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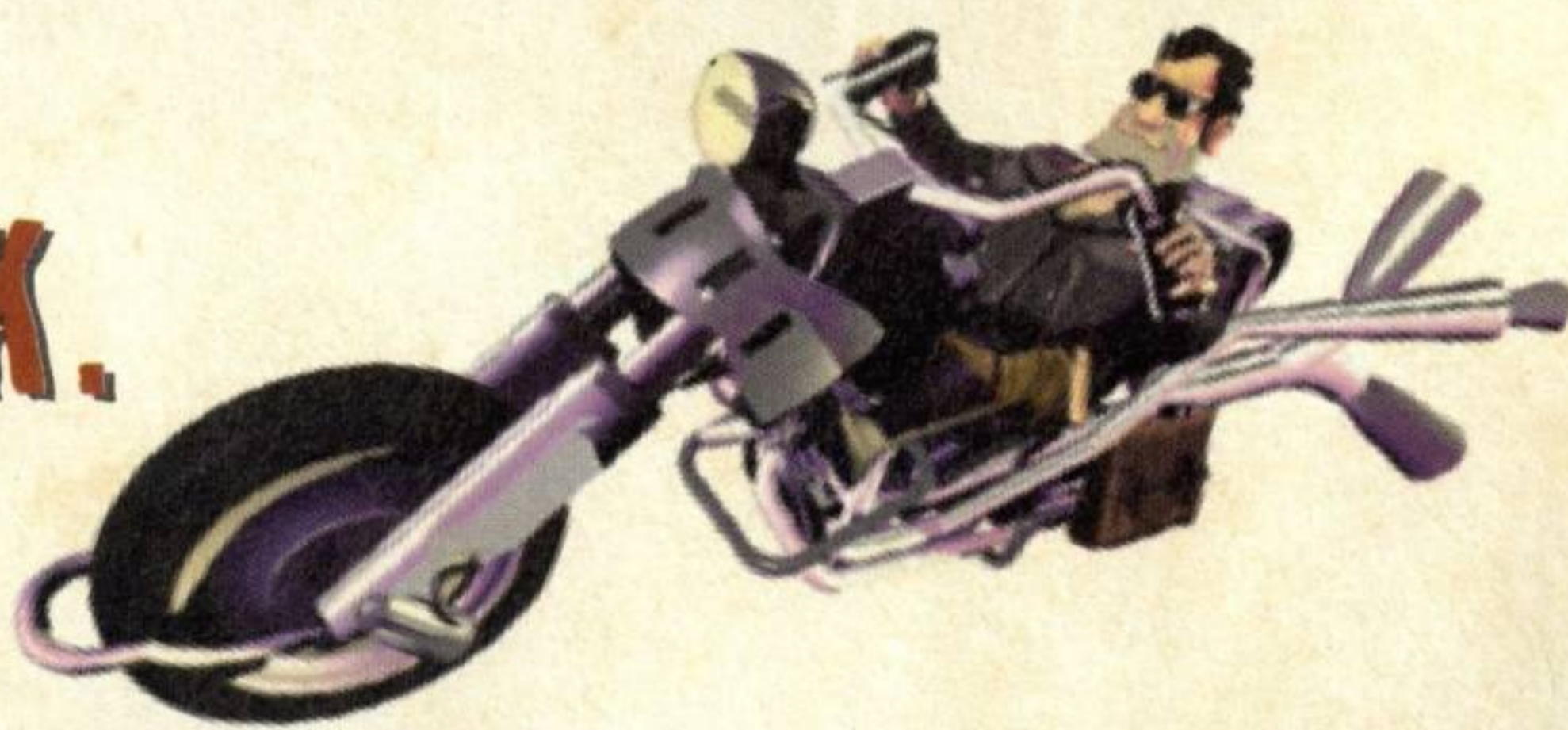
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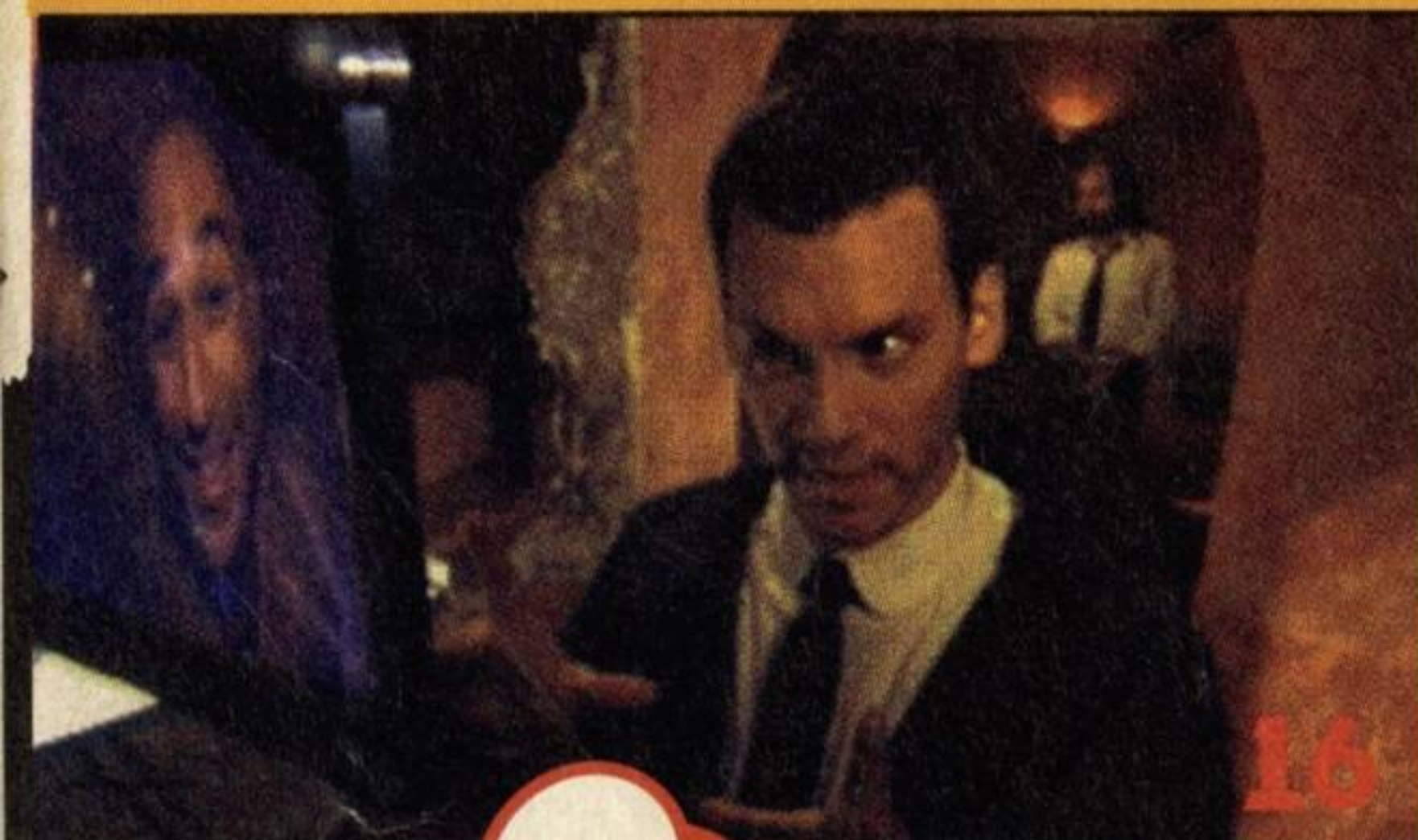
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**WIN WIN WIN** We're just too good to you! This month you could win Tank Girl goodies, Simpsons "Glow-in-the-Dark" jigsaw puzzles, Anime packs and copies of the awesome new PC CD ROM game, Mechwarrior 2. As some dork once said - "you gotta be in it to win it!"

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**interactive Binary illusions**

Interactive Binary Illusions are a tiny Aussie company taking on the Big Boys of the gaming world with their new adventure, Flight of the Amazon Queen. Find out all about them in the HYPER interview...

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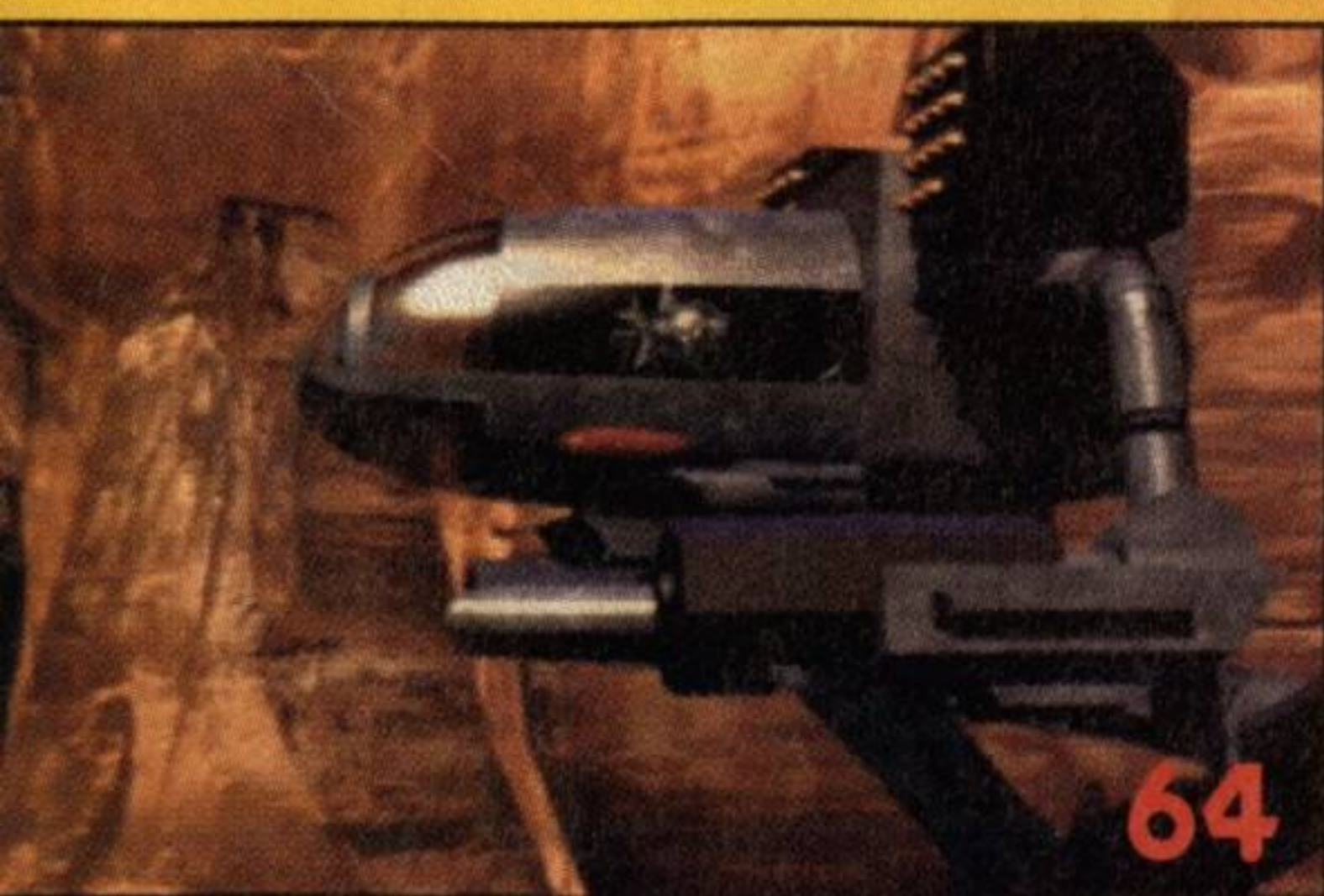
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# HYPE it UP

I don't know if it's just me getting older but time seems like it's flying past at Sonic speeds right now. It's probably not just all the sexy new games and systems that are on their way, but the realisation that HYPER is turning 21 issues old (or maybe that should be young), that's making me feel this way. It's been a very busy time for all of us over the past eighteen months or so, but it all feels worth it when I read your letters and look back over our past issues. We've certainly come along way, and with our on-line sister magazine, **HYPER@CTIVE** up and running, we're taking Australian gaming culture to the world. I know I've probably said it before, but once again I must thank all the loyal HYPER readers out there who make our lives so much more interesting. Keep sending in the art, suggestions, letters, abuse, e-mails, competition entries, nude photos...(oops) and we'll keep pumping out HYPER.

The new "super consoles" are getting all the hype but in the meantime PC gamers are being kept happy with loads of hot software just released and even more on its way. Even **MechWarrior 2** is finally seeing the light of day! You'll find a review of Activision's metal monster inside as well as other amazing PC titles such as **Flight Unlimited**, **Virtual Pool** and LucasArts' stunning adventure, **Full Throttle** (which we also play guide).

Talking of LucasArts, as you could probably tell from our cover we take a peek at **Rebel Assault 2** and two other new releases from what is probably the world's leading game studio. LucasArts have hardly ever put a foot wrong and I don't think they intend to start with **Calia 2095**, **The Dig** and **Rebel Assault 2**. Hot, hot, hot! And the good news for **Mac** users is that you'll be getting all the LucasArts games real soon too!

Other than that we've got an interview with the guys from **Interactive Binary Illusions** who are a small Australian company taking on the likes of LucasArts with their new adventure, **Flight of the Amazon Queen**. Of course, the consoles aren't forgotten and we've got a basketball game for the 3DO, a golfing game for the Saturn and a fighting game for the Playstation to look at, as well as many other titles which should keep everyone **happy**.

We're moving in to the "action" part of the year in terms of game releases so stay with HYPER and immerse yourself in **alternative realities** over the next couple of months if you want to keep up with all the **fun...**

Stuart

# Street Fighter

## the Game of the Movie of the Game...

After copping a beating lately for its lack of a proper sequel, Street Fighter 2 is about to hit back. The new game features digitised characters from the movie, as well as sensational new moves.

With huge sprites and careful work during development, the new game looks so good that Mortal Kombat's hold on the beat 'em up crown is looking mighty shaky. Will we see Streetfighter dominate the arcades again?

At least fourteen fighters are there to choose from, but we think we'll just play with Kylie (Cammy) because she looks so good (gratuitous - yep. Do we care? - nup). The new moves are still top secret, but we do know that throw reversals and multiple super moves are part of the new game. Comeback moves are another treat, possibly inspired by Toshinden, but they can only be used when your energy bar is flashing. The awesome damage these desperation moves can wreak may be called dishonourable and unsporting by some, but not the player whose life has just been saved by pulling one off.

Playing as Jean-Claude Van Damme (Guile), allows special moves that were developed specifically to parody the great actor's trademark movie moves. This means totally wild and cool looking feats of acrobatics, with little or no practical fighting benefit. Cool!

Completely new backgrounds are used, and about time too we say. The digitised photo-real look permeates every aspect of Street Fighter the Movie, but will its stunning good looks be complimented by similarly high quality gameplay? The previous Street Fighters were animated, so completely ridiculous moves were possible. The new game will be limited to more conventional moves though, so will the very cause of the originals success vanish for the sake of a prettier screen? We'll let you know...



# Microprose Grand Prix 2 on the Grid

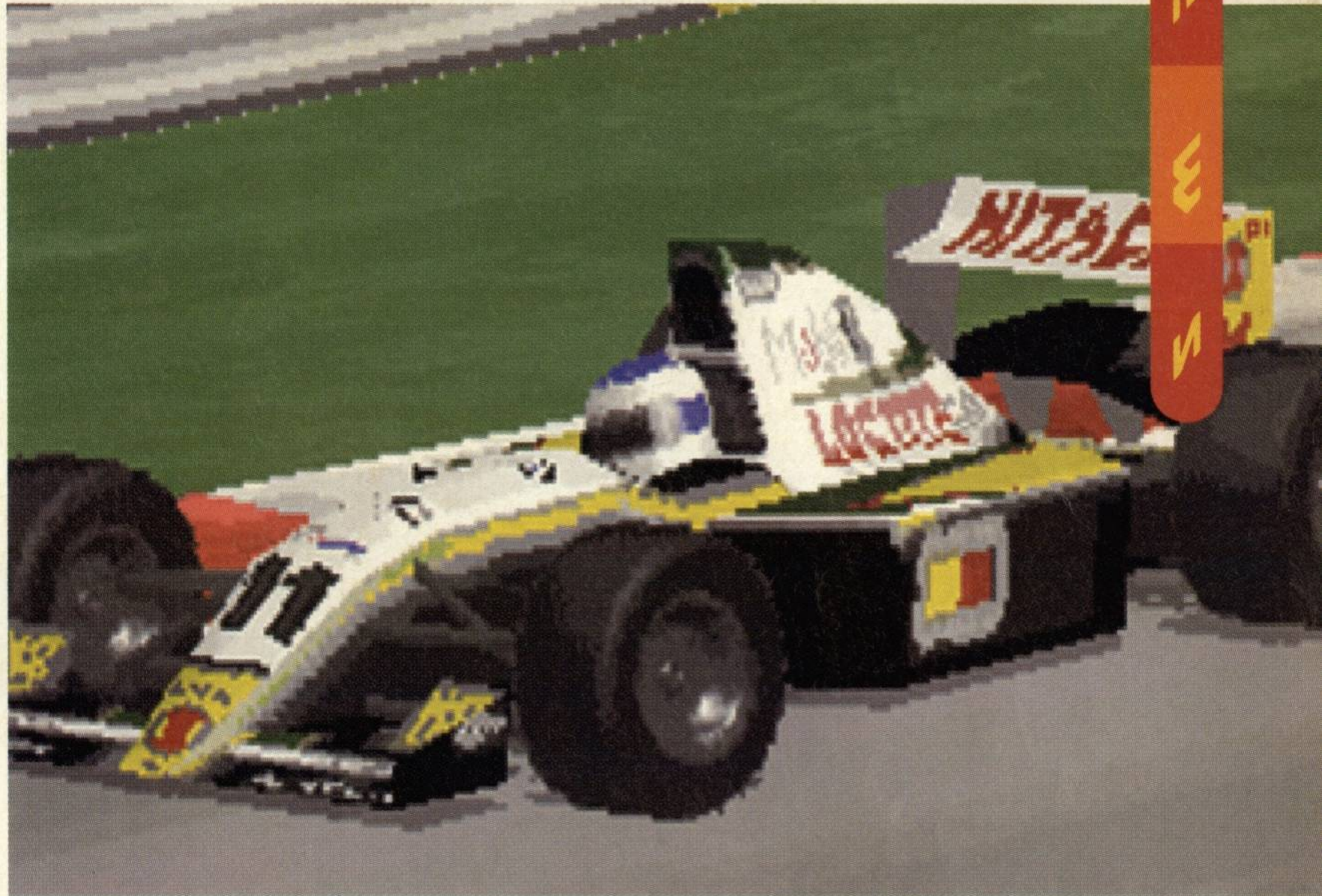
You won't find many PC gamers who don't include Microprose Grand Prix in their top ten list. GP's cult status is a result of its clean graphics, awesome sound and accurate driving model - and the mere fact that it's F1. Weak opponent AI was its only real problem, the cars tended to run their own race and had an irritating tendency to brake way too early, making winning a simple exercise in staying out of trouble.

Despite the appearance of more sophisticated driving sims like Indycar, GP still retains the playability edge. Still, two years is an eternity in the game world and GP is starting to show its age. If you're a fan you can start getting excited now, for the Microprose programmers and artists have been toiling away on Grand Prix 2. Besides looking fantastic, new features address every shortcoming in the original and add new stuff that'll send sim fans ballistic.

Vastly improved opponent AI includes modelling of their racing style according to the driver's personalities. Aggressive or passive driving, consideration or impatience and dirty tricks are just some of the many traits modelled. An improved replay facility is here too, but is limited to one lap.

The tracks have been completely remodelled, for both improved accuracy and the inclusion of sand traps to prevent the much abused potential for shortcuts across the grass. More realistic interaction with the track is modelled too - hitting the curbing will now result in a dynamically correct major disaster. The new banked corners will now realistically affect speed and traction - Indycar style. Engine blow-outs are finally possible, but only on the higher of the five skill levels. But the best feature of all we reckon, is that each car has its own cockpit design!

You can expect Grand Prix 2 around September and a full review before then. Gentlemen, start revving your engines!!



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## WINNERS

### Ultimate Giveaway

You may have noticed that the huge HYPER/Phoenix Imports Ultimate Giveaway prize pack was not drawn as advertised on the Zone on May 27th. We humbly apologise for that and it was completely out of our control due to sponsorship changeover and the show going off-air for a few weeks. In the mean-time, Phoenix Imports have drawn a winner and it is...

David Kelly of Annerley, Queensland. Congratulations David - you get to play with your very own Sega Saturn, Sony Playstation, 3DO and new Sony TV real soon.

Thanks to the thousands of readers who entered (the response was incredible) and once again, we apologise to anyone who was inconvenienced by the contest not being drawn on air.

### Dark Forces

Troy Harrington (WA)  
See-Heng Chan (SA)  
Matthew Cope (VIC) won copies of Dark Forces while Mark Rengard (NSW) and Julie Brieger (QLD) won a copy of the game plus a Star Wars helmet. Ooh, scary!!

### Energizer Lithium Battery Packs

Leo Capizzi (SA)  
Matthew Leighton (QLD)  
Bradley Flynn (WA)  
N. Jason Minett (NSW)  
Serena Woo (NSW)  
Grant Higgins (QLD)  
D. Everton (QLD)  
Frank Lin (QLD)  
Kym Hogan (QLD)  
Duncan Hope (NSW)  
Elicia Ringrose (QLD)  
Michael Perez (NSW)  
Ashley Loh-Smith (VIC)  
Shaun Banfield (TAS)  
Gerard DeMeneghi (VIC)  
S. Ahern (QLD)  
Chris Buswell (WA)  
Michael Metham (Fiji)  
Leith Counsel (WA)  
Matt Ziegler (SA)

### Discworld Comp

The winner of the first Discworld comp is the very lucky B. Matthews from St Kilda, Victoria. Well done B.!

### Colour My Game Boy

Jeremy Polk from Adelaide in South Australia is the lucky HYPER reader who will soon be playing with a coloured Game Boy from Nintendo.

### Wing Commander 3

Paul Mayne (TAS)  
Peter Branchi (WA)  
Aaron Le Page (NSW) won a copy of the excellent WC3 thanks to EA.

### Red Dwarf Smeg Up Videos

Ian Riley (SA)  
Nick Hume (NSW)  
Scott Darge (NSW)  
Christine Crawford (TAS) and Michael Smith (QLD) were the winners.



What sort of games do girls like to play? Well, we always thought it was a case of particular people liking particular games - regardless of their gender, but apparently not. According to Games for Her (a new division of American Laser games), today's modern girl gamer likes to be stereotyped as a teenage bimbo, who only cares about what she looks like and who she's seen with.

Their new multimedia game on PC CD ROM, McKenzie & Co, throws unsuspecting free thinkers smack into the middle of a teenage American high school nightmare. The game finishes up on Prom Night, with a top score awarded to players who have the prettiest dress and most perfect boyfriend. This all comes about by working hard during the holidays, more money equals nicest dress you see. Very important stuff. A game highlight is the afternoon of the big night, players get to play mix and match with outfits, hairstyles and jewellery! Fabbo!

Honestly, the game may be aimed at girls in the 9-14 age group, but the truth is there is no age group so naive that they

would take this candy seriously. It's 1995 ferchrissakes! Valley girls are supposed to be an extinct species! This patronising guff is offensive to boys and girls alike. If people really exist who lead the lives the girls in this game do, then Aaron Spelling should be told so he can start another smash hit TV series.

McKenzie & Co claims to teach girls the values of honesty and consideration for others by showing that lying to parents and skipping school are bad things. If a growing girl needs to hunker down in front of her computer for a few hours to learn that, then something is seriously wrong. Vague redemption comes in the form of an edutainment CD included with the game. It tells the stories of various successful females in America, but is by no means good or relevant enough to justify the purchase of McKenzie & Co.

We're not even sure if McKenzie & Co will be released in Australia (is there a distributor stupid enough?), but we thought this public service announcement was valid.

## Earthworm Jim Goes PC

Shiny Entertainment, the creators of Earthworm Jim, have signed an exclusive, long-term agreement with Activision which will see everyone's favourite worm shooting plasma on PC through the new Windows 95 operating system. Shiny and Activision have also agreed to jointly develop a state-of-the-art, next generation action engine which will be used for Sega Saturn, Sony Playstation and Nintendo Ultra 64 titles.

Shiny's new engine is apparently a two and three-dimensional hybrid and will deliver high-end functionality and flexibility. Shiny Entertainment, headed by gaming guru David Perry, will retain ownership of the new engine and the right to use the technology.

This is a very good deal for Activision who haven't had too many hit titles in recent years (although Mechwarrior 2 may change all that). They may also be onto a good thing with their commitment to provide the best quality action games for the new Windows operating system if it's as good as Microsoft are telling us it is. Pitfall: The Mayan Adventure will launch simultaneously with Windows 95, which shows Activision's commitment to the operating system.

According to Dave Perry, Earthworm Jim for Windows 95 will

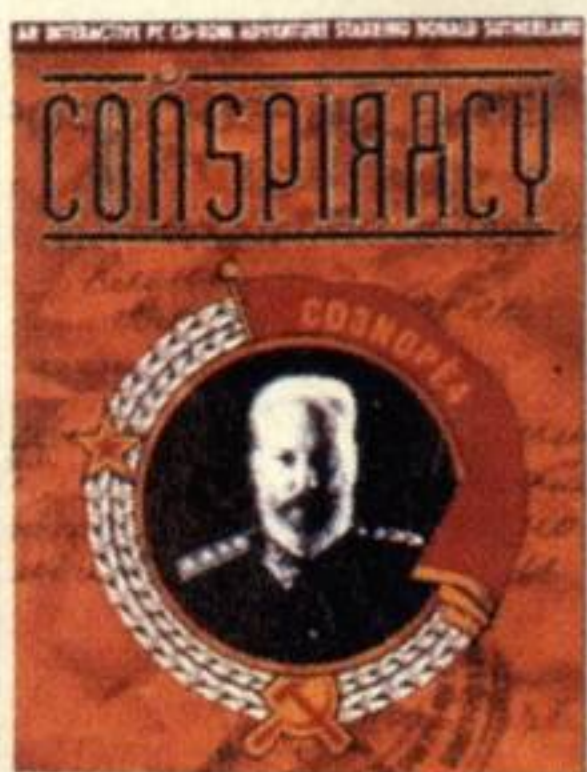


feature enhanced graphics and audio, but will retain the superb gameplay that made it such a hit on Mega Drive and Super Nintendo. And never fear, Jim fans, the Shiny team have almost completed the worm's second big adventure and we'll have a big Shiny/Earthworm Jim 2 special next issue.





Pure *Virgin* Value



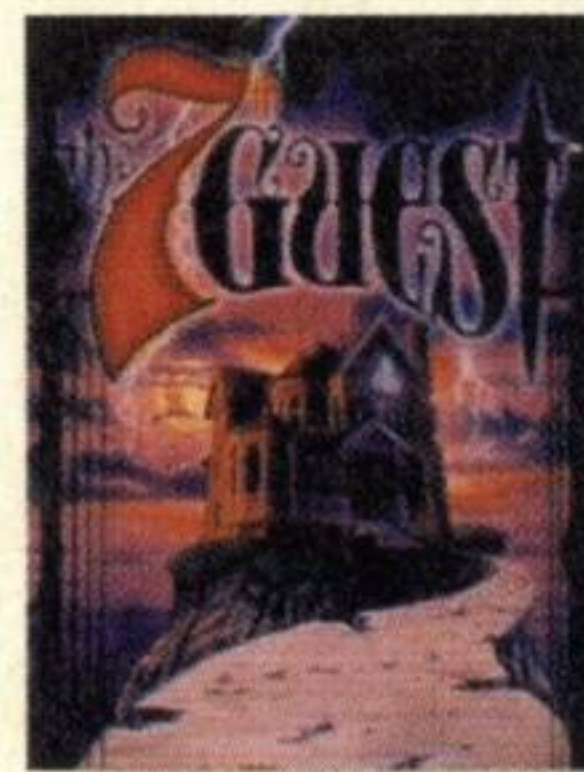
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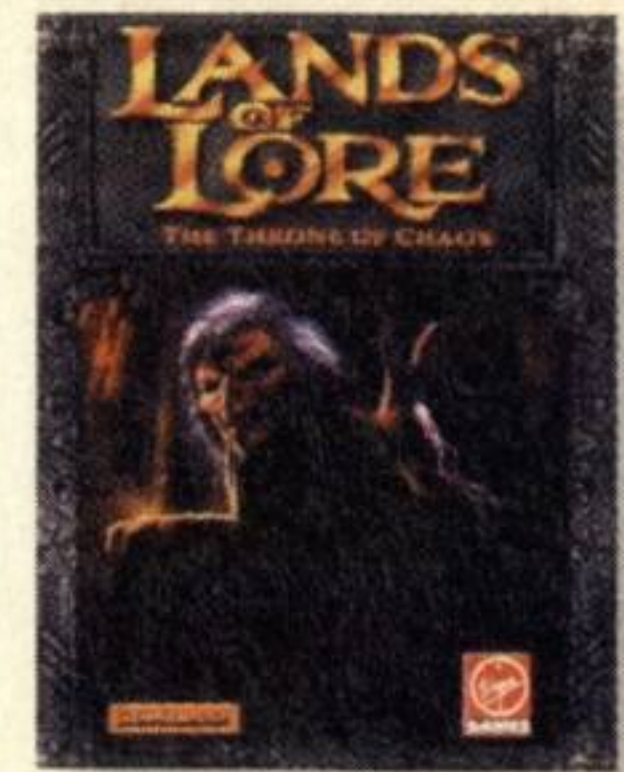
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# CAP Slamming Sonic

Slowly but surely Sonic is infiltrating our society. The latest beneficiary of his presence is the slightly weird, yet strangely appealing game of Cap Slamming.

Never heard of Caps? You've probably seen it being played, but had no idea it was actually an organised and relatively skilful event. Also known as Pogs, the game apparently originated in Hawaii in the 1930's. The caper is to stack the little round discs up, then chuck a bigger one at them, with the winner taking the right-side-up ones.

The new Sonic series is bright, colourful and glows in the dark. They look pretty good, and at \$2.95 for a set of five, they're so cheap you can do anything you like with them. Like a game of Cap Slamming for example, or throw them at your parents, staple them to your clothes, glue them to your front door, or make jewellery for your dog... the potential is limited by your imagination alone.



# Magic the Gathering Comes to PC

Because you read HYPER, you're probably the sort of freak that is aware of the cult card game Magic the Gathering. Hell, you may even be freaky enough to have built your own dearly loved collection of cards, playing with equally freaky chums at every opportunity. The HYPER crew like to play too, but then again we're particularly susceptible to these attractive and cultish fads.

Thanks to the house of Microprose, we can now play this sensational and highly addictive game on the PC. That's right kids, no need to mix it with real people anymore. If you do feel the need to show off your unbelievable skills, you can make use of the built in multi-player feature.

The game is designed to strictly adhere to the official card game rules, with the attention to accuracy carrying over to the

card designs. Reproduced beautifully in SVGA are the original cards, as well as the new expansion sets Arabian Nights, Antiquities, Legends and The Dark.

For the uninitiated, games involve pitting your armies of darkness against other players. Each card represents a creature or hero type with specific attributes. The rules are quite complicated, but once it all makes sense a seriously enjoyable game awaits.

Because it translates so well to the PC, Magic the Gathering should be investigated by PCers who have never seen the real thing. As a pure strategy game, it should attract new fans and real card players alike.

We're getting sweaty palms just thinking about it, so you can count on a full review the minute a copy lands in the office.

# Indiana Jones and His Desktop Adventures

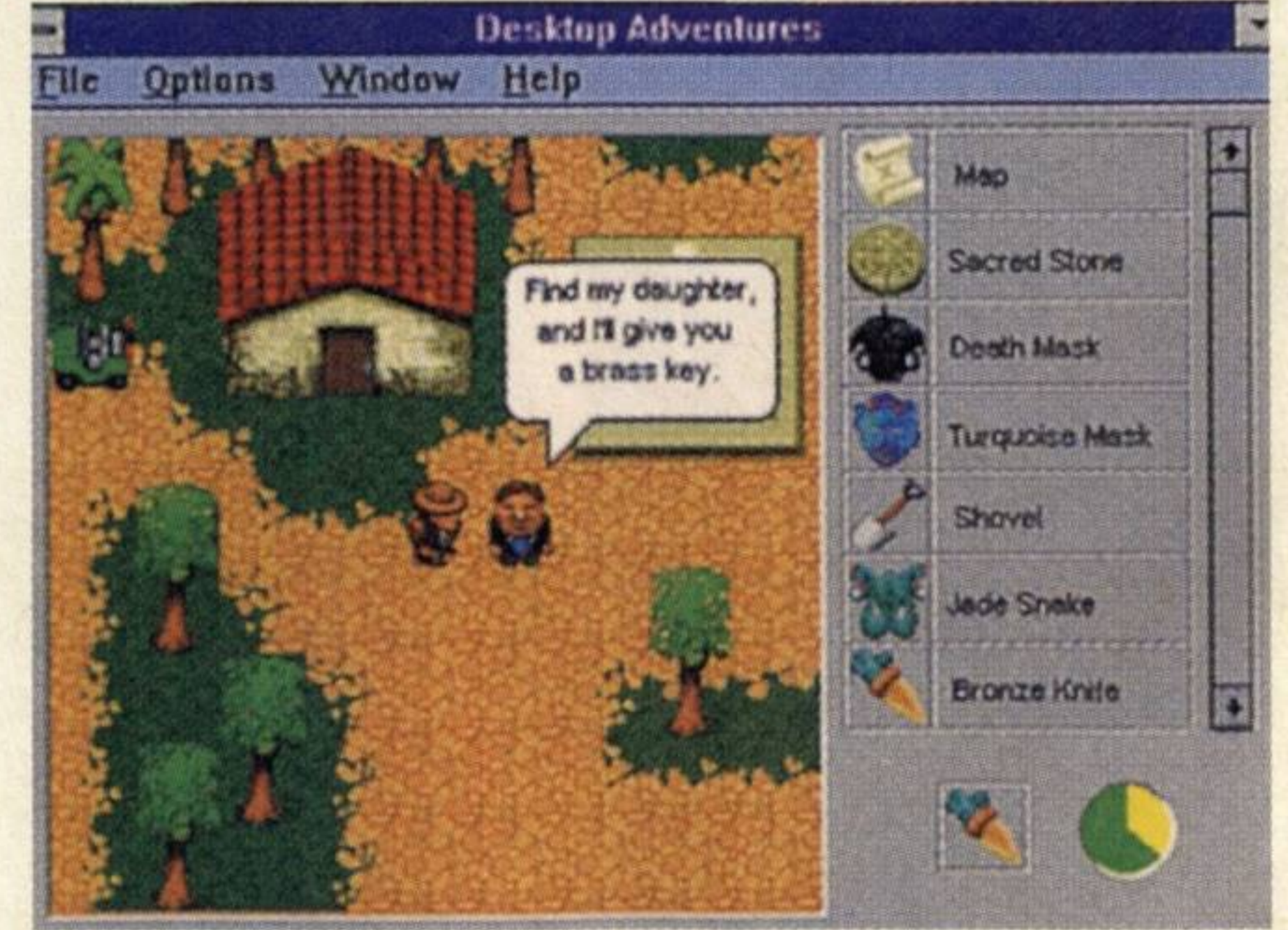
Are you an office worker who sits in front of a Windows PC all day? Is your lunch hour a bothersome inconvenience? Finding it tough to fill those minutes after you've filled your tummy?

If you said yes then we say listen up! LucasArts are about to deliver your salvation in the form of Indiana Jones and his Desktop Adventures. It's a Windows adventure game designed to take no more than an hour to win. So where's the value in that, you are undoubtedly wondering? Well the software has a random game generating engine capable of creating literally billions of new games. Each new game world has no more than 15 puzzles, with a guarantee that every new game will be completely different from the last.

The meat of each game has Indy out to retrieve some ancient artefact. Being set in the land of the Aztecs, Mayans and the like didn't preclude LucasArts from including Indy's old chums the Nazis. Besides having them to worry about, Indy also has to contend with less than professional rivalry from one Dr Victor Van Loon, who like all great villains is shady and unscrupulous.

The game plays like a stripped-down adventure game, but with all the features deemed essential to the genre. There's ye old faithful inventory, a bit of character interaction and the need to explore absolutely everything. No Indiana Jones game would be complete without a dose of whip work, with a variety of native weapons able to be used for added fun.

As the game is designed mainly as an office non-productivity tool, the need for a "boss key" which instantly pops up a fake spreadsheet is essential. Unfortunately it doesn't look like such a thing is included. Shame that, you'll just have to play by the rules then, with a little surreptitious over the shoulder checking in case you're too stupid to finish it before it's back to work time.



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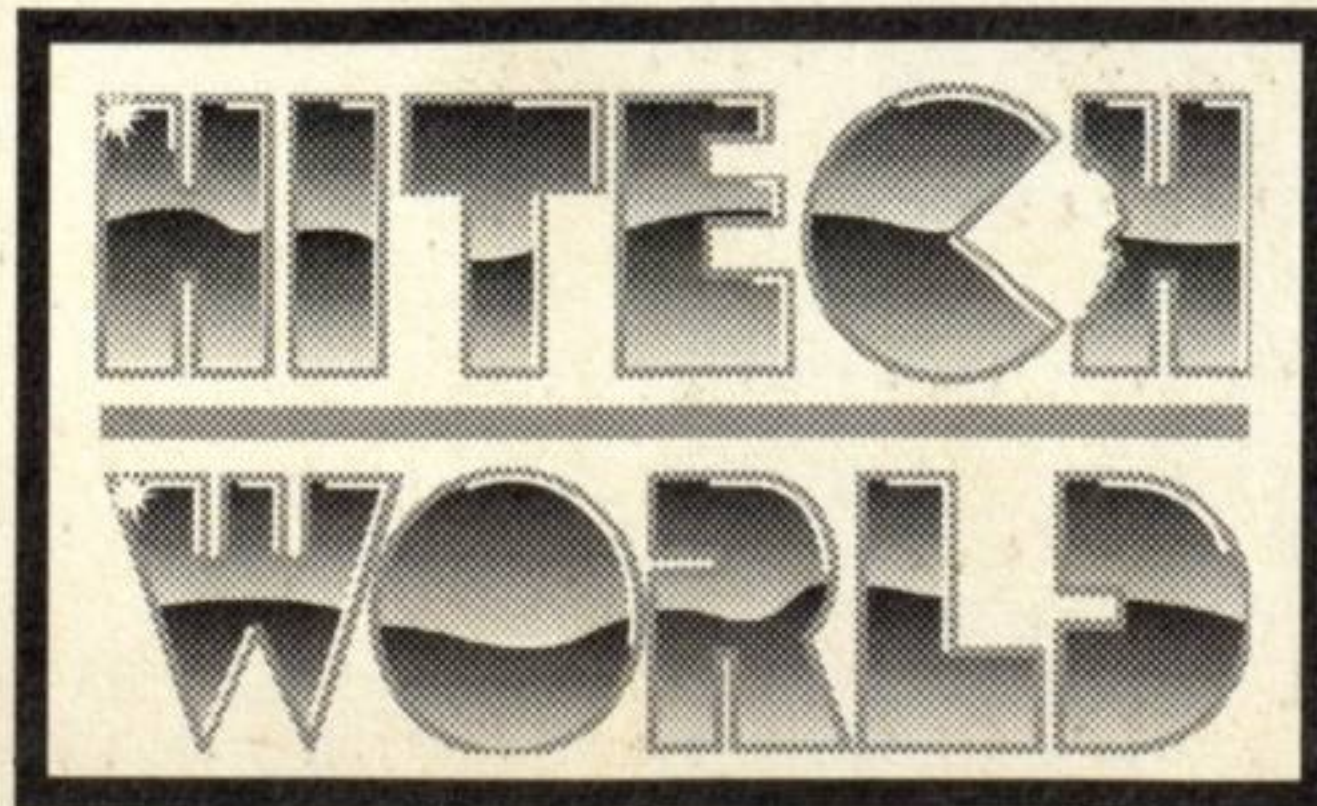
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# Overflow

All the bits we couldn't fit anywhere else...

Nintendo first test for their questionable Virtual Boy will come on August 14th, when the US release takes place. At US\$179.95, the Virtual Boy will have five games on the shelves for buyers to choose from: Red Alarm, Galactic Pinball, Teleroboxer, Mario Clash and Mario's Dream Tennis.

Intel's 120 and 150MHz variants of their Pentium CPU should be available about now. This news won't cheer fans of high-end flight sims Flight Unlimited and Falcon 4.0, both of which require a P6 (the 686 - or possibly Sextium!) for maximum performance.

Cheap joystick makers QuickShot are about to release a cheap clone of the Thrustmaster HOTAS system. The stick and throttle unit has all the features of the Thrustmaster, with the exception of an outrageous price tag, top build quality, ergonomic design and full ranging joystick movement.

Multi-player Civilisation (Civ-Net) is finally due for release. This should have been incorporated into the original game, and gamers have been begging Microprose for this for years, but at least they're finally listening.

The hugely successful Multi Media dance compilation CD from the groovers at MDS and Metro Games is to be followed up by (naturally enough) Multi Media II. As well as more hot techno tunes, it will include a playable demo of LucasArts Dark Forces!

On the licence to print money front, the movies Casper and Waterworld will make the transition to the games screen. Playstation, Saturn, 3DO, PC and 32X are the likely platforms at this stage.

A mission disk for Magic Carpet is coming! Called Hidden World, it features a new snow and ice landscape. Magic Carpet 2 is also on its way.

Console gamers are about to get a decent adventure game! Alone in the Dark was released for the PC so long ago that the string of sequels is up to part III. It's a top game though, and Saturn and 32X CD owners should rejoice at this news. Go on then, rejoice!

Super-fast first person shooter Descent is coming to the Saturn and Playstation! No release date as yet, but it'll be worth the wait.

The 3DO versions of Doom and Doom II should be out by the end of the year. This is not the Doom we love and worship though, designers Art Data have created an entirely new episode of levels, and will incorporate brand new weapons!

Snowboarding freaks (there's one in every office) finally get a game. Shredfest (whoa!... cool name!) EA should have it out by the end of the year, with Playstation the initial platform and a Saturn version to follow. It uses the Road Rash engine and is said to be a breathtaking feat of 3D animation.

The phenomenal success of Dune II clone Warcraft has spawned a sequel. It's currently under development by Blizzard Software.

JetFighter III is coming! Featuring brand-spanking-new graphics and a choice of planes to fly. This one's been delayed a few times, but should be out around November.

When Robocop the TV series first screened, Robo's startup sequence finished with the words "loading command.com" flashing across his visor. Does this mean the Robodude himself runs on MS DOS? Is it therefore possible to play games on Robocop? And what of other superheroes? Our guess is that Spiderman runs AmigaDos - interesting but largely useless, Superman runs Unix - allegedly all powerful, yet seems to die with alarming frequency, MacOs would have to be Batman - no special powers, but lots of gadgets and ultimately cool, with Judge Dredd being Windows based - sadly necessary but feared and hated by most of society.

## Crossfire - Flashback 2?

The 3D adventure game, often touted as the Next Big Thing, is almost here. That it comes from innovative French house Delphine is no great surprise, as their pioneering game Flashback broke new ground for 16-bit machines.

Crossfire stars Flashback hero Conrad, so in effect the game is Flashback 2. This time round he's trying to save the Earth from the evil clutches of an Alien species. The nasty thing about this lot is their annoying ability to morph into just about any form. Luckily for Conrad he's got a big gun, one that can use the variety of ammo to be found as the game progresses - like armour-piercing, explosive, plasma and target-homing.

The breakthrough achieved by

Crossfire is the real-time rendering of the game world. BioForge uses pre-rendered backgrounds, as does the Alone in the Dark series. Crossfire presents the player with a world that has more in common with Doom, but because it's an adventure game Conrad appears center-screen. The viewpoint only changes when Conrad opens fire, then a lightning fast switch jumps to an over the shoulder view, with big crosshairs to facilitate accuracy.

The amazingly smooth character motion achieved with Flashback has been carried over to Delphine's new title, although this time an entirely new technique has been used, instead of the rotoscoped method used previously. The precise nature of the technique remains secret, but an actor (the same one that did Conrad in Flashback) was filmed in many different positions, with computer A.I. filling in the gaps. The end result is that the character is capable of unlimited freedom of movement.

Deep gameplay has been promised by Delphine. Flashback's only problem was the sacrifice of gameplay for graphics in some areas. Crossfire, which is scheduled for a September/October release, will offer the player an absorbing experience, one designed to take a considerable amount of time and attention to complete. We await anxiously.

## Metro Games Slash Prices



We've received the occasional readers letter that asks the "why are games so expensive" question. Actually we get them almost every day. There are lots of reasons, but a sizeable chunk of the cost goes to cover the expense of flying container loads of games into the country.

It all seems a bit silly really, when the games could be manufactured locally under license. Tentative steps have already been taken in the right direction, such as Ozisoft's Price Busters range. However the local releases have always been "classics", or in other words, OK games that have outlived their prime sales potential.

Now more positive action has been taken. The stumbling block has always been obtaining permission from the overseas games companies to locally manufacture their new releases. Luckily for we, the humble consumer, local distributor Metro Games have been granted permission from Mindscape and SSI to locally produce a selected range of their new games. Top titles like Ravenloft - Stone Prophet, Renegade and U.S.S. Ticonderoga can now be had for just \$39.95 instead of \$90 - \$100. Cor!

Because gamers are generally clever shoppers, support for Metro's efforts should bear fruit in the form of more games at these unbeatable prices. So spend and save gamers, for the future is cheap indeed.



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HPB2074B

Reviews by Max Autohead



### Plastic Little

Y'know, I've read a lotta strange things about Japan, one of which is the exploitation of schoolgirls. I mean, you can get used schoolgirl undies from vending machines for perverts to sniff and wear. You can even get recycled gum that's been chewed by schoolgirls. Mmm-Mmm! So what's all this got to do with Plastic Little? A lot.

Tyita is a seventeen year old "Pet Shop Hunter". She travels around on this big ship commanding a tough and hardy crew that hunt exotic animals...like whales, for instance. Tyita, with all her schoolgirl charm meets Elize, a sixteen year old girl on the run from the military after her father is brutally killed. Both are drawn to each other because they have one thing in common; they both make Angie Hart from Frente look butch.



STAR BLAZERS

Drawn in the kiddie Japanese Anime style, PLASTIC LITTLE seems to have blown half of its budget into animating the breasts of the teenage girls. There's this bath scene for example, that takes place so that the characters can "get to know each other better". That chewing gum's tasting good already, I bet!

To be fair, the rest of the animation in PLASTIC LITTLE is above par. There's some beautiful designs for the flying ships and vehicles, and technically this is a good looking, well designed anime. However, little thought or originality seems to have gone into the narrative itself. The characters are pretty bland and cliché, and the story seems to evolve with no attention to plot climax whatsoever. By the time the tape finished I kept asking "Is that it?". Ho hum.

Watching PLASTIC LITTLE is like biting into a hollow apple. Rated "R" but I couldn't see why. Maybe the breasts were too well animated.



Tyita

PLASTIC LITTLE

6/10

Rated R. Subtitled in English. Distributed by Kiseki Films.

### Star Blazers

As a kid I often ran home from school and switched on to the ABC, waiting with baited breath for the next instalment of STAR BLAZERS! Before the coming of Macross, STAR BLAZERS was it! A World War II battle cruiser searching the depths of space for the planet Iscander to bring back Cosmos-DNA, which will save the planet Earth from environmental destruction. In their wake are the space forces of the planet Gamilon, who for some reason want to destroy Earth for their own twisted and evil ends. Whatta story!

Another writer once warned me about building up childhood memories. The school yard always seemed bigger than it actually was. That book about the dragon and the elf more exciting. That television show so magic and fascinating. So was I disappointed by going back and seeing STAR BLAZERS?

Well, as soon as I pressed play I reeled in shock at how dated STAR BLAZERS had become. It was like looking at old photographs and cringing at the clothes one once wore. Truly embarrassing.

Yet it's hardly fair to review an anime released in 1980 with the standards set by giants such as Macross and Akira. In it's heyday STAR BLAZERS was king shit. It set the standards that animes such as Macross followed, and is today considered one of the institutions of that genre, much like Battle of the Planets.

For all you who are old enough to remember this classic, get it out for the strange things that it does to your mind (remember the Wave Motion Gun?). For all you newer viewers, here's your chance to get a bit of history!

7/10

Rated PG. Distributed by Kiseki Films.

### Twilight of the Cockroaches

A tale of two nations. One affluent, where food is abundant and the needs of all are catered for. The other, a warrior country, where day to day living is a nightmare of war and death. Within this chaotic backdrop two strangers meet at the end of the world, and thus are sown the seeds of a tragic love that equals Romeo and Juliet in scope as well as in grandeur. This is the tale of the planet. This is the tale of cockroaches.

A black satire from director Hiroaki Yoshida, "Twilight of the Cockroaches" is produced in the same vein as "Dot and the Kangaroo", using live backgrounds with animated characters (but please, don't let that analogy put you off!). Actually, this film reminds me of other greats such as Tombstone for Fireflies and Roujin-Z.

Like the latter two, the deeper allegories of ROACHES convey the deep concerns of creators such as Yoshida, who expresses his concerns of a post-war Japan grown decadent through prosperity. In fact, if we look at the subjects of the animes that have reached our shores, they more often than not gravitate around huge monsters or mutants or technological advancements that can affect sudden mass destruction. Babylonian "end of the world" themes are deeply etched into the psyche of Japanese culture.



# Twilight OF THE Cockroaches

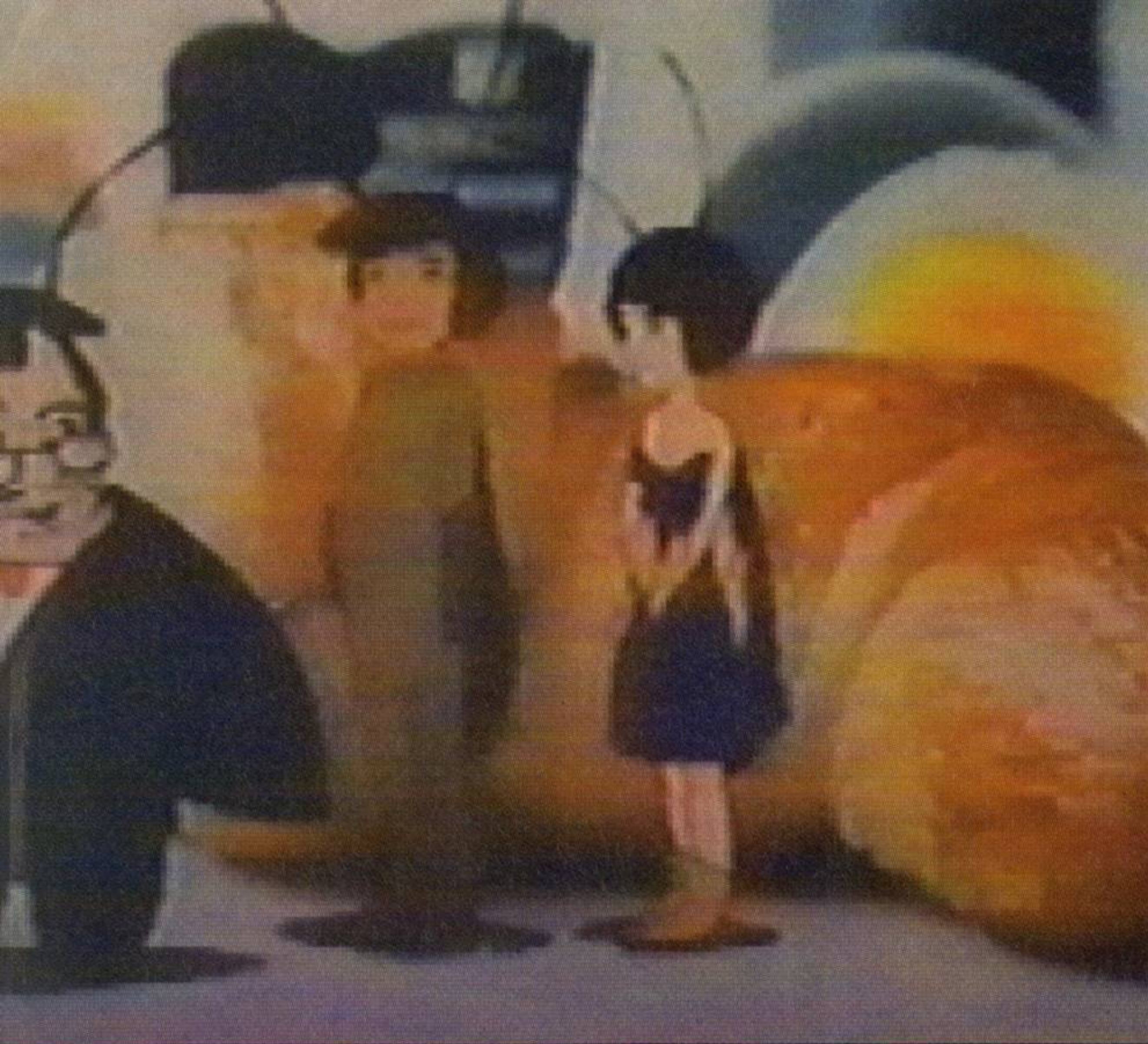
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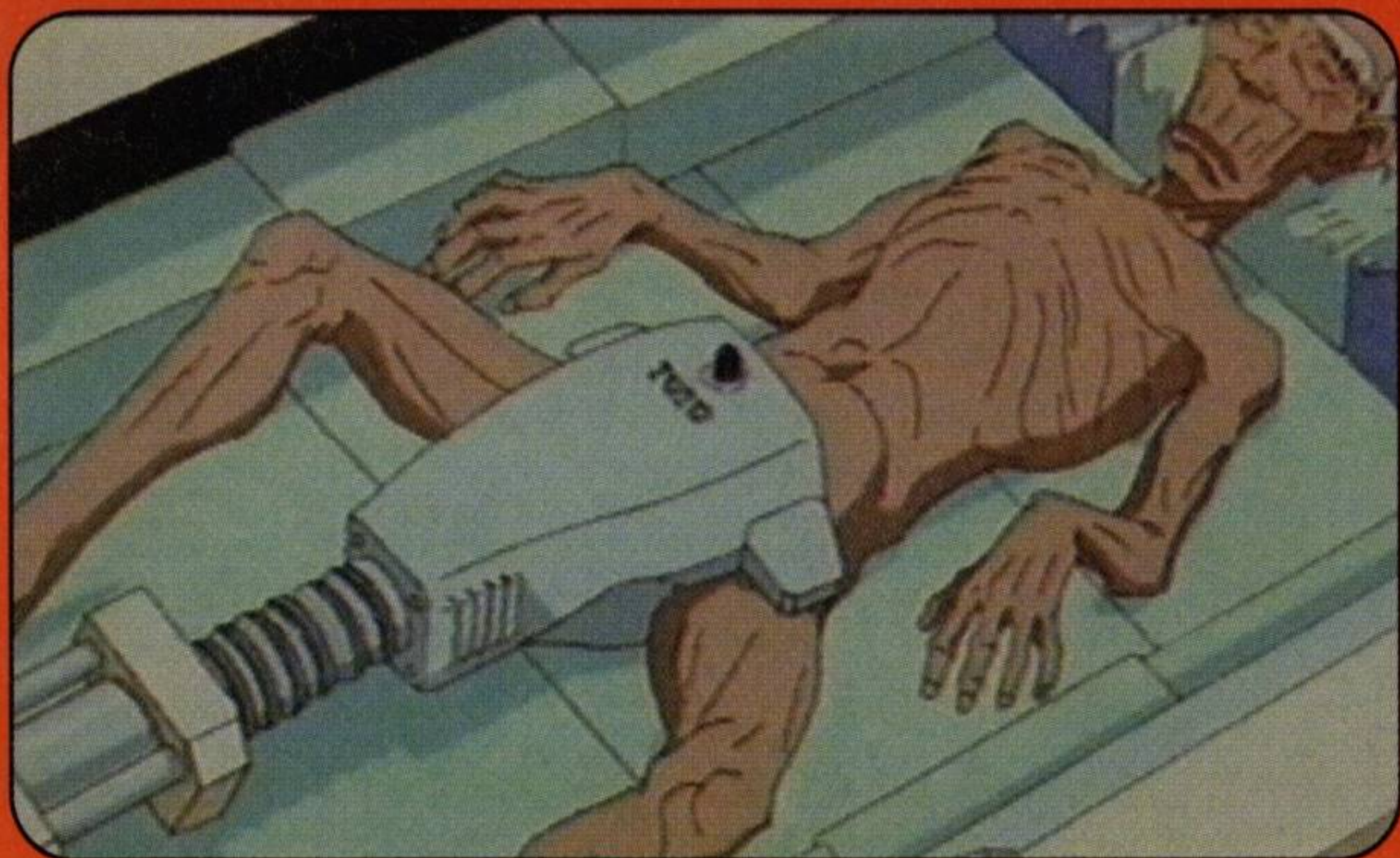
**TWILIGHT OF THE COCKROACHES**

If nothing else ROACHES is a lesson in strength and in survival. The characterisation is so strong that the cockroaches assume a life of their own. They become real people.

This is a magic achievement that will make you stand up and applaud.

**10/10**

Rated TBC Distributed By Kiseki Films.



**ROUJIN-Z**

**Roujin-Z**

Katshuhiro Otomo...can the man do no wrong? Akira gave him world wide acclaim and spearheaded Japanese Manga and Anime into the west, and with the latest release of his movie Roujin-Z on video, I'm already creaming my pants.

Another Blade Runner-esque cyberpunk extravaganza? I'm afraid not. What we have here is a totally different masterpiece; a refreshing change to the street level cool of Akira.

2020AD and Japan's aging population starts to take its toll on the working population of the nation. As the question of aged care becomes a critical matter, the government announces the latest in elderly care, the Z-001! A robotic hospital bed powered by an artificial intelligence computer, the Z-001 is the newest complete life support unit, programmed to respond to the needs of the elderly. All needs including entertainment, medical, feeding and waste disposal are catered for. All needs except one: dignity.

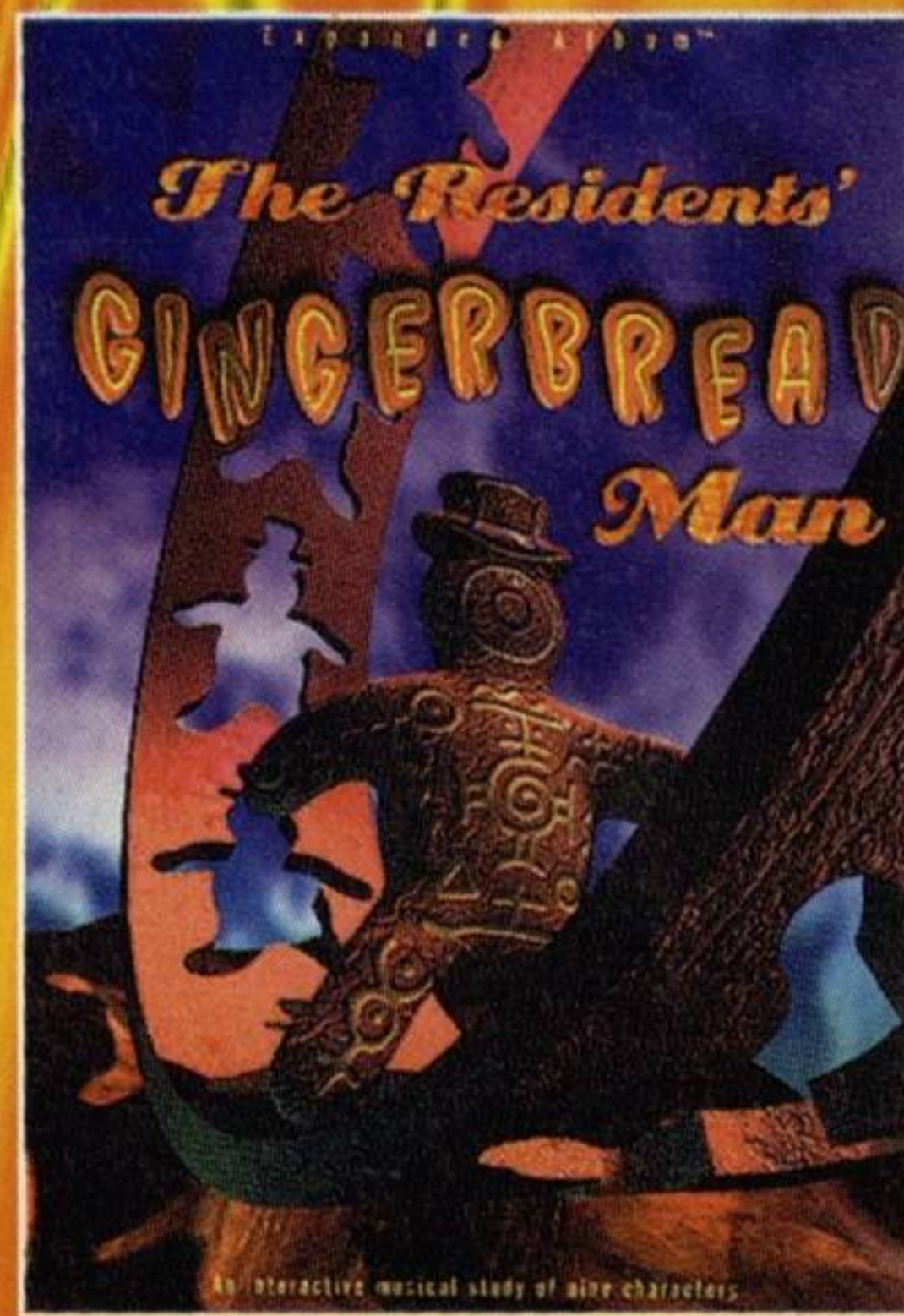
If you're asking how exciting an anime on a robotic hospital bed can be, then think again. Roujin-Z completely immerses you within its world and leaves you begging for more. Ottomo is a master craftsman of storytelling, who has created true originals (need I mention Akira?), and has done so again with Roujin-Z.

Brilliant animation, brilliant story and brilliant directing makes this film a must see for everyone.

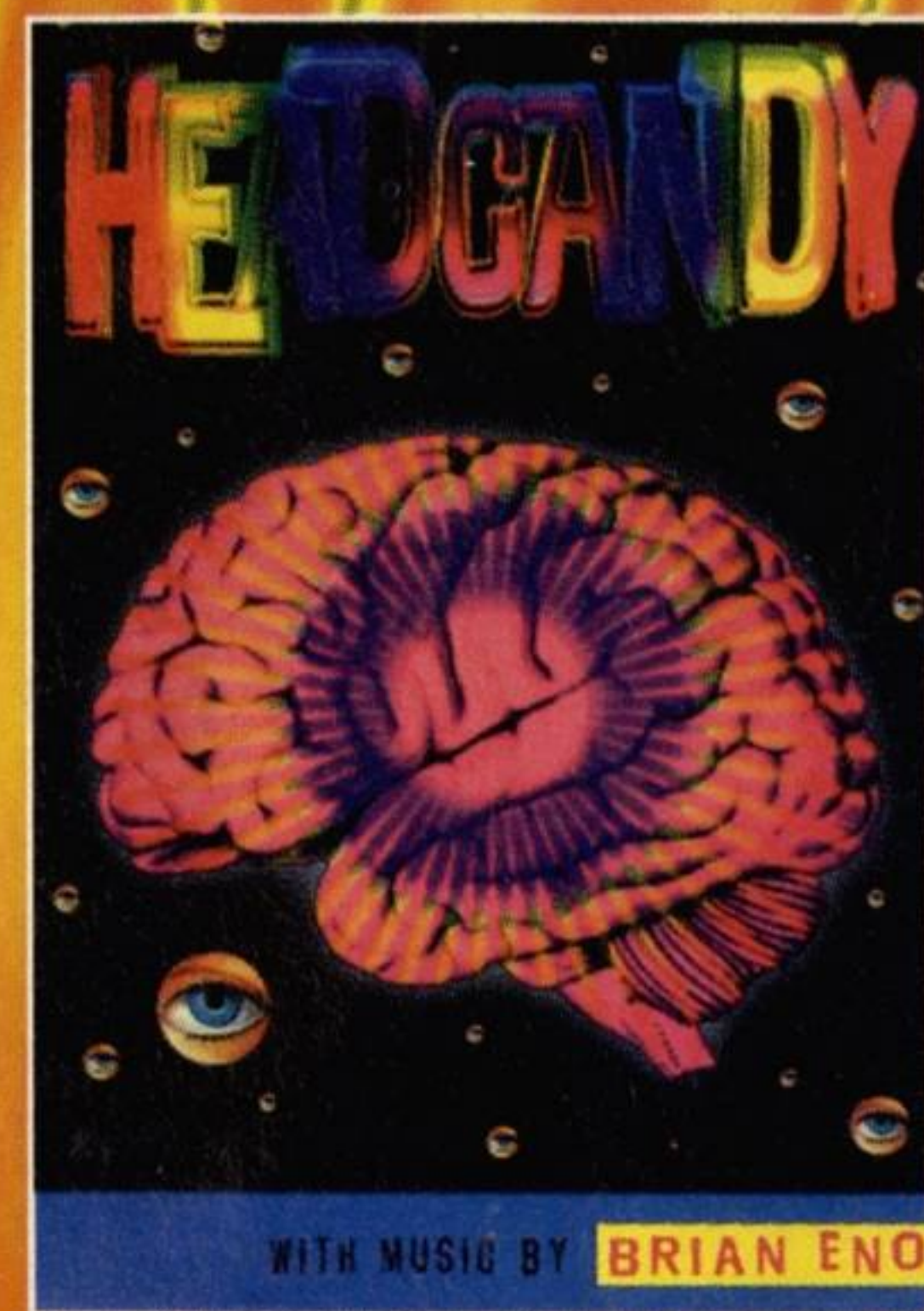
**10/10**

Rated M15+ Distributed by Manga Video.

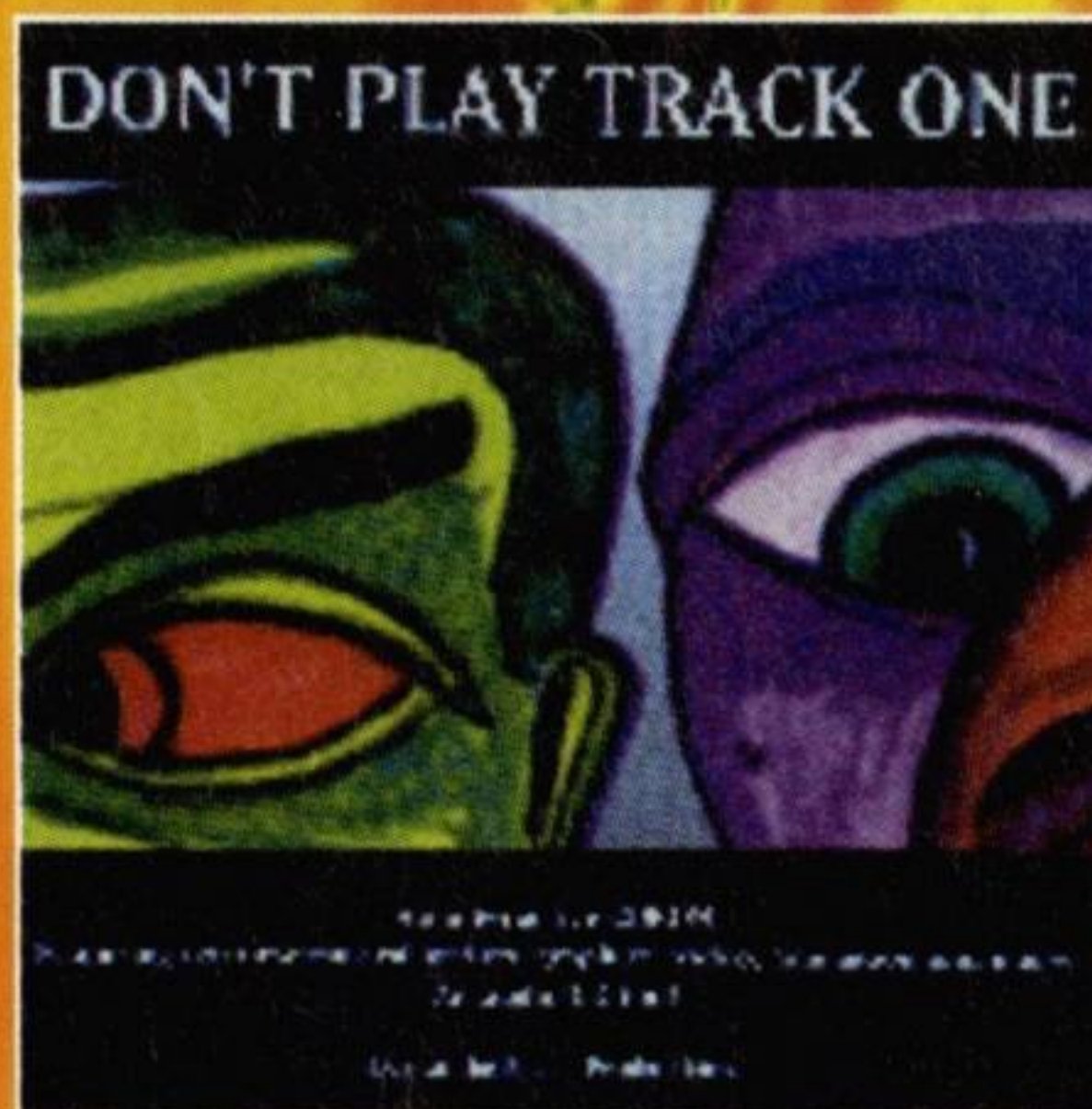
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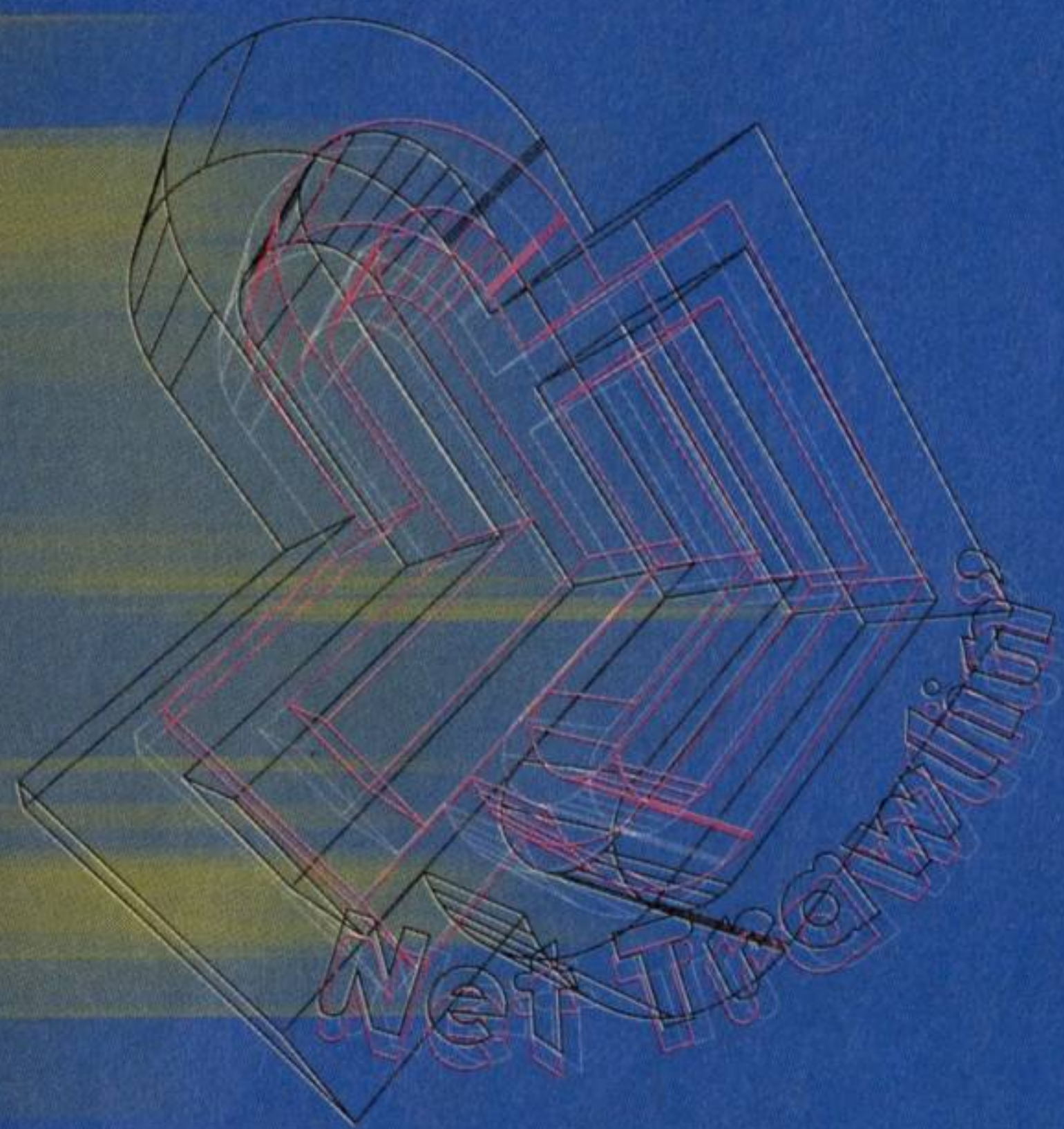
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More and more corporations are swarming onto the 'Net every day, and while there's a lot of junk going up, there's also some very slick pages appearing. Cyber-freak **ROGER BOLTON** checks out the latest and most interesting 'Net bits...



JOHNNY MNEMONIC INTERACTIVE NET HUNT

### Hollywood's vision of the 'Net

Sony Pictures have easily beaten MCA's "Tank Girl" effort for the most elaborate commercial website ever. "Johnny Mnemonic" is a slick new cyberpunk movie based on a short story by visionary sci-fi author William Gibson. It features the Johnny of the title (played by Keanu Reeves) as a future courier with 320 Gigabytes of seriously dangerous data stored in an implant in his skull. The hot part of this movie is that it represents Hollywood's most ambitious attempt yet at creating the future of the Internet (or William Gibson's "CyberSpace"), on the big screen. Forget The Lawnmower Man, this film is going to have some stunning fully rendered sequences!

The Johnny Mnemonic site features all the usual stills, video clips and cast pictures, but the really special bit is the interactive "net.hunt". The net.hunt is a scaled down version of "CyberSpace" for the Web. It features thousands of fully rendered frames taken from the same 3D model used in the movie and a hunt for clues to prizes in the LA Grid. Of course, seeing as we're over here in distant Australia, the hunt will be over by the time the movie is released, but the website is still

worth a good look. It also contains info and screenshots of the interactive movie of Johnny Mnemonic that is being released on PC and Mac CD ROM as well as the Playstation. William Gibson gives an audio sample describing it as "Myst on some nasty stimulants". Sounds very exciting!

Also of note on the site is a VR Player from Autodesk that lets you explore a very cut down version of the LA Grid on your own

PC in real time. You need a fast PC for this and 16 MB of RAM, but if you've got the hardware go for it.

For the full story on William Gibson, who is one of the world's most influential Sci-Fi authors (Neuromancer and the compilation Burning Chrome are highly recommended) jump over to "<http://www.gate.net/~drake/gibson/>" or for just the Johnny Mnemonic site, web over to "<http://www.mnemonic.sony.com/>". If Sony spends as much on the Playstation website as they did on this then it will be truly worth the download time!

### Fling some MUD!

If you've heard of MUDS, and you're interested, but have no clue as where to begin playing one or how they work, then read on (and if you're not interested then bugger off to the next paragraph). MUDs are a cross between a Dungeons and Dragons roleplaying game and a party line, and are broadly split between Social and Combat MUDs.

In the social MUDs (MOOs, MUSHES and TinyMUDS) you create an interesting alter-ego for yourself, and enter a text based world where you interact with others and just generally hang out. In the combat MUDs (LPMUDs and DikuMUDs) you begin life as a lowly peasant scum weakling who couldn't strangle an injured puppy to save your life and attempt to work your way through the ranks to the ultimate warrior-king-sorcerer-demi-god type thing. Along the way you can kill other players (always fun) or team up with them to beat tougher monsters, and then back stab them, kill them and steal all their weapons and armour (even more fun).

In many forms of social and combat MUDs, you can even add your own areas to the game and create your own virtual hang-outs online. Be warned, this usually requires a lot of patience and a willingness to do some serious coding and wading through obscure UNIX type commands. The effort can be worth it though when you reach the exalted Wizard rank and get to build your own Castle.

Two good places to look around to get started on MUDding are the CSU Mud Archive at

"[http://csugrad.ccs.vt.edu/soc/mud\\_page.html](http://csugrad.ccs.vt.edu/soc/mud_page.html)" and the Cardiff MUDlist at:

"<http://www.cm.cf.ac.uk/User/Andrew.Wilson/MUDlist.html>".



JOHNNY MNEMONIC INTERACTIVE MOVIE







JOHNNY MNEMONIC



CLASSIC VIDEO GAMES - ATARI 2600

You can also drop in to the Hyper@ctive online chat area called appropriately enough "The Freak Zone" on UltiMOO, a social MUD based loosely on a warped future version of Sydney. Just connect to "telnet://ultimoo.next.com.au:2001" and follow the instructions. (HINT: Stuart goes by the name of "Solidburp" on UltiMOO so remember to say hello!).

### Quick Trawls:

**WestWood Studios** - The creators of DUNE II and the hot new strategy game Command and Conquer have just put a brand spanking new website up at: "<http://www.westwood.com/>".

**Unofficial SquareSoft Page** - Lovers of quirky Japanese roleplaying games rejoice! All the Squaresoft info and sickeningly cute pics you want can be found at:

"<http://www.computek.net/public/andrew/square.html>".

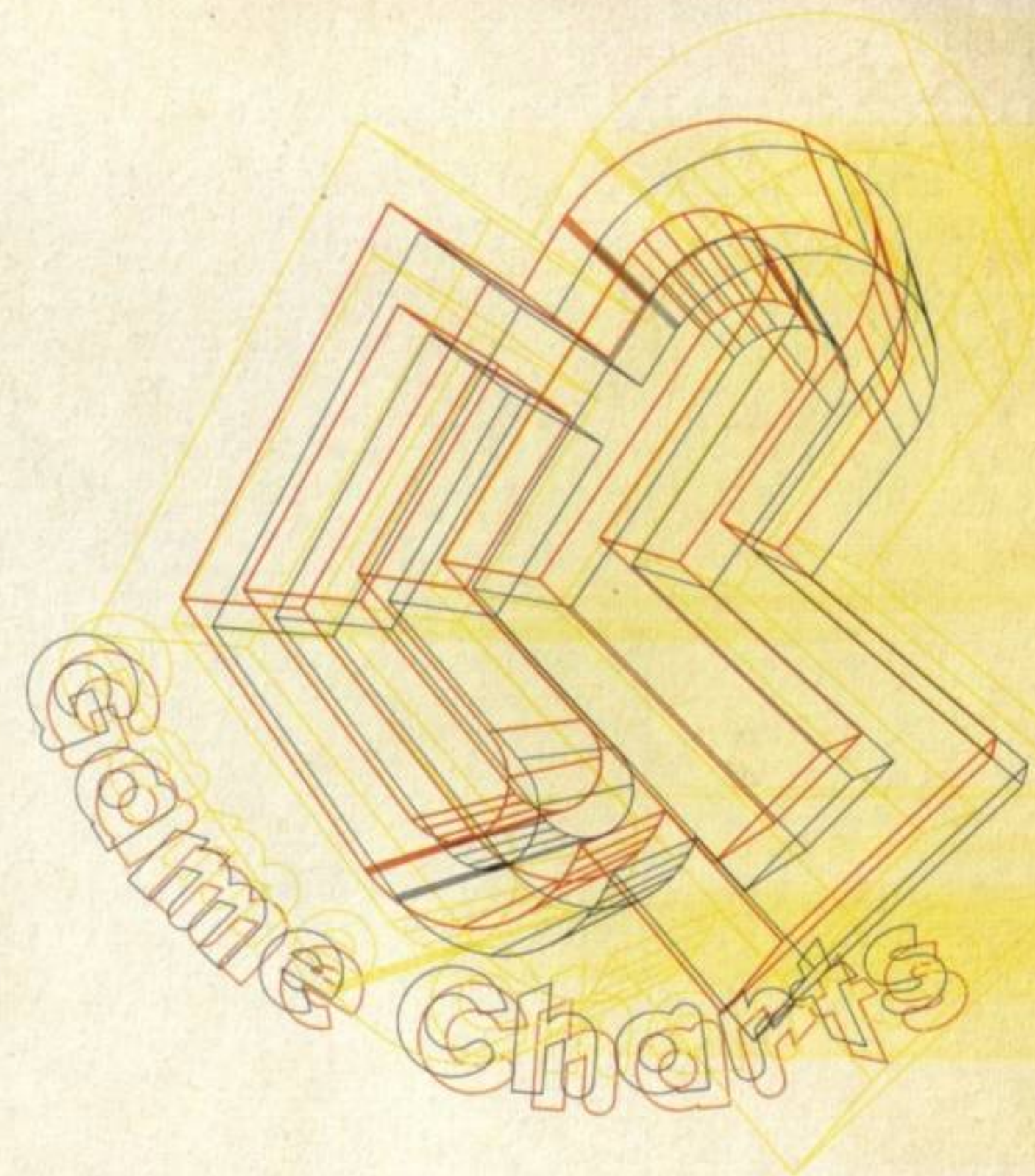
**Dr Fellowbug's Lab of Fun and Horror** - This site has the best version of HangMan I've ever seen on the web - the zombie's legs and arms get pulled off every time you get a letter wrong. Keww!

"<http://www.dtd.com/bug/>".

**Classic Video Games Page** - All the info you ever wanted on Atari 2600, Intellivision and Vectrex games! For the oldtimers who remember, this site will bring back a fond recollection or two of hours spent with "Pitfall" or "Combat". These were the days when 64K was a huge amount of memory and 32 colours was awesome!

"<http://www2/ecst/csuhico.edu/~gchance/>".

E-mail feedback is always welcome, for general letters to HYPER e-mail "[freakscene@hyper.com.au](mailto:freakscene@hyper.com.au)" for cool web sites or other internet news send them to "[trawlin@hyper.com.au](mailto:trawlin@hyper.com.au)". And stay ahead of the pack by visiting Hyper@ctive, HYPER's fully interactive web site at "<http://hyper.com.au/games/>". You'll soon find the Australian Sony Playstation page there too!



## HYPER's charts are supplied by The Gamesmen

### Mega Drive

1. Brian Lara Cricket
2. NBA Jam TE
3. NBA Live '95
4. True Lies
5. Road Rash III
6. Sonic Spinball
7. FIFA Soccer '95
8. Psycho Pinball
9. John Madden '95
10. PGA Tour Golf 3



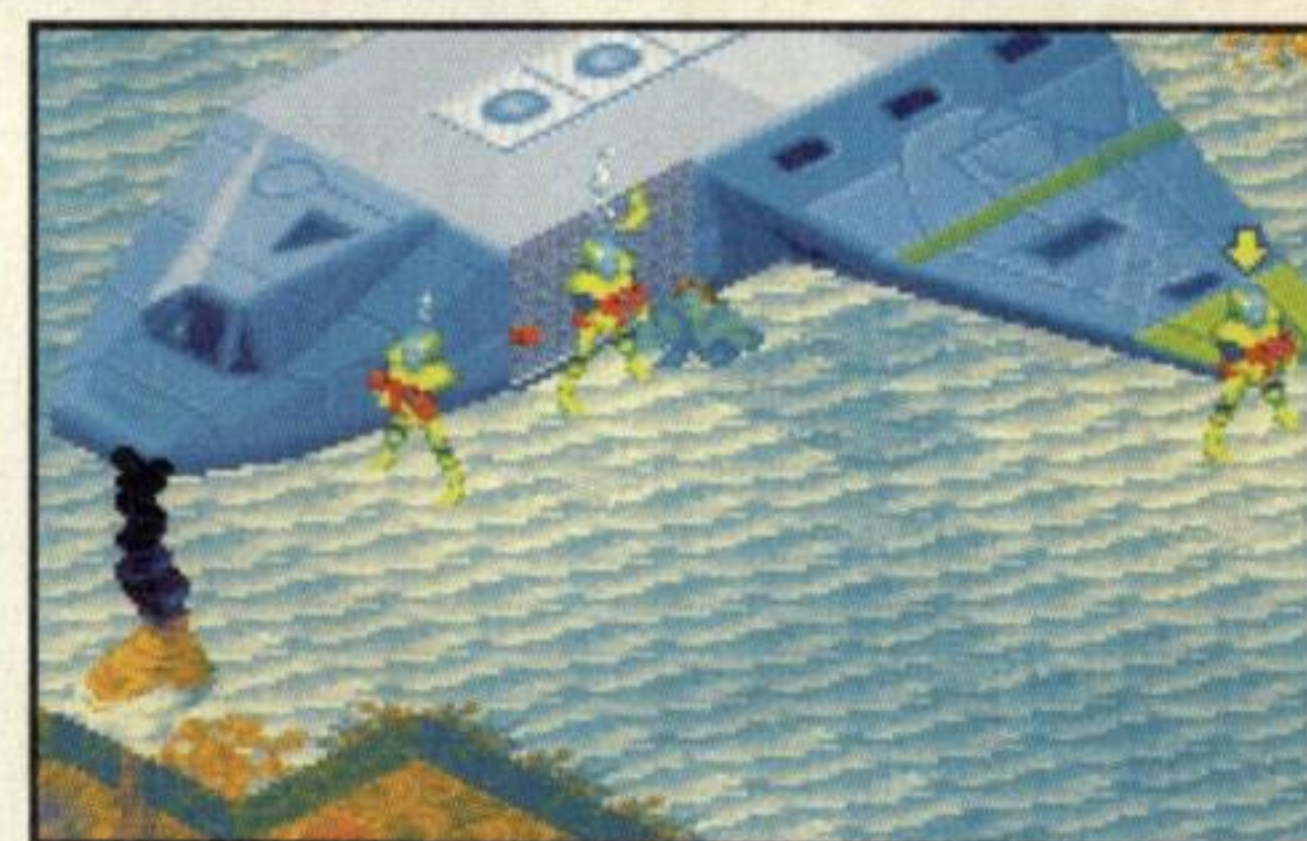
### SNES

1. Super International Cricket
2. Donkey Kong Country
3. Indycar with Nigel Mansell
4. NBA Jam TE
5. Mortal Kombat 2
6. Illusion of Time
7. Super Strike Eagle
8. Mario Kart
8. Mega Man X
10. Stunt Race FX



### PC

1. Alan Border's Cricket
2. Premier Manager 3.0
3. Indycar Racing
4. Microsoft Golf
5. Warcraft
6. The Lion King
7. Links 386
8. Rise of the Triad
9. XCom 2: Terror From the Deep
10. Descent



### Mega CD

1. Terminator
2. Supreme Warrior
3. Eye of the Beholder
4. Formula One
5. NBA Jam

### 3DO

1. Slam and Jam
  2. Gex
  3. Need For Speed
  4. Return Fire
  5. FIFA Soccer
  6. Theme Park
  7. Immercenary
  8. Hell
  9. Dragon's Lair
  10. Samurai Shodown
- 3DO Charts supplied by Sprint Electronics

HYPER's 3DO charts supplied by Sprint Electronics



## Your Very Own Mechwarrior 2



Mechwarrior 2 is one seriously smouldering game. So hot in fact that we're going to spread the joy and give five copies of the game away! The game comes on PC CD ROM - so you'll need one of those for starters. Got one? Cool, all you need now is a copy of this killer game. Thanks to the good people at Roadshow and Activision for making this great competition possible.

**Mechwarrior 2 is the sequel to which game?**

Mechwarrior 2 Comp.

HYPER

PO Box 634

Strawberry Hills NSW 2012

## Star Blazers

Japanese anime has been around long enough now for certain older titles to be fairly described as classics. Star Blazers is one such series. The melodramatic escapades of the hero Derek Wildstar should not be missed. Many video shops now have dedicated anime sections, so hunt this one down for some dashing space epic action. Couldn't be bothered? No worries then, just enter this fab new competition and win one!

You get more than just the movie too. Thanks to Kiseki we're giving away three Star Blazers packs complete with said movie, a cool Star Blazers T-

shirt and a stunning mounted poster. Full on!

You know the routine, here's the question and the address:

**What country does Star Blazers originate from?**

Star Blazers Comp.

HYPER

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## The Simpsons Glow in the Dark

You've probably marvelled at Glow Zone products - we do every night at bedtime. They're the stick-on glow in the dark doobies that you put on your walls and ceiling. Most common are the stars and moons, but there are many varieties and one of the new must-have items are Simpsons 60 piece jigsaws! What more can this product have going for it! It's The Simpsons, you can do stuff with it and it glows in the dark! Too much!

Thanks to the radiant people at Glow Zone products, we now have five of these fantabulous jigsaws to give away. Just write the answer to this easy question on the back of an envelope and send it in.

**Where did Homer work part-time to help pay for Lisa's horse?**

Send it to:

Glowing Simpsons Comp.

HYPER

PO BOX 634

Strawberry Hills

NSW 2012

## Tank Girl Pack

You've all probably heard of (or seen) Tank Girl by now. She's a futuristic, spiky-haired, smart arse, comic book superhero for the riot grrl generation and she's way cool. The movie stars Lori Petty, Ice-T, Naomi Watts and Malcolm McDowell and is doing big business right around the world. The soundtrack is also particularly fierce. and features Hole, Bjork, Ice T, L7, Iggy Pop and Veruca Salt, to name but a few.

While there's no word on a Tank Girl game yet, we

thought we'd give you a chance to win a big pack so you can get into the whole feel of it. Thanks to UIP we have a Tank Girl dog-tag, poster, book, soundtrack and T-shirt to give to a lucky reader.

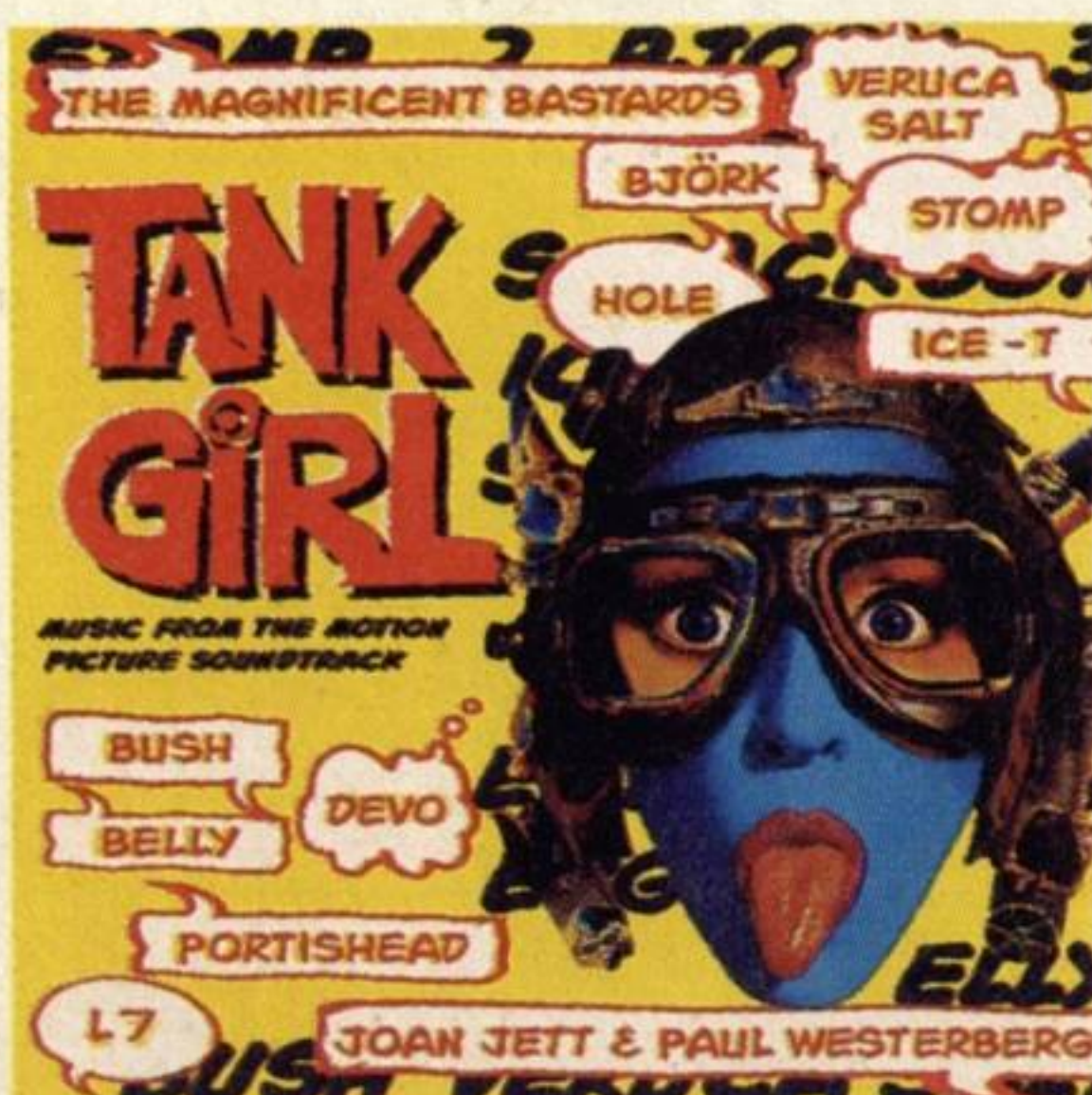
To win, tell us who is the rapper who stars in Tank Girl? On the back of an envelope with all your details to:

TANK GIRL COMP

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# Playstation

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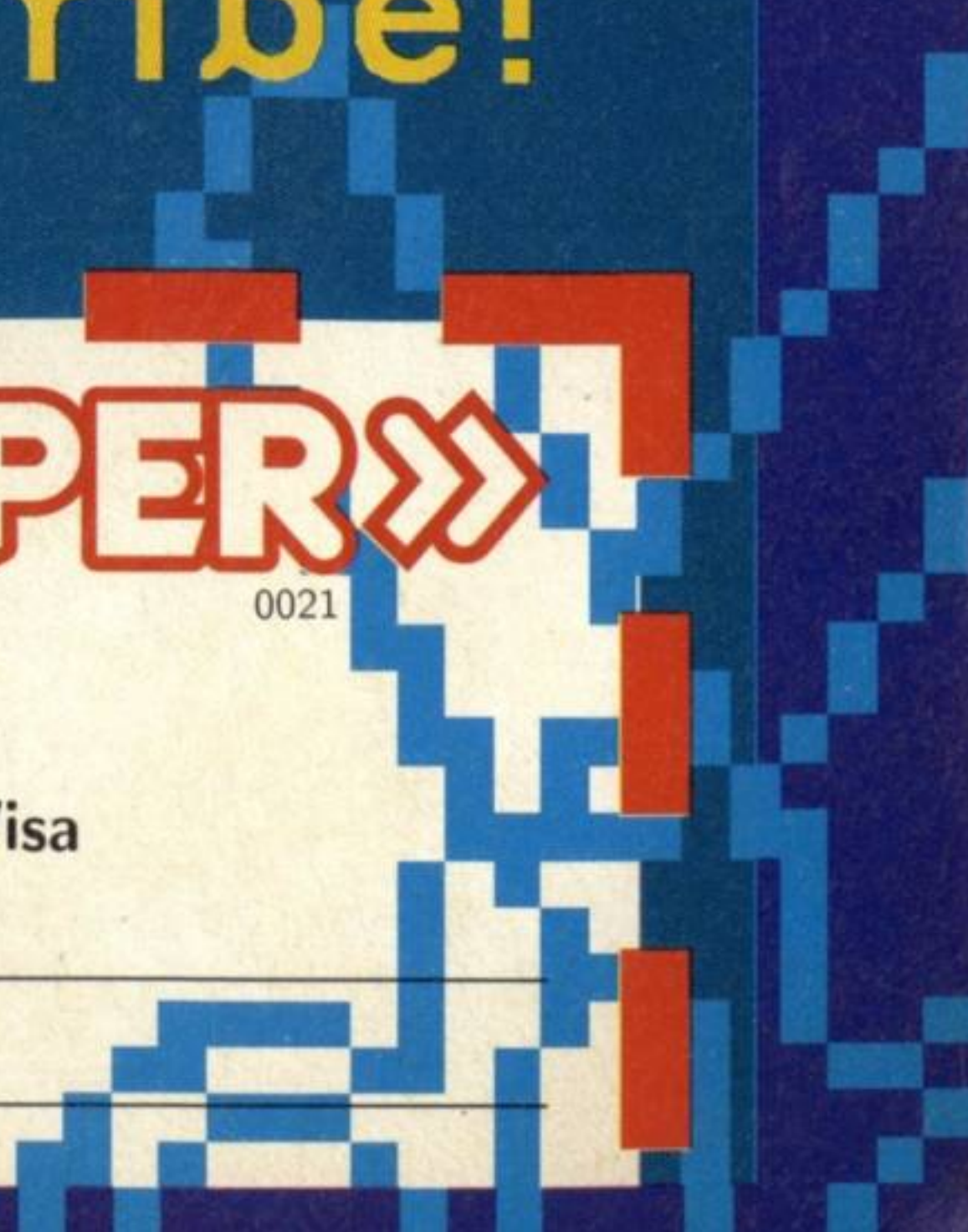
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0021



# The Hyper Interview with Interactive Binary Illusions

Interactive Binary Illusions is a new Australian based entertainment company. Recently their first PC adventure title, *Flight of the Amazon Queen*, hit the market and early sales figures seem to indicate that it is already selling well. In an industry dominated by the likes of Sierra, Origin, Microprose and LucasArts, HYPER was anxious to find out what made these Aussie guys so keen to strap on the gloves and step into the ring. JULIAN SCHOFFEL donned his boxing shorts and went ten rounds with the co-founders of IBI, John Pallfield and Steve Stamatiadis.

**How long have you guys been involved in the games industry?**

John: "Steve and I have been working on games together for about four years and we formed Interactive Binary Illusions about a year and a half ago."

**What are some of the other projects you've worked on?**

John: "We worked on some of the graphics and design of Halloween Harry, which is also known as Alien Carnage in the US."

**How did you guys get involved in the business of creating games?**

John: "Steve and I were both interested in comic books and Halloween Harry was our first project together. When we signed up with Renegade, or Warner Interactive Entertainment as they are now, we hired another guy called Tony Ball and he was responsible for doing the PC conversion. So basically there were just three of us here in Australia doing the game and overseas we've got a guy called Richard Joseph who does a lot of Bitmap Bros music (Speedball, Gods etc.) and he handled the music side of things in the UK."

**So who came up with the storyline for *Flight of the Amazon Queen*?**

John: "Steve and I nutted the whole thing out and came up with a script together. I do most of the dialogue and programming while Steve concentrates on the graphics."

**Now you've been signed up by Warner Interactive Entertainment, have they tried to lure you overseas?**

John: "Yeah they did try to get us to move to the UK but we preferred to stay here in Australia."

**Is it feasible to base yourself in Australia these days?**

Steve: "Well Warner's going to set up an operation in Sydney and I think when that happens you'll find that people will do the bulk of the work here, like the animation stuff, but if they have to they'll go overseas to find actors to record the dialogue."

**The Warner Bros. movie studio in Qld is very attractive to US film makers because of the cheap production costs. Do you think we might see some of the big games companies coming to Australia for similar reasons?**

John: "Yes definitely. Warner came out here with us because they saw it as less of a risk and it was relatively cheap for them to do it that way."

***Flight of the Amazon Queen* seems quite similar in a lot of ways to *Indiana Jones* and the *Fate of Atlantis* and other LucasArts titles. Did they influence you a lot?**



JOHN



STEVE

# Put Australian Take on the



ABOVE: SCREENSHOTS FROM FLIGHT OF THE AMAZON QUEEN. IT'S IMPRESSIVE, IT'S AUSTRALIAN, IT'S A HOT PLAY - WHAT MORE DO YOU WANT FROM A GAME?

John: "Yes that's exactly what we were aiming to do because we were both LucasArts adventure fans. It's a perfect format to tell a story from start to finish and we really liked the LucasArts way of doing things. What we decided to do from the outset was take the best elements from graphic adventures and at that stage it was LucasArts who had the best control system...so while we made a conscious decision to model the game this way, we also wanted to make it somewhat different."

*How did you go about recruiting the likes of Penelope Keith (To the Manor Born, The Good Life), Etti Reitel (Spitting Image) and Bill Hootkins (Star Wars, Raiders of the Lost Ark, Batman) to do the voices in Flight of the Amazon Queen?*

John: "We have a guy called Will Jeffery in the UK who does the voice directing. He works with Renegade and he basically said here's some people we think would be good for so and so or this guy's good let's get him. And these people ended up being well known actors. We never even considered Penelope Keith because for a start we thought why would she even want to do a game. But it turned out that her kids liked playing PC games so she wanted to do it for that reason. It's pretty exciting because you sit here in the office or your bedroom for so long and then towards the end of the project, to be able to actually go somewhere and see the actors recording the dialogue is really satisfying."

*How long does it actually take to develop a game like Flight of the Amazon Queen?*

John: "Well we've been doing it full time with pay for the last two years and the two years before that were spent getting all the tools and stuff organised. So in total, I guess it's been about four years."

*It seems that lately many adventure games are released with the emphasis on graphics, often at the expense of gameplay and storyline. Flight of the Amazon Queen is apparently selling pretty well.*

*Do you think that is because you focus on plot and character development more, as opposed to just graphics?*

John: "It's probably because Flight of the Amazon Queen is more like Indiana Jones and the Fate of Atlantis and Monkey Island 2, the big classic adventure games and I think people are looking for that now. One thing we were worried about was that our game was due to be released at the same time as Full Throttle, but what we've found is this; while being a really fun game, Full Throttle is also very short. When people play and finish an adventure game,

they usually want another one straight away. So with Full Throttle being so short, we're hoping people will want to play our game next."

*Are you going to focus on creating adventure games or are you going to experiment with other genres like RPGs and action games?*

John: "We're really excited about the Sony Playstation. We basically chose graphic adventures because they allow you to tell a story. So because the Playstation is CD ROM, as well as the Sega Saturn, they can support large RPGs, adventure and fighting games like Tohshinden and Virtua Fighter, so there's the potential there to combine elements, more so than a cartridge based system. So in the future, we're thinking about combining elements like Virtua Fighter type stuff and dropping in some adventure game elements as well."

Steve: "Imagine a game like Virtua Fighter where you could wander around a 3D environment, solving puzzles while at the same time fighting progressively harder opponents."

*Are you going to develop games for all the new console systems?*

John: "We'll be doing stuff for all the CD based systems, anything that Warner Interactive Entertainment is interested in. The PC is a very easy platform to develop games for, because you have a lot of creative freedom. The Sega and Nintendo platforms are harder because they tend to dictate what type and style of game they want you to develop."

*What are working on next?*

John: "Our next game will be an adventure game, it will have better character animations and more cut scenes and we'll be going for a different feel to Flight of the Amazon Queen. For the next game we will also have more resources available so we can hire more people to help with the programming and graphics, so we're hoping it will only take around eighteen months to complete. Our next title will be PC CD and should be available around Christmas next year."

*Interactive Binary Illusions may be a small operation when compared with Origin and Sierra, but they are one of only a handful of Australian games developers. If Flight of the Amazon Queen successfully captures the imagination of gamers who like their graphic adventures LucasArts 'Monkey' style, then their success is almost assured.*

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# Hot New Games from Lucas

## Rebel Assault II

Never underestimate the power of the Force. In spite of its weak gameplay, Rebel Assault somehow managed to find its way into over 1,000,000 homes around the world. If some twisted student chooses to do their thesis on the phenomenon, they will want to mention the facts that the shop demo was the sharpest looking bit of software at the time, and after just a few months Rebel Assault was given away free with just about every multimedia kit sold. But still, there's no doubting that it was a BIG game.

Now LucasArts are eager to get another Officially Licensed Star Wars Product onto the market and will soon release Rebel Assault II. Blessed be the gamer, for LucasArts have taken the care to make sure Rebel II suffers none of the afflictions that dragged the original down - like crappy joystick routines, run on rails flight sequences, unfair difficulty and a plethora of bugs (in the PC version).

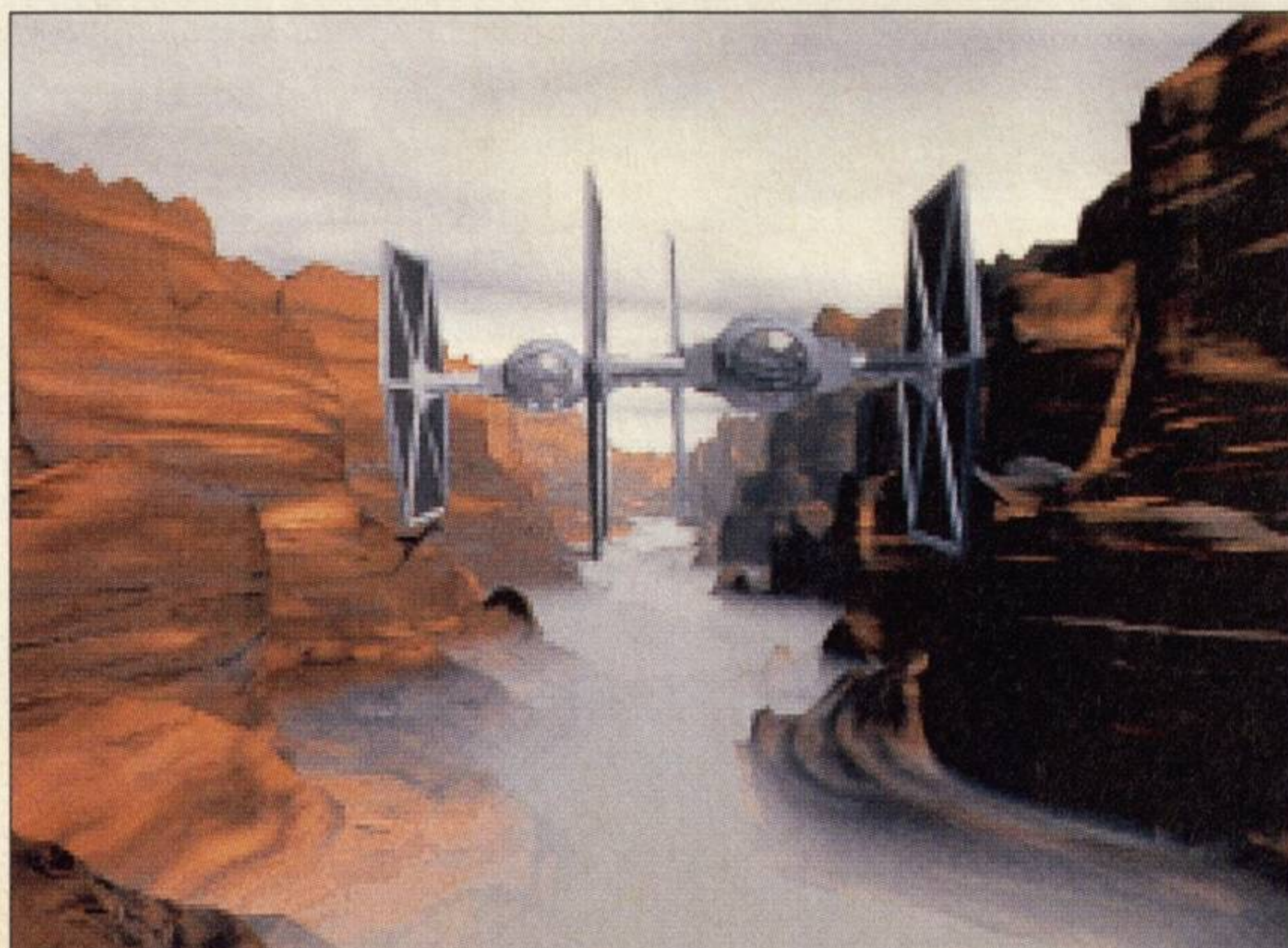
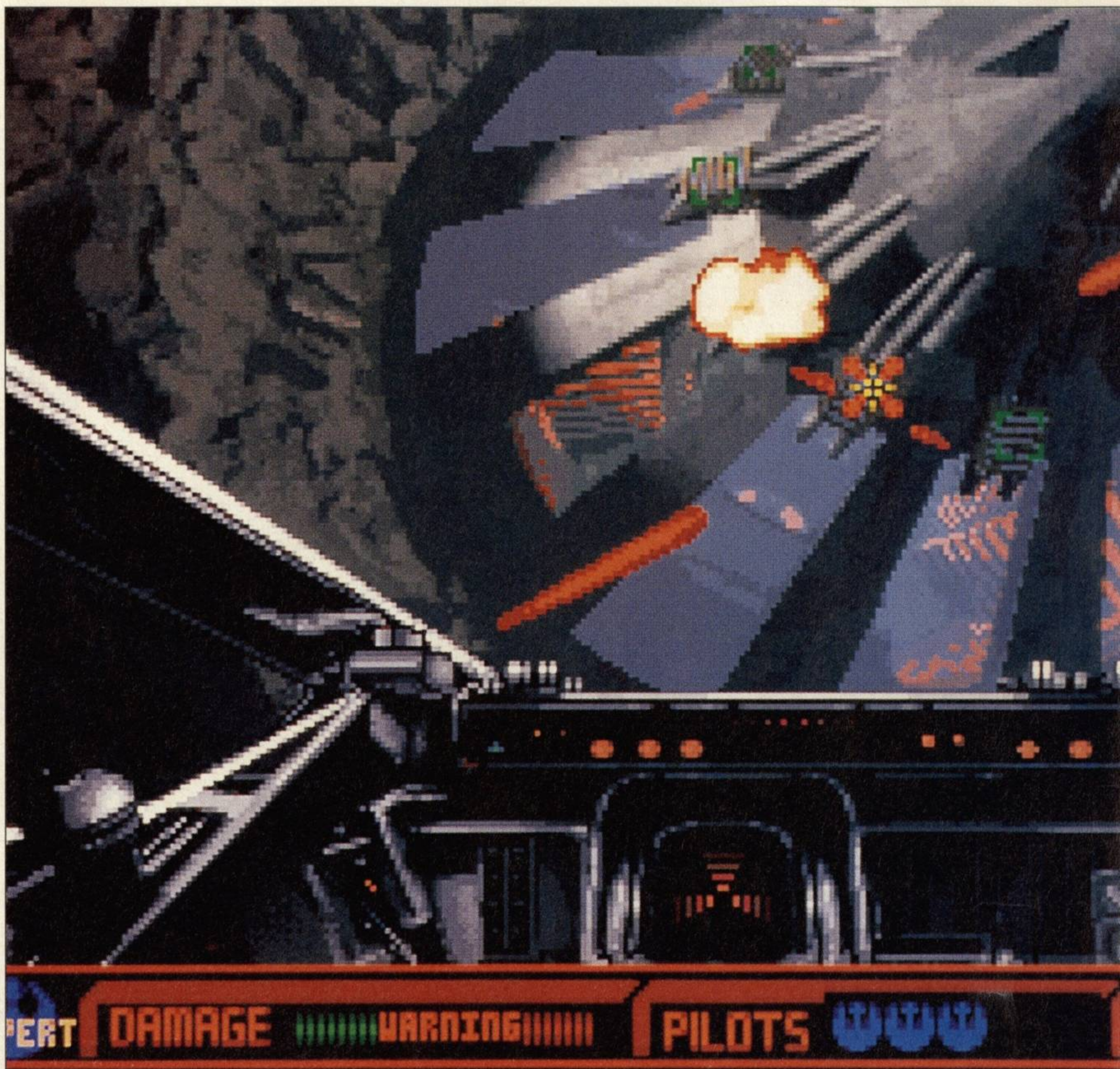
The same basic formula is left untouched. The three basic game modes are: hand-to-hand combat, flight manoeuvring and cockpit combat. It sounds suspiciously like more of the same, but LucasArts assure us that oodles more playability is a dead set cert. Ground combat will include far greater interaction with the environment, with hiding and dodging the new skills your rebel scum is blessed with.

They still can't hear you scream in space, but anyone within a radius of a couple of blocks will be treated to a cacophony of wails, as your ship is repeatedly pummelled to stardust. With a hefty variety of ships to pilot, as well as a meaty new range of space-borne missions, Rebel II is looking good for value. It also faithfully adheres to the old gaming adage that "thou shalt not make a space shooting game without at least one asteroid field".

Fans of convoluted and unnecessary FMV will find Rebel II a treat. The cool computer generated characters from the original have been replaced by live action (real people!) footage. It's the first time Star Wars material has been filmed without the input of George Lucas, so the game has much to live up to.

The plot picks up soon after your "shot in a million" destroys the Death Star in the first game. The astronomical equivalent of the Bermuda Triangle is sucking in rebel ships faster than a space age Hoover. It smells like the Empire is up to no good, and there's a bit of recon work on the cards to get the plot out of first gear. From then on, it's action all the way!

Initially a PC CD ROM only game, Rebel Assault II is due sometime towards the end of the year.



INSIDE THE B-WING COCKPIT



OUTSIDE THE B-WING COCKPIT



# Arts

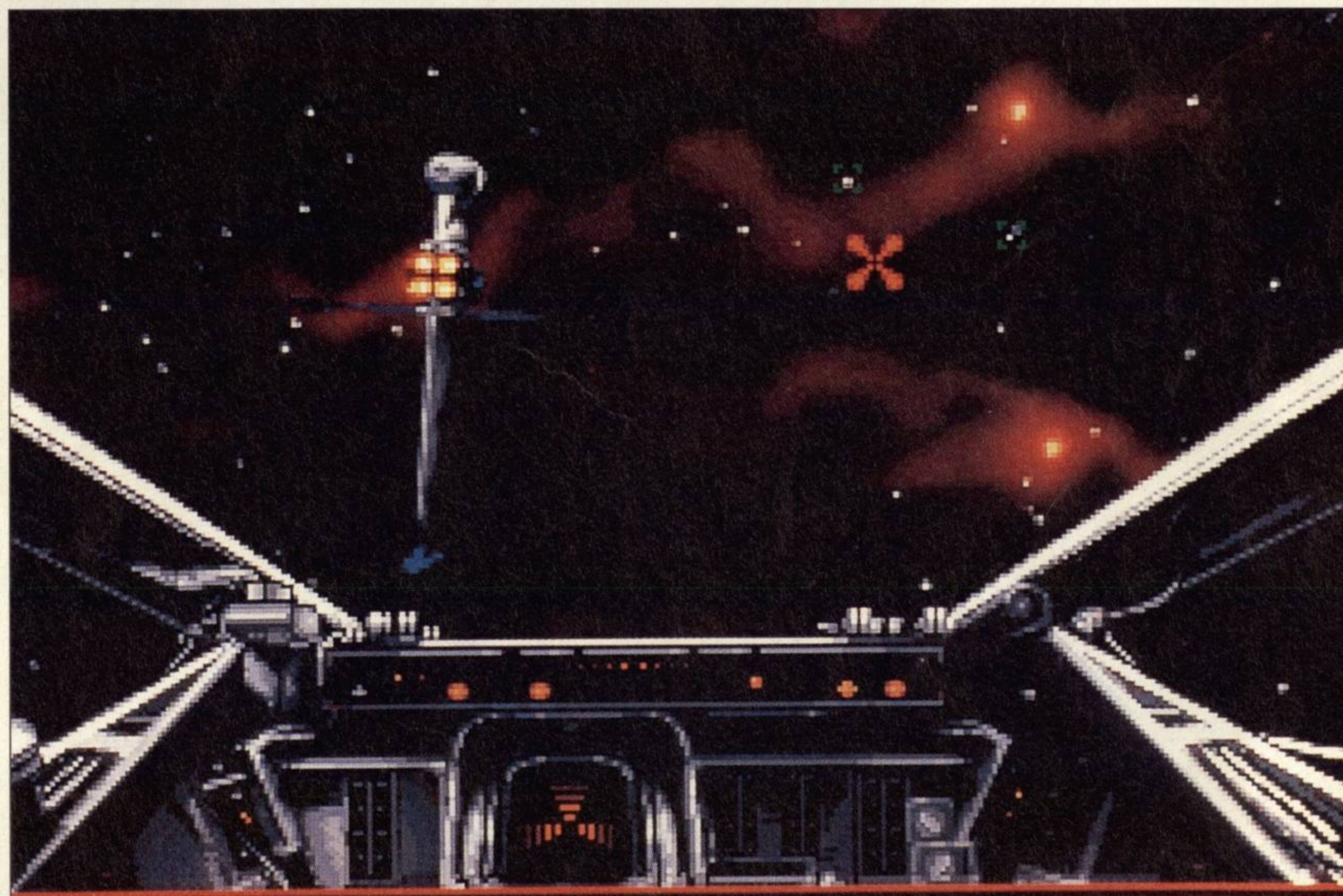
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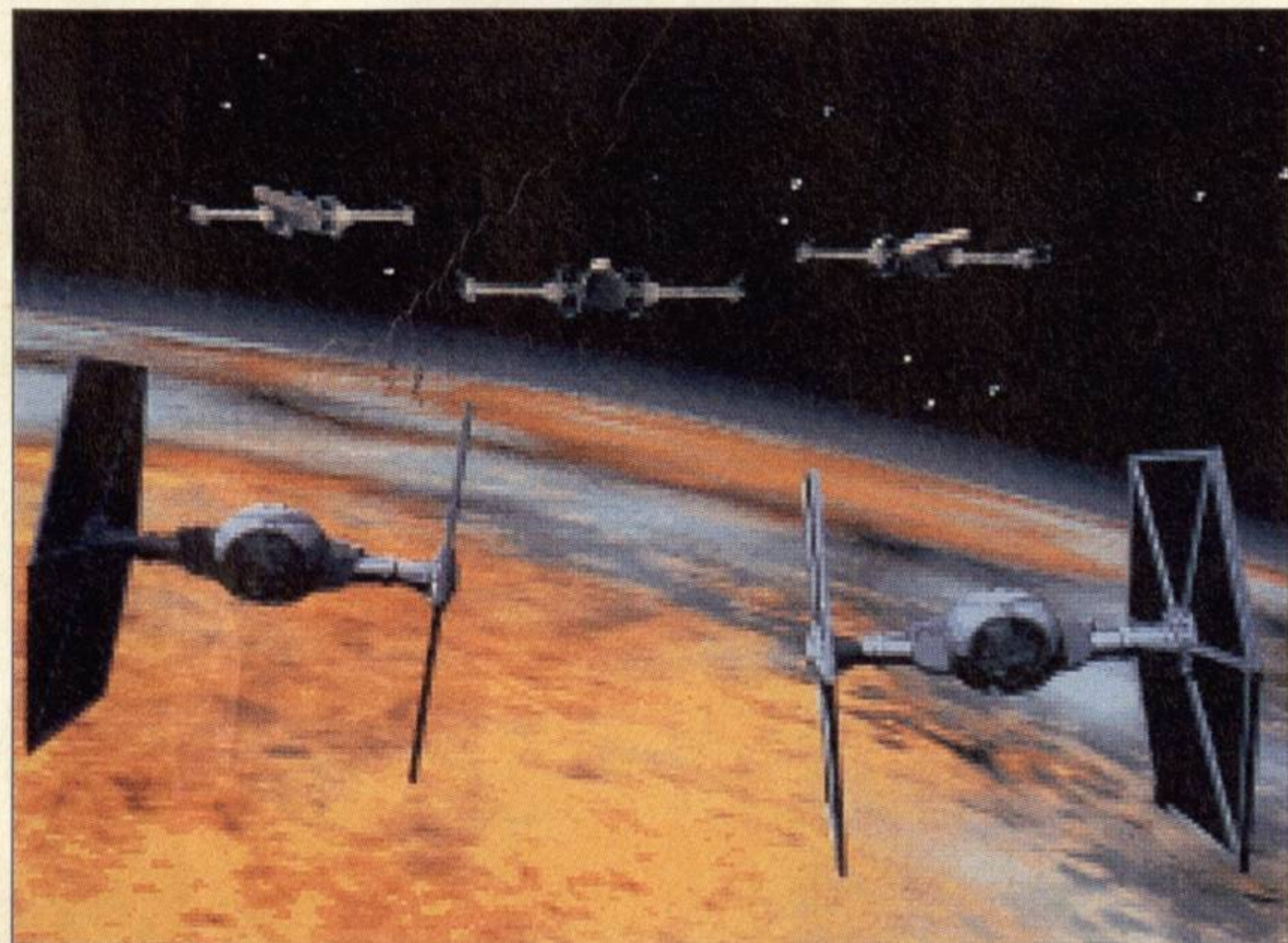
## PC CD ROM

Available: END '95  
Category: ACTION  
Players: ONE  
Publisher: LUCAS ARTS

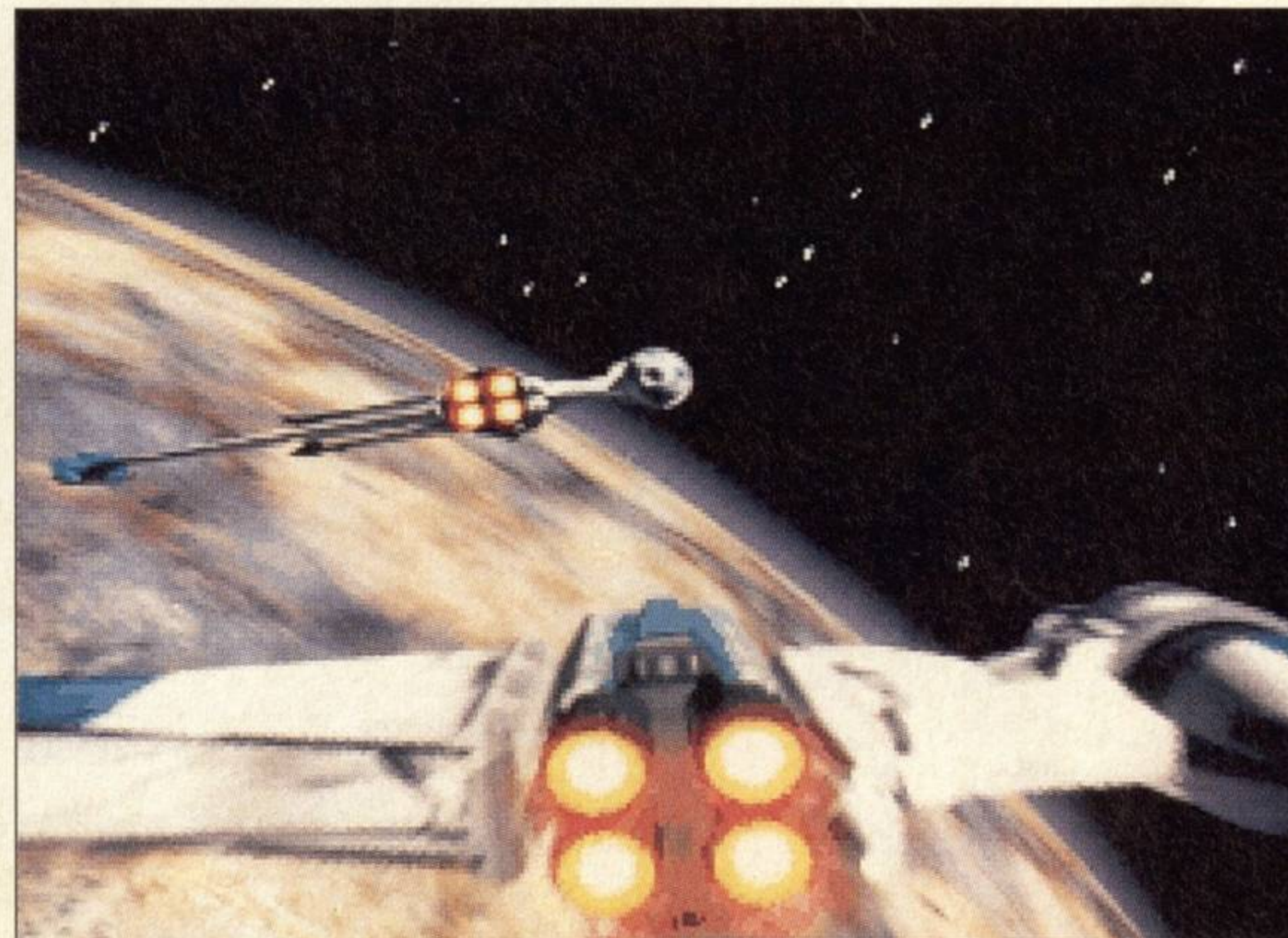


SCORE 0011525 RT DAMAGE III PILOTS  SCORE 00025

HOPEFULLY THE GAME WILL HAVE MORE EXCITEMENT ON OFFER THAN THIS SCENE...



CUT SCENES TO DROOL OVER...



DROOL MORE HERE...

## Calia 2095



HYPER promise to readers: Whenever a new first-person shooter comes out we will not compare it to Doom. These games are as common as crappy platformers these days, and we don't compare every platformer to Alex Kidd, do we? \*

Calia 2095 is due for release around November and today's HYPER Tip is start saving now, for this one looks highly funky.

Unlike the dark post-apocalyptic nightmare worlds of the future that permeate most games of this genre, Calia presents the player a world of clean, shiny, high-tech glitz. Running around in the new world created by LucasArts, you feel a bit like being stuck in a cross between a Hanna Barbera cartoon and a Japanese Anime movie.

Set in San Francisco in the year 2095, you can also expect to happen across familiar landmarks like take aways and monuments...well, they're landmarks if you're familiar with San Francisco, the rest of will just have to take their word for it.

Gamers will be busy with far more than just running around killing everything that moves; in a System Shock sort of way Calia 2095 has you solving puzzles,

interrogating informants and other cool cyber activities. Calia players never leave home without their Personal Data Communicator (PDC) either, it allows access to police video transmissions, news networks and government records. But in a neat and probably frustrating cyber-twist, it seems not everything the PDC tells you can be believed.

The San Francisco of this future is the centre of a new technological and industrial power-base, the result of an earthquake which separates most of California from mainland USA. The perennial favourite "Big Brother" takes the form of one Information Boss, who by way of high-level government manipulation has attained almost complete control of politicians, the military and the most powerful corporations.

Full review coming as soon as we can get it, natch.

\*We reserve the right to change our minds as a result of any passing inclination or irreverent whim, without having to explain ourselves or offer any form of justification.



### PC CD ROM

Available: **NOVEMBER**  
 Category: **FIRST PERSON SHOOTER**  
 Players: **ONE**  
 Publisher: **LUCAS ARTS**

## The Dig

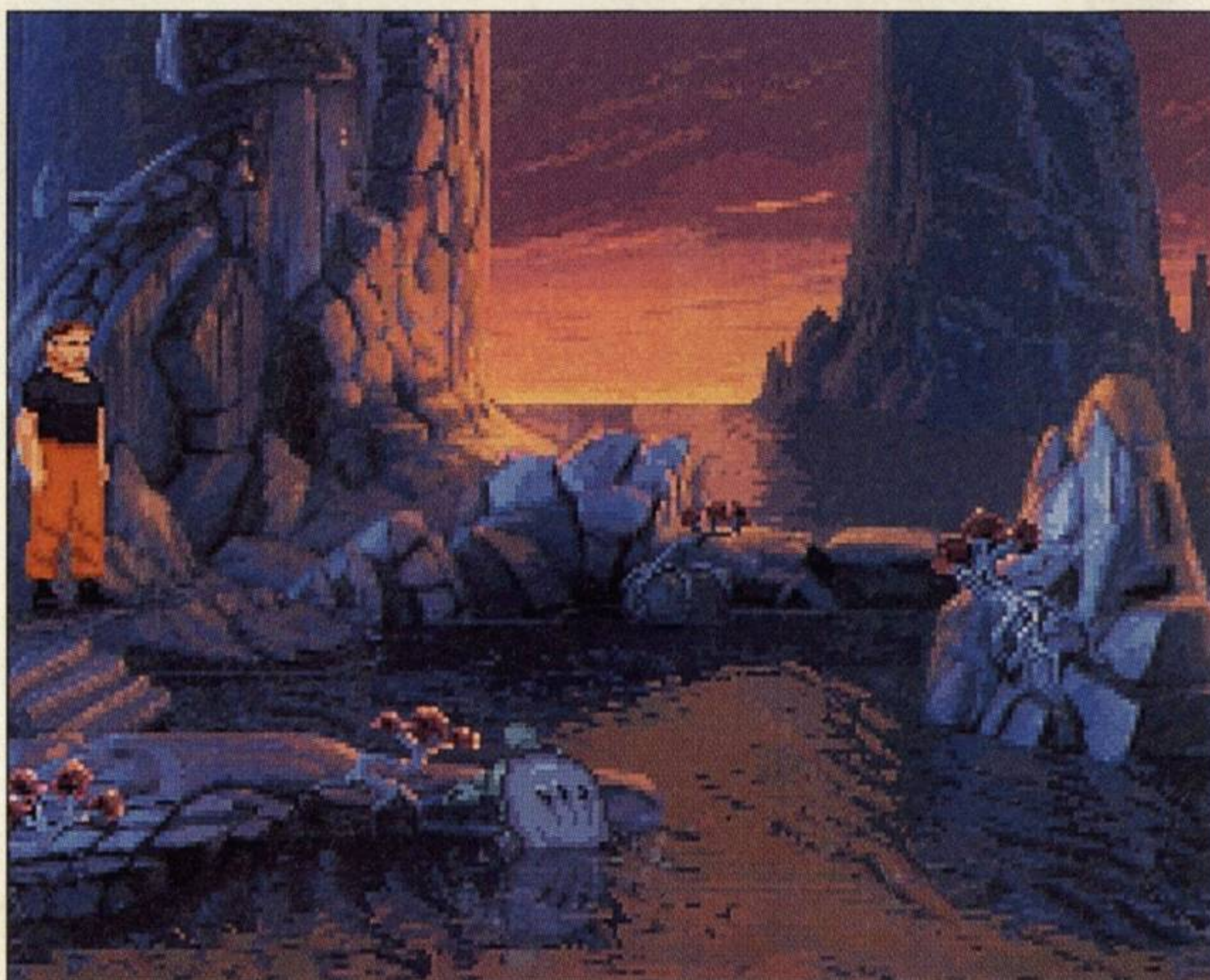


Ever wondered what company is commonly regarded as masters of the Adventure game? Well, everyone has their own favourite, but if we're talking popular opinion it's LucasArts all the way. With a stable of classics like Monkey Island 1 & 2, Indiana Jones and the Fate of Atlantis, Day of the Tentacle, Sam 'n Max and Full Throttle, LucasArts have earned the right to set gamers salivating with the announcement of a new game.

News that The Dig is finally due imminently is welcome indeed. Screenshots and storyboards have been around for years (literally), but it now looks like it's actually going to make it past the shrink wrapping machine and hit the shelves around November.

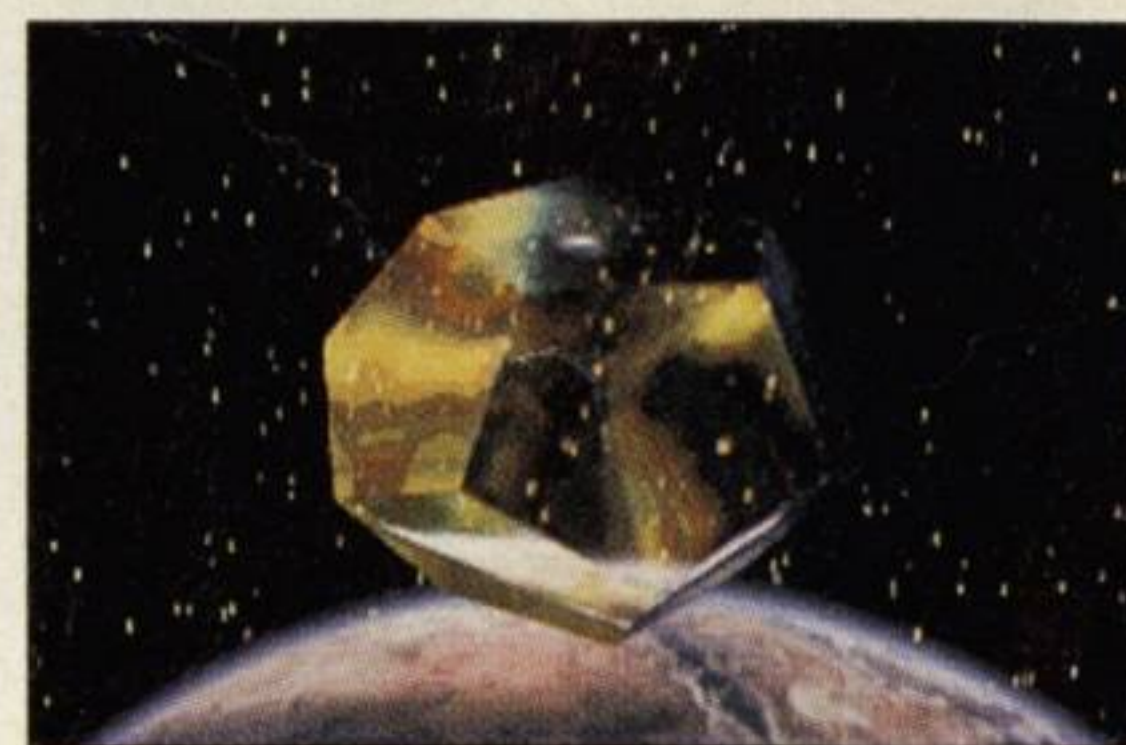
The game has some serious credentials. Steven Spielberg developed the plot, Orson Scott Card (Hugo and Nebula award winning science fiction writer, but you probably already knew that) is responsible for the dialogue and Industrial Light and Magic helped out with the special effects. With such lofty talents contributing to the game, it's no surprise that it plays, looks and sounds sensational. The action kicks off on the surface of a small asteroid. Said lump of rock is in an unstable orbit, so two intrepid astronauts and a journalist (journalists can be intrepid too! - Ed) land on it with their mission to blast into a safer orbit. This sounds like tremendous fun, but it never eventuates as the asteroid morphs into an alien spaceship at the critical moment. Happens every day. The hapless crew are then treated to a free trip to a mysterious planet, which is inhabited by a race so advanced they no longer need bodies.

These ethereal ghosts need something from our intrepid crew of three, but will the price be too high? Play The Dig and find out! We sure will, then we'll tell you all about it! How does that sound?



### PC CD ROM

Available: **NOVEMBER**  
 Category: **GRAPHIC ADVENTURE**  
 Players: **ONE**  
 Publisher: **LUCAS ARTS**





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# Heart of Darkness



Now the French may not be the most globally responsible people around, but knocking up a decent game is something they do particularly well. French game makers Amazing Studio have been in business for three years and now they're about to release their first game! All that time the team has been working in secret on the soon to be released Heart of Darkness. The action/adventure game should blow us all away with a rare blend of graphics and gameplay.

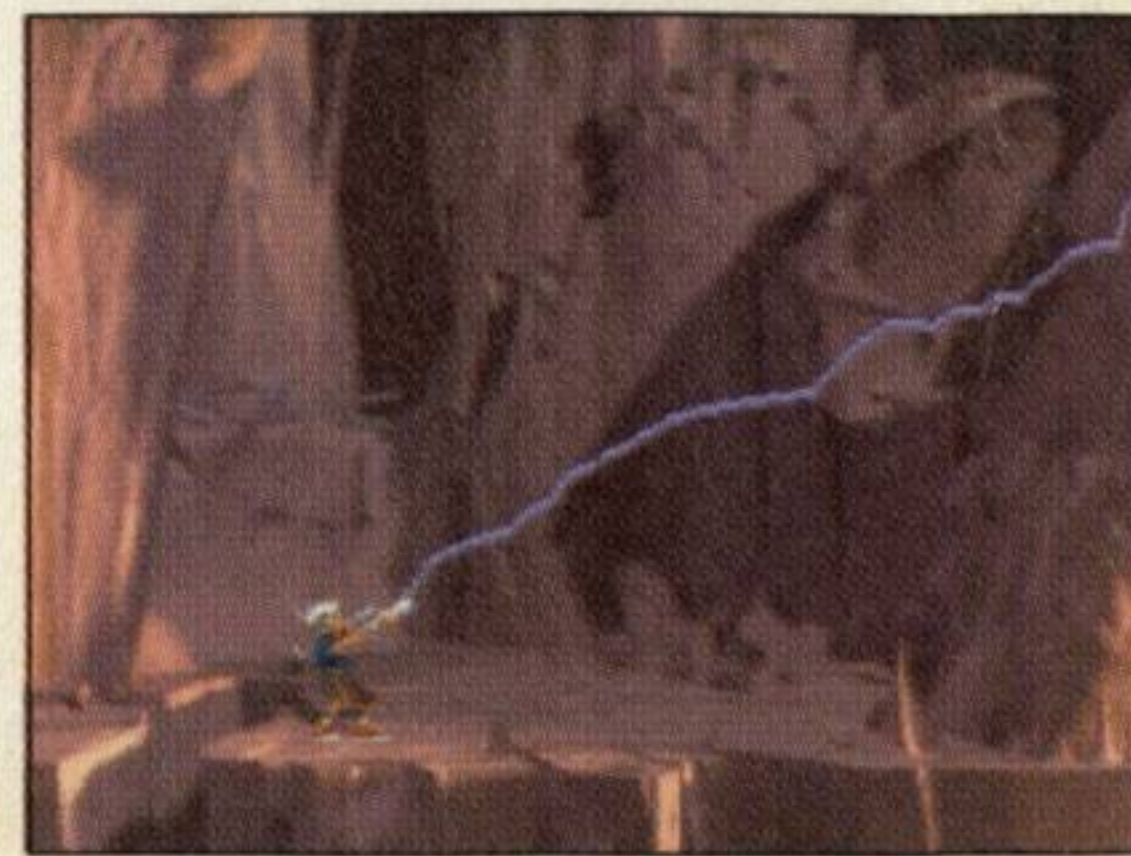
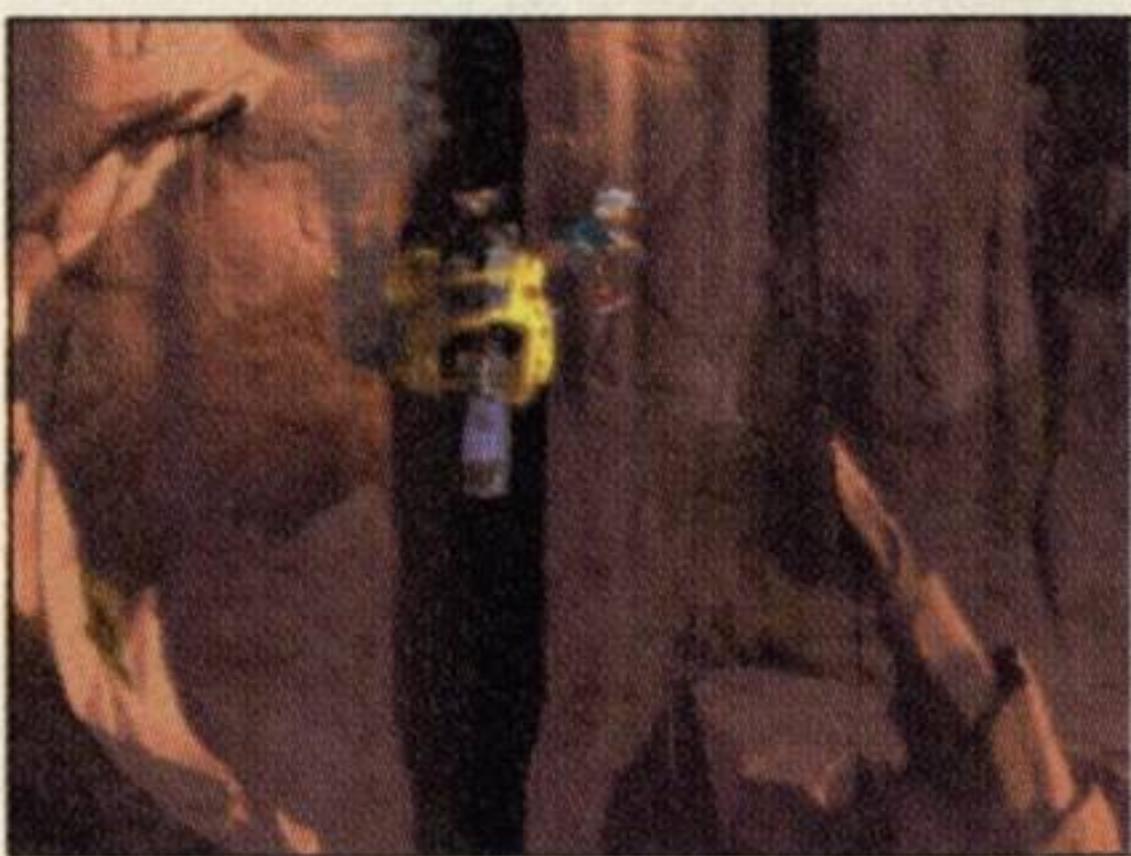
Let there be no doubt that the Amazing Studio team has the credentials to deliver the goods. Besides looking damn cool in the publicity photos (an extreme rarity in the game world), their techy geniuses include the brains behind such masterpieces as Flashback and Another World. Those silky smooth sprite animation techniques have been re-worked to provide a cartoon style of animation. The main character has over 1500 frames of animation for the sprite movement - and that's just in one direction of movement!

The story places you in the big red shoes of Andy, who must quest his way through an "outrageously surreal" landscape of rendered and hand painted backdrops. Andy's problem is that his dog Whiskey disappeared during a solar eclipse. Things go downhill from here for poor Andy, and he is forced to confront his fear of dark and horrible places in search of his beloved mutt. Luckily he's a sprite blessed with particularly mobile talents, and he can climb sheer cliffs, leap mighty chasms as well as swim through the mazes of underwater caves common in the game world. The baddies come straight from the nightmares of poor suffering Andy (we reckon he must sleep pretty well as most of them are far cuter than the stuff that wakes us up in a cold sweat).

Normally we don't bother mentioning special intros, but this one is a truly incredible treat. The lot is fully rendered and has a shiny plastic look that'll make you drool. Besides lasting forever, it also impresses with the way it blends seamlessly into the gameplay.

Although we haven't seen the completed game, Amazing Studio say getting through it all will take ages - a good thing, we say. Action-style dexterity and adventure-style thinking are the required skills, with the hordes of nightmare creatures being dealt with via some spectacularly cool weaponry.

Due for release in the closing months of 1995, Heart of Darkness is shaping up to be one of the hottest games of the year. We'll be playing it to death as soon as we can so we can tell you all about it.





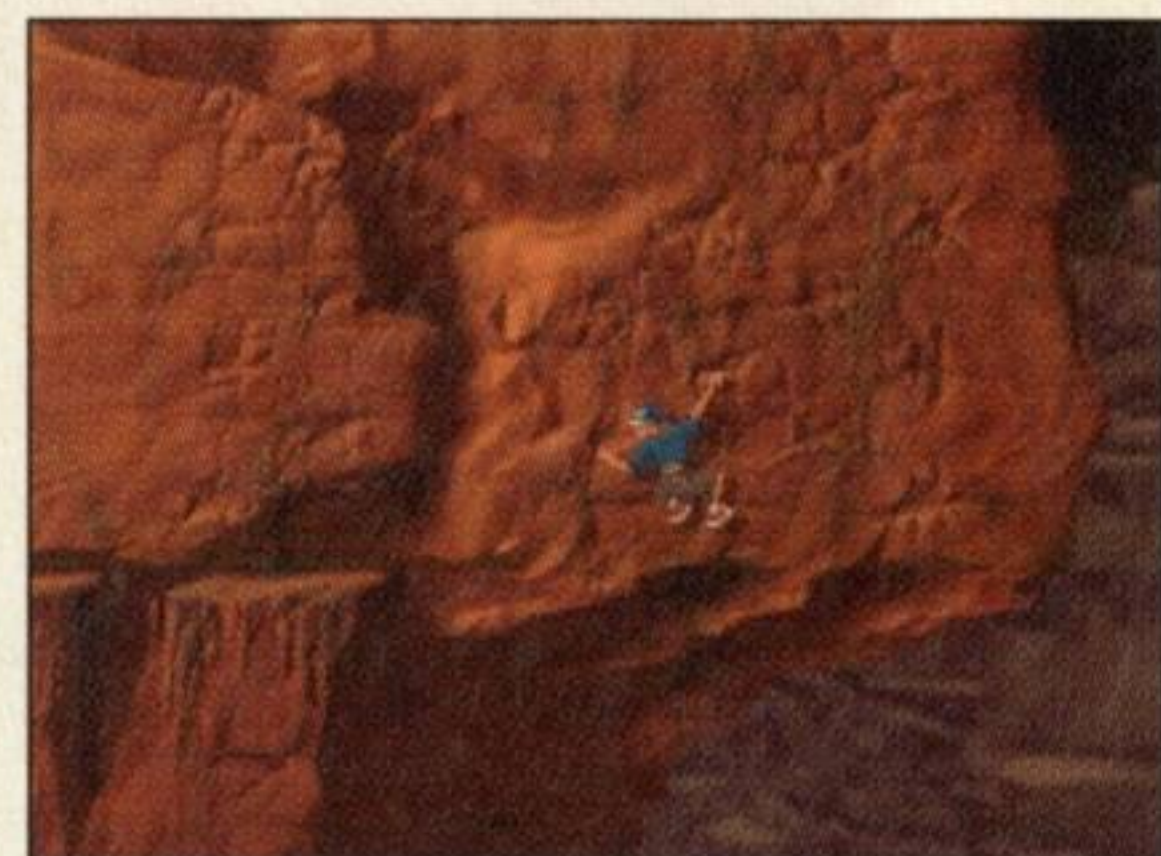
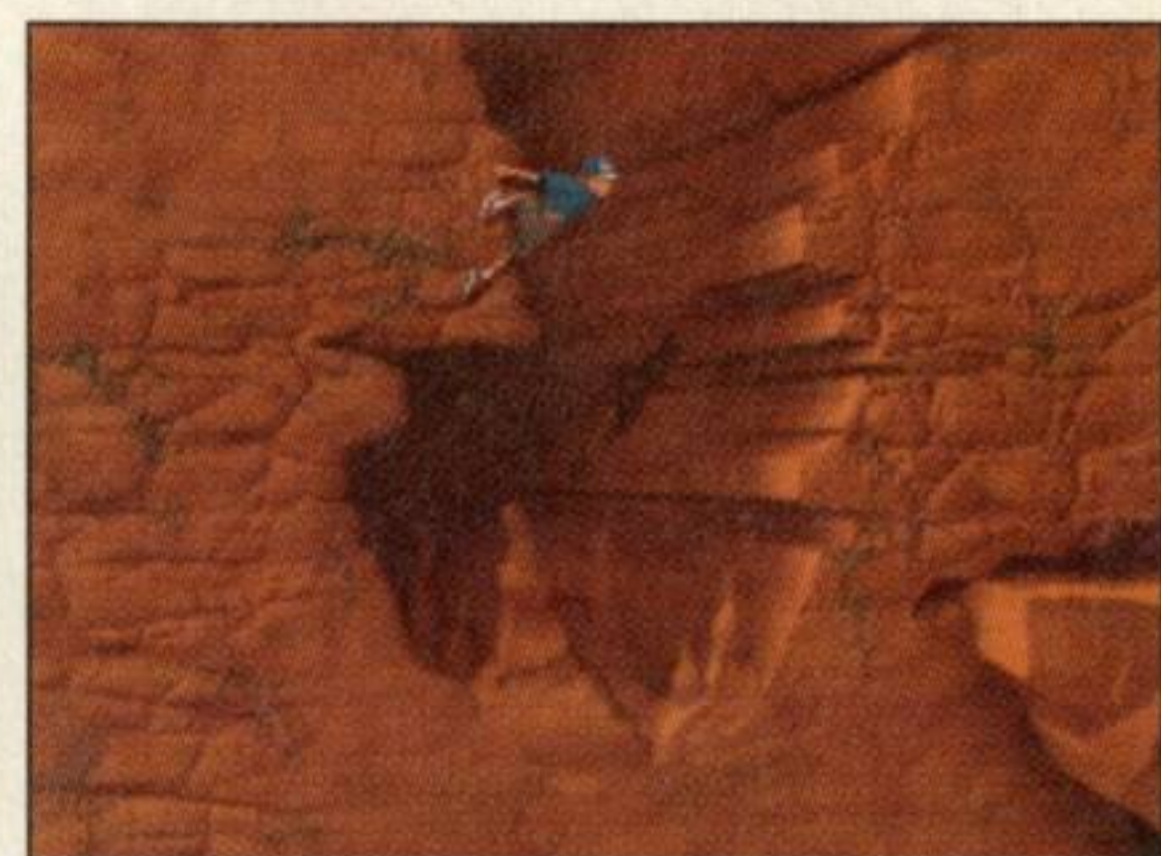
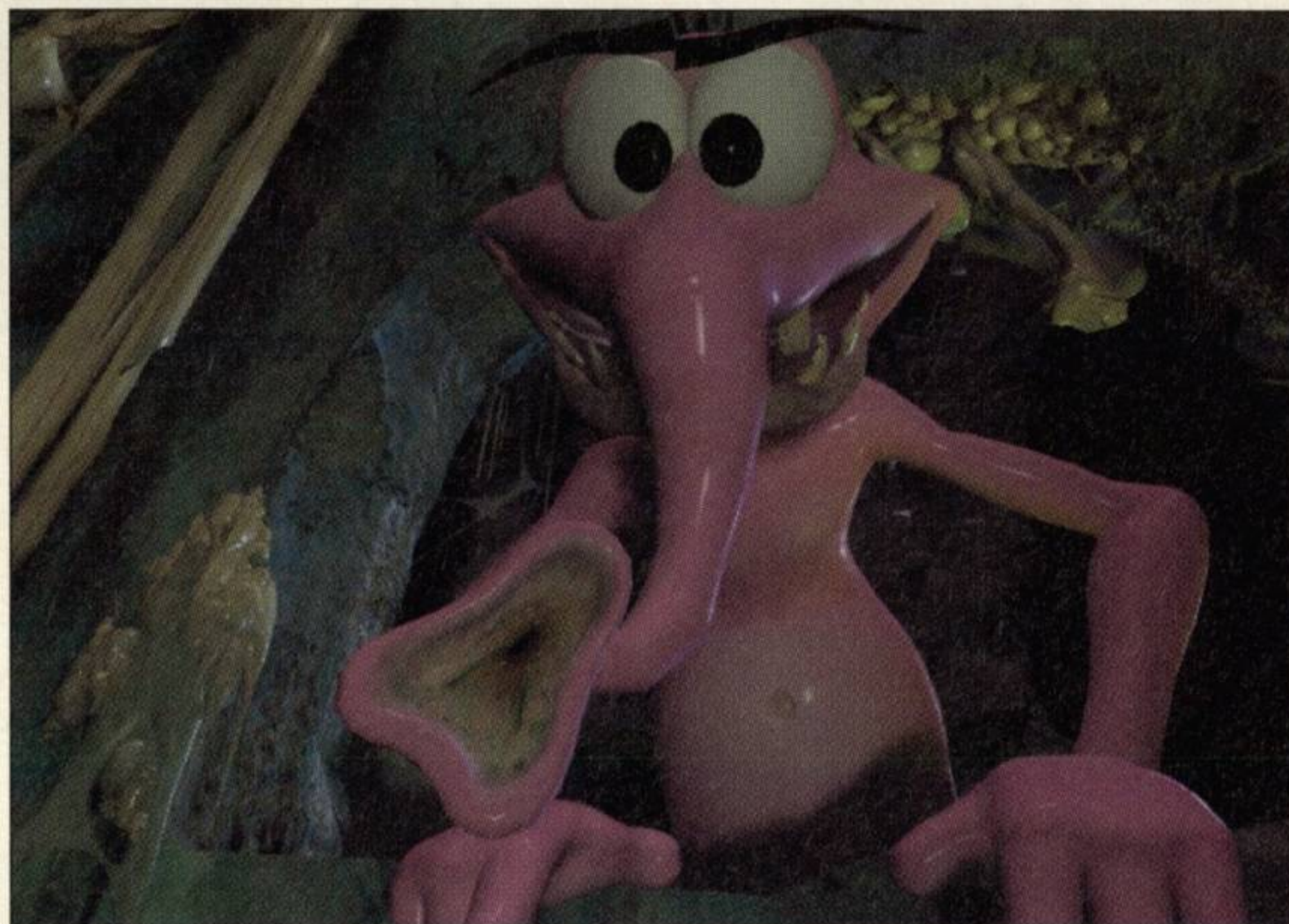
## PC CD ROM

Available: **NOV/DEC**

Category: **ACTION**  
**/ADVENTURE**

Players: **ONE**

Publisher: **VIRGIN**  
**/AMAZING STUDIO**



# MagBall

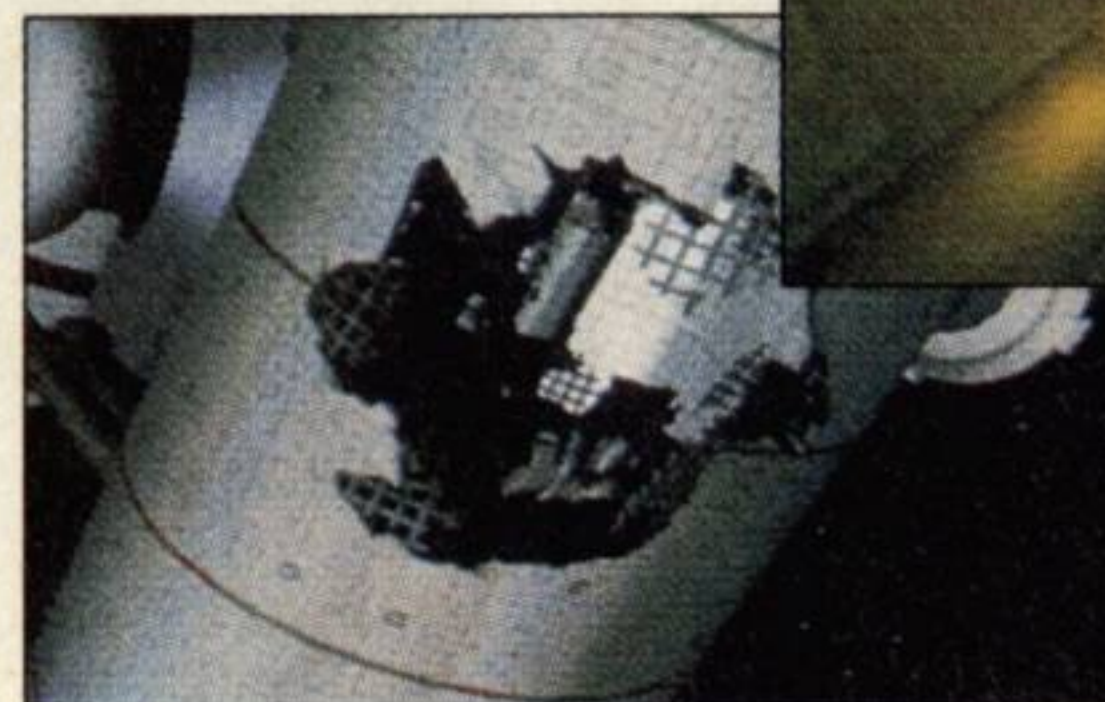
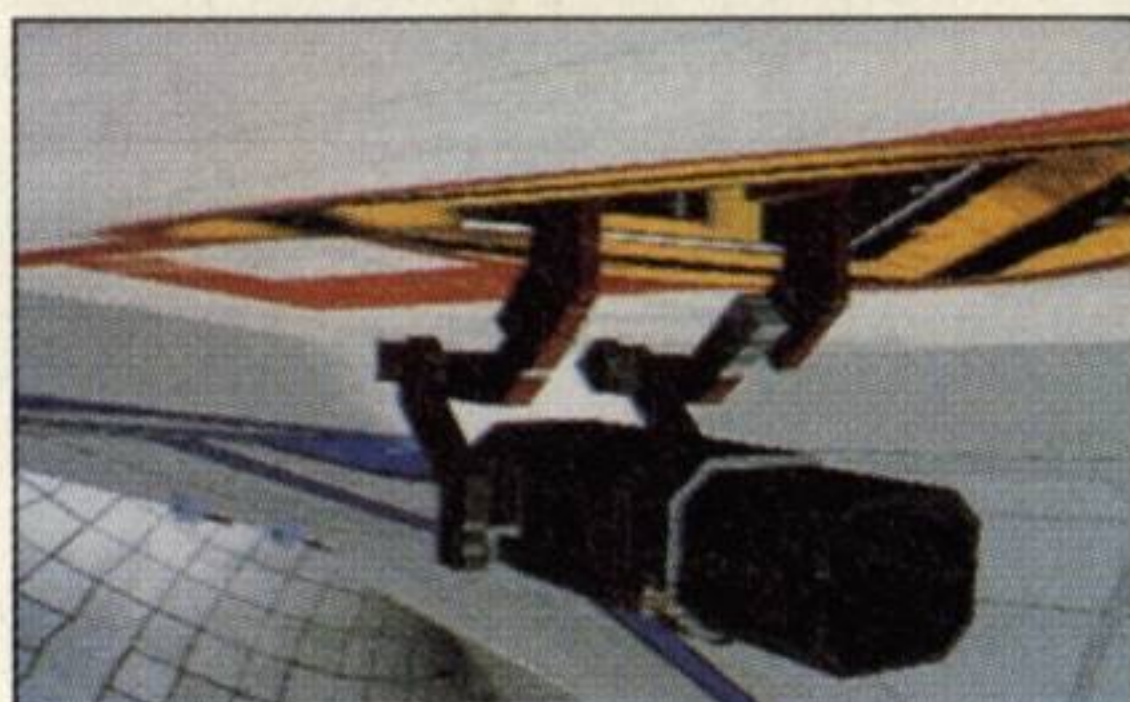


The nightmare future scenario is just plain silly. There isn't going to be a nuclear holocaust, no sir. Instead we're all going to spend the days strapped into zoomy mag-lev cars, chasing a geodesic ball around at 600 MPH.

So says new game crafters Trimark, who are about to release their vision of future harmony in the form of MagBall. The 3D game sound like a blend of Descent and Speedball, players can navigate freely in the 3D environment, with the sporting aim of hammering home goals by taking advantage of their surrounds for bounce shots and other fancy trickery.

Fast action is what Trimark promise, which suits us just fine. As your team progresses the playing areas become more complex, with the contest ultimately moving to the All System MagBall Championship - woooooo, sounds grand don't it!

Due out in November, MagBall will a CD ROM only experience, with both PC and Playstation versions expected.



**PC CD ROM  
/PLAYSTATION**

Available: **NOVEMBER**  
 Category: **ACTION**  
 Players: **1-2**  
 Publisher: **TRIMARK  
INTERACTIVE**

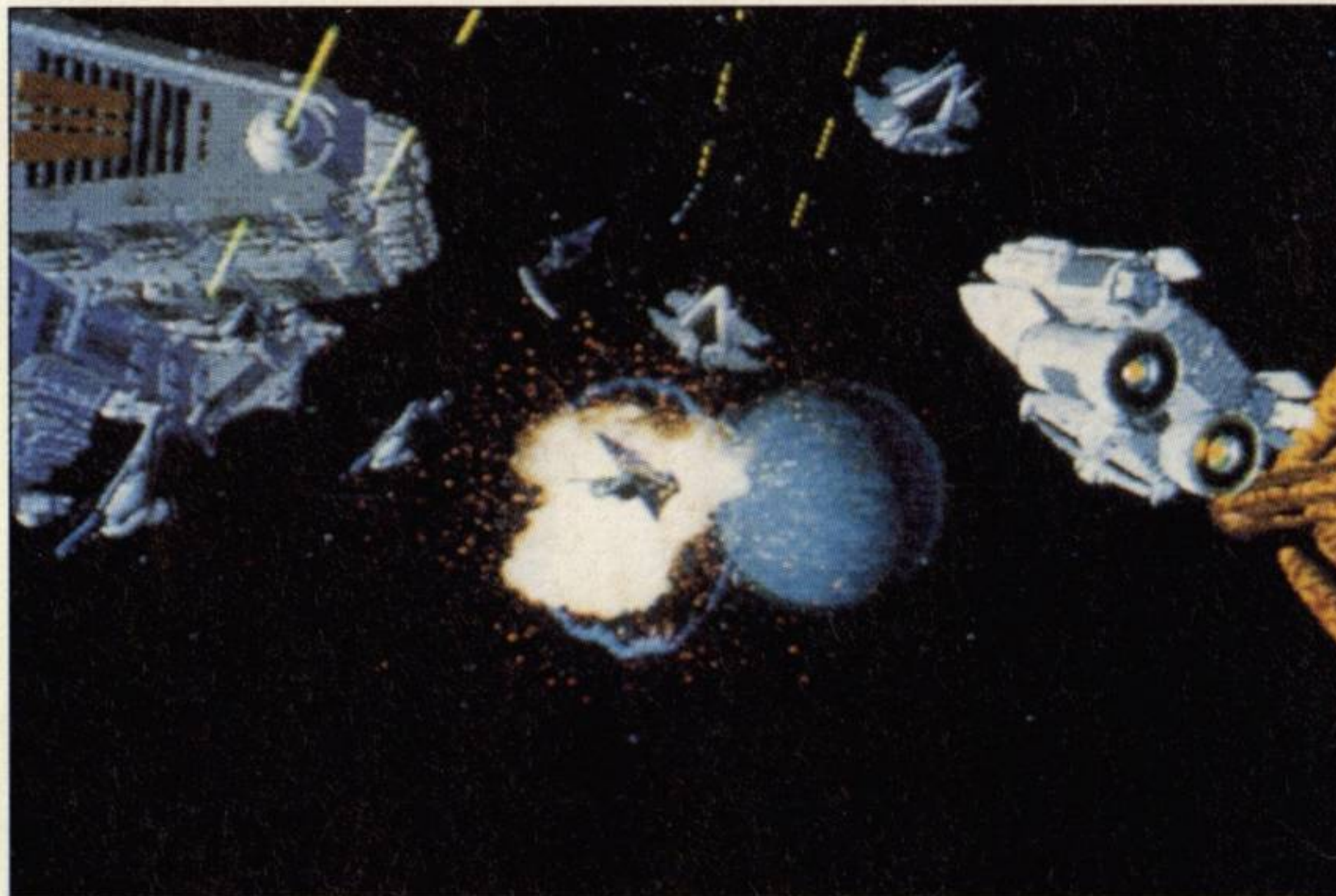
# The Hive



Proving there's originality left in the old plot department, Trimark are about to unleash The Hive. Their fertile imaginations have been in overdrive for this one, apparently in the distant future a race of giant killer bees will emerge. Known as Hivasects, they are sought after by an evil conglomerate called the Black Nexus. Why? Because the bee's honey is a potent biological weapon. Black Nexus are the interstellar mafia and are not known for their altruism, so to combat their undoubtedly dastardly plans only a full military solution will work.

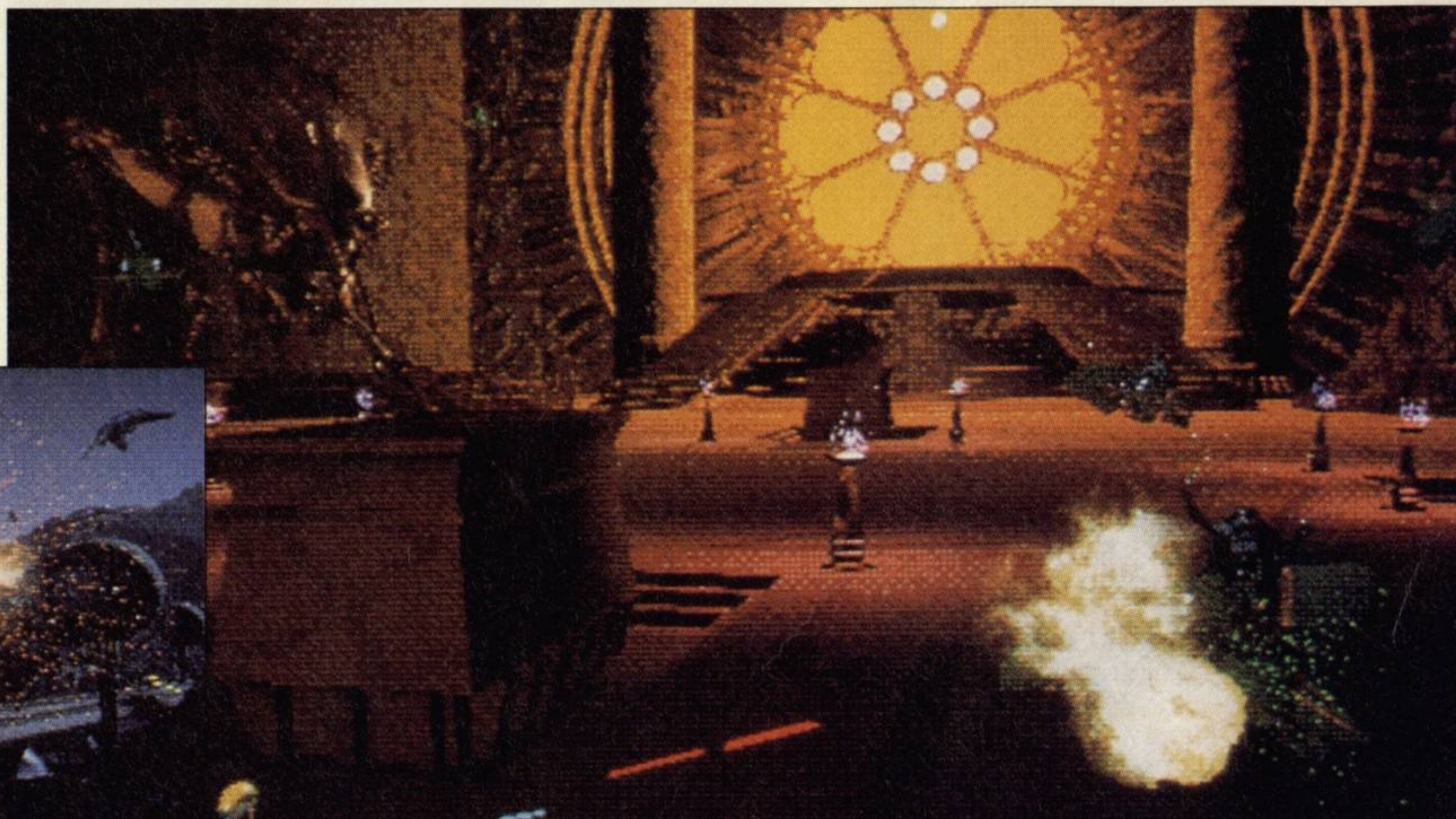
This is where you come in! Taking control of a flash starfighter, you take the fight to the home planet of the mysterious Ancients, where the plot dictates you are to crash land. Not to worry! Ground-based gun battles and the rescue of a hapless compatriot who's carelessly wound up in enemy hands are your new priorities.

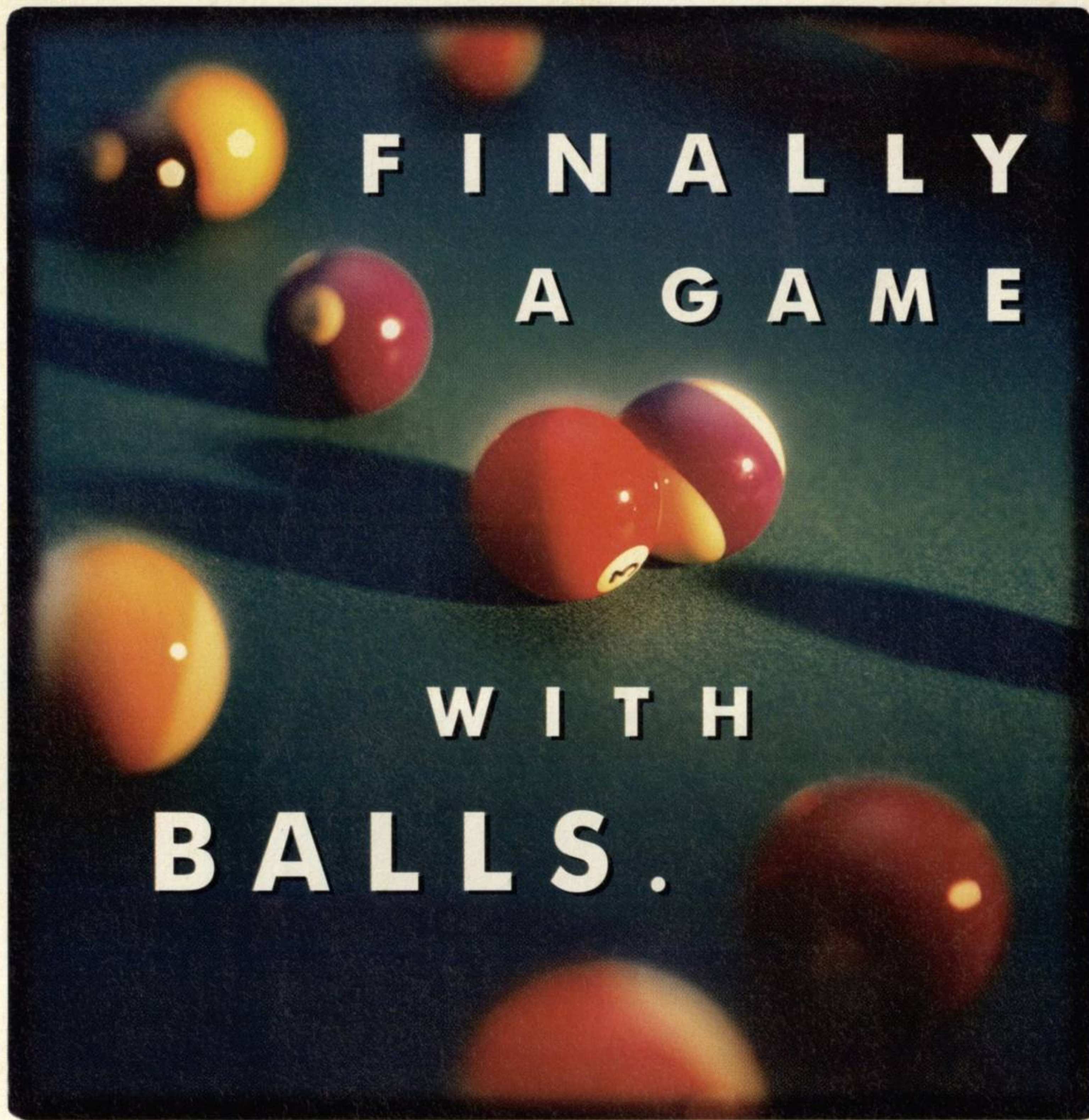
The action/arcade CD ROM mainly focuses on rail-running shooter sequences, and remembering the disasters that have appeared following this formula, we only hope Trimark have got it right. PC and Playstation will be the platforms, October is the due date.



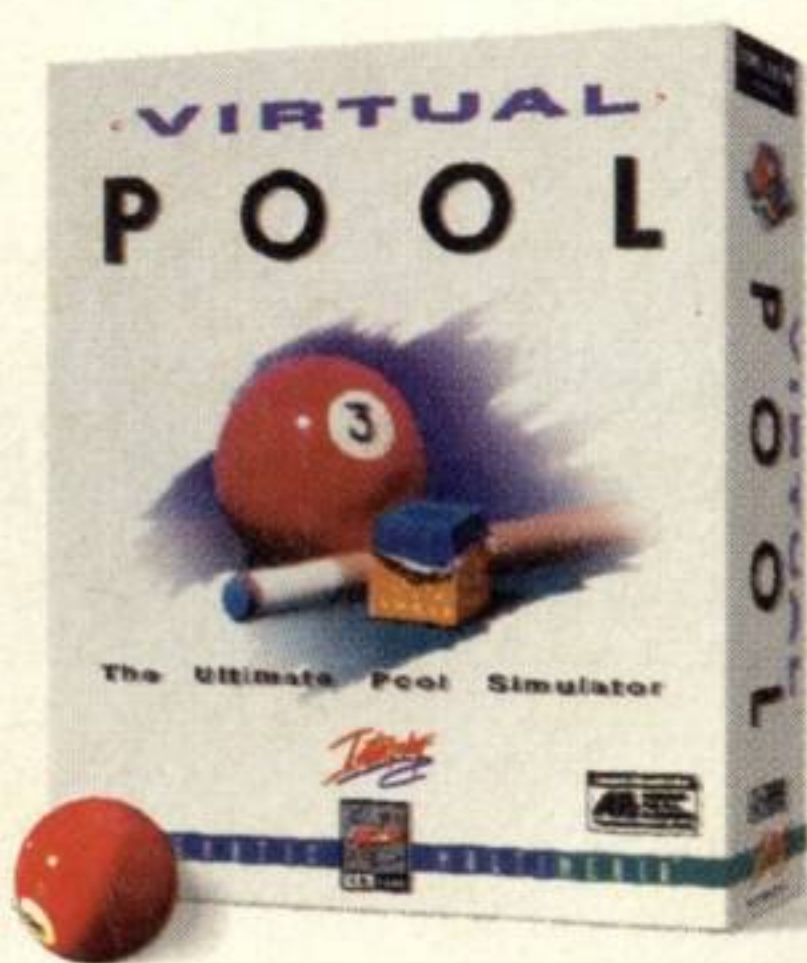
**PC CD ROM  
/PLAYSTATION**

Available: **OCTOBER**  
 Category: **ACTION/ARCADE**  
 Players: **ONE**  
 Publisher: **TRIMARK  
INTERACTIVE**





## VIRTUAL POOL

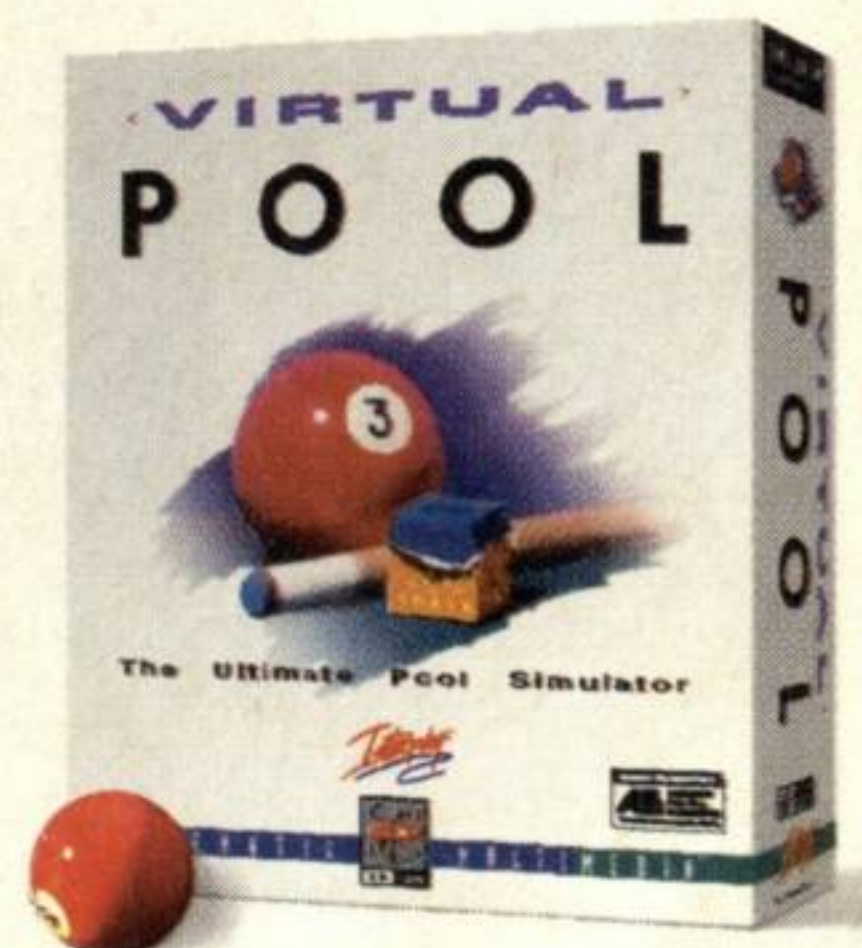


On PC CD-ROM

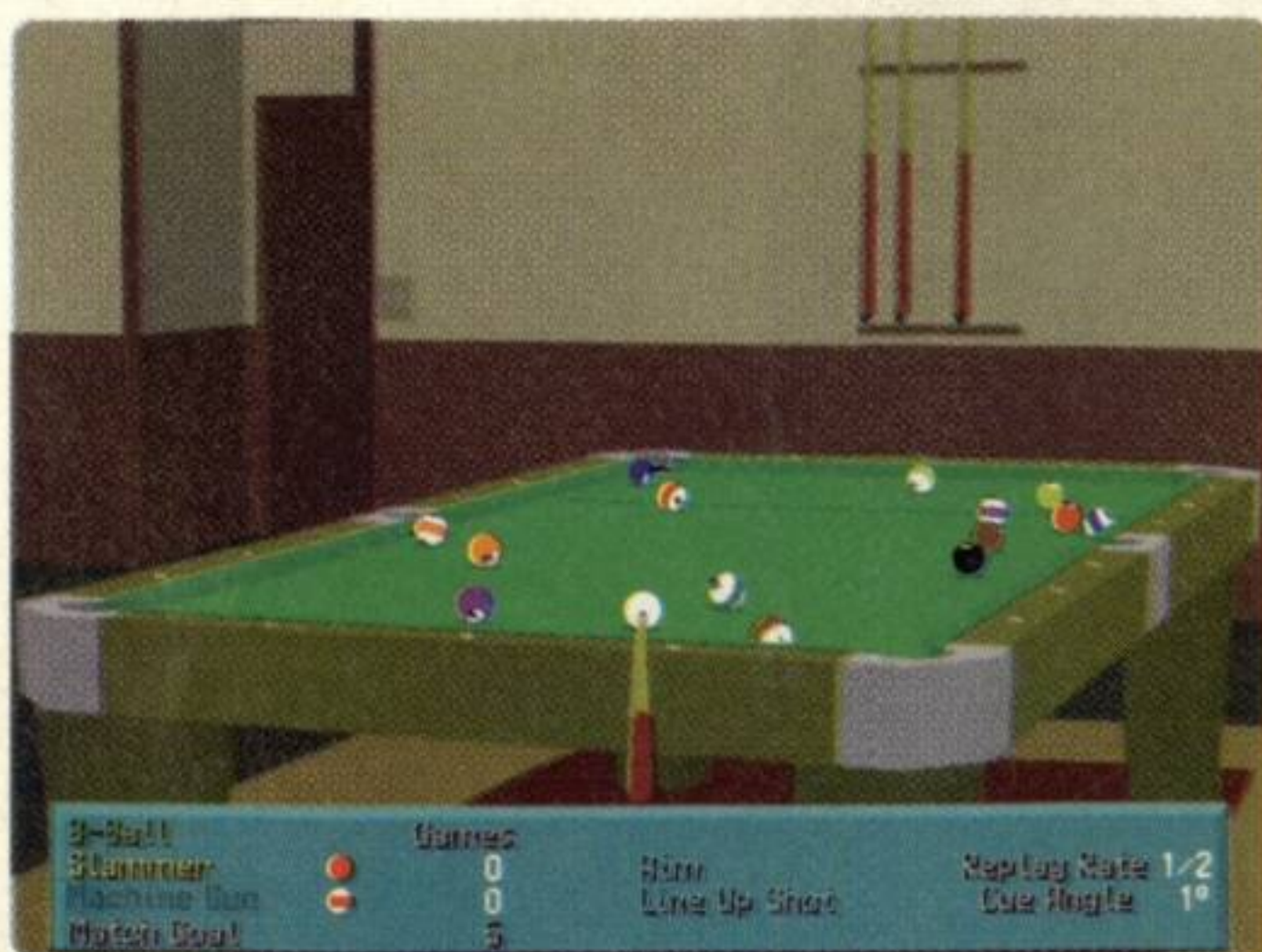
Introducing Virtual Pool™, a game so real we guarantee that it will improve your actual pool game. It has all the angles, all the shots of the real game - and then some! Take a video lesson and learn trick shots from Hall-of-Famer Lou Butera—or go on an historic multimedia tour of the sport. So chalk up your mouse and take your best shot!

*"Virtual Pool is flat out impressive stuff...you just have to see this thing in action."*

— PC Gamer



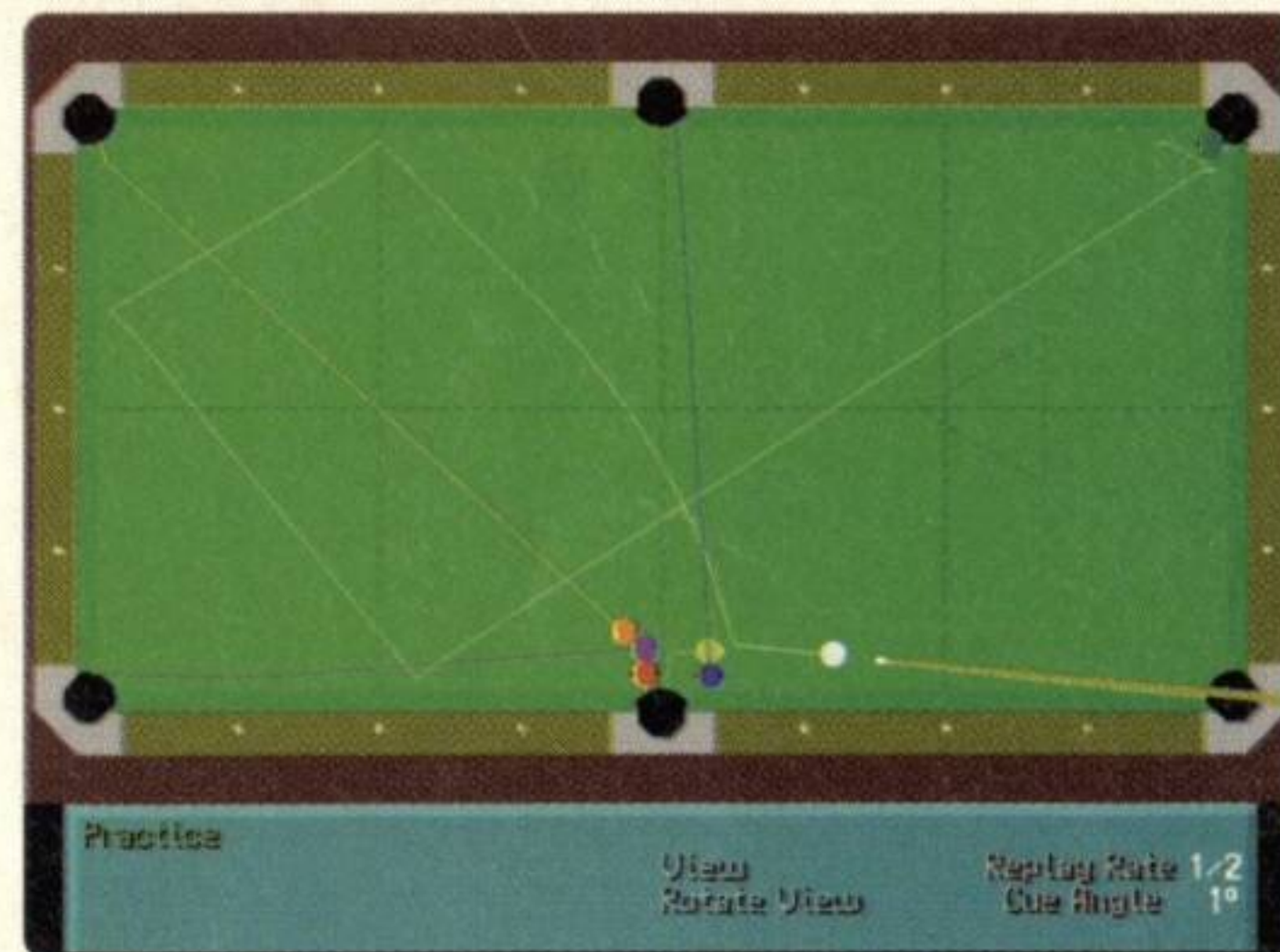
On PC CD-ROM



*Line up your shot and get ready to sink it in the corner.*

Get a free demo at our Web site at [HTTP://WWW.INTERPLAY.COM](http://www.interplay.com)

- Modem and Network Play
- Shot tracking
- Full-motion Multimedia Library
- Realistic Feel & Control



*Turn on Tracking to learn trickshots and ball mechanics.*

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**1 800 INTERPLAY**

**Celeris**



EGMJP5

Distributed by **Sega·Ozisoft**

Contact Shockwave BBS for Screenshots and Demos on (02) 669 6041 or phone (02) 317 0000 for your closest retailer.

# Donkey Kong Country 2: Diddy Kong's Quest

You didn't really think Donkey Kong Country was the last hurrah for the SNES did you? Nor did you honestly believe that the adventures of that lovable scamp and his chums would be just a one hit wonder! Oh no, there's blood in that there stone, with Nintendo set to out-Mario itself in the sequel stakes.

Now be honest, you thought Diddy Kong was at least as cute, if not more so, than that big lug Donkey? We thought so too, and so did Nintendo 'cause now wee Diddy has his very own game.

Donkey Kong Country 2: Diddy Kong's Quest is what it'll be known as, but we think we'll just call it Diddy's Quest. Diddy's off in search of his lost buddy Donkey, with a little help along the undoubtedly treacherous way from his girlfriend Dixie. Yep, little Diddy's got a bad case of the girl germs! The pair can be used together in all manner of gamey ways (as with the first game), like lifting each other up to those hard to reach places.

Over 100 levels and a feast of new bad-dies should push up the HYPER valuemeter, with a whole bunch of new moves for Diddy and Dixie set to keep us up late until... well, until we finish it at least.

British designers, Rare, have promised an even more spectacular visual treat in Diddy's Quest; the rendered artwork is said (by them) to deliver "spectacular animation", while the CD of the music (sold separately) is said (by us) to be a bit silly really.

We'll all be playing this assured masterpiece by the end of the year, so stay tuned to HYPER for all the details that count.



## SNES

Available: **NOVEMBER**  
Category: **PLATFORM**  
Players: 1-2  
Publisher: **NINTENDO**



# Killer Instinct

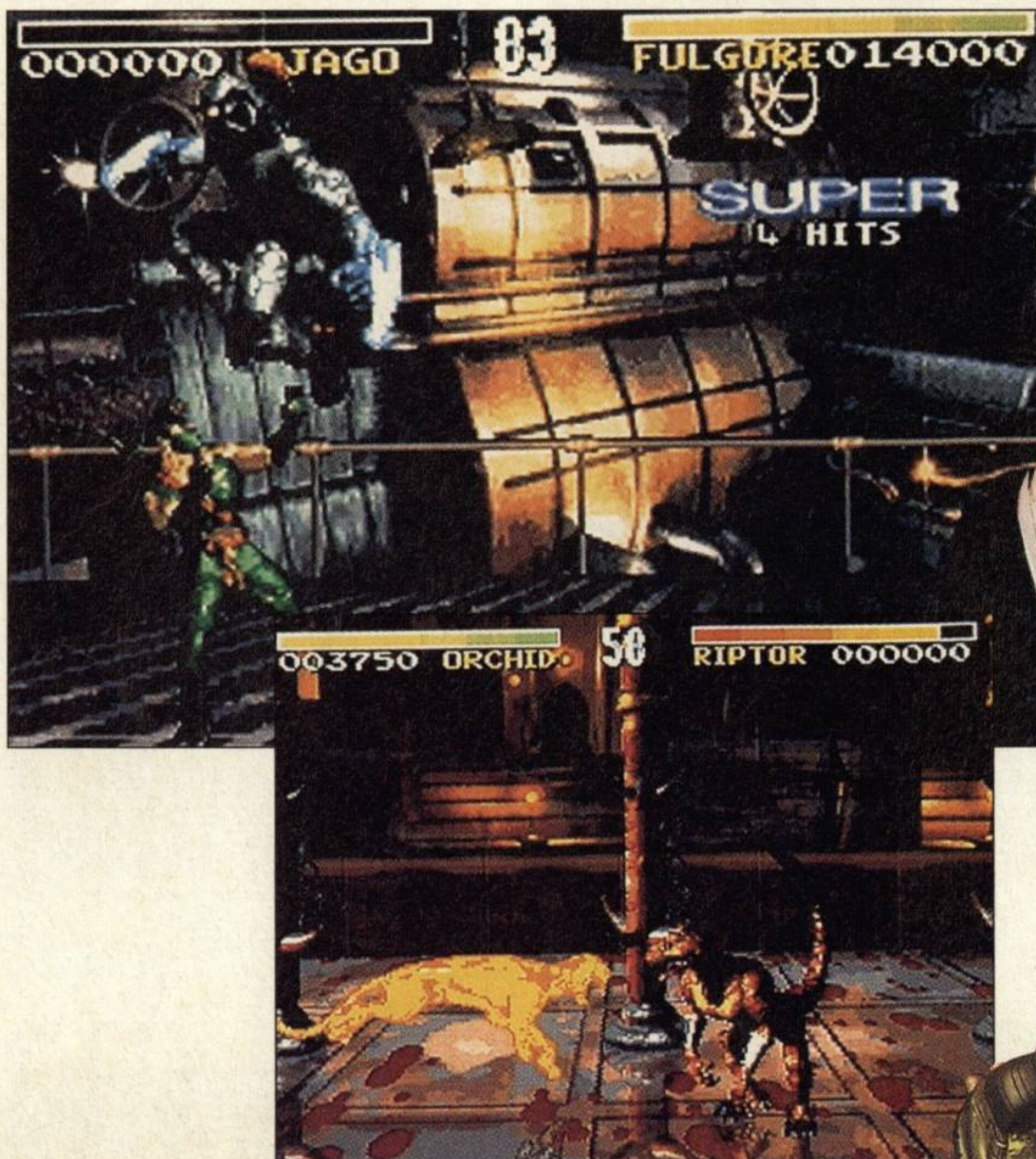
Who needs a super console! With the stuff Nintendo are getting their 16-bit SNES to do, maybe buying a new wonder box isn't the priority you thought it was.

We've seen it, but we still don't believe it, Killer Instinct on the SNES!!!!!! The humungous rendered beat 'em up; that many suspected would have problems converting to the Ultra 64; will be faithfully recreated for SNES. The fully rendered graphics that won our hearts in the arcade translates remarkably well, while the gameplay apparently makes the journey fully intact - complete with the outrageous combos!

The style of fighting may not be everyone's idea of how a head should be bashed in, but the undeniable beauty of the game should attract even "pure" fighting fans - just so they can marvel at the unbelievable graphics.

Even more remarkable is the announcement of a Game Boy version. It won't have the rendered graphics of course, but the gameplay will be untouched so you can impress fellow commuters with your 46 move combos.

It'll be a mighty expensive game, but as a special treat for the first 2 million customers, Nintendo will include free an audio CD of Killer Instinct music! Hurry Hurry!



## SNES

Available: **SEPTEMBER**  
Category: **FIGHTING**  
Players: 1-2  
Publisher: **NINTENDO**

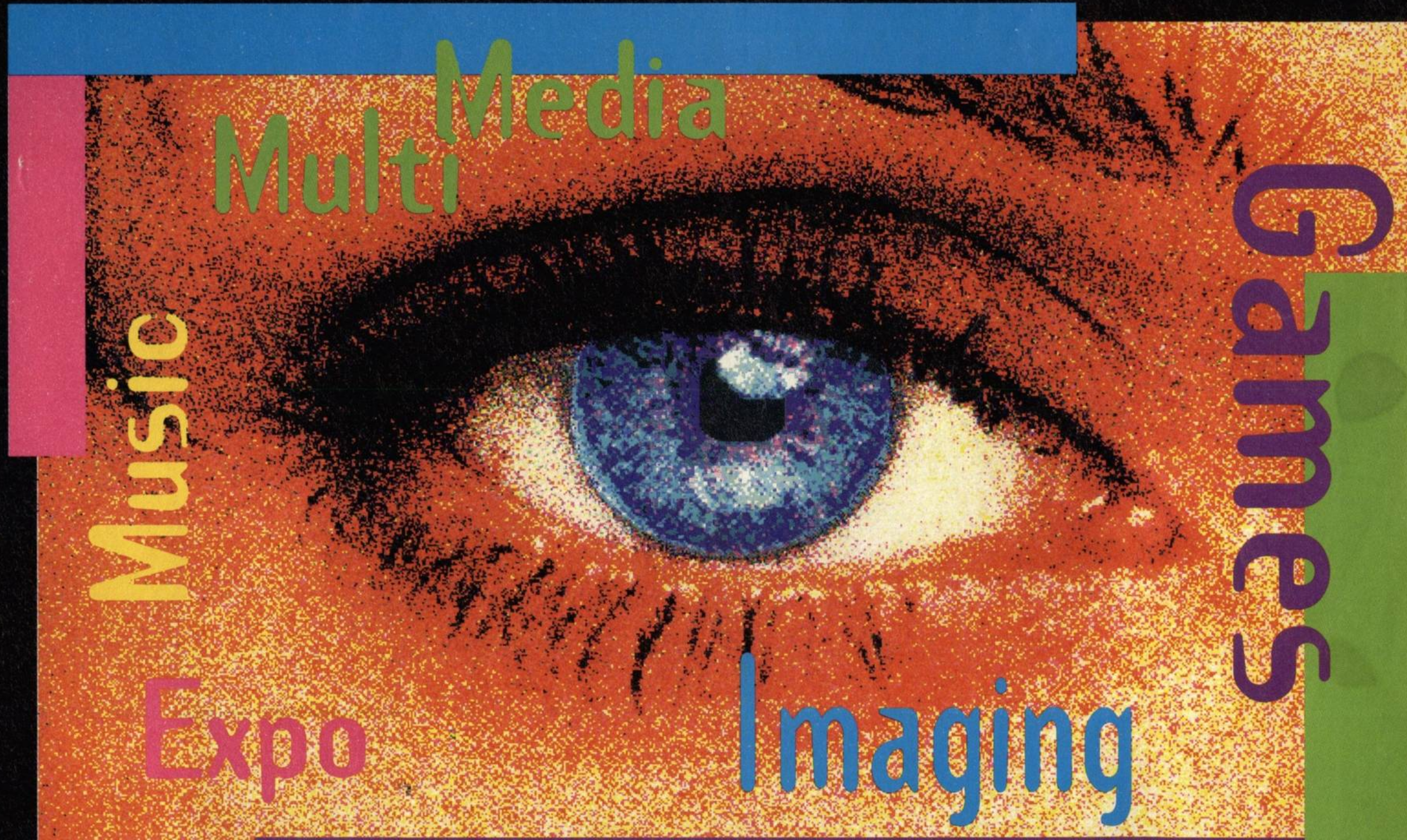




the **image** 95



# The 1st Australian Electronic Games and Entertainment Expo



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**HYPER»»**



**This month, ARCADE catches up on the killer (and we mean "killer") moves for Mortal Kombat III, reveals Sega's Virtua Fighter 3 as well as taking a look at Capcom's latest bifferama, Nightstalkers.**

# Night Warriors - Darkstalkers Revenge



Well, Capcom are still delaying the much anticipated (will it ever happen?) Street Fighter III. In the mean time they have thrown in our wet-with-excitement laps Night Warriors - Darkstalkers Revenge.

Reviewed only a few issues ago, Darkstalkers features beautifully animated characters in an action packed fighting game. Night Warriors is more of the same, but with even more improved graphics that will keep you watching in amazement. There have been many fighting games in the past using animation, but few can match the animation of this game. In fact you could be mistaken in thinking that one of the major animation studios produced this masterpiece.

What makes this version different to the first one? Well, for starters the graphics are improved tenfold (they are truly beautiful), the gameplay has been refined (now you can play as the bosses) and all the character's special moves are more freakier than ever before. Of course, the moves are all based on Street Fighter, but there is also a Super power gauge that when charged lets loose some astounding, and visually awesome moves that will leave you gaping in awe. Sometimes sequels to games leave us wondering why they bothered, but Darkstalkers Revenge's visual appeal and marked improvement on playability lets you rest assured that Capcom are the Combat game sequel producers with no equal!

There are two new characters - Hsien-Ko and Donovan. Hsien-Ko is a Chinese ghost fighting to save his poor mum's spirit and Donovan is the game's Rebel with a cause - he's looking to stop the Darkstalker's evil for good. On top of playing all your favourite characters with graphical overhauls and the two new characters to learn, it is equally enjoyable getting a shot to play as the bosses - Pyron and Huitzil.

Overall, Capcom have done a remarkable job in producing a slick package that once again should act as the temporary dummy for those crying out for their new Street Fighter fix. Well...maybe.



# Virtua Fighter III...



In 1996, the arcades will be on fire with the latest in the fighting game sequel wars! Sega have announced that Virtua Fighter III will be out and will be hotter than ever with more characters, moves and improved graphics that will leave all else for dead!

Virtua Fighter III will be running on Sega's Model 3 Board. You may have read in past issues of HYPER about these customised Sega boards, each one being hotter than the other, being able to do many a wondrous thing. Well, the Model 3 board is still in development, with the designers and programmers working together to put out the best game they can in the shortest possible time. Be sure of one thing though, this baby will hurl more polygons per second than you can...er, poke a joy-stick at!

In the mean time though, keep an eye out for the game (currently code-named) Fighting Vipers. This one is being released as the interim game between Virtua Fighters 2 and 3, and is expected in Japan in the last quarter of the year. Be sure of lots of ideas and moves left over from the Virtua Fighter series.

# More Mortal Kombat Kodes!



Now that you have brushed up on your basic moves from last issue, it's time to get down to business and let some serious fatalities loose. Below, find the first list of the hottest fatalities and Animalities around. As it gets updated and changed frequently I will always try to update you with the moves from latest version. Each character is said to have 2-3 fatalities!

Firstly, remember that Animalities can only be completed from a close distance, after a 'Mercy' has been performed.

NB: Mercy for all characters is Down, Down, Down, Down, Run.

NNB: And if you don't feel like giving mercy, especially on the Subway, Bell Tower and Pit III levels - Tap F, F, F, Run!

## Key for Kombat Moves -

LK - Low Kick; LP - Low Punch; HK - High Kick; HP - High Punch; F - Forward; B - Back; U - Up; D - Down.

## CYRAX

Fatality 1: Hold Block - U, U, U, D + HP from far distance.

Animality: Hold Block - U, U, U, D, Release Block

5 Hit Combo - HP, HP, LK, B+HK

## JAX

Fatality 1: Hold Block, Spin joystick 360 degrees and press HP (Close)

Fatality 2: Run, Run, Run, Block, LK (From full screen away)

5 Hit Combo - HP, HP, Block, LP, B+HP

## KABAL

Fatality 1: Hold HP, D, D, D, Release HP (Close)

Animality: Hold HP to charge up and Release.

4 Hit Combo - HP, HP, D+LP, D+HP

## KANO

Fatality 2: F, F, F, HK (sweep distance)

5 Hit Combo - HP, HP, LK, HK, B+HK

## SHEEVA

Fatality 2: Hold HK, F, F, F, Release HK (Close)

4 Hit Combo - HP, HP, LP, F+HP

## KUNG LAO

7 Hit Combo - HP, LP, HP, LP, LK, LK B+HK

## LIU KANG

Fatality 2: (Press U, Block, Run) twice.

7 Hit Combo - HP, HP, LK, LK, HK, B+LK

## NIGHTWOLF

Fatality 1: D, F, F, HK (close)

Fatality 2: B, B, B, HP (close)

Animality: Hold Block D, D, D, Release Block

Multi-hit Combo - HP, HP, Hatchet move, HP, HP, Shoulder Slam

## SEKTOR

Fatality 1: B, B, B, B, HK (from sweep distance)

Animality: Hold Block D, D, D, U Release Block

4 Hit Combo - HP, HP, LK, LP

## SHANG TSUNG

Fatality 1: Hold LP, D, F, D, F, Release LP

5 Hit Combo - HP, HP, LP, B+HK

## SINDEL

5 Hit Combo - HK, HP, HP, B+HK

## SONYA

4 Hit Combo - HP, HP, LP, B+HK

## STRYKER

Fatality 2: F, F, F, F, LK (sweep distance)

6 Hit Combo - HK, HK, HP, HP, B+HK

## SUB ZERO

Fatality 1: D, F, D, F, LP (close)

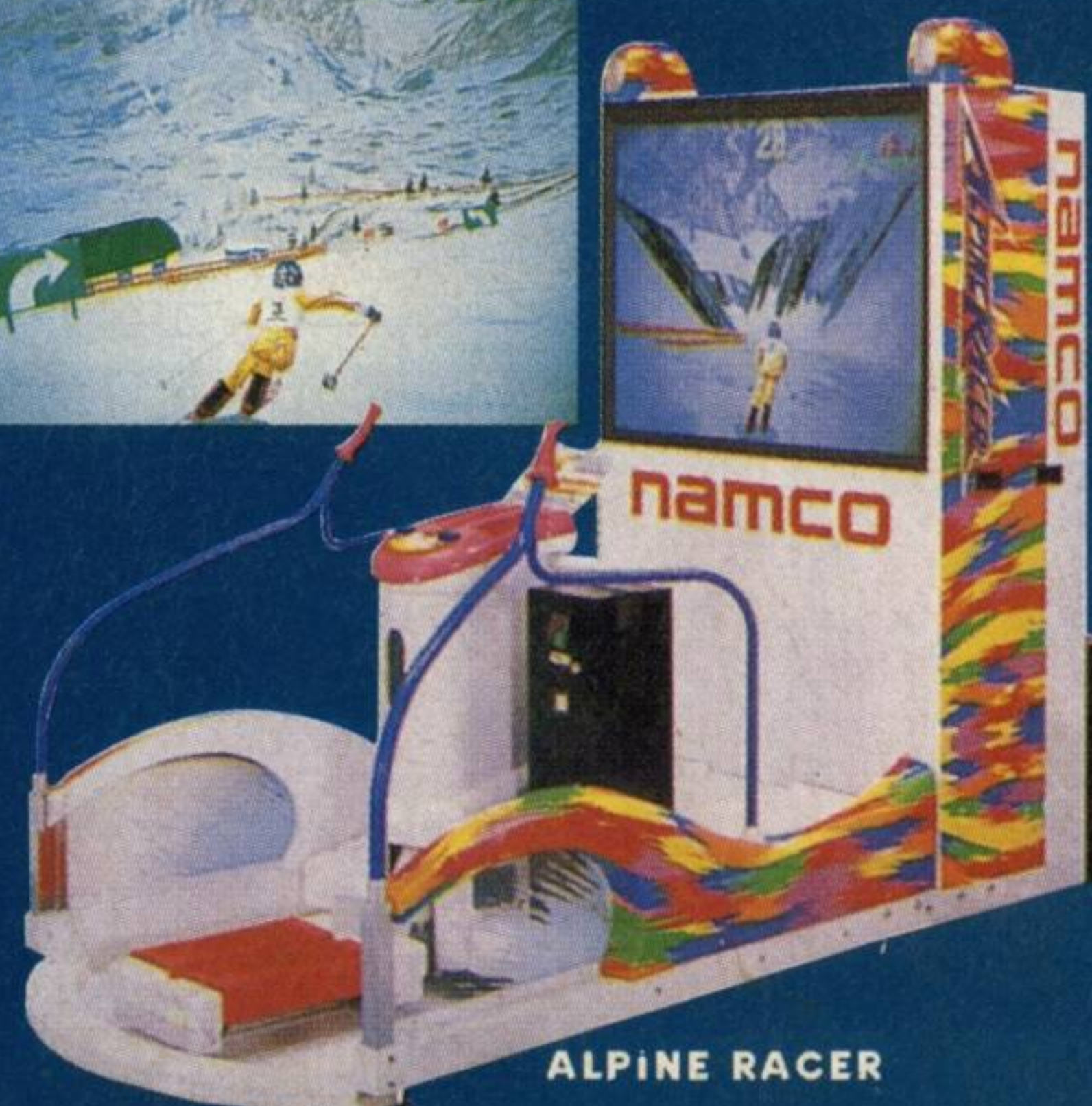
Fatality 2: D, F, B, HK (Sweep distance)

Animality: Hold Block U, U, U, U

6 Hit Combo - HP, LP, LK, HK, B+HK



VIRTUA STRIKER



ALPINE RACER

## Future Look

\* Namco's Skiing simulator Alpine Racer is on its way. Very fast and very slick!

\* Sega's latest Virtua game is Virtua Striker. Texture based everything on the good ol' Model 2 board. Could this be the best Soccer simulator yet? We'll get to find out real soon.

# Slam 'n Jam 95



FANTASTIC GRAPHICS THESE...



Out of Bounds

BUT THE VIEWPOINT NEVER CHANGES!



ON THE REBOUND!

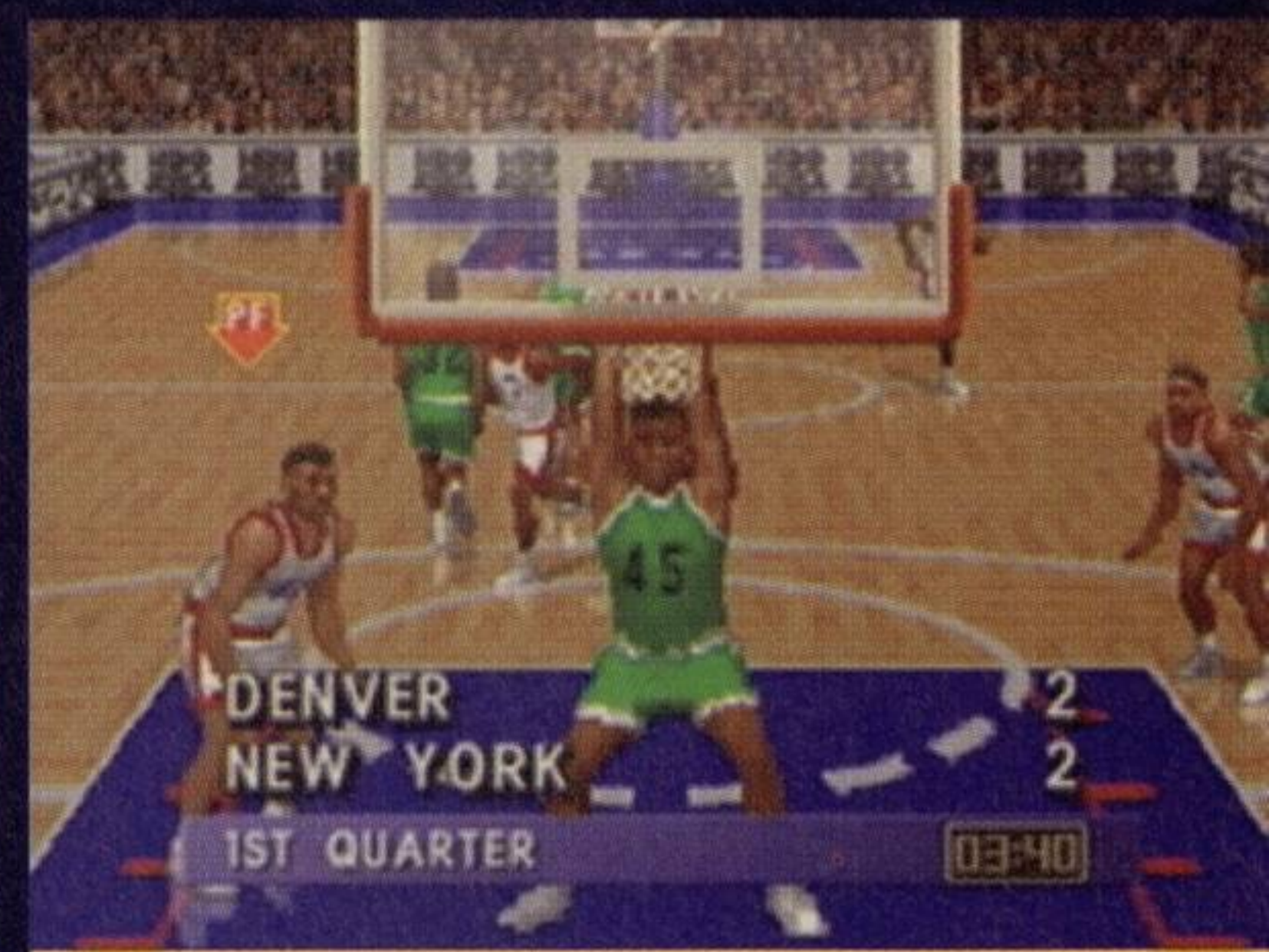


NOT BAD...



3 M. Pierson Dallas  
FT's 1-1 (100%) Average 50%

THE TENSION IS UNBELIEVABLE



DENVER 2  
NEW YORK 2  
1ST QUARTER 03:40

SMART ASS...



42 P. Hirsch Dallas  
Blocked Shots 2 Points 8

DO THESE GUYS SPEND ANYTIME ON THE GROUND?



THE CROWD HOLDS ITS BREATH...



HIT HIM! HIT HIM!

**3DO**

Available: NOW • Category: SPORTS • Players: 1-2 • Publisher: CRYSTAL DYNAMICS • Price: N/A • Rating: N/A

**Visuals 76%** - Big sprites and nice Jam's but they get chunky close up and the viewpoint is awkward.  
**Sound 40%** - Annoying commentary and some bodgy crowd effects, not what we expect from a CD-ROM system.  
**Gameplay 70%** - Awkward at first, but still strangely satisfying. **Longterm 74%** - Enough to keep you and a friend happy for a time. **Overall 70%** - Could have been great, but try it out first unless you're the sort of person that peaks over Reebok ads.

**Basketball makes it to the 3DO in this much hyped slam-fest from Crystal Dynamics. Can it challenge the NBA Jam crown? ROGER BOLTON is on fire...**

Although the 3DO already has some excellent sport sims (FIFA Soccer and John Madden Football), basketball fans have been eagerly awaiting Slam 'N Jam, the 3DO's first basketball title. Slam 'N Jam gives you all the usual options for a sports sim; exhibition mode, season play or playoffs and a wide range of teams and individual players to sort through (no NBA license however.)

**Franchise Novelty**

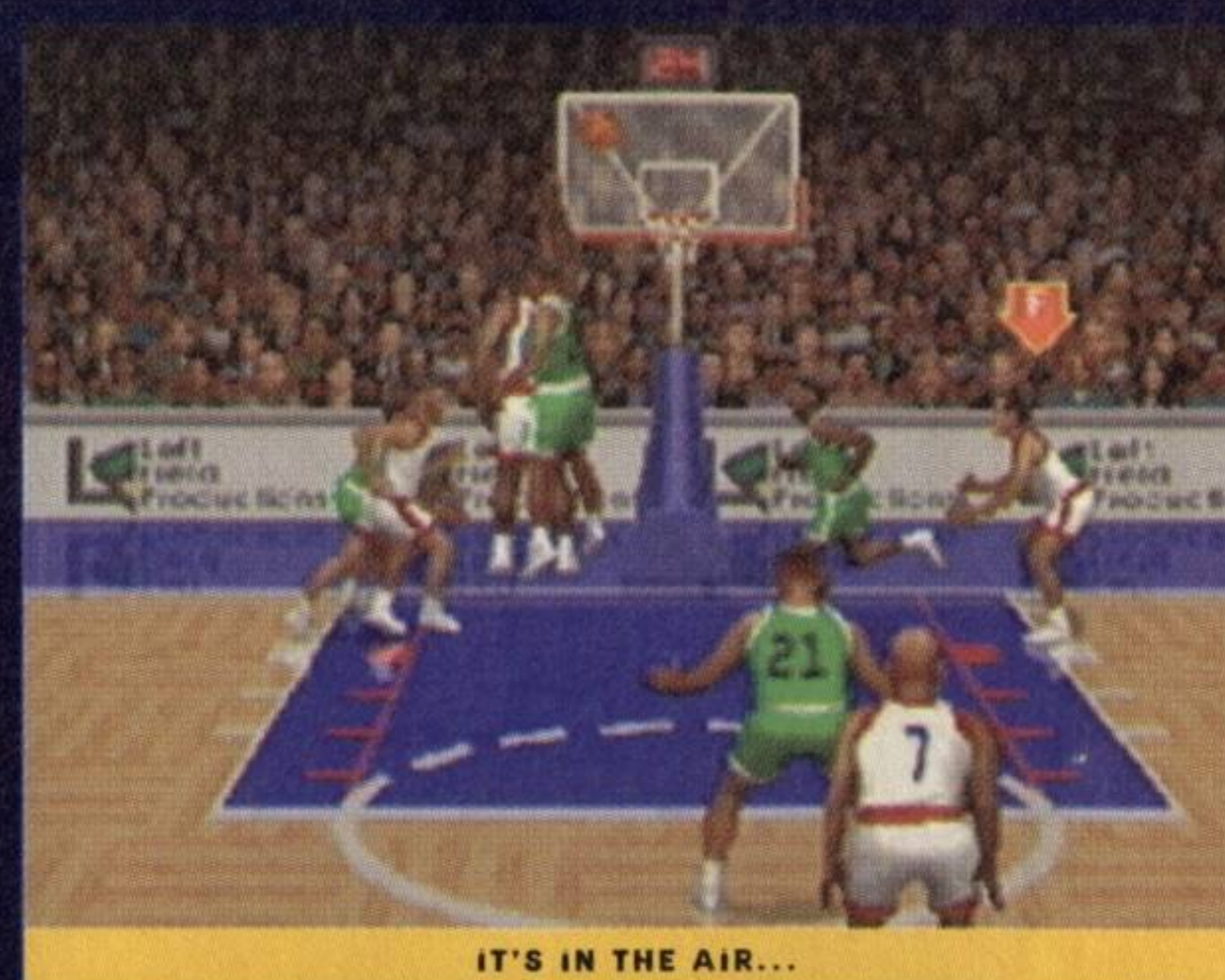
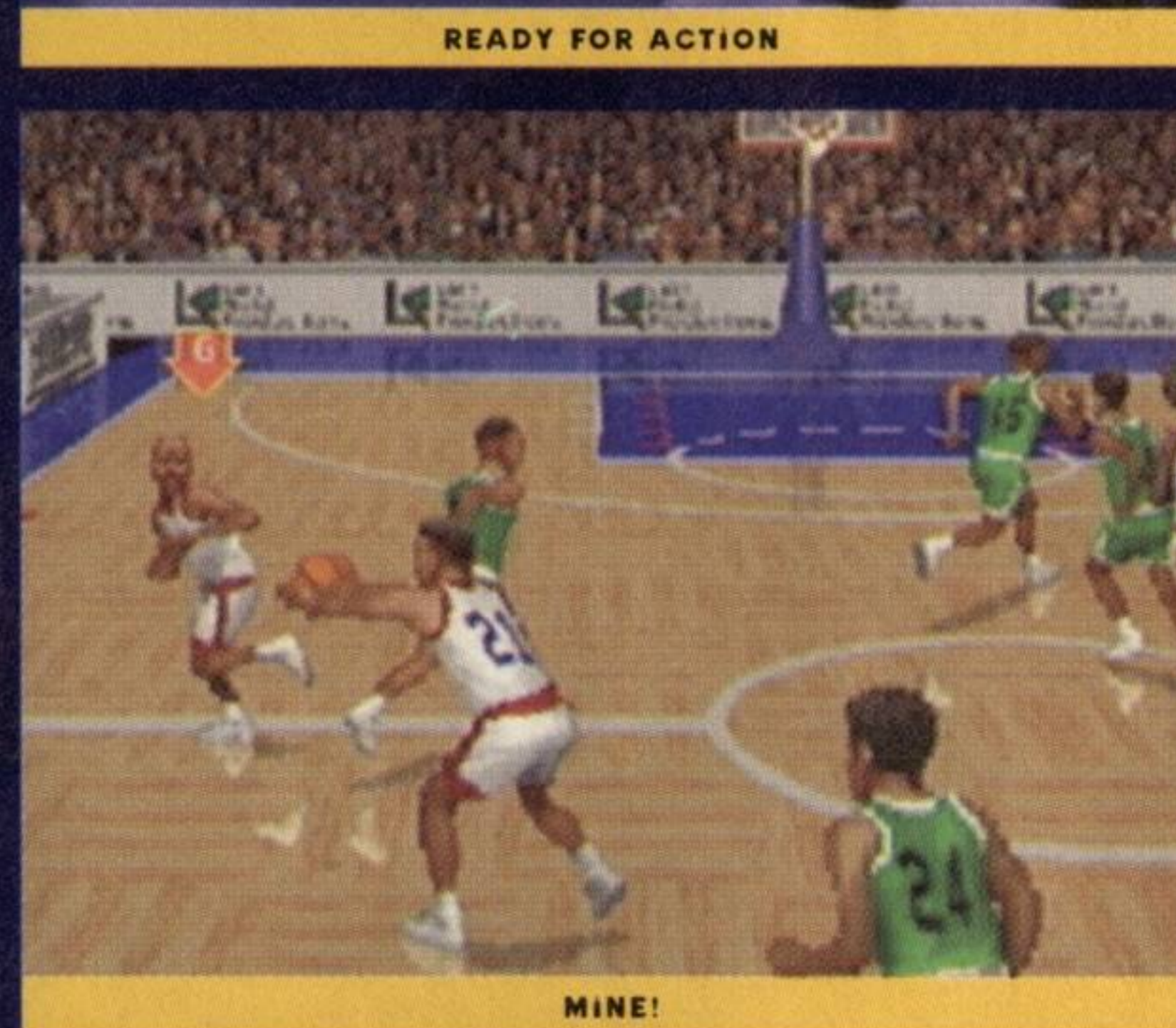
One option which stands out is franchise play, which has you controlling a single player for the whole game instead of the usual swap to controlling whoever's got the ball sort of variety. While it's got a certain novelty value, most of us would probably want to always be where the action is rather than end up defending left court all the time. One tip, immediately turn off the commentary, as this guy has the most grating American accent and repeats the same phrases far too often. The crowd noises and sneaker squeaks are nothing to get excited about either.

Slam 'N Jam gives you a rather unique view on the action. It's all viewed from behind one of the baskets, and quite frankly I'm not at all sure it was a good choice. The game zooms smoothly to follow the action but you can only view it from the one angle, which is a little annoying after seeing what the 3DO can do on other titles like FIFA. The characters are also very large, but quite jerky and unnatural in their movements. In fact because the characters are so big and the action on screen is so fast paced and frantic, it's very easy to lose your player off the side of the screen and oops... in the meantime the computer has just pulled off a huge jam and scored yet again. The camera angle which often puts all the big sprites right next to or on top of each other doesn't help, and making crucial judgements like which player is in front of who is often very difficult.

**Alley Oop**

Scoring is fast and easy and your players pull off a huge range of nicely animated Jams, from Alley Oops and basket stuffers to backboard shattering slams. In fact scoring seems a little too easy and it's usually the case that who ever has the ball simply runs around the other players to the far side of the court, launches into the air and stuffs the basket. Stealing and interception seem to be mainly a matter of luck, usually performed by the players you aren't controlling at the time. While the difficulty of stealing or intercepting may be accurate it seems to also take most of the skill out of the gameplay.

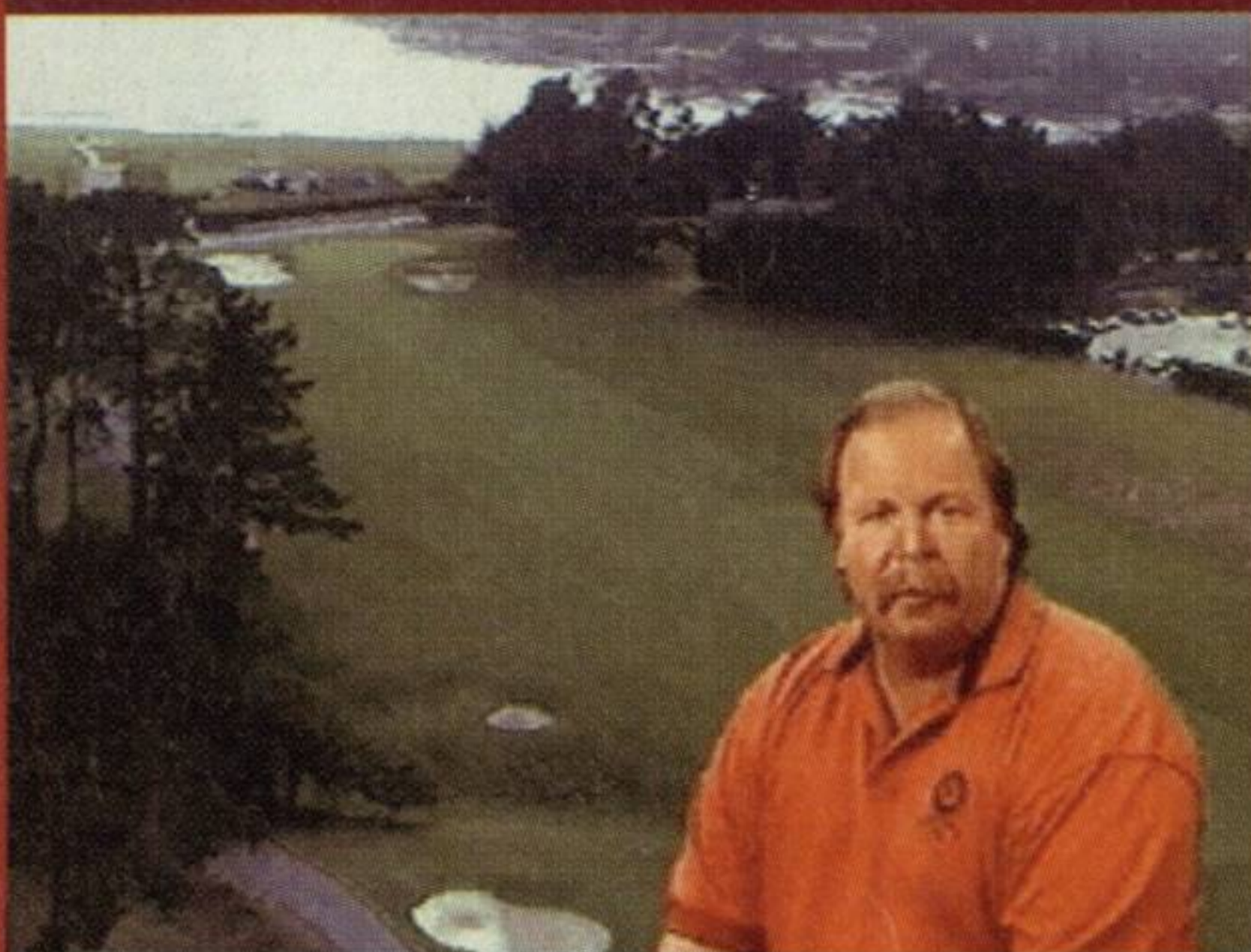
Despite the flaws, Slam 'N Jam is still fun, especially as a two player game. Get used to the awkward view and turn the commentary off and there is a decent game here, it's just not what we expect from the 3DO after seeing a great sports sim like FIFA. Sure to be fun for basketball freaks though - others should try before they buy.



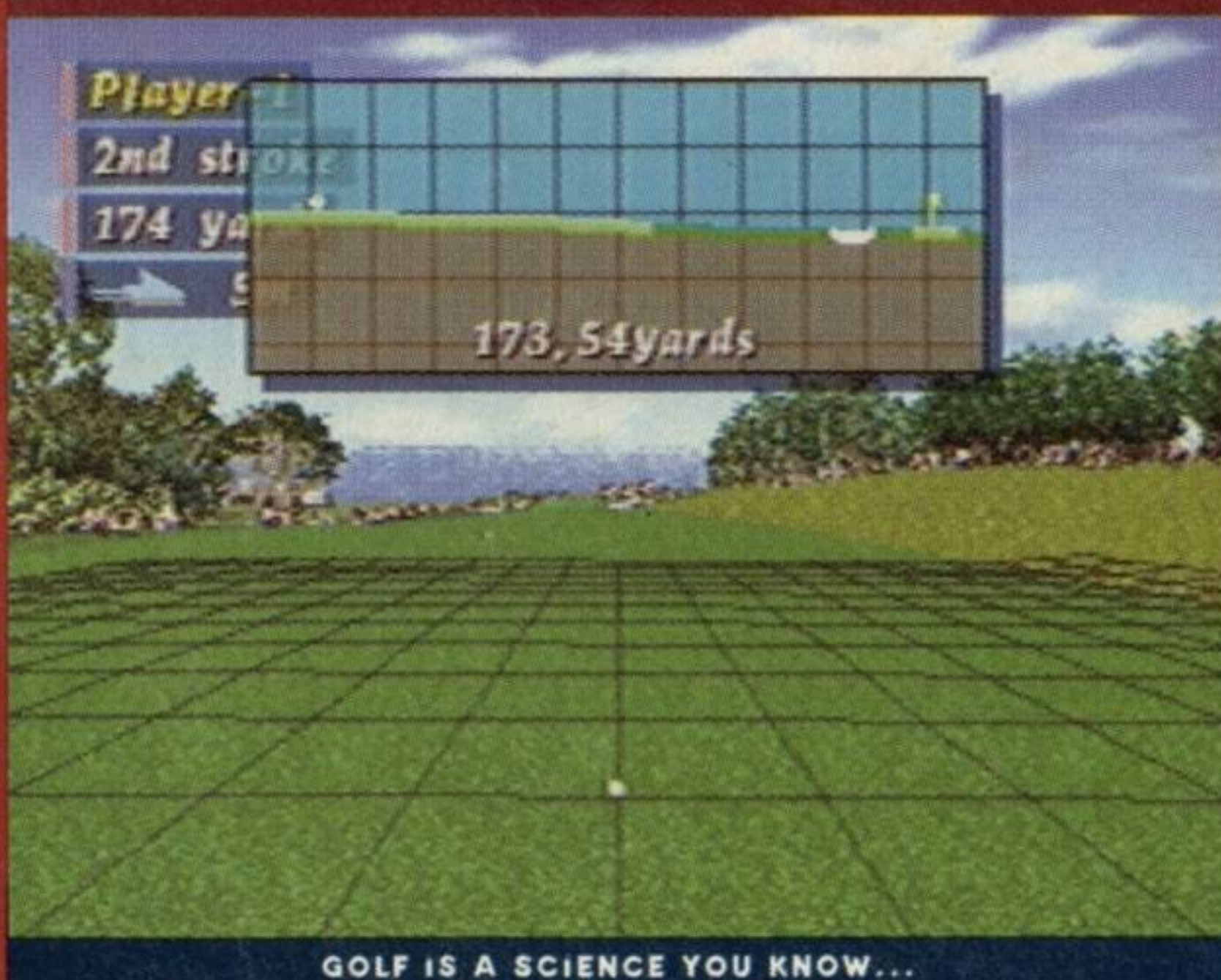
# Pebble Beach Golf Links



GET OUT OF MY WAY FELLA! I'M TRYING TO TAKE A SHOT!



WHAT ARE YOU DOING UP HERE???



GOLF IS A SCIENCE YOU KNOW...

*It's golf on Saturn! No, you won't be needing a space suit, but a fair dose of patience will come in handy. Slipping into his neatest polyester plaid, BEN MANSILL goes for a walk in the midday sun...*

You'll laugh. You'll cry. You'll leap from your chair in ecstatic joy. You'll smash the control pad through the screen. The entire spectrum of human emotion will be experienced as you play Pebble Beach Golf Links for the Saturn. Just like the real thing, this golf game can be as incredibly frustrating as it can be ultimately rewarding. But of course this can be said for pretty much every golf video game that ever has been.

## **Links, Strokes & Greens**

Computer golf has been with us since the dawn of the Game Age. Its popularity requires no explanation, for golf is one of the few real life sports that translates well to the screen. The control method is fundamentally the same for each game, play one and you can play them all. So what does Pebble Beach on Saturn offer the genre? Well, not much in the new and revolutionary department, but then again there isn't much scope left to do anything new with a golf game.

This one's variation on the control method theme plays identically to PGA 486 for the PC. All golf games have a slider which has to be stopped twice for a stroke, once on the way up for power, again on the way down for accuracy and direction. Pebble Beach Golf Links uses a huge-ish circle which represents the arc of your swing. With lots of practise you'll get good at it, but it's here that Sega managed to flaw one of the simplest game interfaces there is. As the power meter nears the top of the curve you hammer the C button to set the power, but if you try for Ultimate Skill by hitting it at the last possible second and miss, the game punishes you in a most severe way. Instead of having the meter continue its journey by heading back down the scale (like every other golf game in the universe), it starts again at the beginning. End result: near miss equals ball moving about two feet. Secondary end result: your stuffed round and possible control pad damage.

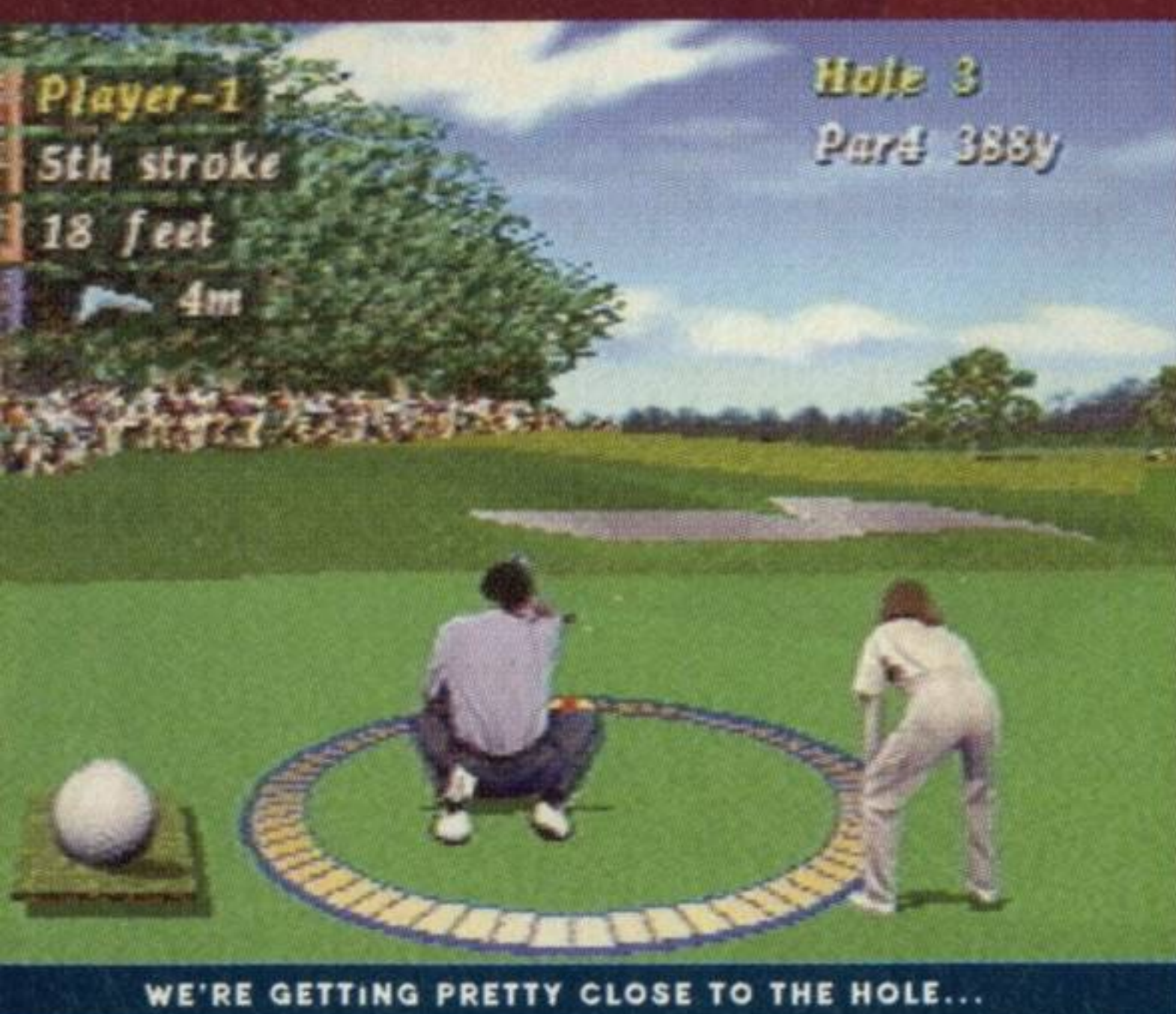
It's a serious flaw, but not a fatal one. Merely exceptionally aggravating. Compensation comes by way of abundant options for ball control. This is probably the most sophisticated set of options in a console golfer. The whole process of firing a shot down the line comprises club selection, direction fine tuning, feet positioning, wind compensation, hook or slice selection (and by what degree) and the final powermeter shebang. By no means is this a convoluted and drawn-out affair, instead the game offers thoroughly enjoyable opportunities to maximise your skill - with luck only coming into play on the powermeter.

## **Dweeb in Plaid Trousers**

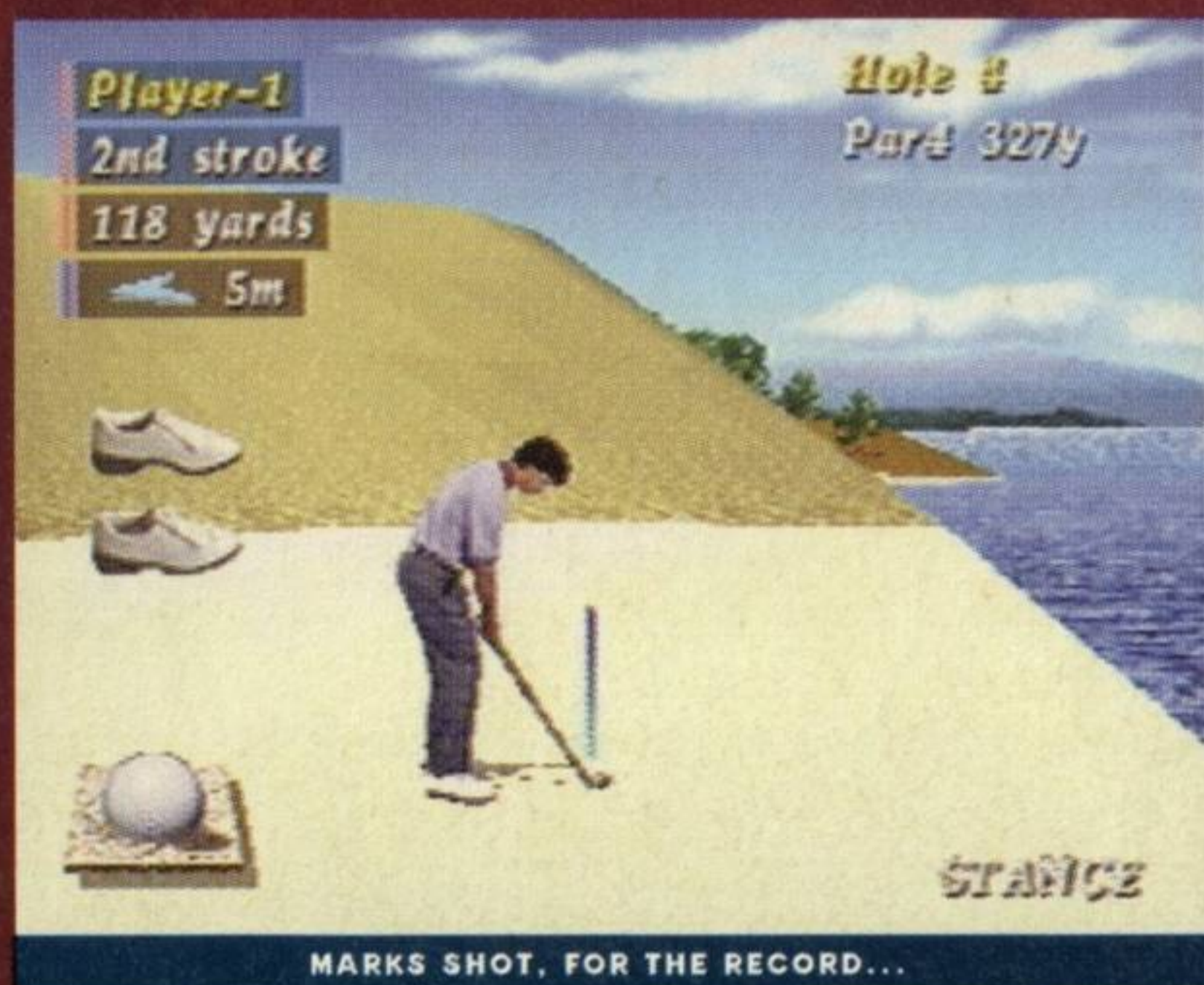
Putting works much the same way, with a new need to account for any slope on the green. To help gauge the slope, we fondly welcome back everyone's favourite golf game feature, the grid. When selected, it blankets the green indicating perfectly any wee slopes that are likely to screw your shot.

Keeping you company through most games is big Craig Stadler. Unless you play against other people (up to four), Craig is your competition, along with a third player selectable from an array of dweeb in plaid trousers. Craig also provides a bit of professional insight prior to starting each new hole.

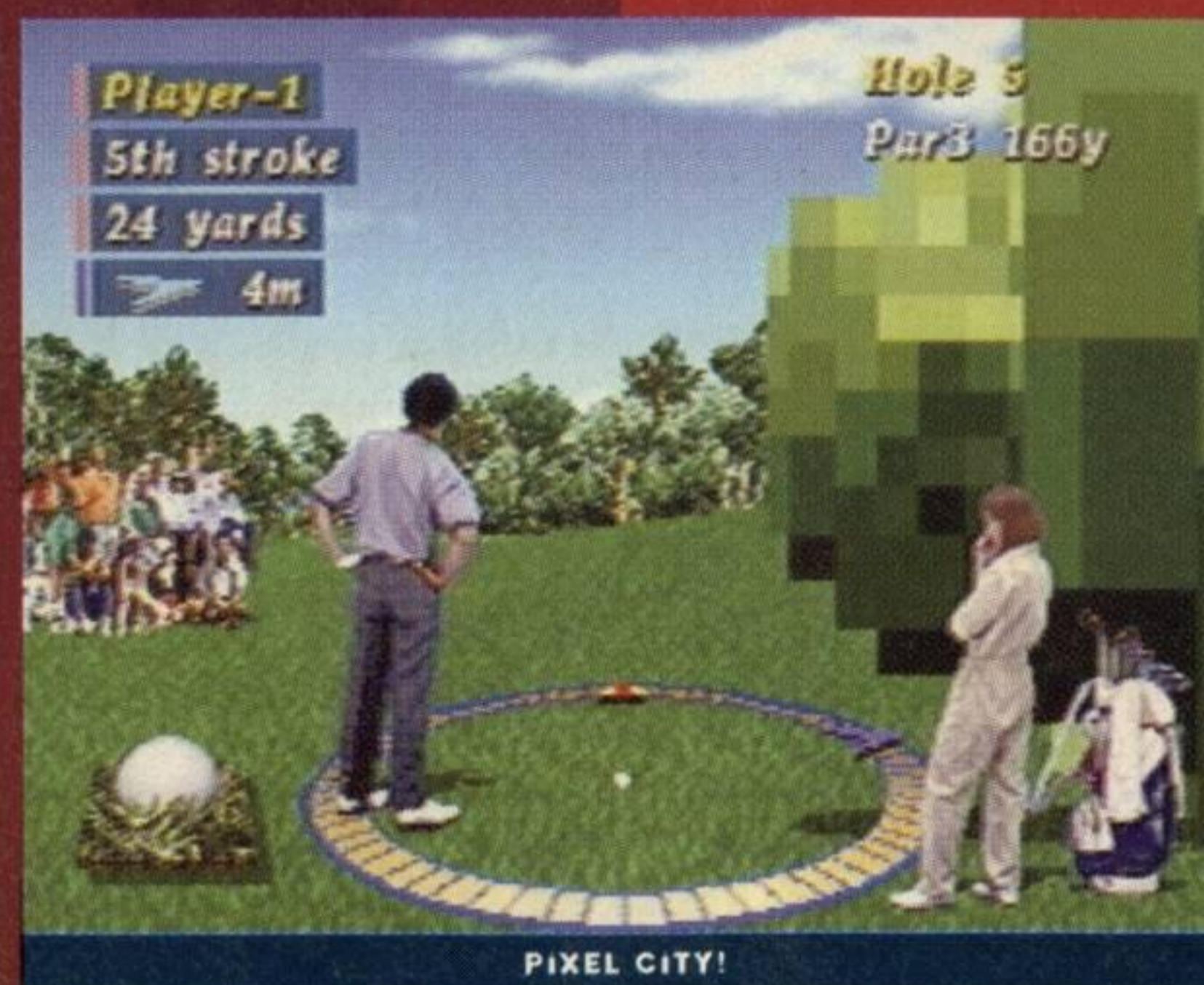
With only one course to play the game won't last the distance of more generous golf games, but Pebble Beach is an attractive and challenging course. As you tour its grounds the Saturn graphics vary from impressive to dismal. Getting up close to anything reveals a pixilated disaster of virtual brick. Still, most gamers need a golf game in their collection and if you've just bought a Saturn, you could do a lot worse than this one.



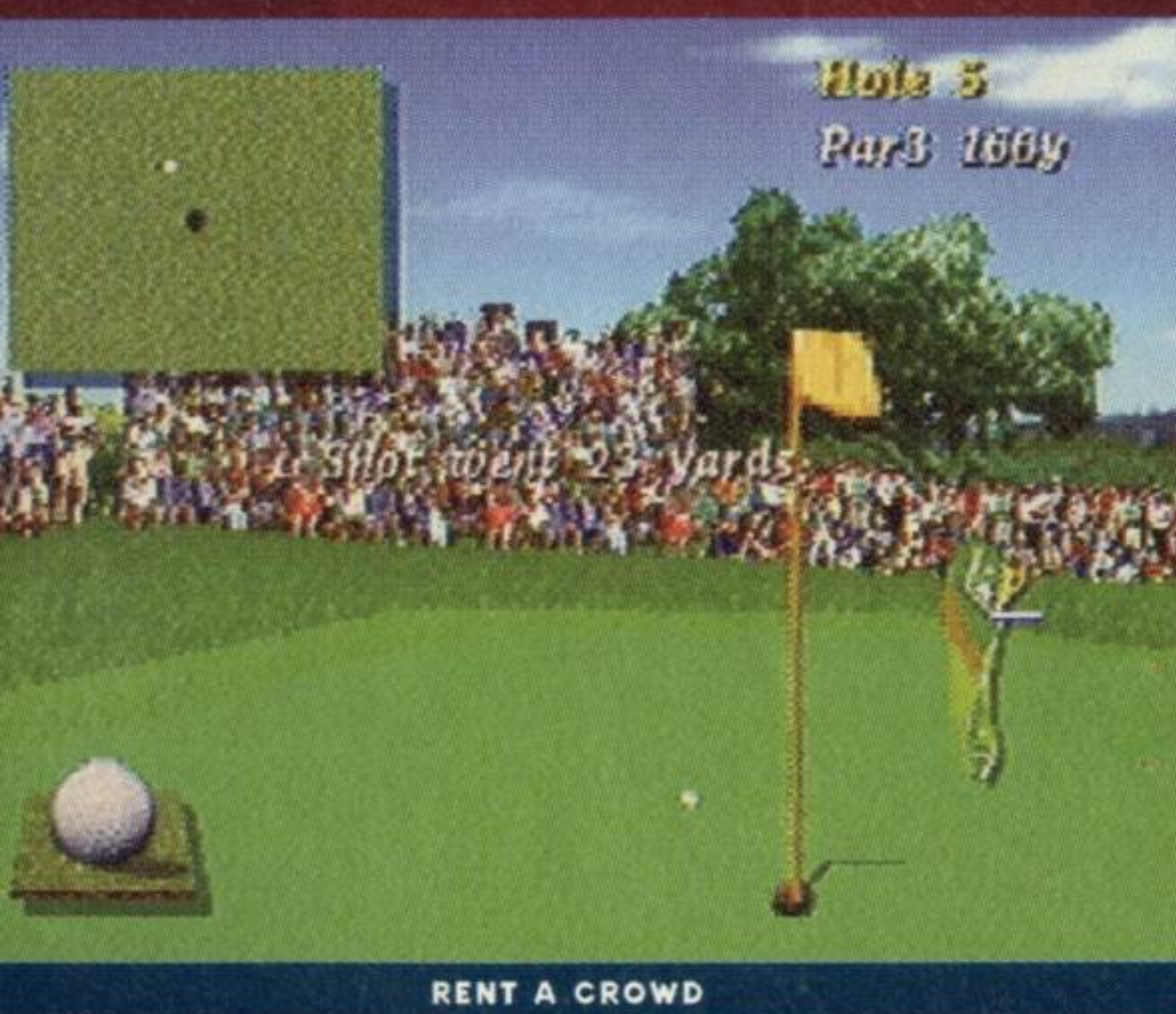
WE'RE GETTING PRETTY CLOSE TO THE HOLE...



MARKS SHOT, FOR THE RECORD...



PIXEL CITY!

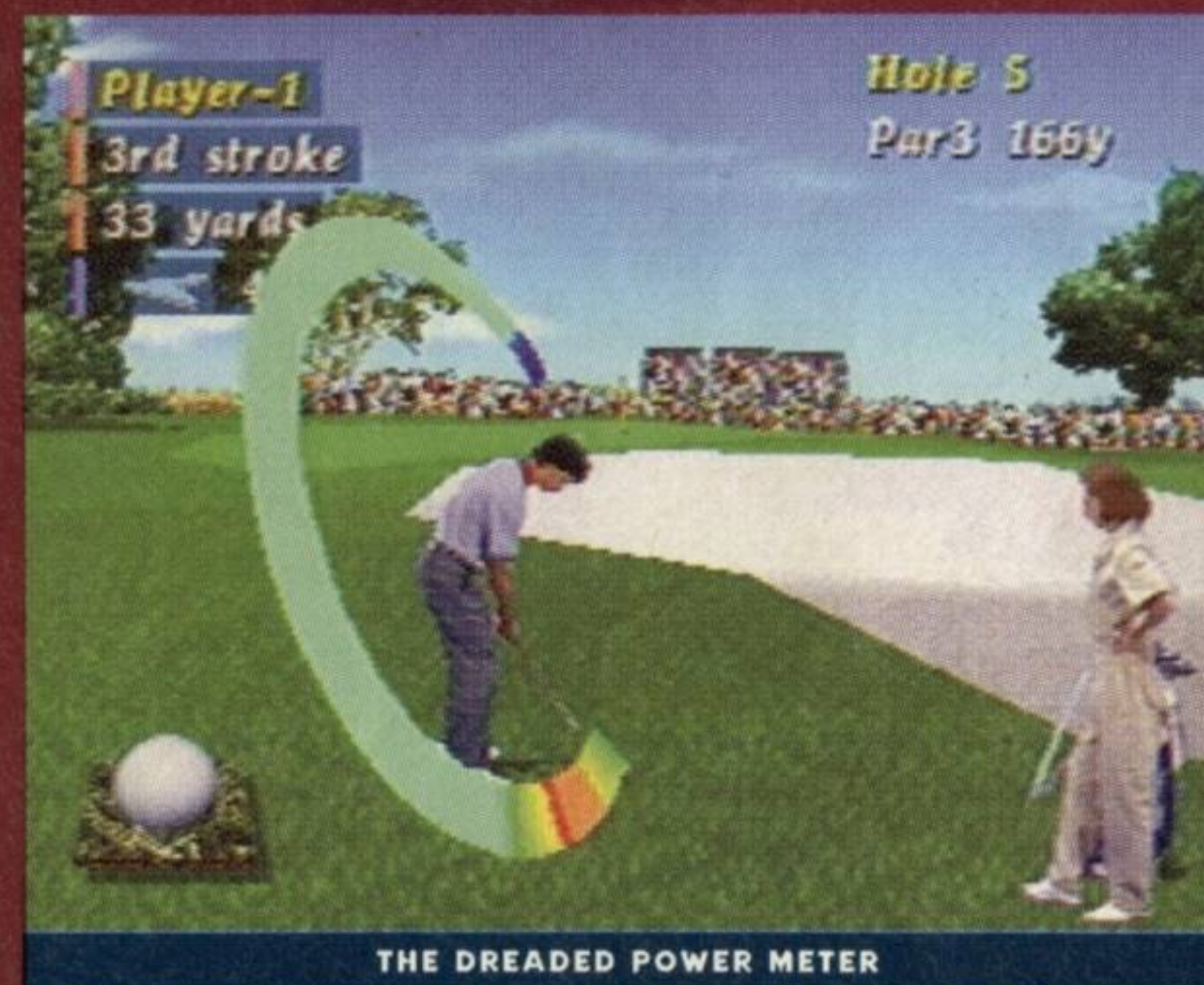


RENT A CROWD

**LEADERS**

PRO	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	PAR	4	5	4	4	3	5	3	4	4	4	4	3	4	5	4	4	3	5
Takahashi		1	2	2	1	2	3	3	3	4	5	6	6						
Thomas		1	2	2	2	3	3	3	3	4	5								
Griffin		1	1	1	1	2	3	3											
Davis		1	1	1	0	1	1	2	3	3									
Schwartz		0	1	1	1	1	1	0	1	1	2	3	3						
Morris		0	2	2	3	3	2	2	3										
Martin		0	2	2	2	2	2	2	2										
Sullivan		1	0	0	0	1	2	2	2	2	2	2	2						
Peterson		0	0	0	0	0	1	1	2	2	2								
Campbell		1	1	2	2														

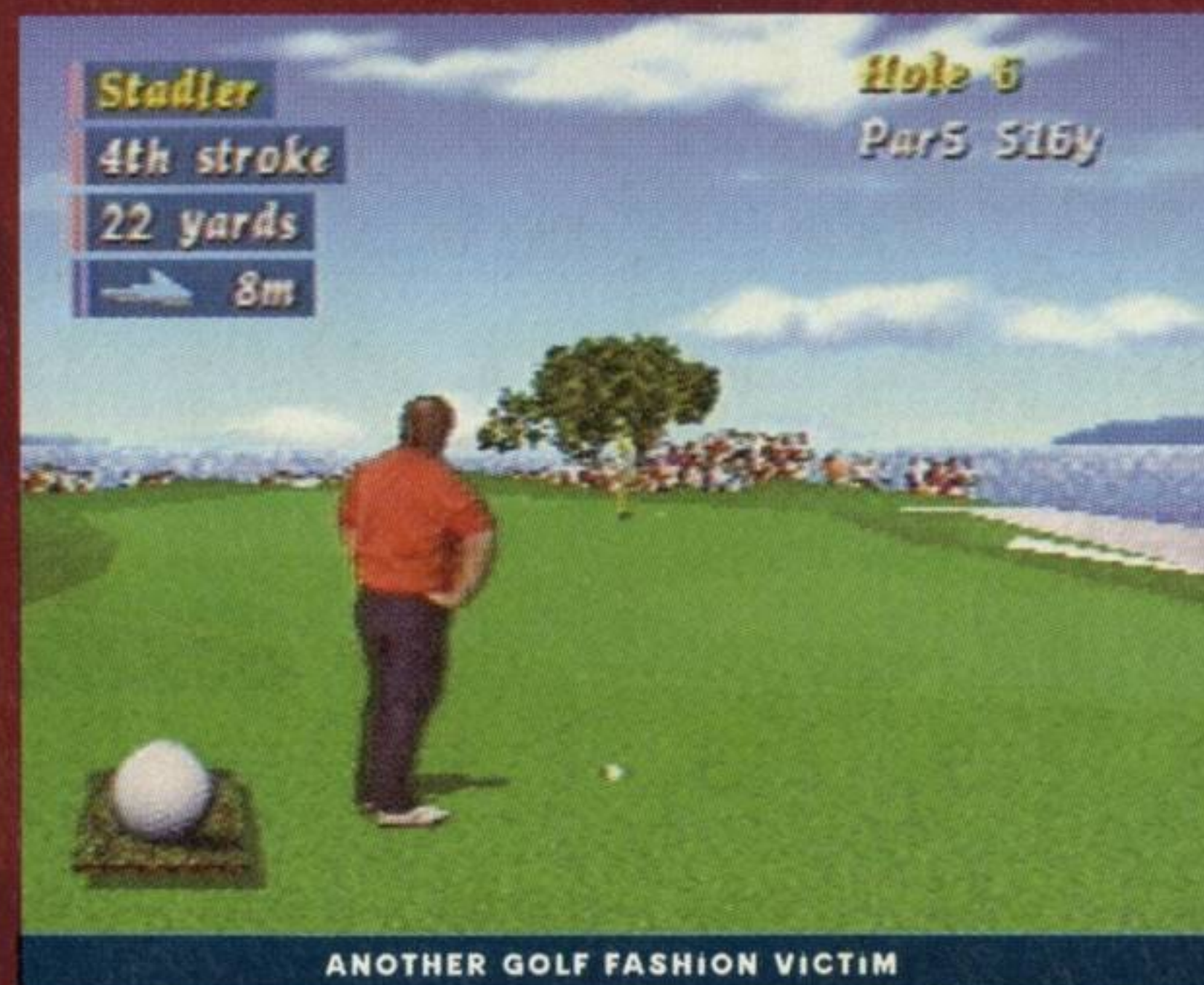
SCORECARD



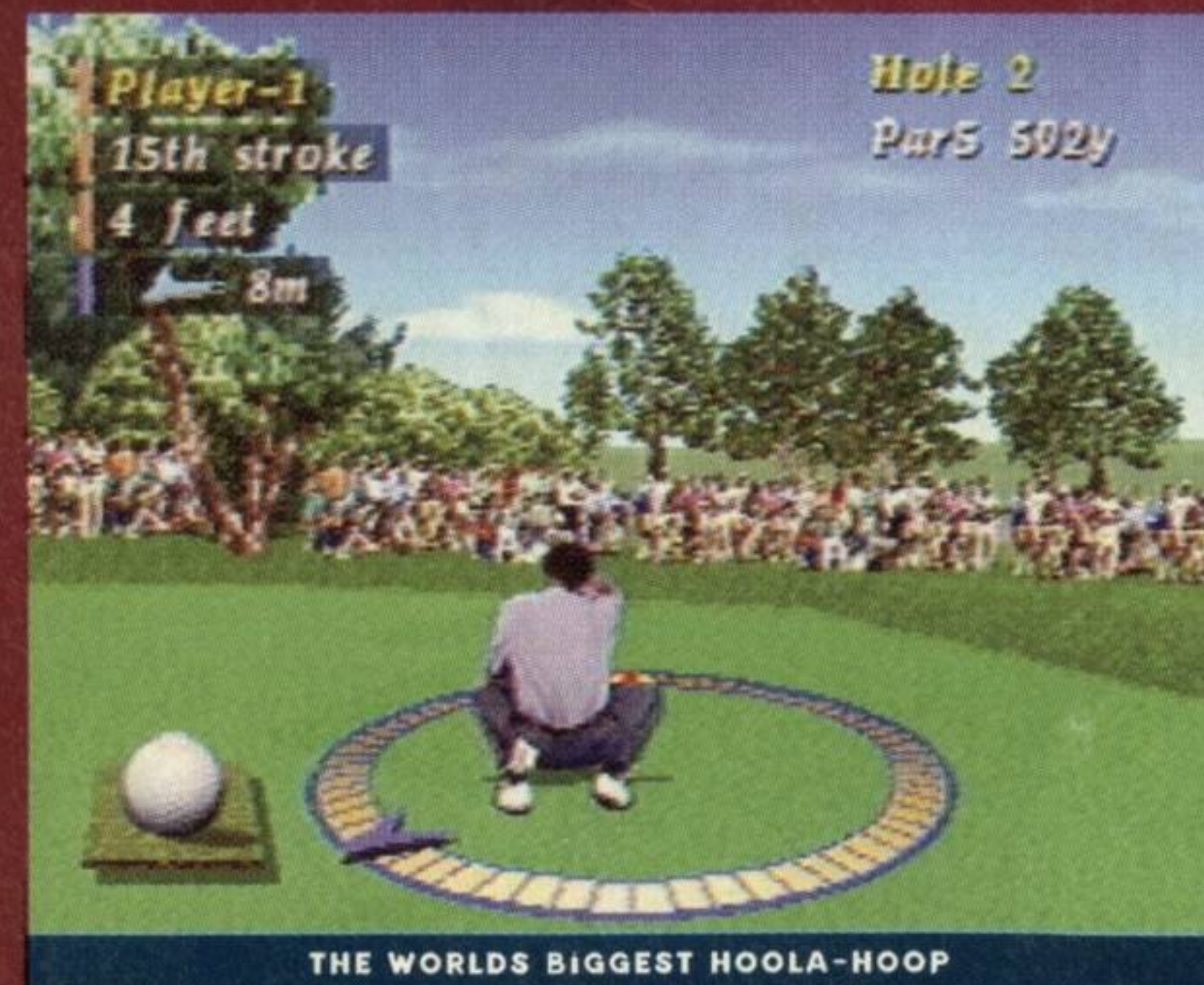
THE DREADED POWER METER



DOH!



ANOTHER GOLF FASHION VICTIM



THE WORLDS BIGGEST HOOLA-HOOP

## SATURN

Available: AUGUST • Category: SPORTS SIM • Players: 1-4 • Publisher: T & E SOFT • Price: TBA • Rating: G

**VISUALS 78%** - Aerial footage of each hole and Craig's words of wisdom prove the Saturn has no problem with fast FMV. Horribly pixelated close ups show the downside. **SOUND 67%** - Muzak lives! Spend a day in any suburban mall to get the idea. Meaty thwacks and realistic impact sounds are good, but you won't be pumping up the volume. **GAMEPLAY 82%** - Patience and judgement will see you through, no worries. Only the weak design of the powermeter detracts, but you'll play on anyway. **LONGTERM 71%** - You can only play a single golf course so many times. It offers plenty of different ways to play, but it won't be long before you master it and never want to play again. **OVERALL 74%** - With digitised players and semi-real scenery, it tries hard to offer a virtual experience. Sort of achieves it too, but golf is golf, and this isn't quite as perfect a sim as it could be.

# Tekken



JUST TEKKEN THE CAT FOR A WALK



THAT MOVE WAS TEKKENALLY CORECT



I'M TEKKEN YOU OUT



JUST TEKKEN TO MYSELF



I'M QUITE TEKKEN BY HIM



YOU'RE SURE TEKKEN YOUR TIME...



HIGH-TEKKENOLOGY GAME



HOW LONG HAVE YOU BEEN TEKKEN KARATE LESSONS?



I'M SICK OF YOU TEKKEN ME FOR GRANTED!

## PLAYSTATION

Available: NOW (IMPORT) • Category: FIGHTING • Players: 1-2 • Publisher: NAMCO • Price: NA • Rating: TBC

**Visuals 89%** - Outstanding - the game's finest feature. **Sound 84%** - The music's catchy and the FXs are superb.  
**Gameplay 82%** - Well constructed and a bit different from most fighting games, but the timing's got to be just right.  
 For the hard-core combat artists only. **Longterm 80%** - If you like it you should stock up on the No-Doze.  
**Overall 84%** - A well-rounded and stunningly detailed game. A worthy investment if fighting games are your thing.



*The Playstation is getting some very tasty fighting titles very quickly and the latest is the arcade smash from Namco. JULIAN BURES and JASON SERDA are the ones tekken the challenge...*

As a wise man once said "you can't get too much of a good thing" and although he said this well before anyone had even heard of (or thought of) a PlayStation, if he was around today, he would be playing Tekken. Tekken borrows heavily from existing beat em ups, like Virtua Fighter, using similar Gouraud shaded polygons and detailed backgrounds but a major difference is a four button control system which allows the player to control all four of the fighter's limbs. This is complimented by an array of special moves as well as many secret manoeuvres. A brilliant representation of the arcade version, Tekken combines the brutal destructive power of Virtua Fighter with the hectic fighting pace of Tohshinden.

### Real Skill

Tekken is a test of real combat skill, up close and personal, as opposed to Tohshinden, where you can press everything and hope to God that something happens. Not with this baby; you slip, you hesitate, you make the slightest error in judgement, and you're history. Rapid punches and kick combos will leave you struggling to develop some form of counter attack, and when you're (inevitably) knocked down, your opponent walks up and slams you in the head, which really doesn't help at all.

Although the majority of the attacks aren't too tricky to execute, as with most of the new generation games the learning curve is very steep. Although moves and combos are easy to learn, when you consider the speed of the game and that you really have to use the right attack at precisely the right time, the results may mean a bad headache for your warrior (and probably a new dental plan). The moves of the various characters are flamboyant, but highly potent. In other words, if you really don't know what you're doing, do not get in too close to your opponent.

As with the masterful Tohshinden, the backgrounds of Tekken are an awesome sight, from the Grand Canyon to an American football field, to a quaint village setting in winter; all beautifully rendered and with silky smooth pan and zoom qualities. There is no limits to the combat arena, with the fighters simply decreasing in size. Although some of you may feel the graphic colour clarity of Tekken falls below that of Tohshinden, realise that although the characters are still classified as block polygons, Namco has done its best to compensate with outstanding attention to detail. Character rendering deserves the greatest praise; shading, muscles, clothing and facial expressions are possibly the finest amongst this new generation of 3D beat 'em ups, far outstripping Virtua Fighter, and posing a real threat to Tohshinden. Unfortunately this feature may be the greatest downfall of a great game; character movement is simply not as fluid as Tohshinden, and jerky movements of the characters is not uncommon.

The choice of options is far more varied than Tohshinden, and totally sits on Virtua Fighter. You can configure everything like level of difficulty, opponent, time duration, and handicap settings, rated in stars. This is a terrific feature as it allows two people of a different skill level to enjoy a good game of Tekken. Each blow from your opponent is indicated by power and flame radiating from the point of impact, blue flame represents the attack was fully or partially blocked, green represents a solid strike, and a yellow means a full powered strike.

When and if you have played long enough to attempt the hardest setting, there's a little tip you should be made aware of. If you succeed against all opponents (horrendously difficult), you must then face the two secret characters. Beating them you then have the option of using these characters as you see fit.

Tekken is truly a masterpiece if not for the fact that there really isn't any difference between the arcade version and the PlayStation, then simply for the amazing piece of work that it is.

## CHARACTERS

**Marshall Law** - Chinese American. The legitimate transmitter of Jeetkune Do, a top martial artist, works as a cook in China town. Dreams of days to own his own Dojo. Very fast and with a superb kicking style.

**Nina Williams** - British. Taught Akido by her parents Nina is currently the top martial arts expert in the UK. She has been sent to the tournament to assassinate the promoter, who is also Kazuya's dad. Also high speed, with some contemporary moves

**Paul Phoenix** - American. A nomadic Phoenix travels the world looking for the perfect opponent with his sole goal to be the best. Great strength, and effective throws

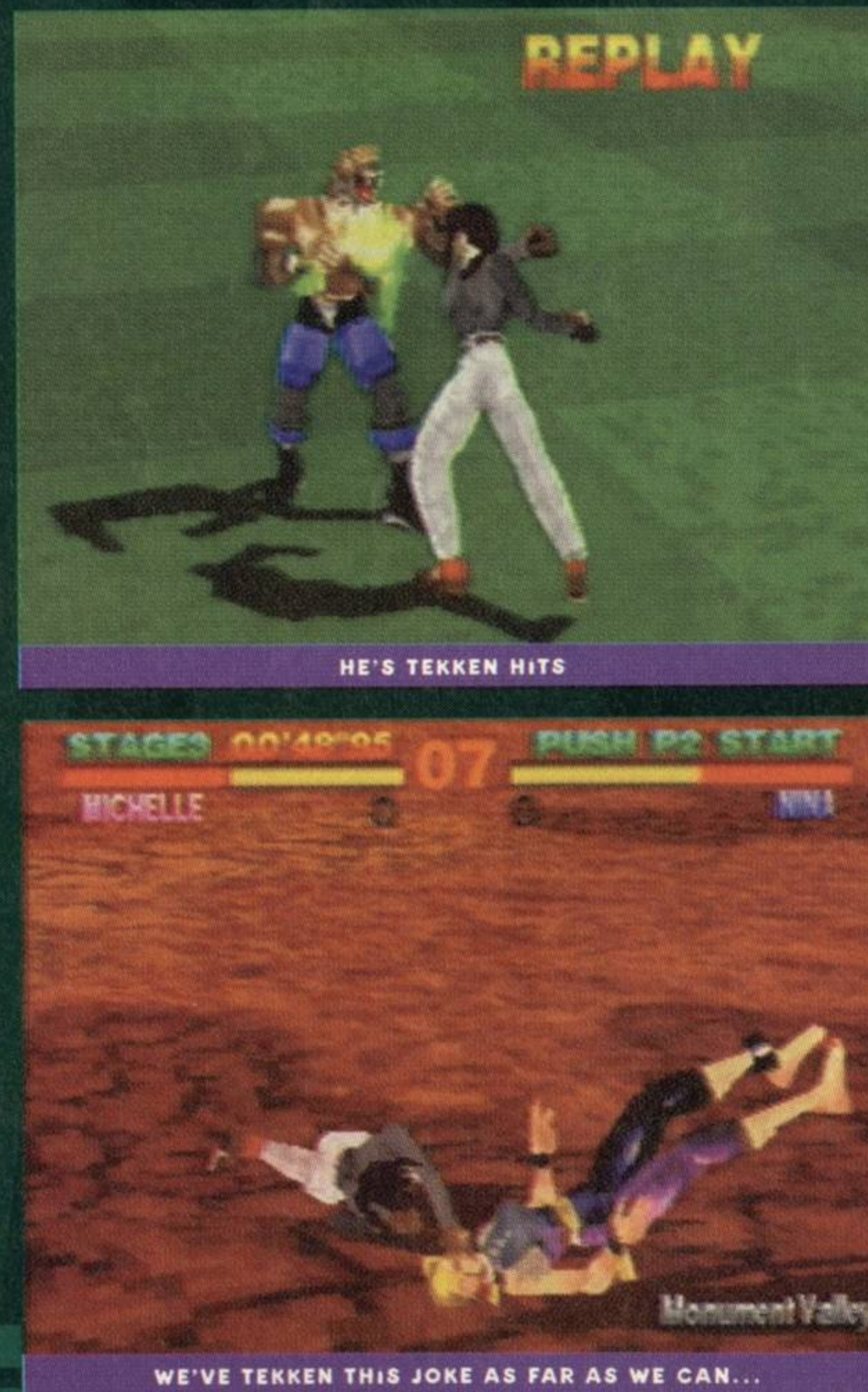
**King** - Mexican. A priest, caring for young children in an orphanage. To raise money he dons his leopard mask and battles vicious opponents in street fights the world over. Strong, with excellent jumping and falling attacks.

**Michelle Cang** - British. Her father once worked in the Hong Kong branch of the Mishima financial empire. Sent to a native American reservation, he fell in love with a girl and was, of course, killed as a betrayer. So now Michelle roams the world looking for her father. Not strong but lightning fast

**Kazuya Mishima** - Japanese. Heir to the Vast Mishima Corporation which is sponsoring the event. Kazuya has his sights on taking over his fathers position at the head of the Mishima empire after the tournament. A powerful and skilled kickboxer, but a little slow.

**Jack** - Russian. The android killing machine is a product of the state of the art technology. Huge and strong, noticeably slower than all others.

**Yoshimitsu** - Japanese. The leader of an international crime gang called Swastika, he is participating in the contest to act as a decoy so his crook friends make off with the prize money. His spinning attacks are dangerous, otherwise pretty standard moves.



# Review

# Cybersled

Namco are spitting out their classic arcade games for the Playstation, with Cybersled being one of the most anticipated titles. JULIAN BURES and JASON SERDA go head-to-head in a sled..

I don't know about you lot, but we really enjoyed playing Cybersled in the arcades. Few games can equal the tension and thrill of the hunt around the arena, the satisfaction of a missile hit and the elation of watching your enemy exploding and burning to pieces. Now its arrived on the Playstation, so we switched on and expected an Event.

## Glory in Annihilation

The aim of the game is really very simple; you are squeezed into an armoured, anti grav "sled" armed with sophisticated shielding and weapon systems. To receive the glory you must annihilate your opponents one encounter at a time; gliding around an obstacle filled arena taking out your opponent before he takes out you. Yes, it sounds mindless, common and dull but Namco has created a reproduction to rival the arcade version, with a hell of a lot more thrown in.

The first thirty seconds of Cybersled represent the very finest example of Playstation power. You are treated to an amazing animated sequence of all the combatants tearing around the arena. The camera angles are superbly placed, the individual vehicles are brilliantly rendered, the colours sharp, and the attention to the surrounding detail is simply awesome. Sony really put their cards on the table with this one, and it just so happens that they came up aces.

When the opening sequence is over you can get down to business. Each sled boasts strengths and weaknesses, which are divided into the categories of speed, weapon power, and shield strength. The scale, from one bar to five, shows which craft excels (or doesn't excel) in that particular feature. Actually it's using the arena to best effect (hiding, circling and ducking behind obstacles) rather than your particular sled, which is the real key to this whole game. The arena itself is a far superior rendering than the original arcade version, with highly detailed walls and backdrops and with each opponent the layout of the arena changes giving great variety to the combat strategy.

The weapons at your disposal and the way you use them will also determine the outcome of a match. As a benchmark, the weaker the missile the faster it is. Your gun, although sporting rapid fire, is pretty pathetic compared to the missile, and being over zealous will cause it to overheat in no time. Since your craft can only carry a limited compliment of missiles you'll be forced to hunt for replacements. Missiles are scattered around the arena and are fast guided warheads which cause devastating damage. Fortunately there are a number of ways to avoid an impact. Firstly although the missiles are fast they are not terribly manoeuvrable, and if your sled is fast and your timing good, they can be dodged by sideways movement. In two player mode special items that you collect will give you a scrambler field so the missile can't find a lock. However if all else fails; you're out in the open and can't afford another hit, if timed just right, you can knock the incoming missile out of the air with one of your own (not recommended as standard practise).

On each level there is a shield booster, which gives you most of your shields back and in two player mode you can acquire temporary missile and radar jammers so your opponent will have to see you visually. Every time you pick something up, the voice over will let you know what it was, which is good, because when you're smashed up and on the run, you'll have no time to look.

One visual perspective is from outside your craft, behind and slightly above, giving you a good look of your sled as it slides and turns around the place. It also gives you a far better view of the arena and allows you to more easily avoid the obstacles and incoming missiles. The inside view although more realistic is not as beneficial.

Getting down to the nitty gritty, the controls for the Playstation pad require a great deal of practise getting use to. The shoulder buttons control the crafts axial spin, whilst the directional buttons, dictate slide sideways, forwards and back. The combination of the buttons give you total control over the movement of the sled, the winner will be definitely determined by skill level. rather than lucky button pressing.

As with most things, every up has a down, and Cybersled's down is the two player mode. While one player action is fun for a while, killing a computer becomes a bit boring, so two players becomes more and more necessary. Take it from us; the horizontally split screen just does not work. Not only is your view too small, but any tactics or strategy you may have had planned is lost, as your opponent can simply glance down (or up) and see exactly what you're up to.

The obstacle polygons are simple and unshaded, and either appear out of nowhere or disappear just as you approach an edge, giving the game a rough and unfinished quality. The colours indicating near and far obstacles are not specific enough, which by itself is confusing, but added to this is the annoying and often frustrating problem of you apparently colliding with an obstacle when there is clearly nothing there. Add to this the sudden appearance and disappearance of walls, and navigation becomes really annoying. But all is not lost. It is rumoured that Sony will be releasing a special adaptor cable with allows you to connect two Playstations and two screens to each other, so both players receive full effect. This is just as well, as two player mode at present won't keep you excited terribly long.

In a nutshell this games for you if you're into high speed, high power, hand sweating, action packed combat (if you're not, then why have you read this?). This game is reserved for the action strategist who has little patience for strategy, and even less for losing.



INTRO. COOL. PLAYSTATION. COOL.



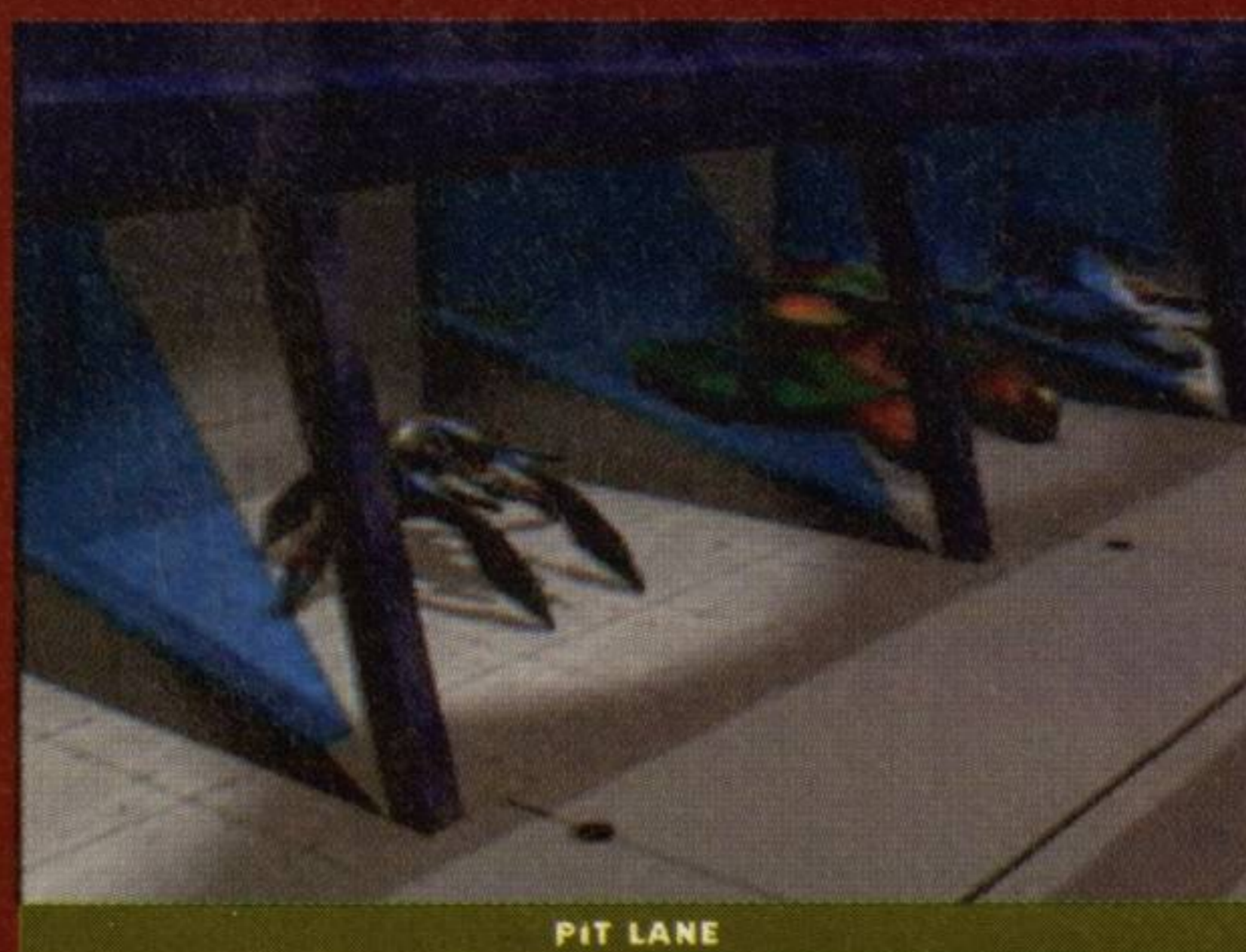
WHO NEEDS PLAUSIBLE WHEN YOU'VE GOT COOL



YOU'LL SEE THE INTRO. YOU'LL BUY A PLAYSTATION



HE HE, WITH THIS PAINT JOB HE'LL NEVER SEE ME!



PIT LANE



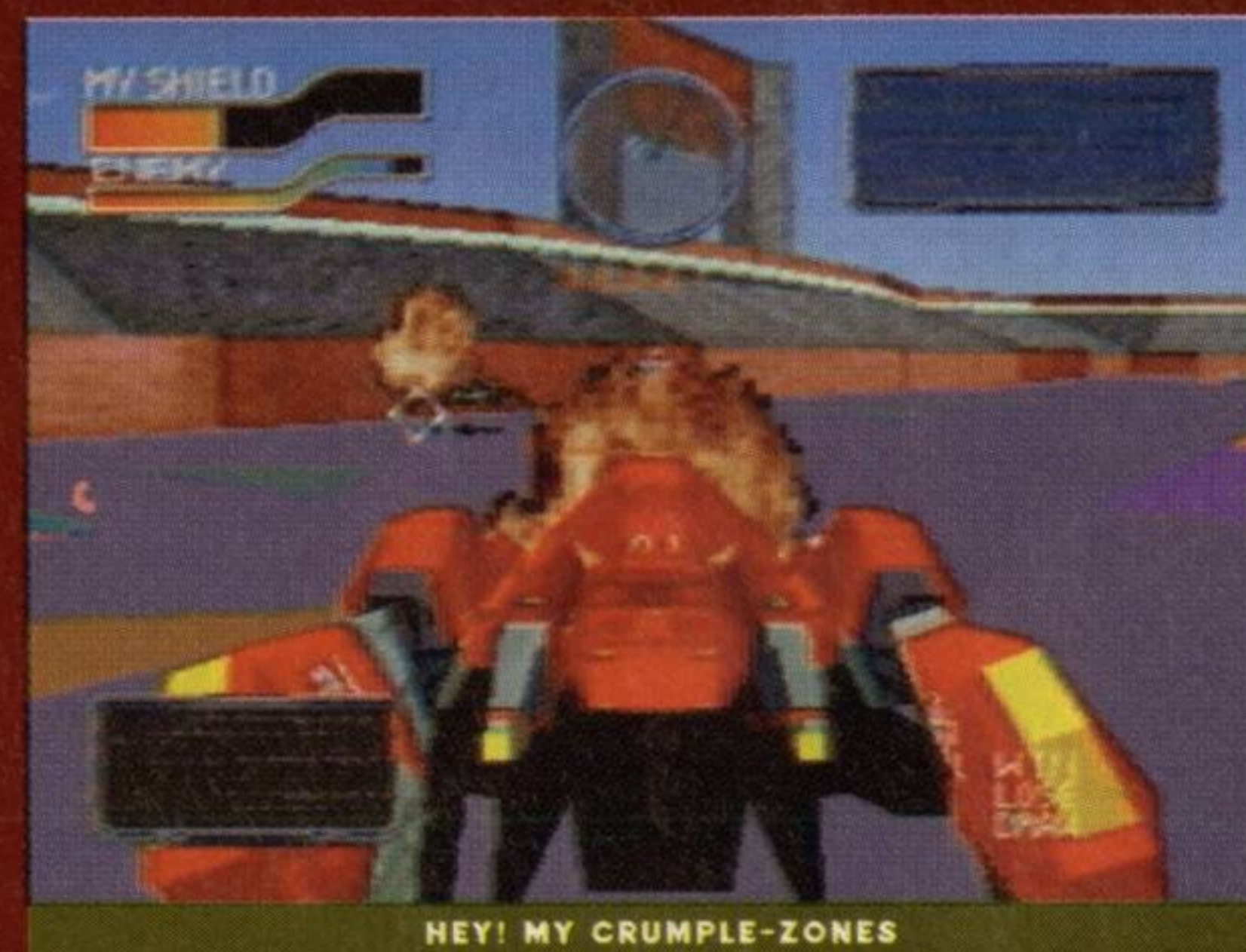
STAY ON TARGET! STAY ON TARGET!



HMMM... BLUE STATIC...



YEP, SHE'LL DO...



HEY! MY CRUMPLE-ZONES



START YOUR ENGINES



BEING ABLE TO SEE THRU YOUR ENEMIES EYES SUCKS



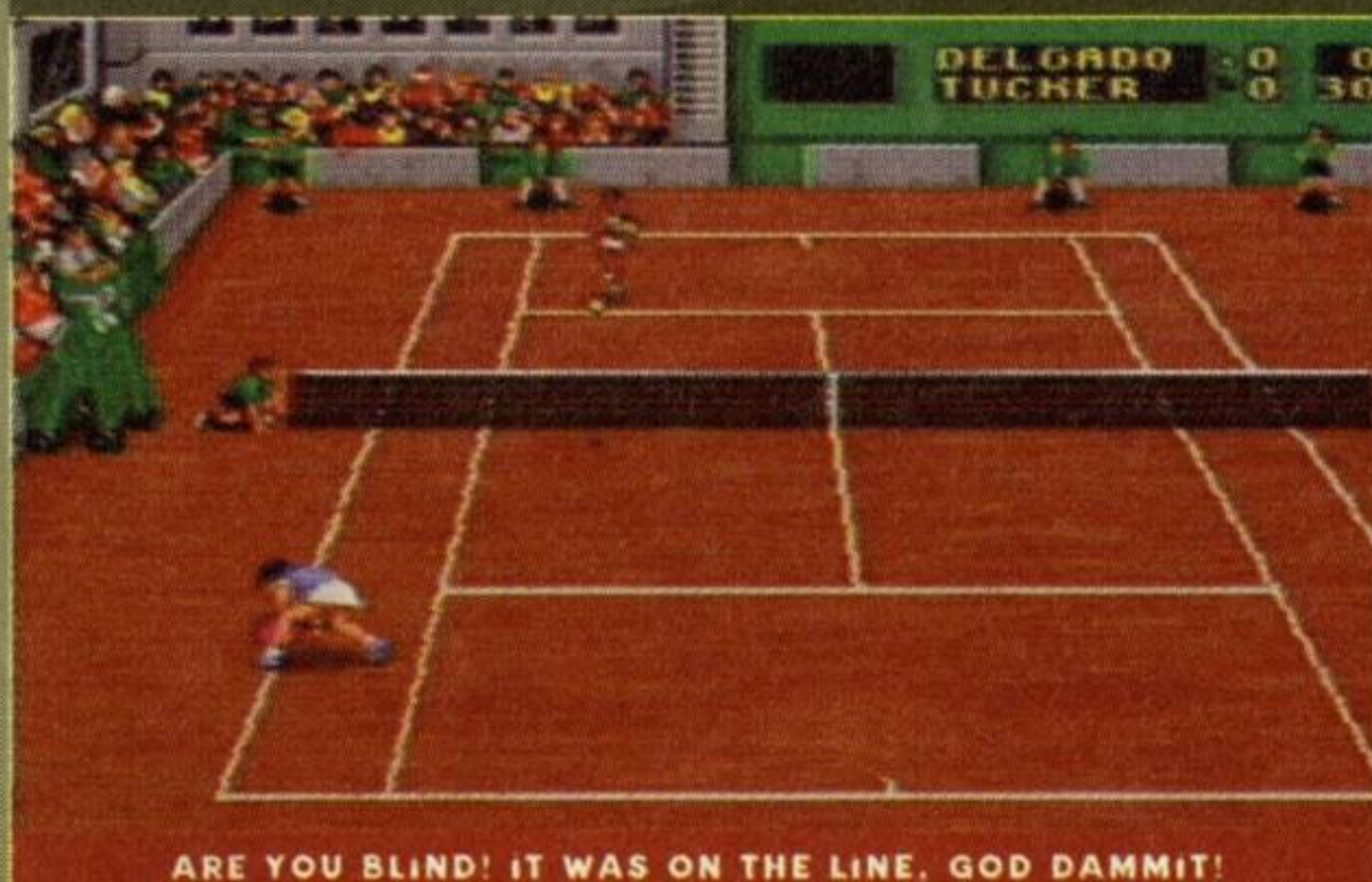
PYROTECHNICS!

## PLAYSTATION

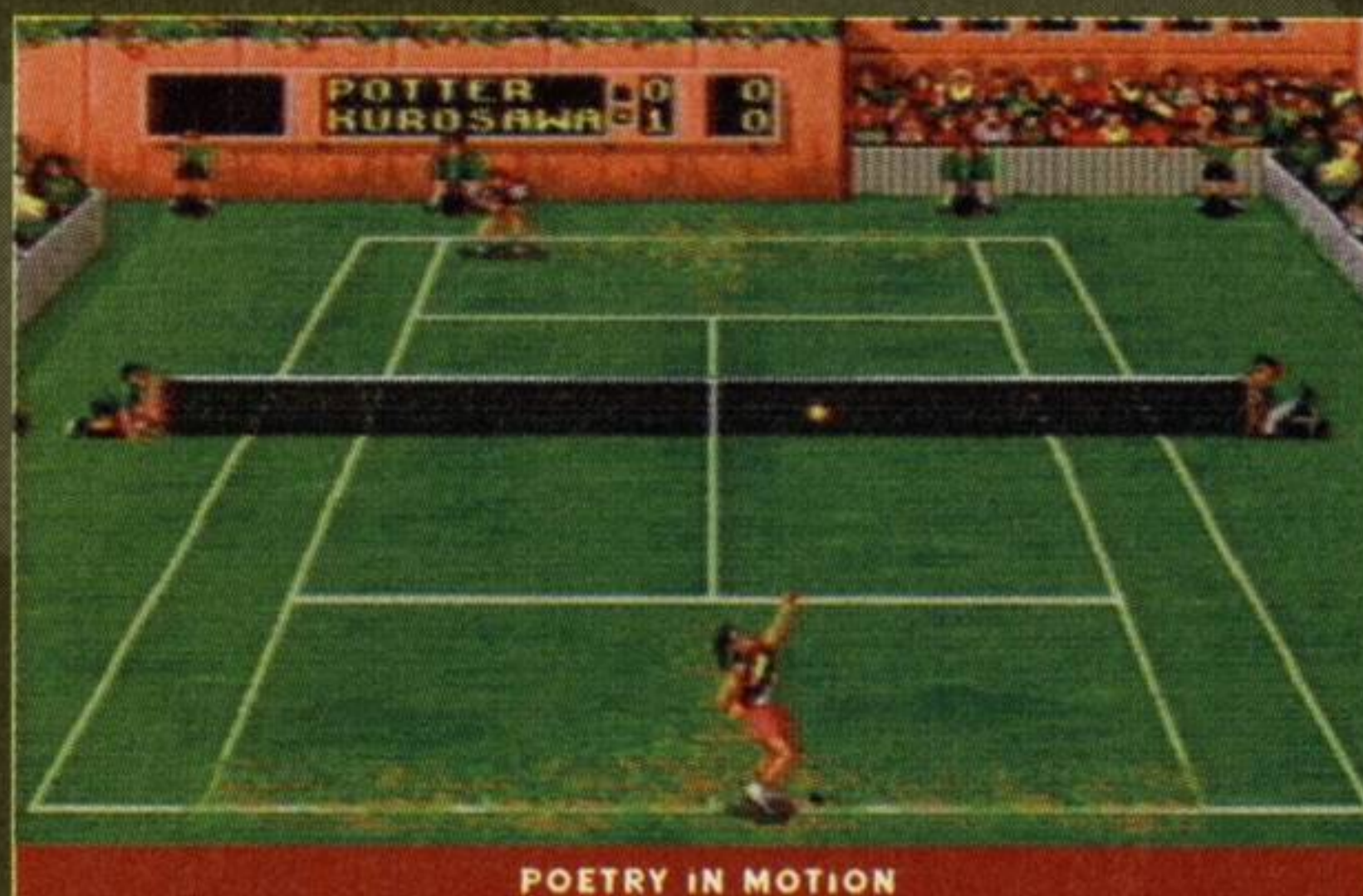
Available: NOW (IMPORT) • Category: ACTION • Players: 1-2 • Publisher: NAMCO • Price: NA • Rating: TBC

**VISUALS 83%** - The intro is stunning, and the in-play graphics are nothing to sneeze at either. **SOUND 67%** - You won't remember the soundtrack, and the FX are pretty standard. **GAMEPLAY 63%** - Commendable conversion, but controls are not as fun as the original. shame. **LONGTERM 58%** - The one player mode will not keep you captivated for long and the two player option needs serious help. **OVERALL 65%** - Great for those who enjoy this class of game. Ho hum for anyone else.

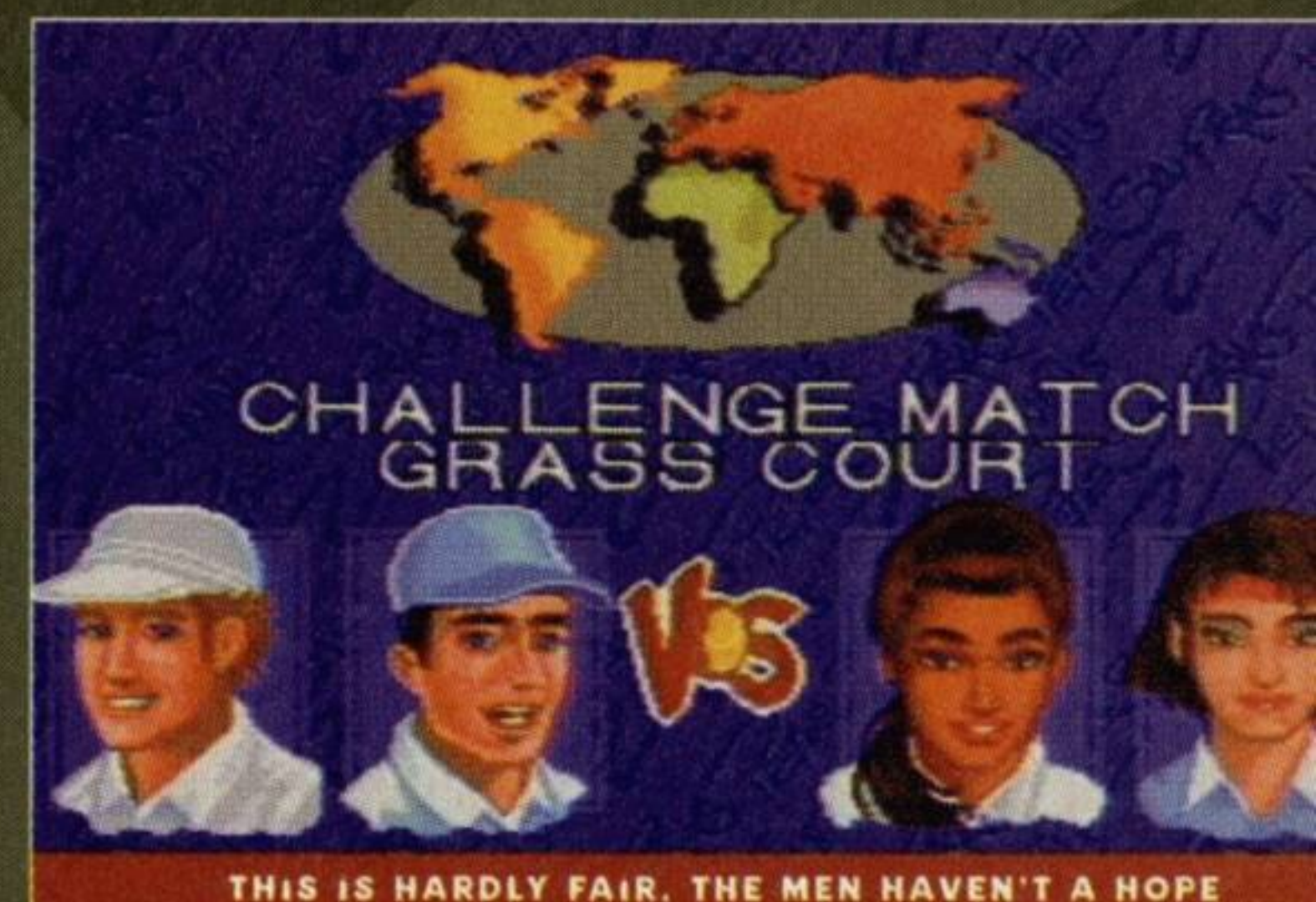
# Pete Sampras Tennis 2



ARE YOU BLIND! IT WAS ON THE LINE, GOD DAMMIT!



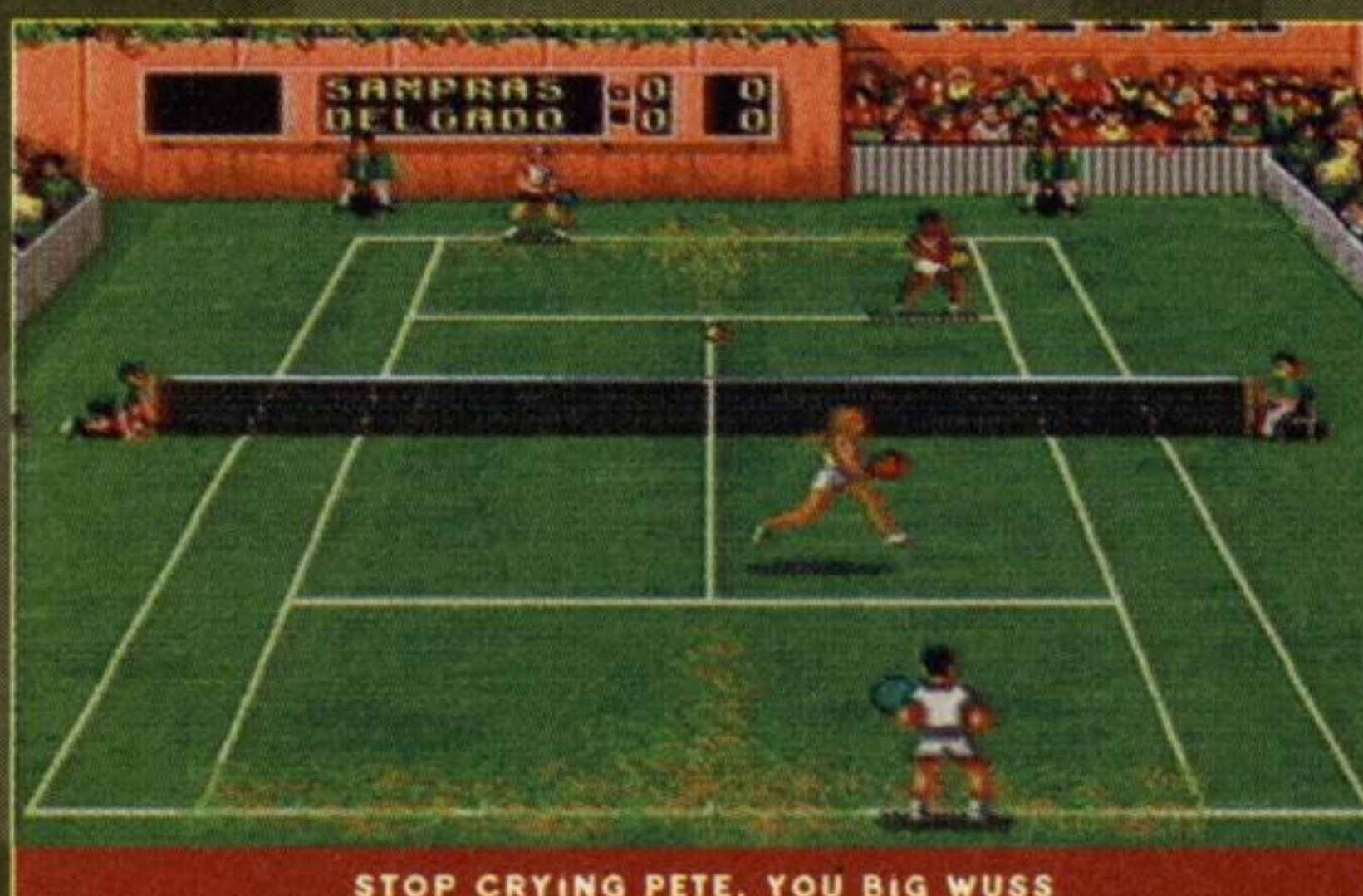
POETRY IN MOTION



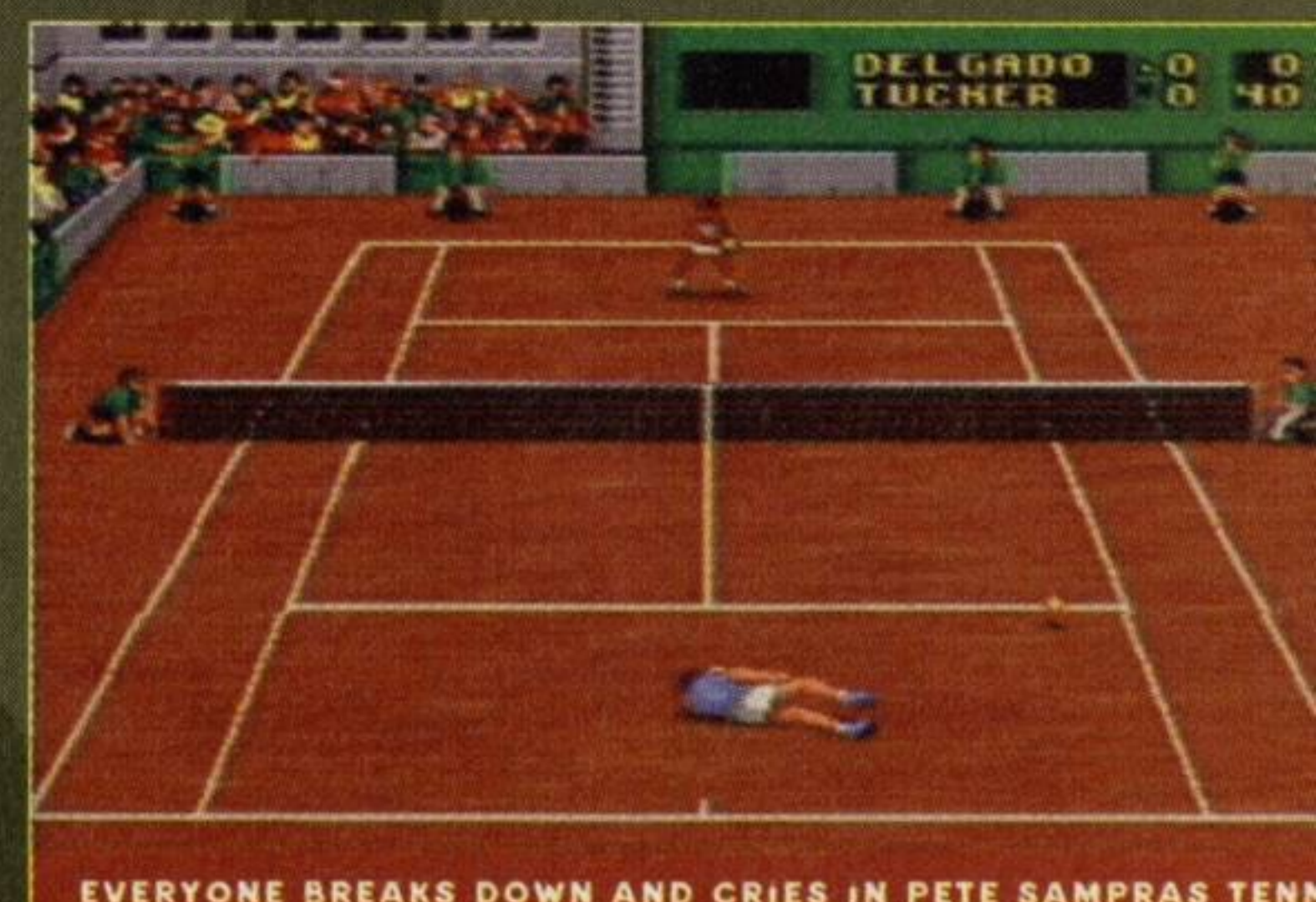
THIS IS HARDLY FAIR, THE MEN HAVEN'T A HOPE



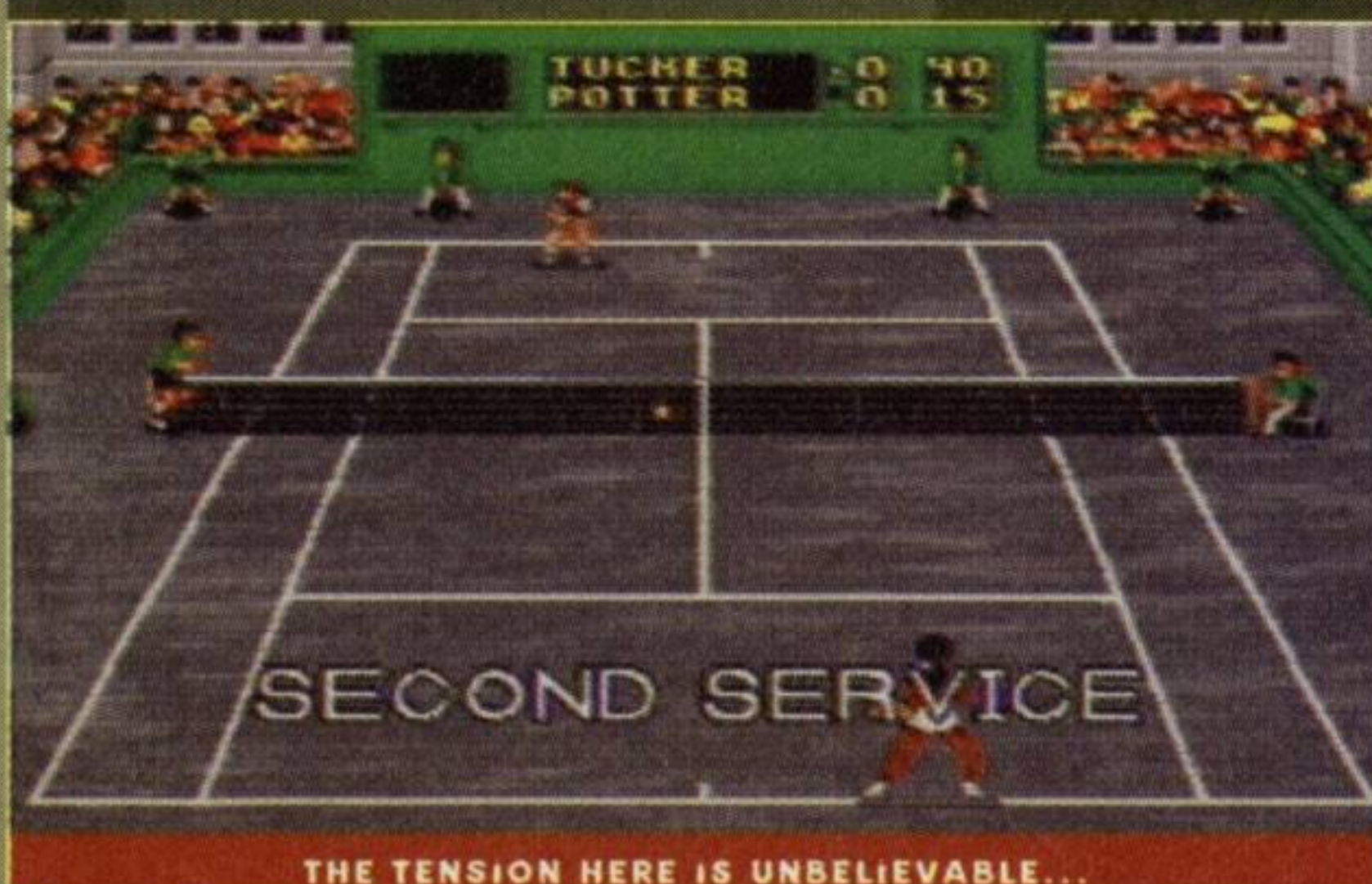
THE MOST FUN FOUR PEOPLE CAN HAVE WITHOUT GRASS STAINS



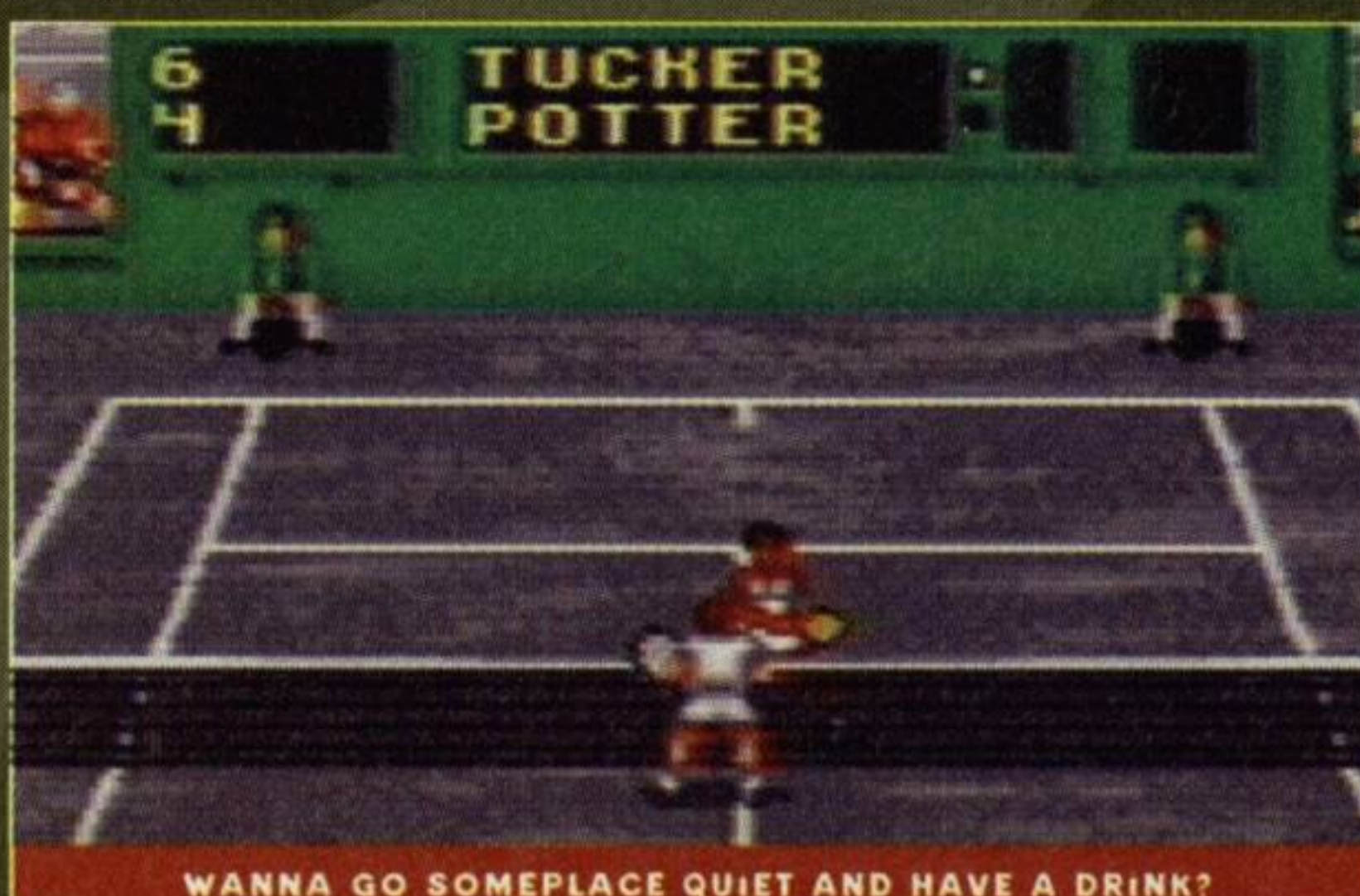
STOP CRYING PETE, YOU BIG WUSS



EVERYONE BREAKS DOWN AND CRIES IN PETE SAMPRAS TENNIS



THE TENSION HERE IS UNBELIEVABLE...



WANNA GO SOMEPLACE QUIET AND HAVE A DRINK?



HMMMMM... ASTRO TURF

## MEGA DRIVE

Available: NOW • Category: SPORTS • Players: 1-4 • Publisher: CODEMASTERS • Price: \$99.95 • Rating: G

**VISUALS 84%** - It's still cartoony and, by Jove, it works. In the same way that the "significant other" of every ranked tennis player is attractive, so is this. **SOUND 87%** - The grunts, the squeaks, the oohs. If it had a "call the umpire a jerk" option it'd be perfect. **GAMEPLAY 86%** - Ace! **LONGTERM 92%** - If you have friends (a big if, I know) you will never get sick of it. **OVERALL 88%** - Still the best tennis game (especially for multi-player action), but rent it first if you have the original.

**Pete Sampras may be a touch on the boring side, but there's no doubting his ability on the tennis court. There's also no doubting Codemaster's ability when it comes to programming hot video games, Put the two together and you've got a hot tennis video game. STRETCH ARMSTRONG lobs a few balls around...**

Oh, what a year it's been for Pete! Another year of no scandal, no tabloid gossip and, well, nothing much other than tennis, tennis, tennis. Let's face it, it's just as well that the Sampras boy can play, because he was never going to get endorsement contracts on the strength of his personality. Sure, he's been knocked off his number one perch by that obnoxious furball Andre Agassi, but at least he displayed some emotion during the Australian Open, thereby crushing those cruel rumours that he wasn't just boring he was, in fact, Swedish.

#### **Second Serve**

But while Pete may be personally languishing, and with fellow No.1 Monica Seles still recovering from a knife wound that entered her and back and seemingly pierced her brain. Pete's game still reigns supreme. After trouncing Davis Cup World Tour, the only game ever slagged off for being too hard, and seeing off EA's very disappointing entry into the tennis ranks, Pete is back with his second service, and there's no chance of a double fault (those tennis puns just keep on coming!).

It's called, remarkably, Pete Sampras Tennis II and even if it's better than EA's tennis effort it has taken a leaf out of that company's book of standard procedure. The leaf I'm referring to is EA's predilection for reissuing sports games with enough features to improve them but not enough to have you rushing to the HandyBank. Pete falls fairly and squarely into that category: it was the best tennis game by far (in my opinion), and now it's better, but probably not so much better that you should be chucking your much loved first copy of Pete in the bin.

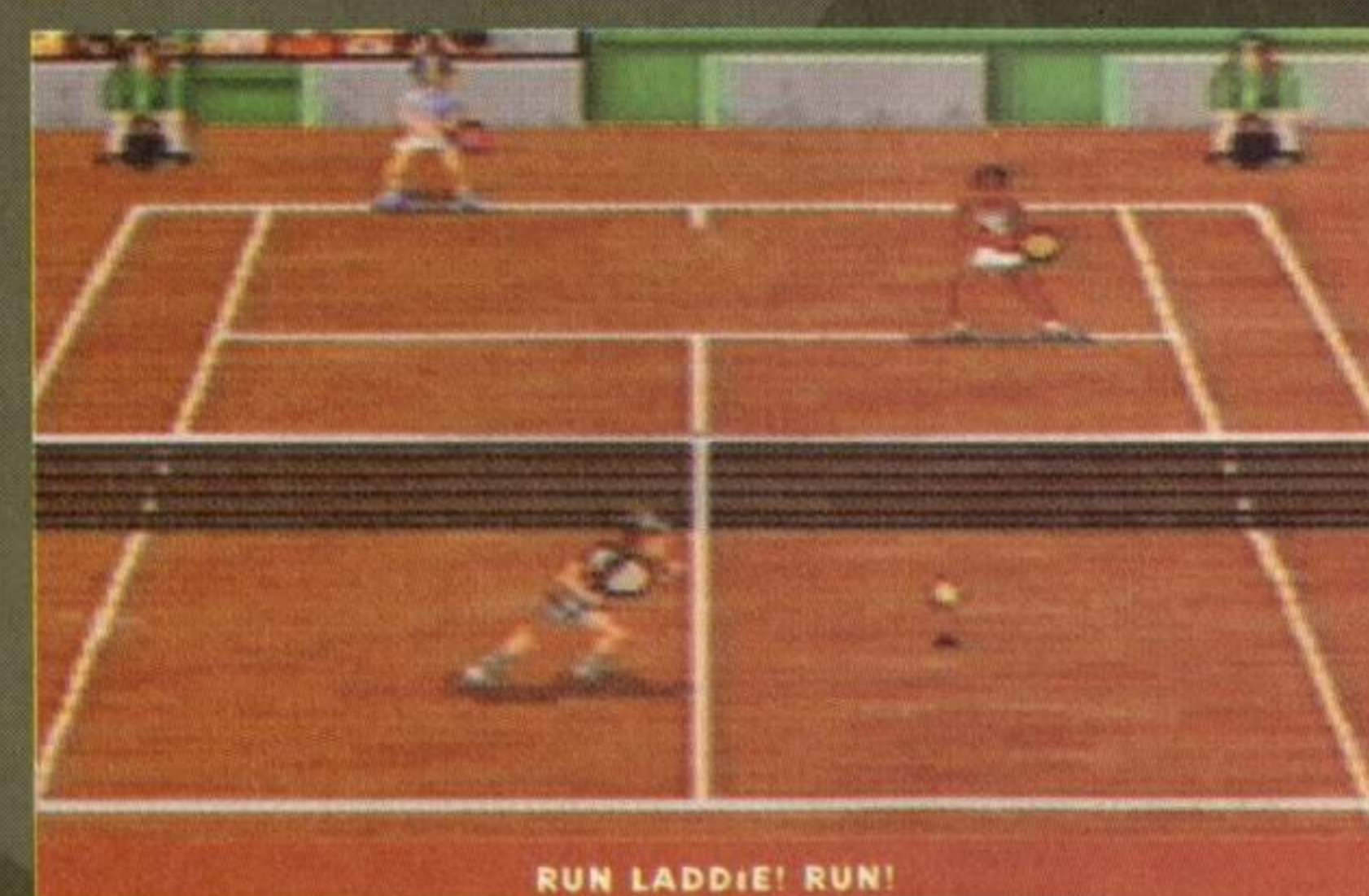
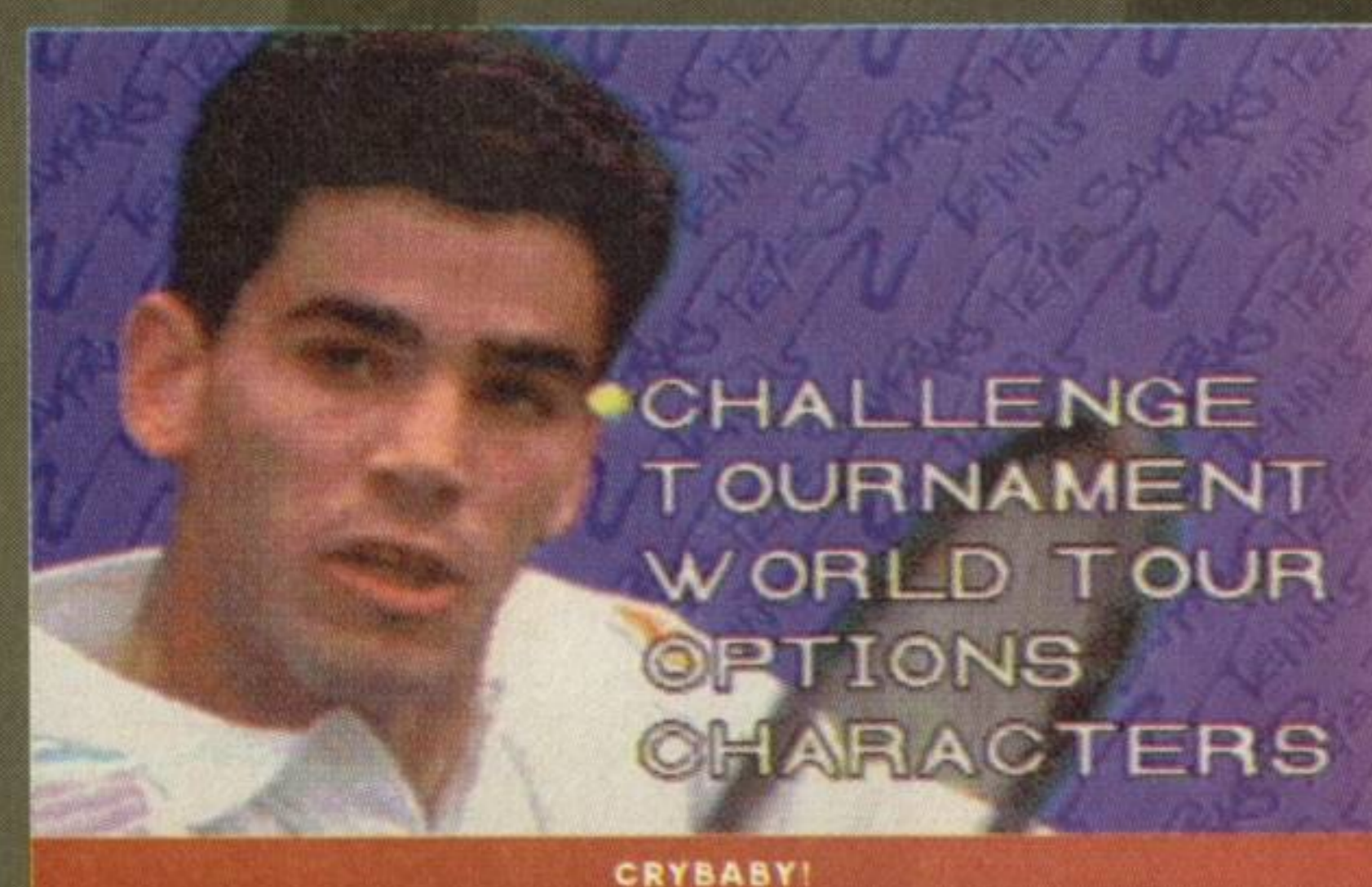
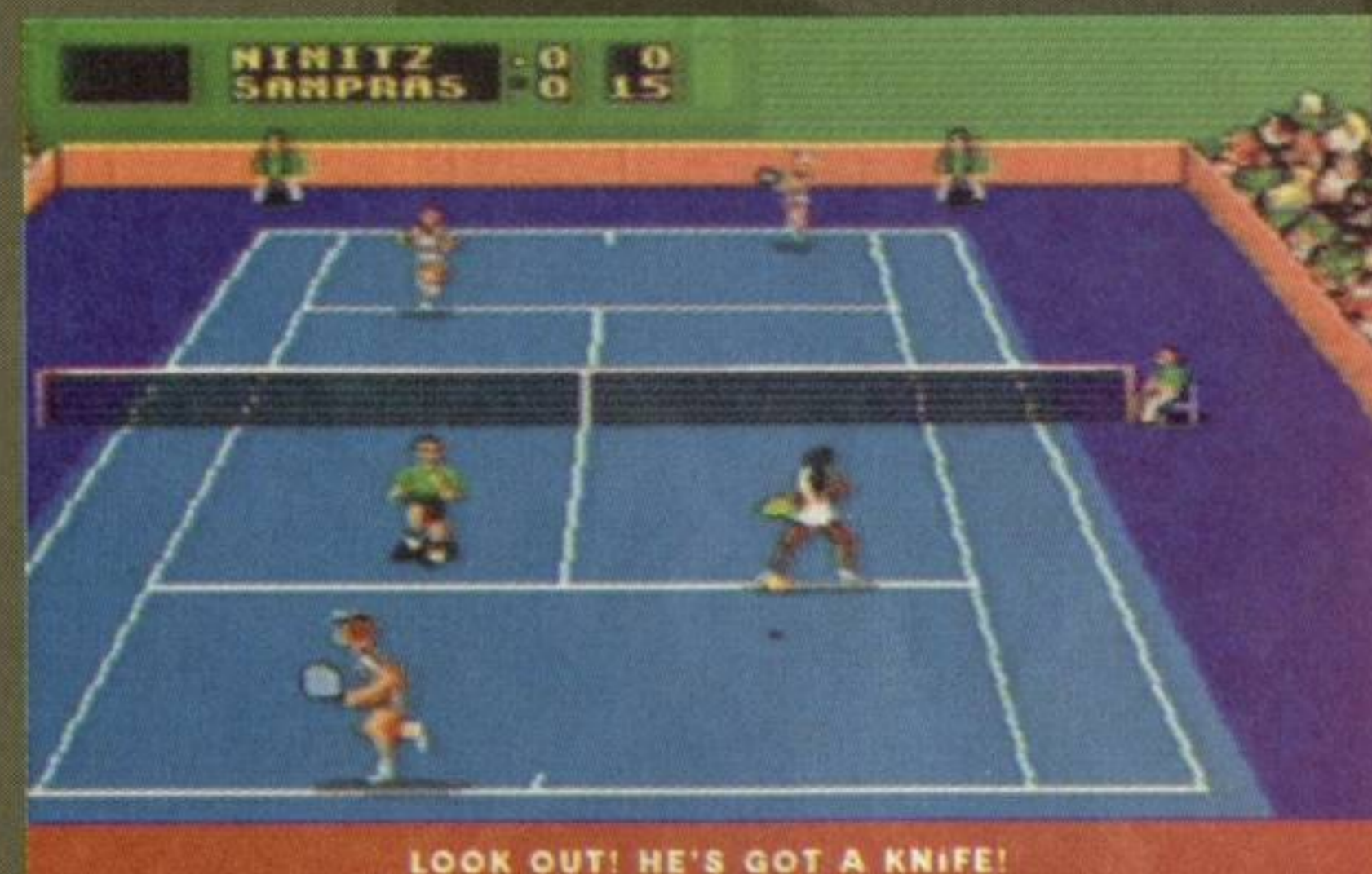
So what's the diff? Well, for a start, the sprites are smaller. Normally this wouldn't be a good thing, and I'm still in two minds here, but it does open up the court a little and leave things marginally less cramped, especially in doubles. It also allows for some "camera" movement as you rush about the court, which opens up your field of vision but is somewhat disconcerting to begin with.

#### **Same As It Ever Was**

Second, you can now only use the player names you are given. While this means that the between game announcements (in beautifully modulated English) use your player's name, it also means you can't have the thrill of seeing your name up in lights as you grind Pete into the dirt (or the clay, as the case may be). Sure I like to play as the impetuous Italian Dino Turnetti, but I was christened "Stretch" and when I'm vying for the world tennis crown that's what I like to be called.

The rest of the changes are equally cosmetic: more stats, a bit of racquet throwing and better diving animation in the game, as well as some fist pumping on the big aces. The reverse angle playing is also a nice touch and the world tour is longer. None of these "added extras" drove me into paroxysms of excitement, but let's not forget the glorious gameplay and four-player thrills Pete 1 brought us and which we now take for granted. Pete 2 delivers big on the fun factor, which is what we're all searching for, after all.

All up, this is still the best tennis game by far, it's just not a whole lot different that it ever was.



# Super International Cricket

It's popular with all Australians, rather exciting at times and praised the world over — Yea, it's another **HYPHER** review by **ELIOT FISH!** This one's got something to do with cricket. . .

I love cricket for a number of reasons; it takes skill and strategy, can be unpredictable and nail-biting to watch and the players have personalities which you grow to love or hate. Now by all means, if a console game is going to work, it would have to include all of the above. Anything less, and it simply just wouldn't be cricket (old chap). Now, if anyone's going to get a cricket game right, it'd be an Australian software company. So here we have Beam (who brought us the brilliant *Shadowrun* and other snazzy titles) with *Super International Cricket* for all you SNES owners. The big question on everyone's zinc-covered lips is — did they get it right and deliver a true-blue, corker of a cricket cart?! Very nearly, but not quite.

## Fakes With Dumb Names

Before I go into the details of the gameplay, I'll point out my biggest disappointment with *Super International Cricket*. All of the players from all of the eight teams on the cart have fictitious names with dodgy mug-shots. None of your favourite cricketers are there. And what's worse is that they even used the same mug-shot for different players — sometimes even in the same team. This glaring oversight neatly removes a huge chunk of the appeal of any cricket game. The beauty of having famous players to choose from, is that besides making the game more fun, it's easier to choose your teams because you know what everyone does and how good they are at it. Playing with a team of fakes with dumb names isn't very cool at all.

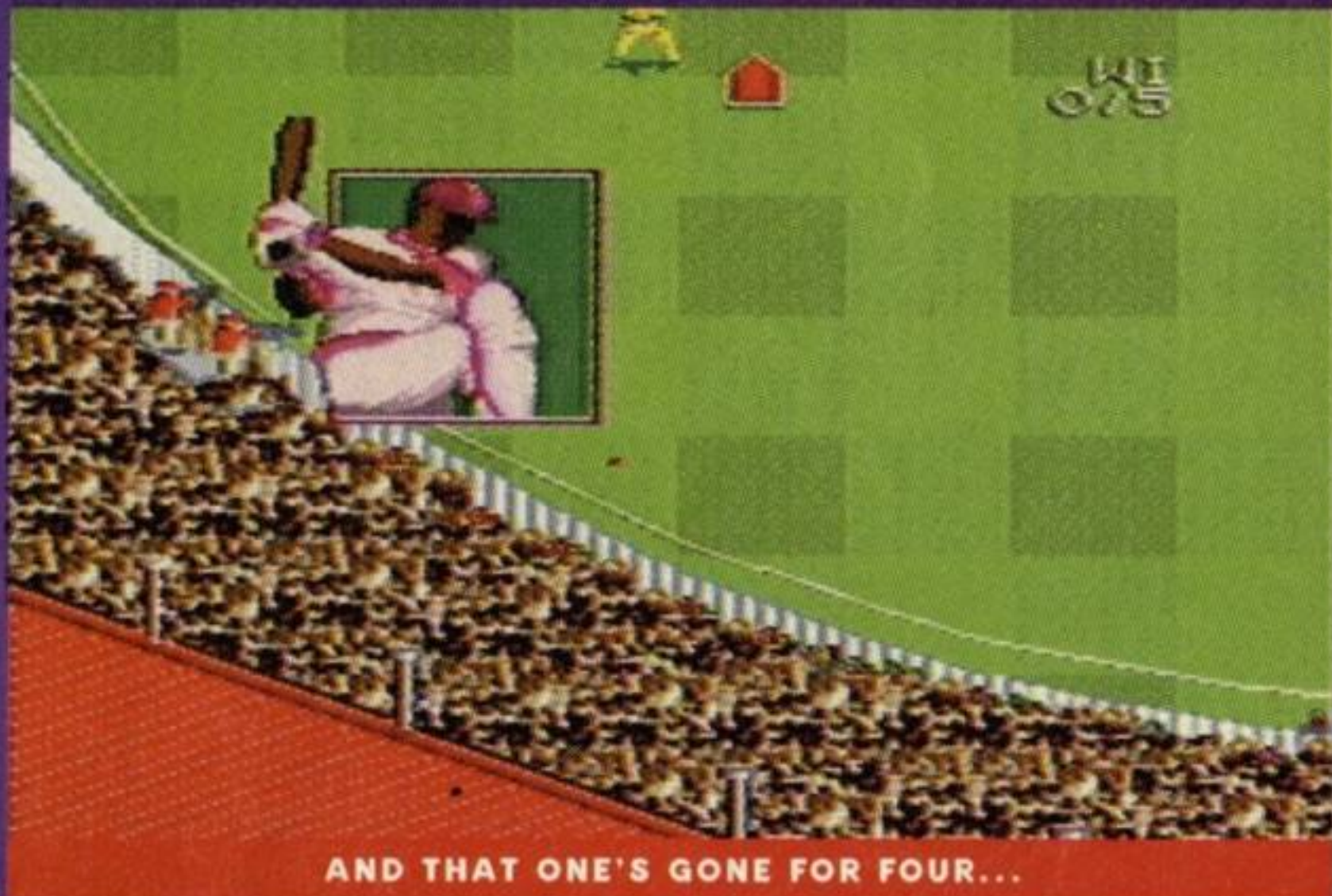
Now, we can't just set off to Beam headquarters with pitchforks and torches, because for all we know, they tried to use the real players but were rejected by some stupid suits who gave all the rights to Brian Lara's *Cricket on the Mega Drive*. So don't blame Beam, because leaving out the real players is so stupid, there's no way they would have done it on purpose. And that my friends, is the only major problem with *Super International Cricket*. I'll get to a few other niggles later.

The game plays very well. Batting is definitely harder to get the hang of than bowling, but with a bit of practice (it's all in the timing) you'll be knocking those Windies for six. The controls are really well laid out and intuitive to use — the Y button bowls outswingers and the A button inswingers etc. You position an arrow where you want the ball to bounce and then execute your delivery. All the rules apply, so expect a few No Balls your first time at the crease. With a push of the Select button, you can alter your approach, change the field placings or check the scorecard and bowling stats. Fielding is a bit on the sluggish side, as everything tends to go straight to the fence, but you'll get used to the fact that boundaries are probably more common than singles — the whole game is pacier and much less defensive than the real thing. In fact, the One Day games and Test Matches don't play any differently.

## Textbook Shots

Scoring runs is by far the hardest thing to do successfully, even with a big white arrow showing you where the ball will bounce. You can choose to play across, defend or drive and all the textbook shots are in there, though how you approach the ball and how much Loft or Power you give it, determines the type of shot you play, instead of a combination of buttons. The feel of the game on the whole is very realistic and thanks to the view-point, you might even start to believe you're watching live coverage. Minus, of course, the commentary. There's none. No "Great Shot" or "It's in the air!!", which certainly would have made things more exciting. The presentation is very dull. Whenever anything "happens" (catch, run-out, six etc.) all you get is a little matchbox-sized animation of about three or four frames, detailing the event (crowd shouting at the camera etc.). These look poor and are very repetitive.

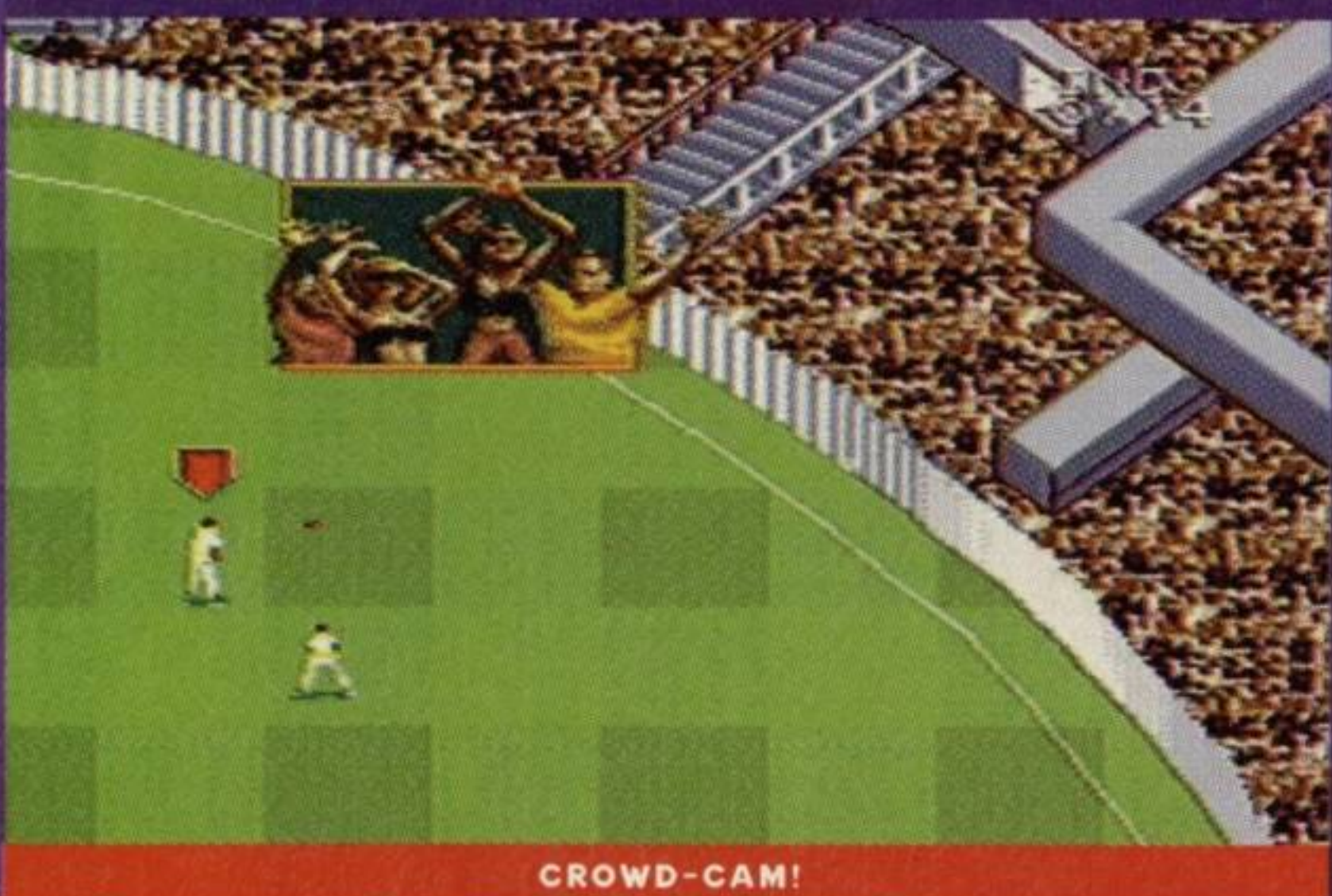
On the whole, this is a fine cricket simulation. It just needs replays, commentary, more statistics (like graphs of the run-rate etc.), the real players, and certainly a more satisfying ending to the games. Beam have produced a cricket game that plays very well, but it's just a bit dull.



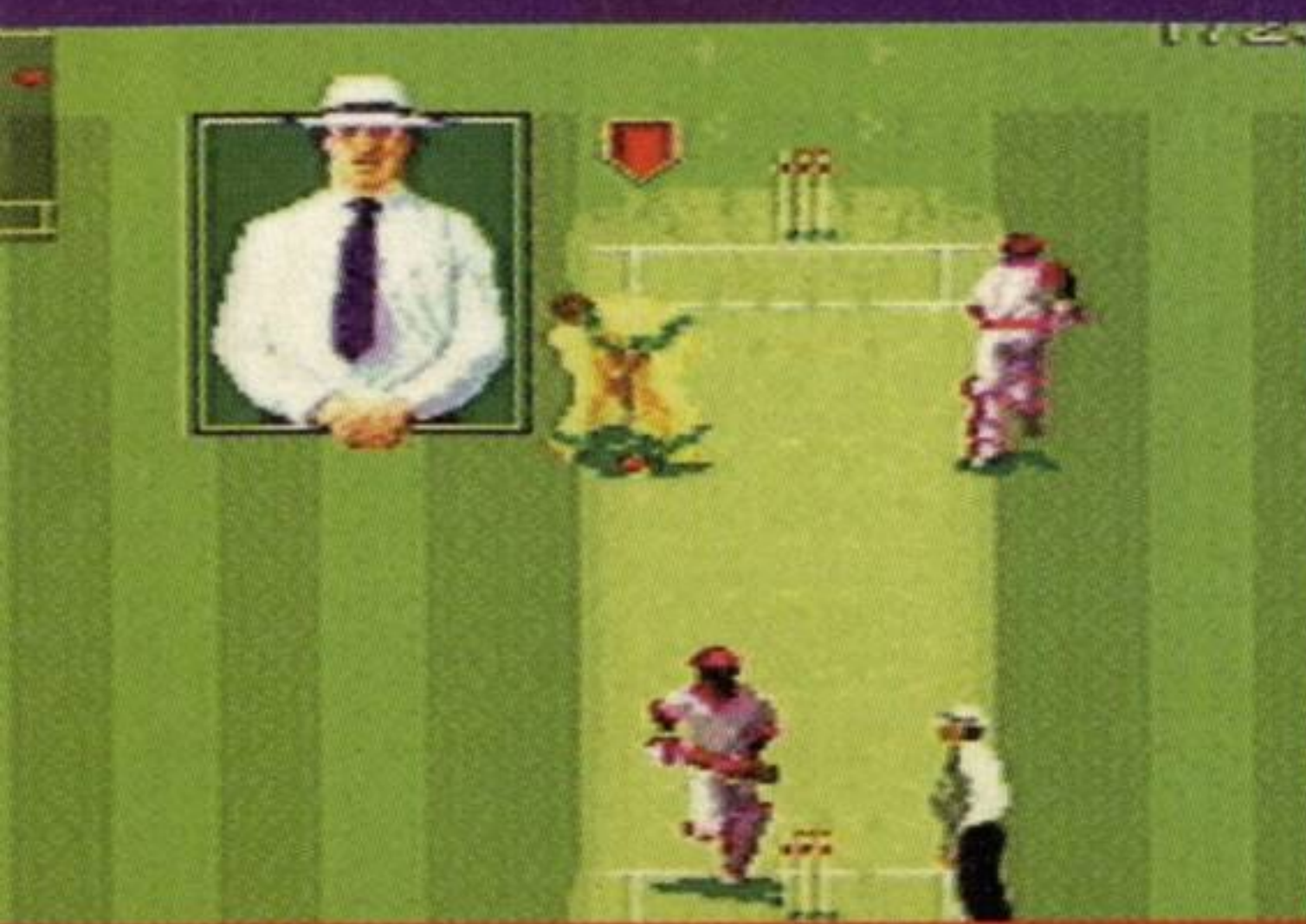
AND THAT ONE'S GONE FOR FOUR...



TEST MATCH - THE VIRTUAL VERSION



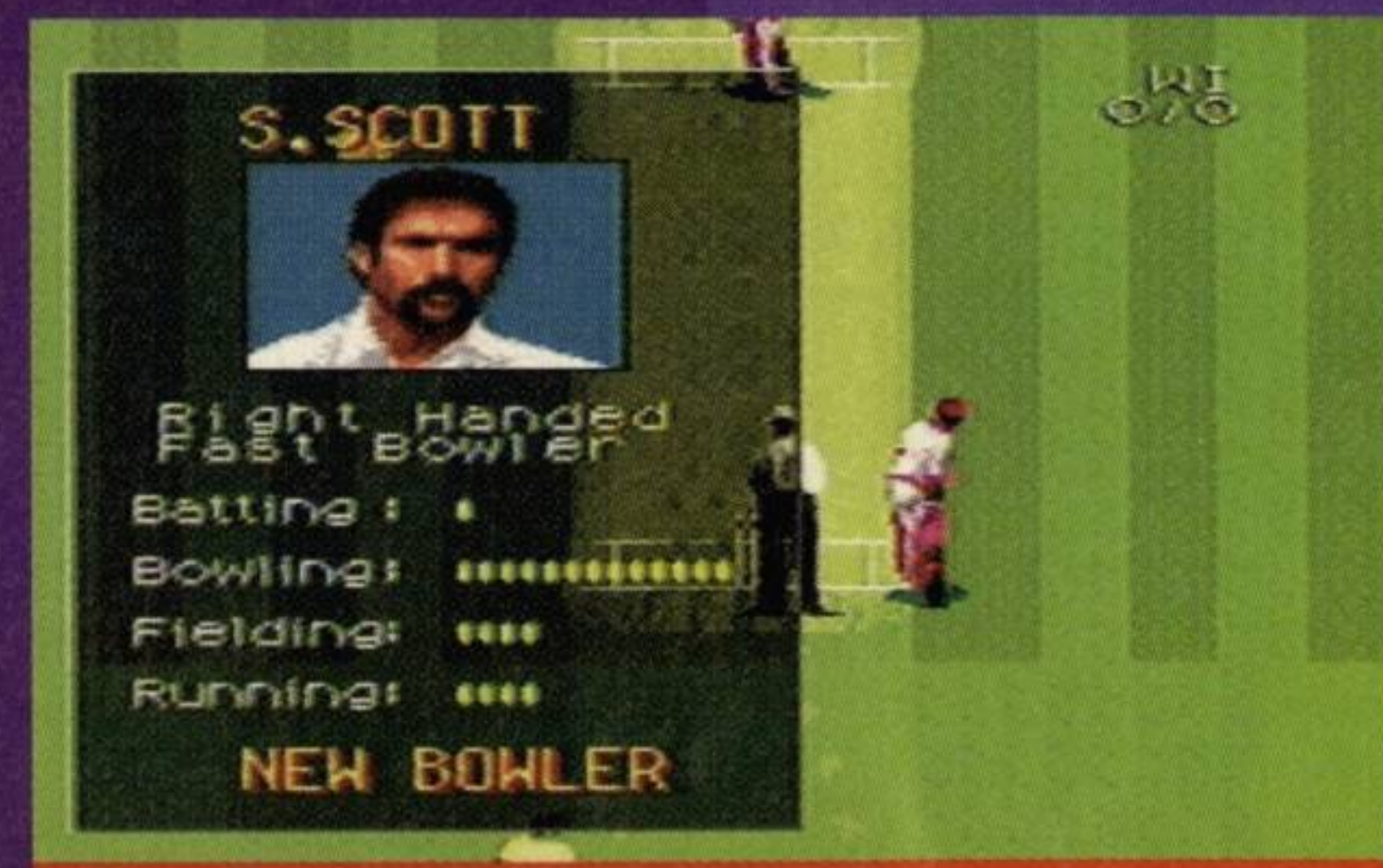
CROWD-CAM!



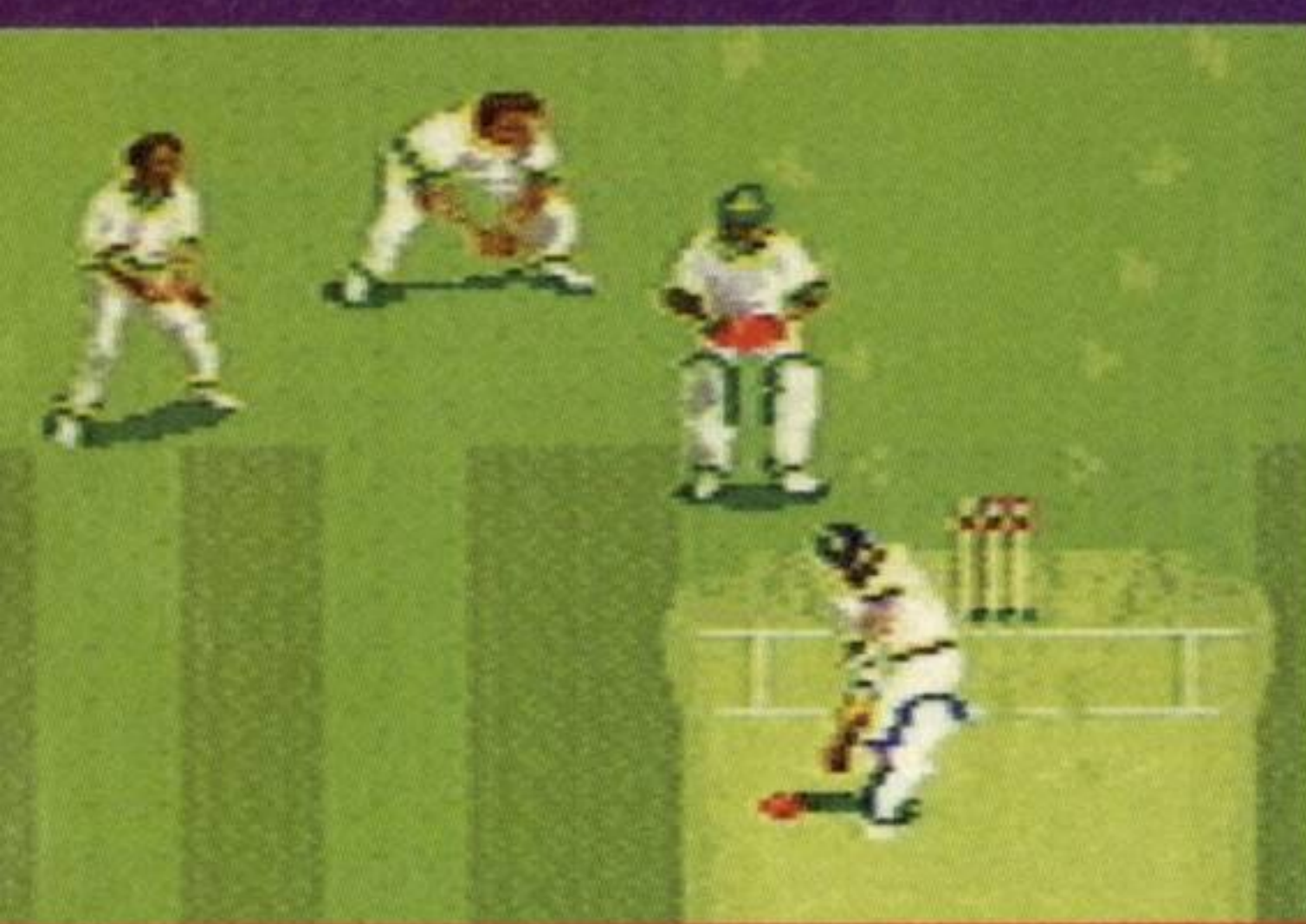
AND... SAFE.



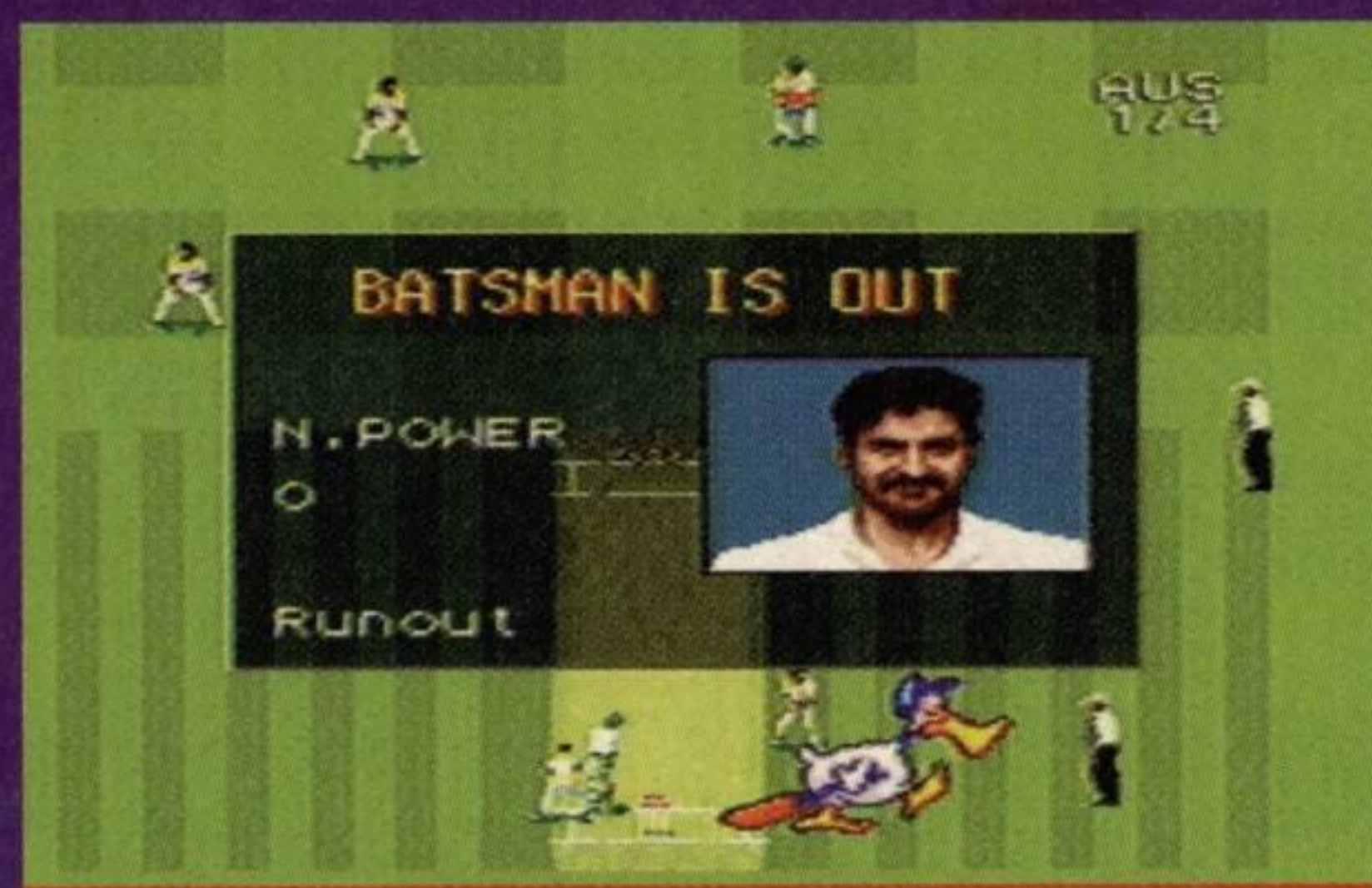
MAGNIFICENT PULL-SHOT (WHAT A POSER)



A CROSS BETWEEN HUGHES, BORDER, MARSH AND STUART



BEAUTIFUL COVER DRIVE. THAT'LL SCARE 'EM



NOW THIS IS WHAT A CRICKET GAME REALLY NEEDS



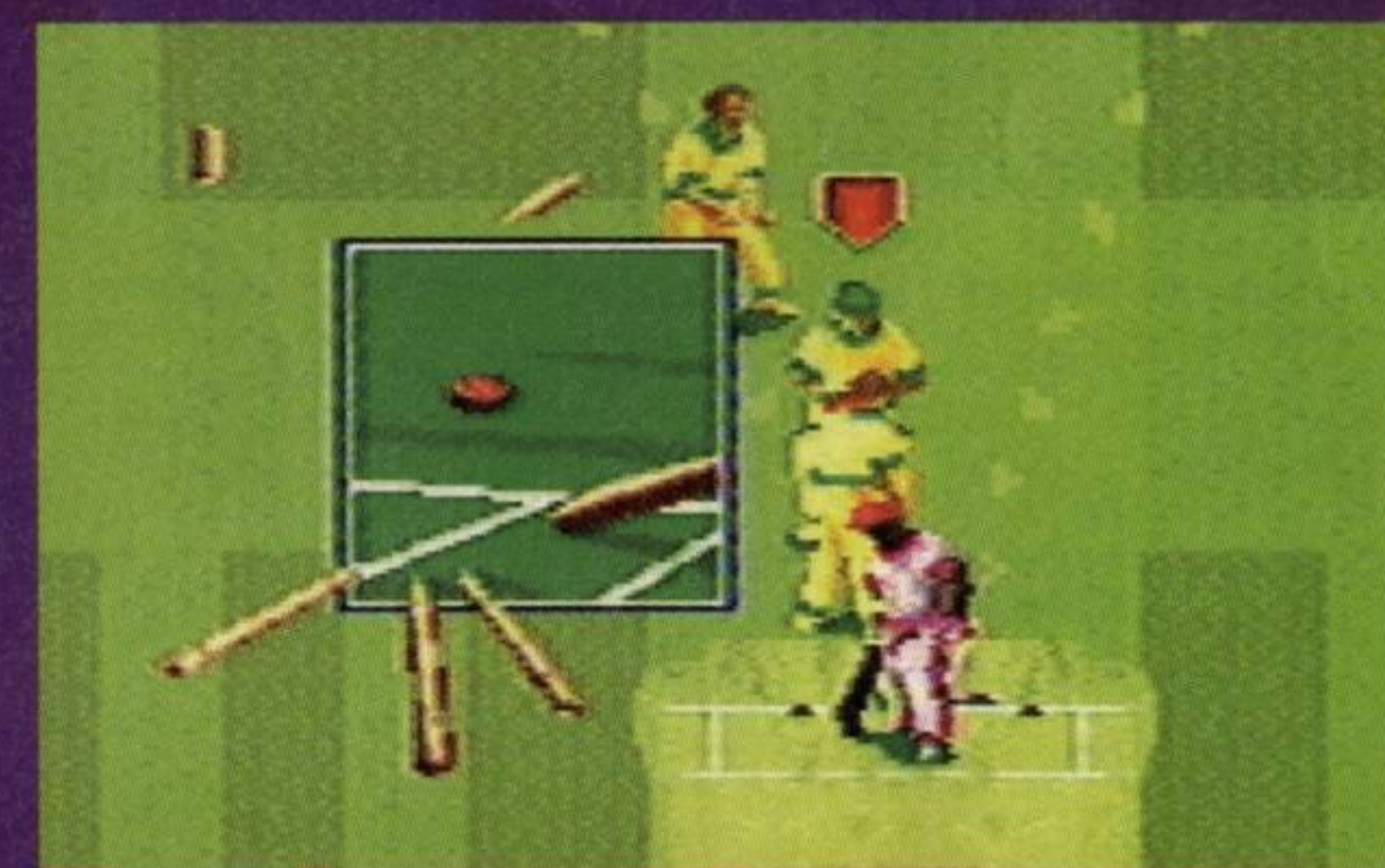
AUSTRALIA'S LOOKING GOOD...



LOOK MUM, NO BALL



THERE GOES THE WORLDS UGLIEST SPORTING UNIFORM



THERE GOES ANOTHER EXPENSIVE STUMP-CAM

## SNES

Available: NOW • Category: SPORTS • Players: 1-4 • Publisher: NINTENDO • Price: \$69.95 • Rating: G

**Visuals 80%** - Highly realistic movements and easy on the eyes, but no awards will be won. **Sound 72%** - Some Umpire speech and that's about it. Dull. **Gameplay 81%** - Addictive and satisfying for even a hard-core cricket fan. Easy to pick up too. **Longterm 74%** - It's not exciting enough to keep you hooked, and the four player option isn't simultaneous. **Overall 76%** - Close to being good, but there is just too much missing (including any sense of excitement) to make it a must-have.

# Skeleton Krew



RUSTY ROBOTS RUN 'ROUND IN REDLAND



BUT WHAT'S HIS BLOOD TYPE!!!



SHARP ARCHITECTURE



TWO PLAYER CYBERFUN



SELECT YOUR BEZERKER HERE



BIG BAD BOZO BOSS



UM, I THINK I'LL JUST RUN UNDER THE HOSE IN THE FRONT YARD



NOW WHAT IS IT ABOUT WOMEN AND GUNS?



LAST ONE IN IS A MASTER SYSTEM

## MEGA DRIVE

Available: NOW • Category: SHOOTER/ACTION • Players: 1-2 • Publisher: CORE DESIGN • Price: TBA • Rating: TBA

**Visuals 82%** - Colourful, detailed and workable: like Subterrania in some ways. **Sound 80%** - Lot's of blasting, as you'd expect.

**Gameplay 85%** - Easy, logical and very good indeed. **Longterm 75%** - Not as tough as it thinks it is, but if you like it you'll come back for a few stress relieving blasts.

**Overall 82%** - Pretty damn good but, to some extent, don't believe the hype (believe the HYPER!)



*Skeleton Krew is a hard, fast, frantic blast fest, guaranteed to give your trigger finger a work out. STRETCH ARMSTRONG likes his action hard and fast, but wonders what happened to the letter 'c'...*

Out with the old and in with the Krew! That seems to be the message with Kore Design's newest Kombat gamer. It's futuristik, colourful and full of classic, killing kapers. A kool marketing effort to be all things to all people, sitting squarely in the Blade Runner/Offspring demographic and especially aimed at those who jst can't get enough of the "k" button on the komputer keyboard. It leads me to wonder whether this game will be released for PK, but I'm probably getting a touch obscure. Whatever.

Skeleton Krew komes highly recommended, having picked up reviews in the high nineties from reasonably respectable mags in the UK. Whether those audacious ratings are to be blithely accepted is open to some debate (they are, after all, the product of monachist scum) but there's no doubt that the Krew is worth checking out.

#### **Kryogenics**

It's 2062 (of course, none of this shit ever happens in the 20th century) and the delightfully monikered Moribund Kadavar, well known psyko, mortician and kryongenics enthusiast has taken over the kryogenics plant in Monstrocity, preparing to wreak havok on an unsuspekting world. He's already seen off all of the official defence operatives and it seems that the Krew, a krack team that's both underkover and undead, is civilisation's remaining hope. That, of course, is where you kome in .....

Krew is one of those strategy/blasting kombos that's becoming more and more popular, probably because they beat the crap out of the usual, boring left to right, scrolling, beat 'em up, shoot 'em up, platformers. Krew has an isomtrik, top-down perspektive reminiscent of EA's Strike series, the recent True Lies licence for the SNES and (to be completely irrelevant) FIFA Soccer. It's a scheme that lends itself far better to both exploration and mutilation than its predecessor and gets the game off on the right foot immediately. Within this environment you can choose to play as one of three Krew members; Spine, Rib or Joint (this is not a game for vegetarians), all of whom have awesome killing power and, to quote a great 20th century philosopher, an appetite for destruktion.

Throwing you in the lion's den that is the MonstroCity External Kryogenics Plant, you then begin your quest to rid this already stench-ridden city from Kadavar's pestilence-inducing komrades. They will, it goes without saying, kome at you with all sorts of suggestions, none of which are pleasant and it will be your job to see them off, though six levels enkompassing MonstroCity (which is on Earth, by the way), Mars, Venus (what, no Uranus?) and the mysterious Psykogenesis Planet.

#### **Diskorporated**

All through this you'll have to implement strategies to take them out and to prevent yourself being diskorporated, which is fancy MonstroCity lingo for being killed. In saying this, I shouldn't overemphasize the stragety element. While there are some puzzling situations to deal with, the only real strategy on hand is the one which says shoot everything that moves, and if it doesn't move, kick it until it does, and then shoot it.

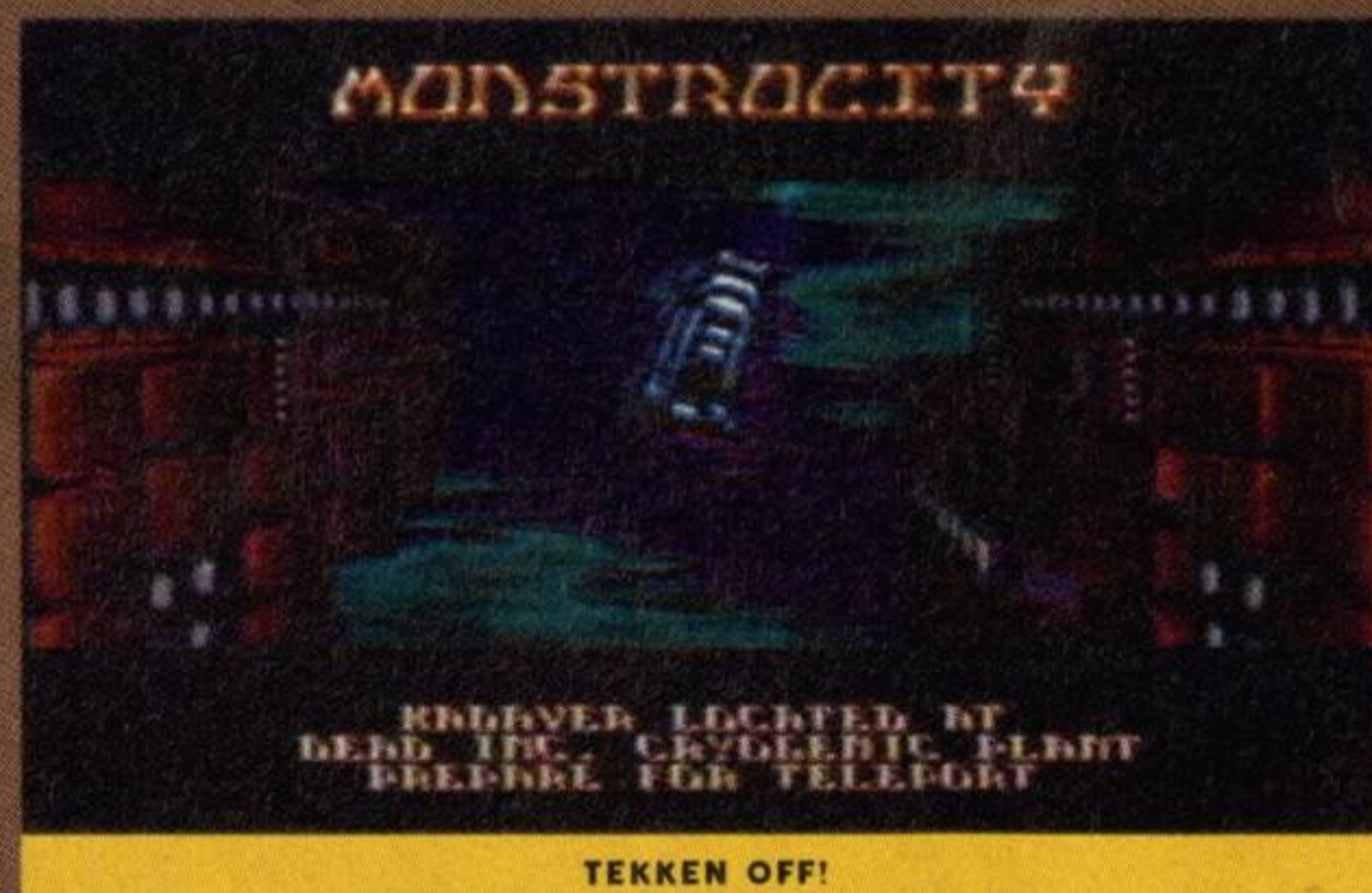
While this is a fine and very enjoyable game, I must say I'm puzzled at the exceptionally high ratings it has sekured. It looks good, though not revolutionary, and plays well, but it's certainly not long or diffikult. Some concerted efforts on a rainy day saw the HYPER Krew (now there's an idea!) unceremoniously polish it off and we suspekt you won't have too many problems, even on Hard Mode. That, however, is the only problem we have with it and, provided you don't come here looking for the world's greatest game you'll be very handsomely rewarded.



WHO SNEEZED?



FREAKS CONVENTION



TEKKEN OFF!

# Kirby's Dream Course

"I'm gonna kill something if I have to review another scrolling beat 'em up!" BEN MANSILL was clearly a miserable soul, so we gave him Kirby's Dream Course to review. Now his only problem is the big stupid grin that won't go away...

Now this is what I call a game! It takes just a couple of minutes to figure out what's going on, then a heck of a lot longer to master it - and all the while you're loving every second!

Kirby's return to gaming takes the form of an unbelievably addictive Putt-Putt Golf game. Similarities to Marble Madness are soon dispelled after a bit of a play; sure it looks the part, but with Kirby's the more traditional golf approach is taken, and once the ball is hit there isn't much you can do about it.

## Weird Mini-Golf

If these really are Kirby's "Dream" Courses, I'd say the poor fellow lost a bet and had a bad experience with the tequila worm, before settling in for the evening's slumber. They are over the top in the Weird Landscapes Dept. and littered with a plethora of obstacles - perfect for a round of mini-golf!

Shooting accurately is merely half the equation, to get the most from Kirby's you must utilise the bizarre assortment of devices scattered throughout each course. Some are there to help you, others are to be avoided at all costs - conveyor belts are an example of the former, lakes the latter. The caper behind it all is to hit the cute (it's Japanese) creatures present, there is no hole until only one creature is left, this last one then morphs into a hole. Because any creature can become a hole (a bit like some of my friends), serious strategic thinking is required. Plan which one you want to finish on and play accordingly - remember it's golf we're playing here, the lower the score (number of strokes) the better.

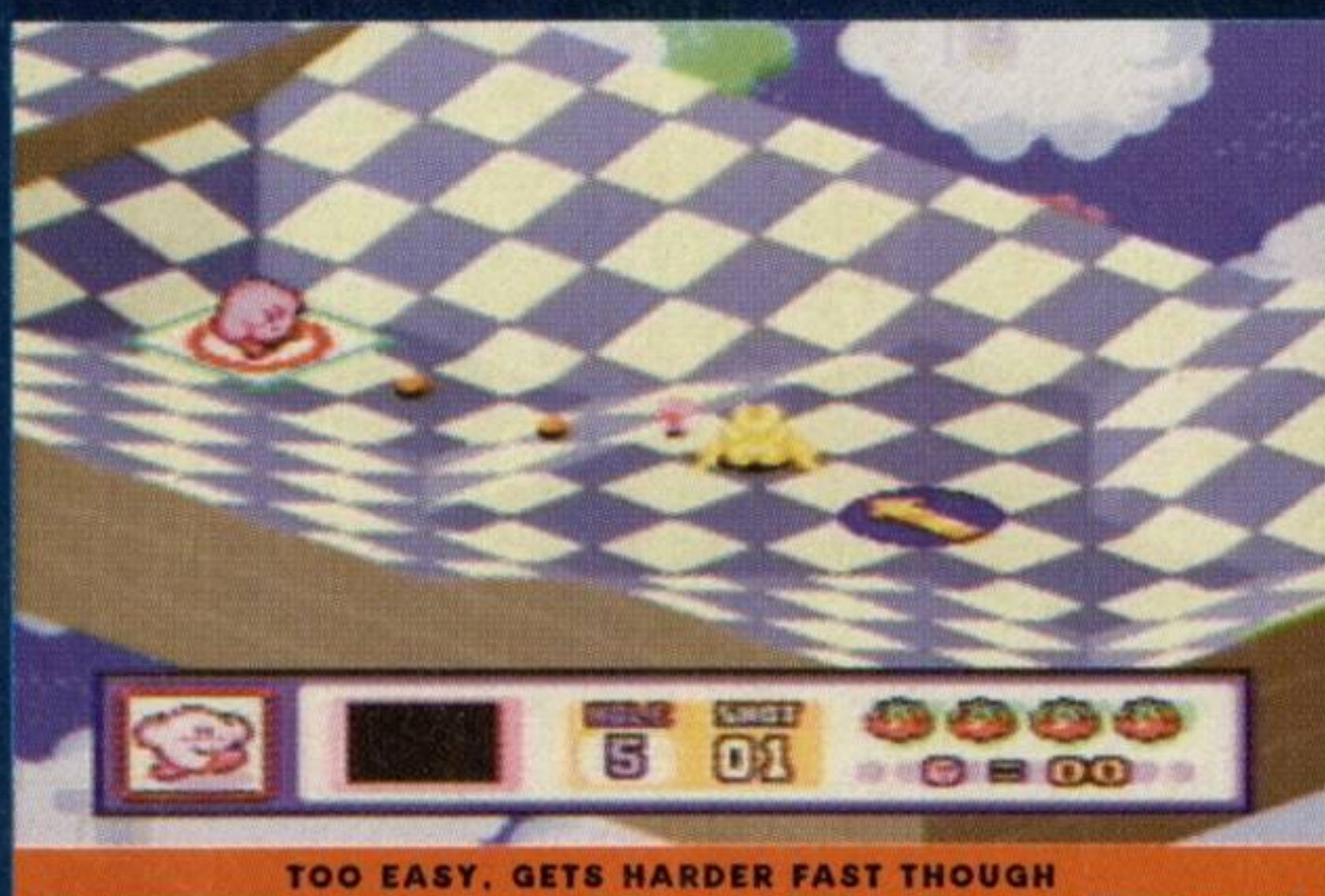
To get the ball to where you desire, either a low rolling shot or high lob can be employed. The trajectory is mapped out with a string of dotted lines, but this only applies as a best case situation and you still need to manually control the speed and curve of the ball. With high lob shots you can even tell the ball what to do after it lands, from subtle course changes to right-angle bounces, spin back or just stop dead - whatever the course demands of you, you can deliver.

## Special Abilities

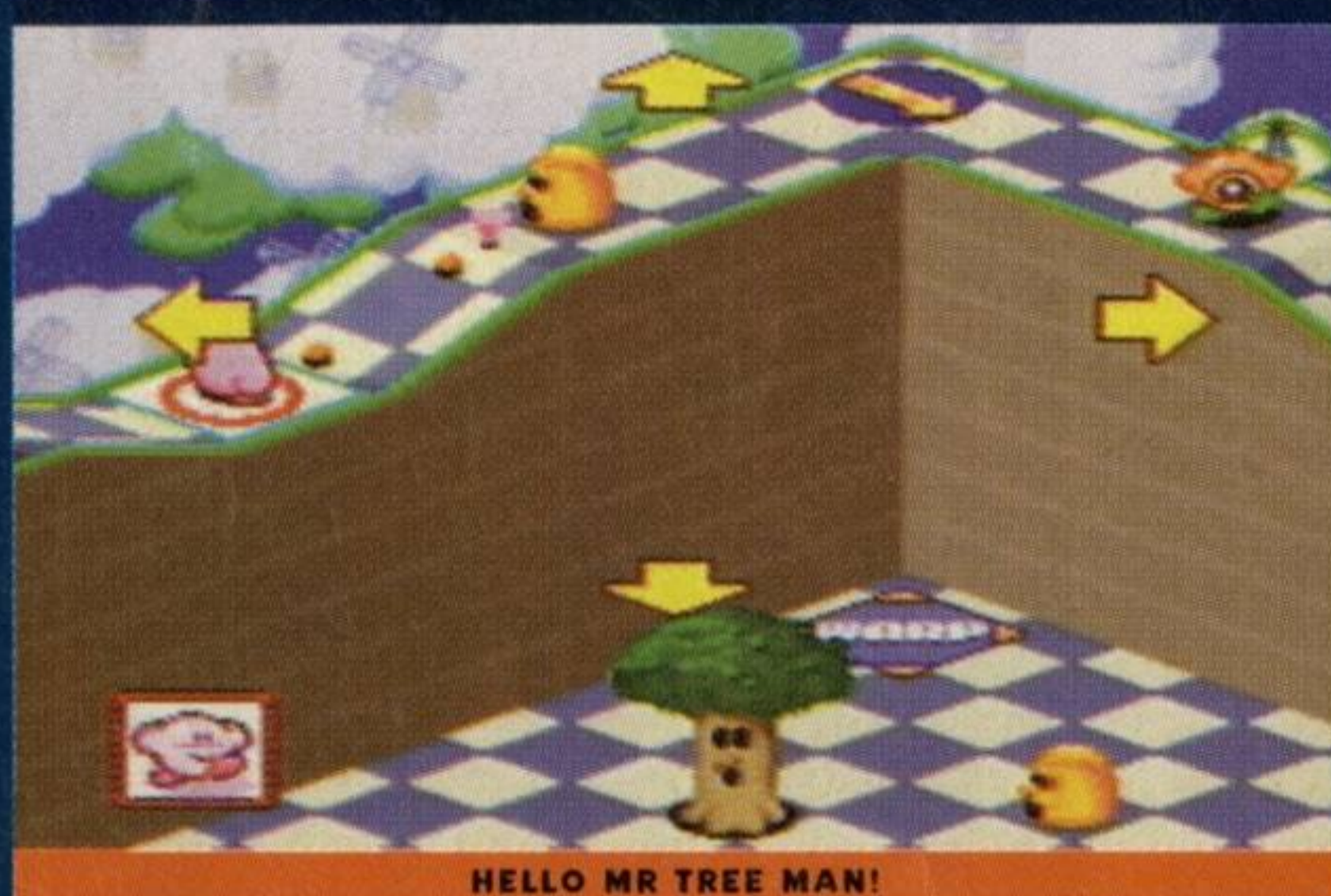
One of the many nice touches that makes Kirby so playable are the special abilities he learns along the way, by hitting certain creatures Kirby picks up the ability to do fun and useful stuff like bounce on water, fly, hover, parachute and more.

This is a game you could sit down and play non-stop for a month. Each time around new-found skills can be put to use, with each course offering more than one solution. Luckily, there's a tutorial mode included which demonstrates Kirby's many abilities. It's scary to watch first time because it makes the game look impossibly difficult, but don't be fooled, the game is easy enough for littlies to play using basic techniques, yet richly rewarding for sophisticated players prepared to give the tricky stuff a go. It's a sparkler for two-player fun, with handicaps available if your friends are too intimidated by your awesome skill and plead no contest.

I honestly can't think of a bad thing to say about this game. Sure, the music is awful, but you almost expect that. Apart from Unirally and Brian Lara Cricket, this is the most playable 16 bit game in months. Get it! Got it? Good.



TOO EASY, GETS HARDER FAST THOUGH



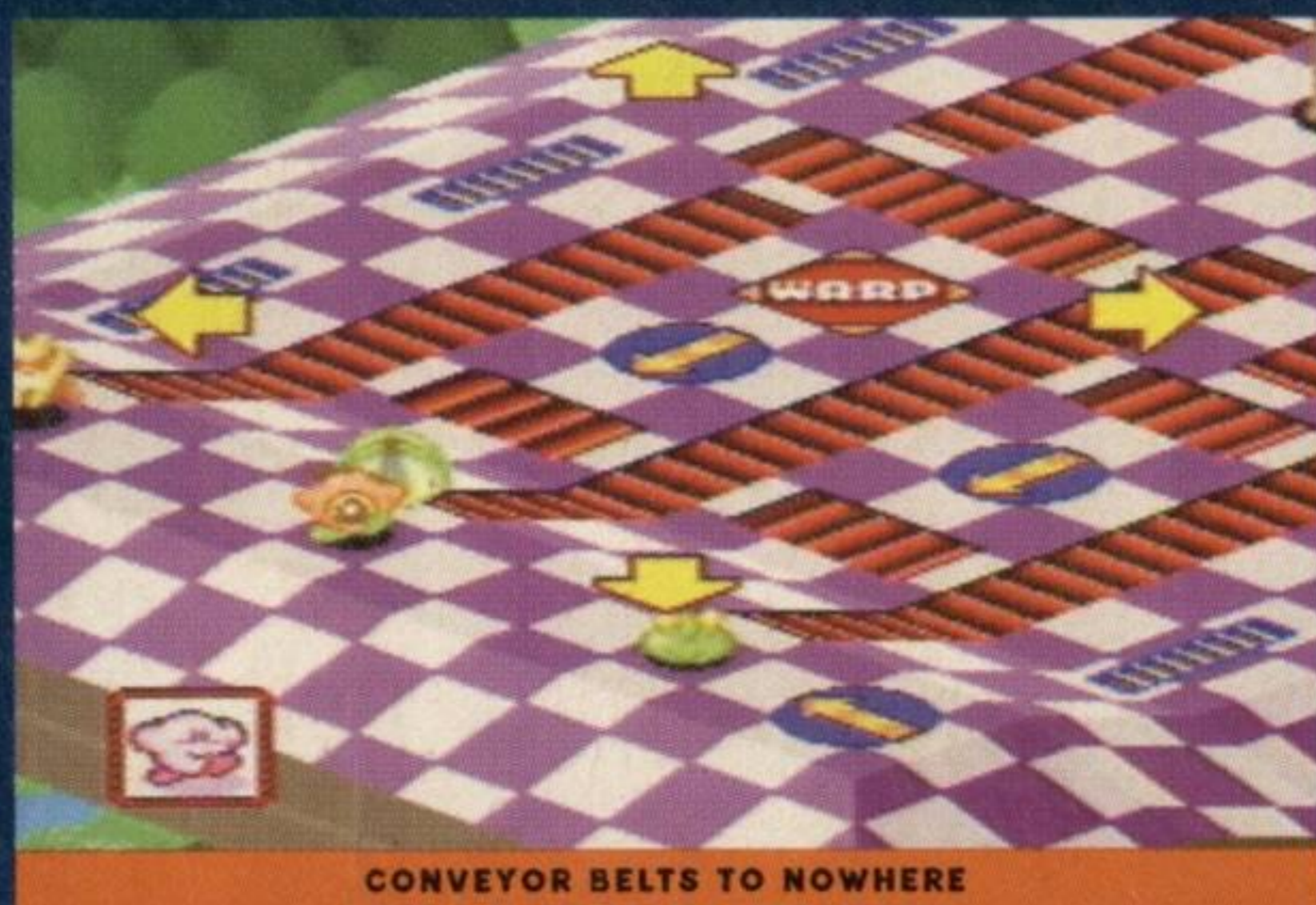
HELLO MR TREE MAN!



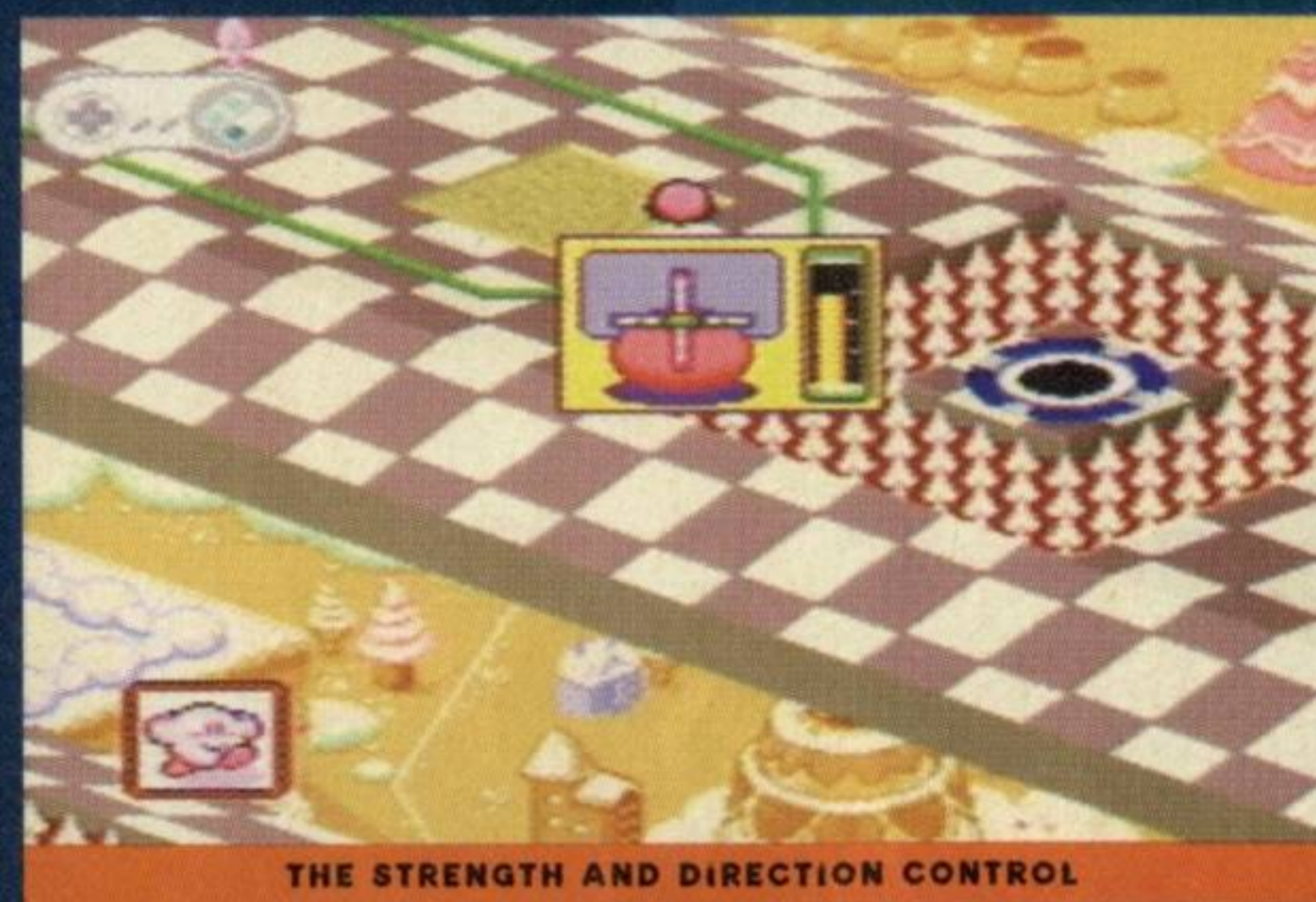
LITTLE ROUND SMILEY THINGS



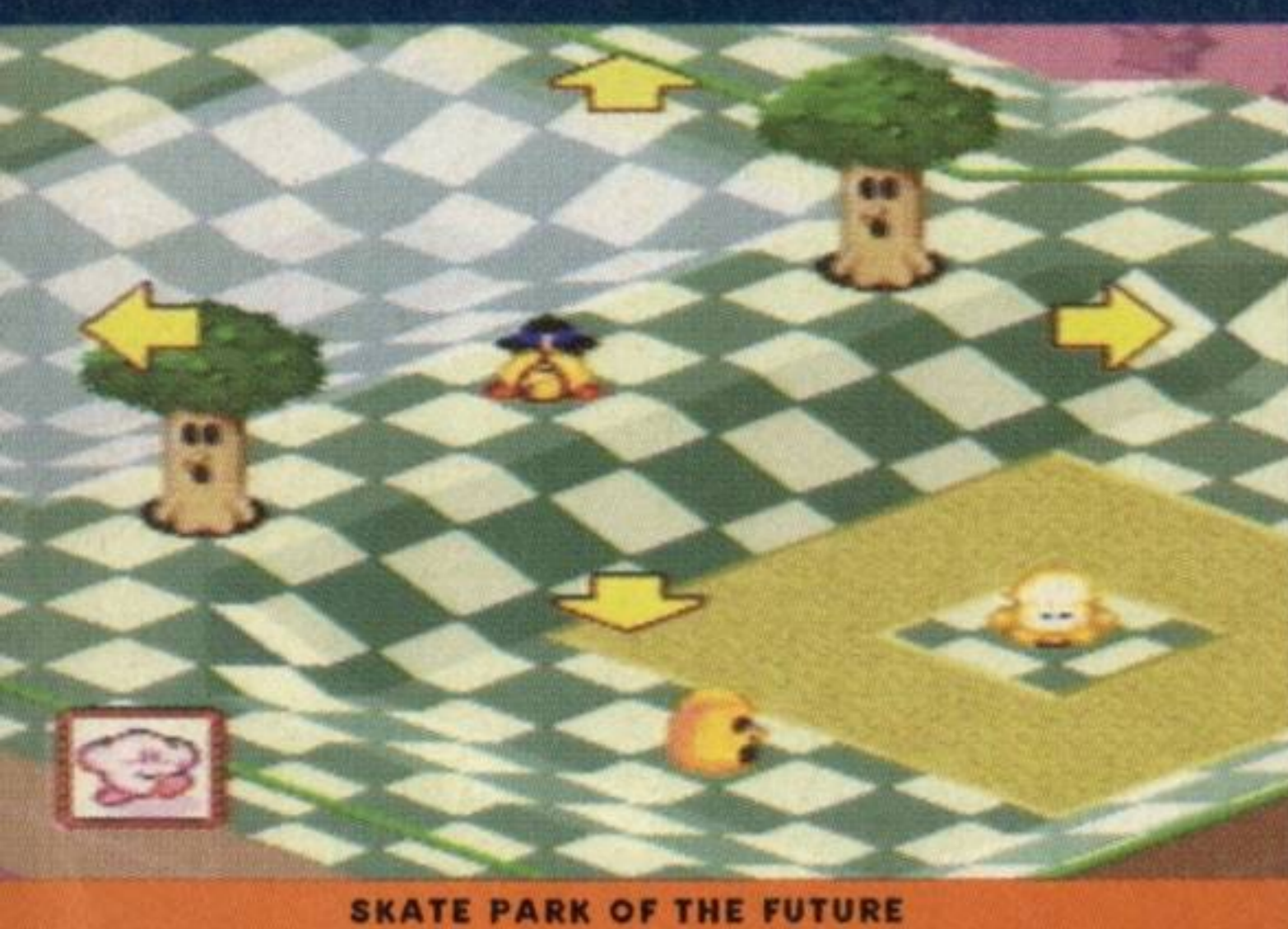
I FEEL AT HOME IN THIS PLACE. AM I NORMAL?



CONVEYOR BELTS TO NOWHERE



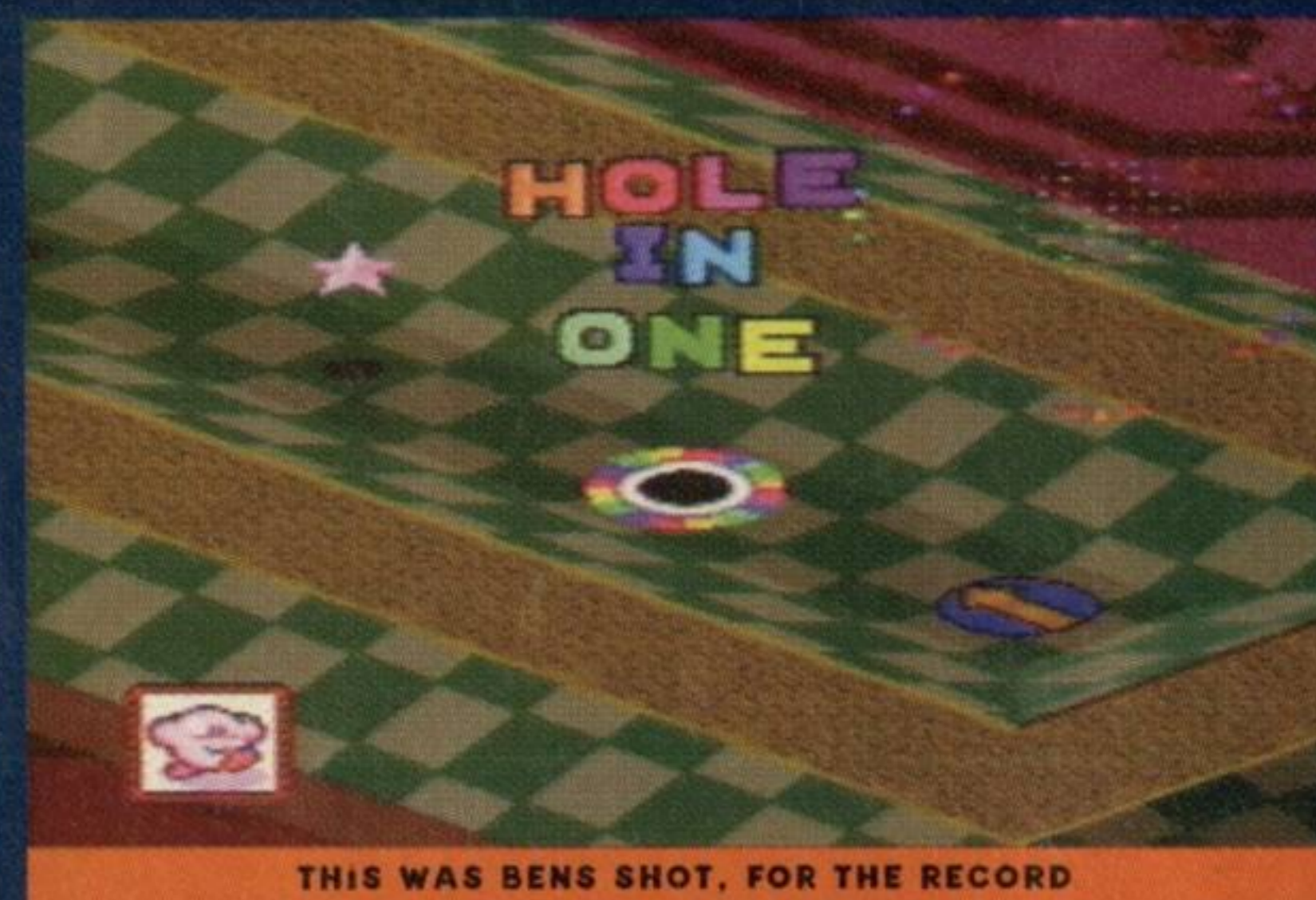
THE STRENGTH AND DIRECTION CONTROL



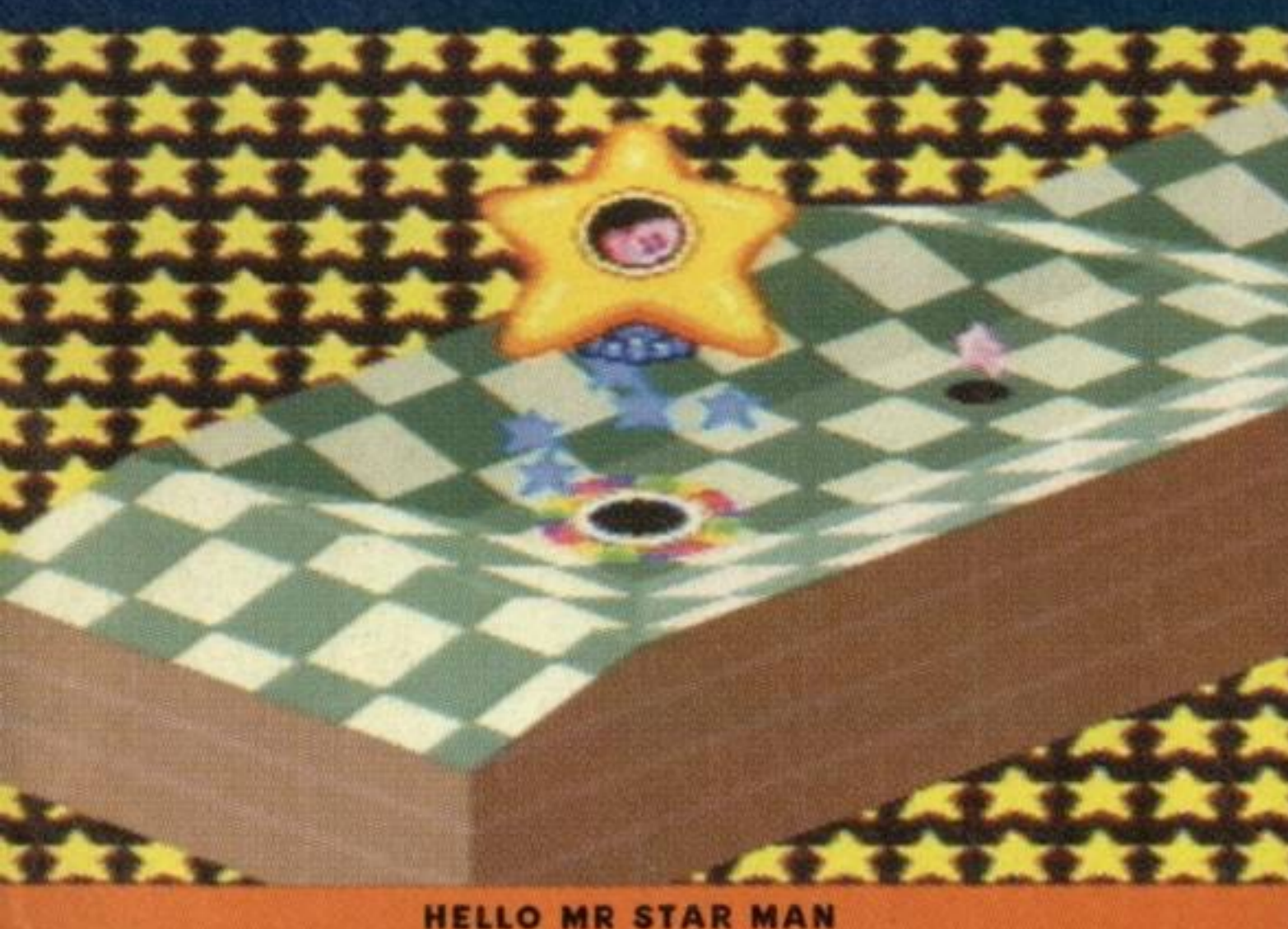
SKATE PARK OF THE FUTURE



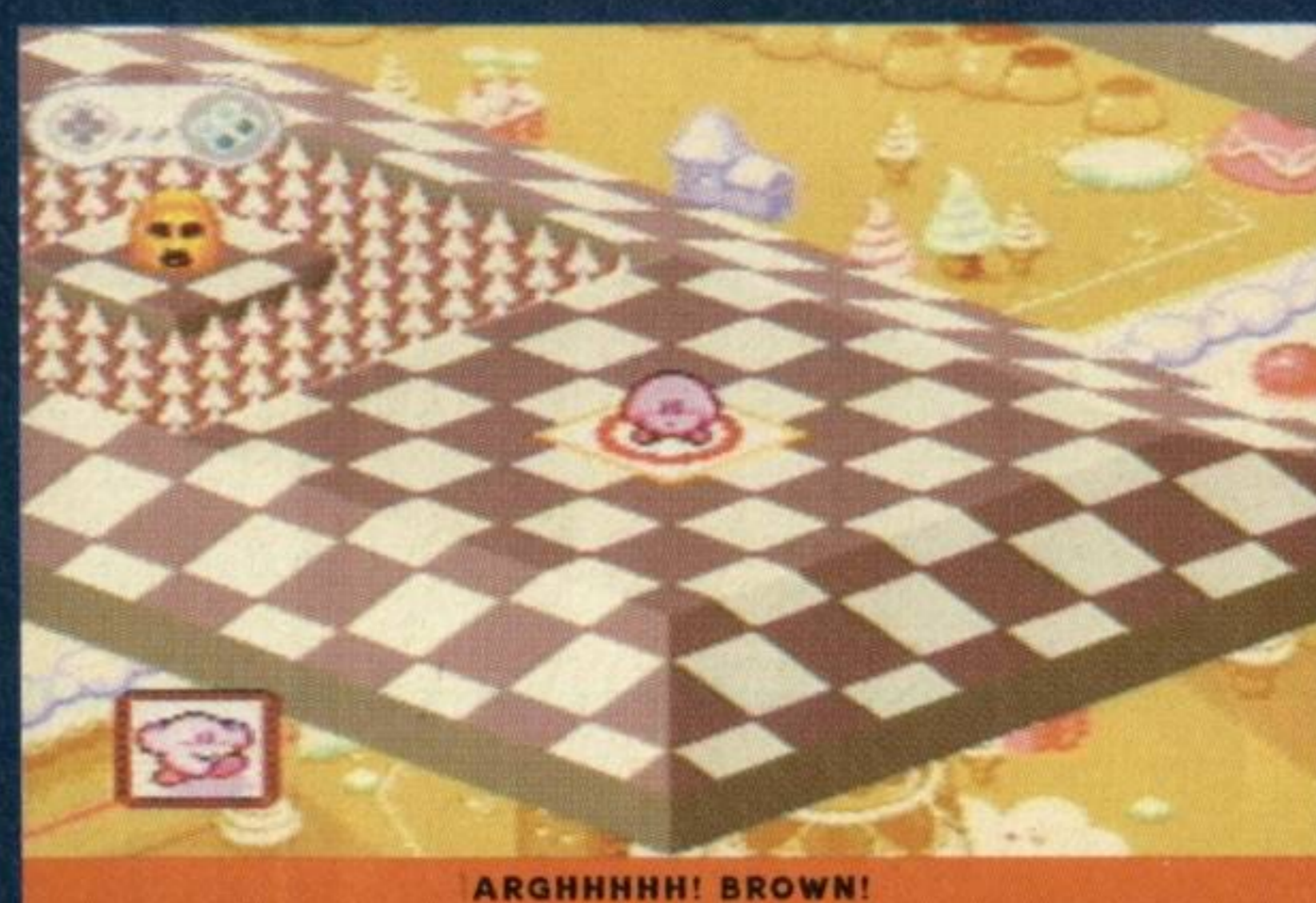
DON'T FALL!



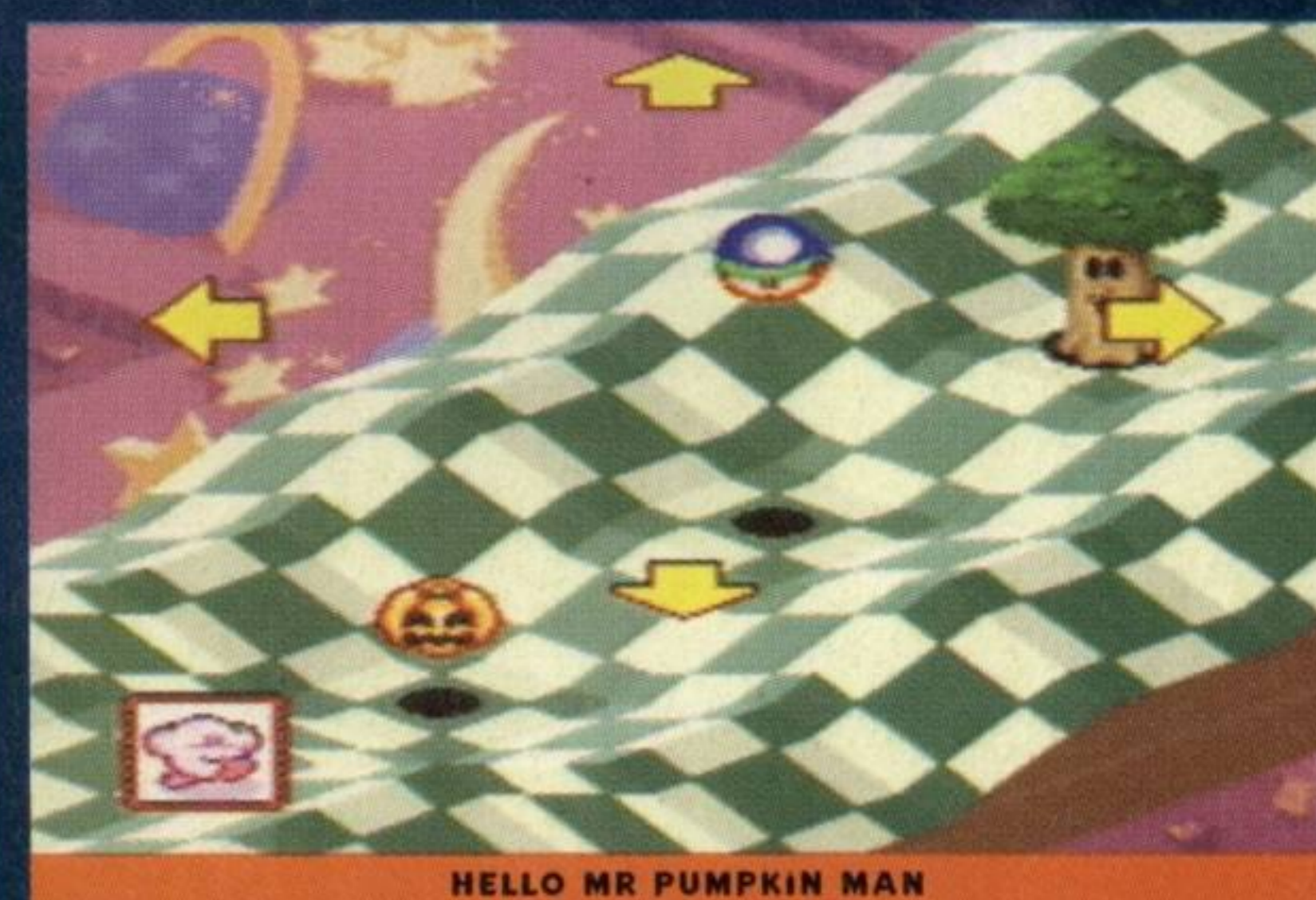
THIS WAS BENS SHOT, FOR THE RECORD



HELLO MR STAR MAN



ARGHHHHH! BROWN!



HELLO MR PUMPKIN MAN

# Review

**SNES**

Available: NOW • Category: GOLF/ADVENTURE • Players: 1-2 • Publisher: NINTENDO • Price: \$69.95 • Rating: G

**VISUALS 84%** - Gaming's all-important three C's and an F - crisp, clear, cute and functional. Kirby comes up trumps in each!  
**SOUND 50%** - I think we should simply abandon this category for Japanese console games! It's everything you expect - bland, sugary, grating, cheap...  
**GAMEPLAY 94%** - Perfect. First timers will experience simple joy at a successful bounce shot, six months later they'll still be at it, but like an old pro using every trick available.  
**LONGTERM 90%** - The eight courses are enough to suck months of productive time from your life. Replay value is excellent! I just can't imagine ever getting sick of this one.  
**OVERALL 89%** - A rare gem. Perfect for solo play as well as for two player fun. Personally, I'm just pleased I've finished the review so I can get back to playing!

# The Story of Thor



A RIDER ON THE STORM



MAP SCREEN, SLIGHTLY USEFUL



TAKE THAT!



I CAN FEEL A QUEST COMING ON



I'LL BITE YOUR LEGS OFF!



YOU WAIT HERE, I'LL BE RIGHT BACK!



SMOKE ON WATER



FROOT LOOPS



NICE SPEAR!

## MEGA DRIVE

Available: JULY • Category: ACTION/RPG • Players: ONE • Publisher: SEGA • Price: \$99.95 • Rating: G8

**GRAPHICS 85%** - The main character is very well animated for this type of game, but a little small. The colours could have also been beefed up a little.

**MUSIC 84%** - The background tune is very atmospheric, taking you back to the glory days of adventure, while on the other hand the sound FX are only adequate. **GAMEPLAY 84%** - There's lots of action, Ali moves very well and in general this game is a very enjoyable thing indeed.

**LONGTERM 82%** - There are plenty of caves to explore, but play before you pay because this may not be your cup of tea. **OVERALL 83%** - This is the biggest adventure on the Mega Drive, but bigger doesn't always mean better. Still, a very pleasing time will be had by fans of action RPGs.

**What do you get when you cross Prince of Persia with The Legend of Zelda? A rather exciting game called The Story Of Thor. TIM SMITH goes for an action role-play on the Mega Drive...**

Years ago, two wizards fought one another in an epic battle of good and evil. The wizards drew their power from magical armlets, one made of gold and the other silver, each created to unleash powers that would rule Oasis. Neither wizard won and the two armlets were lost for ever, well that is until an evil power found the silver armlet and used it for nasty purposes. Now you have been summoned by the guardian of the Gold armlet, to learn the secrets of its powers from the four guardians, and to then seek and destroy the evil bearer of the Silver armlet, whose powers grow daily.

#### **Swords, Keys & Fairies**

The game is the familiar Zelda type adventure viewed from overhead and taking place in vast, mythical lands. Our hero Ali, doesn't have the usual fighting style that you have come to expect from this genre of game. On gaining levels, Ali becomes more adept at fighting styles, so not only does he swing his sword with the hunger of Tim Shaw and his Demtel steak knives, but his martial arts fighting becomes more and more fluent, giving you more hits the quicker you press the fight button. On attacking enemies you feel a real satisfaction about kicking the crap out of them.

The main part of the game is exploring caves to reach bosses. Throughout the caves there are locked doors that are only accessible by keys. Where do you find the keys? In each area there is an abundance of local monsters, and on killing the correct one, he will drop a key on his passing.

To help in your travels you will eventually summon the help of different fairy folk who will help you to use the powers of your Gold Armlet. They have different abilities such as heal, cool weapons blasts and special features to stop enemies. As the story unfolds as to your opponent's whereabouts, and as the monsters become more difficult, the fairies help will become invaluable. They even help with a bit of puzzle solving down the track!

In game options are selected by pressing start. From the menu you can select from the following: Save Game - you can only save the game while you are outside; Status - this tells you your level, how many kills you've had and other tid-bits; Map - on selecting the map, the island of Oasis will appear, it shows your current position and where your next goal is. This is handy for finding places that you have been told to go to. Items - on selecting this you can choose which foods you want to eat to replenish your health points or your magic points. And finally, Weapons - choosing this allows the swift change of new weapons currently at your disposal.

#### **Centuries Old Adventuring**

The Story of Thor is a big adventure, 24 megs in total. The animation of Ali is like a 3-D perspective Prince of Persia as Ali can run, jump and fight much like the Prince. The music is great and very atmospheric, reeking of large, centuries old adventure, just like the good ol' days of the Commodore 64. Well, maybe not that old!

The game's biggest let down is the fact that it's just more of the same. A big map, big bosses and big weapons. The game does have a feeling of de javu and becomes a little repetitious after a while. When we've had a taste of such PC games as Relentless, Ultima Underworld and even Ecstatica something inside nags that we want a game with a new flavour. A more satisfying, fresh approach, rather than just regurgitating the same old tired "search through the caves, open treasure chests, and defeat increasingly difficult bosses that jump around the screen, swing their arms and breathe fireballs everywhere" syndrome.

But when all is said and done, if you enjoy this genre of gaming and own a Mega Drive, ignore me, throw on an extra 10 odd percent to the scores and get out there and play it!



THE VIPER ROOM IS THAT WAY



OUTIES!



YOU CAN WASH YOUR CAR WITH IT TOO

# MegaMan Mega World



CUTE LITTLE FELLA AIN'T HE



LITTLE GREEN MEN



BURBLE BURBLE BURBLE...



HMMMM... LIME GREEN



HELLO MR BOUNCY POGO-MAN



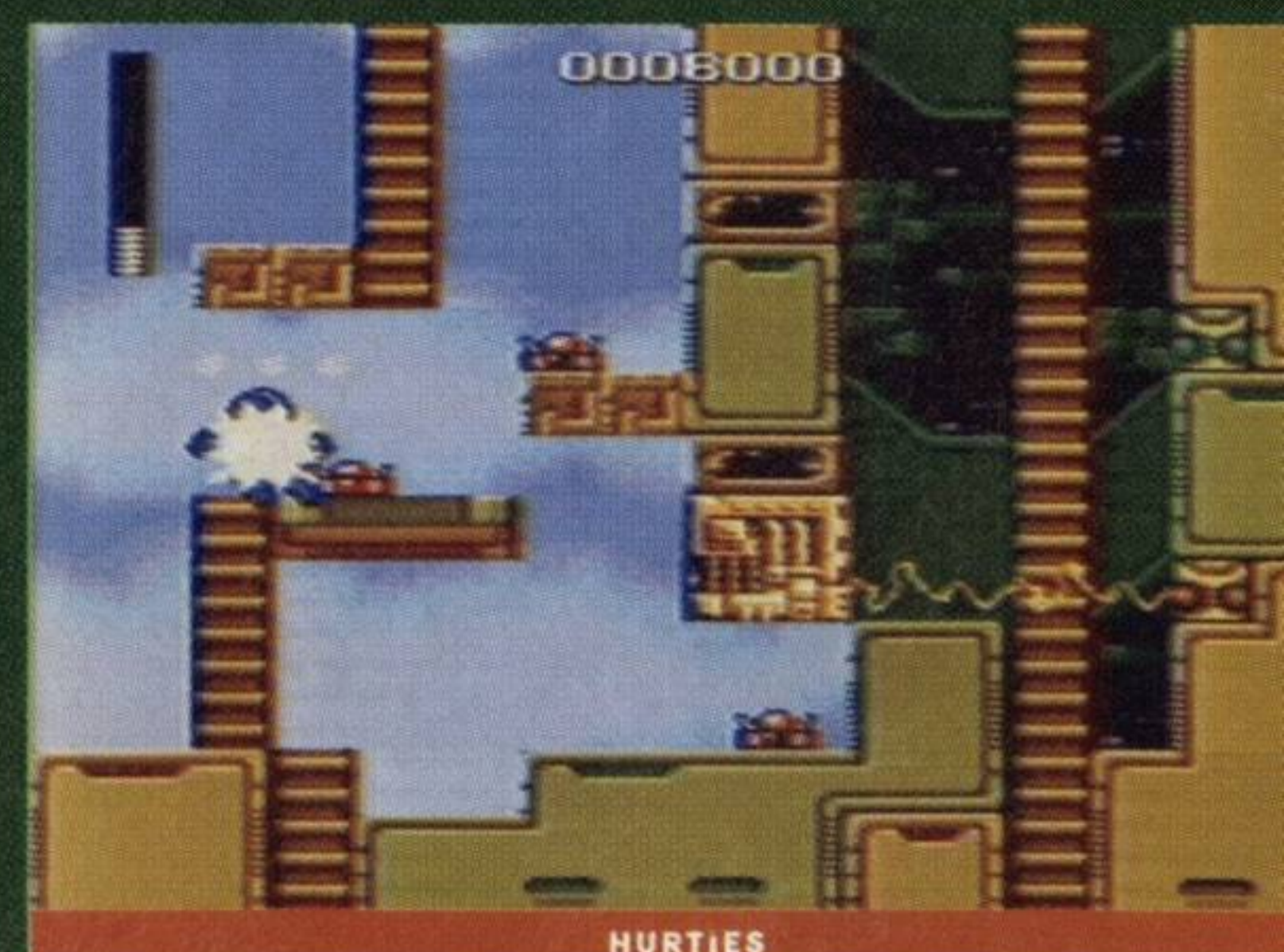
DANGER ZONE



BZZT BZZT...



POW POW...



HURTIES

## MEGA DRIVE

Available: NOW • Category: PLATFORM/ACTION • Players: ONE • Publisher: CAPCOM • Price: \$89.95 • Rating: N/A

**GRAPHICS 70%** - Basic yet sharp. A colourful little conversion **SOUND 60%** - Hardly mind shattering but that's not the point with these sorts of games, is it? **GAMEPLAY 90%** - Just remember...gameplay is everything and this has it in droves. **LONGTERM 85%** - Three games in one cart gives value for money and this is certain to keep you occupied for a while. **OVERALL 84%** - Yaay! Megaman on Mega Drive in Mega World. It rocks!

**Megaman has finally jetted over to the Mega Drive but do his adventures come too little, too late? RUSSELL HOPKINSON goes back in time for some old-style fun...**

Has the platform game outlived its welcome? It's a matter for debate, but I don't think they're dead yet, it's just that too many times the platform game format has been such an easy situation to stick a popular character in, and over the years the public have become wary of dodgy movie tie-ins and the like. The real classic platformers of the past few years have been games that rely on gameplay to sell its characters and not vice versa (Aladdin and other Disney pals humbly excluded from this generalisation).

Which brings us neatly to Megaman Mega World, the long-awaited Sega version of the popular Megaman series. Back in the days when 16 bit was a buzzword and most of the world had their faces stuck in front of NES consoles, Megaman was one of the chief rivals to Mario in popularity and some might even say that he had a superior game.

**Three Games in One**

The primary attraction of these games is the simple yet effective graphics and smart handling. Megaman is pretty easy to control but the world he resides in is fraught with dangers and ultimately it is an addictive yet strangely non-annoying platform excursion that has no trouble keeping you hooked.

What you get here are three versions of Megaman (or Rockman as he is called on this Japanese cart), each thoroughly playable and surprisingly, the game gets better as you advance through the sequels. The graphics are basic yet colourful and quite charming, the music sucks, of course but it's a credit to the game that you don't even notice!

Megaman himself is a small, cute superhero who ventures into the lairs of various super-criminals in order to bring them to justice. The supercriminals have names like Electroman or Fireman and have powers and minions that reflect the name. As in a lot of platformers (and Japanese ones especially) the opposing sprites are basic, colourful and quite weird. Giant robotic cats and dogs, huge Bulldozers, Bombmen, Laser firing Shellfish and a myriad of other oddball entities are there to make your journey a hazardous one and the game can get quite frenzied. The bosses are hard to kill and will take a few attempts to get rid of. Despite the cute packaging (like Mario), Mega World is challenging and frustrating yet retains the addictive qualities that have people playing games with little cutesy characters and a lot of platforms all over the globe.

**Classic Platforming Fare**

Megaman is pretty much a standard platform hero and can do most of the things you would expect from a character of this kind. This is probably a strong point, this is classic platform fare and there's nothing that's going to blow your mind graphics wise but if you look past the very basic presentation, you'll discover a nifty little game with loads of bite. It's hard to really comment beyond this because Megaman defies criticism, it's a good game and that's all there is to it.

So who is going to shell out for Megaman Mega World? Well obviously a lot of Sega owners with Nintendo envy are going to want this (to be truthful the differences between the two are negligible) and, of course, anyone who likes that late 80's/early 90's platform look will find this game to be a necessity. But I bet even the least interested, platform-phobic killjoy will enjoy Megaman's basic, eminently playable style.



GOSH DARN, THEY'RE SO CUTE



HMMM... PLATFORMS



THERE'S A PLATFORM! JUMP ON IT!

**review**

# Full Throttle



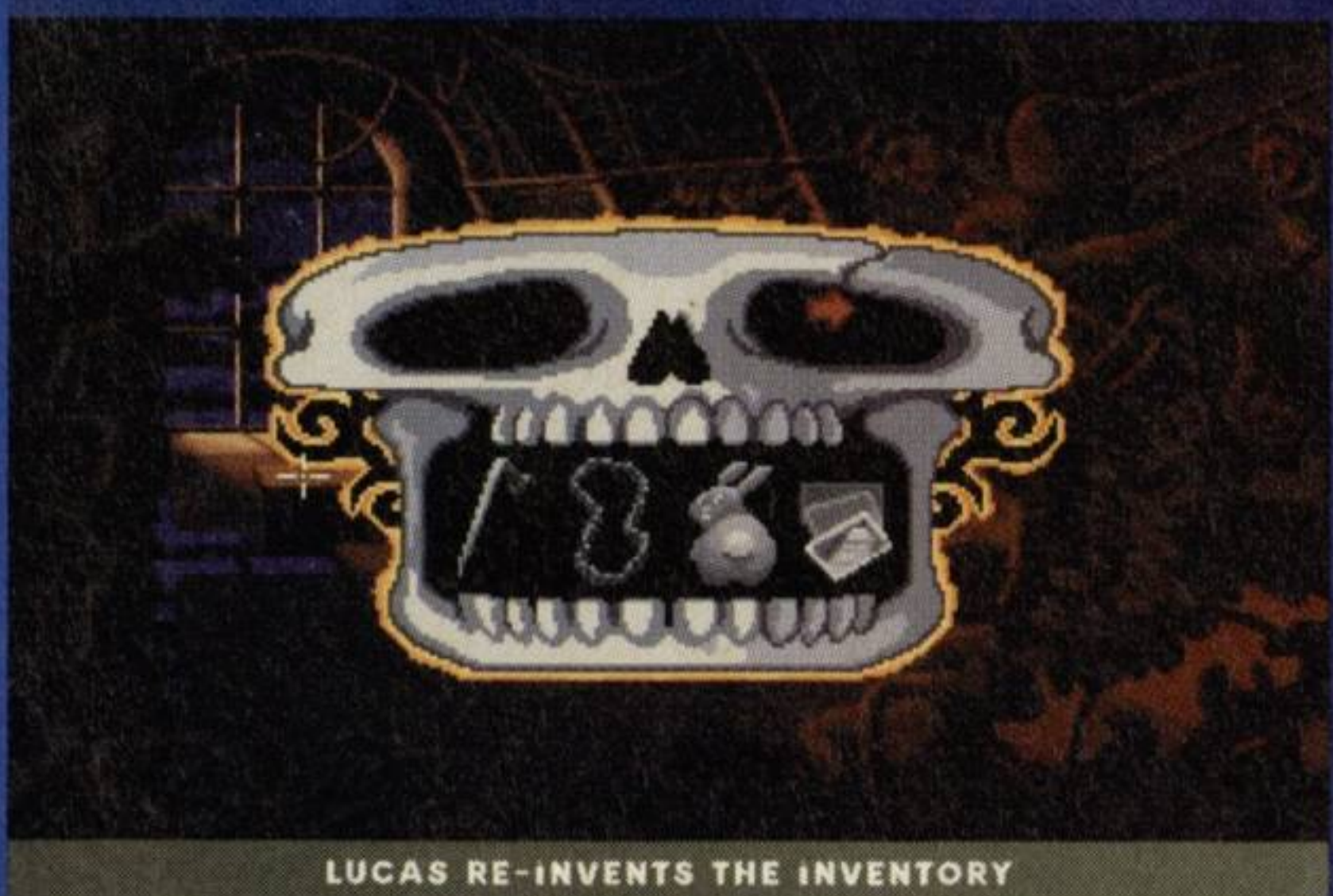
LUCASARTS JUST LOVE THOSE TRENCH RUNS...



HE MAY LOOK MEAN, BUT DEEP DOWN HE'S JUST A LOVABLE SOFTIE



YOUR GOAL, EXPOSE THE BAD GUYS - JUST LIKE REAL LIFE



LUCAS RE-INVENTS THE INVENTORY

**It's hot, it's hard, it's here! JULIAN SCHOFFEL revs up the long-awaited LucasArts biker adventure...**

Tired of playing your adventure games as some politically correct pixie in a poncey technicolour jump suit? Ever wanted one of them cool looking motorcycles with heaps of chrome and enough torque to rip the gate off a garden fence? Ever wanted to kick the crap outta the bartender for serving you a flat beer? Ever seen a grown man naked? Ooops, I got a little carried away there. If your answer was in the affirmative to the first three points you could do one of two things; join the Hell's Angels or buy yourself a copy of Full Throttle and take a little walk on LucasArts' version of the wild side.

## Adventure With Attitude

Full Throttle is an adventure game, but it's an adventure game with a difference (and an attitude). After putting up with a plethora of cheesy, corny, sickly-sweet and often downright crappy adventure games over the last eighteen months I was more than pleased to play this new release from LucasArts.

Full Throttle concerns the plight of a gang of kick-ass bikers (The Polecats) and their sombre, yet strangely charismatic, leader Ben (no surname). The Polecats have been down on their luck in recent times and are in need of some cash. After being bamboozled into escorting the head of the only motorcycle manufacturer left in the country to a shareholder's meeting, they find themselves in a wee bit of trouble. It would seem that Malcolm Corley (head of Corley Motors and yep, it might as well have been Harley) wants to sack his nasty second in command Adrian Ripburger (played by Mark Hammil).

Unfortunately Ripburger has other plans and kills Corley while he's taking a leak, planting the blame on the Polecats. So it's up to Ben to save the Polecats from a lifetime of feeling edgy about picking the soap up in the shower (ie prison) and then avenging the death of his beloved icon-maker (or motorcycle manufacturer) by exposing Ripburger and then killing him (whichever comes first really).

Full Throttle features some of the best music, sound-effects and visuals I have experienced in an adventure game. While the game does involve performing fairly standard adventure game tasks ie. find object, bring object back to so and so, find next object, hit so and so over the head with object etc. everything is done with such coolness and style that even a cynical old bastard like me found himself chuckling heartily whenever Ben kicked butt.

## Foaming At The Mouth

The adventuring side of the game is broken up with some very nice action sequences where you beat up other bikers on the road. These sequences look incredible and, when accompanied by the wicked soundtrack, really had me foaming at the mouth. The voice-acting in Full Throttle is a bit of a mixed affair but some of the characterisations, particularly Ben's, Corley's and Ripburger's are the best I have yet heard in a PC adventure game.

Full Throttle features a mouse controlled interface with a difference. Instead of the screen being split between the interface and gameworld you have a single cursor instead. When you move the cursor over a 'live' object it changes to a square, clicking the mouse then invokes the flaming tattoo interface. Using this interface, you can then pick up, talk to, kick or beat the crap out of the object. This leaves the screen uncluttered and allows you to admire all the sexy artwork.

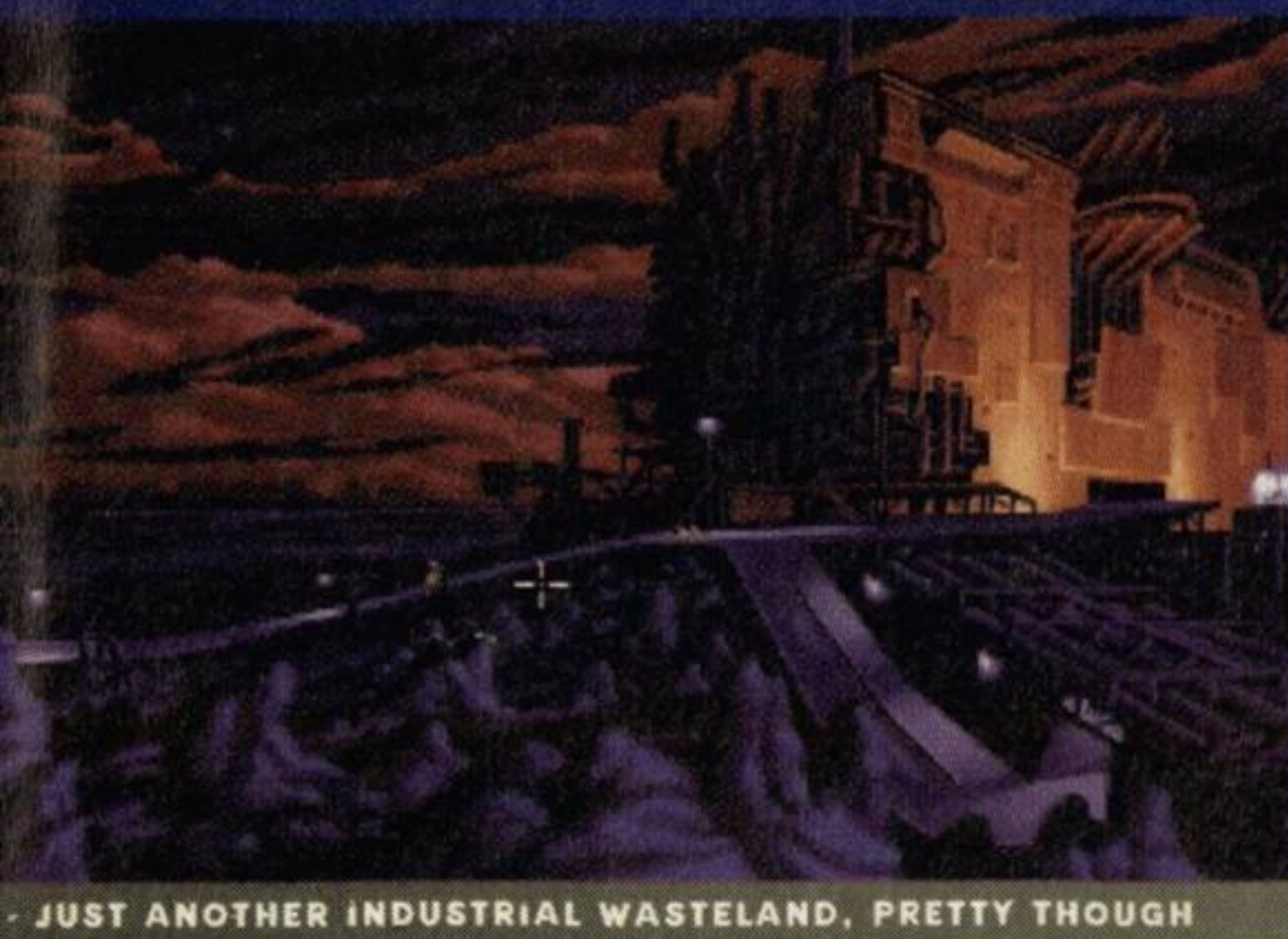
The animation of all the characters is smooth and very cartoon-like - none of that 2D rubbish here kids! The cut scenes are amazing, especially since they are in good old 256 colour VGA and the music is excellent. LucasArts got a proper rock band (Gone Jackals) to score the game and it really pays off. I know it's hard to believe but for once we have an adventure game without the elevator music.

## Tongue-In-Cheek Macho

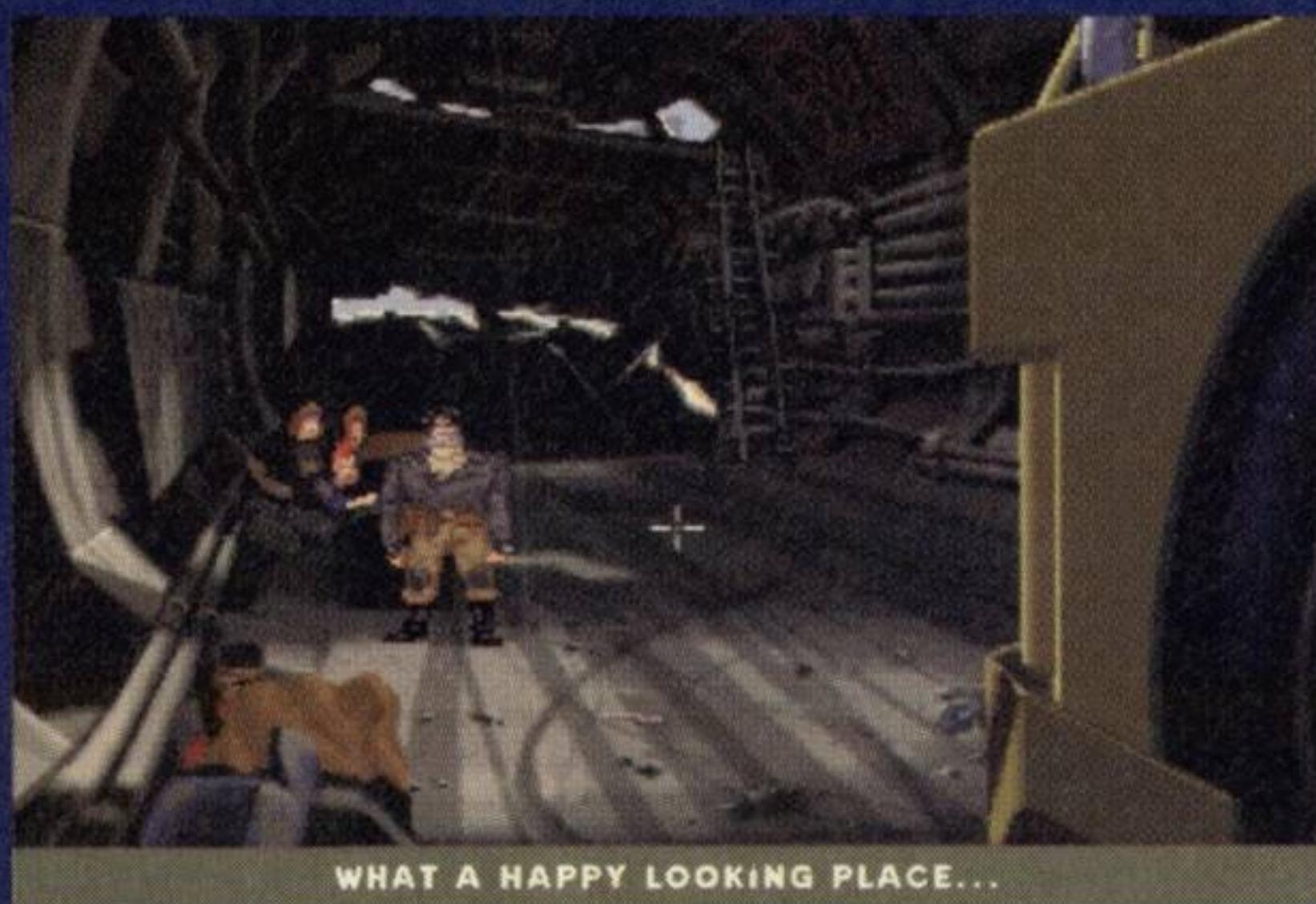
While Full Throttle is a cool game about nasty biker types it doesn't really contain any offensive language or violence (more's the pity). Sure, it's full of cliched dialogue and macho platitudes but LucasArts have pulled it off in a very tongue in cheek way. What's really great about the game is the non-dependence on fancy CD graphics and a healthy concentration on plot and character development. Arrrgh, I'm starting to sound like Bill Collins! But let's face it, how many stunning looking duds have been released in the last twelve months. Luckily LucasArts can still manage to keep abreast of new technology without sacrificing all important gameplay.

I only have two problems with Full Throttle; it was too damned short and it had a tendency to crash in the action sequences (on my PC anyway). So I suppose a sequel and a patch wouldn't go astray. While Full Throttle may be more appealing to young male gamers with macho biker fantasies (my girlfriend laughed whenever she heard Ben speak), it definitely shakes the dust out of a stagnating genre. If you yearn for the open road and don't mind a few bugs in the teeth then Full Throttle is exactly what you've been waiting for. Buy it immediately.

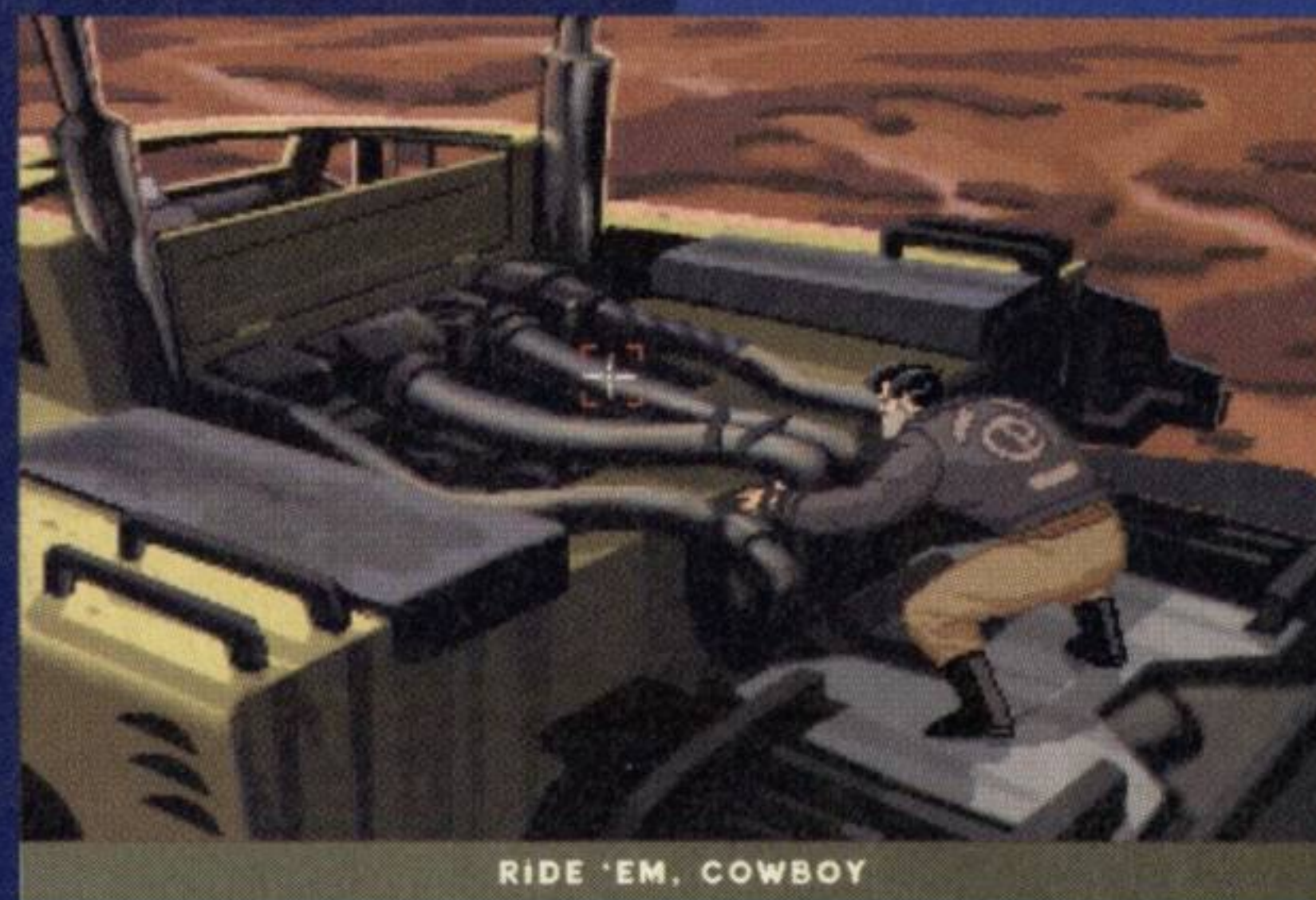




JUST ANOTHER INDUSTRIAL WASTELAND, PRETTY THOUGH



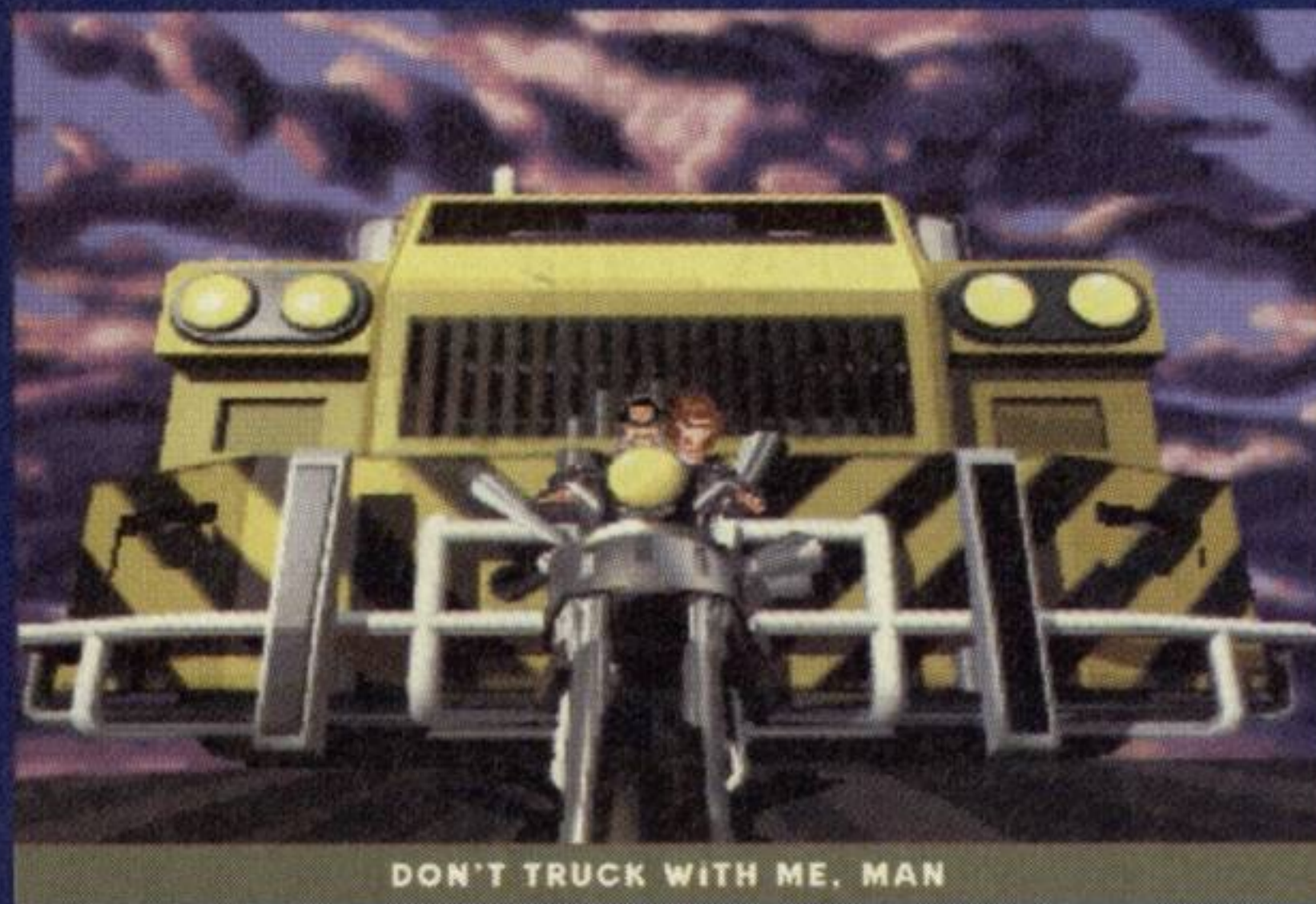
WHAT A HAPPY LOOKING PLACE...



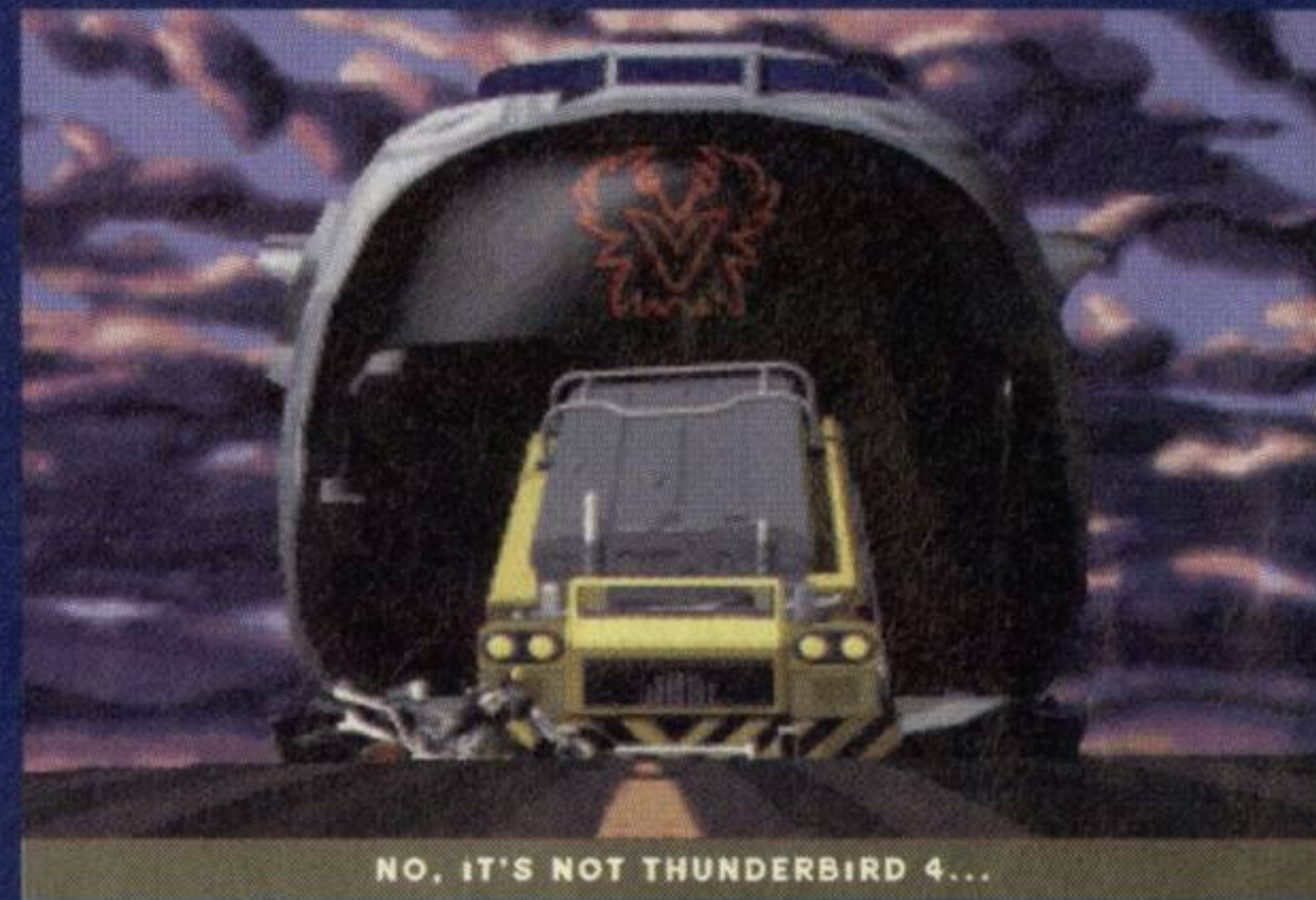
RIDE 'EM, COWBOY



SMALL ROOM. BIG GAME



DON'T TRUCK WITH ME, MAN



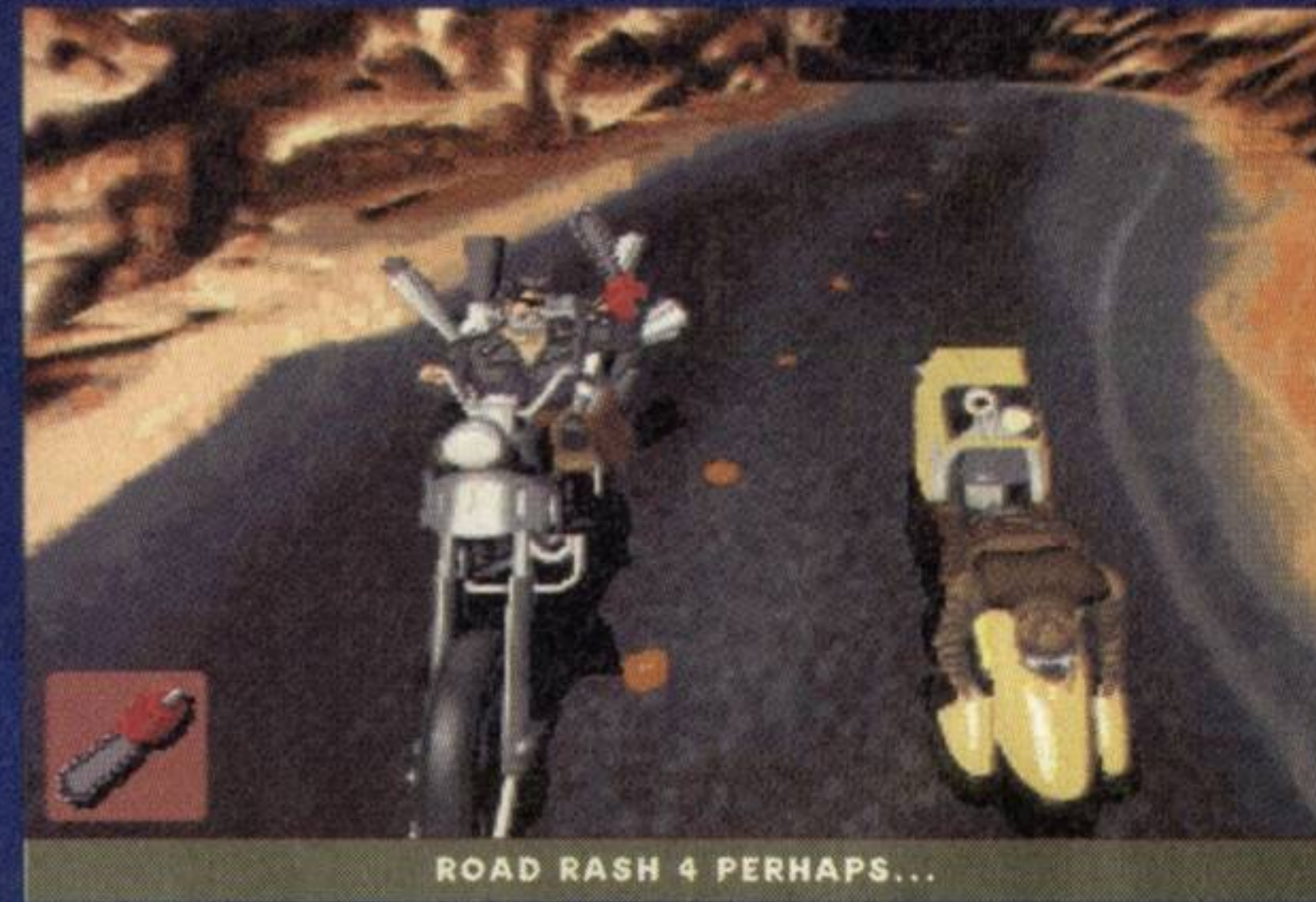
NO, IT'S NOT THUNDERBIRD 4...



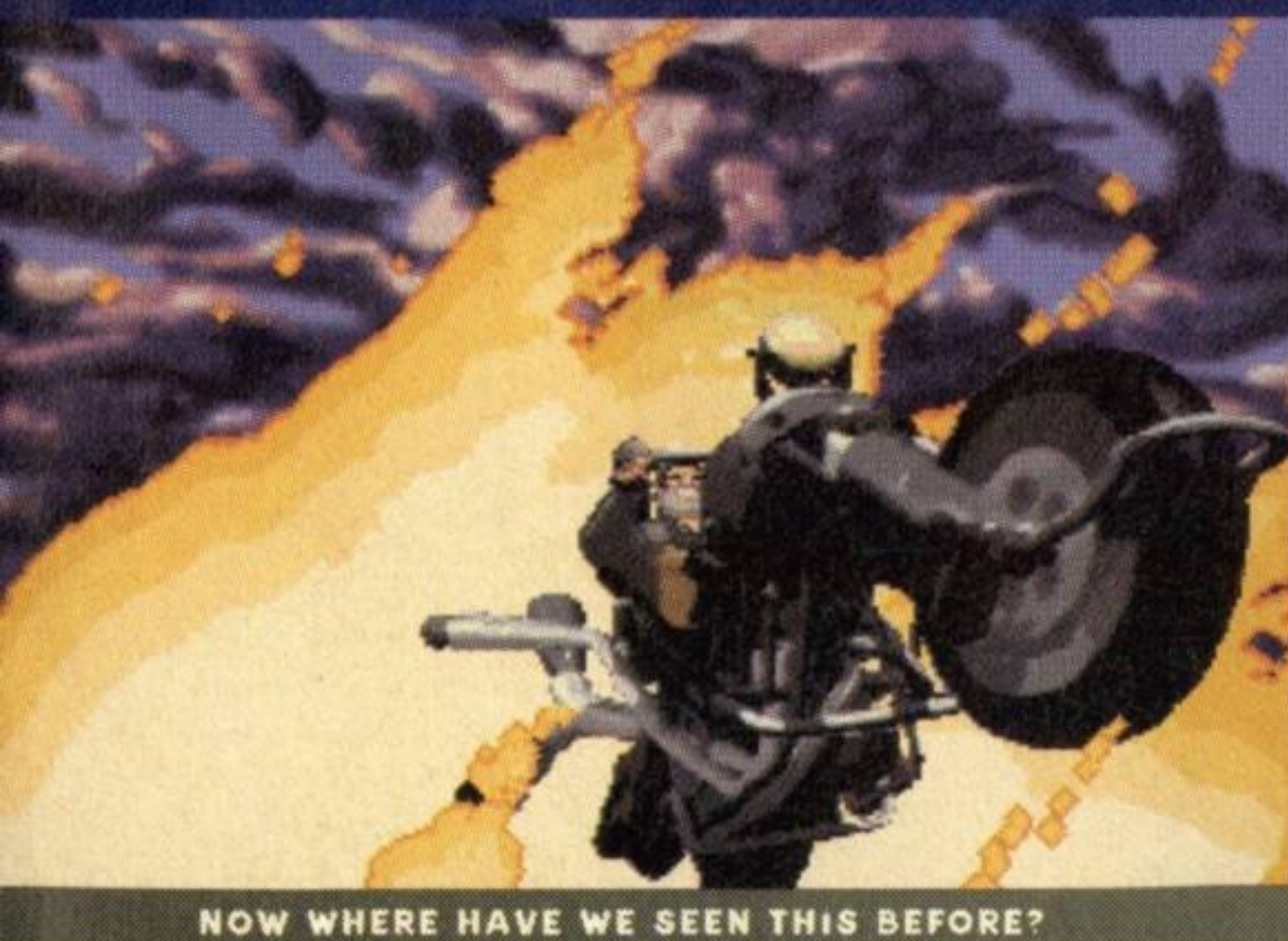
THIS ISN'T SOMETHING YOU SEE EVERYDAY



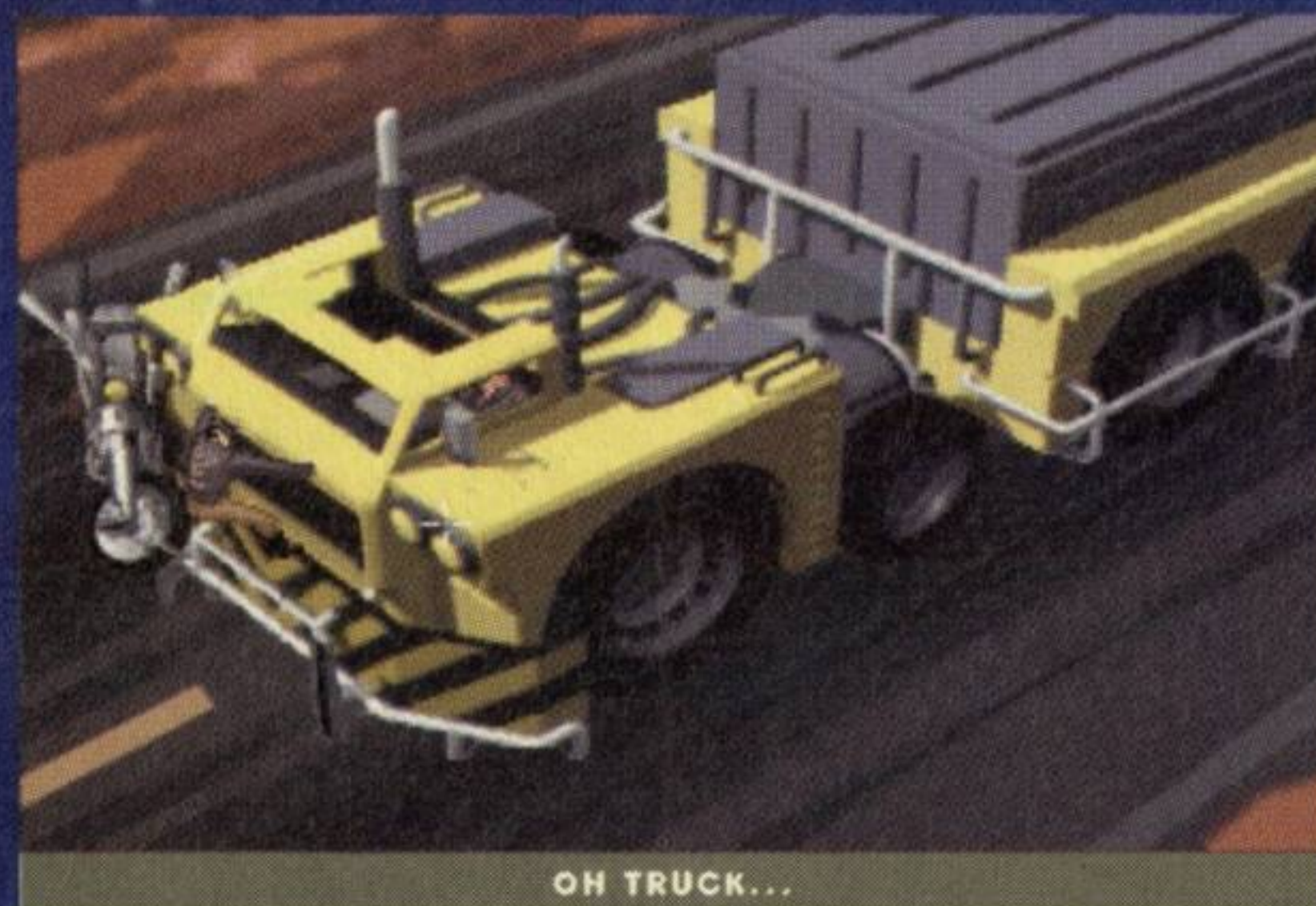
CANDIDATE FOR COOLEST MAN EVER



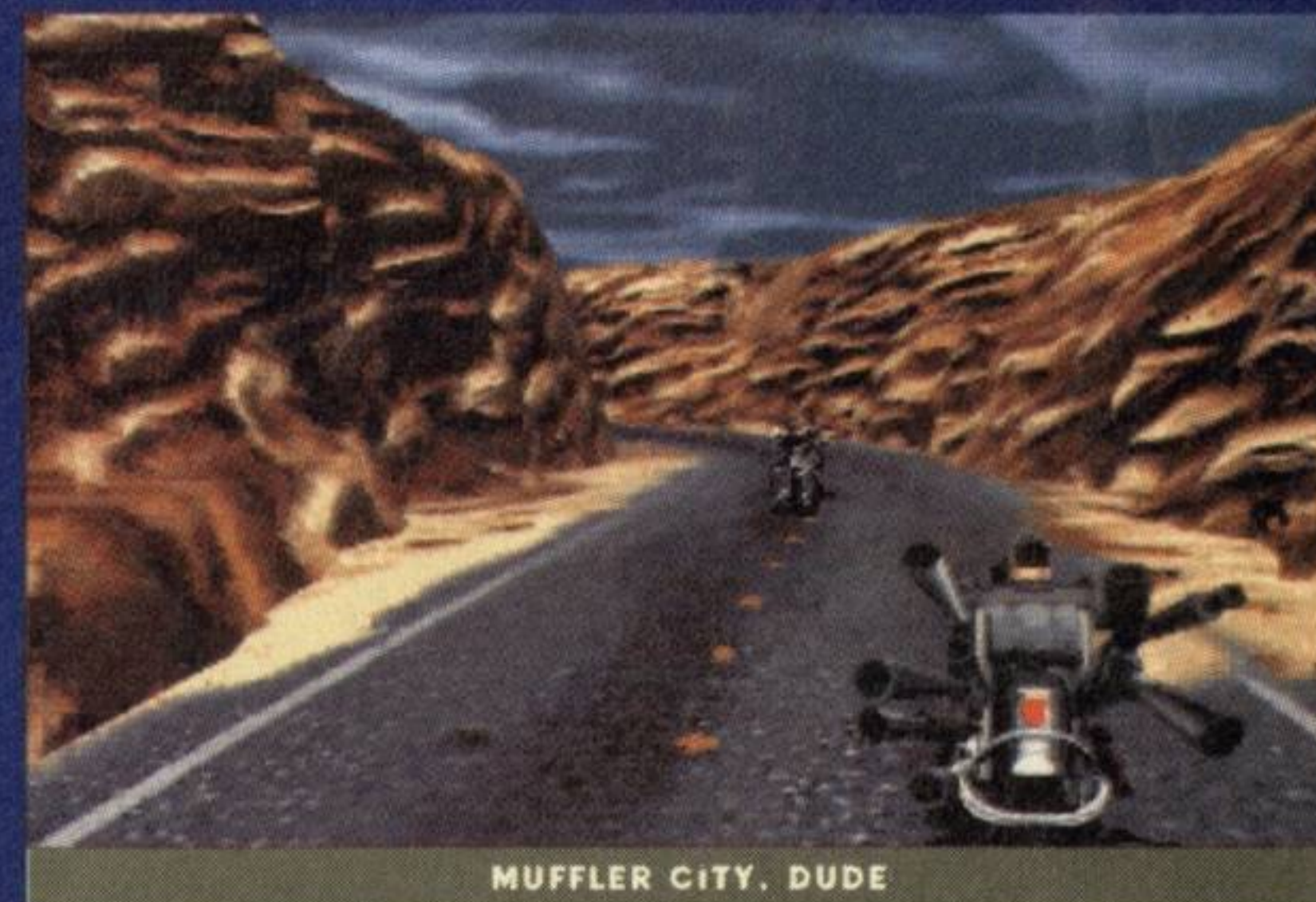
ROAD RASH 4 PERHAPS...



NOW WHERE HAVE WE SEEN THIS BEFORE?



OH TRUCK...



MUFFLER CITY, DUDE

## PC CD ROM

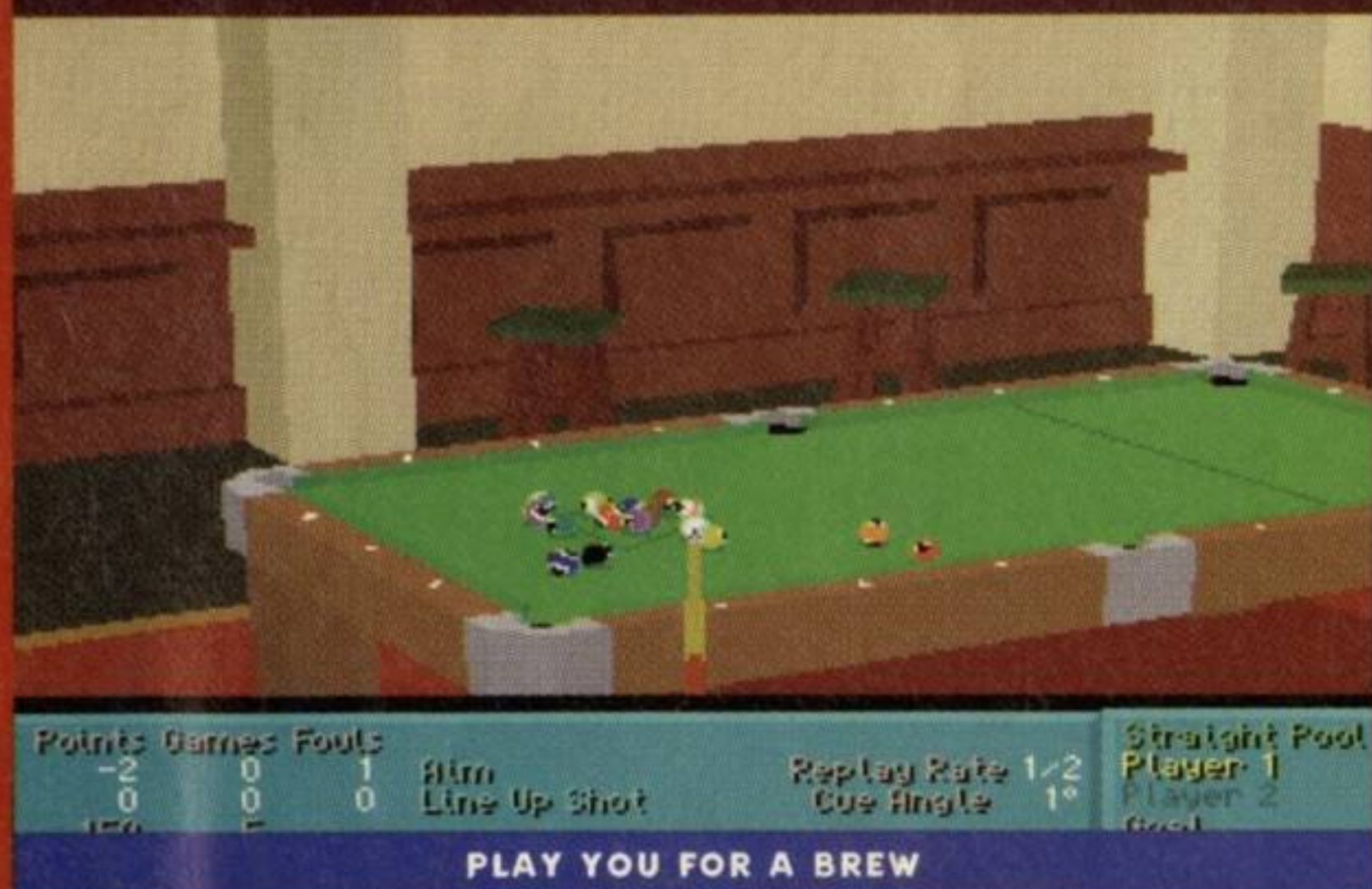
Available: NOW • Category: ADVENTURE • Publisher: LUCASARTS • Price: \$99.95 • Rating: M15+  
Min Requirements: 486/DX33; 8MB RAM; D/SPEED CD

**VISUALS 94%** - The animation is excellent and the cut scenes and action sequences will make your hair stand on end. **SOUND 98%** - A rocking soundtrack sets off the visuals perfectly. The voice-acting and sound-effects kick buttock. Check out the incredibly beefy effect when Ben fires up his bike!

**GAMEPLAY 85%** - Simple, easy and doesn't detract from the atmosphere and biker vibe of the game. **LONGTERM 72%** - This game is fairly short. This may be because I am no stranger to adventure game puzzles, but I do think LucasArts could have stretched it out a little longer. No doubt a sequel is in the works.

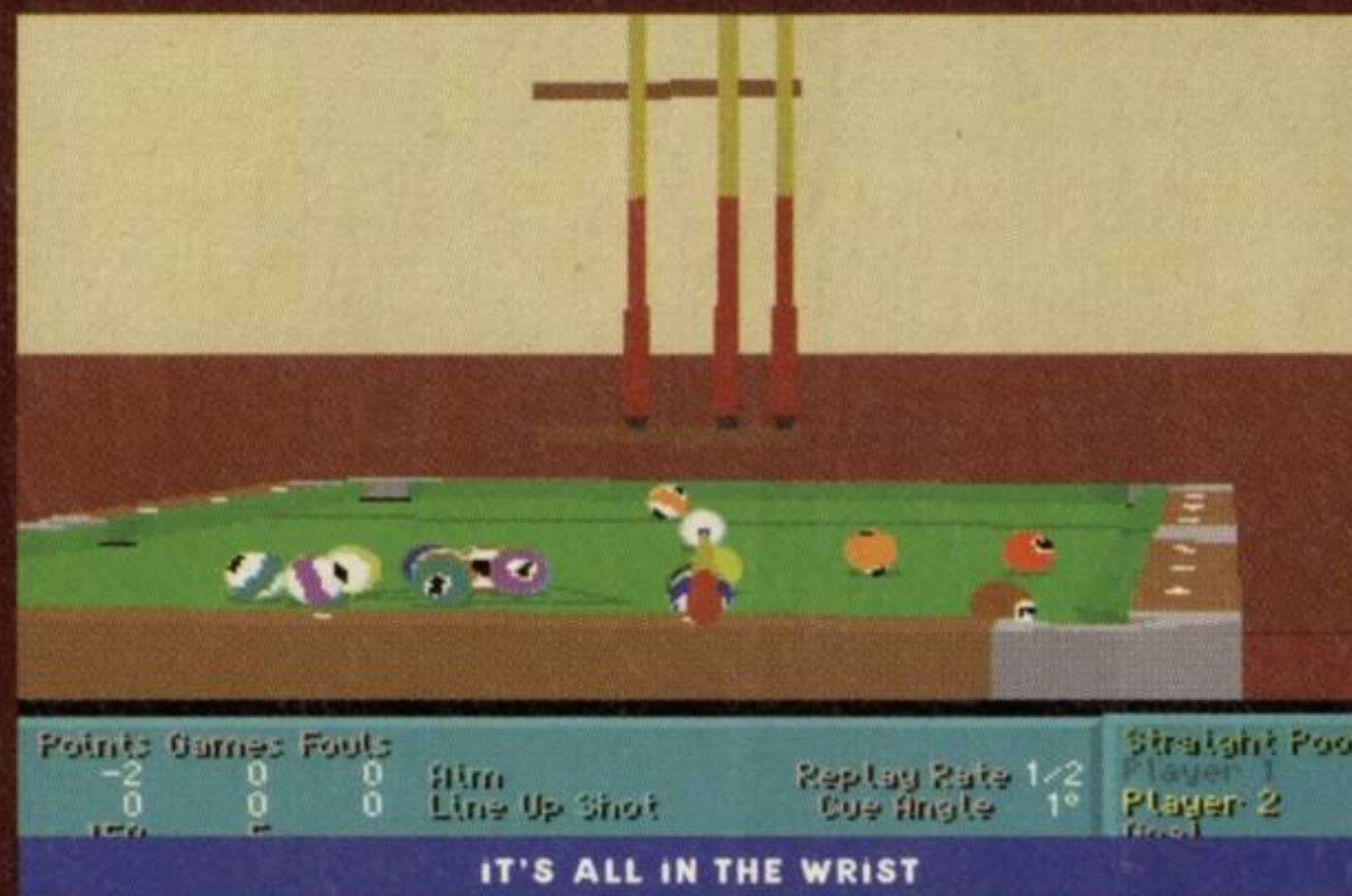
**OVERALL 93%** - Short, but very very sweet. Manages to generate more atmosphere and adrenalin than all the Sierra "Quest" games put together.

# Virtual Pool



Points	Games	Faults	Aim	Replay Rate	Straight Pool
0	0	0	Line Up Shot	1/2	Player 1
100%	0	0		Cue Angle	Player 2
				1°	Goal

PLAY YOU FOR A BREW



Points	Games	Faults	Aim	Replay Rate	Straight Pool
-2	0	0	Line Up Shot	1/2	Player 1
0	0	0		Cue Angle	Player 2
100%				1°	Goal

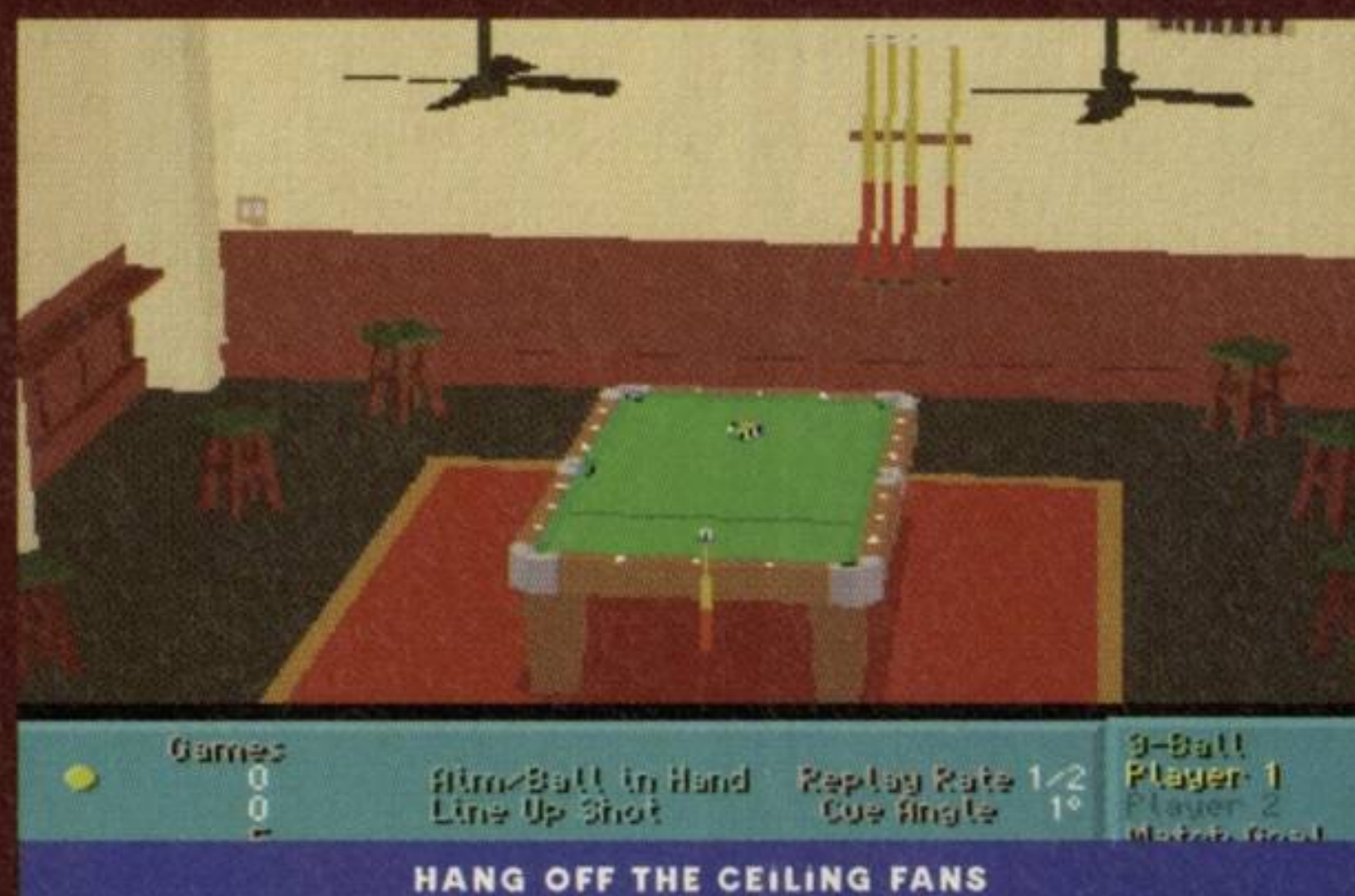
IT'S ALL IN THE WRIST



NO DRINKS OR CIGARETTES OVER THE TABLE PLEASE

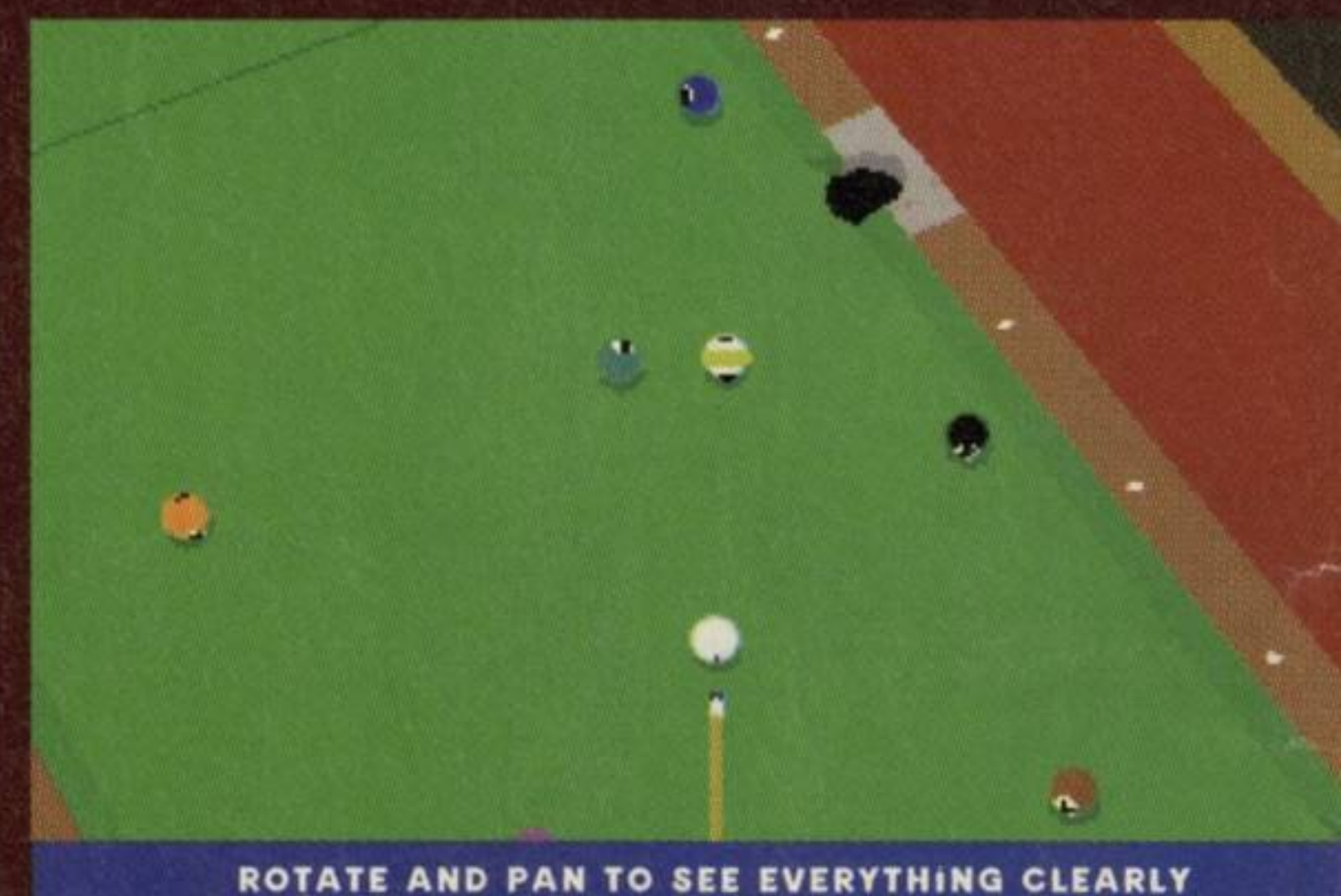


JUST KISS IT

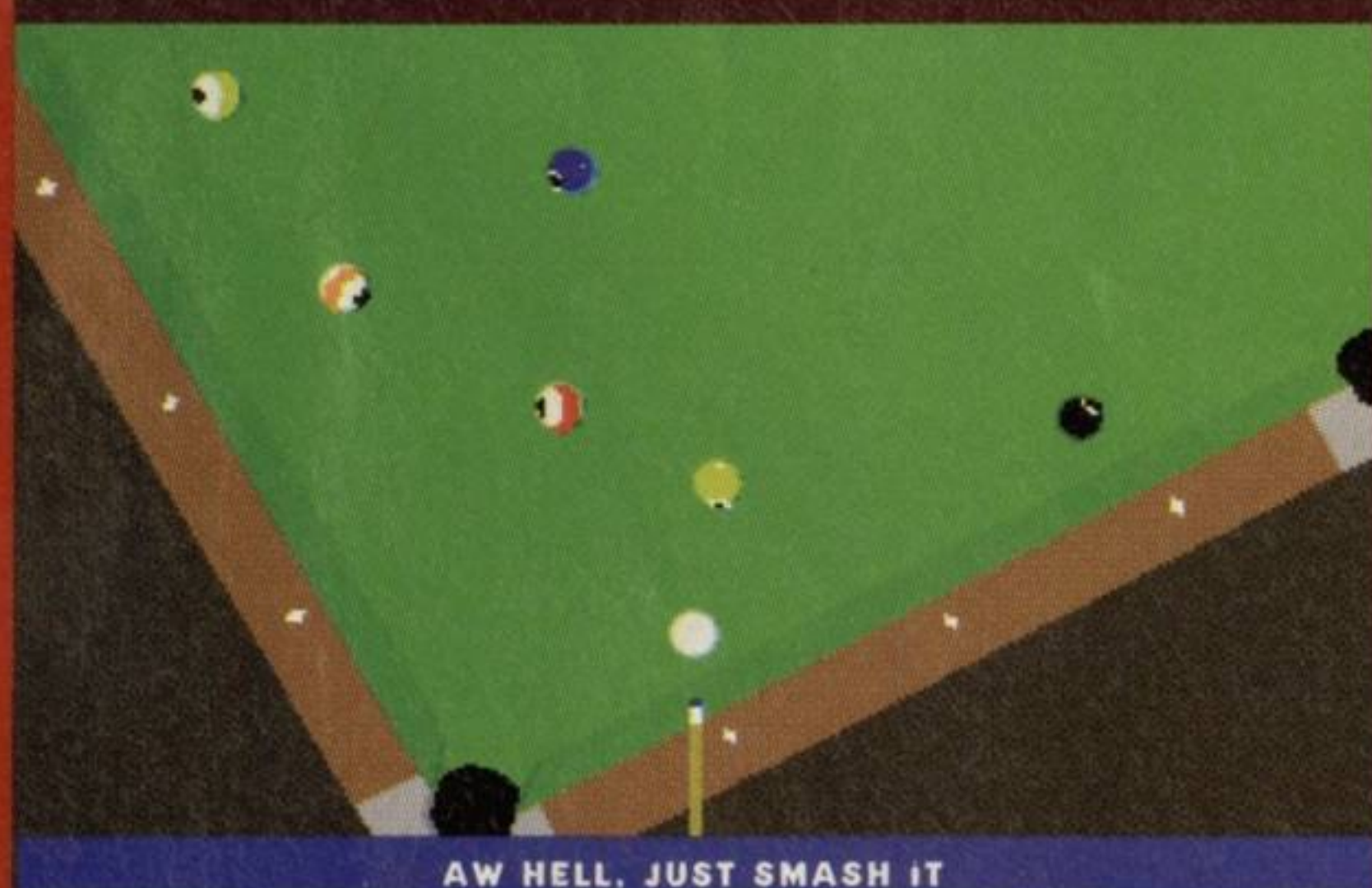


Games	Aim/Ball in Hand	Replay Rate	9-Ball
0	Line Up Shot	1/2	Player 1
0		Cue Angle	Player 2
		1°	Goal

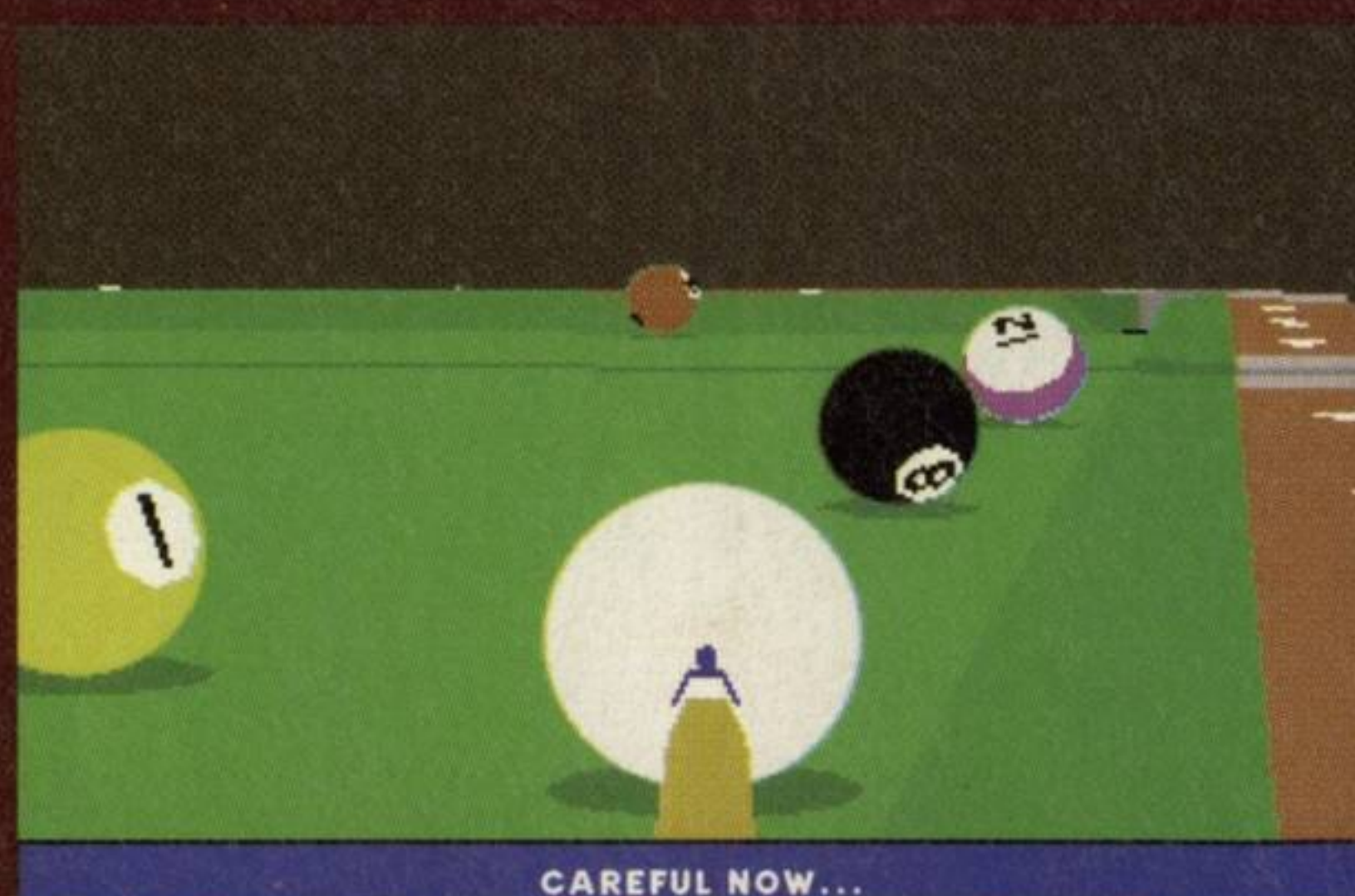
HANG OFF THE CEILING FANS



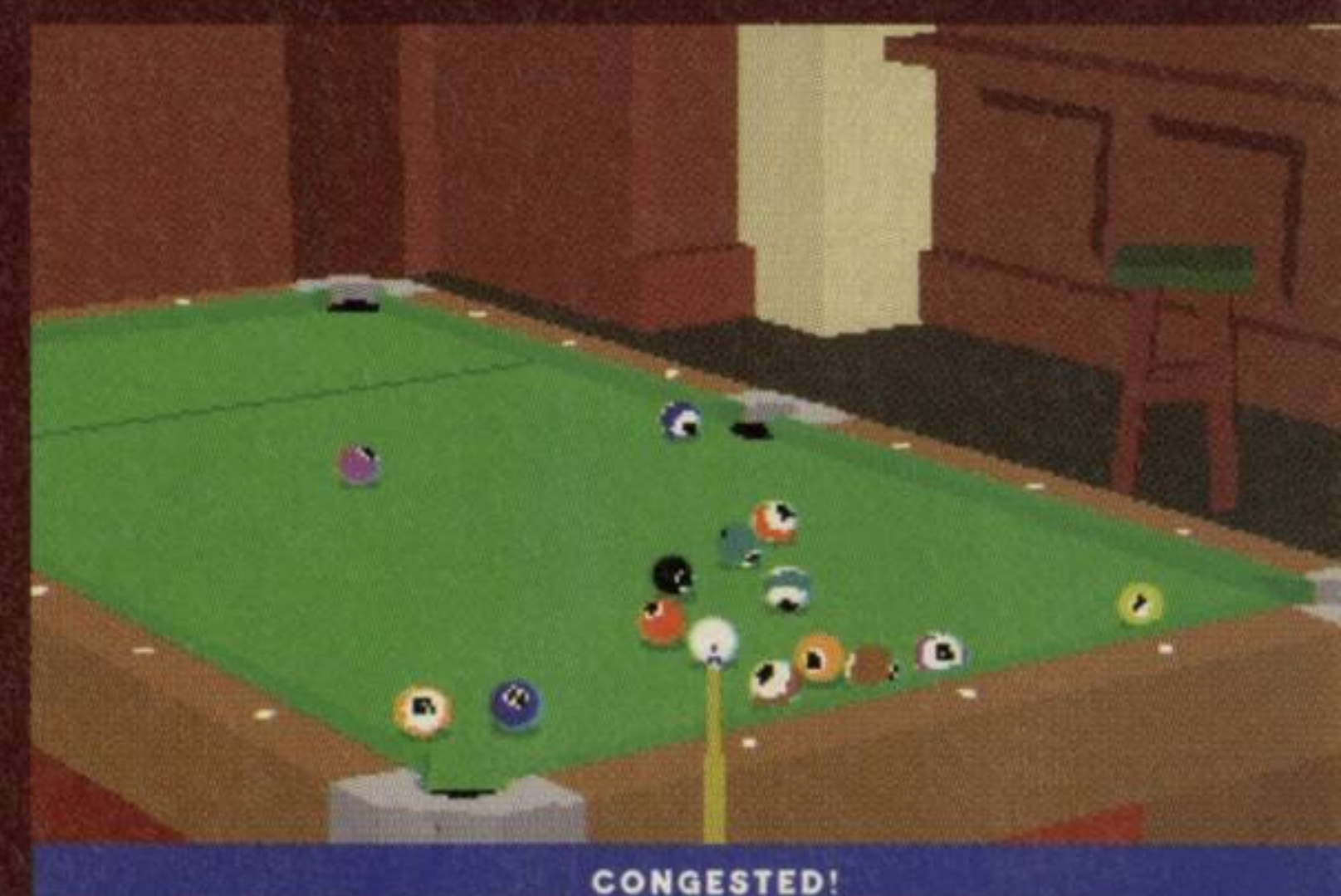
ROTATE AND PAN TO SEE EVERYTHING CLEARLY



AW HELL, JUST SMASH IT



CAREFUL NOW...



CONGESTED!

## PC CD ROM

Available: NOW • Category: SPORT • Players: 1-2 • Publisher: INTERPLAY • Price: \$89.95 • Rating: G  
Min Requirements: 386DX33 4MB RAM S/SPEED CD

**VISUALS 81%** - The soft green of the felt... the rainbow colours of the balls... its all there. **SOUND 69%** - The delicate ivory kiss of cue ball on black... the low rumble of a successful pot shot. **GAMEPLAY 84%** - Easy and intuitive, allowing for a gentle touch or sledge hammer break **LONGTERM 82%** - You'll play it till you master it... maybe late summer 2064. **OVERALL 82%** - You'll crack a Minnesota Fat!

## Chalk your cues, 'cos it's time to shoot some pool in cyberspace. CHRIS WHEELER has the break...

For those of you too young or too timid to venture into the testosterone charged, smoky, booze-laden atmosphere of your local pool hall, or too poor to afford the luxury of your own table, Virtual Pool is just the thing to get you rackin' 'em and crackin' 'em with the big boys. While the thought of a CD ROM Pool simulator might seem as exciting as Virtual Lawn Bowls, this sim has to be seen to be believed.

### Trick Shots

For a start it features several different styles of pool; 8-ball, 9-ball, straight pool and rotation, with full rule explanations of each. You can play single player or against a friend - either in person or via modem. You can set up trick shots or practice sessions to hone your skills. The single player option allows you to choose from a list of ten opponents, each with different skill levels. In-play functions allow you to play single games or sets of games, as you like.

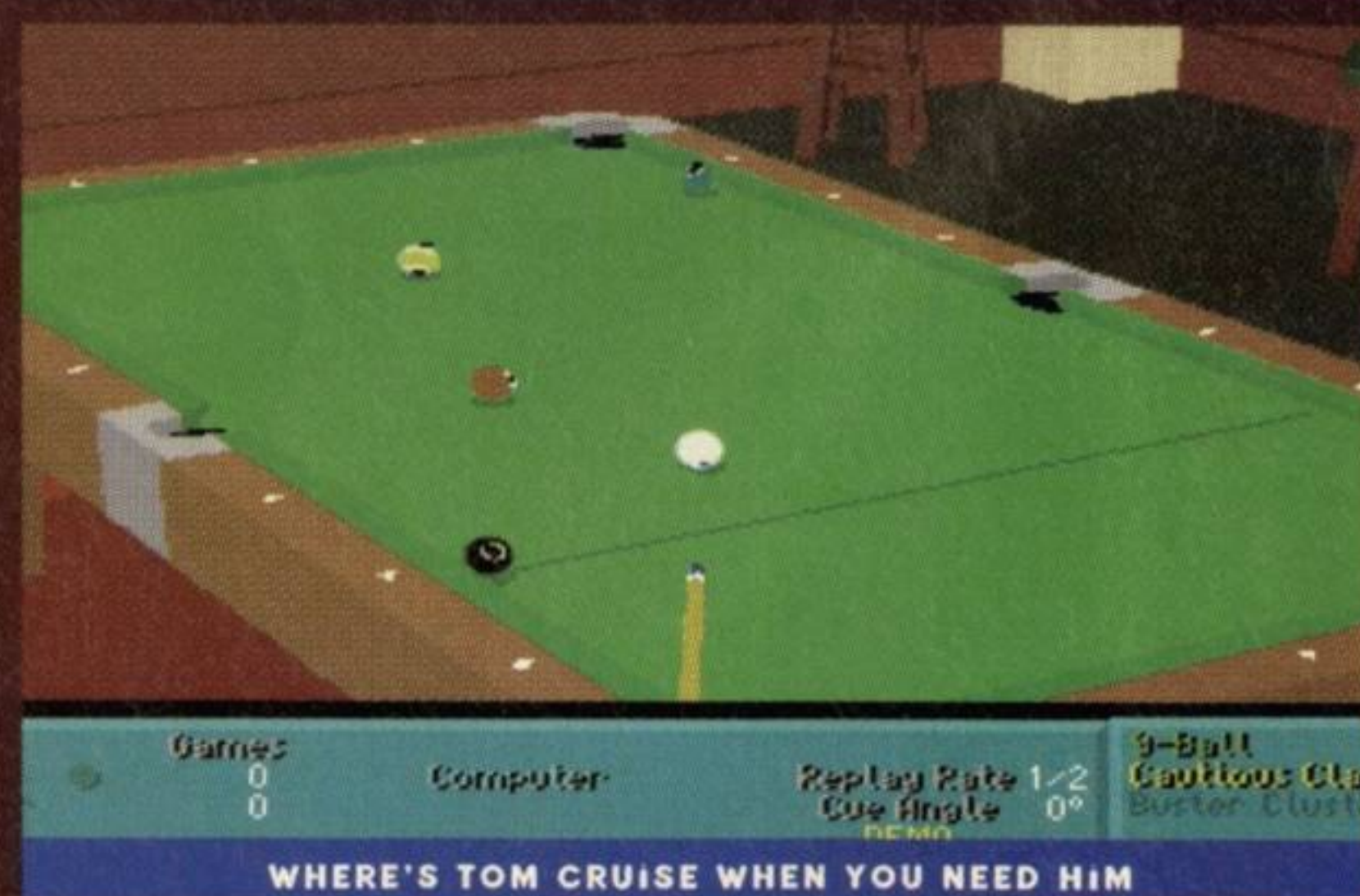
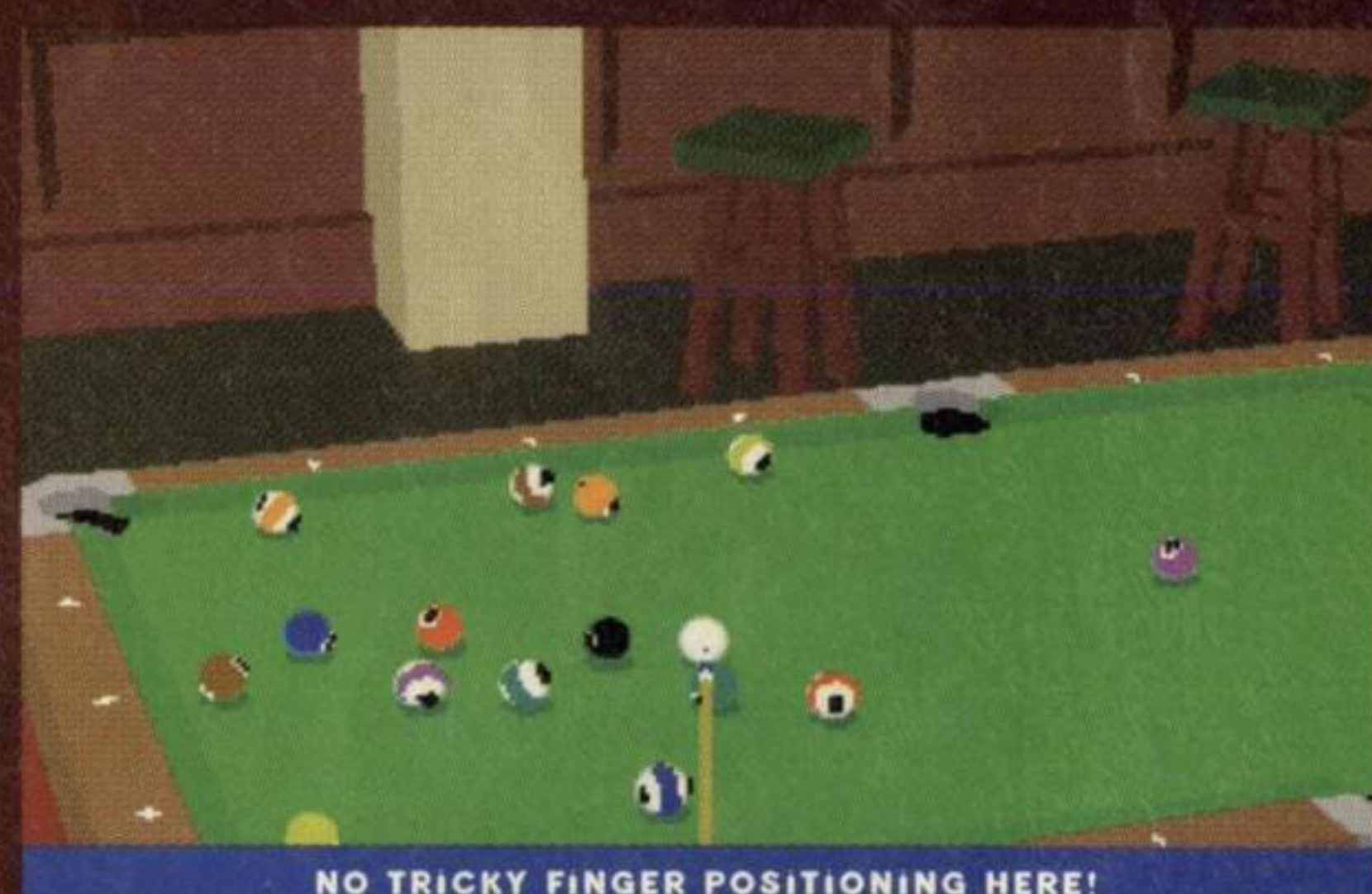
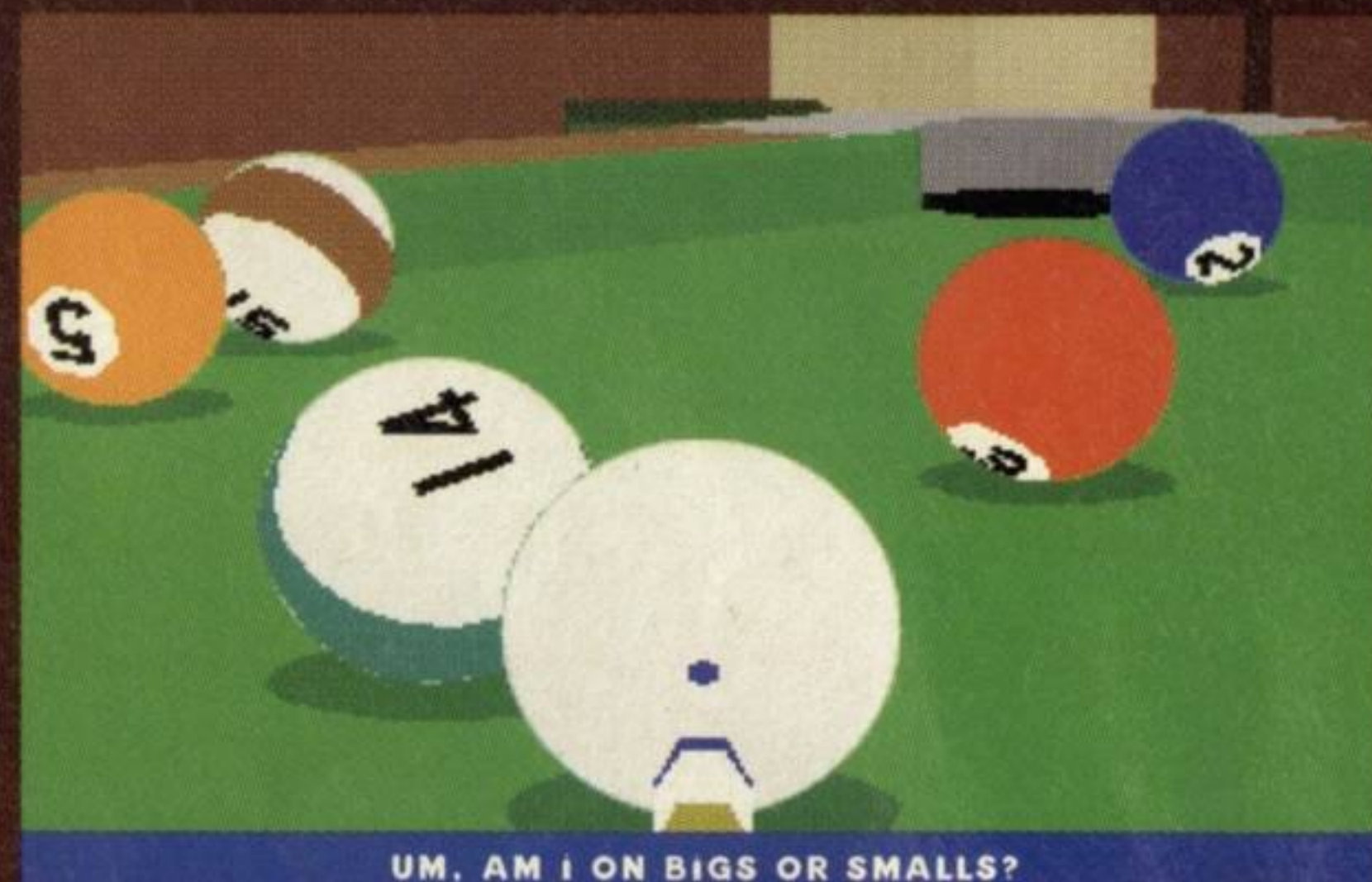
While all these features may sound par-for-the-course, it is Virtual Pool's amazing presentation that truly sets it on another level. State of the art vector imaging allows this game to utilise the best graphics/video cards around whilst still looking outstanding on the standard VGA settings. The History of Pool section, as well as the Tutorial and Trick Shot library options, are presented in full motion video; not only well filmed but excellently edited and produced. The Trick Shot library alone will keep you amazed for hours. These features are educational not only for your Virtual Pool skills but for your Reality (remember that?) Pool skills as well.

Game-play graphics are excellent (though don't expect anything pyrotechnic... it's a pool game after all) and allow for a player's thorough comprehension of his table position and game situation. The mouse based interface allows the player to view the table from any angle (360 degrees), including under the table (not so useful...). The sound effects are good although the music gets annoying after a while.

### Shooting Some Stick

The interface is simple and intuitive, with the mouse serving as the usual controller (the faster you move the mouse - the harder you hit the ball). This excellent interface allows for a very realistic feel to the game and encourages the delicate touch of real pool. Other game features include ultra close-up views, action replay, shot undo, cue tilt and impact point fine tuning (for massé shots), a force control system for those delicate trick shots and a tracking system which shows trajectory guide lines for all the balls involved in a given shot. Although these functions will allow you to play like a pool demi-god, the actual no-cheat game is wonderfully challenging.

Overall, if the idea of a computer pool game appeals, you won't find anything better than this. For the computer sports simulator aficionado it is an essential addition to the collection. For general pool heads it is both interesting on those days the pub is closed, and a valuable tutorial guide for the real game. So, turn the lights down low, pump your room with some fake smoke, empty the contents of several ashtrays on the floor (for that authentic pool hall smell), whack The Hustler on the VCR and chalk up you mouse finger - it's time to shoot some stick... virtual style.



# Flight of the Amazon Queen

It's time to go adventuring with Australia's very own Interactive Binary Illusions. Can a home made game compete with the world's best? JULIAN SCHOFFEL tries to solve the puzzle...

It's good to see an Australian game for a change, but that doesn't mean HYPER is going to give Flight of the Amazon Queen any special treatment (wicked smile accompanied by sneering laughter). If you read HYPER's exclusive interview with the two co-founders of Interactive Binary Illusions (and if you haven't then you bloody well should), you'll know that they are heavily influenced by the LucasArts' style of graphic adventures. This becomes plainly obvious from the very moment you load the game; everything from the graphical style to the atmospheric soundtrack harks back to a time when The Secret of Monkey Island 1 and 2 topped the PC game charts. The big question is; does Flight of the Amazon Queen borrow a little too much from LucasArts' stable of titles or is it a solid adventure game in its own right? For the answers to these questions read on...

## You Gotta Be Joe King

Flight of the Amazon Queen is a fairly simplistic graphic adventure with a straight forward mouse controlled interface. You play the character of Joe King (Jo-king, get it?) and the plot reads like the script of a B-grade movie from the forties (thankfully, this is the intended effect). Joe is a pilot and his next job involves flying an actress, Faye Russel, to the Amazon Jungle where her latest movie is to be filmed. Before you know it, Joe's plane crashes and he must deal with everything from Amazonian warriors to a mad scientist hell-bent on taking over the world with an army of artificially created dinosaurs.

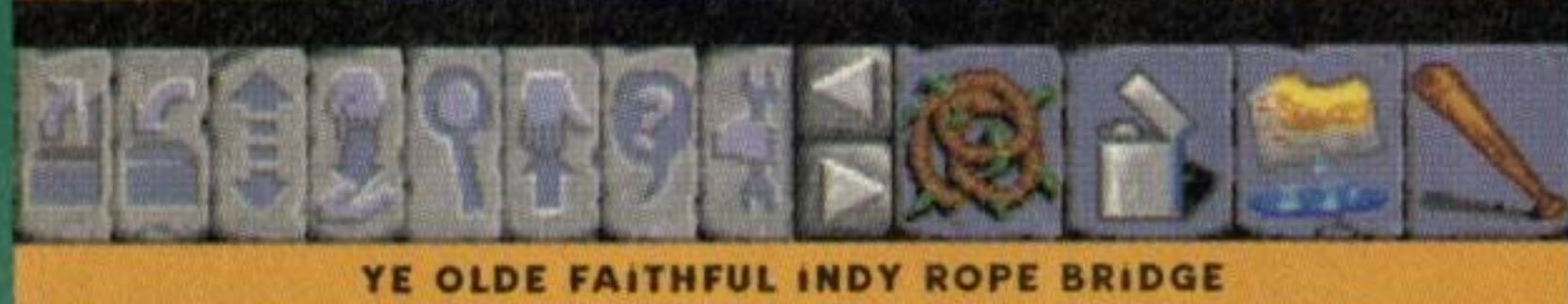
Visually this game looks a little dated, but we all know that graphics count for little when it comes to judging a game. While there is none of that 3D Studio generated magic apparent in Flight of the Amazon Queen, the backgrounds and character animations are still of a fairly high quality. The CD version of the game contains full speech and some of the acting talent assembled is very impressive; Penelope Keith (To the Manor born), Enn Reitel (Spitting Image) and Bill Hootkins (Star Wars, Raiders of the Lost Ark) to name but a few. The soundtrack of the game has that strangely appealing LucasArts' a la 1992 feel to it and reminded me a lot of the music in Indiana Jones and the Fate of Atlantis (minus the 'Indy' theme of course).

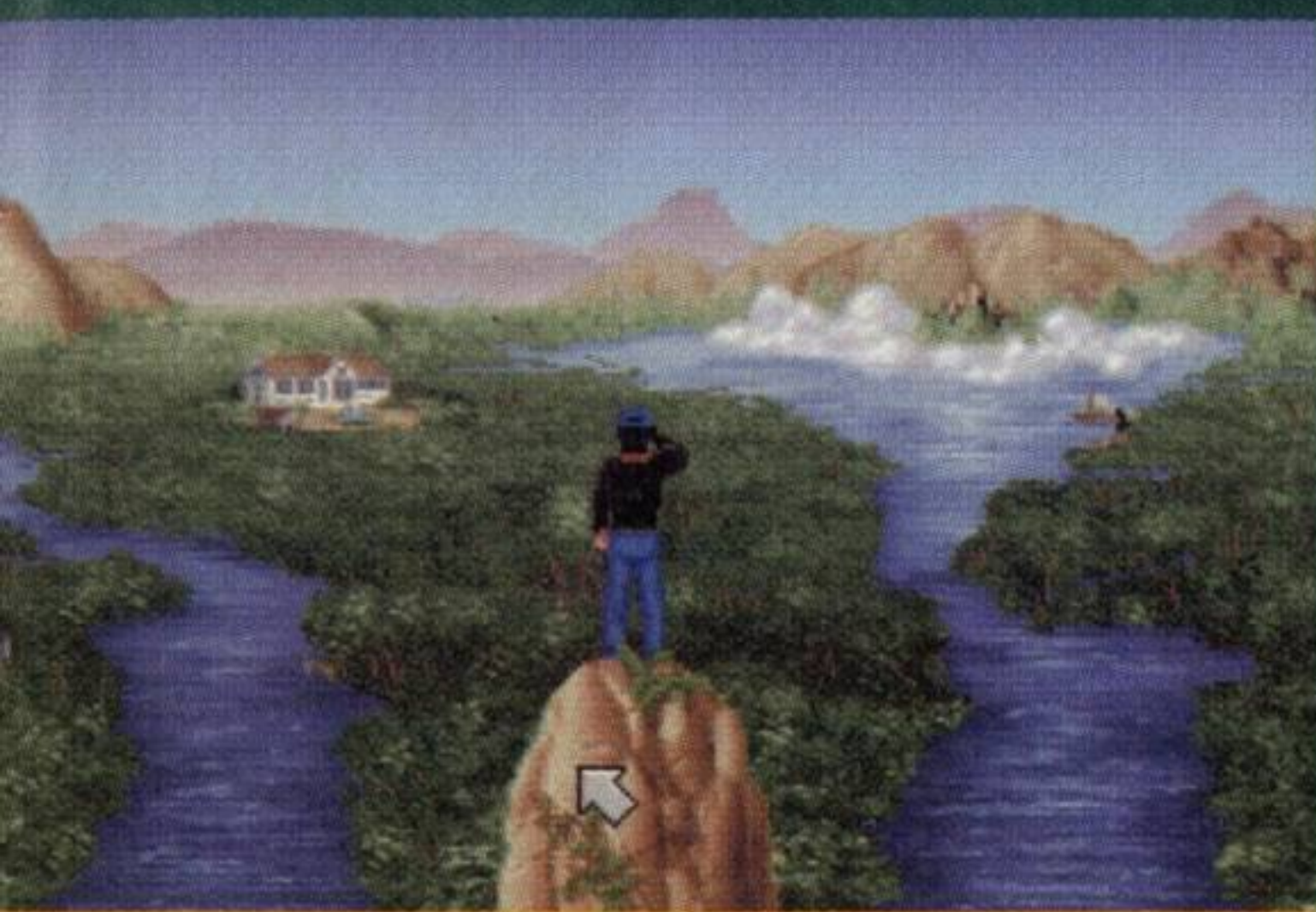
## Cross Dressing

Flight of the Amazon Queen is first and foremost a humorous adventure game. While you won't find yourself laughing hysterically at the dialogue, the quirky expressions and actions of the animated characters often produce a quiet chortle. The puzzles are fairly standard adventure game fare without getting too illogical (ie. wear dress to fool goons guarding door of hotel etc). In terms of sheer size, you won't be finishing Flight of the Amazon Queen in a couple of days; this game is long.

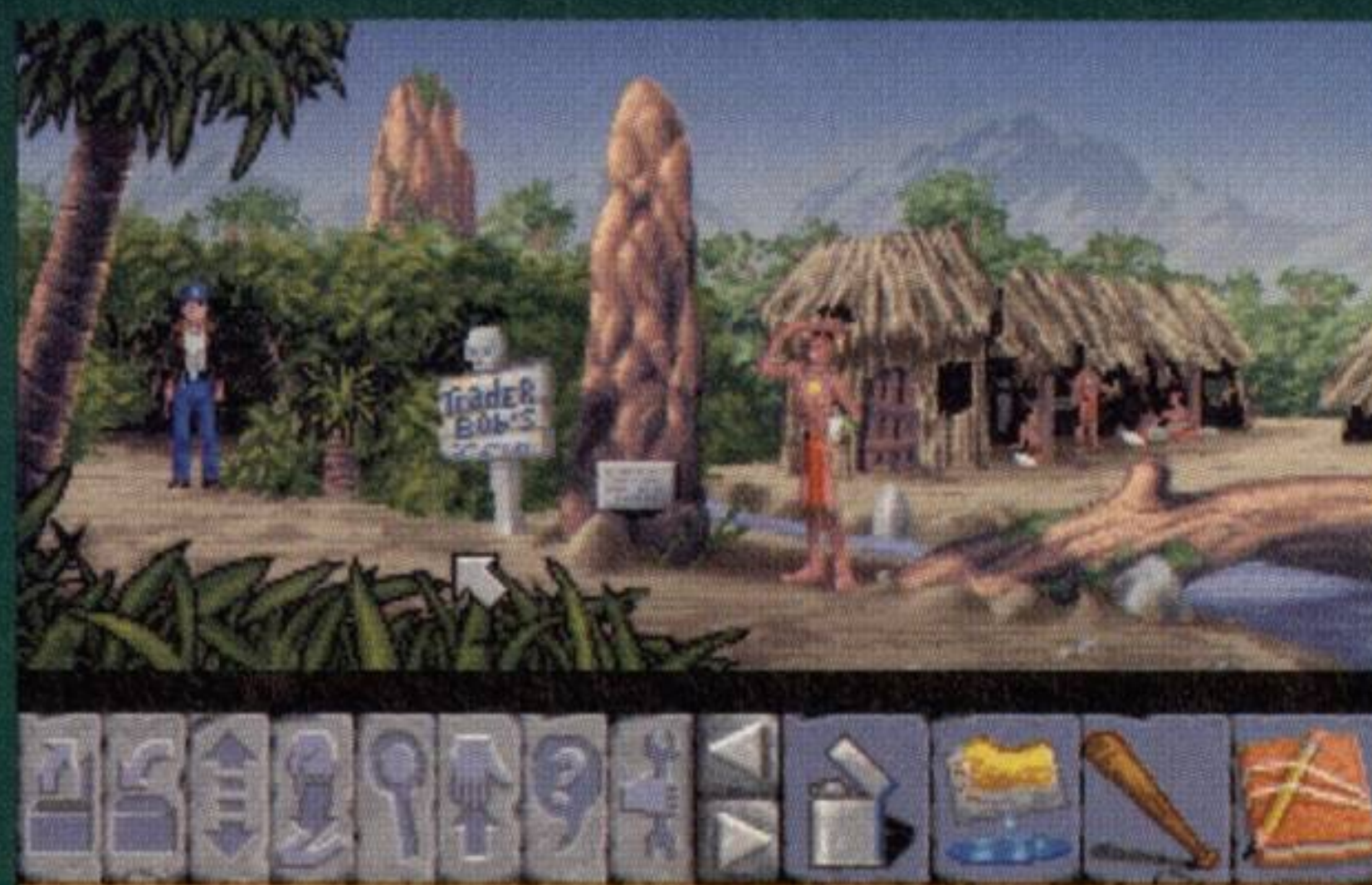
OK, OK you've caught me out. Maybe I'm trying to be nice because the game was designed here in Australia. In all honesty Flight of the Amazon Queen disappointed me a little. After hearing that the stupendously fantastic Monkey Island series was a source of inspiration for the Interactive Binary Illusion team I suppose my expectations were a little too high. When that comic genius Ron Gilbert designed the Monkey Island games back in the early nineties, the adventure game genre soared to new heights. The storylines of those games were genuinely funny and the dialogue hilarious. Not only that but the animated characters had a way of doing the most bizarre things if you stood and watched them for a while. Flight of the Amazon Queen attempts to replicate this and ends up feeling a little contrived and daggy. Sorry guys.

These small qualms aside it's still a damned good first effort at an adventure game. Did I mention it was designed in Australia?





I THINK I'LL CALL IT PARAMOUNT MOUNTAIN



OH NO! STARVING NATIVES THAT NEED MY HELP!



I HATE THOSE GUYS...



HEY! THIS IS NEW



DUM-DE-DUM-DUM DUM-DE-DUMB



GUMBY!



OH CRATE!



THIS IS ALL STRANGELY FAMILIAR...



I THINK I'M BEING LED UP THE GARDEN PATH...

## PC/PC CD ROM

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: INTERACTIVE BINARY ILLUSIONS  
Price: \$89.95 • Rating: G8+ • Min Requirements: 386DX/33; 4MB RAM; D/SPEED CD OR HARD DRIVE

**VISUALS 74%** - Simplistic but quite attractive. The character animations could probably have done with a little more detail.  
**SOUND 72%** - The soundtrack is reminiscent of early LucasArts' adventure games. The voice acting was generally good, but Joe's voice irritated me a little (well, a lot actually).  
**GAMEPLAY 70%** - Average puzzles and a no-nonsense interface make gameplay very straightforward. Unfortunately the humour and storyline seem a little contrived.  
**LONGTERM 75%** - While this game is a hell of a lot bigger than Full Throttle, the real question is will you want to finish it?  
**OVERALL 70%** - Very impressive for a first attempt at an adventure game, particularly considering the pedigree of competitors. Did I mention it was designed in Australia?

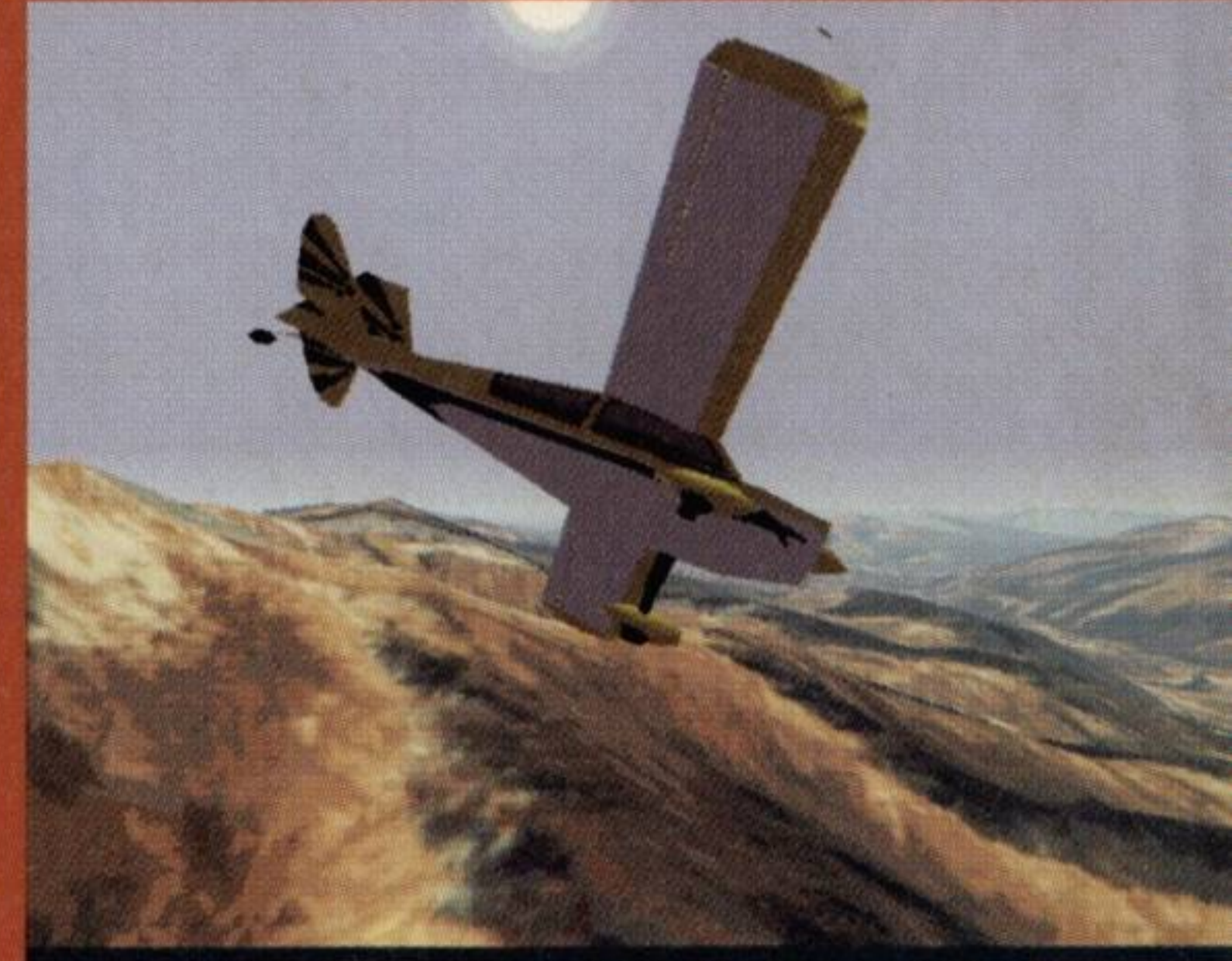
# Flight Unlimited



LEARN THE BASICS IN THE BORING PLANE...



FLY FULL SCREEN WITH NO INSTRUMENTS. PRETEND YOU'RE SUPERMAN



DO STUFF THESE PLANES WEREN'T DESIGNED FOR



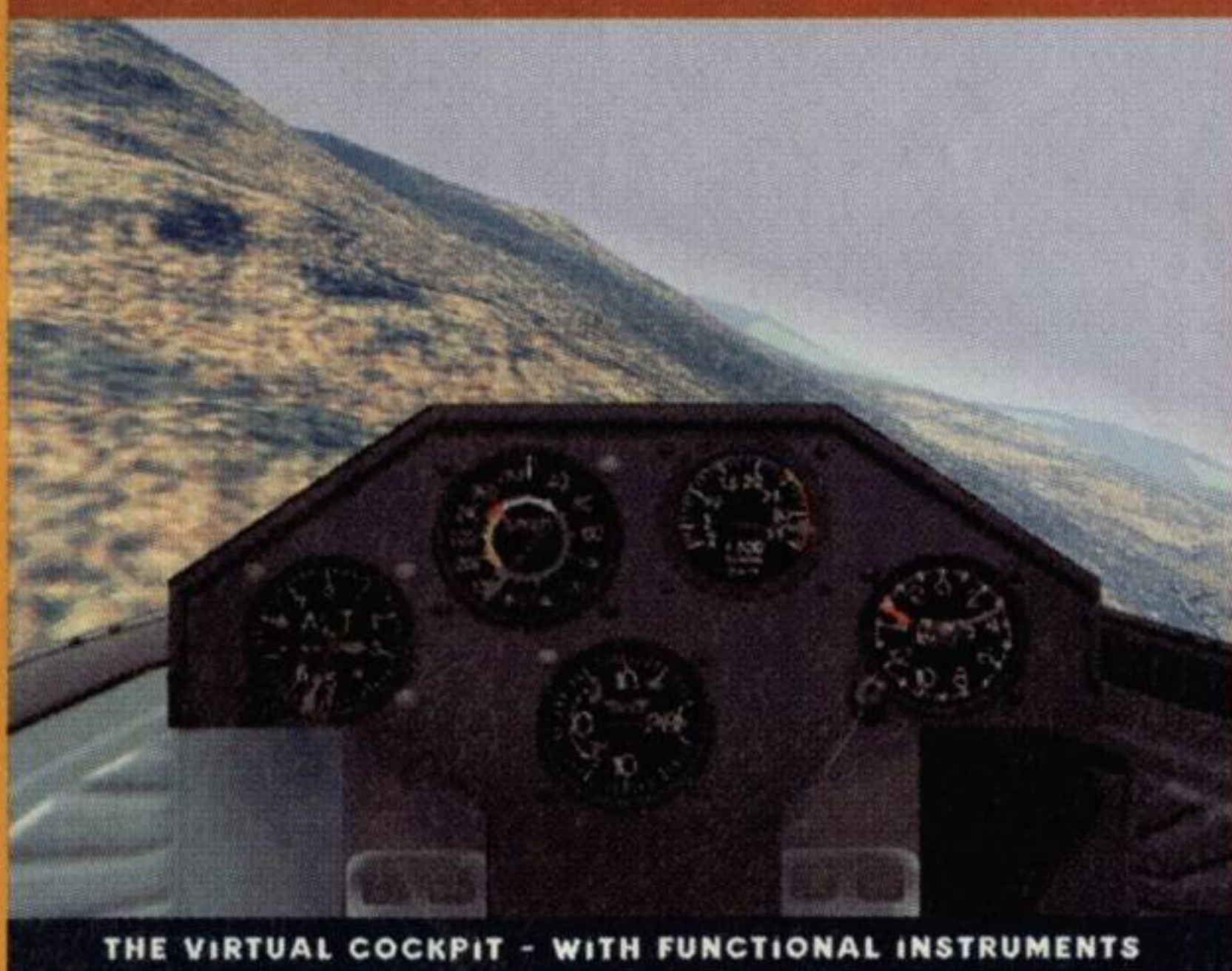
CUT-SCENE. BORING BUT PRETTY



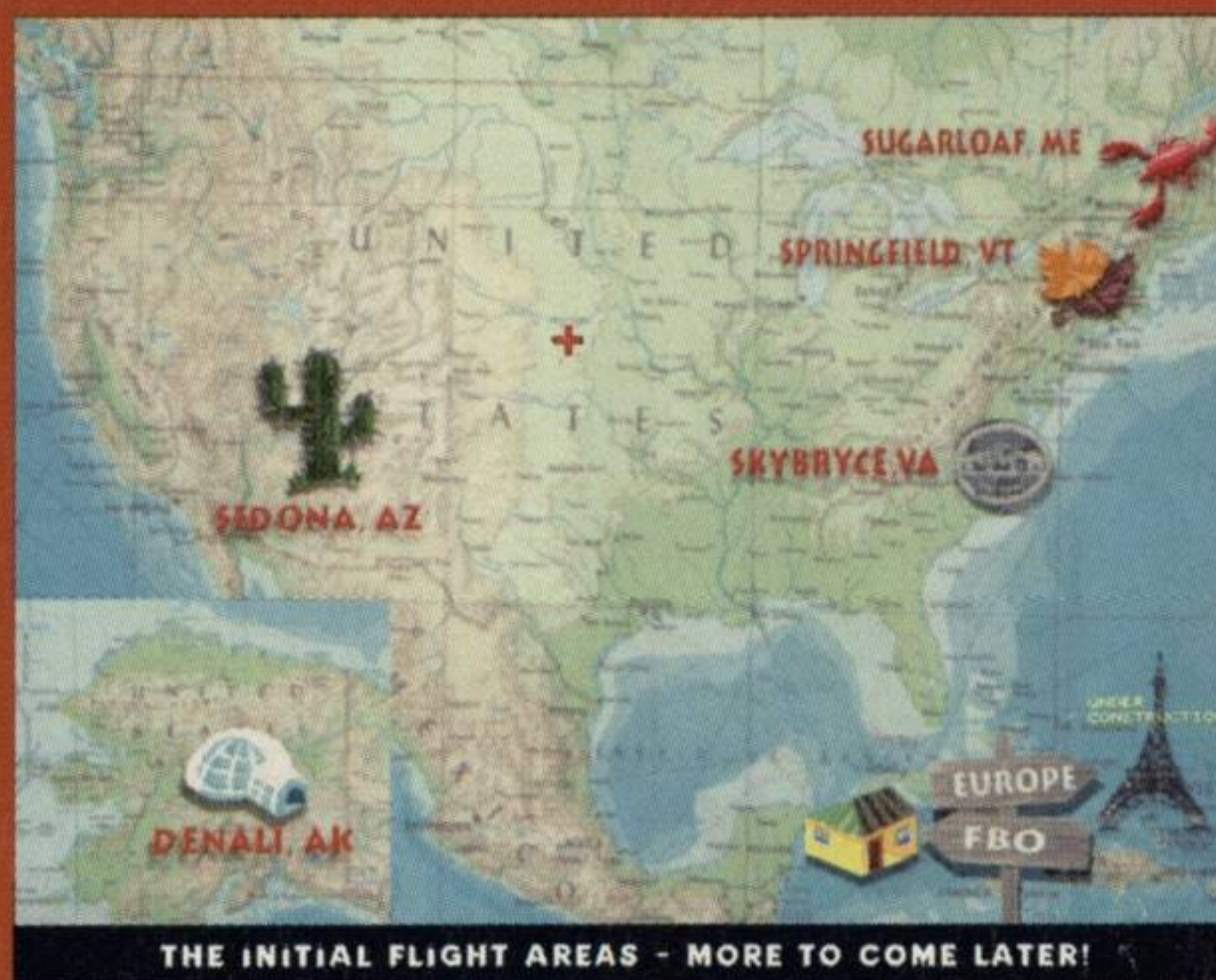
ONE OF THE MANY COCKPIT OPTIONS



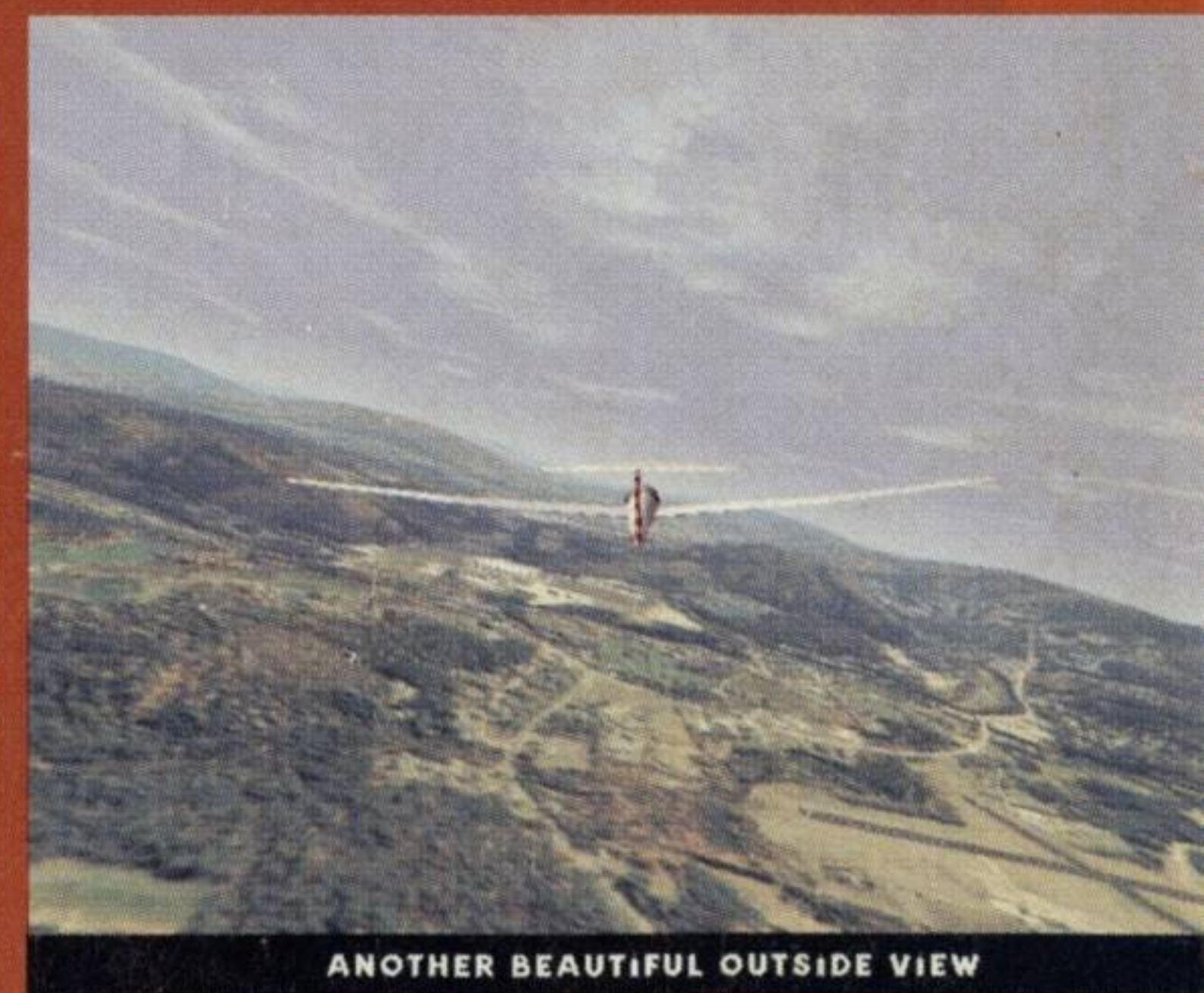
AND THIS IS ONLY THE LOW-END RESOLUTION!



THE VIRTUAL COCKPIT - WITH FUNCTIONAL INSTRUMENTS



THE INITIAL FLIGHT AREAS - MORE TO COME LATER!



ANOTHER BEAUTIFUL OUTSIDE VIEW

## PC CD ROM

Available: NOW • Category: FLIGHT SIM • Players: ONE • Publisher: LOOKING GLASS TECHNOLOGIES • PRICE: \$99.95  
 Rating: G • Minimum Requirements: 486DX2/50, 8MB RAM, 2XCD ROM

**VISUALS 95%** - No adjective has yet been invented to adequately describe the breathtaking awe you'll experience. The impression is not of a spectacular backdrop, but of a reality you're immersed in. **SOUND 80%** - Wind and engines. Done as well as wind and engines can be done. **GAMEPLAY 92%** - Flight. Real, natural, peaceful, exciting flight. No weapons systems or radars to bother with, just the best flight model ever, period. **LONGTERM 82%** - There will come a day when you've had enough, but more planes and locations to come will prolong that sad but inevitable moment. **OVERALL 90%** - Sure, there are people out there who can't appreciate the sheer joy of soaring with the birds in a machine of power and grace, let 'em play Sonic.

**WARNING!! PC owners sporting anything less than a 486/50 should not under any circumstances read this review. Severe depression is guaranteed if you do. BEN MANSILL tells why..**

Arrgghhhh! I'm having fun and I don't know why! I'm flying a propeller biplane that could never be described as sexy, my wings have not one missile or bomb bolted to their underside, nor is there a single bullet on board. My cockpit has no radar - let alone any glowing Heads Up Display. Below me is neither an awaiting carrier or forward air base. No waypoints exist to tell me where to go. Nobody cares if I land without clearance, or gives a damn if my navigation lights are off. So why is the experience so absorbing and exhilarating?

Because it's real. Utterly convincing and as real as a sim can be. Or at least it was until my cat walked slowly in front of the screen, simultaneously shattering the illusion and ruining its chance for a bit of pizza.

### **True Flight**

Flight Unlimited's shining quality is that it conveys the true sensation of flight like no other sim. It achieves this by combining two revolutionary approaches. The first is photo-real scenery. Other flight sims can run in SVGA, but the effect is merely one of impressive graphics. Here though, are graphics as far ahead of the competition now as Comanche was two years ago. You will believe you are 10,000 feet above a mountain range, or inches above the ground as the canyon walls race past.

The second breakthrough achieved by Flight Unlimited is its astounding flight model. Virtually every sim so far; whether it be combat or commercial; has used the vector method. This simple system moves the aircraft proportionally to the joystick input - pull back an inch and the plane climbs 20 degrees. The fact the vector system dominates is due not so much to lazy programming, but that the alternative has so far been out of reach due to insufficient CPU power and design expertise. Now the alternative is a reality. It's called Computational Fluid Dynamics and its main aim is to accurately model the movement of the air around the plane. This is what makes flying Flight Unlimited real. You pilot a virtual plane with virtual control surfaces - ailerons, elevators and the rudder. As they move in accordance with your input, the airflow over the plane changes and it responds accordingly, just as a real plane would.

You may be thinking that this is just a fancy irrelevance, with the end result the same who really cares? Fly and understand. The experience is completely different to any other sim. It's no more difficult than any of the better sims currently available, it's just different. It feels like you're airborne, like you're in a cockpit looking down, like you're moving, like you're in control, like you can go anywhere you want just for the hell of it. Sorry, but that's the best description I can offer. I've flown and loved pretty much every flight sim there is, but this is the first time I've experienced the true sensation of flight with me at the controls. It's amazing.

### **Great Therapy**

Accentuating the sensation is the inclusion of a sailplane in the sim. Flight Unlimited doesn't just replicate the dynamics of the wind around the plane, but also the updraughts that are generated by the presence of mountains and other sheer surfaces. These updraughts are a sailplane's best and only friend. With just the soothing rush of wind to accompany you, the challenge is to both maintain and gain altitude. The feeling is magic. Half an hour of this after a stressful day is great therapy.

Flight Unlimited models six purpose-built aerobatic aircraft, from the spunky Pitts Special to the potent Sukhoi-31. Later scenario disks will add new aircraft, as well as new places to fly them. For now you get five flight areas, all perfectly replicated from aerial photographs.

Despite the sheer joy of flight that the sim rewards you with, it is a fair criticism that eventually the thrill will wear thin. To counter any premature boredom, the sim includes a few features to add a bit of game to the sim. An A.I. driven flight instructor is patient enough for the most inexperienced pilot, leading them progressively through most common flight manoeuvres. When you're comfortable with the controls, the next step is to build your skill by flying through a string of mid-air rings. The rings steadily get smaller and their patterns more twisted. Ultimately, there are air shows you can enter, flying a series of set manoeuvres against both the clock and computer pilots.

Anyone who has aspired to fly for real should buy this, as well as those that really do. Combat fans should try Flight Unlimited before dismissing it and Microsoft Flight Sim lovers probably already own a copy.

### **TECHY STUFF**

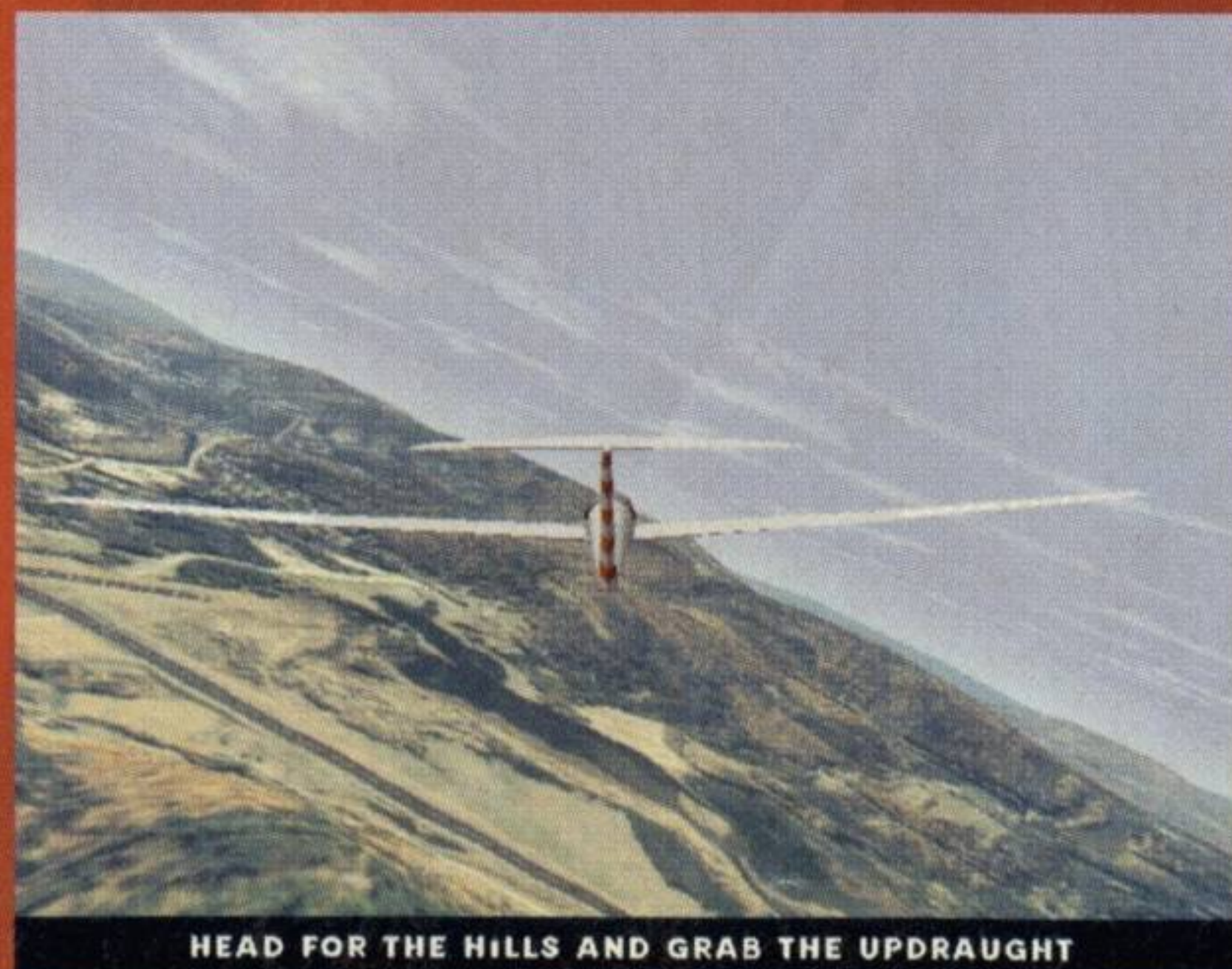
Take the minimum requirements seriously. A 486DX/33 just won't work, with a VL bus DX2/50 just sufficient for the minimum res. of 320x200. Flight Unlimited is a product designed for the emerging generation of ultra fast PC's. Some of us (well, most of us), will be sent into a tailspin of depression at the thought of having to fork out thousands of upgrade dollars to realise the potential of the software. Just accept it. The days when our "hot" 386SX started to show its limitations are being relived, with the upgrade cost about the same. You know you'll have to upgrade soon so be thankful for potent motivators like Flight Unlimited.

The beta version of the game we reviewed would only run up to 640X480, the full game will run up to a maximum of 2048X2048! Looking Glass Technologies are honest enough to admit the need for the yet unreleased Intel P6 to run in this phenomenal mode. The full gambit of resolutions are: 320X200, 320X400, 640X480, 1024X768, 1280X1024, 1600X1200 and 2048X2048. As an indication of the power you'll need, a Pentium 90 should just be able to handle 1024X768 (sigh).

With support for all commonly available VR headsets, Flight Unlimited is pushing the envelope to new extremes. In a year or so though, none of this will be remarkable; Falcon 4.0 is expected to need a P6 for its highest resolution too. Save, spend and be grateful.



THE KEVLAR SAILPLANE. SPORTY!



HEAD FOR THE HILLS AND GRAB THE UPDRAUGHT

# Mechwarrior 2

**This is the game that we've been waiting almost two years to play, JULIAN SCHOFFEL is the lucky one who got the first fight...**

Here's we have the game that's been in development for so long it's a wonder the programmers haven't died of old age. Luckily all the time hasn't gone to waste and Activision may be on a big winner here.

The game is set in FASA's BattleTech Universe and the storyline goes a little something like this: The year is 3058 (coincidentally this is also the projected release date of Mechwarrior 3) and the Clans have had their butts kicked in the Battle of Tukayyid. After agreeing to a cease-fire treaty they slink back to their prospective conquered worlds. Unfortunately this embarrassing defeat also leads to a spot of infighting between the rival Clans. Your role is to choose a Clan and then mercilessly beat members of the rival Clan into submission with your arsenal of bi-ped behemoths.

## Heavy Metal Combat

After sitting through a very impressive pre-rendered intro you choose which Clan you wish to fight for and then play through a campaign of missions. If you don't feel like wading through a campaign you can always opt for the instant action option which, funnily enough, throws you straight into some heavy metal combat. There are about 15 BattleMechs to choose from and each of these varies in size, weight and weaponry. Obviously you will only have a limited choice of Mechs at the start of the game but this will change as you progress through the campaign and increase your stature and rank in the Clan hierarchy.

The visuals of the fighting sequences are made up of shaded polygonal objects, with the overall effect reminding me of an old Dynamix game Nova 9 (although there was a little more detail). While the landscape was a little on the plain side, you still have quite a lot of variety. This is because you fight on a number of different planets and each one has different geographical and environmental characteristics; there are urban landscapes, deserts, icy tundra, canyons and post-apocalyptic cityscapes. In contrast to the landscape, the Mechs themselves look great, as do the explosions. When your Mech moves the cockpit shakes accordingly with the appropriate sound-effects. While the BattleMechs are large and heavy they can move with surprising speed and agility in the right hands (hopefully yours). Generally missions consist of a combination of different objectives ie. go to nav point 1 and destroy any hostile Mechs in the area then proceed to nav point 2 and blow up a chemical factory etc.

## The Key to Success

The key to success in Mechwarrior 2 is successfully formulating good combat tactics. You have to decide which BattleMech will be most suitable for a particular mission and then outfit it with the right combination of weaponry. Obviously variables like geography and atmospheric conditions will also influence your BattleMech's performance in combat. In the later missions I found the Mechs with the jump-jet device to be extremely effective, as you can use the jets to jump over enemy Mechs or even on top of them. This is particularly useful if your opponent is more mobile than you are. The range of weaponry available is quite impressive ranging from the boring laser cannon to more lethal missiles and guns.

Onboard the Mechs you have access to a variety of different options encompassing everything from weapons cameras to damage meters and radar views. Even though the in-game graphics are a tiny bit on the primitive side, especially when you compare them to the very flashy pre-rendered cut-scenes, the feeling of controlling and driving a huge hulking BattleMech really does come through convincingly. The way your Mech sways around and jerks when hit by enemy fire or climbs over a hill really gives the illusion of movement and is the direct result of a very convincing physics engine which the programmers have applied to the gameworld.

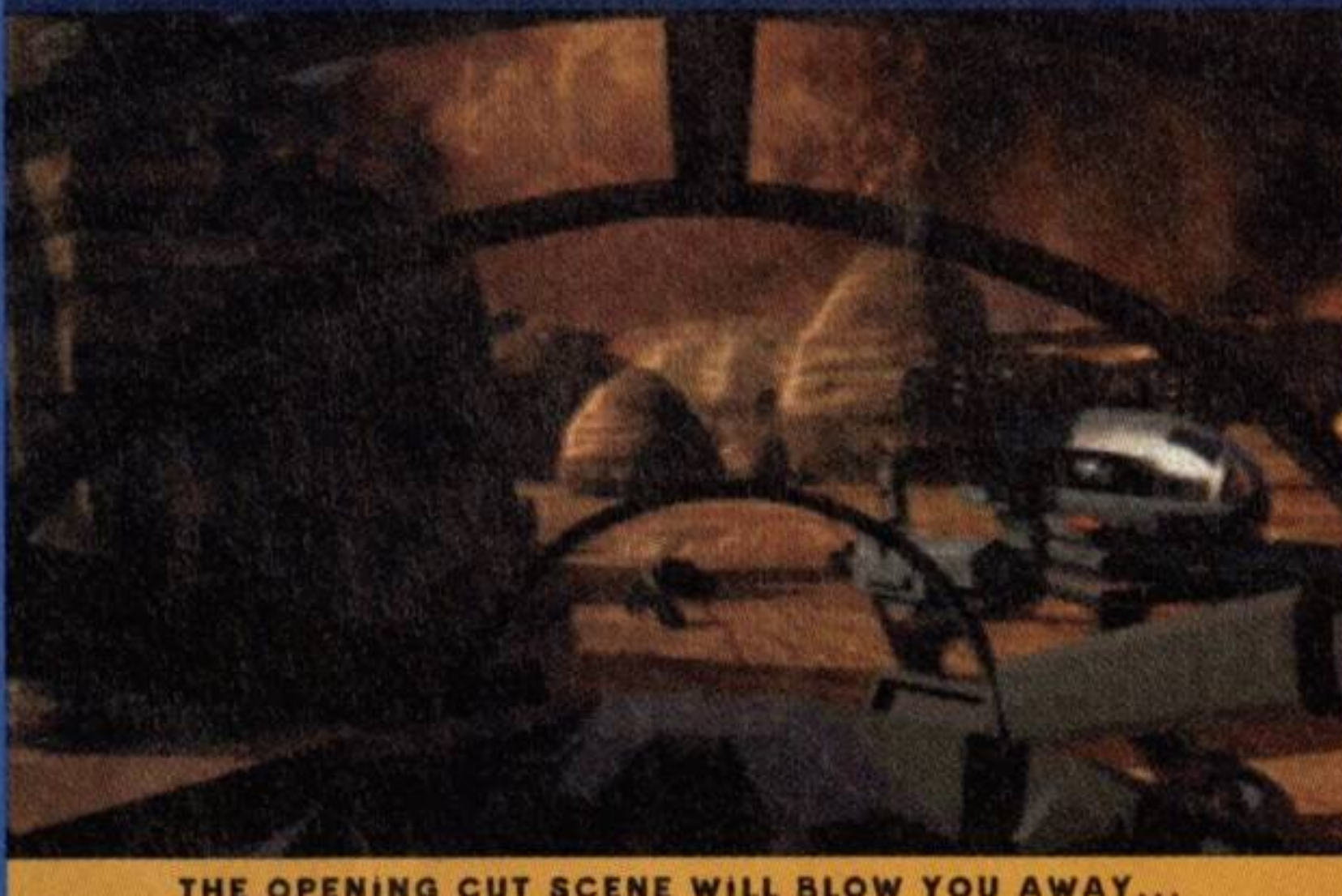
The meat of the game is the combat and this is where Mechwarrior 2 comes into its own. Once you get the hang of the control system you can concentrate on the fascinating business of tracking down and defeating enemy Mechs. This proves to be extremely entertaining. Enemy AI is quite solid and you will often find yourself set upon by a number of enemy BattleMechs all coming at you from different directions. You have a calming influence in the form of your onboard computer system which tells you important details like when you reach a nav point or when you destroy a Mech or when to run for the hills. Missions vary tremendously and the variety of different terrains to explore means you won't be getting bored with the scenery (unless you have an aversion to polygon graphics).

The combat sequences are given a tremendous boost by the great sound-effects and music. There's every loud metallic thumping noise you could possibly imagine and guns and missiles sound great. The game features plenty of digitised speech which also pumps up the already impressive atmosphere.

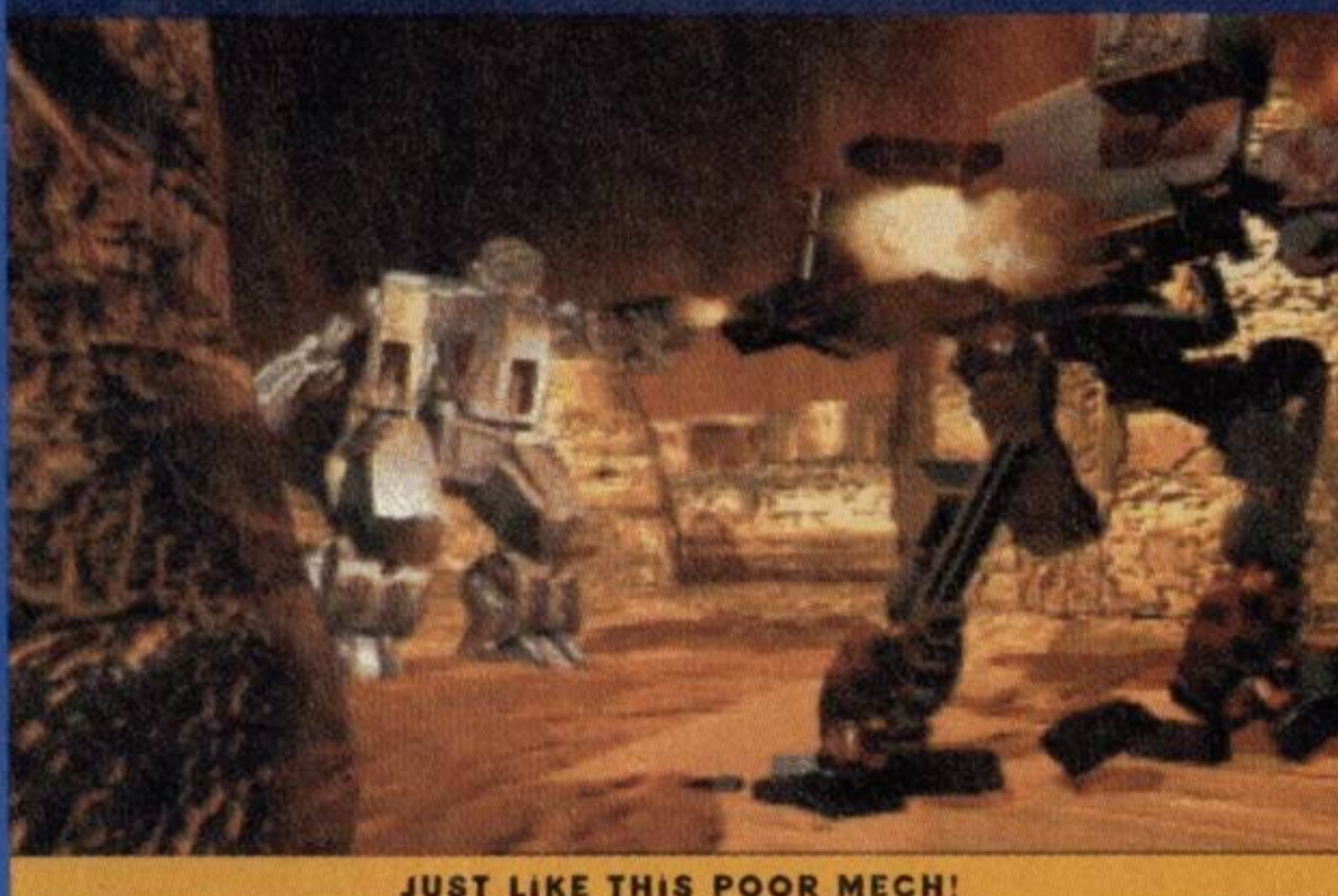
## Multi-player Coming Soon

While this version of Mechwarrior 2 didn't support modem or network play, there will be a multiplayer facility added about three months after the game's initial release. This title would be very well suited for one on one modem play and the network option promises to allow up to eight players into the game at once, either playing competitively or co-operatively.

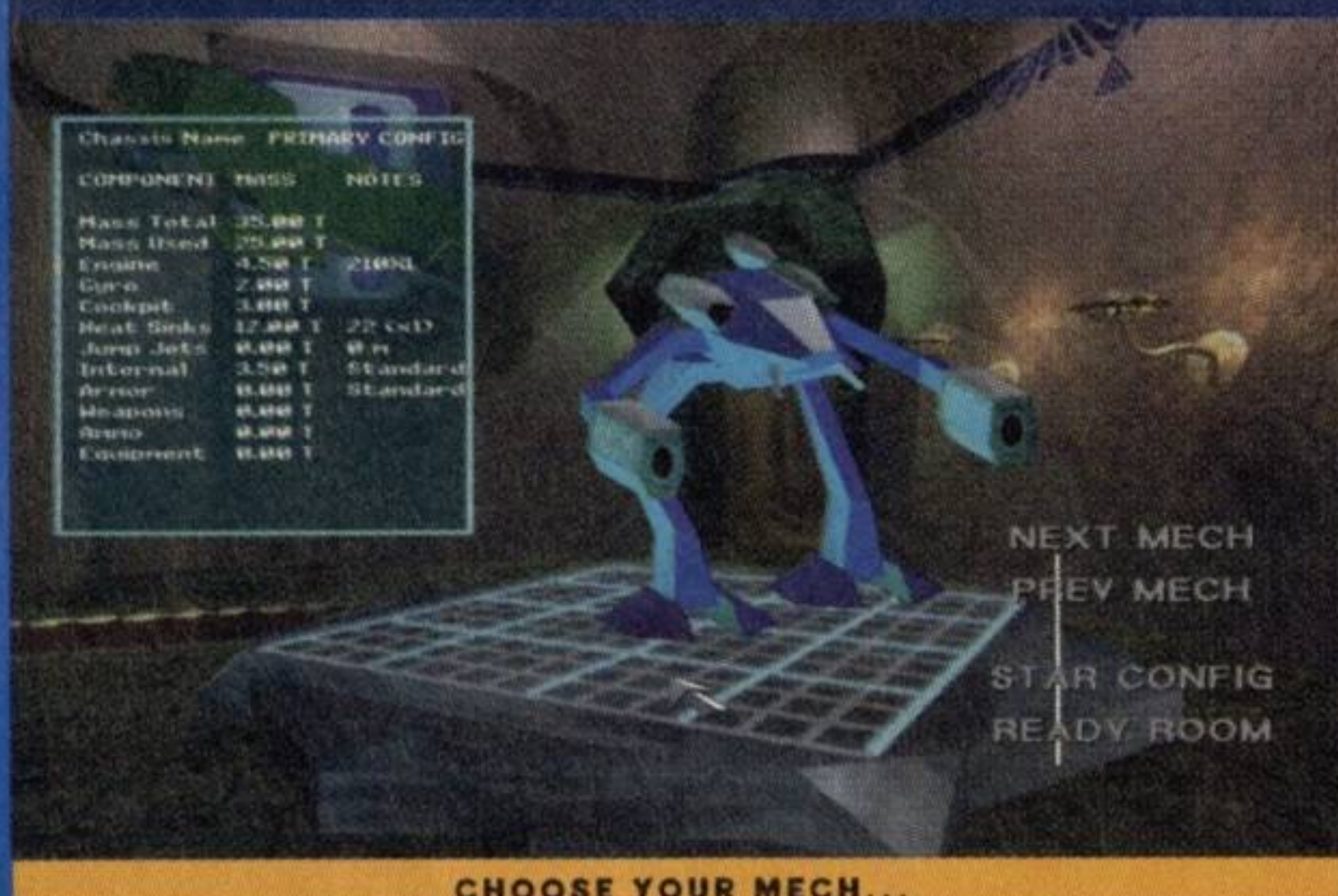
So while Mechwarrior 2 may lack the cutting edge graphics of some other recent releases it does offer a very playable and atmospheric gaming experience. I would compare it to LucasArts' TIE Fighter in terms of graphic detail and like TIE Fighter it runs smoothly on a 486. The combat sequences are challenging and enjoyable with the added incentive of winning the funky title of 'il-Khan' leader of all Clans if you win the game. Highly Recommended.



THE OPENING CUT SCENE WILL BLOW YOU AWAY...



JUST LIKE THIS POOR MECH!



CHOOSE YOUR MECH...





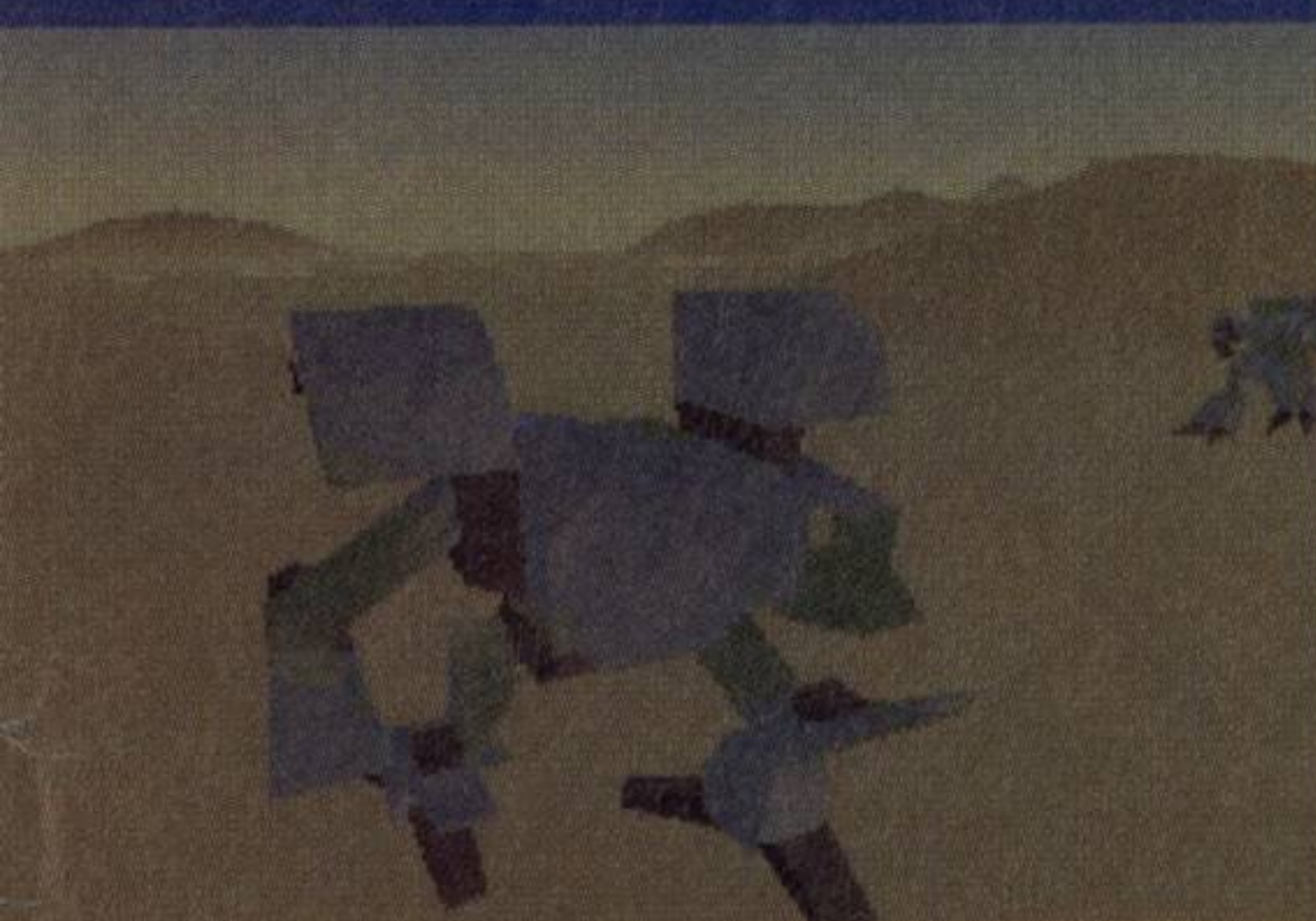
OFF TO WAR!



THESE SHOTS ARE FROM THE ALPHA VERSION...



THE FINAL RELEASE WILL HAVE FULL TEXTURE-MAPPED TERRAIN



RUN AWAY!



TARGET LOCKED, MISSILE AWAY!



WE ARE LEAVING!



CITY COMBAT AT MIDNIGHT



HMMM... DEATH AND DESTRUCTION



HI!

## PC/PC CD ROM

Available: NOW • Category: ACTION/COMBAT • Players: ONE • Publisher: ACTIVISION • Price: \$99.95  
Rating: G8+ • Min Requirements: 486DX/33; 8MB RAM; 15MB HARD DRIVE SPACE; D/SPEED CD

**Visuals 82%** - Great pre-rendered cut-scenes and smooth polygon graphics make Mechwarrior 2 extremely pleasant to look at.

**Sound 86%** - Whether your BattleMech's clanking along or just blowing things up for the hell of it, your ears will be in auditory heaven.

**Gameplay 88%** - Combat in 30 foot high roboty things has never been so fun! **Longterm 90%** - Once you begin a campaign and fight a couple of missions it's my bet you'll be in for the long haul.

**Overall 90%** - A sexy, spunky, cuddly little game.

# Putty Squad



**MEGA DRIVE**

Available: **NOW**  
 Category: **PLATFORM**  
 Players: **ONE**  
 Publisher: **OCEAN**  
 Price: **\$89.95**  
 Rating: **G**

Aargh! I think someone higher up in the HYPER chain of command must have it in for me. Why else do they keep giving me such crappy games to review? First Mr Nutz 2 and now Putty Squad....

Come to think of it, there's actually a lot of similarities between the two games. They're both published by Ocean, feature cutesy characters in colourful platform worlds and both games are bloody annoying.

In Putty Squad, your sprite is a bright blue blob of putty whose aim in life is to run, walk, jump (and here comes the gimmick which the programmers were creaming themselves over), slide and drip your way through various worlds. And what is all this effort in aid of? You have to find the red bouncing putties, of course, who are liberally sprinkled through each level. Wahoo, what fun!

To aid you in your quest, you can call upon a skate-Nazi cat, punch him out and promptly use him as a mini-tramp to reach those hard-to-get-at places. There are also baddies to punch out or blow up with bombs, as well as stars to collect along the way. If all this is sounding inane and puerile, that's because there ain't no hidin' the truth - and the truth is Putty Squad is a bit of a dud.

This is definitely one for the little kids and/or the masochists out there. It might help you while away half an hour instead of doing that assignment/essay that you really should be doing, but no-one would want to play this unless they were getting into some pretty heavy duty procrastination. Play Putty Squad for long enough, and you'll probably find a new found passion for Quantum Physics, Classical Greek, Algorithmic Calculus, writing HYPER reviews or whatever it was you were trying to escape in the first place.

Matt Teffer

**VISUALS**

**70**

**SOUND**

**60**

**GAMEPLAY**

**58**

**LONGTERM**

**50**

**OVERALL**

**55**

# The Scottish Open Virtual Golf



**32X/PC CD ROM**

Available: **NOW**  
 Category: **SPORT**  
 Players: **1-4**  
 Publisher: **CORE DESIGN**  
 Price: **TBA**  
 Rating: **G**

The Scottish Open is a 3D simulation of the ancient sport of Golf, in the same way that Home And Away is a 2D simulation of the ancient sport of life. It lacks a little in depth, and leaves you feeling that you've been there before, far too many times.

It's supposedly "been rendered on Silicon Graphics Workstations" (a candidate for the most overused hype on game packaging) but looks more like it's been rendered on a two dollar wristwatch from Woolies. The trees being particularly exceptional examples, looking like a cross between a sneeze and the Jolly Green Giant's pubic hair.

"Why 3D in a golf game?", you may well ask with a sceptical tone in your voice. Well, it's so you can have a 'camera' tracking the ball as it sails through the air, straight at the head of the car salesman who just hit a 330 yard drive in front of you. Now, there's a thought - Death Match Golf with exploding Sarin gas balls and suicide bomb golf buggies! But I digress. Virtual Golf gives you six different camera views, some which are fixed at certain points (ie. behind your golfer) and some which track the ball either from behind or by slowly rotating around it.

The actual mechanics of the game would be familiar to anyone who has ever played computer golf before, being only a slight variation from the way Links works, with the LMB doing all the work using the standard power bar type setup. Core Design boast that this is a simplified, uncluttered game rather than a heavy simulation, but what this actually means is that there is no way of accurately aiming your shots because there is no aiming marker and putting is infuriatingly silly because the 'Grid Overlay' hugs the ground about as closely as I'd hug an enraged Grizzly Bear.

There are four courses to play; The Bowery, Kilmarney, Penperro and Carnoustie in England, Ireland, Wales and Scotland respectively, and anyone who knows UK golf courses knows they are about as pleasing to the eye as a squirt of nitric acid, and the game's graphics live up to this expectation perfectly. The only real insight this game gave me was to make me realise how way ahead of their time the designers of Links 386 were. Three years old and still the only way to go!

George Soropos

**VISUALS**

**50**

**SOUND**

**80**

**GAMEPLAY**

**70**

**LONGTERM**

**65**

**OVERALL**

**65**

# Dominus



**PC CD ROM**

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **ONE**  
 Publisher: **US GOLD**  
 Price: **\$79.95**  
 Rating: **TBA**

After the success of Warcraft, there seems to be a variety of companies cashing in on the boom in fantasy wargaming. The latest of these games is Dominus by U.S Gold. What's interesting about this one is that it combines a wide variety of strategic and tactical elements - with the end result being a strange hybrid of Warcraft and Masters of Magic.

Plot-wise the game is straight-forward. You are the commander of a fortress which is under attack from a multitude of hostile creatures. These creatures are formed into 8 different clans, each with unique strengths and weaknesses. The weapons you have at your disposal to fight off these hoards are many and varied, including traps, spells and genetic experimentation. Your armies are composed of about 20 different types of monsters (ghouls to swamp wraiths to giant scorpions), and they're under the control of four generals who report directly to you.

The interface allows you to control a large number of troops without having to go into battlefield mode and control each trooper individually. It allows you to delegate troops to make traps and research spells, with the wide variety (fireball, summon, lightning) providing you with a full array of heavy weapons. This is the most interesting and unique feature of the game and the ability to experiment with genetics allows you to combine various monsters into super beasts.

Graphically the game is average with nothing to recommend it either way. The battlefield presentation is particularly unimpressive although it certainly doesn't detract from the game. The sound production is a little better, though it certainly has a way to go before it is competing with Warcraft.

The real strength of this game is its innovative gameplay and unique approach to fantasy gaming. It is challenging on both a strategic and tactical level, with its interface allowing for a completely personal military style. The first time you have two clans on the lower level of your keep, with others closing in on your borders will provide a tense and exciting wargaming challenge.

Chris Wheeler

**VISUALS**

**63**

**SOUND**

**71**

**GAMEPLAY**

**78**

**LONGTERM**

**74**

**OVERALL**

**78**

## 1830 - Railroads & Robber Barons



PC/PC CD ROM

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **1-5**  
 Publisher: **AVALON HILL**  
 Price: **\$89.95**  
 Rating: **G**

The latest in the long line of Avalon Hill board game adaptations is 1830 - Railroads and Robber Barons. While the game is an extremely exact recreating of the board game, fans of this style of strategy game would be better served in purchasing the old classic, Railway Tycoon.

Essentially the game is identical in outlook to that famous simulation. You are a tycoon in 19th century America trying to forge a massive railway empire. To this end you purchase trains, build stations and invest in the stock market. As your empire grows so to the hostile intentions of the five computer generated players. Stock takeovers and underbidding will undercut your income and leave you vulnerable to the manipulations of other players.

The game allows for a multi-player option as well as variable speed solo play. The multi-player option is the games strongest feature although you'd better have plenty of time spare if you want to play an entire game.

Basically the game's major downfall is that it does nothing new compared to the railway simulations that came before it. Therefore if this type of game is your bread and butter, you'll enjoy it, otherwise the experience may be a little lacklustre.

Chris Wheeler

VISUALS

67

SOUND

63

GAMEPLAY

75

LONGTERM

75

OVERALL

68

## Lords of the Realm



PC/PC CD ROM

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **1-2**  
 Publisher: **IMPRESSIONS**  
 Price: **\$89.95**  
 Rating: **G**

Big game this. Not so much in terms of depth of play (although it's no slouch in that department), but for sheer time consuming length of play. Night after night, week after week, this is a game for players who like a bit of epic about their gaming.

Set in England around the time of William Wallace (who Mel Gibson portrayed in Braveheart), the caper is to expand your territory from the starting point of just one county, to all of England and the crown itself.

Like most great strategy games, Lords of the Realm is most effectively played with an initial burst of expansion, followed by a consolidation period before the final thrust of conquest. Where Lords of the Realm differs though, is its focus on heavy fortification of your territories by way of mighty castles instead of mighty armies. Indeed, the game discourages the development of large permanent armies for defence, with units usually rebelling after just a few rounds because of unhappiness. You can keep your troops happy enough by having them kill a few of the enemy to cheer them up, but this must be kept up throughout the entire game and it may not suit your plans to be at war constantly with your neighbours.

So you build enormous, expensive and resource consuming castles instead, letting invaders suffer the consequences of rebellious soldiers as they lay siege on your (hopefully) impregnable castle. With each huge territory occupied by just one representative castle, losing one is a major setback. Making sure this never happens means engaging in diplomatic and economic warfare. A bit of super-efficient resource management goes a long way here, with crop selection and peasant appeasing the tickets to ultimate victory.

Being the meat of the game, castle design is a detailed and complicated affair. Historical designs are available, but hand crafting your own siege-proof castle is the most satisfying and effective fun.

The lack of a random map generator and appalling modem-play design are the only problems. Even so, this is one of the better strategy games to appear for some time.

Ben Mansill

VISUALS

76

SOUND

64

GAMEPLAY

82

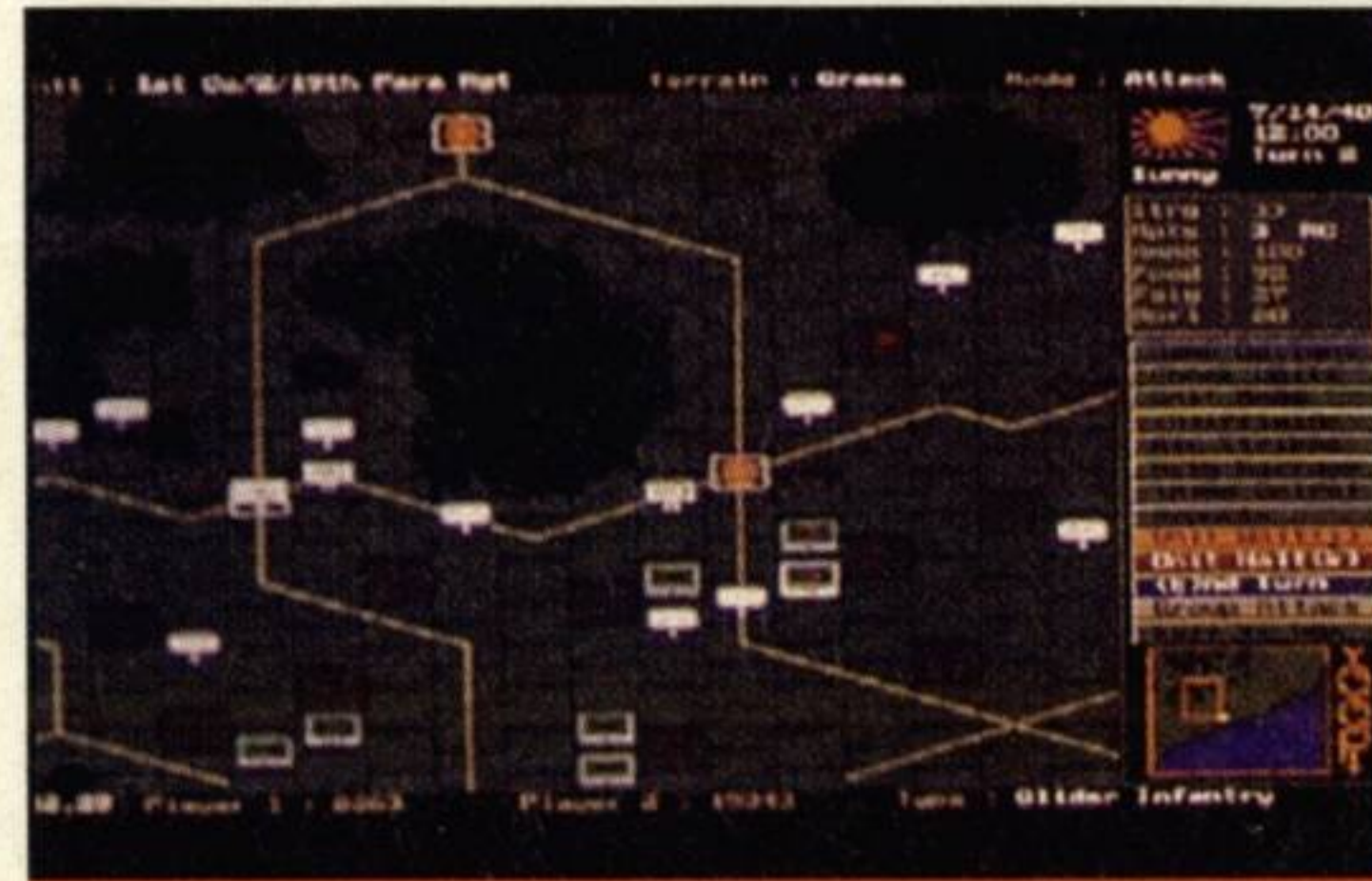
LONGTERM

86

OVERALL

82

## Pure Wargame - death from above



PC/PC CD ROM

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **ONE**  
 Publisher: **QQP**  
 Price: **\$69.95**  
 Rating: **G**

It seems amazing to me that this game has taken so long to be produced. A wargame that concentrates on airborne operations seems way too long in the making. While this game has a few problems, the exciting environment it deals with will prove an interesting addition to any dedicated wargamer's collection.

Essentially you take command of an airborne operation from a variety of wars. There are eight operations in total and start from Arnhem in WWII before moving on to later conflicts such as Maleme, Saint Marie-Eglise, Kanev, Syracuse and the hypothetical Folkestone, which was the German plan to invade England from the air. The game has been exhaustively researched, providing fully accurate Orders of Battle and unit strengths.

The interface is reasonably easy, though, as with most wargames, it takes a little getting used to. Graphics and sound are good, adding an interesting feel to the game. The Pure Wargame's main strength however, lies in its subject matter. The scenarios are so challenging and exciting you'll be playing them over and over. The total research involved lends the game a truly authentic feel - you feel that if you win against the computer, you may have won in real life.

The variety of scenarios present an interesting overview of airborne conflict, each with its own peculiarities and unique aspects. So if modern wargaming is your thing - geronimo!

Chris Wheeler

VISUALS

72

SOUND

67

GAMEPLAY

71

LONGTERM

75

OVERALL

72

## Gazillionaire



**PC CD ROM**

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **1-6**  
 Publisher: **MICROPROSE**  
 Price: **\$39.95**  
 Rating: **G**

Let's play spot the market trend, consumers. Microprose have simultaneously released two trading games. Machiavelli for DOS is huge, complex and multi-threaded, while Gazillionaire for Windows is as simple as such a game can be, with an average round taking around an hour. Microprose committed their entire development and advertising budget to Machiavelli, abandoning Gazillionaire to the vagaries of the market. So which one is creaming the sales figures? Why lil' old Gazillionaire, of course.

This phenomenon is easily explained. There are two types of Windows users out there; those that use it out of necessity and those who use it by choice. The later segment of the community bought their Packard Bell at Harvey Norman and think Windows is the ideal games platform because its got Solitaire built in. Sad but true.

Enter Gazillionaire. It's "universe" comprises seven planets which don't change in any way from game to game. They're spread out on the main screen and your voyaging is just a mouse click away. Upon arrival, the marketplace screen presents you with a list of what goods are available and their current price. The gameplay: buy lots of cheap stuff, travel to the planet where the same stuff is expensive and sell it. Do it in reverse, backwards and forwards. The winner is the first to earn more than a million credits. What fun.

Various spanners are thrown in the works at predictable intervals,

but the random crisis generator doesn't hit you with anything that would require a serious strategic rethink, instead it's just a minor bother. The computer opponents perform with clinical efficiency on the medium to hard levels, so to win you must be super efficient at every stage.

A curiosity driven motivation to beat the game engine kept me playing for a few hours. That achieved, the desire to ever play again vanished forever. This is a lunchtime game for Windows users. The extraordinary popularity of both Windows and lunch is to blame for Gazillionaire's success, not the people who play it because they don't know any better.

**VISUALS**

**66**

**SOUND**

**65**

**GAMEPLAY**

**72**

**LONGTERM**

**45**

**OVERALL**

**63**

Ben Mansill

## Kingdom: The Far Reaches



**PC CD ROM**

Available: **NOW**  
 Category: **ADVENTURE**  
 Players: **ONE**  
 Publisher: **INTERPLAY**  
 Price: **\$99.95**  
 Rating: **G**

Dragon's Lair. Space Ace. Do these names ring a bell? They mean all of two things to me; games with fancy graphics and zero gameplay. Welcome to Interplay's newest attempt at a game - Kingdom: The Far Reaches.

This game is really just some mildly attractive animated footage pasted together with a very shoddy interface. I'm still finding it hard to believe that Interplay would even have the audacity to release this as a game. To add insult to injury the animation isn't that great (certainly not a 3D studio rendered masterpiece), instead it's rather reminiscent of those crappy 70's cell-drawn cartoons TV stations are so fond of screening at 5.00am on a Saturday morning.

The plot of the game/cartoon goes something like this: As Lathan Kandor you must find three relics of the Hand of Mobus. Apparently this Hand of Mobus will help you destroy the evil Drakesblood thus allowing you to save the beautiful Princess Grace Delight. Oh my God, somebody get me a bucket!

The game screen is horribly set out; you have a box on the left side where the cartoon runs and on the right you have the sparse interface (drawn in 16 colour VGA and very ugly). After watching segments of cartoon, you are then given an amazingly deep level of control ie. go to another place on the map or pick something up from the last scene in the animated segment. If you do it right you get to watch some more funky cartoon, if you don't do it right you die. Oh, did I mention you only get three lives. Wow! This game makes Dragon's Lair look like Harpoon 2!

What with Stonekeep about two and half years overdue, the prehistoric looking Dungeon Master 2 due on the PC around August, the cruddy Cyberia gathering dust in many a disillusioned PC gamer's cupboard and now this piece of junk, Interplay executives must be very worried little chappies. Thank God they have Descent and Virtual Pool to fall back on!

Avoid this pathetic attempt at a game at all costs! You have been warned.

**VISUALS**

**60**

**SOUND**

**40**

**GAMEPLAY**

**5**

**LONGTERM**

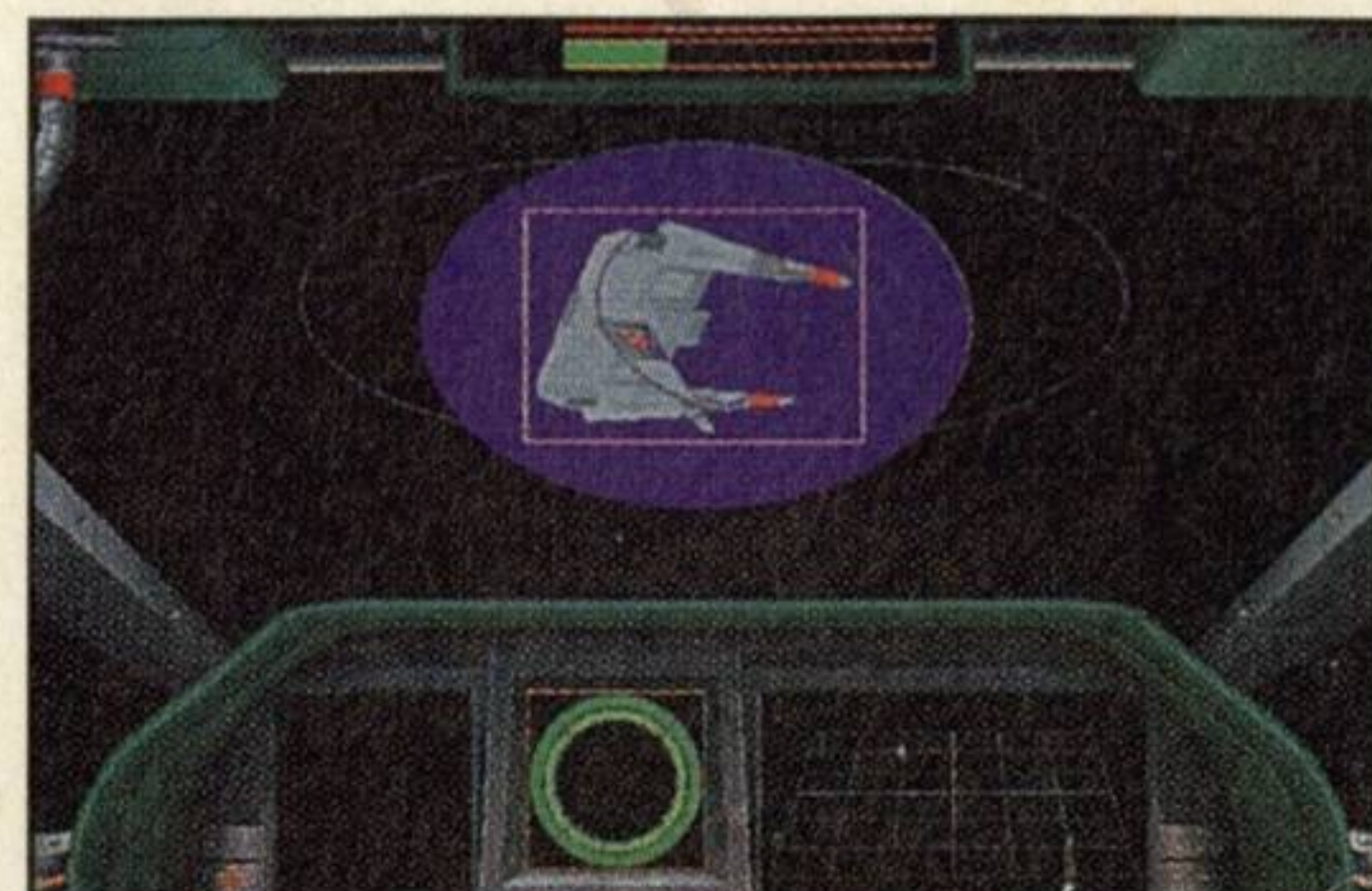
**2**

**OVERALL**

**5**

Julian Schoffel

## Renegade - Battle For Jacob's Star



**PC CD ROM**

Available: **NOW**  
 Category: **SPACE COMBAT**  
 Players: **ONE**  
 Publisher: **SSI**  
 Price: **\$39.95**  
 Rating: **G8+**

The world can't have enough SVGA space combat sims.

This ancient pearl of wisdom was found scrawled in red text on the last page of the Dead Sea Scrolls and was previously discounted by theologians the world over. But SSI are out to prove it right with the release of Renegade. Based on the "Renegade Legion: Interceptor" board game by FASA, SSI have faithfully reconstructed that universe in PC land, placing you in it, so to speak, as a pilot with the Renegade fleet defending the Commonwealth (Jacob's Star to be exact), against the might of the Terran Overlord Government.

Yeah, yeah, yeah I hear you say, so what's the bloody game like? Well, if you took the Hollywood out of Wing Commander III, Renegade would give it a damn good run for its money. It runs in either VGA or SVGA resolutions and I personally think the high res graphics are a little nicer than WCIII's. It is a tad slower but smoother (ie when the screen fills with bogeys they don't all start going into epileptic fits). The same mission goal/waypoint type structure pioneered by Wing Commander is used with missions including the usual recon/rescue/sweep/escort/intercept and defence.

Where the game stands above WCIII (sorry for all the comparisons) is in the actual fun of combat, which is, after all, what these things are all about isn't it? The silky smooth flight model makes dogfighting an absolute joy. One negative however is that the missiles provided for your fighters usually make less of an impact on your enemy than a few harsh words, so I always ended up using ships that had more guns than missile points.

There are a variety of options which can be adjusted to make Renegade more or less difficult. You can even make your ship invincible but you won't be able to advance through missions in this state, or you can just thicken your armour and shields instead, and still be able to progress. Another great feature of the game is the price. At \$39.95 you can't go wrong.

**VISUALS**

**88**

**SOUND**

**78**

**GAMEPLAY**

**88**

**LONGTERM**

**75**

**OVERALL**

**86**

George Soropos

# Alien Olympics



PC CD ROM

Available: **NOW**  
 Category: **CUTE SPORTS**  
 Players: **1-8**  
 Publisher: **MINDSCAPE**  
 Price: **\$39.95**  
 Rating: **G**

Alien Olympics is an eight player contest consisting of fifteen different "sports", some of which are loosely based on Olympic events. All of the action takes place on alien planets and the contestants are all of different alien species... sound interesting? Boy, do you lead an exiting life.

The mechanics of the game are simple, you run by hitting alternate keys on your keyboard or by jiggling your joystick from side to side (this method is for lonely single men only) and jump, shoot, throw using the keyboard/fire button. The competitors in these games all suffer from one obnoxious failing, they're all dreadfully cute, so cute in fact that a picture of all of them together would look like a novelty store's stuffed toy catalogue. This may give the game some appeal to younger (and female) types, but most hardy veterans will be appalled at a complete lack of warts, scars and festering, puss-filled cankers.

The "sports" include the 50 Qbits Dash (running), 200 Qbits Splurge (swimming), Sabre Launch (javelin) Alien Hurl (shot put) etc. The more interesting (if I can use that word here) events are the ones which have no connection with real Olympic sports, like the Lizard Leap where you are required to jump over an enormous, hungry dinosaur; Jet Pack Tag, which is self explanatory and the wonderful Wall Jumping, in which the player must run and jump straight at a wall to see how high he or she can leave a splat mark.

The game is a dead bore to play on your own and really must be played with a group of (preferably deranged) people to get anything out of it. Make sure you have a heavy duty control device though, as games like the 200Qbit dash can require much joystick jiggling.

George Soropos

VISUALS

60

SOUND

66

GAMEPLAY

55

LONGTERM

50

OVERALL

60

# Machiavelli the Prince



PC CD ROM

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **1-4**  
 Publisher: **MICROPROSE**  
 Price: **\$79.95**  
 Rating: **G**

Microprose can't really be blamed for exploring every conceivable variation of the Civilisation game engine. Colonisation did nothing new but was great anyway, Master of Orion took the concept into space and is one of the all time Great Games, Master of Magic added spells and miniature battles and now Machiavelli the Prince is here, with the focus this time on trade and not much else.

This is certainly the weakest version of the game we all love so much. The appeal behind these games lies with having to manage many different aspects of play, balancing the seemingly unrelated dynamics to produce a powerhouse of military and industrial might. Together with the joy of exploring new worlds, this is why these strategy games have deservedly won their fans.

Machiavelli starts in 14th century Italy, with the entire world (minus Tasmania and America!) out there to exploit - a random map generator is in there too for replayability. The basic outline of the world is shown, but detail must be uncovered by moving a unit out on reconnaissance duty. This is a new device and should have been featured in the previous games.

Trade is what Machiavelli is all about, buying ships and camels and establishing automated trade routes with the many far-flung foreign cities. A set array of commodities can be shifted around, with certain goods only available from the most distant ports. Over the course of the game your wealth builds, with the caper being to ensure it's you that has the biggest wad of cash at games end.

The only diversion from this repetitive monotony is the ability to bribe city officials and church power mongers. This is supposed to provide an economic boost, but in reality the end results are too insignificant to bother with. Very occasional combat crops up too, but just doesn't offer any challenge. Machiavelli offers little over that ancient Amiga classic Ports of Call, which in all honesty is what I'd rather be playing.

Ben Mansill

VISUALS

75

SOUND

72

GAMEPLAY

55

LONGTERM

40

OVERALL

61

# Winter Sports



PC CD ROM

Available: **NOW**  
 Category: **SPORT**  
 Players: **2 (4 with Pentium Processor)**  
 Publisher: **MINDSCAPE**  
 Price: **\$39.95**  
 Rating: **G**

A skiing simulation that doesn't let you experience the delights of the midnight dash to Thredbo in your mates clapped out Combi, or savour the thrilling early morning sunstroke that only a severe case of alcohol poisoning can bring? Some say it can't be done, but the people at Mindscape have made a very good effort. Six events are there for the skiing; Downhill, Slalom, Giant Slalom, Ski Jump, Snowboarding and Bobsledding. These are all self explanatory to anyone who has ever donned a pair of snow goggles or watched an Olympic Games coverage and anyone who hasn't done either can stop reading now and sod off.

The execution of each of the games is pretty near faultless, my only beef being with the ski jump which is a bit tricky and with the slightly sluggish turning ability of the skier which makes the Slalom events a challenge. The 3D rendered bobsledding is by far the hardest of the bunch (it took me about twenty goes just to make it to the end of the track let alone worry about the times I'd done) and looks gorgeous.

Winter Sports makes extensive use of audio samples to heighten the feeling of "being there", and you get to hear the roar of the crowd, the swoosh of the snow and all that stuff. There are two competition modes, and a training mode to give you some practice at the events. The different competition modes let you play all or only selected events respectively. There are also four difficulty levels to choose from. Before you begin each event you are allowed to choose the length of you ski/snowboard, and this will effect your speed and manoeuvrability on the snow. As is usually the case with these type of games, you really need to play against another person to get the most out of it, and if you like sports sims and are sick of Soccer and Golf you might want to give this a try.

George Soropos

VISUALS

80

SOUND

75

GAMEPLAY

78

LONGTERM

70

OVERALL

78

# Full Throttle



## THE KICKSTAND

- Click on the dumpster to make Ben punch his way out of it.
- Try to ride motorcycle (no keys).
- Kick open the front door of The Kickstand and click the hand icon on the bartender.
- Take the keys and ride off on your motorcycle.

## ON THE ROAD

- Fight Rottwheeler. It doesn't matter if you win or lose.
- Chuck a wheelie.
- Crash your bike.



## MELONWEED

- Wake up and talk to Mo.
- Get gas can and rubber hose from the floor of Mo's shop.
- Leave the shop and talk to the journo outside, tell her about the ambush and ask for a lift.
- Watch the journo drive off.
- Now go to the caravan and knock on the door.
- When the fat guy answers it, kick the door in while he's still talking.
- Once you're inside the caravan take the lockpick from the cupboard and the meat from the fridge.
- Now stand in front of the locked drawers to activate the secret lift.
- Get Mo's welder from the table and take it back to her.
- Go to the fuel tower and use the lockpick on the padlock.
- Take the padlock and enter the compound.
- Touch the ladder to set off the alarm, now run to the shadowy area at the back of the screen.
- Wait for the Hover Sled to land and the guards to climb the tower looking for you.
- Use the rubber hose on the Hover Sled, then use your mouth on the rubber hose, then put the gas can under the hose to get the fuel.

- Take the fuel to Mo.
- Go to the junkyard and put the padlock on the latch of the roller door.
- Now climb the chain and jump into the junkyard.
- Walk one screen to the right and throw the meat onto the yellow car.
- Now go back into the previous screen and click the cursor on the upper foreground of the screen to make Ben climb the wall and walk to the right.
- Keep moving upwards until you reach the giant car magnet controls.
- Now, using the magnet, pick up the car the dog is in and lift it as high as possible off the ground. No more dog.
- Now go back into the first screen of the junkyard and search the pile of parts.
- Take the forks back to Mo.
- Now take off on your bike.
- When you leave town there will be a whole bunch of Hover Sleds waiting down the road for you. To get rid of them go back to fuel tower and touch the ladder again to set off the alarm.
- Now the road is clear and you can catch up to the Polecats.



## THE AMBUSH

- Watch the animated sequence that deals with events up to and around Malcolm Corley's death.
- When you're back at Mo's place search the debris near her house and take the photograph.
- Now ride your motorcycle to the Kickstand (the police are blocking the highway in the other direction).
- Go to the dumpster and search it.

- Now talk to the journo again and get the fake ID.
- Go into the Kickstand and talk to the bartender, show him the photo of Mo and her uncle outside the Mink farm, then watch the TV and talk to the trucker (Emmet).
- Give Emmet the fake ID and he will hide you and your bike in his truck.



## THE OLD MINK FARM

- Wait for Emmet to drive off.
- Go into the building on your right and look under the pillow.
- Take the tyre iron from under the pillow and use it on the chest.
- Get the hose and use it on your bike.
- Watch the animated sequence.
- Pick up some fertiliser from the road.
- Now use the tyre iron on the wheels of the wrecked semi-trailer.

- Push the semi onto the road.
- Ride your bike back to the old Mink farm and get the car to chase you.
- The car will crash into the semi-trailer load of fertiliser.
- Watch the animated sequence.
- Use your tyre iron on the wrecked hover car and take the hover mechanism.
- Put this mechanism on your bike.
- Now ride your bike down one of the exits from the main highway.



## THE CAVEFISH

- Talk to Father Torque and ask him about the Cavefish.
- Now fight the female biker with the red hair and the chainsaw (just keep passing other bikes until you get to her using the ESCAPE key).
- Throw some of the fertiliser in her eyes and she will crash, now you have the chainsaw.
- Fight all the other bikes on the road using the chainsaw until you have the chain, the jet fuel and the plank of wood.
- Now use the plank on a Cavefish biker (timing is everything), take the glasses and put them on.

- When you see the cave exit sign click the mouse.
- Ride into the cave until you see the ramp.
- Hook the ramp to the back of your bike and ride into the next screen.
- Now use the ramp to pop some of the line markers off the road, this should cause any Cavefish bikers chasing you to crash.
- Now leave the cave and use the ramp to jump the gorge (where the bridge blew).





### THE CORLEY BIKE FACTORY

- Walk down to your left until you reach the old guy.
- Steal the rabbit when he's not looking.
- Now talk to him and get him to tell you about the Vulture's hideout.
- Go back up to your bike and ride it to the Vulture's hideout.
- Use the bunny on the minefield and pick up the battery.
- Go back to the stall and use the remote control car, when the battery goes dead, replace it with the one from the bunny.
- Make the car go under the turnstiles and into the stadium.
- When the stall owner goes after his car take a box of bunnies and head back to the Vulture's hideout.

- Use the bunnies on the minefield, but make sure you pick them all up when they first come out of the box (you want to release them one at a time).
- Follow the bunny tracks and keep releasing them (one at a time) until you get across the minefield.
- Watch the animated sequence and then convince Mo that you were a friend of her father's (Malcolm Corley); to do this choose the conversation option which leads to you calling her something (a pet name of her's that you could only know if you were a friend of her father's).
- Now watch the animated sequence and listen to the plan.



### THE DEMOLITION DERBY

- Don't try to get your car past the blue one, you can't beat it for speed.
- Go to the ramp on the left of the arena and jump it, you should land on another car making it stall.
- Use your car to push the other stalled car in front of the ramp on the right side of the arena.
- Now jump the ramp and the stalled car; you should land on the blue car stalling it.
- Next, have the collision with Mo and watch the animated sequence.

- OK, now you should be in your suit in flames running around the arena.
- Run around the edge of the arena to make it catch fire.
- The stadium will be evacuated.
- Jump onto the bonnet of the empty car in the arena and wait for the blue car to ram it. Now jump onto the roof of the blue car.
- Wait until the blue car drives near the flames and wreckage of your car, then jump off and run into the flames, the blue car will follow you and subsequently explode.



### DISCREDITING RIPBURGER

- Talk to Mo, take the photos of her father's death and look at all the motorcycle parts lying on the floor.
- Click on each part and write down all of the numbers; one of them is the combination (key) to Corley's safe.
- Now go back to the Corley factory and walk to the back of the building.
- Go up to the wall near the meters and wait until each of the meters has a line with a black spot in the middle (you'll hear a sound as well).
- Now kick the bottom of the wall until you hear a weird sound, once you have the spot kick it again when all the meters have that line with a black spot in the middle.
- This will trigger one of the manholes nearby to open.
- Go down the manhole.
- Now look at the floor and trigger the floor safe.

- Use the numbers from the bike parts as the combination (It's 154492).
- Take the audio tape and the card from the safe and go through the door.
- Now go to the door with the card slot outside it and use the card from the safe.
- Pull the left hand lever all the way up and the right hand lever all the way down.
- This will break the machine and cause the transvestite from the next room to come in and try to fix it.
- Now go into the room next door and use the tape on the tape machine and the photos on the projection unit.
- This will ruin Ripburger's presentation at the shareholder's meeting and cause him to flee in a Corley truck.
- Now watch the animated sequence.



### RIPBURGER'S DEMISE

- After Ripburger has rammed you with the truck, open the grate at the front of the truck, this should expose the fan.
- Now open the vent above the grate and Ripburger will stick his cane out the window to close it again.
- Grab the cane and jam it into the fan.
- Now climb to the back of the truck cabin and look at the fuel lines.
- Use your tyre iron on the fuel line farthest away from you, this will slow the truck down.
- Now watch the animated sequence where the Vultures swallow the truck using their huge air/land transport.
- The transport is out of control and must be stopped.
- Climb the ladder to the control room and push the green button.
- Now go to take-off, landings and raise the landing gear.
- This causes the transport to skid to a halt halfway along the blown up bridge.
- To kill Ripburger climb into the truck cockpit and operate the defence controls to withdraw the guns. Bye, bye Ripburger.
- Now climb over the truck and into the transport.
- Jump on your bike (left of the screen) and ride out of the transport before the truck blows.
- Watch the credits.
- The End.

Julian Schoffel



# Bioforge



## THE CELLBLOCK

- Get out of your detention cell by hitting the floating droid into the force door.
- Pick up anything you find in the cellblock.
- Fight and kill the blue guy and take everything from his cell.
- Use the fork from the blue guy's cell on the electrical panel near the closed door.
- Solve puzzle and open door.

## THE GUARDROOM

- Use the guardroom wall monitors to deactivate cell doors.
- Read Dane's logbook (in the cell across from yours) for a security code.
- Press the red button on the guardroom wall.
- Use the guardroom desk monitor to move the nursebot; have it pick up Cayman's severed arm and move it over to the palm reader by the door.
- Now use the other desk monitor to reactivate Cayman's palm's clearance. Stand on the plate by the palm reader to open the door.

## THE CYROGENIC CHAMBER

- Evade the robot in the corridor. Just sidestep instead of moving forward and you can go right by it into the cryochamber.
- Open the hatch in the cryochamber and explore the lower tunnel.
- You need to lure the growling beast in the tunnel beneath the hatch so you can freeze it. To do that, you need to send someone else down the tunnel. The cyber-raptor in Chamber 1 will do nicely.
- Drain some cryofluid to wake him up. Go check on his stats in the monitor. Knock him out with kicks and mid punches. Make sure the hatch is closed.
- When he wakes up, wait for him to come near the hatch, then knock him out so he collapses on top of it. Now open it, drop him through, wait for the fighting to start, and freeze 'em both with cryofluid.
- Turn off the cryofluid and go down the ladder. Walk up the catwalk to the hole in the right side of the tunnel. Go through it and kill the guard in the darkened cell. Make sure you take his blaster.



## DESTROYING THE DROPSHIPS

- Take the elevator up to level 1. You can take out the probes by shooting from behind the cover of the elevator door.
- Rough up the guard and he'll prepare the AA gun for you. Blow up both dropships.

## LEVEL 3

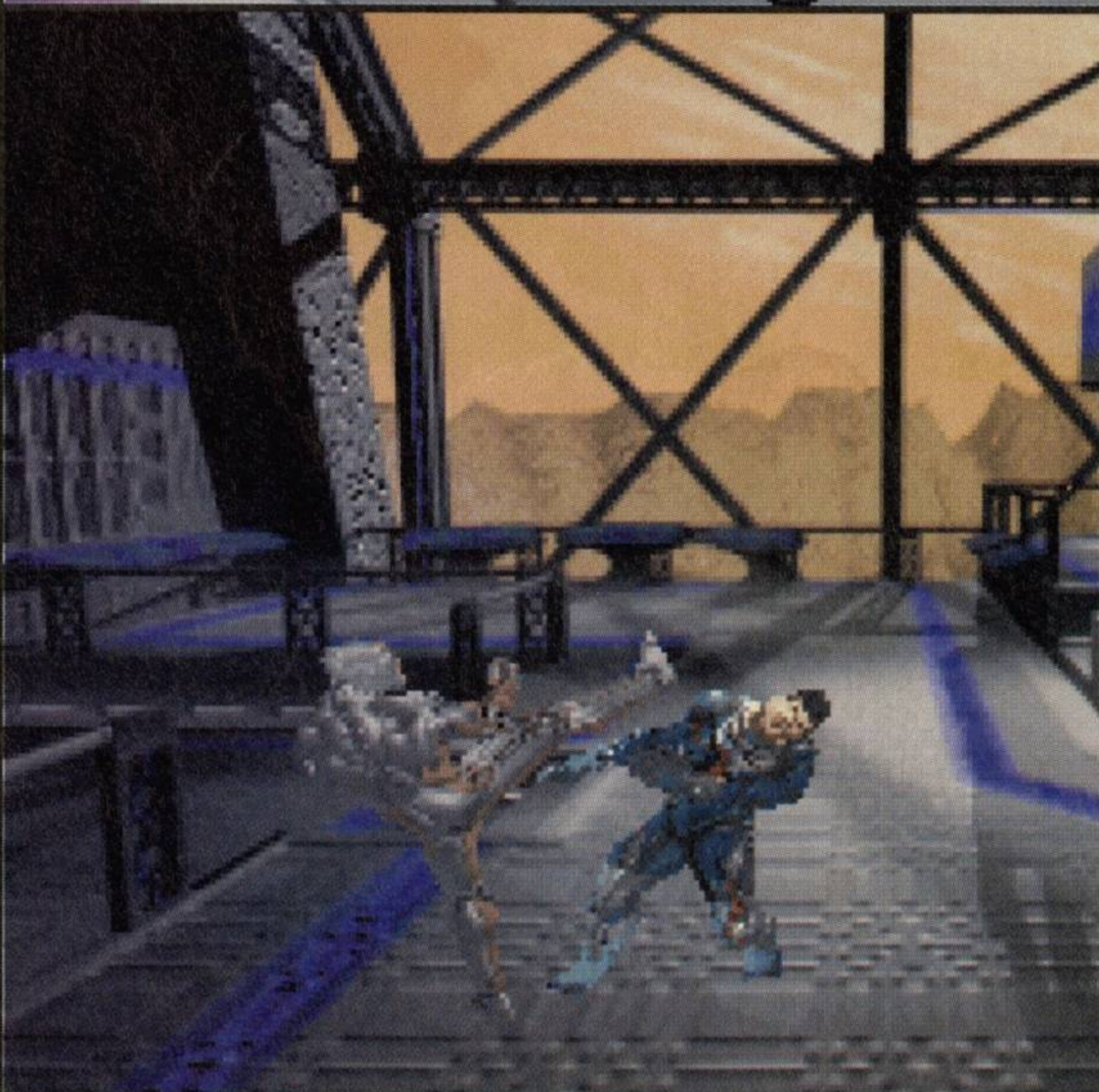
- Take the lift to level three.
- Destroy the droid in the corridor by ricocheting blaster fire off the walls of the elevator. Open the door on the left and watch the animated sequence.
- Pick up a healing device, and (optional) a battery from Dane. Check out the monitor.
- Go to the room at the end of the corridor and defeat the marine; read his logbook and the wall monitors.
- Get yourself encased in an envirosuit by the machine here. In one corner of this room you'll find the Icarus monitors — use them to descend to the hangar.
- Kill the guard and get a bigger battery from the nose of the Icarus and drop your old one here - you'll need it later. Get the alien cube from the floor.

## THE REACTOR

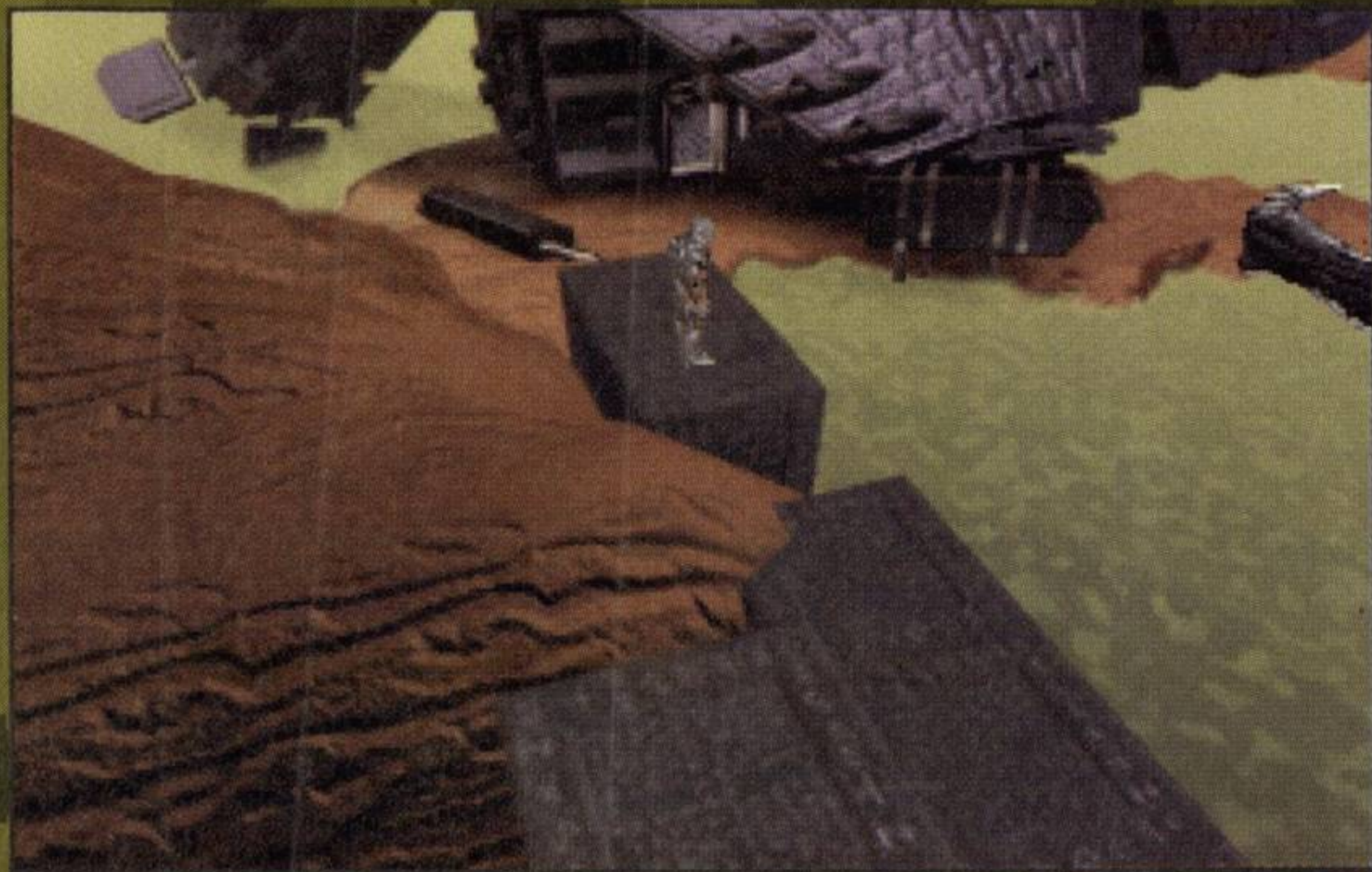
- Use the forklift bot from the room at the end of the hall to dispose of the reactor guardbot. (There's a forklift control monitor in that room). Now you can enter the reactor (wearing your envirosuit).
- You can't defeat the alien in combat. You do need to get rid of it before you can finish your job, though.
- Go pull one of the two pylon levers down. Now that the alien is after you, run back to the landing and knock the bridge out from under it.
- Now go back, pull the other pylon lever down and punch in the code you got from the control room's wall monitor to activate the power-down button on the reactor monitor.

## THE PLANET SURFACE

- Take the elevator down as far as you can. Watch the animated sequence as the security droid enters the corridor.
- To destroy the droid just fire your blaster at it, do a spinning kick, fire blaster, spinning kick, fire blaster etc. until you nail it.
- The airlock code you're looking for is in the logbook of the marine back in the level three control room. Make sure you're still wearing your envirosuit before you venture outside.







- To solve the airlock puzzle leave all the squares lighted except for the centre one.
- Take the elevator down to the catwalk. Run past the droids — you're too fast to track as long as you keep moving.
- When you come through the rock opening jump down from the catwalk to the square in the acid lake.
- Use the alien cube to move across the stone blocks, arriving at the wreck.

#### THE MARINE DROPSHIP CRASH SITE

- Go into the dropship and kick the crap out of the marine who confronts you. This is the hardest fight in the game and your blaster is useless so save often.
- Now take the device from the marine and use it to open the door in the ship.
- Go to the screen and shoot a missile.
- This should get the attention of the acid lake creature. Wait until it goes over to investigate and then nail it with another missile.
- Now go outside the dropship and use the missile lying on the sand. You now have a live bomb with a timed detonator in your hand so speed is of the essence.
- Run to the back of the dropship and use the alien cube to teleport over the acid lake from block to block.
- Once you make it back to the catwalk run to your right until you get to the tunnel entrance protruding from the cliff face.
- Run up the tunnel and drop the bomb near the sealed door. Then run like hell back to the catwalk.
- You should see an animated sequence of the explosion if you do this right.
- Now go back into the tunnel and go through the airlock to the dig.

#### THE DIG

- Kill the small, floating alien in the first chamber and use a first aid kit on Escher.
- Take the translator she gives you and go back to the stone blocks outside. Use the alien cube until you get to the large room with the disc in the middle and the writing on the walls.
- Use the translator on the writing and then go back to the dig site.
- Go into the room next to the chamber where you found Escher.
- When the alien comes through the hole in the ceiling hit it a few times until it runs away.
- Follow it and watch what it does.
- Now go back to the room you were just in and pry open the cracked sarcophagus door.
- Solve the puzzle to get a device which lets you do what that alien did.
- Take this device to the tunnel the alien departed through and use it to open the tunnel.
- Now go down the tunnel.

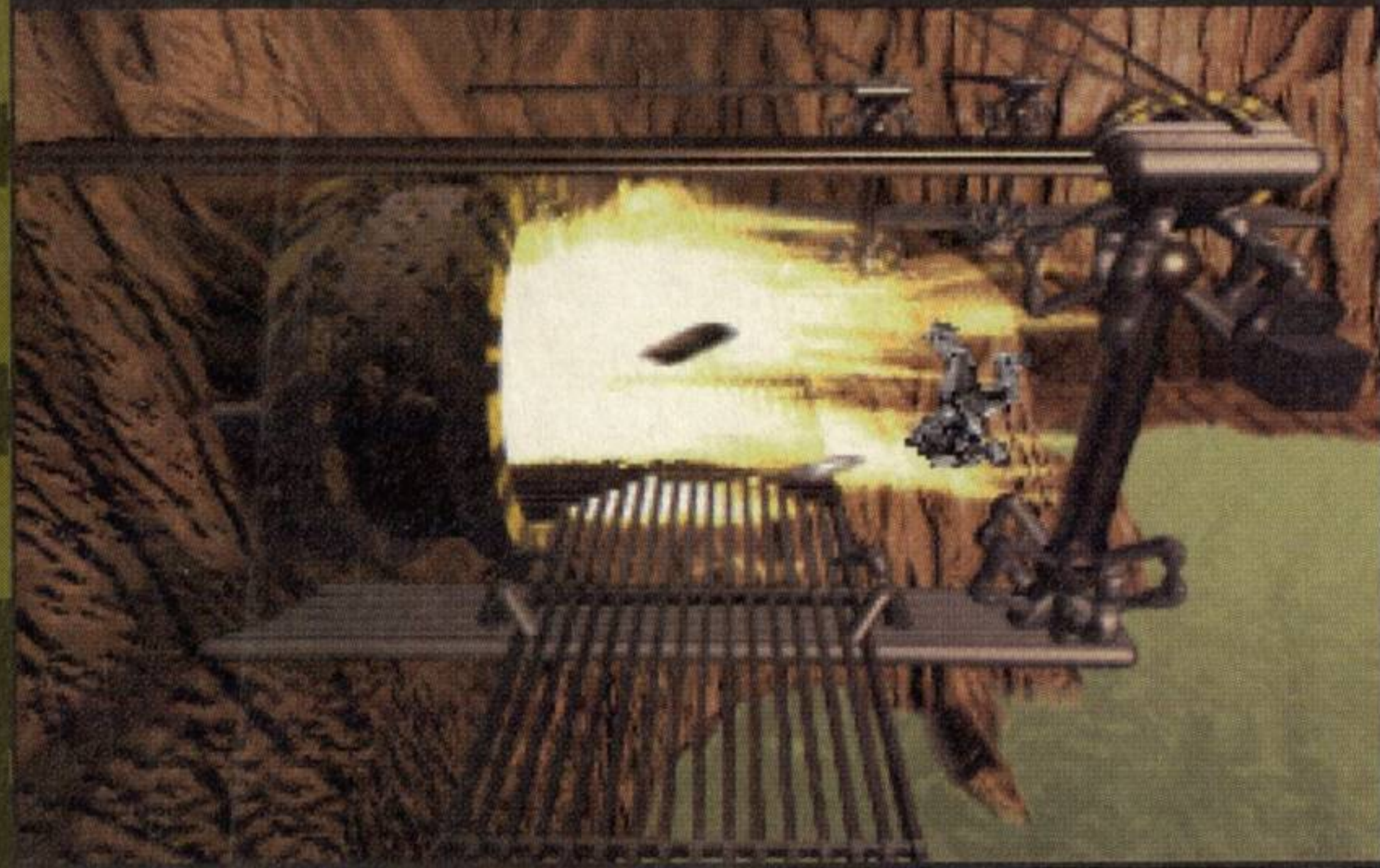
#### THE PHYXX CAVERNS

- In this room the central column monitor activates the tubes. Which tube you open is determined by the sign in the centre of the monitor (match it to the sign by the tube).
- Hit the left, right, and bottom tiles in the monitor to activate the one really useful tube at this point.
- Use your blaster to give you the momentum to put you through the other side of the zero-gravity chamber.
- In this room you will find the alien again. Read the writing on the pillars before you head over to meet him, watch your step, and then punch and kick him into oblivion (the blaster won't work on him)!
- Use his shield device to get through the force field at the far end of the room.
- Move carefully to the monitor and solve the puzzle. Try this combination: Green-Red-Blue-Red-Green-Red-Blue-Green-Blue-Green-Orange-Yellow-Violet-Yellow-Orange-Blue-Yellow-Green-Yellow.
- After the enlightening conversation, go back to the central tube chamber and activate the other two lower tubes. Now use the control device by the blinking tube.
- Have fun and eliminate your opposition from afar. Raise the sphere. Lower it to crush one marine. Raise the sphere again. Drop your gun, run over and grab the grenade and throw ("fire") it back up the tube.
- Now go into the remaining tube to fix the gravity ring.
- Step on the plates to rotate the highlighted segments into a single line. Watch out for asteroids.

#### ESCAPE AT LAST

- Make sure your shield (the alien device) is on, then take the Big Sphere Room tube up to the surface.
- Run back up the catwalk and avoid the marines. With the shield on they can't hurt you.
- Avoid the blaster fire from the departing ship and then take the elevator back up to the landing/take-off pad.
- Kill the marine (don't use your special weapon more than once because you need as much charge as possible very shortly).
- Open the airlock door, the code has changed but the dead marine's logbook should tell you what you need to know.
- Go back to the Icarus spaceship and put your new battery in the nose of the ship. You need a three quarter charged battery to get the Icarus working.
- Now climb into the ship and take off.
- Sit back and enjoy the rather short endgame sequence.

Julian Schoffel





## CLOCKWORK KNIGHT SATURN

**Level select/Skip, Heaps of Lives, Millions of Points**

Wey hey! the Saturns top platformer is as cheatable as anything. **Level select:** When "PRESS START BUTTON" appears on the title screen, press L, U, R, D, D, R, R, U, R. Use up and down to select the level.

**Last stage:** Do the level select code, then enter L, R, R, U, R, R, U, D, R, R, U, R.

**999 lives:** Enter this code on the title screen when "PRESS START BUTTON" is showing: U, RIGHT X nine times, Down X six times, Left X seven times, Z, X, Y, Y, Y, Z. You'll get the theme music again if it worked.

**Million point bonus:** Finish the train stage (2-2) in less than 30 seconds. Don't miss the clock bonus or you won't make it.

## SAMURAI SHOWDOWN MEGADRIVE

### Winning Tactic

Adam Berry's figured this one out, now he want's to share the fun with all the little Grasshoppers who need help.

First choose Gen-Gai. When the match starts immediately jump diagonally into the air towards your opponent. If he/she jumps quickly, kick them and jump again. When you land, hopefully you will be next to your opponent, press the B button twice and you should begin to spin on top of them. Quickly press PAUSE and push all of the buttons onto auto-fire. You will rapidly spin and take away half their life. Immediately do it again, if they're still not dead, do it again. End result: one dead opponent and a fully charged life meter. This works on every player including the boss.



## EARTHWORM JIM MEGADRIVE

### Level Select

The stark realisation that we're not perfect must have been as big a shock for you as it was for us. Yes, we got it wrong. The level select codes published in HYPER #17 for Megadrive only worked in the US! The other Earthworm Jim cheats are OK, but for Mega Drive level select do the following:

PAUSE, A, B, B, A, A+C, B+C, B+C, A+C.

Thanks to Peter Brodie for letting us know. Yeah, thanks heaps.



## TRUE LIES SNES/Mega Drive

**Energy, Lives and Weapons**

Last month we gave you the level codes, this month you get the cheats! A big sloppy thanks to Adam Berry for this.

Enter these at the password screen, then go to "End". Viola!

**BGGRLY** - Unlimited energy

**BGLVS** - Unlimited lives

**BGWPNs** - All weapons

## MASTER OF MAGIC PC CD ROM

### Natures Awareness Spell

Ok, so it's not the easiest game in the world. For a little divine assistance, go to the Magic Menu and hold ALT while pressing R then V then L. This empowers you with Natures Awareness, letting you see everything on both planes.

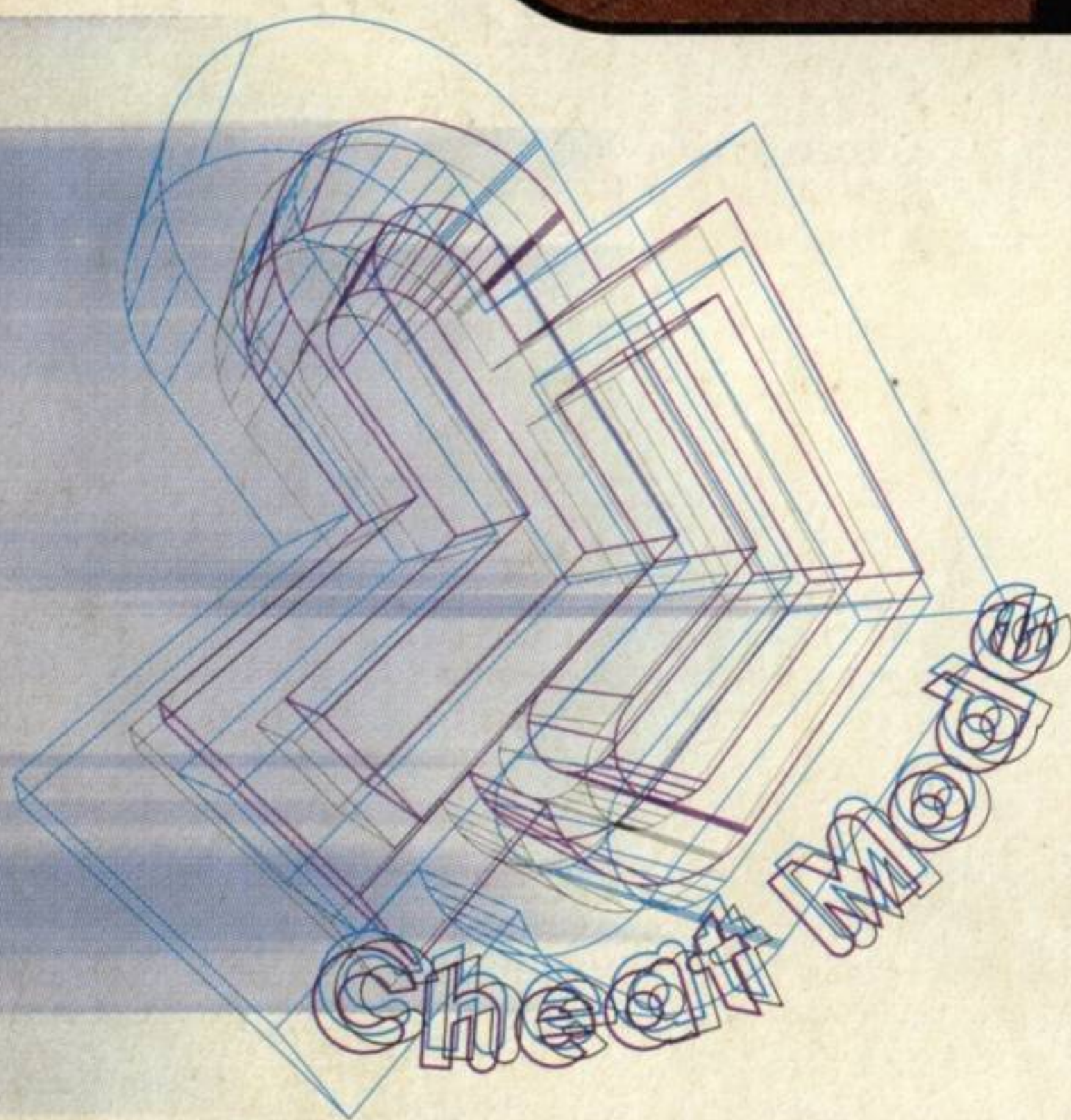


## METAL AND LACE PC CD ROM

### Free Hitpoints

This strange and attractive game can be a little tough for some. No worries, just cheat!

During the game press SHFT F11-F12. All your hitpoints should now be restored.



## WING COMMANDER III

PC CD ROM

### Instant Death

Wacko! Fear those Kilrathi no longer! Start the game from the DOS prompt by typing WC3.EXE -MITCHELL. Once in the cockpit, target the enemy as usual, then press CTL W and they'll instantly explode!

## MOTOCROSS CHAMPIONSHIP

32X

### Level Codes

The game may be a right barker, but these codes should help you get the most out of it.

- |                 |                  |
|-----------------|------------------|
| 2 - aVwwhEKAgOa | 8 - [iKFLWsAAAsD |
| 3 - 5hQxiHTAAJB | 9 - h9CWsYyAkME  |
| 4 - jDBCFLXAkpB | 10 - qKjGNb7AEtE |
| 5 - xVpSmNdAMKC | 11 - [dT3OfFBonF |
| 6 - imhDoQjAwqC | 12 - kuLYQkKB]uF |
| 7 - dDSkpToAYLD |                  |



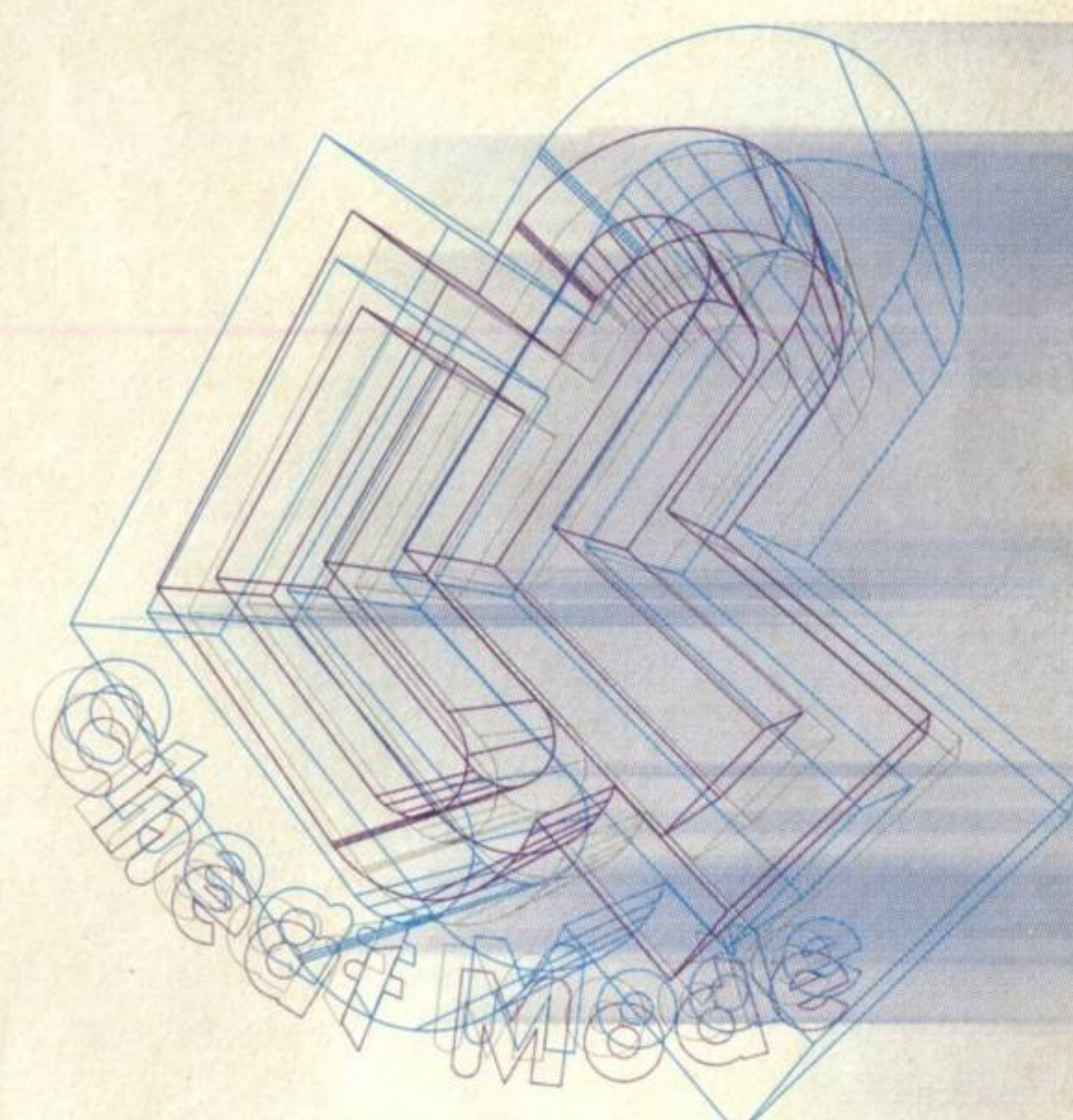
## DEATH AND RETURN OF SUPERMAN

SNES

### Level Skip and Extra Energy

Luke Coleman was good enough to let us in on these little beauties. Now this ordinary game has some sparkle.

Go to the SOUND TEST in the OPTIONS menu. First play OB (a machine gun), second play 29 (a laugh), third play 2c (a warp) and last play o5 (a break). Exit OPTIONS and start the game. If you want lives, energy or more special power press A, B, X, Y all at the same time. For a level skip, press A, B, X, Y and hold them while pressing select.



## LEMMINGS II - THE TRIBES

PC

### Cheat Code

Its been with us for a while, but no matter how hard we try we just can't stop playing! This cheat opens up a world of opportunity.

From the L2 directory, edit the L2.INI file and add the line: Cheat = 1.

Now when you play, the Preferences Menu will have a new item to select.



## TOSHINDEN

PLAYSTATION

### New Viewpoints

It's not really a fighting cheat, but this game is just so gosh darn pretty we had to tell you about a new way to look at it.

Go to the OPTION MENU and change the control type to "NO USE" for the L1, L2, R1, R2 buttons. Select "YOURSELF" as the camera angle and change the CONTROL TYPE to 33 or higher. PAUSE the game once it's started, and press the CIRCLE, TRIANGLE, SQUARE and X buttons simultaneously, then press SELECT twice. Now the four L and R buttons (or the control pad) can be used to view the action from any vantage point. SELECT also zooms now.



## THE HORDE

3DO

### Heaps of Stuff!

Even with Kirk Cameron in it, this is still one hot game. Now you can spoil the fun completely! Cool.

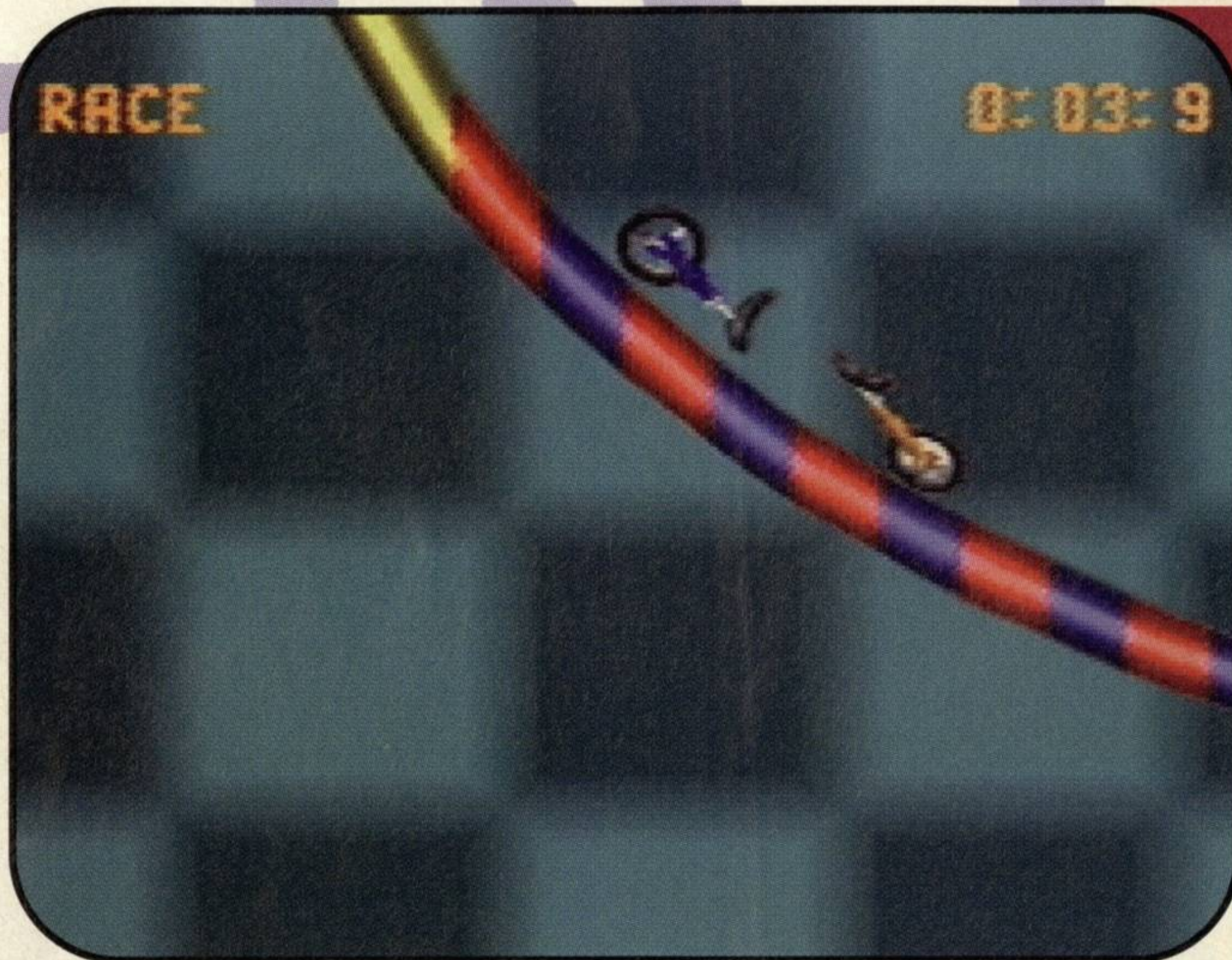
First of all, begin a new game and press and hold A, B, and UP. When the game starts, pause it and enter these codes:

**Instant wealth** (30,000 crowns) - LEFT, A, A, B, LEFT, A, RIGHT, DOWN.

**Run fast** - B, RIGHT, A, B.

**Invincibility** - B, UP, RIGHT, DOWN, A, DOWN, A, RIGHT.

**Jump to castle and meet king** - DOWN, A, LEFT, LEFT, DOWN, A, A, RIGHT.



## UNIRALLY SNES

### Mega Stunts

Rik Wheatley reckons he's aced this especially cool game, we reckon he could be right.

**Tabletop** - be airborne and tap Z-flip to flip sideways, tap it again to re-orient yourself.

**Head Bounce** - (do while stationary) press Jump, then hold down Z-flip for a few bounces.

## ANY GAME ATARI JAGUAR

### Menu Tricks

Well here's a beauty! Casey Will knows the true meaning of fun, and isn't afraid to share it.

Insert any game and turn the power on. As the Atari letters tumble into place, press the PAUSE and OPTION buttons. Now, pressing left or right on the controller makes the cube spin faster or slower! But that's not all! Pressing 0 causes the cube to reverse direction! Wow. Who said Jaguar fans had no idea about fun.

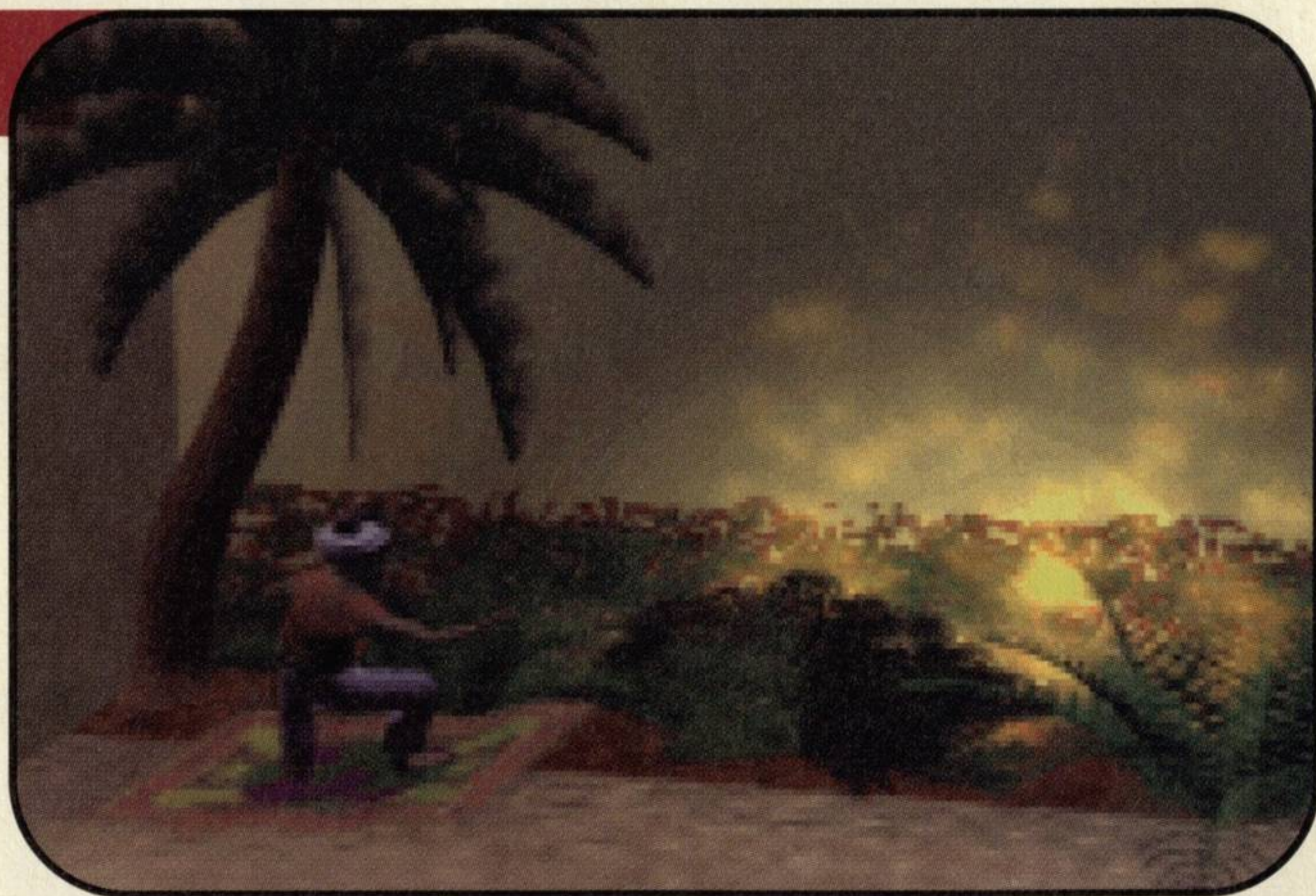
## MAGIC CARPET PC CD ROM

### Cheat Codes

This is one of the all time great games, but it tends to veer towards the impossible on later levels. Suffer no more! Mark W has your salvation.

Press the I key to access the communications mode, then type in RATTY. Now press RETURN to activate the cheat mode. The following cheats may now be used:

- ALT + F1 - All spells
- ALT + F2 - More mana
- ALT + F3 - Kills all players
- ALT + F4 - Destroys all castles
- ALT + F5 - Destroys all balloons
- ALT + F6 - Heals
- ALT + F7 - Kills all creatures



## WAY OF THE WARRIOR 3DO

### Secret Stages and Characters, New Outfits

Aaron Dillon sent these fab codes in for this less than fab game. After you start the game, go to the options and move down to names. Now enter the name, month, day and year for each character and special stage. You must be playing in 2 player/versus for them to work.

#### Characters:

- Gulab Jamun* - Gulab, February 29 1900
- Black Dragon* - Wyvern, March 9 1927
- Major Trouble* - Bad Boy, February 4 1908
- Voodoo* - Evil, June 6 1966

#### Stages:

- Garden Stage* - Taj Mahal, January 1 1901
- Turbo world* - Speed, August 8 1980

#### Sharp New Threads:

When the main menu appears, go down to the Arena Selection and choose the Lava Pit. Next, go to the Player Mode Selection

and choose Versus Mode. This trick works if you are Nobunaga, Dragon or Crimson Glory. Choose any of these players for player 1 and any other for player 2. Let the first player win one fight and the second player win the next. This will bring you to the third round where the bridges around the lava pit are removed. When the third round starts, have player 1 walk towards player 2 and move him/her backwards in the process. Player 2 will then fall into the pit and end the round. It's important that neither player kicks or punches the other, and the trick must be done within the first few seconds of the third round. Here are the results when you reach the continue screen:

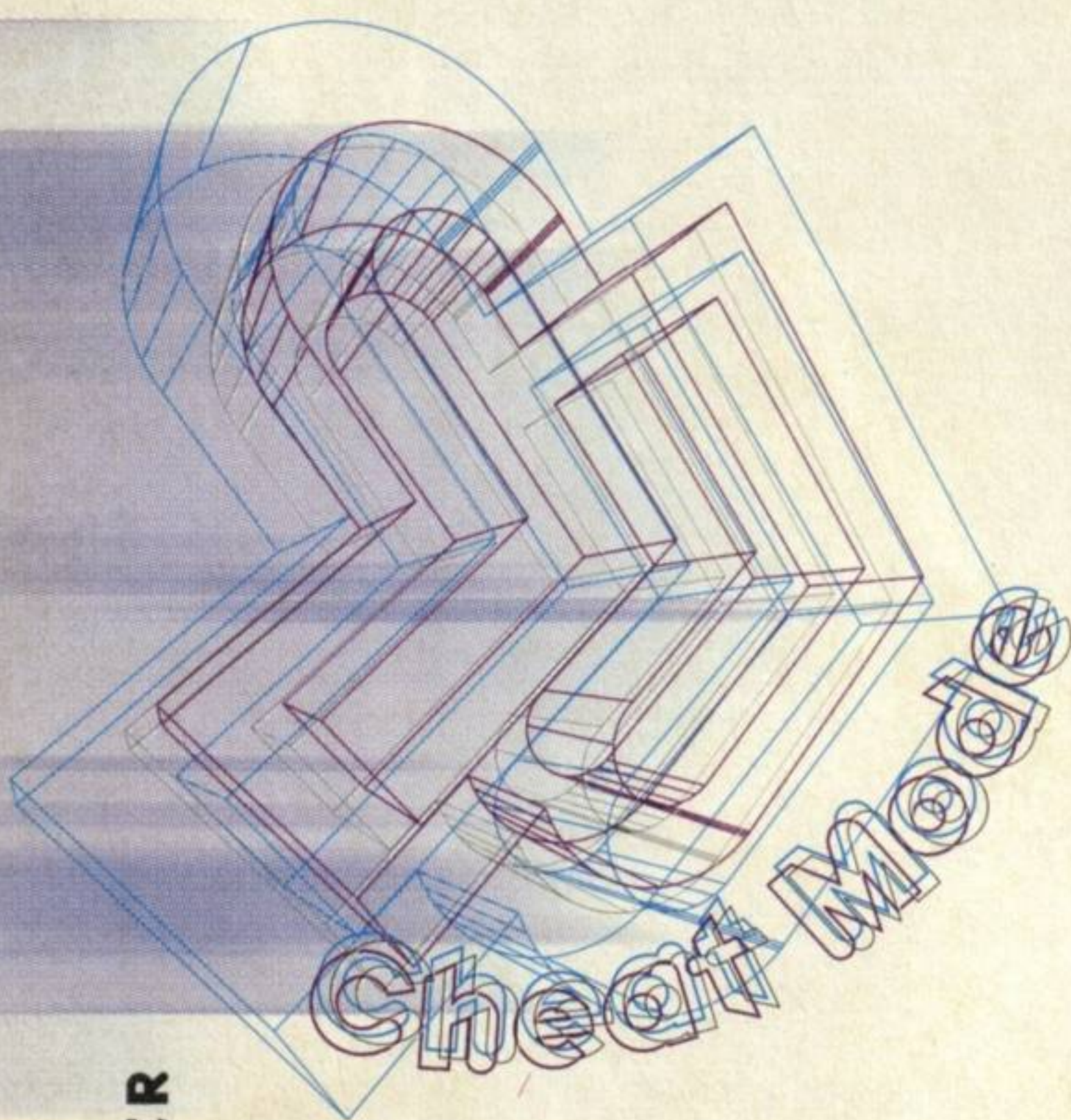
#### *Nobunaga* -

He wears mirrored shades, faces the screen and smiles.

#### *Dragon* -

He wears dark shades and says "Internet users have no life".

*Crimson Glory* - She just faces you and sticks her tongue out.



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**Issue #3** NBA Jam, Rebel Assault, Crash 'n' Burn, NFL, Aladdin Play Guide and VR founder Jaron Lanier.

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**Issue #20** Daytona USA, E3 Report, Ed Boon & John Tobias, Dark Forces Play Guide, Gex, Deadalus, Panzer Dragoon, Motor Toon Grand Prix, Judge Dread, Brian Lara Cricket, Star Trek TNG, Pyrotechnica

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# Letters



There goes another month, sucked forever into the 11th Dimensional Time Space Vortex that is the HYPER office. As you read (HYPER is best experienced when read to really loud music) the crew are playing the newest and bestest games, as well as trying to think of funny things to say in the next issue. The sumptuous pics above and below are from two new Origin games Crusader and Cybermage. They arrived at the last possible moment, but we couldn't possibly deprive you of a sneak look, so soak 'em up! Next issue we'll tell the whole story.

Empty your head  
**HYPER Letters**  
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 Strawberry Hills  
 NSW 2012  
 Fax: (02) 310 1315  
 E-mail:  
 freakscene@next.com.au



## SEGA BIAS?

Dear HYPER,  
 Great mag and all. But there is one thing that is starting to become bleedingly obvious to readers of the magazine. That is, the fact that you continue to shrug off questions about which is the best new super console. It is my opinion that you tend to stick up for Sega. This company has proved time and time again to be substandard in terms of hardware specs, software support, originality, meeting deadlines etc etc. Just look back a few years at the Mega CD (a total lemon), and more recently the joke that was the 32X. To say that Sega's track record has "not been that good" is a major understatement. The Sega Saturn is looking to be substandard as far as the specs. This does, of course, not mean they're not going to make trillions on it as thousands of people rush out and buy it "because it's Sega, and they're the best". All I can say is, don't come back complaining and giving us excuses when the Ultra 64 annihilates the Saturn in every department except for the number of crappy platformers, as you have done previously when you finally woke up from your self inflicted cluelessness and admitted (grudgingly) that the SNES is better than the Mega Drive (shock, horror, the revelation of the 21st century). If I didn't know any better I would say that they are paying your salaries. You have a duty to the gaming public to inform them of the best hardware and software that the industry has to offer. This gives companies and software houses the incentive to produce products that the people want, and not continually churn out crap in the pursuit of quick bucks (not mentioning any names). HYPER must realise that people out there do in fact value your opinion in making their purchases, people do, in fact, enjoy playing quality games, and that by having such a "make up your own mind stance", people are being ripped off by the marketing gurus that are Sega. I think it is about time that HYPER's "vagueness" and "lets just sit on the fence" attitude is changed so we ALL can benefit.

Michael Holyday  
 cs205873@cs.uwa.edu.au

*Bias is a hard allegation to refute, as it's largely determined in the mind of the beholder, but all I know is that we've never given Sega preference over anyone - we slag off Sega games as happily as we slag off Nintendo or PC titles. We've always said that the SNES is technically superior to the Mega Drive (and it wasn't admitted grudgingly). As for the Saturn vs Playstation vs Ultra 64 - yes, if you look at the specs Sega doesn't come off too well, but as we've said a million times before - its not the hardware specs that count, its the gameplay in the software that's important. And it's stupid to say we're sitting on the fence or shrugging off questions about "super-consoles" because we're not - we're a multi-format magazine with an obligation to our readers to cover all formats fairly. The only reason Sega have had a lot of games reviewed recently is because the Saturn is being released any second now, whereas the Playstation won't be out for a couple of months and the Ultra 64 won't be out until next year. Probably when they come out we'll be accused of being anti-Sega. Oh well, can't please everyone...*

## BLAH BLAH BLAH

Dear HYPER Crew,  
 Blah Blah Blah ... Mag is great ... Blah Blah ... hamsters ... Blah Blah ... 30 feet of PVC tubing ... Blah Blah ... baked beans ... Blah Blah ... erect ... Blah Blah  
 Now that I have all the childish buttkissing and knob/plop jokes out of the way, could you answer me some questions.  
 1. Why does it take so long for games to get to Australia? I read EGM and see so many more games available for the Mega Drive and CD over there that may eventually get here or not at all. Why is it so?  
 2. I played Doom on the 32X recently, and despite the absence of a level or two, thought it was awesome. My girlfriend couldn't play it for more than two minutes because it scared the crap out of her. Are there any plans to bring DOOM II out for the 32X or Saturn. Sorry if these questions have been asked and answered many times before.

Thanks  
 Deaf Matty

1. We don't have the population of America and therefore we don't have the market to buy as many games as America. That's why a lot of games never make it over here - don't worry, this is often a blessing as we get to avoid some crappy games, although we do miss out on a few tasty titles. 2. I hope so and I'd probably put money on it, but there's no firm release dates yet.

#### MISSING KOMBATANTS

Dear the 20000 volt loonies at HYPER, I am about to explode. Why? Because Midway seems to have this annoying habit of taking characters out of the newest Mortal Kombats. It always seems to be some to be some of my favourite characters as well. For example, I was horrified when Sonya and Kano left (thank goodness they're back in MK3), and now they're taking out Mileena and Kitana for MK3. I wouldn't mind if it was a crap player like Reptile, but my two favourites? While on the subject of MK3, I'd like to ask if it's any good. I mean, barely anyone really liked it in that "random comments" column. And without all the good characters from MK3 (Mileena and Kitana) and don't really like it already. I will play it before I judge though. But guess what? The madness is spreading over to Capcom. No Dee Jay. Dahlsim, Fei Long, T. Hawk or Blanka for SF3. Now we have to ask ourselves: Are sequels better worse? Now it's question time!!! 1) Out of all the HYPER crew, who is the best at fighting games? 2) Which system does HYPER think will win the battle of the super consoles. No whoosy answers please. Now I will go self-destruct.

PussE-Cat

Don't write of MK3 just because two of your favourite characters aren't in it. Go play it and you might get some new faves. 1. Can't say really. Every fighting game is probably different. Stuart is pathetic at Mortal Kombat though. 2. Saying we can't really tell at this stage is not a "whoosy" answer, it's the truth, although we like the Playstation a lot.

#### FIGHTING FIT

To HYPER, Congrats on your sick mag. It's

the best mag that I've ever seen and you should be proud of it. Anyway, down to the questions.

- 1) Will Virtua Fighter come on 32X and will it be a good conversion?
- 2) Apart from Super SFII Turbo, are there any good one on one fighting games on the 3DO? (or Virtua Fighting clones?)
- 3) How much is the Playstation going to be when it is totally released? (or how much is it at import stores?)
- 4) I like fighting games and car games, which system do you recommend I buy? Playstation, 3DO, Saturn or 32X?

Thanks a heap  
Sprewell

1. Yes, but I don't know how good it will be. 2. Samurai Shodown is great on 3DO 3. The Playstation is anywhere from \$700 to \$1200 in import stores and there's no word yet on official price although we should definitely know by next issue. 3. Aaargh! Buy what you want - I'm not your brain. Look in HYPER, read our reviews and then make an informed decision (hint: don't buy a 32X).

#### SATURN vs PLAYSTATION

Dear HYPER, Firstly I would like to congratulate you on an excellent mag like everyone else does. Now for the questions. I was wondering about the Saturn and the Play Station, concerning their capability. I know you printed tech specs of both these machines in issue 16 but I don't understand a lot of that so my question about them is whether they are going to turn out like the SNES compared to the Mega Drive. What I mean by that is the Saturn going to end up like the Mega Drive in respect to the fact that the Mega Drive has less capability compared to the SNES, and the Play Station is like the SNES which has greater sound and graphics ability compare to the Mega Drive. Because I don't want to buy a Saturn and find out that the Playstation is a way better machine and I have wasted my money on a machine that has no life in it.

The reason that I am asking this is that in the Tech Specs you gave the Play Station beats the Saturn in most aspects or at least equals it. In the Tech Specs that you printed for these two consoles you said that the Saturn

has 2 CPUs that run at 28 MHz, while the Play Station has a CPU which runs at 33.8 MHz. Wouldn't this mean that the Saturn is a faster machine because it has two relatively slow CPUs but when put together they have a combined speed which is greater than the PlayStation or doesn't it work like that?

Also what is the point of the Saturn having a cartridge slot because if it runs CDs and CDs have more capacity to hold games than a cartridge wouldn't they (Sega) be better off just having a CD thus reducing the price of the Saturn even further. At the Play Station's unofficial Home Page on the 'net I read that the Play Station is getting Mortal Kombat 3 at least 6 months before any other 32 or 64 bit system, is this true and if so, why? Keep up the good work.

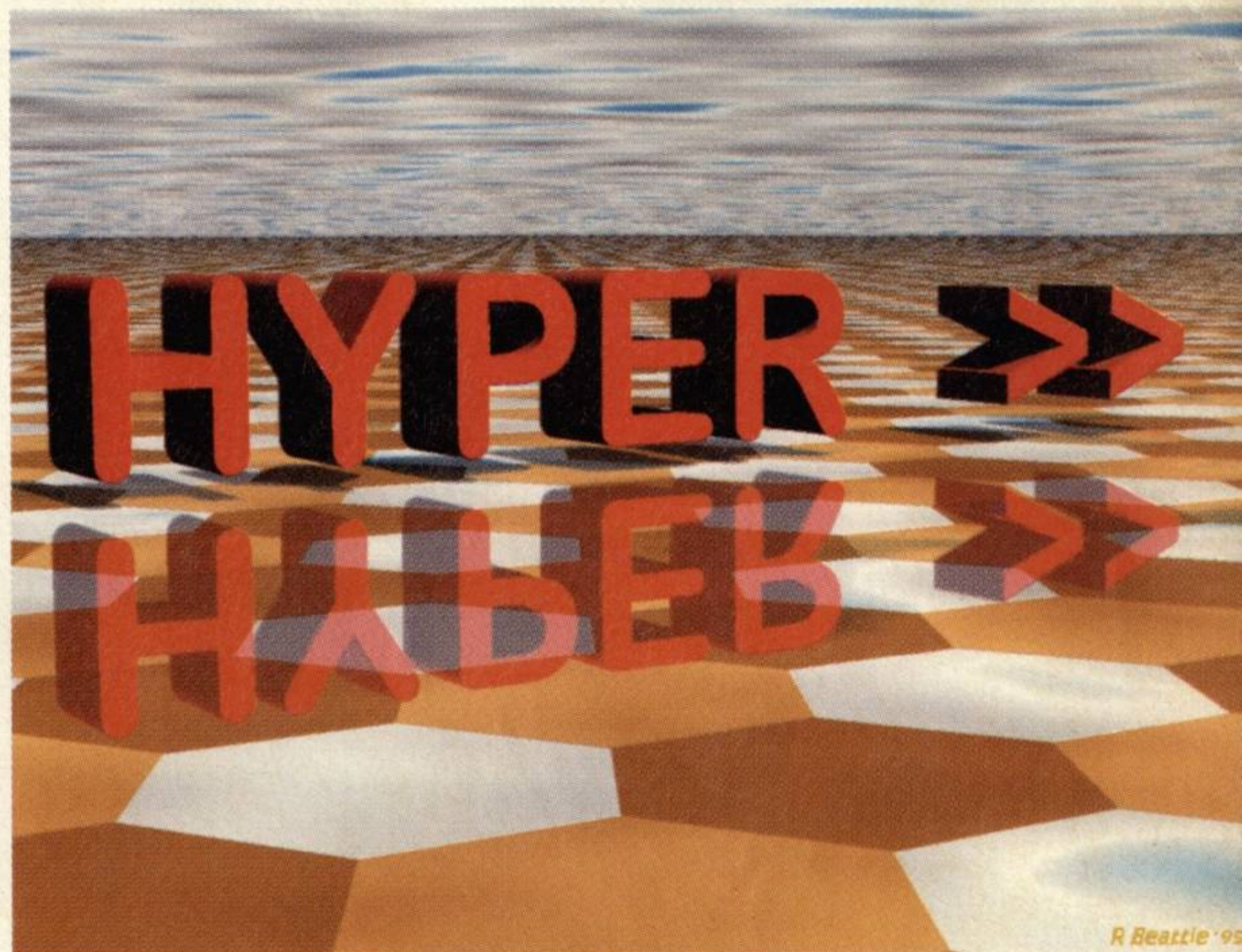
Thanks  
Matt Deavin, ACT

OK Matt. We're comparing two different machines here and the differences aren't as simple as the SNES vs Mega Drive. In terms of colours on screen and sound they're pretty much on par. The CPUs have different strengths though and while the Playstation has more 3D polygon throwing grunt, the Saturn is better at 2D and parallax scrolling. Both systems will have games that utilise their strengths and both can expect some HOT titles. I actually have no idea why the cartridge slot is on the Saturn, as I know of very few cart-based games planned for the machine. As for MK3, Sony did a deal to guarantee a six months exclusive period, so yes, it's true.

#### QUESTION OVERLOAD

Dear HYPER, I only have 4 copies, but I think you mag is the best. I have tried many mags but none have as many competitions or reviews or cheats. I also really love the price - most mags cost seven dollars. Anyway I have some questions to ask.

1. What is the price of the Sony Playstation? I heard it is going to be under 500 dollars.
2. What is the price of the Sega Saturn
3. Is it worth selling my Sega Mega Drive and games plus my Game Boy to get one of these consoles?



ROBERT BEATIE SENT US THIS. YEP, WE'RE ALL SHINY AND REFLECTIVE HERE AT HYPER

4. Which of the super consoles is worth buying if I like sport games and platform games?
5. Is the 32X worth buying?
6. Should I stick with computer and CD ROM games or buy one of the super consoles?
7. Could you please recommend a really good CD ROM game coming out soon for under 100 dollars
8. How long before the super consoles come down in price?
9. Which CD ROM game should I buy out of Dark Forces and Wing Commander 3 (please don't say it's up to you).
10. Could you please tell me about a good PC joystick under 100 dollars.

From your loyal fan  
Anton Cukrov

1. Not quite sure yet. I'll hopefully be able to tell you next issue. 2. It's RRP is now \$799 with Virtua Fighter packed in. 3. Sounds like a good move to me. 4. All of them will have good sport games and platformers. The Saturn's probably best for platformers. 5. In my opinion, no. 6. That one's really up to you. 7. Most CD ROM games are under \$100. Full Throttle and Star Trek: Next Generation are excellent and Command and Conquer looks hot. 8. Don't know but hopefully we'll see some discounting at Christmas time (or more likely, just after Christmas!). 9. I'd go for Dark Forces. 10. We like the Gravis Analogue Pro. for knock-about work and the CH Flightstick for flying. Thrustmaster is better still, but costs a little more.

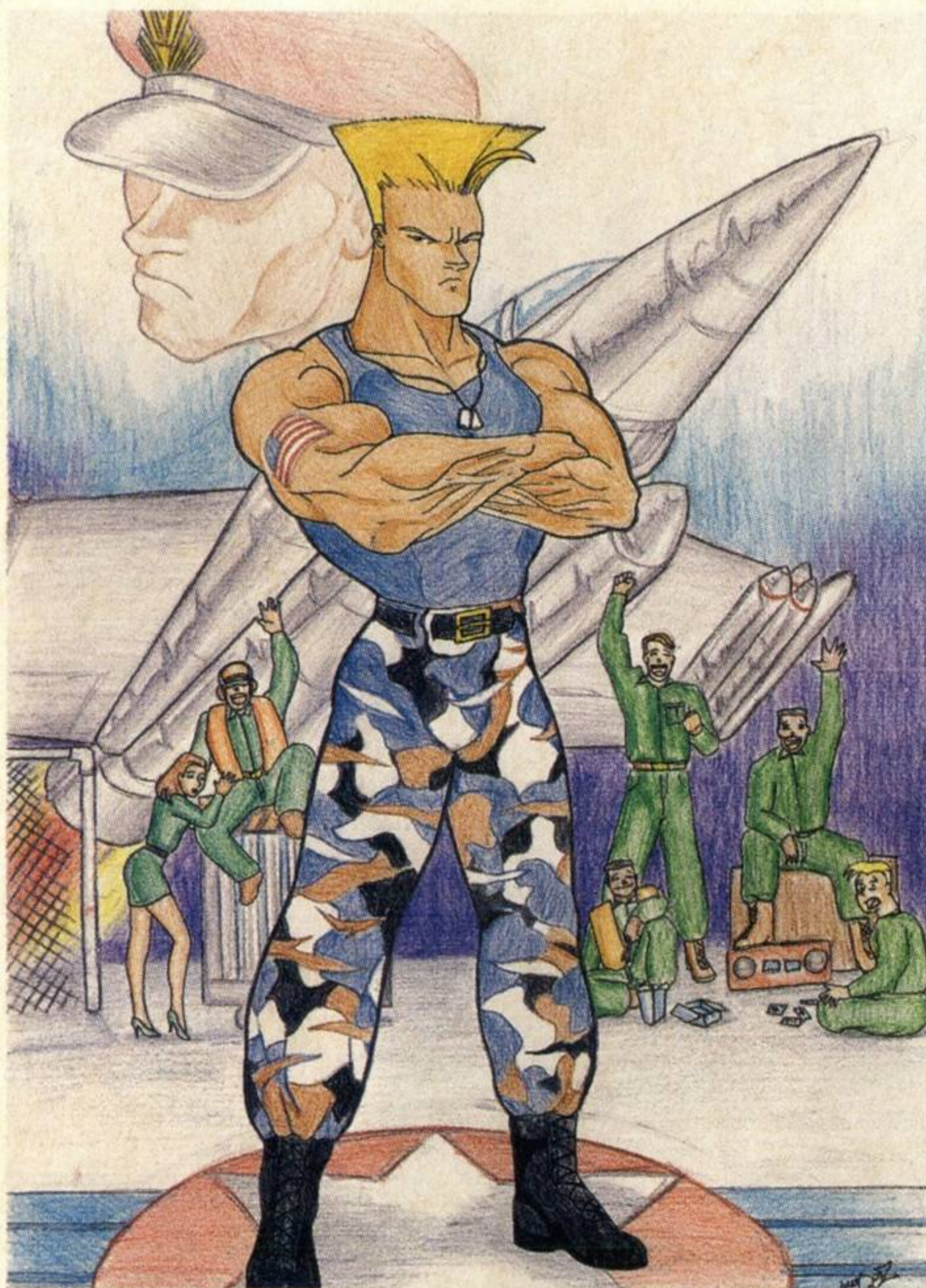
#### 16BIT NOT DEAD

Dear HYPER Before I get hyped up, I'd just like to say your mag is excellent. But enough kissing up, it's time to say what I have to say. I'm writing in reply to Chris Taylor's utterly spastic letter (issue #18). Chris, read your letter. You said you sold your Mega Drive to "some low down game freak who though he was getting a good deal" It's time to wake up and smell the mouldy meatloaf that's been in your fridge since Christmas 94. Sure a lot of people are selling their 16bit consoles, but if a lot of people are selling their 16bit consoles, then a lot of people are buying 16bit consoles. And if a lot of people are buying 16bit consoles, then 16bit gaming is FAR from dead. I also have some insults to give to Chris. Chris, if I had a dog with a face that looked like you, I'd shave its f\*#@ing arse and teach it to walk backwards. I suppose you're one of those people that thinks Pong has better graphics than a game like Dark Forces or Tohshinden. Oh well, nothing more to say.

Yours sincerely  
Dean Bell & Joshua Day

You had a good point about people still buying 16bit consoles - they're very cheap now and a lot of people are still buying, so 16bit games will still be big for a while yet. There was no need for abuse (although it was pretty funny, I guess).





THIS BEGUILING PIC OF GUILF WAS HAND-CRAFTED BY LOIS AND IAN MARQUEZ.

## MOULDY LETTER

Dear Editor  
 Congratulations on creating such an excellent magazine. I think the idea of the "Net Trawlin'" column is great and that you should expand it to a full page. I have a few questions:  
 1) Recently I've seen the game Myst selling for \$120 when a few months back it was selling for \$70 to \$80 and is still selling for that price in a few shops around now. Why is there such a big price difference? Is the game that is selling for \$120 a new enhanced version or something? Or are we just being ripped off?  
 2) Is there any news on the release of a "3DO Mark II Blaster" for the IBM?  
 3) I heard that "Doom 3 Special Edition" was coming out for the Ultra 64. Is this a combination of "Doom I" and "Doom II"? Or is it a whole new game? If so when will it be coming out for the IBM?  
 4) Roughly how much will Ultra 64 games cost?

Yours sincerely  
**Jordan Moulds**

*I'm sorry to make fun of your name in the title, but sometimes I just can't help myself. You'll be pleased to know that Net Trawlin' is now*

*bigger than a page! 1. The price difference is just caused by different retailers pricing as they will. There are no enhanced versions around so if you're paying \$120 you're being ripped off. 2. No. 3. It's apparently a combination of Doom 1 & 2 but could end up a whole new game. In other words, I'm not too sure, but it won't come out on IBM. 4. No idea, although Nintendo will try for a low price-point.*

## IBM Vs MAC

Dear HYPER,  
 My family want to buy a computer. Dad wants an Apple Mac, and my mum and I want an IBM. Being the gaming gurus that you are, you might tell me which one is better in one sentence. So, can you?

**Leo Lavarre - Waters**  
 Bundaberg QLD

*There's no way I could talk about the differences between an IBM and a Macintosh in one sentence and neither one is "better", but if all you're after is games, then an IBM (or compatible) is the one to get.*

## MODEM COSTS

Dear HYPER,  
 I live in the little WA town of Moora (Pop 2000) and I have

been told that if I bought a modem the cost of using it would be very expensive because Moora hasn't been connected to the optic fibre cables or something. Is this true or will country towns always have dearer prices than the cities. I also wondered if local modem calls are the same prices as long distance calls. If you could please answer my questions I would be very thankful because after playing Doom Link at my cousins house I have not felt quite whole and my modem-less misery was increased 10 fold when I read about Mechwarrior 2 in issue No. 19. Playing that with 7 of your friends would be awesome. I just hope I get to play it instead of just having wet dreams about it. Then I can return to dreaming about Elle McPherson.

See Ya  
**Maggot WA**

*Your mother must have been having a bad day to call you Maggot, but I'll still answer your questions. Fibre optic cables are being laid at the moment, but only to exchanges, not residences so you're not disadvantaged there. Modem call rates are exactly the same as phone rates, so you pay more for long distance calls.*

## SEX SELLS

Dear HYPER,  
 In response to the Matthew Burgess letter (issue 19), I would just like to say that while he did make some valid points he completely ignored how men are also exploited. Sure, while many of the women portrayed in video games are wearing outfits that would be too tight for Elle, the men are wearing nothing but shorts that not even AFL players would be proud of. It all comes down to just one thing - "sex sells". It sells music, it sells clothes...hell, these days it even sells eggs. The next time you're playing a video game, take a look at all the characters before you go running off to the nearest feminist convention. You will often find that while the sexy women are there, so are the men, complete with muscles that would put the Gladiators to shame. I'm not condoning this, all I'm saying is that it goes both ways and that's just the way it is.

**Craig**

Gold Coast QLD  
 PS Almost forgot. Any news on Landstalker 2?

*Fair comment Craig, and it's true enough for fighting games. However, men aren't made to wear bikinis and parade stupidly around the ring in boxing games or through the pits in racing games (ie Ridge Racer). There's a lot more to sexism than just skimpy clothes - its the whole positioning of women in video games. For example, when was the last time you played a game with a strong female hero? Super Metroid and Alisia Dragoon are the only titles that spring to mind, which is not good. As for Landstalker 2, all I know is that it's in production.*

## DAMNING DOOM 1

Dear HYPER,  
 I'd like to bring forward some fairly damning statements about DOOM and even more damning about its sequel, DOOM 2. First of all, I'd like to make clear, that I think that 3-D, first person perspective games are about the most brilliant and original concept in the video gaming market. A market that is crammed to the bloody ceiling with stale and unimaginative platform games as well as shitty shooters, and to tell you the truth, I can't see what the hell most people find so interesting in beat 'em ups.

On to Doom! Why is it so dark? I'm into atmosphere and dark, spooky levels, but the whole damn game! C'mon! Also, I think that Doom is far superior to DOOM 2 as the level design is more realistic and intricate. The enemies are more strategically placed, allowing more satisfying combat. I laughed out loud when I played DOOM 2! Do the programmers actually expect you to make it through some of these levels? The first two difficulty settings are not too bad, but the others? Give me a f#%king break!  
 What I'd like to see is a 3-D game with kung-fu fighting, barrel throwing, and solving an adventure game in between the Nazi slaughtering. It wouldn't be hard to make considering today's programming "genius". I see Wolfenstein as Pong, the Doom's as Alex Kidd...we need a Sonic of the 3-D world.

Thank you  
**Giuseppe Marino**  
 Victoria

*Giuseppe you probably wouldn't find too many people agreeing with you but your points are tak-*

*en. I'm sure you're going to find a 3D game with a lot more to it than just shooting real soon.*

## DAMNING DOOM 2

Dear HYPER,  
 Why are you such complete and total thrap-masters over there? All you ever do is rave about iD software's stupid bloody Doom. You really have been pushing that crock of excrement just too far down the track now. I get sick and very bloody tired of hearing you and every other twang-addicted cretin rave about a dated, blocky, pixeled old game where all you do is run around for half the game with a shot-gun and a rocket launcher. What bloody use are all the other crap weapons? What is the use of this utterly crap game? It serves no purpose whatsoever other than to rot the mind of any sick individual who loads the game up and immediately types in "IDK-FA" and "IDDQD" and wastes half of their miserable lives? And when I talk of these stupid cretins who indulge in such wasteful activities I mean YOU!!! Get a real life and GET RID OF DOOM!!

Yours unfaithfully  
**Matthew Rankin**  
 coriocc@Deakin.edu.au

*Thanks for your opinion...loser!*

## WHERE'S THE JAG?

Dear HYPER,  
 I have every one of your issues and I thoroughly enjoy your magazine. I am an Atari Jaguar owner. When issue 9 came out I was so glad to see HYPER was going to review my system, but issue 14 was the last time you put "Jaguar" on top of your magazine. During those 6 issues you reviewed 6 Jaguar games. Not one of those games you gave a full review. There are 19 Jaguar titles when I last looked in March! You have reviewed 5 out of those 19 titles. Until you have reviewed all 19 titles you can not stand behind and I quote "Lack of software support". This bothers me because in the letters section when you suggest games that Jaguar owners should buy (issue 15) you suggest games that you have not fully reviewed. Also (issue 18) I quote "It's not quite dead yet". After all this could you please do just one thing: REVIEW JAGUAR GAMES!! PLEASE!!

**Signed your Number 1 Fan**





**OUR FRIEND SIEN T. PROVES HE'S NO SLOUCH WHEN IT COMES TO FINE CRAYON-WORK.**

We're really sorry about the Jaguar but with only 19 games released after well over a year I certainly can stand behind the "lack of software support" defence. Especially considering that none of the games is truly great (well, maybe Doom). There's just not enough Jag owners in Australia to justify inclusion and Atari Australia have closed down so there's no support for the system. It isn't dead in the US though, so don't give up hope. If things start improving we'll cover it again.

**PLATFORM GAMES SUCK**

Dear HYPER, Platform games are being released quicker than the West Indians had time to think of their first excuse for losing the test series. However this is just fine because their are so many respectable, original, fun games which take full advantage of the resources available. NOT! Platform games fill row upon row at my local game store, yet if you even bother to take a good look on the back of the boxes (which by the way I don't, simply because I have either read the reviews or know that it is simply another run of the mill platformer), you will amazingly realise that they are nearly exactly the same, with dismal graphics, average gameplay, etc. Now surely this would mean that programmers either; A) Have no originality at all, or B) The company behind them has told them to do it. Most likely it is B, but if companies continue to fill the market with low quality games they will surely turn buyers off

the entire gaming market or at least the platformer market. Despite the terrible platformer games which I am directing my comments at, there are the occasional mind-blowing efforts of originality and most importantly fun which are found under piles of rubble bigger than in Oklahoma. For example, Earthworm Jim (which I am proud to own) and Donkey Kong Country. Some may say that I am missing the amazing Clockwork Knight, but that is merely a re-hash of other games bundled together with some "pretty" graphics. That's it, no more (perhaps the Sonics could rate a mention, but they are copies of each other), approximately one hundred platform games and I can only seem to find two, maybe five if I tried really hard, original games which live up to the expectations of games in general and the gamers who play them. Perhaps if companies attempted to enter other domains, such as adventure, etc. which have had very few produced recently (probably the only good one being Discworld), they may make enough money to produce better platformers. We can only hope!!!

**Adam Berry**

*Thanks for those comments Adam and I'm sure most people in HYPERland would agree.*

**For Sale**

**SNES Games:** SFII Turbo \$55, Vortex \$45, BOB \$45, Prince of Persia \$40, Super Castlevania \$30, Jurassic Park \$25, or the lot for \$190, all with good condition books and boxes. 3DO games as new; MYST \$60, Immercenary \$60, Night Trap \$50, Total Eclipse \$60, Dragon's Lair \$50. Call Andrew on (03) 98 27 9049.

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**Amiga 500** (\$350) and a Amiga 2000 (\$1000) for sale. They both include games, programs, blank disks, mouse, joystick and some other goodies. Will negotiate. Please call (03) 763 6282 after 4pm weekdays.

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**Sega Saturn** with Virtua Fighter and Daytona USA (I dearly love my machine but I desperately need the cash). Also includes PAL converter, stepdown converter and 1 control pad. Only 3 weeks old. Boxed with instructions. Worth \$1400 sell for \$900 Ph 257 5610 (06) Joe Looker.

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**Panasonic 3DO FZ-10** with Road Rash, Super SF2 Turbo, sampler, 1 pad includes PAL converter \$720 unwanted gift perfect condition negotiable Ring Ben on (02) 247 0605

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**IBM CD ROMs:** Cyberia \$65, Nocrtopolis \$70, Journeyman Project \$30, Under A killing Moon \$70, 10 CD pack vol II \$45 Phone Dale on (09) 313 1068.

**SNES games:** Street Fighter 2 Turbo in mint (\$50), Tiny Toon Adventures Buster Busts Loose \$50. All games with box and instructions. Ph Richard on (03) 9787 6959.

**IBM games:** Relentless CD \$60, Star Trail CD \$60, Sherlock Holmes CD \$40, Ultima 8 - Syndicate as well as Syndicate plus - Strike Commander plus Speech pack - Wing Commander 2 all on one CD \$110, Sim City 2000 HD \$50, Theme Park HD \$50, Sam 'n' Max HD \$40, Cannon Fodder HD \$40, Lost Files Of Sherlock Holmes \$30, and Populous 2, HD \$20. Will swap any of the above for Myst, Battle Isle 2, Ecstatica, Transport Tycoon or Rail Road Tycoon Deluxe Phone Tom on (003) 522 754.

## Swaps

**I will swap Sam n Max** on disk for Day of the Tentacle on disk. If interested Call Eliot on (03) 9531 6104 at about 5pm weekdays.

**Will swap NES** with 2 controllers Zapper gun & 4 games for SNES with 1 game or Super game boy. Will also sell for \$130 Ph Joel (099) 643 127

**I would like to swap WWF** European rampage tour (for PC) or swap WWF Wrestlemania (for PC) for Police quest 2 (for PC) both games boxed with instructions. Police Quest 2 must be boxed with the manual. Ph: Chris on (06) 238 1925.

**I will swap Super R-Type**, Zelda a link to the past, Rastan and Aztec Adventure for a Mega Drive with 1 game and 1 control. Or sell for \$200 prices negotiable Call for Ben after 7pm (08) 387 1703

**I would like to swap Mortal Kombat II** for the Mega drive for either Zombies etc My Neighbours of Flash Back on Mega Drive. Ring Justin on (077) 877 838 or write to Justin Morel 24 Day Dawn Rd Charters Towers QLD 4820.

**I will swap my Jaguar** with Doom Alien vs Predator, Chequered flag II, Cybermorph plus Lynx with 4 games for a Sega CDX with some games or for a Sega MDII with 32X and some games. Ph (089) 452 415.

**Will swap any of these two games.** (chaos engine, Choplifter III, Space Ace, madden '94') for a Super Multitap or boxings legends of the ring Ph John (02) 808 3416

**3DO sell or swap** as new MYST \$60 Immercenary \$60 Night Trap \$50 Total Eclipse \$60 Dragons Lair \$50 Call Andrew on (03) 98 27 9049.

**I will swap my American SNES** control deck for an Australian SNES control deck (PAL) Ph Andrew on 049 347231

**PC-CD-Rom games swap!** will swap Relentless for Under a Killing Moon plus I'll pay \$15 extra! Sam & Max hit the road for Mortal Kombat II on CD plus I'll pay \$10 extra!! I'll swap anything for Microsoft's complete NBA history 1995!! plus I'll pay \$30 extra!! Megarace for Discworld plus I'll pay \$70 extra!! thankyou!! PPPLLEEAASSEE phone Mike on (08) 326 0299.

**I will swap my Gameboy** with two games for NBA JAM + E or Mortal Kombat II or sell for \$80 Ask for Andrew Ph (096) 551369 after 4pm.

**I want to swap my Master System** plus with two control pads, A light phaser and two building game for a 16-bit sound card IBM in good condition. Call Tony on (03) 364 9546.

**Will swap Mega drive II** with 6 button control with Mortal Kombat 1 + 2 for SNES with MK 2 or Clayfighter. Does not come with box all instructions. Sell PGA Tour III \$45 Ph (074) 644 772 (hardly used).

**Swap 3DO game** Total Eclipse for any half-decent 3DO game. Will sell for \$45. Ph (071) 599 907 between 5-7pm. Ask for Quintin.

## Wanted

**Back Issue 15 of EDGE** (December issue). I have every other issue and will pay well if in good condition. Phone Simon on (09) 316 5198

**Monkey Island 2** Box and original manual Will pay \$5 Ph (02) 418 4296

**Red Dwarf magazines** in good condition, will pay up to \$2.50 each. Star Wars technical journal 1 + 2 wanted will pay up to \$5 each if in good condition Ph (07) 2032 931

**Super Nintendo** with Super Punch out two control pads will give \$69 Ph: 234 0263 ask for Dimitis call after 12 noon.

**SNES games** Zombies Ate my Neighbours and Super Punch Out. Will pay good money depending on condition. Call Jason on (02) 639 0860

**Sunset Riders for the Mega Drive** will also swap for Sonic 1, I live in Bundaberg Queensland Ph (071) 599 785 Ask for Raymond.

**Manual for Flashback PC.** I'll accept photocopies. Will pay up to \$10. Call (02) 679 1478 after 5pm and ask for Tim.

**World Heroes 2** Jet for NEO GEO ask for Sergio on (077) 436 273 after 6pm.

**Wanted Phantasy Star 1** (Sega). Please tell me if you've got a copy of PS 1 on the Sega. \$40 is my offer. Please contact Rex Taylor on (043) 234 642

## Penpals

**Penfriend** between the age of 16 and 15 Who uses the internet or modem lines. Is interested in computer mags, Likes programming and is a real critic about computer games and the computing world write to Oliver L T King Apia Western Samoa PO Box 1603

**My name is James Kelly** if you like sports (except netball) and like getting short letters occasionally I am the perfect person to write to I have a Pentium 75 and am a PC freak if you are male, female or alien aged 12-13 who likes PCs and doesn't have a console write to me at James Kelly 6 Lumsden St Cammeray NSW

**What's up?** My name is Jason Lucas. I'm a hip happenin' homie who's looking for a penpal aged between 13-15 preferably female. I'm into Boyz II Men, Bodycount, TLC and Snoop Doggy Dogg. My interests are girls, music basketball, SNES NES Gameboy arcade games. I'm in Year 8 this year and I'm 13 years old. So all you homies and sexy girls write to JASON LUCAS 38 Caledonian Ave Winston Hills, NSW 2153 (somebody better write.)

**Hi. I am looking for a penpal 8 -12** I am looking for someone who has a Mega Drive or Master System, and who likes to cheat in games and knows lots of them. I like card, comics and cheating write to Ray Zhang 8/448 Albion St Brunswick Vic 3056

**Hey you in the seat** or wherever your ass is parked. Send a letter to Raul Torres, 24 Justin Pl, Quakers Hill, Sydney, NSW 2763 NOW! Remember it doesn't matter what system your into. Send me, a 15 year old male, a letter.

**Penpal wanted for 17 year old boy** who likes ambient techno & trance music (especially Itch-E & Scratch-E) also likes John Lennon, Jimmy Hendrix & Alternative music & hates rap (except for PM Dawn & Beastie Boys). I don't care if you're male or female or both (that would be interesting) So if you're 16 or over please write to me so I stop talking to myself. Spaceboy, 31A Suttor Street Bathurst NSW 2795.

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