance on the Nintendo 64 but it probably won't be the same as the original SNES game. 3. Who knows? They just end up dying anyway so we don't care. 4. We like the either the Phantom 4 or the ever reliable Gravis Gamepad. 5. They get the charts from game sales figures.



BEN 'BJ' ALLEN DID THIS SKETCH OF JIM. WE LOVE THE WORM!



VERY WEIRD INDEED. THANKS TO MICHAEL COLLINS FROM NOBLE PARK IN VICTORIA FOR THIS CREATION.

## MACS ARE GAME CONTENDERS

To the HYPERactives at HYPER,  
I would just like to state a few facts and ask a request.

I am a dedicated gamer and I have a PlayStation and a Macintosh (which I am proud of!). Now I know that Macs haven't been very good for games in the past and there weren't even very good games but now that the Power Macs are here and improved on the first releases, I think that they are serious game contenders. Especially with the 604 based Power Macs! Now to the point.....I would like to ask if you would be able to do a Mac special or segment one month to update all the Maccies out there about all the great games that have been released and soon to be released.

If I listed all the great games now out on the Mac I could go on for quite a while. Now I know there aren't nearly as many good games as there are on the PC but that is also something I would like to know....Why don't all the good games come out on Mac too like they should? Now I ain't complaining about your mag at all, in fact I think it is one of THE best mags around.....oops.....it IS the best!!!! And if anyone is wondering...No, I don't hate IBM's.

And lastly, what type of computers do you use to do all your typesetting and layouts etc?? If they are Power Macs I may accidentally drool all over your mag while I'm reading your reply.

Thanks very much for your time  
**JULIAN SCOTT**  
Clarendon SA

*Firstly, you'll be very happy to know that all our screen-grabbing for consoles is done through an AV Mac and Mark lays the magazine out on his brand new Power Mac 7500/100, so we're all Mac fans here too. It is true that Macs don't get the quantity of games that PCs do, but that situation is changing very rapidly now that Power Macs are here. All big titles should now come Macintosh, even though PCs will usually still get them first.*

## NINJA POWERED PC

Dear HYPER,  
Really enjoy your mag. But I need some help. I'm about to buy a new ninja powered PC. I'm looking at something with an Intel P166 chip at the moment but would like to know what you think of the NexGen 586 and the PowerPC chips. What sort of range is there and how do they compare in performance. I'm after something with a bit of power to do a lot of graphic work. Can you do a review of the new 3D graphic cards, ie 3D Blaster, Diamond Edge 3D and the Nvidia card. With any of these cards speed up programs like 3D Studio and Light Wave.

And one last thing, what's the advantage of the Triton motherboard and a Triton 2 M/Bd.  
Thanks for your time

## ROSS MCRAE

*Ross, we did a bit of a review of the 3D graphics cards last issue and we reckon*

*that the 3D Blaster is a winner, due to anything to Creative's industry support. The Edge's slow DOS performance worries us a bit, while Tseng Labs have their hot ET6000 coming soon. Unless Lightwave or 3D studio release optimised versions - no. Triton is a version of the motherboard's chipset, as with all things gaming, it's fast therefore good. Until the NexGen 586 proves itself in terms of compatibility, we have to say stick to Intel.*

## 3D MORTAL KOMBAT?

Dear HYPER,  
First up, great magazine, I have been reading HYPER for a year now and have thoroughly enjoyed every issue.

But, the reason I wrote is to express an opinion or make an observation (whatever!). It is true to say fighting games are popular everywhere at present, both 2D (Mortal Kombat) and 3D (Tekken 2 and VF2). Then wouldn't it be advantageous for the makers of Mortal Kombat in particular to team up with Sega or Namco to put out a Mortal Kombat 3D or Virtua Mortal Kombat etc etc and cash in on the popularity of Mortal Kombat and the 3D fighting games. So I put a question to you:

- 1) Is there any chance of this happening?
- 2) If so, how long before we see it?
- 3) How long before Settlers 2 comes out, as the first brilliant game?

## TROY ASHTON

*Mortal Kombat 3D is a great idea Troy and I can definitely see it happening in the future although I haven't heard any concrete plans yet. As for Settlers 2, there's no word. Try Warcraft 2 instead, maybe.*

## AUSTRALIAN VERSIONS INFERIOR

Hi HYPER!  
I just bought Aliens: A Comic Book Adventure for \$49.95 and I saw a great big sticker on it saying "For sale only in Australasia and Asia". If that is so there must be an American version and judging from the quality of the Australasian game (i.e choppy instruction booklet, cheap box) and price, I can pretty well guess the American version is superior.

The same thing happens to Mega Drive and probably SNES games they have large color instructions and a good box in the U.S but a blue and white road map like instructions and a language back with blurry screenshots over here. Why? And are PC games going to follow suit?

## PABLO MURDOCH

*Australian distributors are increasingly packing and pressing games locally which cuts costs from shipping in large quantities from overseas. This may mean that we lose out on the quality of boxes and documentation but it also makes the games cheaper (ie Aliens was \$49.95 rather than \$70 or \$80). The games inside the boxes should be exactly the same. Sega have been doing it for years and more and more PC distributors are following suit.*

## WORD FROM THE HIGH CHAIR

Dear HYPER,  
How is the gaming world from the high chair? I have some questions that will tax your mental skills and knowledge. I'd also like to say that my school library will be subscribing to HYPER soon due to popular opinions (also, the other one ran out).

So, here are some Questions I hope the crew of the HYPER team can answer:  
1) Does the 3D Blaster, Millennium or the Diamond Edge card have any supporting standards or will there be different games and versions/drivers/patches (or expansion pack in EA/Origin's case) for different 3D chips, are these cards fully supported under Windows 95 or is that coming next Millennium?

2) Is Descent 2 coming out soon in release? I've played the demo and the new helper droid/robot is a good feature, as are the new features, though to nit-pick they don't avoid fire or keep out of the way when firing missiles, as the link is connected to the ship console. Shouldn't targeting info be sent as well?

3) Does HYPER approve of Win 95 as both an operating system and as a platform for games? Not that I'd put you in an awkward situation or anything, of course not!

4) Have you noticed that modern applications as a whole have now started strangling many computer's system resources to a halt. Just try playing Fatal Racing or Need for Speed. Is it meant to be smooth and fast on a Pentium 100Mhz? It doesn't seem to be that hard to adjust games for smooth flow, and not for multiple processor machines that will be built in the future.

5) And last of all, do you think that the internet will bring about a new position on which games and gaming systems will evolve around and become part of? IBM, Sega and Microsoft seem to think so as well as other companies, which are considering the impact on the whole infrastructure of the gaming world.

## MICHAEL GUY

*"miguuy@wr.com.au"*

*1. Games will have to be optimised for each respective 3D card, which is the bad news, although most can take advantage of the new Direct standards yet to be introduced by Microsoft, so there's a strong possibility of standardisation down the line a bit. 2. Descent 2 should be out in the next couple of weeks if Interplay stick with their release schedule. An excellent question Michael, we agree 100%. 3. HYPER does approve of Wings conditionally, but until Direct3D is fully implemented and utilised by hardware manufacturers it's still a case of scratchy sound, jerky FMV and slow 3D. Most games are still DOS only and there's a reason for that - speed. 4. I would agree 100%. Companies have got to realise that not everyone owns a*

*grunty super-computer and if they release a game it should be able to be enjoyed on the current standard machine, as well as containing an enhanced mode for the beefy machines. Duke Nukem 3D is an excellent case in point - you can still enjoy that on a 486 in low-res, but if you've got a Pentium it booms. Cybermage (a similar style of game) on the other hand can really only be enjoyed on a powerful Pentium because even the low-res mode on a 486 sucks. I know which game is going to sell more.*

## WAR GAMES & CRAP

Dear HYPER,  
Upon reading your last issue (No. 28) I was left a little disappointed. If a war game like Command and Conquer or Warcraft comes out you automatically give it a high rating just because you like war games. If a game comes out that doesn't appeal to you it gets a low rating which caused a huge low of sales because a lot of people use your mag to decide what to buy. I understand that it makes sense to give low ratings to games you don't like and high ratings to games you like but for the sake of the game you could at least give it a second opinion by an

associate of yours that might be interested in that type of game. This could help people who like games other than war games.

I have also noticed that in a lot of your reviews you talk about crap rather than the game itself, if you don't like a game, you go on about how much you don't like that game rather than the game itself and what makes it bad.

I also have a couple of ideas for you to think about over the next few years.

1) How about telling us how computer games work on different computers for I have just purchased Crusader: No Remorse and if you had told me that it won't run good at all on my 486 then I wouldn't have wasted \$100 on it.

2) Perhaps you could tell us comparative scores to similar games like Doom and its many clones or Command and Conquer and Warcraft 2.

Please don't get me wrong though because I think your magazine is the best around and I

can usually trust you to tell me what and what not to get. Thanks HYPER you've helped me get a lot off my chest.

If you print my letter it shows that HYPER can give great reviews, tell us great new info, give us cool posters, make excellent reading and take criticism extremely well.

## MARK DAWSON Nambour Qld

*Mark, I take some of your points on board but it's simply not true that we'll automatically give a war game a high mark. C&C and Warcraft 2 are fantastically fun games that happen to involve military strategy. Lots of non-war games get high marks too (SimCity 2000 still shares our top-ever mark of 96% and Grand Prix 2 scored 95% last issue). As for the second opinion, even though you mightn't see one written, virtually every game in HYPER is seen by more than one person and alternate opinions are always taken into account. I agree that sometimes negative reviews tend to drift off the topic (usually because the game is so uninteresting) but we'll always tell you why its bad. 1. We give you the minimum system requirements for PC games but you've got to take into account that if you've only got*



GARRY G OISSON ENTERED OUR PLAYSTATION/TOTAL  
NBA COMPETITION VERY ARTISTICALLY INDEED. STAY  
TUNED - WINNERS ANNOUNCED NEXT MONTH



the bare minimum the game may not play fantastically well. 2. Whenever we look at a game of a various genre (eg Doom-like) we always score it comparatively to the rest of the genre.

WHERE'S NUMBER 26?

Dear HYPER,

I was flipping through my numerous issues of HYPER the other day when something caught my eye, or rather something didn't catch my eye. Issue 26??? Where is it? November 1995 is numbered issue 24 and December 1995 is numbered issue 25, but then January 1996 is numbered issue 27. I have a subscription to HYPER and I'm wondering if I missed out on some Christmas issue which is numbered 26 or something. I know the HYPER crew reserves the right to get it wrong as it says on the contents page, but please tell me where issue 26 is.

Thanks

## THE NICKSTER

Hey Nickster, the HYPER Hint, Cheat and Playguide that we put out had to be called issue #26 (for bizarre technical reasons), but it wasn't a regular HYPER so you didn't miss out on any issues that were covered by your subscription. If you want the Cheat Book, you still may find some in newsagents.



## FOR SALE

**Mega Drive** for sale with 12 games MK1, 2 & 3, Toe Jam & Earl, Alien Storm, Alien 3, Revenge of Shinobi, Alex Kidd in the Enchanted Castle, Super Real Basketball, Sonic 2, Sonic & Knuckles and NBA Jam TE. 2 x 6 button and 1 x 3 button control pads. All worth \$712 will sell the lot for \$650 will also sell separately. PH (08) 277 0863 ask for Matt. Would help if in SA.

**Goldstar 3DO**, 6 months old, 2 control pads, flightstick pro joystick, FIFA, Need 4 Speed, WC3, Killing Time. \$690 negotiable. Phone Brett on (02) 452 2580.

**Atari Lynx**, 17 games, 16 bits including Lemmings, Batman Returns, S.T.U.N Runner and Dracula. Power adaptor. In box with manual \$250 ono. PH (049) 32 5229 ask for Peter. Or will swap for Game Gear with 5 games and preferably a TV tuner.

**3DO blaster** for sale \$350 boxed & all software. CD ROM drive \$50. Extra games available including Space Hulk. All prices negotiable. Call Michael in the West Sydney area (018) 23 2458.

**Sega Mega Drive 2** with two Sega 6 button pads, all power/RF cables, Zero Tolerance, Aladdin, Jungle Book, and Streets of Rage. All equipment in immaculate condition with instructions, and cheats. \$150 the lot. Ph Matt after 5pm 05 783 1389.

**MK4:** Now that I have got your attention I just happen to be selling some seriously cool stuff! Super Metroid stand \$5, Nintendo/Super Nintendo cartridge protectors \$1 each, Ghostbusters 2 for IBM 3.5 disks \$10, assorted Ramgang shareware titles \$3 each, 4 sports cd for IBM Motorcross/Powerdrift/Hockey/Tennis \$20, Super cobra joystick \$15, Jungle Strike (shareware) \$3. Ph (08) 381 8318 and ask for Michael Warner.

**SNES games:** Donkey Kong Country \$35, Zombies \$20, Parodius \$20, Mario Allstars \$25, Unirally \$25, Earthworm Jim \$20, Action Replay II \$35, PC CD ROM games (excellent condition) - US navy Fighters \$20, PGA Tour Golf 486 \$20. All boxed with instructions. Ph Cameron on (02) 427 4584.

**Game Gear** with 8 games: Sinobi, Aladdin, Terminator, Columns, MK1, MK2, Krusty's Fun House and Chuck Rock. All for 450 bucks! Phone Carlo on (02) 744 7196.

**NES game**, Double Dragon 2 \$5, 2nd hand control \$5. Ph Robert on (063) 31 6196.

**Sega Mega Drive** with three controls pads (one 6 button). 6 games including Mortal Kombat 3. All good condition with box and instructions. \$300 ono Ph Martin on (09) 328 3453.

**Sega Game Gear** with 7 games, master converter and AC adaptor \$150 PH (08) 387 3232.

**Gameboy** with all connections, Night Sight, Power Pack and 11 great games including Mario Land 1,2 & 3 and Zelda with all booklets. Everything comes in carry bag. All for \$350. Call James on (02) 603 7689. (NSW buyers only)

**Toshinden** game for Playstation \$65. Boxed in good condition, not used. Call (070) 54 3321 ask for Corey.

**Mega Drive with 21 games** including Mortal Kombat 3, NBA Live 96, FIFA 96, and Streetfighter 2 SCE. 1 6 button control pad. Worth \$1800, sell for \$750 ono. Ph Adam on (056) 68 1796. I will pay for postage.

**Mega Drive 2** with 2 6B control pads, plus 6 games inc Earthworm Jim and Skitchen. Desperate sale! \$300 ono. Ph James (051) 92 4959.

**SNES** with one controller, all connections, Action Replay 2, SF2, Mk2, Mario Allstars, Zelda 3 and Bart's Nightmare with all boxes and booklets for \$400. Call James on (02) 603 7689. (NSW buyers only)

**SNES NTSC** version but will work with all PAL and NTSC version games. 2 controllers, 1 Pro-pad, 4 games include Zelda and Streetfighter 2 turbo, Action Replay MK2, all boxed instructions, good condition, \$250 or any reasonable offer. Call Andrew after 4pm (07) 366 6281.

**Sony Playstation (JAP)** with Ridge Racer 1 & 2, Namco Museum Disc 1, Tekken (all JAP), Destruction Derby, Wipeout, Road Rash, Off World Interceptor and Rayman (all US). Perfect condition, boxed. \$1100 will not separate. Ph (043) 62 1559 after 6pm.

**Gameboy with 10 games**, MK3, Donkey Kong Land, Killer Instinct, Earthworm Jim, Mario Land, Zelda & others. All boxed with instructions, good condition \$200. Ph Matthew (069) 62 6532.

**To all buyers.** I'm selling several good IBM games. To get the details call Simon on (02) 888 6639.

**Mac CD ROM game** - Theme Park, never been used, excellent condition, instruction booklet etc. Sell \$50 or swap for any good Super NES game. Call Rohin after 4pm. (09) 358 0283.

**SNES games**, Super SF2 \$60, SF2 Turbo \$40, US/Japanese Converter \$20. Everything has boxes and booklets (except SF2 Turbo which hasn't got box). Call James on (02) 603 7689 (NSW buyers only)

**SNES games** Diddy's Kong Quest DKC2 \$75, Flintstones \$40, Home Alone 2. Boxed with instructions excellent condition. Ph Chris (02) 499 2635. Post code 2072.

**Good condition Mega CD** \$400. Also great games Rebel Assault \$100, Black Hole Assault \$90, Sega Classics \$100, Mickey Mania \$90. Ring Wade (09) 68 6061. (WA time)

**SNES games:** NBA Jam TE, Mortal Kombat II, Madden 95, Syndicate and Cannon Fodder. All boxed with instructions, all \$50 each or the lot for \$200. Ph Peter on (042) 83 2784.

**Atari ST games:** good old classic titles such as Monkey Island, Cruise for a Corpse, Zac MacKracken, Lure of the Temptress and more. All boxed as new. \$15 each. Perth only. Ph Randall on (09) 342 3484.

**FREE!!** (Not) SNES Super Nintendo game Nigel Mansell's Indycar with box & instructions \$55. Phone Duncan on (044) 47 2321

**Saturn NTSC games.** Panzer Dragon \$70, Virtua Fighter \$60, Deluxe Pack \$55 (2 players), Baseball Pro '95 \$55. Ph (049) 75 1918 Ask for Geoff after 6pm

**SNES with 2 controllers**, includes the Chaos Engine and Super Kick Off plus stereo A/V cable all mint condition, very new \$160 (03) 9598 5864 Hampton.

**Playstation games**, Wipeout, NBA jam TE, Toshinden \$60 ono each, ASC II controller \$35. \$200 for the lot. Call Steve (08) 333 0302 or e-mail steve@tolstoi.saccii.net.au

**NBA All Star Challenge** \$35 ono mint condition boxed and instructions inc. Ph Phillip (086) 45 7948 anytime.

**SNES Games:** Secret of Man \$40, Unirally \$30 PH (056) 27 8253.

**NTSC Super Nintendo**, 1 controller, ASCII pad (turbo), scoremaster joystick, Street Fighter II Turbo, with special booklet and SCART CABLE! all in perfect condition for \$350 Ring Nathan on (02) 823 5993 or after 6pm on 019 314 757.

**PC CD ROM:** Magic School Bus (space) \$30, Loom \$5, Grolier Encyclopedia \$15, Jungle Strike \$30, Ultrabots \$25, Dangerous Creatures \$25, Dinosaurs \$15, Mario's Missing \$15, CD Sampler \$10, Crayola Art Studio 3.5 disks \$30, Lemmings 3.5 disks \$5. Demos for \$5 - The Riddle of Master Lu & CD Rom Today, Joystick \$15. All for \$250 but will sell for \$200. Ask for Barnabe or Peter on (02) 728 4779.

**SNES 3 controllers**, Multitap, Super Gameboy and 9 games : Zelda GB, Streetfighter 2, Super NBA, NBA Live '95, Super Metroid, Starwing, Super Soccer, Secret of Mana with adaptor and Turtles 4. All boxed, most mint cond. Will Separate. \$420. Call Andrew on (03) 9726 0930.

**Sony Playstation** and 2 controllers & demo cd, all in top condition (barely played as unwanted gift) \$650 ono. PH (09) 418 3303 Perth only please

**Game Boy with link**, earphones, Godzilla, The Simpsons, Jordan vs Bird, R-Type Tetris and 8X1 games with case. Make an offer call Dave on (03) 9571 1440

**Sony Playstation** boxed as new with Toshinden and Destruction Derby \$700 PH (06) 297 4952

**MK2** (with all fatalities etc) \$70, DKC \$65, Battletoads \$40, Zelda \$50, Starwing \$40. All with boxes & manuals in A+ condition. Prices are negotiable. Call Mark on (053) 82 3184 AH

**NES with 1 control pad**, Probotector 2 and NES Open Golf EC \$20 the lot (03) 9598 5864 Hampton.

**Mega Drive** with NBA live '95, Andretti Racing, Brian Lara Cricket & Super Real Basketball. 2 x 6 button controllers. Worth \$510 - sell from \$250. Ring Ian on (03) 9775 2071

**SNES games :** Parodius, Jurassic Park, Mario Paint (with mouse and pad) and Starwing. \$120 plus Mario World free!! PH (03) 9728 5515 after 5pm ask for Daniel

**SNES games:** Lemmings 2 Tribes \$35, Sim City \$25, and Stunt Race FX \$30. PH Matthew on (08) 258 6430.

**Cheap SNES games** for sale : Killer Instinct with cheats and moves \$60, Mario All-Stars \$30 or both for \$70. PH (03) 9808 4614 and ask for Adrian. Sorry Melbourne residents only.

**PC CD ROM** Destruction Derby \$67 MK3 \$73 Warrior 5 Throttle controlled 4 button joy-stick \$58. Both in absolutely perfect condition. PH Jax on (065) 85 2571 after 4.15pm

**IBM games** Mortal Kombat 2 \$20, Links Pro CD with 2 courses \$40, Full Throttle \$55, Space Quest 4 CD \$15 Another World, Dragon's Lair 3, Double Dragon 3, John Madden 2 \$10 ea, all boxed with manuals in mint condition \$160 the lot. (03) 9598 5864.

**Mega drive 2** \$70, Ghouls and Ghosts \$20, Streets of Rage \$20, Flashback \$25 or \$130 the lot. Will swap for SNES with at least one game. PH Sean on (02) 833 1798 after 3pm weekdays or after 5pm weekends

**Highly rated Mega Drive games** for sale. Triple play Baseball '96 \$50, NBA Jam TE \$60, Bulls vs Lakers \$25, or will swap Bulls vs Lakers and either of the other two for NBA Live '96. Ask for Michael on (03) 785 3053 VIC after school hours.

**Mechwarrior 2** (DOS version), top condition, only 3 weeks old. Will sell for \$65. Ph Jimmy (02) 708 6388 after 4pm.

**Super Nintendo** with Super Mario World and 2 controllers, for \$125. Many other SNES games for sale, cheap. Ring (08) 337 1444 for enquires.



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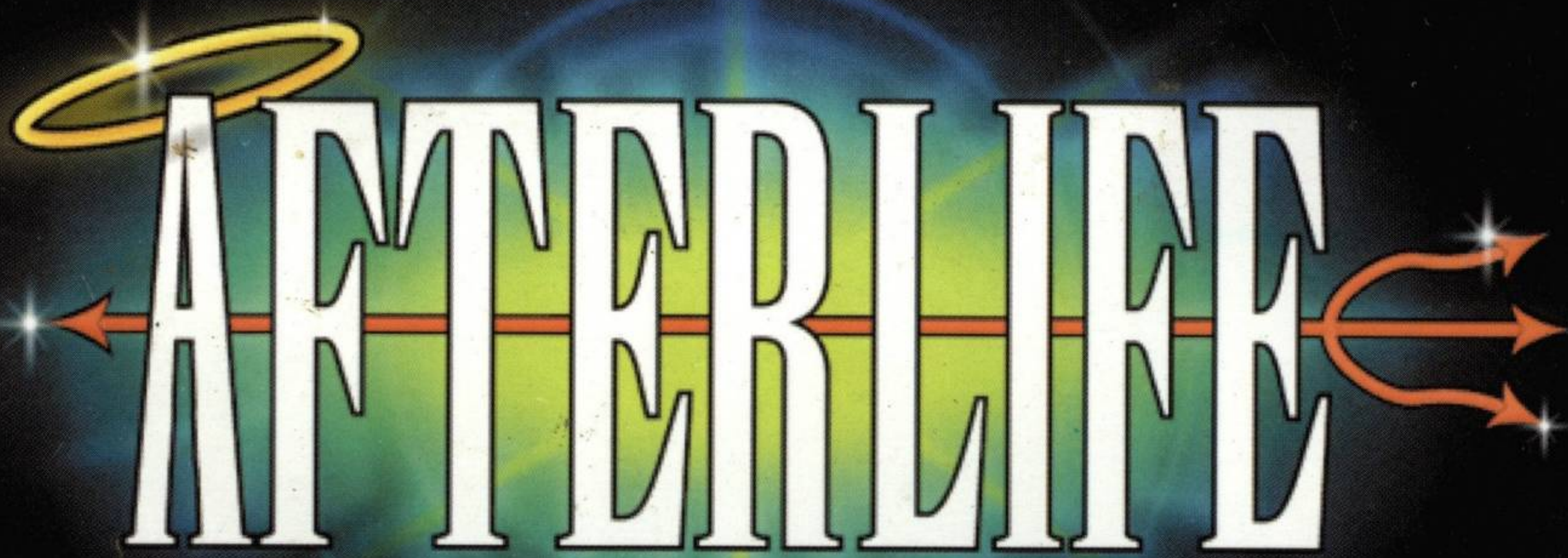


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