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MARCH '95

HYPER »

Australasia's best independent games mag

Heretic

DOOM
With Spells On!

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3DO
SATURN
PLAYSTATION
Taking Gaming to the
Next Dimension

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Earthworm Jim
Play Guide

Beavis & Butthead » X-Men » Corpse Killer
The Need For Speed » Kings Quest VII
Dark Forces » Samurai Shodown » Cyberia
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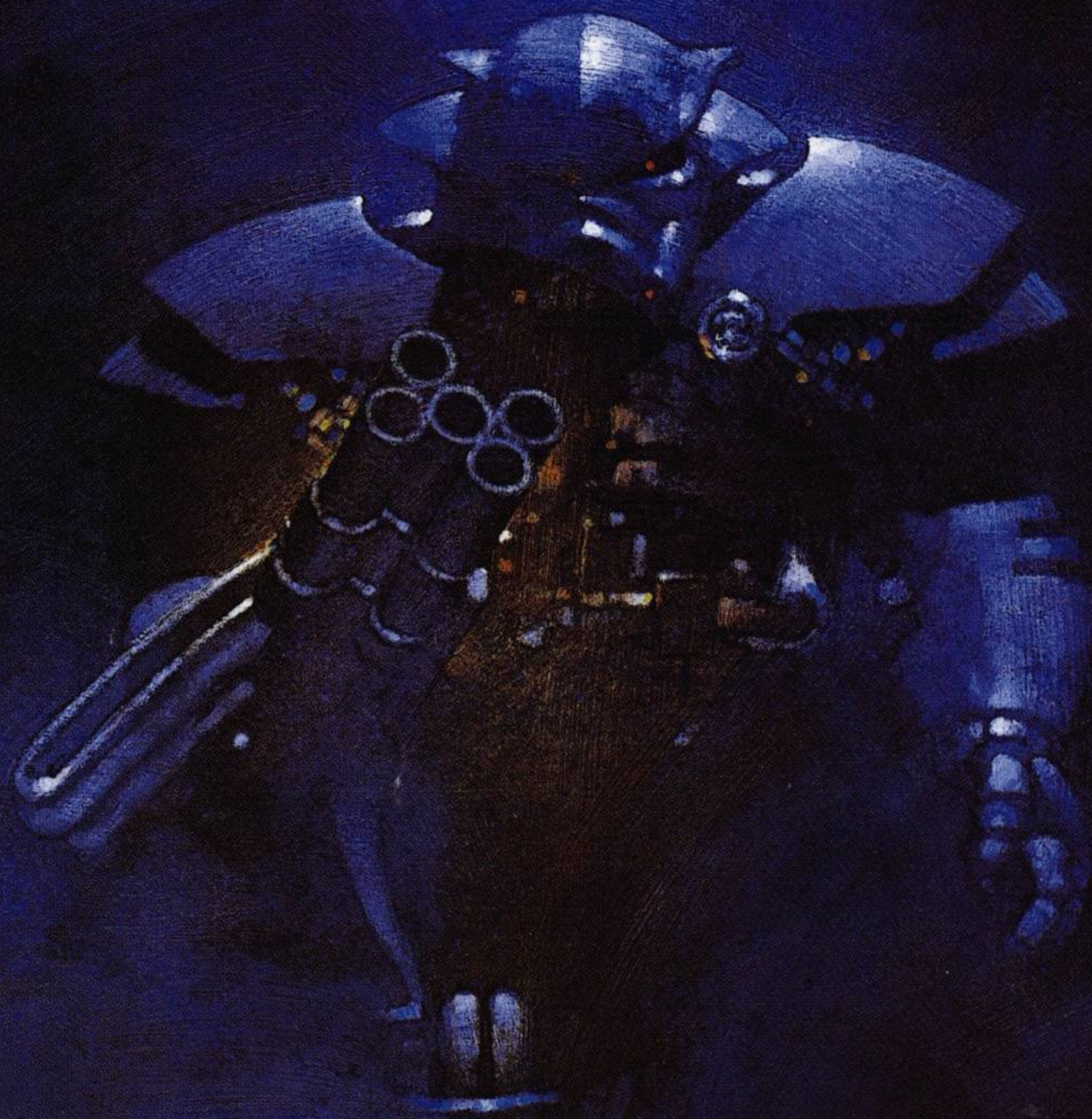
ISSUE **16**

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THE DARK SIDE OF THE FORCE
JUST GOT DARKER.



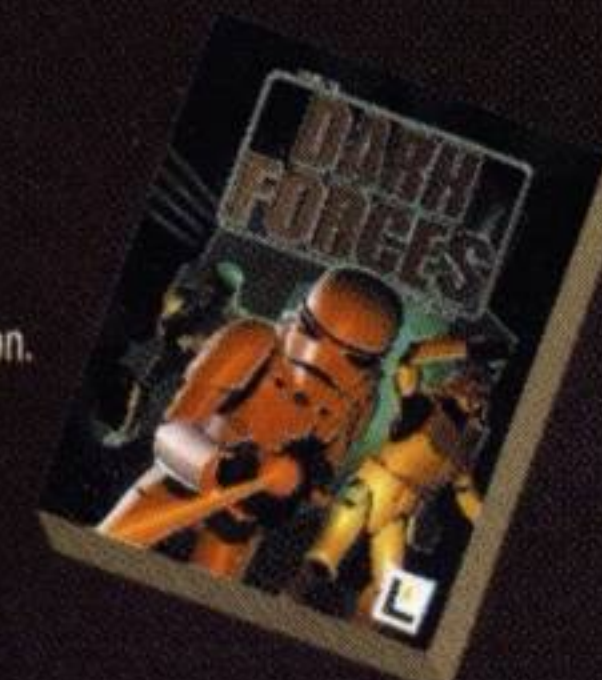
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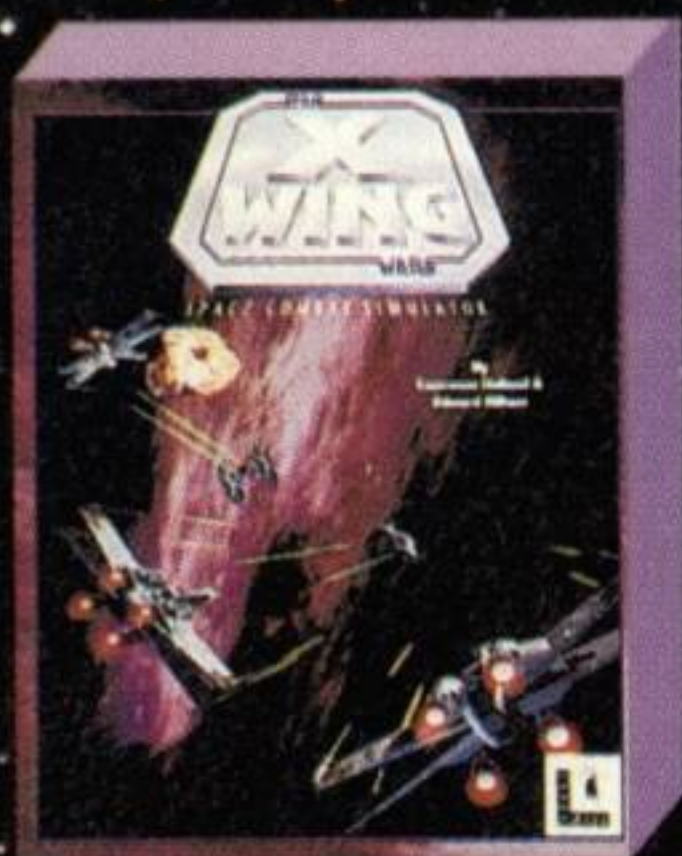


THE NEW STAR WARS

TRILOGY

IS COMING SOONER

THAN YOU THINK.



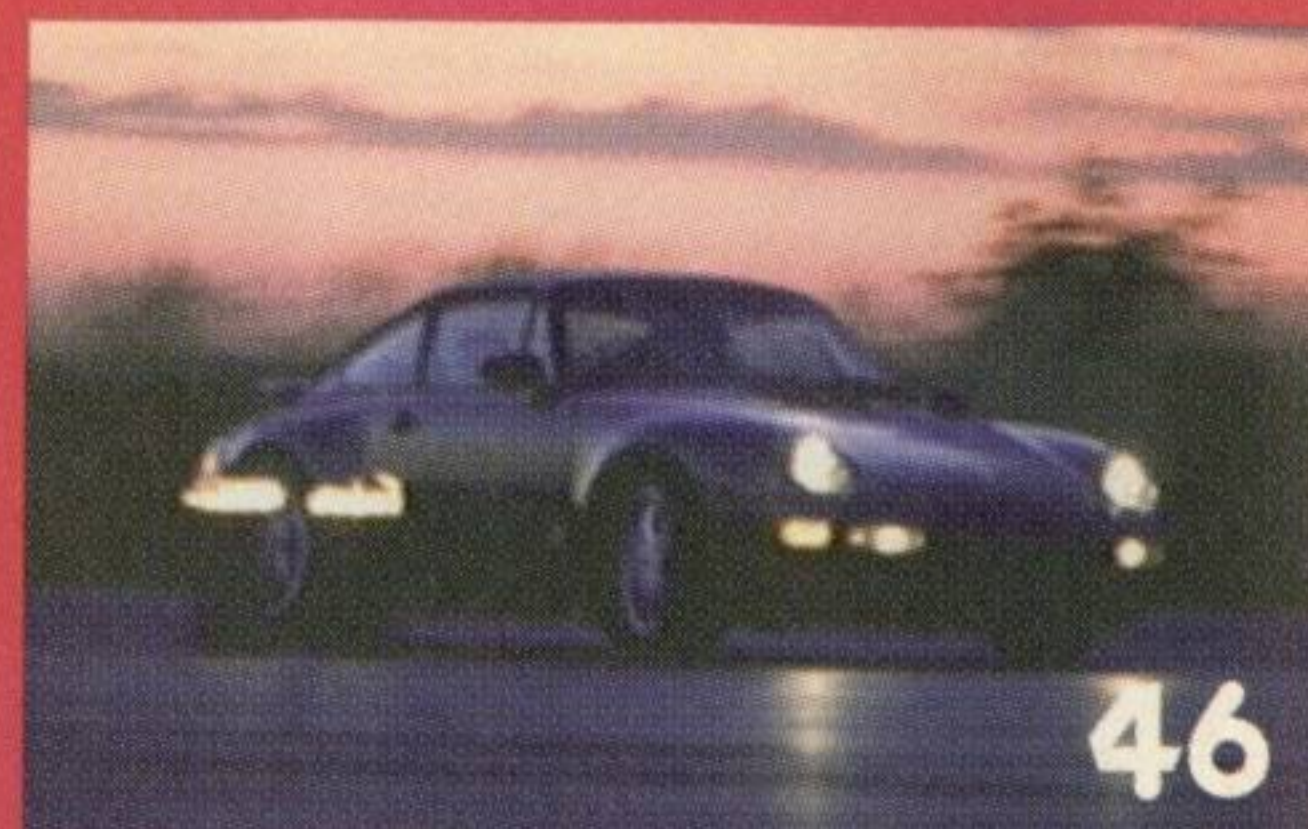
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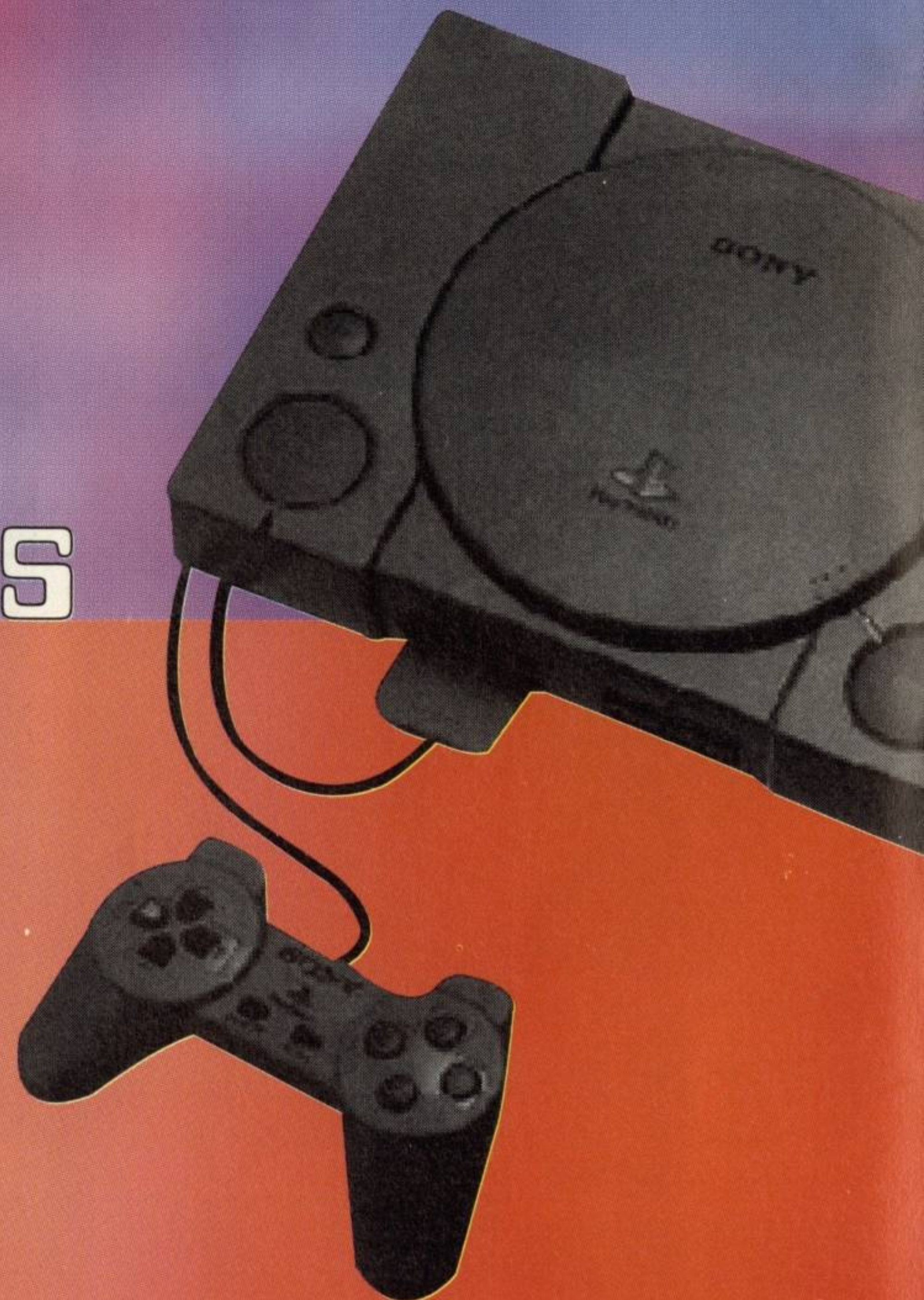
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issue 16. contents





6

News Las Vegas CES Report, Rap Jam, a Home Improvement video game, Nintendo's Virtual Boy, JJJ goes regional, Classic games get CD ROM updates, anime review, Net trawlin' and heaps more...

16

WIN WIN WIN We have a special Wing Commander 3 pack, Cyberswine comics and T-shirts, and Shareware CD ROMs to give to you, dear readers.

Feature

20

Beyond the Next Level - We take a detailed look at the 3DO, Sony Playstation and Sega Saturn - the machines that are taking home video gaming into a whole new dimension

Previews

24

Descent PC/PC CD ROM

25

NBA Jam Tournament Edition SNES/MD

Cadillacs & Dinosaurs MEGA CD/PC CD ROM

26

Dark Forces PC CD ROM

28

Road Rash 3 MEGA Drive

28

Mighty Morphin' Power Rangers MEGA CD

30

Arcade Our regular arcade junkie, Arcane, takes a look at two of the latest biff fests - Virtua Fighter 2 and Darkstalkers

20

Reviews

32

Heretic PC/PC CD ROM

36

X-Men SNES

38

Beavis & Butthead SNES

40

Red Zone MEGA DRIVE

42

Generations Lost MEGA DRIVE

44

Corpse Killer MEGA CD

46

The Need for Speed 3DO

48

Samurai Shodown 3DO

50

Legend of Blackthorne PC

52

Kings's Quest VII PC CD ROM

54

Legend of Kyrandia PC CD ROM

56

Cyberwar PC CD ROM

58

Cyberia PC CD ROM

60

Byte Size

Aero the Acrobat 2 MEGA DRIVE

Zero the Kamikaze Squirrel MEGA DRIVE

Ren & Stimpy - Time Warp SNES

Eye of the Beholder SNES

TIE Fighter - Defender of the Empire PC

Hardball IV PC

Creature Shock PC CD ROM

Panzer General PC

Voyer PC CD ROM

Dawn Patrol PC/PC CD ROM

Earthsiege PC

Fighter Wing PC CD ROM

Play Guides

64

Earthworm Jim

70

Relentless: Twinsen's Adventure Part 1

72

Cheat Mode

76

Letters/Hypermart

hype it up

If you thought **Doom** was big in 1994, you 'aint seen nothing yet. No, **Doom 3** isn't on the schedule but there are going to be so many **Doom** clones flooding the market over the next few months that all first person perspective action adventurers are going to think they've died and gone to gaming heaven. Of course, they're **not all going to be winners**, but there's definitely going to be a couple of hot ones to challenge for the **Doom** crown.

First up comes our cover game, **Heretic**. It's a joint production between **Raven Software** and **iD Software** [the geniuses behind **Doom**]. It uses the same classic game engine, only it's enhanced graphically and you can look up, down and **fly!** **Woohoo!** It's going to be big. **Dark Forces**, another in the long line of **Star Wars** game from **LucasArts**, also looks set to take the **Doom** experience to a whole new level. Apart from those two, there's **Quake** [from **iD**] which is hurtling towards completion and numerous **PC VR helmets** coming onto the market which will be compatible with **Doom**, **Heretic** and the rest of them. The question is, once you've put the helmet on, **will you ever want to take it off?**

The **PC** games just keep on coming, but there's not much action happening on the **Sega/Nintendo** front at the moment, a situation that I'm sure will **change** very soon as the gaming giants gear up for a massive **battle for player's hearts**, minds and money with new-comers **Sony** and **3DO**. This issue we give you the total run-down on the new "super-consoles" - the **3DO**, **Playstation** and **Saturn** so you can start making your future gaming decisions. Whatever machine you pick though you're guaranteed of a **whole lot of fun**.

Apart from that, all I have to do now is introduce **HYPER's** new Deputy Editor, **Ben Mansill**. You're all probably familiar with Ben's **PC** reviews, and he's now joined the **HYPER** crew full-time so be prepared to be assaulted with his massive gaming **knowledge**. Anyway he's just challenged me to a **Doom** deathmatch, so I better go and get my **trusty chainsaw** out.

Stuart

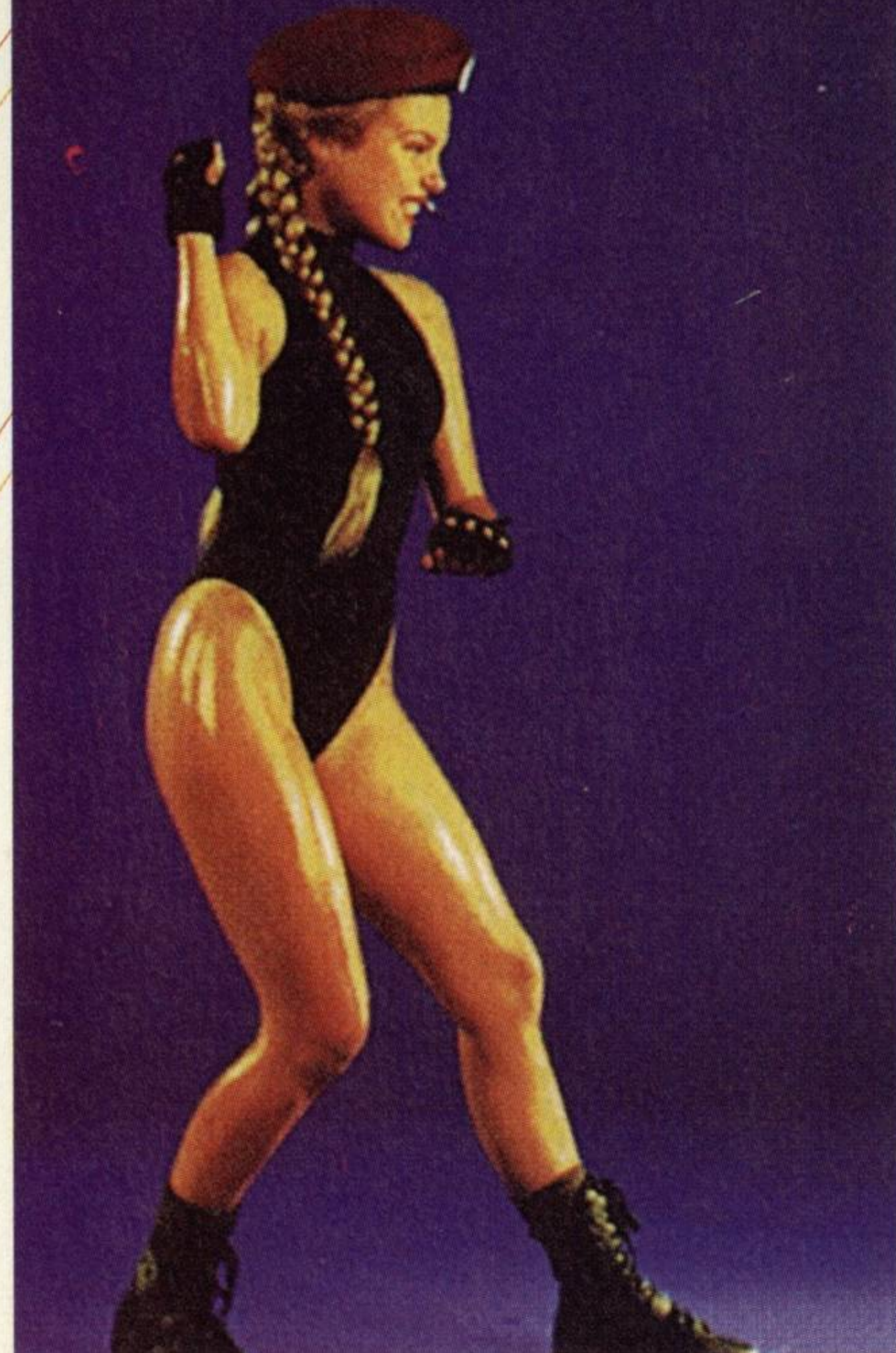
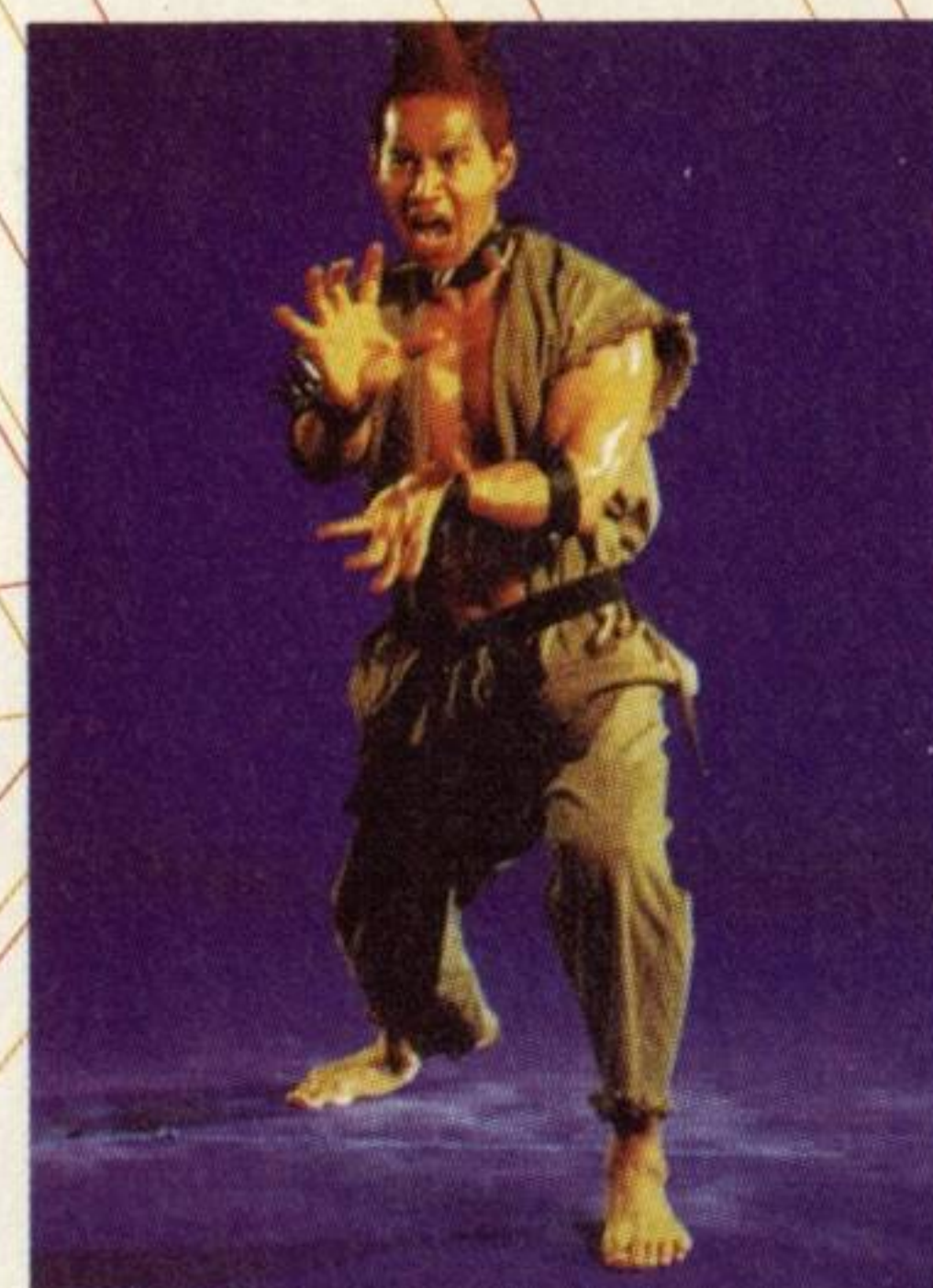
Streetfighter - Where's the New Game?

Well the **Streetfighter** movie has been out and about for over a month now, and what a hoot it is too. Not a mind-blowing movie by any means but if you're a fan of the game and video games in general it is a must see, if only for a laugh. **Kylie** hardly did any fighting though which was a great disappointment to all the **HYPER** crew. She looked quite good though, in a pouty sort of way...

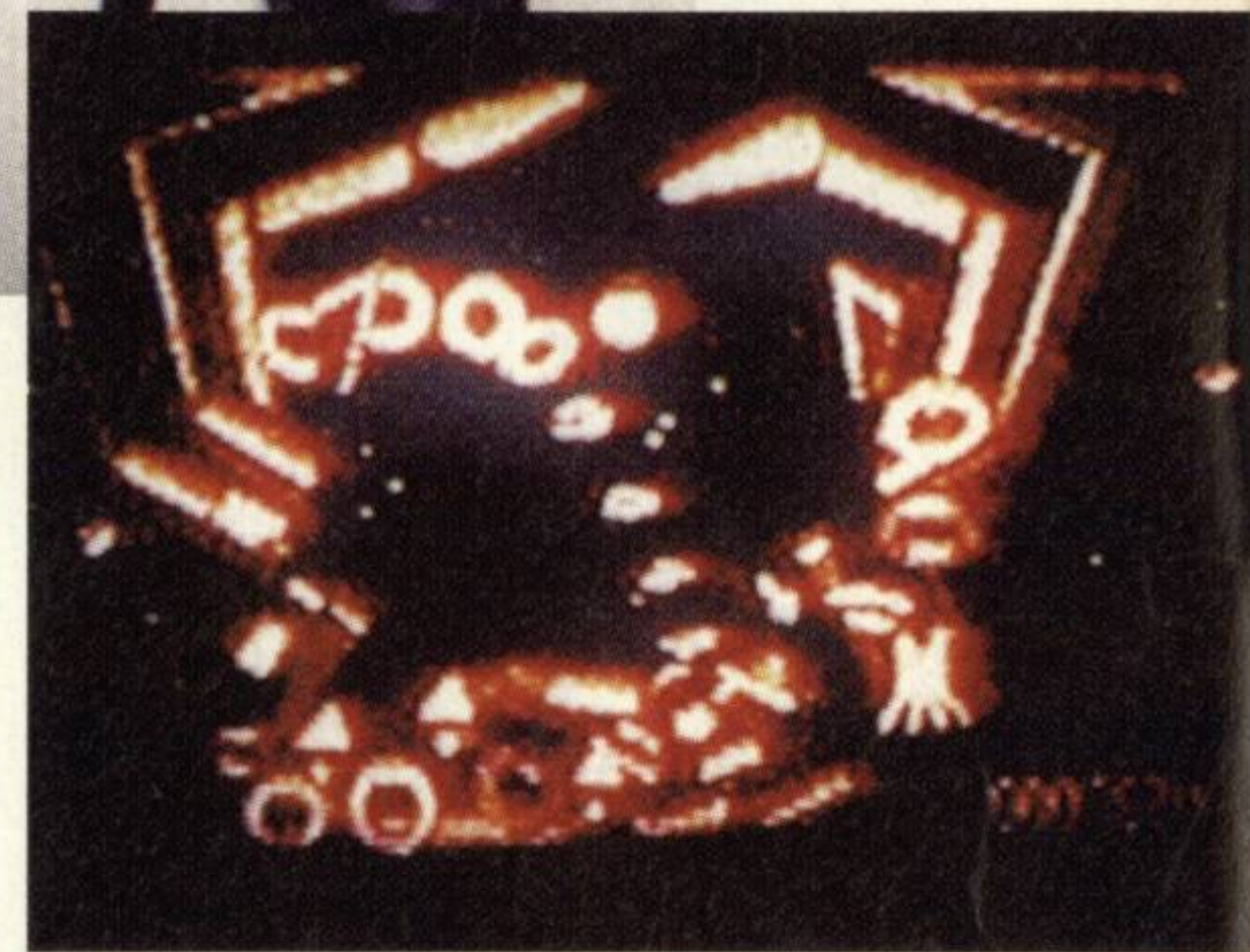
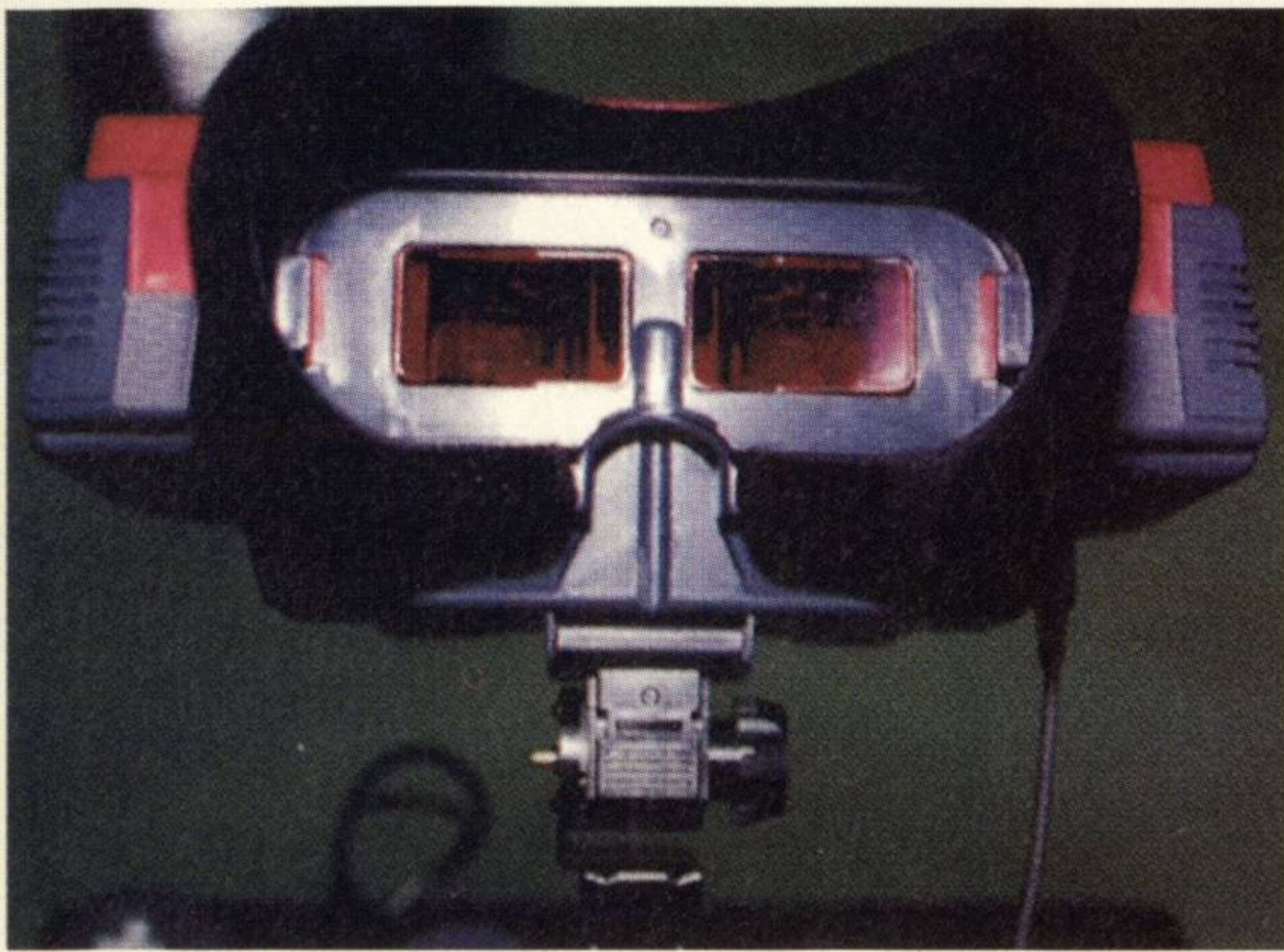
But that's enough about the movie. We want **Streetfighter 3** and we want it now! **Capcom** originally promised to launch the game around the time of the movie but that plan has apparently gone out the window, as there's a lot riding on the success of **SF3** so they wanted to make it extra-special. As we've told you before though, you will be playing with characters digitised from the movie and there should be 12 in total including **Ken**, **Ryu**, **Guile**,

Bison, **Vega**, **Sagat**, **Chun Li**, **Zangief**, **Cammy**, **E Honda** and **Akuma!** Yes, you'll be finally able to play the secret character of **Akuma** without all the fiddly cheating.

The game is now likely to come out in late 1995 in the arcades and on all of the new home systems - the **Saturn**, **3DO** and **Ultra 64** at least. It's doubtful whether it will be able to be converted to the **Mega Drive** and **Super Nintendo** but stranger things have happened, so I suppose we'll all have to wait and see...



Nintendo's Virtual Boy



Kulcha are Doomed

We'll never get sick of using that "Doomed" headline as long as we get the feeblest excuse and this excuse ain't so feeble. Kulcha (you know, that bunch of boys who dance around to such lyrics as "boom shak shaka jam") have just released a CD ROM which contains their music (naturally), an interactive biography of the band plus the shareware version of Doom! How puzzling. But who are we to wonder why?

Anyhow, apart from the first ten levels of Doom you'll get Kulcha's debut album, plus three new songs (Truly, Evertime You Go Away and the modestly titled Masterpiece) and the ability to access the full version of Doom. All you have to do is follow the instructions on the CD ROM, make a phone call and pay some more money (naturally) and you'll have the full Doom experience. So if you're a Kulcha fan, when you buy their album you may just get more than you bargained for.



Much talk but absolutely no concrete information has abounded on the subject of Nintendo's new Ultra 64. All we know for sure is that it's to be powered by a souped-down version of a Silicon Graphics CPU. The big N has been keeping a tight reign on any leaks, the look and feel of the complete version may take us all by surprise.

Less secret is their new Virtual Boy, it premiered at the exclusively Nintendo trade show called the Shoshinkai Show which happened a couple of months back in Japan. It must surely rate as the strangest looking game device ever seen, with radical looks far from being the only un-conventional aspect of the design.

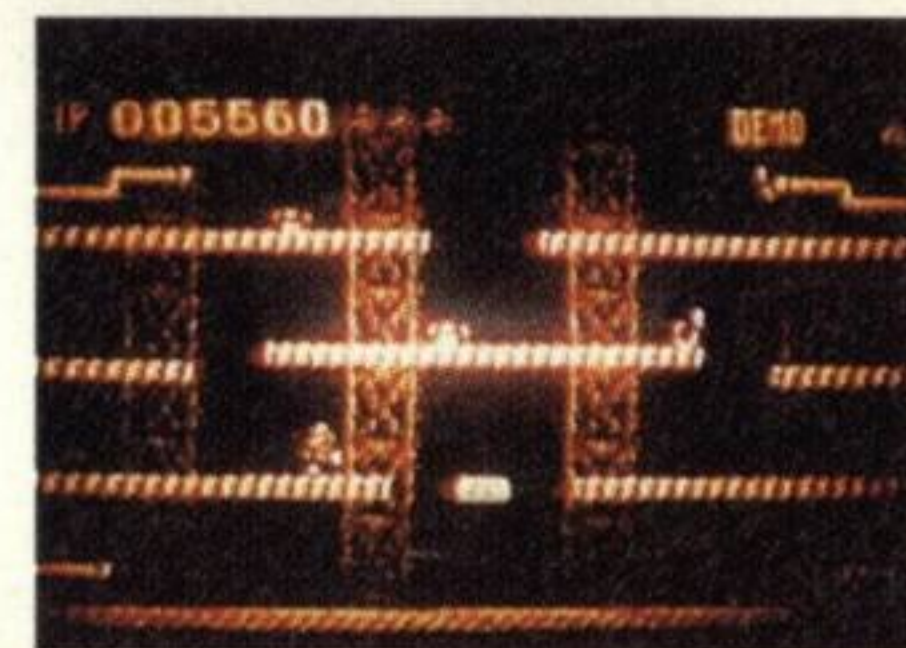
Remember the Viewmaster? It was a quaint stereoscopic viewer that took cardboard wheels containing around a dozen 3-D images, the wheels were in as much demand in their day as trading cards are now. The most happening kids used to have both a Viewmaster AND a Slinky, but we digress...

The Viewmasters 3-D effect is apparently little different to that which the Virtual Boy delivers, with one little difference - Nintendo's new baby displays its images only in red. No doubt this will make Virtual Boy affordable for virtually anybody, although Game Boy fans may balk at the idea of a whole new colour to get used too.

The unit is driven by a 32-bit RISC chip and displays its goods through an ungainly looking headset. The device is mounted on a small tripod (you don't wear it, it wears you) and is allegedly portable, although it's debatable whether anyone is prepared to be seen using it outside the privacy of their own home. A particularly fine looking controller completes the picture, it features two pistol grip protrusions for you to grasp, with a direction pad and two buttons above each. At the rear is a towards/away control.

The effectiveness of the design remains to be seen, it's stereoscopic not real-time calculated 3-D, so the depth will be inherently limited and there is no movement sensor. Image quality is an unknown quantity at this stage, the thing looks like it will give you a monster headache after just a few minutes. Ultimately the design will limit the type of games which can be run, case in point are the first games which will accompany its release - there's a re-release of the very first Mario game, as well as a 3-D Super Punch Out with robots.

We can't help wondering just why Nintendo chose this path to 3-D gaming. It would be difficult to imagine a more basic way of devising such a gaming system. While we can appreciate the need to keep the thing cheap, punters wouldn't object to forking out a few extra dollars for a better design, of this we are sure. One colour may be fine for Tetris and the like on the train, but for a screen that immerses you in a world just an inch away from your eyeball's - it just doesn't cut it. Nor



does the ambiguous nature of the ergonomics. Come on Nintendo, is it a portable or not? It could have been a good design to cart around with you, or a good design to leave at home - this is neither.

No word on an Australian release yet. It's coming out in America within a couple of months but industry commentators aren't exactly gushing with praise. If it doesn't take off, we might never get to see it.

Our only real fear however is the social effect; how many schoolkids are going to miss the bus sitting at the stop with this thing on their heads? At least the Game Boy was a little more socially responsible.



The Las Vegas CES

The second week of 1995 saw the video gaming world converging on Las Vegas and no, it wasn't to gamble all their hard-earned bucks away. The annual Winter Consumer Electronics Show was taking place and all the companies were showing off their goodies to the eager gaming masses. Unfortunately, there wasn't much to

blow the pants off gameplayers this time around and the reports filtering back all say one thing - a fairly underwhelming time was had by all. That's not to say it was boring or that there were no good games - it wasn't and there were, but some of the new gaming hardware and software that was expected to appear didn't get a look in.

All the big names were there, but neither Sega or Sony used the CES as a vehicle to launch their new machines (the Saturn and Playstation) and the much hyped Nintendo Ultra 64 was nowhere to be seen. Nintendo did take the opportunity to show off their Virtual Boy to the American market, but as you'll read in a separate article on the gizmo, nobody was too excited by it. So what was there to see at the CES? Games, games, games of course, and here are the edited highlights.

Nintendo

There were few big SNES game showing. Comanche Maximum Overkill, the PC helicopter action classic was playing in an almost completed form but the word was mixed. Sure, it kept all the playability but the pixellization of the graphics was extreme - very blocky indeed. Still, it was running at 20 frames per second and was a fairly impressive effort for the 16bit console. Star Wing 2, on the other hand, looked like a killer game and it was definitely one of the highlights of the show. It looks very similar to the first Star Wing game, except now, instead of being forced down a pre-set route, you can fly anywhere you want. There's also the ability to transform your ship into a ground walking vehicle (a la Vortex). Looks very spunky indeed.

Nintendo's attempt at a polygon based fighting game like Virtua Fighter, FX Fighter was the game that had all the beat 'em boys frothing. It's obviously not as impressive looking as the 32bit Virtua Fighter, but apparently the speed and controls are good.

RPG fans should be pleased to know that the sequel to Secret of Mana - the Secret of Evermore is on its way and...wait for it...it includes SGI rendered graphics. Square Soft is also working on another hot looking RPG, Chrono Trigger that should be out by the end of the year. Capcom (who broke tradition by not having a new instalment of SF2 to show) gave us a peek at Mega Man 7 and Mega Man X2 - both looked very good in a Mega Man kinda way.

Sega

Sega had a much smaller CES showing than usual and concentrated on their 32X games, deciding to wait until later in the year for the launch of the Saturn in America. Unfortunately there isn't too much to report on the 32X front either. Chaotix (a Sonic type of game which stars Knuckles, not Sonic) was a big one but apart from showing that the machine could scale and rotate with ease, didn't really show much gameplay innovation. 36 Great Holes is a golf game (surprise, surprise) and Metal Head is a mech game along the lines of Iron Soldier - neither was particularly thrilling.

There was also the 32X versions of Night Trap and Mortal Kombat 2 on display. The sad news is that MK2 is nowhere near arcade quality. In fact, it looks disappointingly 16bit. Acclaim blamed the 32X hardware for the quality (of course). Oh well...the good news is that a Saturn conversion of MK2 is underway.

Phantasy Star 4 was one of the standout Mega Drive games and Shining Force on the Mega CD also made an impression, but the CD version of Eternal Champions was the game that everyone was talking about. Apparently Sega took the disappointing Mega Drive effort apart and have come up with a winner this time around. There are new characters, finishing moves, vastly improved graphics and smoother gameplay.

While the Saturn was not officially displayed there was a machine at the show which was showing Clockwork Knight and Daytona. Both were mind-blowing. Daytona was almost identical to the coin-op and Clockwork Knight, which is a platformer, uses rendered graphics and unique perspectives to make a killer game which makes Donkey Kong Country look primitive.

3DO

Panasonic used the WCES to launch the new version of their 3DO player, the FZ-10 which is more compact and cheaper (retails for \$399 US). It's also got a new controller which is smaller and apparently better than the old one. Goldstar were also at the show, displaying their 3DO machine and their MPEG module which allows the 3DO to play full length movies from CD. It is retailing for \$199 US and comes with Total Recall packed in.

There were plenty of games for the 3DO, but the one that got the most attention was PO'ed, a Doom-like action game from a new company called Any Channel. The 3D environment is apparently awesome so look out for that one. Wing Commander 3 was also there and the 3DO version is apparently even better than the PC (or that's what the programmers whispered anyway), plus Myst, Flying Nightmares (a very hot looking flight sim), Creature Shock, Policenauts, X1th Hour and Return Fire, which people were lining up to play. All in all, no killer pieces of software, but a pretty solid showing nevertheless.

PC

The CES show is not the best place to see PC games, but nevertheless there was some killer software in evidence. Of course, LucasArts were proudly showing off Dark Forces and Full Throttle and they both look phenomenal, but do you expect anything less from LucasArts?

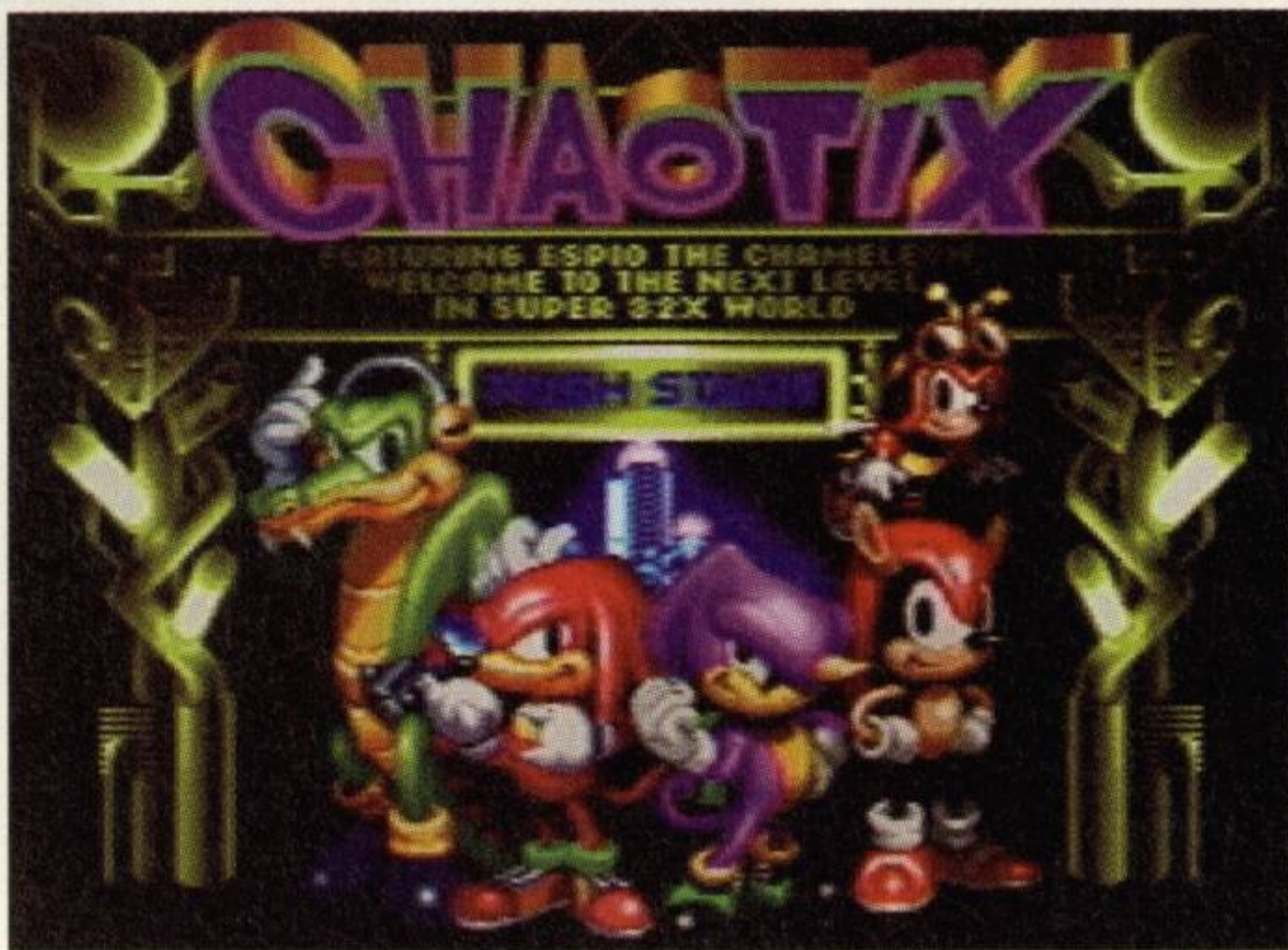
Mortal Kombat 2 has finally fisted its way onto the PC and the conversion is excellent but the rumour was that it was going to be CD ROM only. This is not confirmed. Apart from MK2 the hot PC show of the game was Lands of Lore 2 (which HYPHER previewed a couple of months back) which is full of 3D rendered SVGA graphics. It blows the very decent first game (and most other games for that matter) completely out of the water. Could be one of the games of the year.

Other Bits Of Interest

Atari put in a big effort at this show in an attempt to flog the Jaguar. They had a few good games like Rayman, Fight for Life, Battle Sphere and Ultra Vortex but nothing mind-blowing and that's exactly what the Jaguar needed. The Jaguar CD was also on show but Atari are holding off on release until there are some games available (we may be waiting a while).

While the Playstation wasn't officially launched or even displayed by Sony, there were a couple of machines at the CES which were showing some pretty hot games like Ridge Racer and Toshinden, which is a polygon based fighting game that apparently blows Virtua Fighter off the face off the planet. More news on this one real soon.

That's about it though. These were the (very) edited highlights of the Los Vegas show and we'll have more information on the hot games in coming issues.



CHAOTIX IS SEGA'S 32X SONIC-TYPE GAME, EXCEPT IT STARS KNUCKLES, NOT SONIC

3DO WINNER

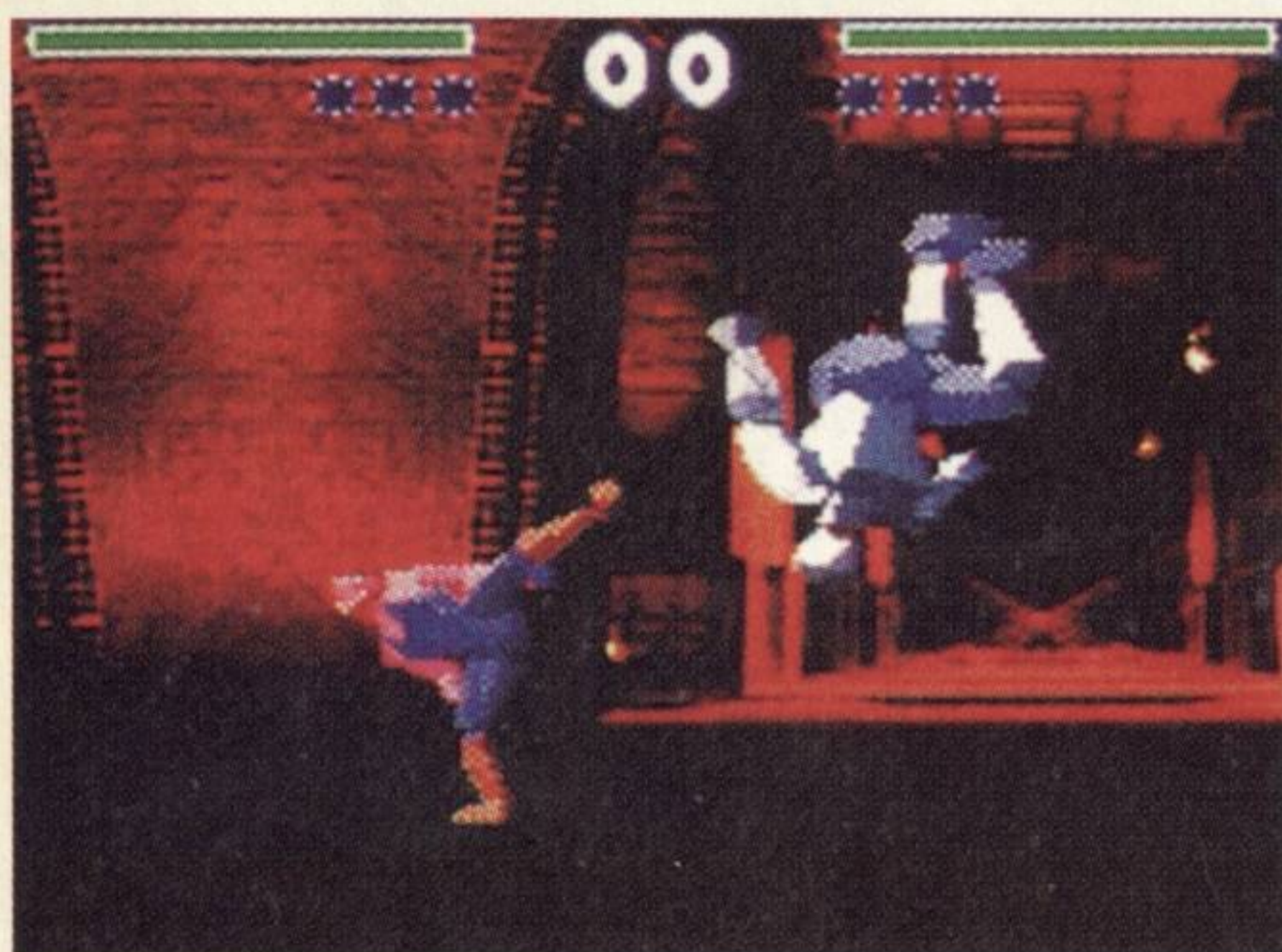
Silly us, we forgot to announce the winner of the awesome 3DO comp last issue. The lucky individual is Jeremy Toll from Alice Springs. He is currently having lots of fun playing with his new toy, thanks to Phoenic Imports. Watch out for a huge new comp soon!



LANDS OF LORE 2 FROM WESTWOOD STUDIOS LOOKS SET TO BE ONE OF THE YEAR'S BEST ON PC

WING COMMANDER 3 IS ALMOST READY FOR THE 3DO AND THE WORD IS THAT IT LOOKS EVEN BETTER THAN THE PC VERSION

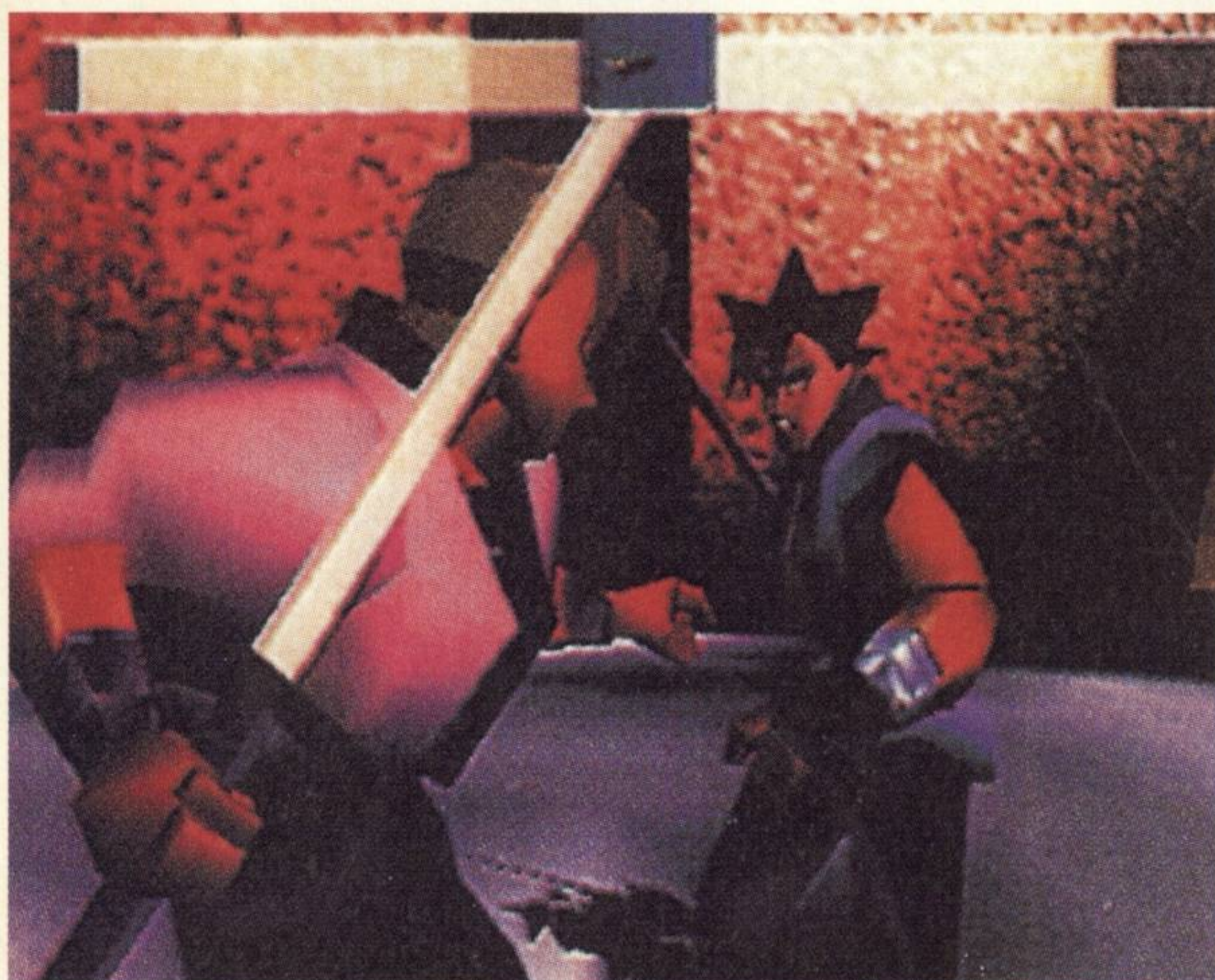
Competition winners



ABOVE ARE SOME EARLY SHOTS FROM FX FIGHTER, NINTENDO'S POLYGON ONE-ON-ONE FIGHTING GAME THAT'S COMING TO THE SNES IN A FEW MONTHS

SNES GAME SAVER
The incredibly fortunate winners of our SNES Game Saver competition are:
Zoltan Hanscut of Gladstone QLD
Michael Read of Altona Meadows VIC
Eric Chua of Hampton Park VIC
Adam Trembath of Happy Valley SA
Kathryn Barney of Deception Bay QLD

STAR TRAIL
The following lucksters have a copy of *Star Trail* on the way to them:
Tom Newman of Scottsdale TAS
David Noone of Frankston VIC
Michael Arthur of Nedlands WA
Heath Easby of Banora Point NSW
Tim Rodwell of City Beach WA



SEGA HAVE TOTALLY REVAMPED ETERNAL CHAMPIONS FOR THE MEGA CD AND IT LOOKS LIKE BEING A WINNER

ZEPHYR
More lucky winners, this lot get their very own copy of *Zephyr*, cool!
Simon Mifsud of Quirindi NSW
Bryan Davies of Cooloongup WA
Scott Montgomery of Fairfield West NSW
Anthony Elliot of Kawarren VIC
Nico Earnshaw of Pennant Hills NSW

ABOVE IS THE PLAYSTATION'S ANSWER TO VIRTUA FIGHTER, THE EXTREMELY SPUNKY TOSHINDEN

Rap Jam Volume One.

NETtrawlin'

Welcome to another batch of nifty net nuggets, best quality sites from that huge anarchic Internet thingy and this month's collection of Webs Worth Watching™.

The J's go National!

If you are one of our many country readers, then here is some news that might interest you - the Triple J youth radio network is now broadcasting to regional centres around Australia. You'll finally be able to get some real cutting edge music and news - no more classic hits and greatest memories or old people talking back about old people's things. And the best thing is, that because it's part of the ABC and therefore publicly funded, there are no ads!

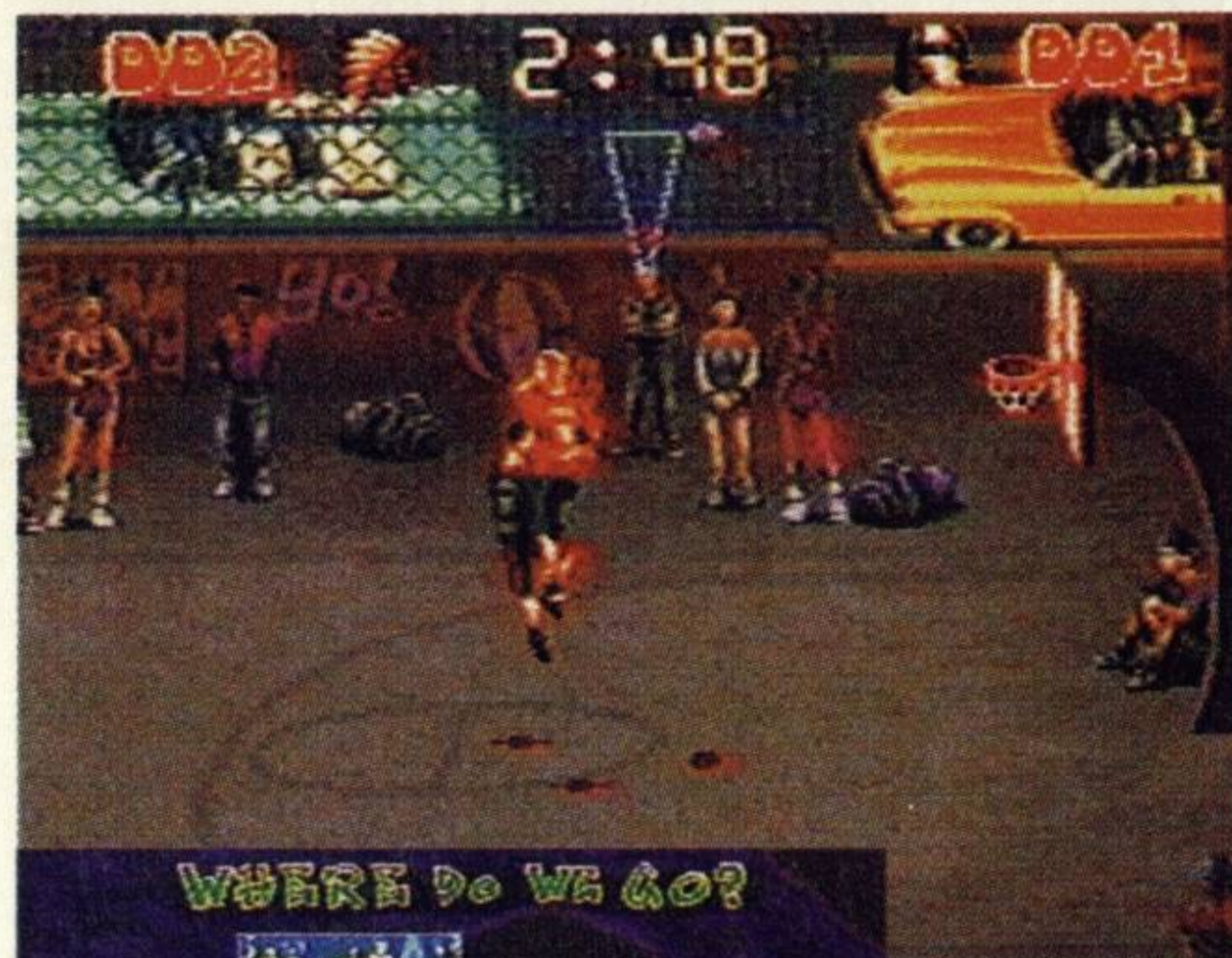
Sydneysiders have had JJJ (it actually started as an AM station called Double J) since the 1970s and a couple of years ago it went national, being broadcast in all the major cities. Now some regional centres are getting their turn. If you live in the following areas then you'll be able to hear the J drum beating on an FM frequency right now: Broken Hill, Kalgoorlie, Sunshine Coast, Gold Coast, Dubbo, Grafton, Cairns, Rockhampton, Alice Springs, Wollongong, Townsville, Albury/Wodonga, Ballarat, Bendigo, Taree/Port Macquarie, Goulburn Valley, Murray Valley and Lismore. If you happen to live outside these areas, don't worry too much as there are even more areas being added before the end of 1996.

Apart from excellent music, there's a little show on Monday nights from 9pm called "Creatures of the Spotlight". Hosted by Lawrie Zion and Peter Castaldi, it covers movies, theatre, videos, poetry and... wait for it...video games! Yes, HYPER's very own editor, Stuart, talks to the nation about the wonderful world of gaming. If you want to hear his words of wisdom (snigger) then tune in...

What do rappers LL Cool J and Public Enemy do in their spare time? Play basketball against each other in grimy back-street alleys, of course. In fact, a cruise of any American city can be a simple yet rewarding exercise in sportin' star spotting, really! Well, maybe not, but game house Mandingo figures the idea is a winner and is putting the finishing touches on Rap Jam Volume One, just for you, homeboy.

The go is to play the rappers off in b-balling competition, through various locations like New York, Atlanta and Chicago. Your players include Queen Latifah, Coolio and Naughty by Nature, as well as LL and Public Enemy. The contests are a one-on-one affair and are apparently set to "pumping" rap background tracks. Sounds a bit strange, but looks suspiciously like bloody good fun.

Individual trade-mark moves boost the gameplay quotient, while special groove moves apparently get your dude rockin' when they should be thinking about defensive plays. Sure, there have been stranger games, but this one has our attention and we eagerly await.



Rocket Science

Rocket Science are a new troupe of game designers merging video games with Hollywood techniques and a whole brace of Silicon Graphics workstations. They're being touted as the first "Digital Supergroup", and claim that their first two games "Cadillacs and Dinosaurs" and "Lodestar" will be revolutionary interactive movies. Yes, well we've all heard marketing hype like that before haven't we? Funnily enough it's usually attached to a game that's utter crap too. But, damn those screen shots DO look good. You can read the plot (which might be worthwhile for once, as these guys hire professional hollywood screenwriters to write the script for their games.), download movies, sounds and screen shots, all from "<http://rocketsci.com/>".

The Sprawl

You've probably heard of "MUD's" before, if not then imagine playing Zork together with about 50 other people from all around the world. Traditionally, they've been text only, but they're still strangely addictive and the cause of many a uni student's dismal failure from academic pursuits. "The Sprawl" is threatening to make it even harder to claw your sticky fingers away from the keyboard by combining a MUD with the World Wide Web. Still quite primitive, it's got great potential and is the first example of a graphical internet accessible Virtual Reality. More info at "<http://www.sensemedia.net/sprawl>".

Weird Site of the Month

If you've ever played Battletech or watched Macross you'll love this. Survival Research Laboratories build giant machines that are bizarre crosses between helicopters, industrial robots and jet fighters and systematically get them to beat the crap out of each other! Seriously. There's loads of piccies of mechanical monstrosities clawing each other to oblivion, sound files with names like "Six Barrelled Shockwave Cannon Firing", and even video clips to download. Fans of industrial music should love it!

SRL can be found at:
["http://robotics.eecs.berkeley.edu/~paulos/SRL/"](http://robotics.eecs.berkeley.edu/~paulos/SRL/)
 An Australian show is rumoured for this year. Mmmmm! industrial strength carnage!
 Found something neat on the net?
 Share it with the Hyper Crew! Email trawlin@next.com.au.
 Roger Bolton



THE HOTTEST GAMES IN AUSTRALIA

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Classic Games go to CD ROM

Home Improvement Gets a Game

Home Improvement is a mildly amusing American sitcom - but you probably already know this. Fans of the show undoubtedly work for game designers Absolute, the smartest amongst them apparently decided one day that a platform game using Tim "The Tool Man" Taylor would be a ripper. The moment that idea occurred though, was the last instance of any remotely creative thought for the project.

What do you do with a smart-ass tool celebrity? Don't answer that. How do you create a game that incorporates such a character, while doing the concept justice? You don't, it seems the limit of creative involvement is to work hard on a sprite that vaguely resembles the TV dude. That hard work done, all that remains is to plonk him in a stock standard generic platform world - complete with pyramids and dinosaurs.

Tool Man Tim's mighty quest is to collect parts from his stolen tool box, naturally enough. The preview shots we saw are unremarkable in every way, perhaps when the game arrives there will be surprises and unexpected thrills. Then again...



• Sim City 2000 Collection

It's quite remarkable that Sim City 2000 has reached such stratospheric heights of popularity, considering the "game" has no defined goal or ending. It's a style of play we gamers have been conditioned to avoid, but it's probably for that very reason that the software toy has such magnetic appeal.

Maxis have attempted to bring some purpose to it all, with the subsequent release of the Great Disasters and Scenario packs. The fact that the challenges it throws at you are precisely the kind you work strenuously to avoid is odd, as most players focus on creating an economic and social harmony. Fires, monsters and earthquakes are usually inconvenient intrusions.

Now fans can now buy the whole Sim City 2000 experience on one CD. This is perhaps due to either the incredible popularity of these add-ons, or their complete failure to capture any interest as stand-alone products. Whatever, the end result is that if you have never played this gem before, the best way to buy it is now sitting on the shop shelves.

Bundled with the main game is the Sim City Scenarios Vol.1, Great Disasters and the Urban Renewal Kit. The first two offer pre-fab cities stricken with a variety of woes only you can fix, while the Urban Renewal Kit allows complete customising of just about everything - including a facility to design your own buildings. This last feature is just too much trouble to bother with, unfortunately. The design tools are pitifully primitive, you have to basically paint in your clever new idea pixel by pixel. Rome wasn't built in a day and neither will anything you attempt here.

For Sim-freaks though, rapturous joy awaits. Build a (slightly) better world.

• System Shock CD

Origin have released the CD version of System Shock - often and unfairly (to Doom) called the thinking-person's Doom. Gamers everywhere have been anxiously waiting for this one, it's enhancements make it easily the most attractive and polished first person shooter around.

While the gameplay is identical to the original release in every respect, other tweaks make this truly the Rolls Royce of 3-D worlds. Full speech throughout is one half of the "good reasons to buy" equation, Super VGA the other.

You don't need us to tell you that some serious CPU horsepower is needed to run this to its full potential. That means a Pentium folks. Even the fastest 486 simply hasn't got the poke to run System Shock in SVGA. For those amongst us blessed with the biggest and fastest though, paradise awaits. The thrill of adventuring through this perfect world is ecstasy. I know I'll regret saying this for the rest of my life, but it makes Doom look primitive.

The experience is gaming par excellence. If you have just sold your soul to buy the horniest Pentium around, get this to justify its existence.



Infra-Red 3DO Action

Ah, the control pad. These (usually) fine looking gems of injection-moulded plastic are the devices by which man and machine become one. Why is it then, that designing a good one is beyond the capabilities of most companies? There isn't a lot that needs to be done right, it should be comfortable to hold and the controls should be both ergonomically sound and responsive to the touch.

The worst perpetrators of design ignorance are usually the makers of infra-red pads. These horrors do free you from the bother of dealing with tangled cords, and allow you to play from your favourite comfy-chair, instead of within the radius the pathetically short cords allow. The drawback though, is the hopeless response times between you hitting the button and it becoming a reality. The time elapsed between something happening in your brain, then on the screen needs to be as little as possible. Anyone who has played MK2 with Sega's infra-red pad will understand how bad the problem can be.

New and most definitely improved is the Stealth infra-red pad for the 3DO. The response times are good enough for any game, even beat 'em-ups. Better still, the pad is one of life's particularly pleasant things to hold in ones hand. Some sensible thought has been applied here, like the breakthrough concept of placing the 3DO's pause/play button directly above the control buttons. The couple of centimetres less your thumb now has to travel may just save your neck one day. Slightly less perfect is the direction control, the original 3DO pad had an especially bad design - this is only marginally better.

Still, smart shoppers should definitely consider the Stealth. At a minimum, it's a happier item to use than the basic unit, not forgetting too, that if you really want to play from 18 metres away - you can.

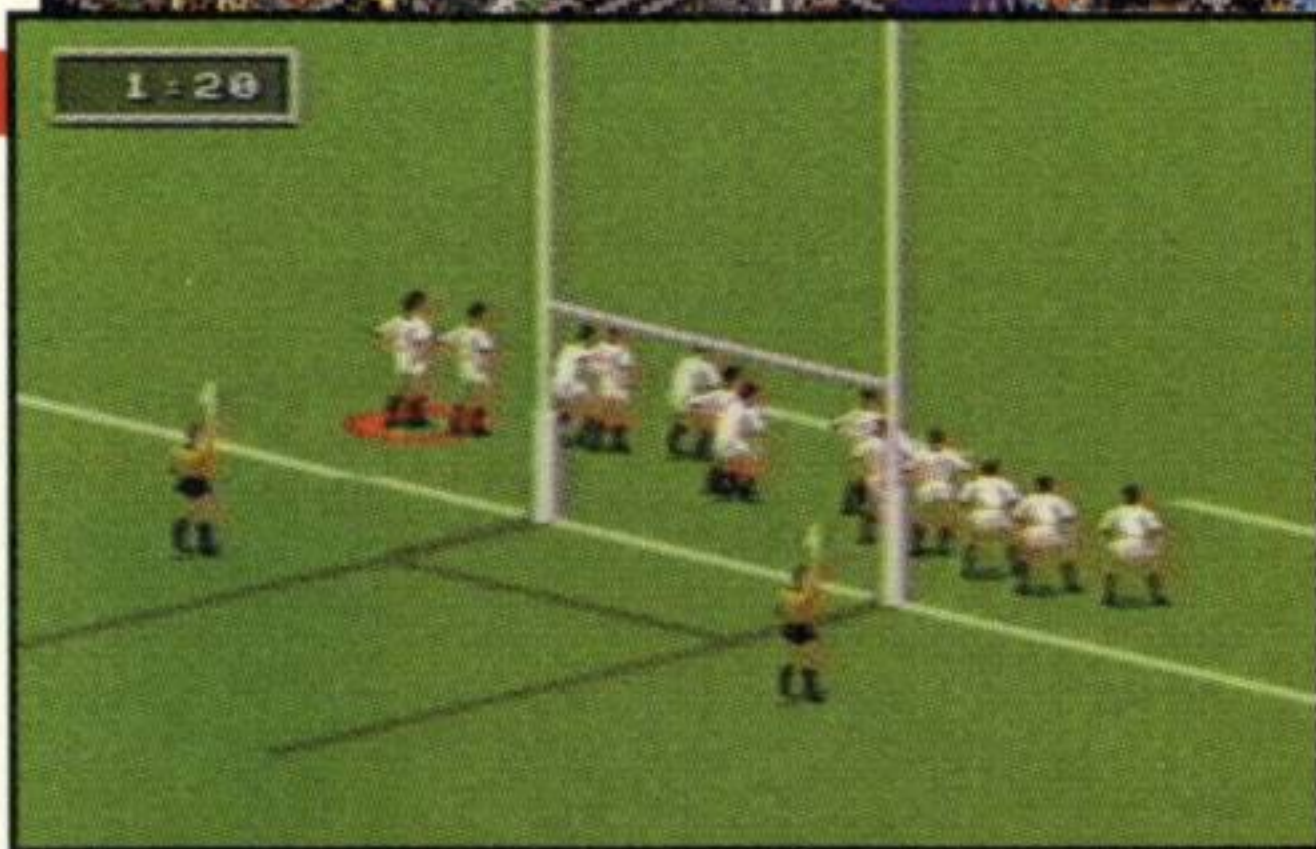
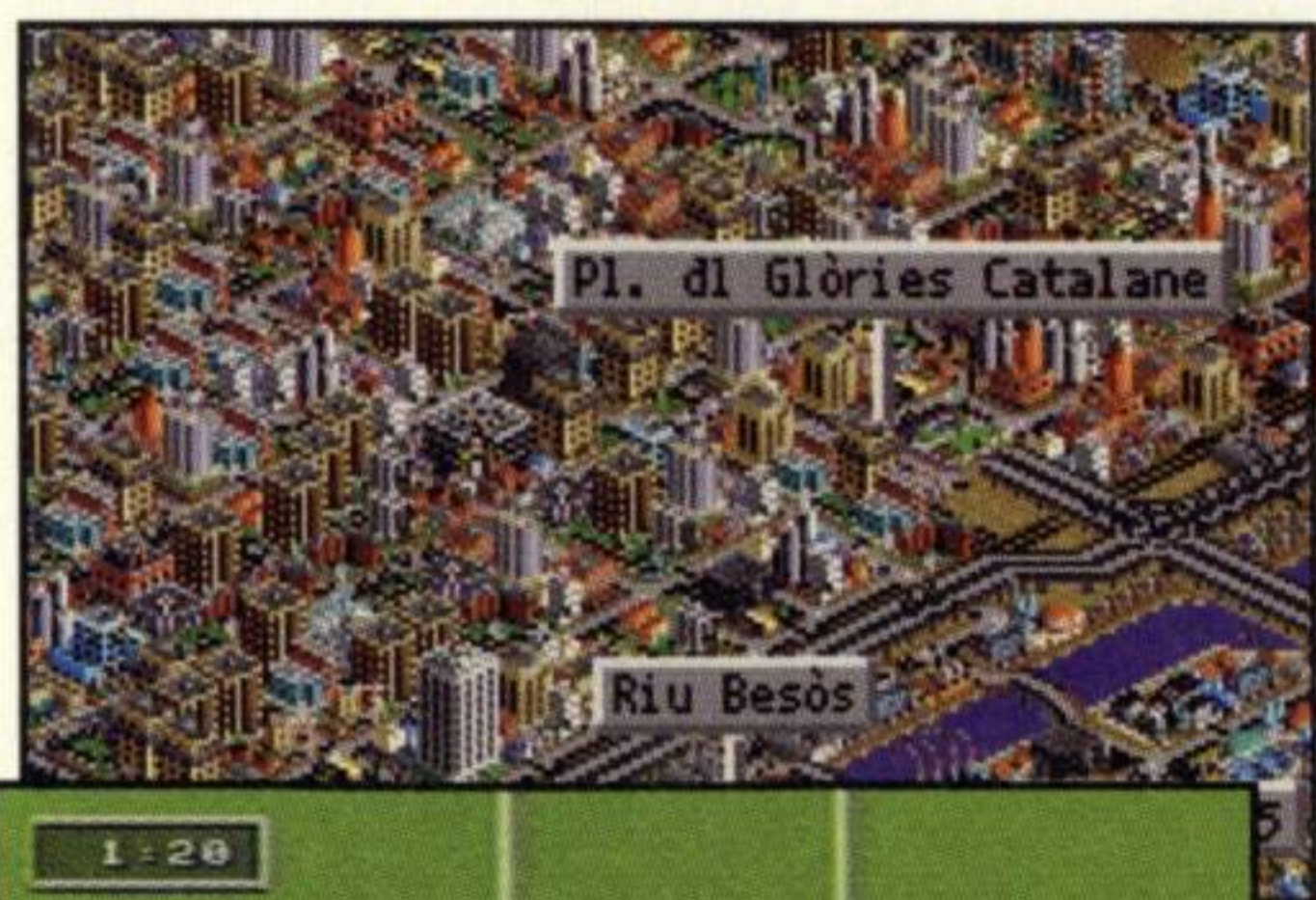
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2. NBA Live 95
3. Sonic & Knuckles
4. Earthworm Jim
5. PGA European Tour
6. Mortal Kombat 2
7. The Lion King
8. PGA Tour 3
9. Rugby World Cup
10. Mega Bomberman

SNES

1. Donkey Kong Country
2. Super Streetfighter 2
3. Secret of Mana
4. Samurai Shodown
5. Super Bomberman 2
6. Stunt Race FX
7. Mortal Kombat 2
8. Super Empire Strikes Back
9. NBA Jam
10. NBA Live 95



PC

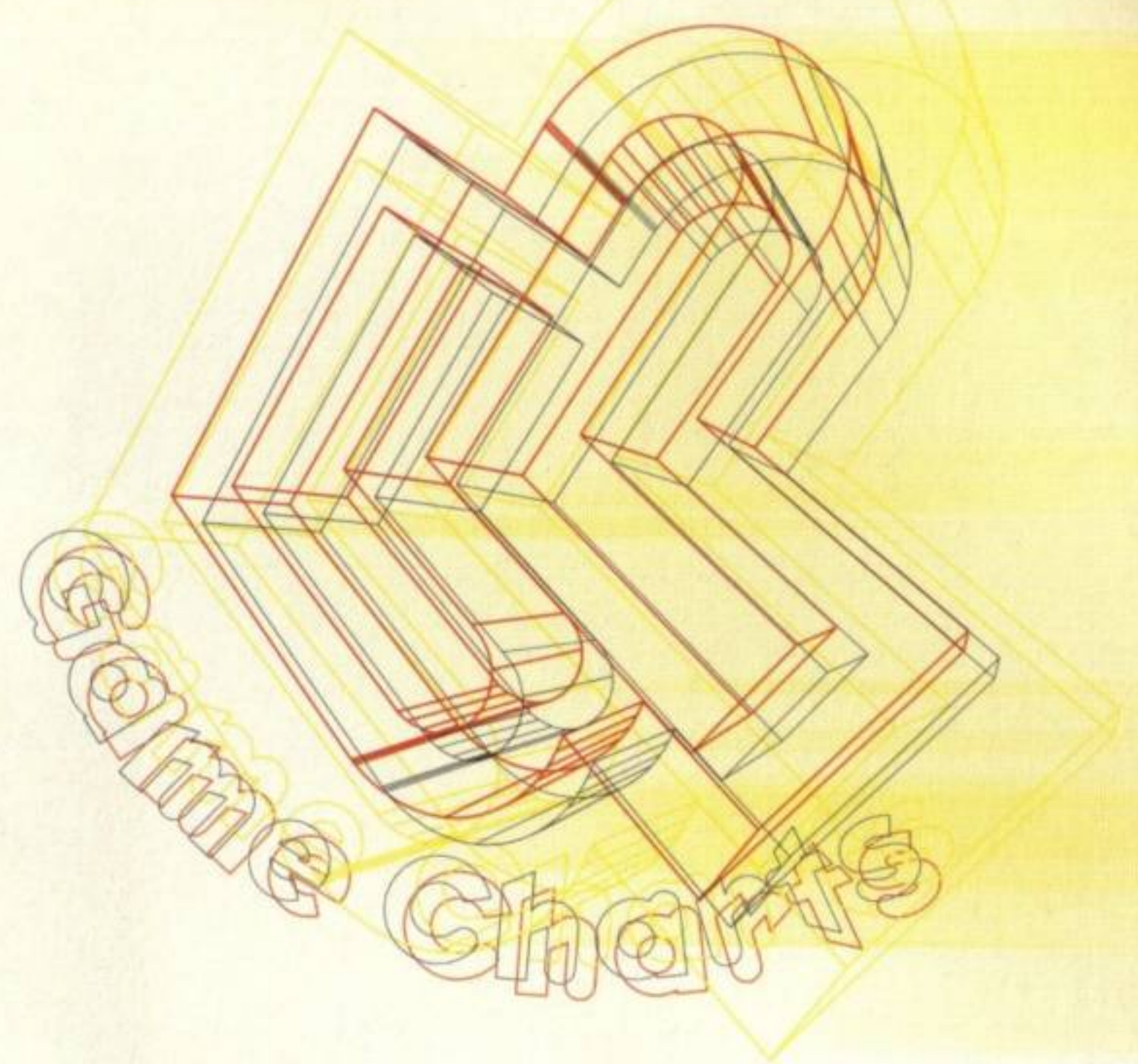
1. Alan Border's Cricket
2. Doom 2
3. SimCity 2000
4. Nascar Racing
5. Cannon Fodder 2
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7. Warcraft
8. Indycar Racing
9. Police Quest 3
10. SVGA Harrier

Mega CD

1. Rebel Assault
2. Double Switch
3. Ground Zero, Texas
4. Tomcat Alley
5. NBA Jam

PC CD ROM

1. Nascar Racing
2. Wing Commander 3
3. Theme Park
4. Under a Killing Moon
5. PGA Tour 486



HYPER's March Prediction

The hot games on the release schedules

Road Rash 3	Mega Drive
Gex	3DO
Phantasmagoria	PC CD ROM
Eternal Champions	Mega CD
Snatcher	Mega CD
Star Trek: Deep Space 9	SNES
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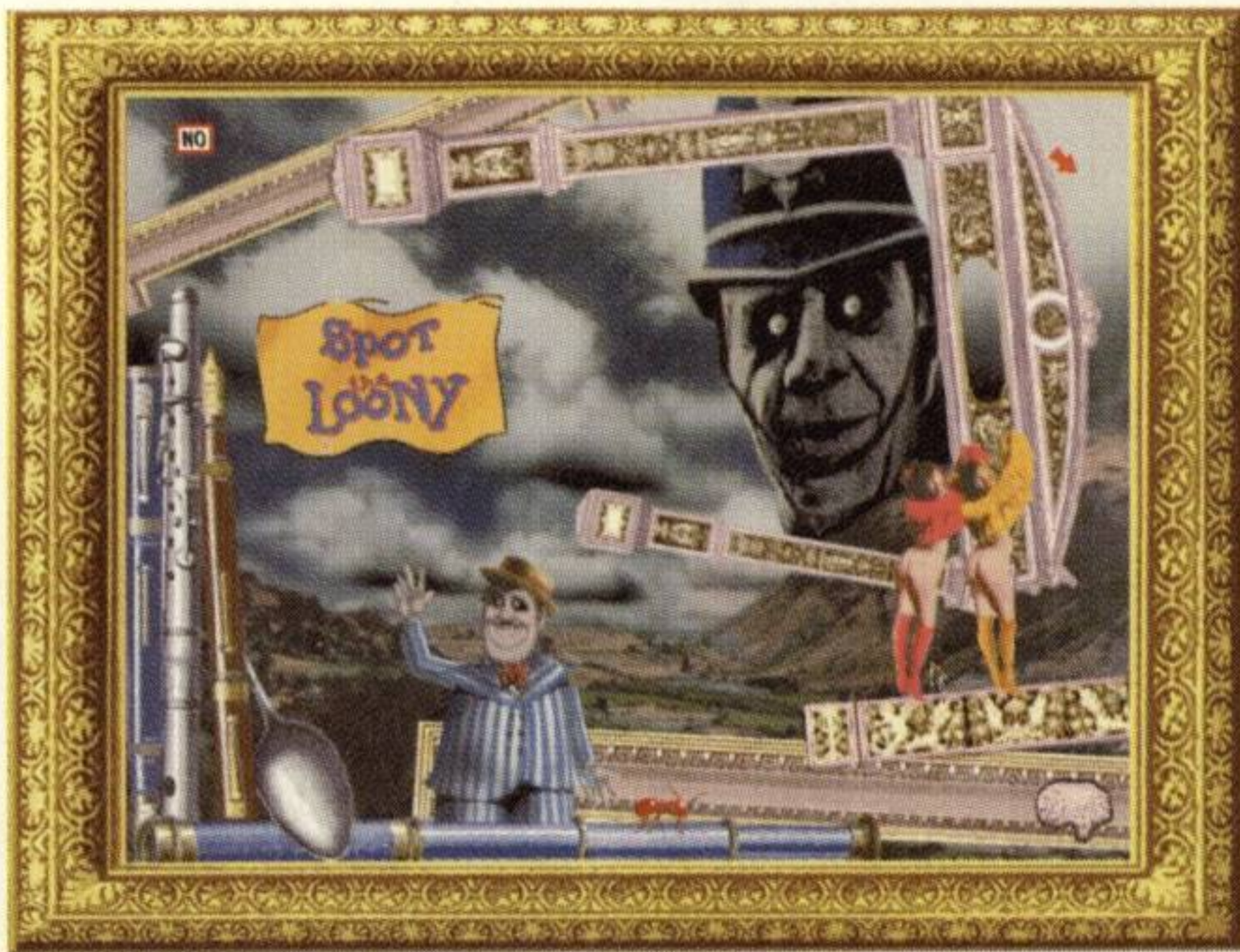
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More Python For PC!



We told you about the Monty Python Desktop Pythoniser last issue and now comes the full CD-ROM, Monty Python's Complete Waste of Time, which is packed to the gills with useless bits. You should run out and get it now. Why? This is the question which must be avoided. Some things in life defy purpose, this is one of them.

Monty Python's Complete Waste of Time, well, just is. Any useful functionality is strictly limited to the smattering of screen savers included. Practical merit is not this CD's strong point - nor is it the reason you should buy it. For buy it you should, without attempting to attach any rational justification to the decision.

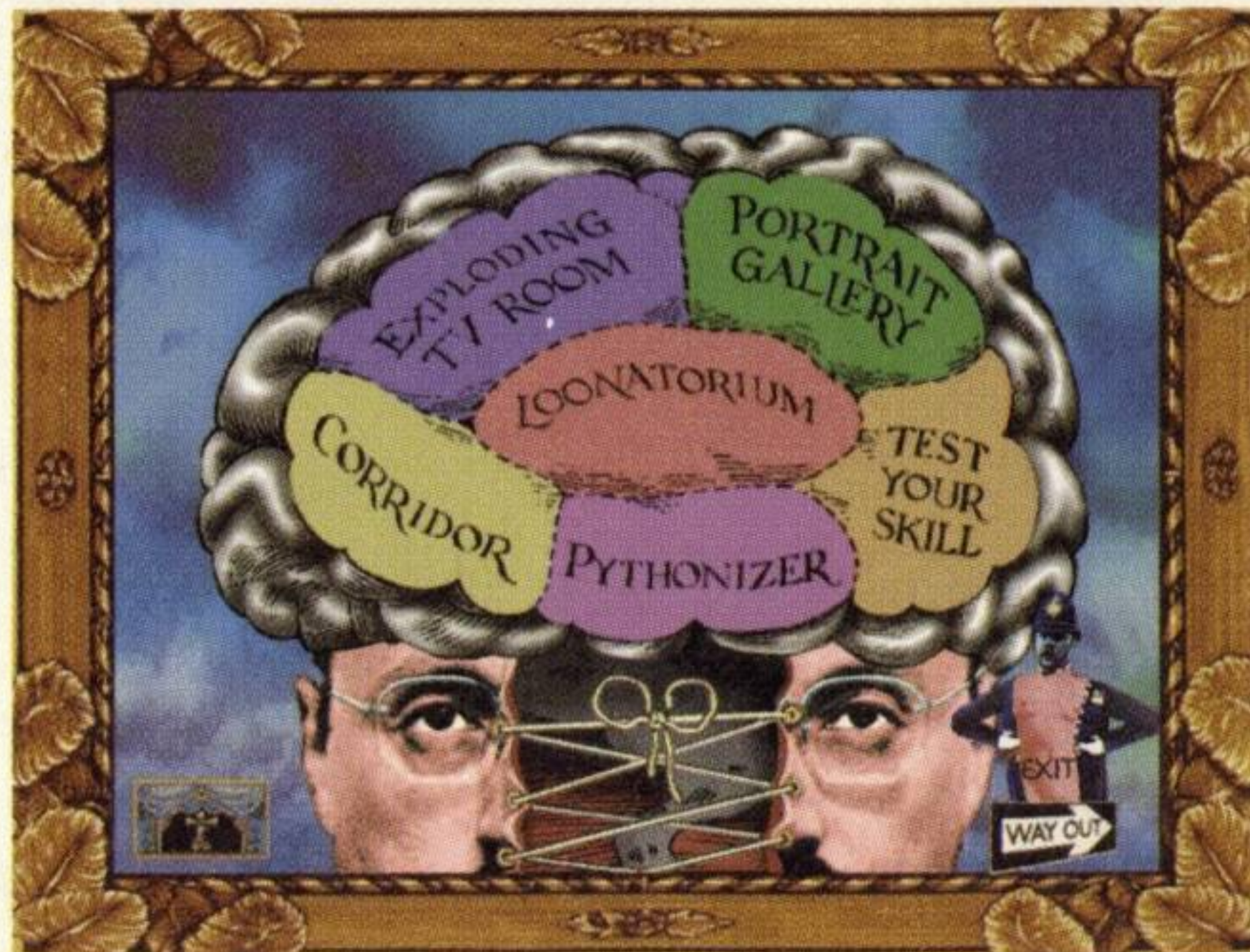
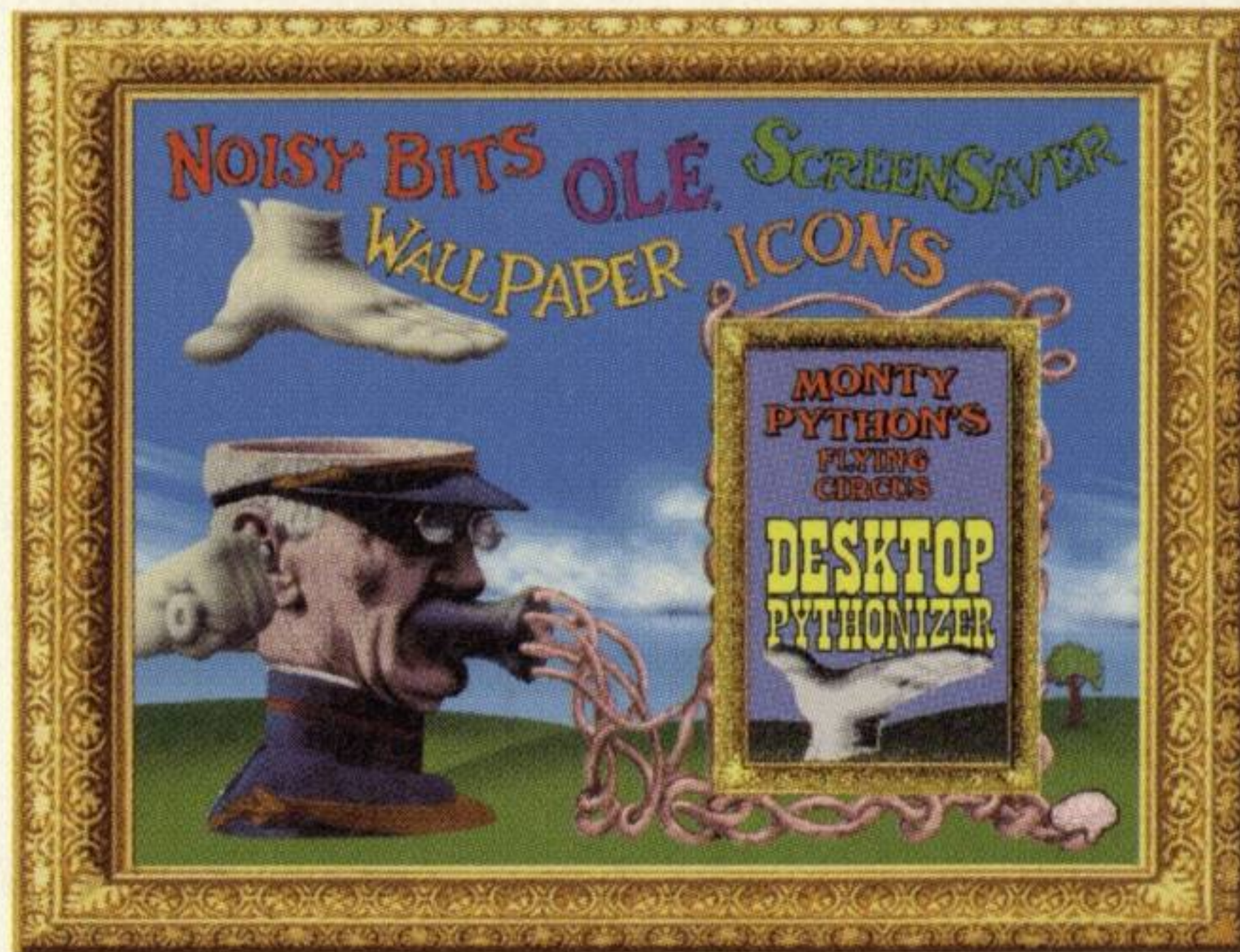
Your entertainment time is roughly divided 50/50 into either doing or observing. The doing bits only barely qualify as such, and offer fun stuff like the traditional Gopher game and a variety



of flying thingies to shoot - pigs and such.

These interactive treats wear thin within minutes, but that's OK, for now you can get on with using the software as it was intended. Wandering aimlessly from screen to screen, clicking randomly and just checking out what happens. There is a monster collection of video snippets from the Flying Circus and the choice movies. Just watching these is socially acceptable behaviour, as is investigating seemingly meaningless screens, where likely-looking objects are clicked to produce bizarre effects.

The Complete Waste of Time is pointless and wonderful. You need it mainly because you don't.



Super Strike Trilogy for CD



The Mega CD really hasn't had any killer software to justify its existence for quite a while, and while the 32X CD games may save it from the garbage bin, most Mega CD owners are quite rightly feeling a bit left out. And we're sorry but there aren't many pants-wetting game on the horizon either, but the EA Strike trilogy may cheer owners up somewhat. They're not new games, but they are definitely classics and they've been lovingly "tarted up" especially for their CD debut.

In case you've been living in Antarctica and missed hearing about or playing the Strike series, it is made up of Desert Strike, Jungle Strike and the latest, Urban Strike. You pilot a helicopter (and occasionally other vehicles) in all-out blast fests against drug lords, desert madmen and their numerous henchmen. All three games are guaranteed to give you weeks and weeks of intense 'coptering fun.

Apart from the obligatory CD quality music, there are new enemy vehicles and improved enemy animations in all of the games, plus faster, smoother gameplay in Desert Strike and Jungle Strike. There are also gameplay enhancements to the first two games, which include Smart Bombs and the ability to transport cargo. In all, it looks like a very tasty disc for gameplay starved Mega CD owners and it will be available in late March.

Adventure Kid

"THE CREATIVE TEAM OF UROTSUKIDOJI IS BACK AFTER TWO YEARS OF PLANNING. THIS MUST BE THE GREATEST MASTERPIECE OF ALL TIME..." Well, that's what it says on the back of the video cover anyway.

It was kinda interesting reviewing this bit of offensive trash since it had such a nice and innocent name. What also made it interesting was the fact that it was produced by the same people who did the "Legend of the Overfiend" series, which is to date the most offensive and "hard core" anime to be commercially released in this country.

Never seen "Legend of the Overfiend"? Let me describe it to you. Concentrated violent sex in the form of demon rape that you're supposed to get your rocks off on. Degrading to women and contains lots of penis worship.



So what can you expect in this "greatest masterpiece of all time" Well, this is what it said on the back of the box... "A Second World War computer is dug up from the ground of Daizo Hanyu's house during its construction. His son Norikazu, plugs his cartridge into the machine and suddenly the program starts to overrun, blowing him away. This is the start of a Catastrophic cyber-nightmare. Inside the machine Norikazu's girlfriend Midori is suddenly attacked by a vicious techno-mutant....." and so on and so forth.

What I saw was crap, with an extremely heinous and offensive plot. The animation is not what it could've been in this "greatest masterpiece", and the sound I can only describe as hideous. All but two of all the female characters are violently raped by zombie corpses or freakish, phallic monsters or engage in degrading sexual encounters. None of them escape sexual innuendo. American soldiers speaking with Japanese accents, men with penises for fingers and phallic monsters raping young schoolgirls made the "greatest masterpiece of all time" into the "the greatest waste of all time".

ADVENTURE KID is a three episode Anime restricted to those 18 years and over. If you liked "Legend of the Overfiend", then you'll love this. Vile and offensive.

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Wing Commander 3 Collectors Pack



Because we love you all so very much, we are going to give away a rather special game pack - courtesy of those blessed souls at Electronic Arts (who love you too).

Wing Commander III is one hot game, so says our review in HYPER #15 (February). The movie sequences will leave you breathless, the action sequences will leave you dead (unless you have what it takes to be the Confederations hottest pilot - we hope you do, we really do).

Here's what the lucky winner will be showing off to their murderously envious chums:

The Wing Commander III Limited Collectors Edition! - no less.

The game comes in special Film Canister

Packaging that's indistinguishable from a real film canister - that's because it is a real film canister.

But wait, there's more!

- The Making of Wing Commander III - a fantastic behind the scenes "making of" video, which includes interviews with all the major stars.
- The Wing Commander III novel, which you can read while you wear your Wing Commander III T-shirt and listen to your Origin Audio CD (tunes from other great Origin games too!).
- A Wing Commander III calendar!
- The Wing Commander III interactive CD-ROM, it takes you into the minds of the games creators - and they don't mind.

All you have to do to have a chance at this wonder-prize (worth around \$300), is name any two stars (person-type, not celestial) from the game Wing Commander III.

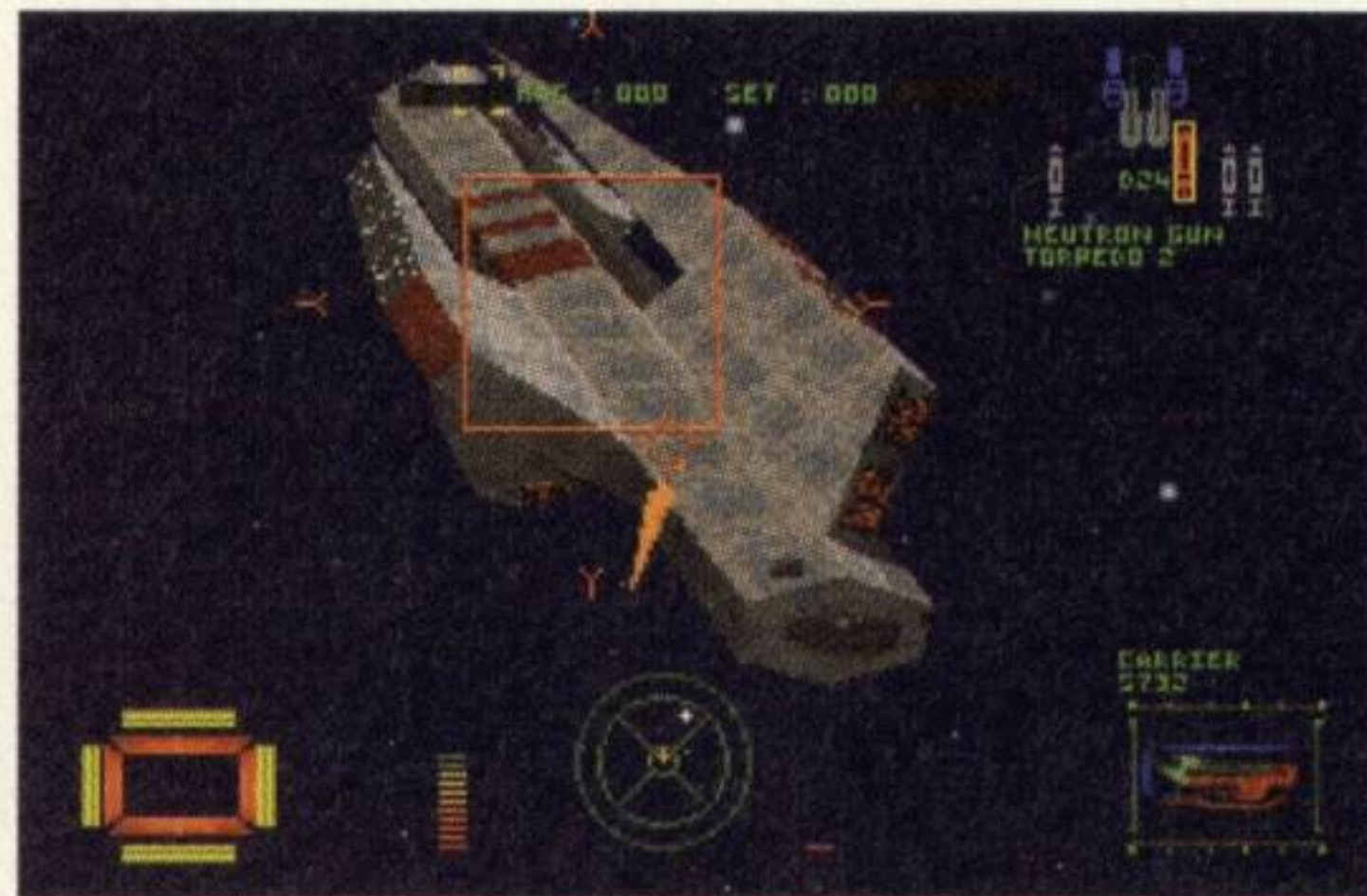
Write it on the back of an envelope, along with your details and send it to:

I'm a Wing Commander!

HYPER

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Cyberswine



Life a little dull of late? Need some kick in the adrenalin dept? Well, get ready for excitement readers, **Cyberswine** is coming and he's the most

happening new comic hero we've seen in centuries.

Cyberswine is part machine, part cop and full boar! So says the cover of the very first issue, five of which we have in our hot and sweaty hands. Naturally we can't be trusted to give such a precious item the care it deserves, so heck, we're

just going to give them away. Because we care, we're throwing in a Cyberswine T-shirt with each comic too. Hot or what!

The new comic is a particularly fine read, which accounts for most of our enthusiasm. We do have just a smidgen of bias though, for quite a few HYPER people are involved in the creation of Cyberswine. Take Chris Wheeler - please! Wordsmith Chris spins a yarn or two in the first issue. Sam Young is the cover artist for Cyberswine - as well as for some choice HYPER issues, and our original Art Director, Aaron, contributes his artistic gifts.

There's even rumours of a new video game based on Cyberswine's exploits, so you count on us to keep you informed.

To give yourself a chance at picking up your very own copy of Cyberswine Issue #0 plus the T-shirt, just tell us what bacon, crackling and pork all have in common.

You know the routine, write it on the back of an envelope and send it to:

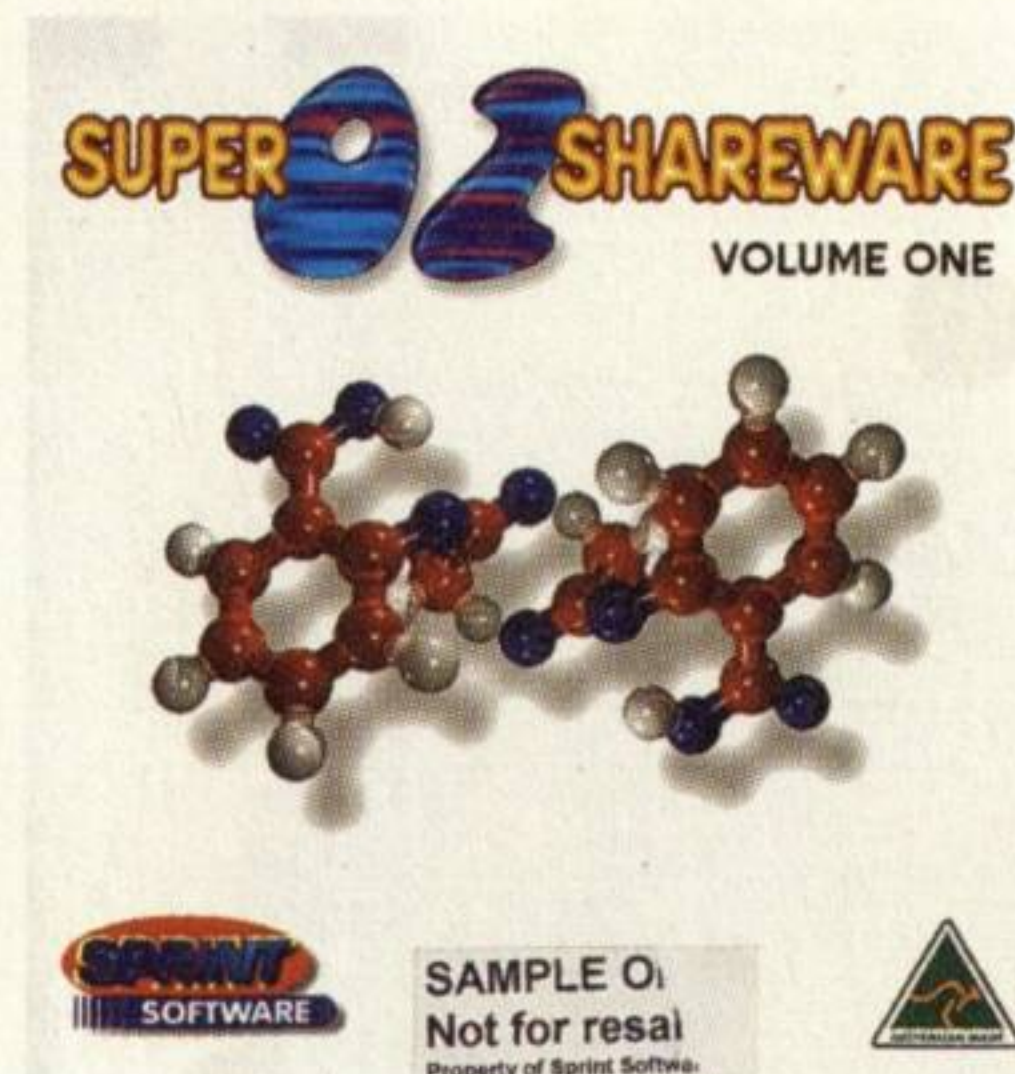
Cyberswine Comp

HYPER

PO BOX 634

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Share Your Ware!



4000 applications and games on one CD? Are we mad? Well, yes, but that's not important right now.

The kindly, caring chappies at Sprint Software, Dominic and Niall, have given us 10 copies

of their new mega-compilation **Super Oz Shareware**. It contains not one, but four thousand shareware titles complete with an E-Z-2-Use menu system.

We're going to share the joy with 10 very lucky readers, all you need to do is tell us the name of the company who released this sensational disc.

Write it on the back of an envelope and send it to:

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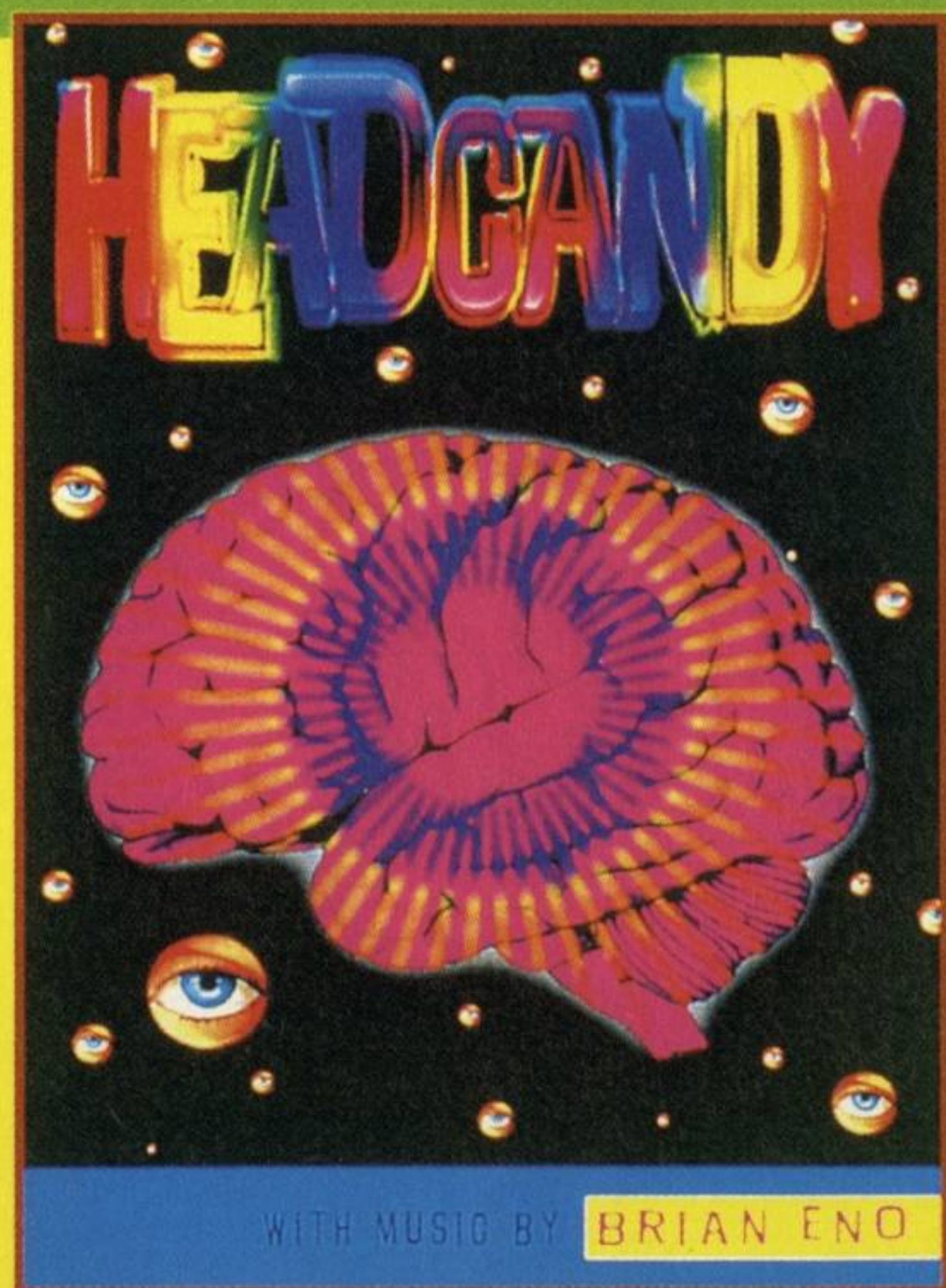
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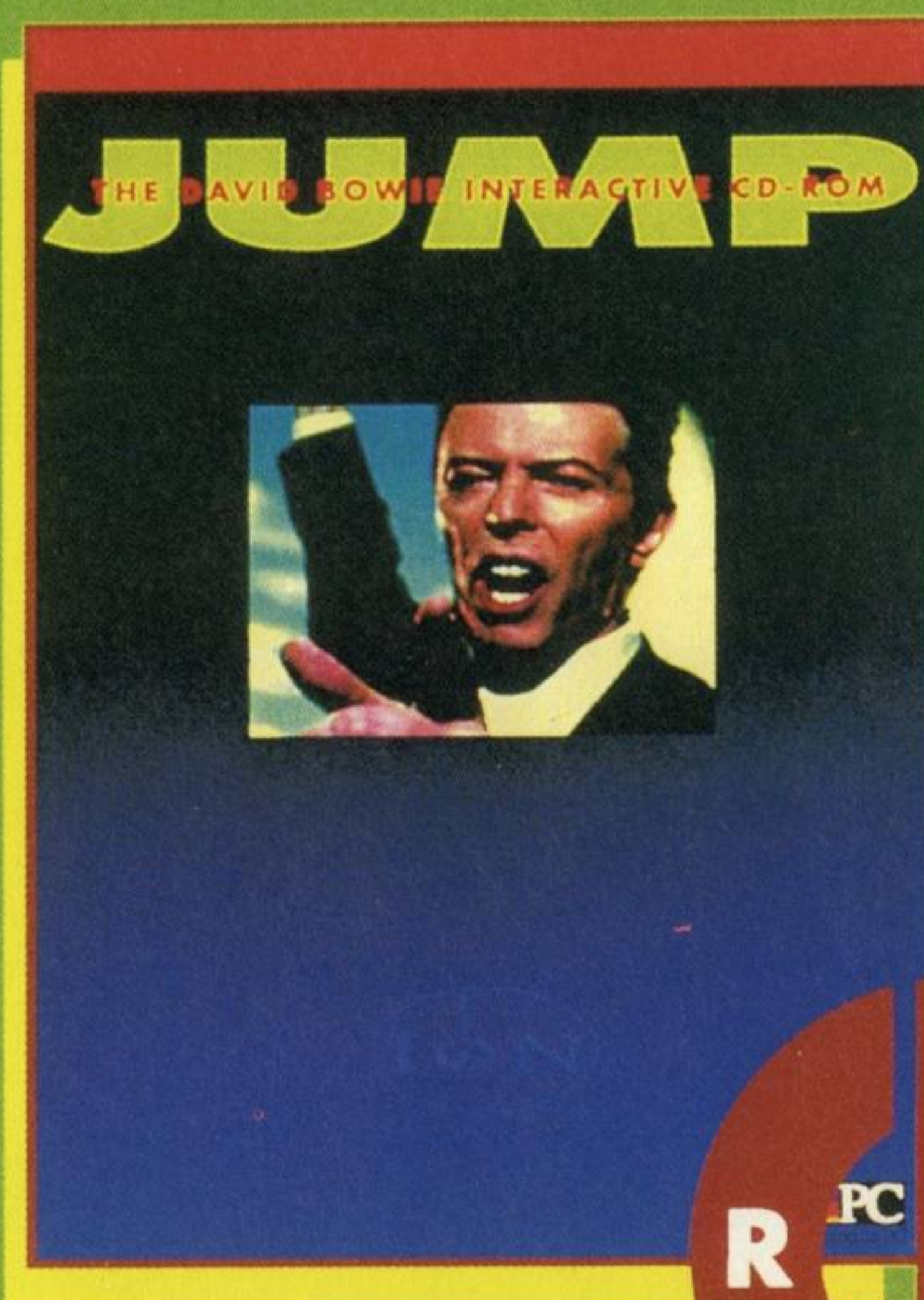
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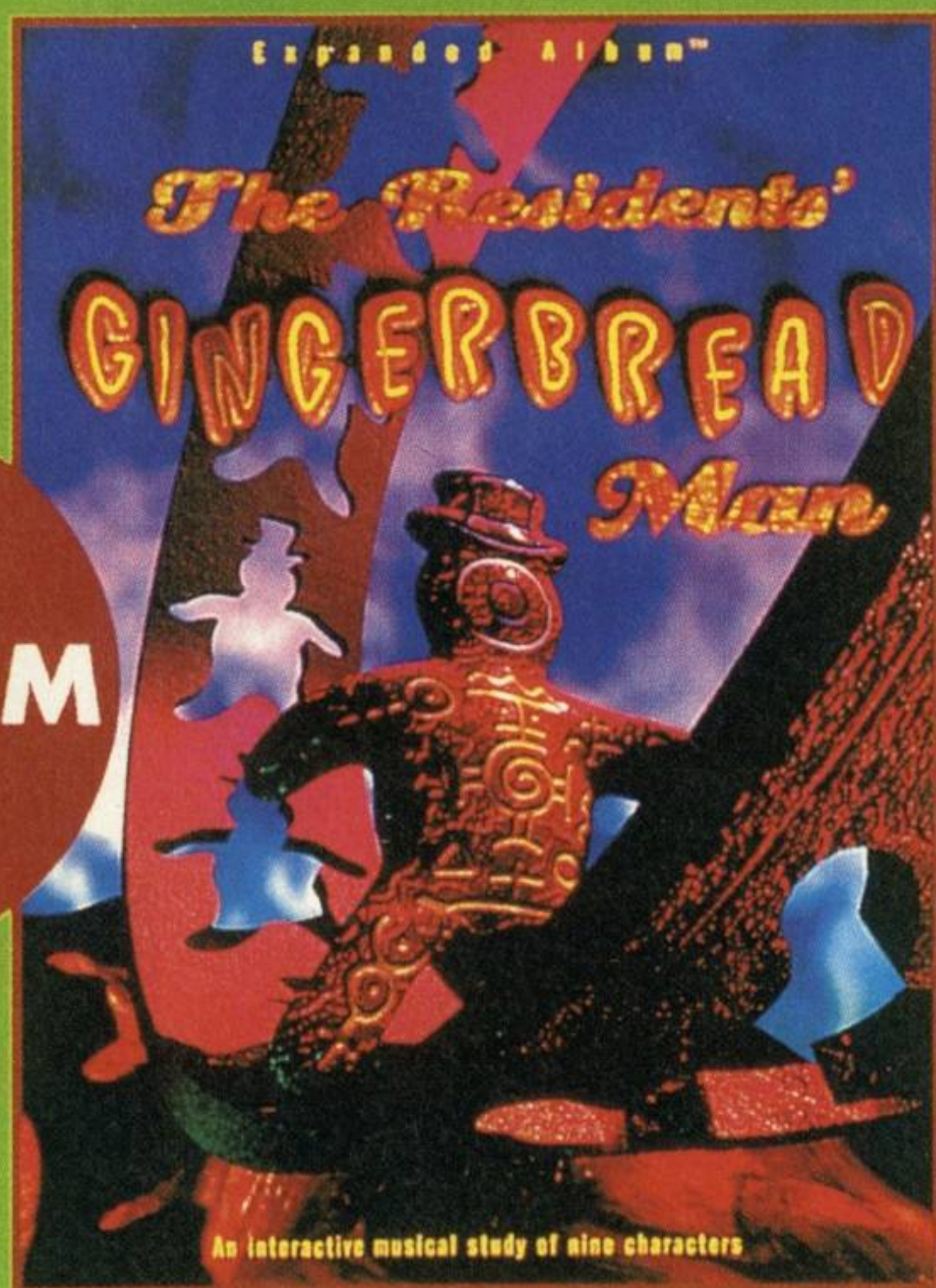
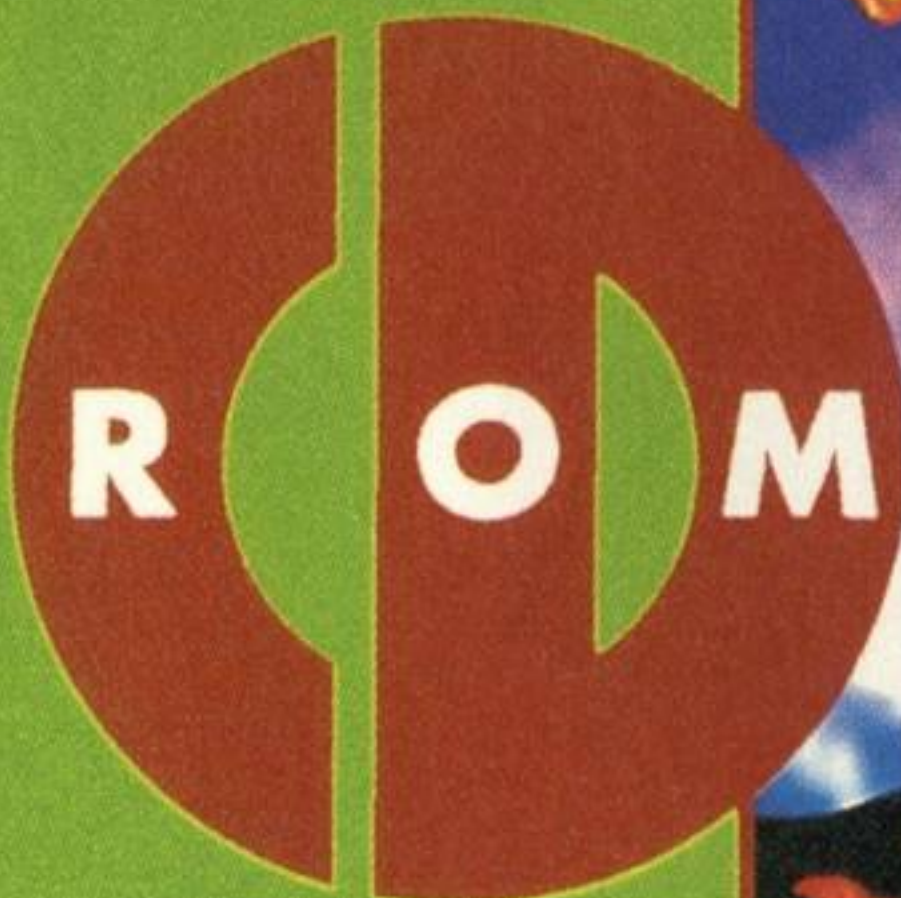
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PLAYBOY

NEWS

AN ARCADE IN YOUR LIVING ROOM

YOUR LIVES ARE ABOUT TO DRAMATICALLY CHANGE. YOU WILL BE MUCH HAPPIER, ALTHOUGH IN THE PROCESS ALMOST CERTAINLY POORER. WHY? THE SUPER CONSOLES ARE HERE. CHOOSING TO IGNORE THE NEW BREED WILL NOT MAKE YOU ANY LESS OF A HAPPENING HUMAN BEING - ALTHOUGH YOU WILL BE RIDICULED BY YOUR MORE ATTUNED FRIENDS. THE 16-BIT SNES AND MEGA DRIVE WILL STILL PROVIDE PLEASURE FOR AT LEAST ANOTHER COUPLE OF YEARS. STICKING WITH WHAT WILL SADLY BECOME "HAS-BEEN" GEAR FOR LONGER THAN THAT WILL ALMOST CERTAINLY ATTRACT VARIOUS SOCIALLY UNACCEPTABLE TAGS AND NAME-CALLING. YOU KNOW YOU HAVE TO UPGRADE, THE 16-BIT'ERS HAVE SERVED US WELL AND WE'LL REMEMBER THEM FONDLY, BUT IT'S ONWARDS AND UPWARDS GAMERS - THE FUTURE IS HERE AND IT IS GOOD. DISCERNING SHOPPERS WILL BE CONSIDERING ONE OF THREE NEW CD MACHINES: THE SEGA SATURN, SONY PLAYSTATION OR THE 3DO. LESS SAGE GAMERS WILL BE TAKING THE ATARI JAGUAR AND AMIGA CD32 SERIOUSLY. MAJOR BLUNDER, AS A LACK OF DECENT SOFTWARE SUPPORT RULES THESE COULD-BEENS OUT. THE REALITY IS A CHOICE OF THREE MOSTLY EQUAL MACHINES (AND THE FORTHCOMING ULTRA 64 FROM NINTENDO). WHO SHOULD YOU PLEDGE THE NEXT FEW YEARS OF GAMING ALLEGIANCE TO? BIG CALL. PANIC NOT, CONFUSED FUN-SEEKER, HYPER IS HERE TO INFORM YOU... THREE FACTORS SHOULD DICTATE YOUR EVENTUAL PURCHASE: THE MACHINES CAPABILITIES, THE LEVEL OF SOFTWARE SUPPORT AND THE GENERAL (MOSTLY EMOTIONAL) APPEAL OF THE THING. AS IT HAPPENS, LUCKILY, ALL THREE MACHINES COME UP TRUMPS IN EACH DEPARTMENT.

3DO

At this early stage, only the 3DO is easily attainable, at least in this country. It's not our fault that we live in the wrong hemisphere, blame God (and maybe your parents).

3DO is not a specific machine manufactured by a particular company, instead it is a set of hardware specifications for what was originally intended to be the Ultimate Gaming Standard. Any electronics manufacturer with a license from the 3DO company can make their own 3DO machine. At this stage Panasonic, Sanyo, Samsung and Goldstar have machines on the market (overseas, anyway) and more will no doubt follow. In addition, Creative Labs - the Sound Blaster people (bless 'em) have released the 3DO Blaster card for the PC. Expect many more machines and add-on products to follow.

All 3DO machines are created equal. In America the units are priced identically - regardless of whose name is on the front. The only real difference is the bundled software and the style of the case. Buyers therefore know precisely what they are getting - and that's the hottest set of gaming chips around at the moment.

Trip Hawkins founded Electronic Arts and knows a little about games. Disgruntled (ie supremely pissed off) with having to develop each new game across many different platforms, he figured the world needed a truly hot dedicated games machine. One that would forever bury the competition as well as offering the upgradeability to ensure a competitive lifetime. The idea seemed like such a clever one that software developers everywhere embraced the concept. Agreements were signed and work begun on a new generation of games for a machine which at that point, did not exist.

3DO really was to be the Next Big Thing, for on paper at least, that's exactly how it shaped up. The motherboard was festooned with a bountiful array of the sexiest gaming chips human ingenuity could devise. Not even a new DX2 PC could compete with this black box sitting on your TV.

Unfortunately, whilst the hardware shines like a bright, new star, some of the new software titles failed to make best use of the technology. There were some very unimpressive titles released early on,

but there were also some killer games from developers who bothered to truly understand the awesome capabilities of the new platform (like Electronic Arts). This is by no means a new phenomenon, software houses always need a breaking in period to come to grips with powerful new development tools. 3DO is the most powerful so far, therefore its teething period is bound to be longer. Remember how it took Sonic to finally realise the potential of the Mega Drive, two years after the machine's release? Considering the complete absence of mind-bending games for the CD32 and Jaguar, 3DO is doing quite well thank you very much.

Given time and effort from the developers, and a little loyalty from gamers, 3DO will change the face of gaming. It's even possible that it will become THE definitive gaming platform for the foreseeable future, regardless of how well Sony and Sega perform.

These are three good reasons why:

1. On a hardware level, there is no practical difference between the new super consoles in their basic form, designers can make each do the same tricks. The marginal differences between certain features just don't come into play as a reasonable comparison.
2. Any company who wants to get friendly with 3DO can make the hardware or software. This level of freedom is reason enough to assure 3DO's success as a standard. There is simply no competition for developers seeking the easy path to a powerful new platform.
3. 3DO is upgradeable. The M2 booster (on track for late 1995) will add more beef and more life to the machine, and after that you can bet some new plug-in will be available to carry it onwards into the next century.

At a minimum, 3DO has an edge due to the fact that it stole the march on the competition by almost a year. It is real and can be bought today quite easily, although "official" Australasian release is still not confirmed thanks to the short-sighted people at Panasonic. Any gamer looking to buy a new console isn't going to run out and get a SNES or Mega Drive (although they're getting mighty cheap!), instead they're going to pick up something a little more cutting edge - and for now that's the 3DO.

When the M2 booster arrives it will make the 3DO easily the



THE NEED FOR SPEED



FIFA SOCCER



ROAD RASH

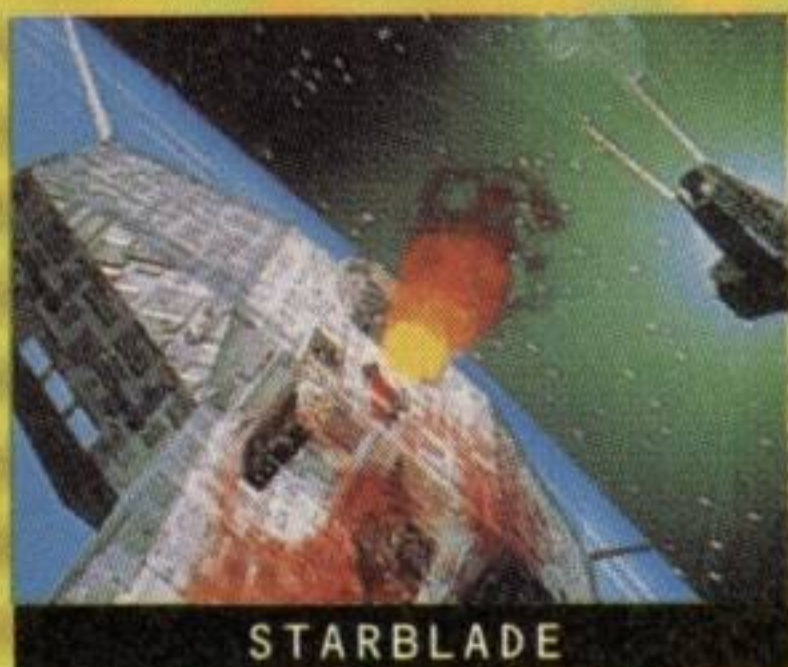


OFFWORLD INTERCEPTOR



THE SUPER CONSOLES EXPLAINED

SONY PLAYSTATION



STARBLADE



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CYBER SLED

most powerful console around. Inside the box is a specially designed variant of Motorola's PowerPC chip - the hot new processor which can out-run even the fastest Pentium. With this beauty attached, it is claimed that the 3DO has roughly five times the processing grunt of the Sony Playstation. That's serious power folks.

The 3DO's forte is rapid processing of polygons. With an M2 unit plugged in, it is claimed the 3DO can generate over one million polygons a second. This figure is quite simply, phenomenal. It allows for 3D games with a level of detail you never thought was possible. Developers imaginations will be allowed a freedom previously beyond reach. The end result of it all will be a new breed of 3D action games with incredible detail running smoothly on our living room TVs. This is a very good thing.

Eventually even this sort of power will be surpassed, times do change and technology will reach even greater heights. When the M2 does eventually become overshadowed by the next generation, owners of the base unit (which should remain substantially unchanged over the coming years) will be able to upgrade with whatever replaces the M2. This is the beauty of 3DO, buyers can be sure of at least 10 years competitive gaming, with the potential for an even longer life from their beloved black box.

Plugging in an M2 is by no means the limit of 3DO's expandability; a FMV module is available and peripheral manufacturers are supporting the platform with some very shiny new toys. There is word of an impending VR helmet, while CH, makers of the worlds second finest joystick, have made available a special 3DO version of their Flightstick Pro. With luck Thrustmaster will become involved, then the world really will be wonderful.

Being a savvy lot, they approached the equally savvy souls at Sony to do the dirty work for them. The project commenced, got to the point where it was almost finished, then was abandoned entirely as Nintendo gave the whole idea the flick. Being cunning and devious, Sony figured they might as well continue work on the project. Except instead of just a humble CD-ROM player, why not do a killer console that would blow anything yet seen out of the water.

Developed in secret over many years, the Sony Playstation is now a reality. Focusing on doing everything adequately, it appears to be a solid performer for throwing both sprites and polygons on to the screen at a snappy pace. On paper, Playstation appears on par with the 3DO (non-M2). That makes a mighty respectable machine. A video tape which accompanied the launch shows it generating thousands of fully light-sourced spheres bouncing around. Useless yes, but an indication of the sheer power behind this fine design.

Apart from being the sexiest looking new console, Playstation has one of the strangest control pads we have ever seen, instead of a one piece direction pad it a teensy button on each horizontal and vertical axis. It also has rather large protrusions for you to wrap your hands around, the idea being a more comfortable and ergonomic design - although it does look a little on the miniature side, perhaps as a favour to smaller Japanese hands.

An expansion port will probably be used for a modem connection, (unconfirmed at this stage), but it's unlikely an M2 style booster will be an option - rather a Playstation II a few years down the track for new improved grunt. A removable memory card will be used for saved games, but will be sold separately in most instances. A Mouse is also optional, rounding out a useful but uninspired range of peripherals.

Until we see the games, we just won't know for sure, but Sony expects the U.S. release to be followed by up to 100 games! It seems Sony have been

out there shmoozing to the software developers in great earnest.

The Playstation looks a tasty package, as it's up there with the best hardware, has oodles of sexy games on the way and an unconventional control pad - what more could you ask for!

There is a wonderful (and no doubt true) story doing the rounds of how

Sega boss Hayao Nakayama flew into a mad rage when news of Sony's Playstation first broke. Sony were not supposed to know anything about what it takes to make a hot console - let alone one that positively ran rings around what Saturn was at the time. Apparently Mr Nakayama rampaged his way down to the Sega's R & D department and tore shreds off the poor startled worker bees. As a result, the Saturn (which was almost complete at that time) was virtually redesigned from scratch. That was around the middle of 1994 and most punters were confident that there was simply no way Sega could deliver the goods by their self-imposed deadline of December 1994.

Throw enough money at a problem and anything is possible. Sega just scraped in with the official launch in the dying hours of 1994. And the result is by no means a rush job either, as the Saturn is as competitively potent as any of the other supper consoles. It had better be, as the entertainment giant has a lot riding on it's success.

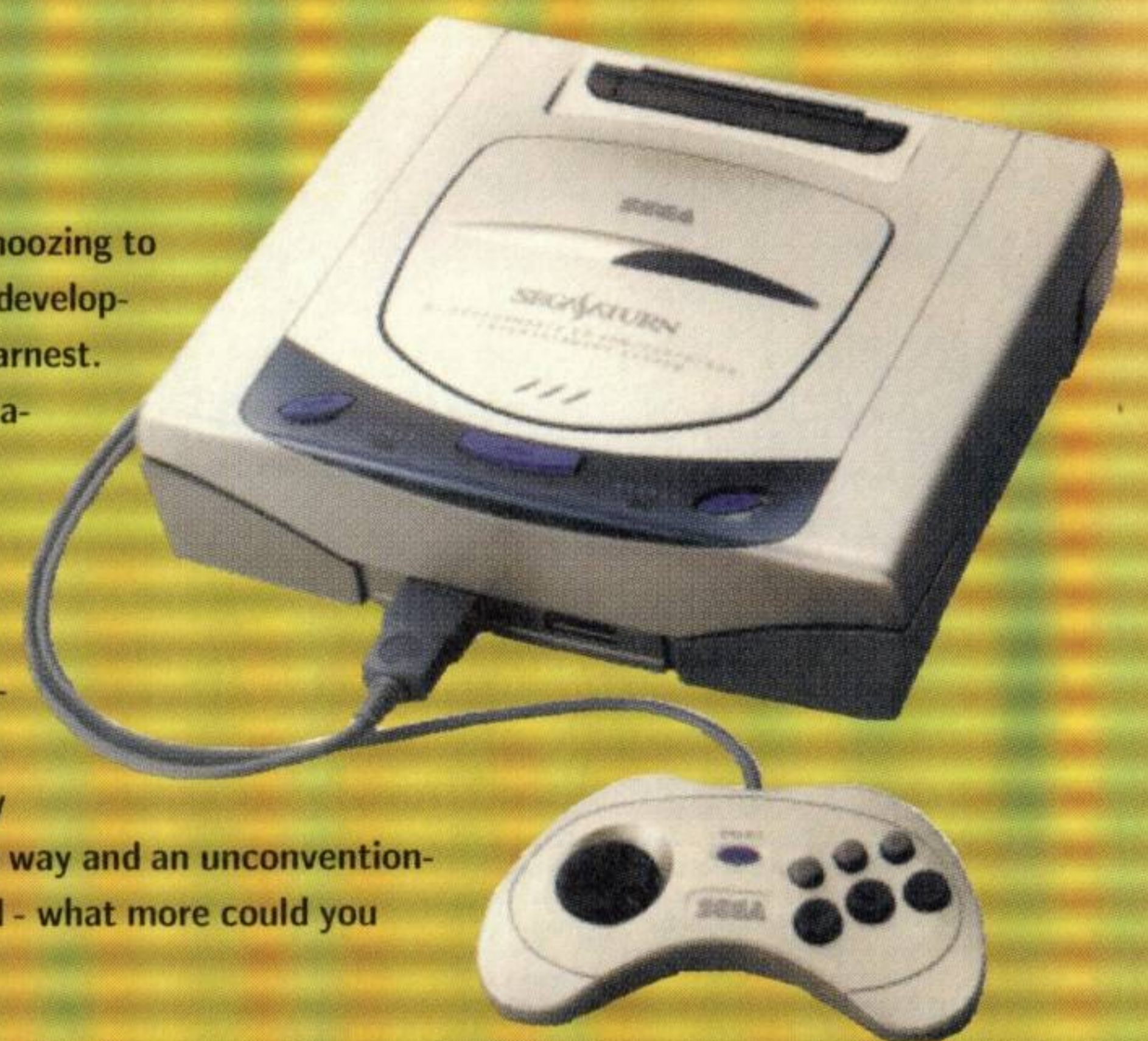
The Saturn's hardware differs in one significant way from both the 3DO and Playstation. Where the latter two excel in generating superb 3D, Sega preferred to optimise the 2D power of its machine. An odd decision maybe, but Sega made its billions from a veritable plethora of fine 2D platform games, and if it ain't broke...

The Saturn will do two things best, parallax scrolling and sprite generation. Parallax scrolling means the way the perspective of background objects changes in relation to your character's movement across the screen. Sprites are pre-designed images stored in memory, and getting huge numbers of extremely complex sprites on screen fast is the Saturn thing. What it all means is that Saturn will be unbeatable for traditional 2D games. Arcade conversions will be seamless, while a new generation of platformers and shooters will be like nothing previously seen.

Generating fast 3D will be a problem though. It's possible to do using programming trickery; bit-mapped sprites can be generated so rapidly by Saturn that its possible to use them as the 3DO uses polygons. This means 3D. The problem though, is that the

required programming expertise is considerable.

Most developers will either stick with drop-dead 2D games, using more suitable platforms for their 3D efforts. Sega themselves can be relied upon to develop games in-house that stretch the limits of the machine. They have the talent, they have the money.



SEGA SATURN

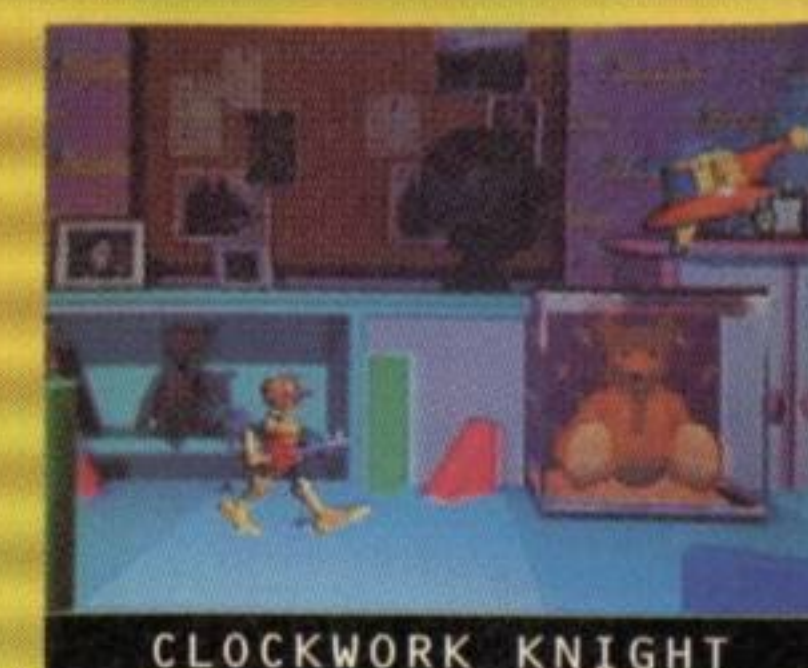
On a hardware level, Saturn is an interesting beast. It's sound capabilities are said to be superior to any other existing or planned console. Furthermore, Saturn uses two relatively slow main CPU's, instead of one truly pumping workhorse. The benefit is reduced manufacturing cost, the downside just about everything else relevant to games. Leading programmers have expressed their disappointment about this design decision. It means a considerable amount of work to get the most out of the two chips, with most end-results being inferior to what could be achieved by a single chip design.

Of the three new super consoles, Saturn is probably the least powerful. The reality of the situation though, is that Saturn may well turn out to be the best buy of the new breed, especially if you're a hard-core gamer and want an arcade machine at home. The main reason for this is Sega's absolute dominance of the entertainment market, compared to Sony and 3DO. Nintendo will probably spoil everybody's party with the Ultra 64, but shoppers aren't going to wait for Nintendo, with such attractive new toys available right now. Sega has been getting software development kits out en masse. High quality games in comparatively large numbers should be available very soon (it won't be like the Mega CD debacle). Sega want 70% of the market and to get it they need software support. Count on them getting it, and rejoice for you will reap the benefits.

CONCLUSION

If you're a millionaire, get all three. If you are normal, ordinary, poor and like killer action games then get a 3DO and keep some cash handy for the M2. Traditional platform fans should consider nothing but the Saturn, while connoisseurs of all that is new and unusual will want a Playstation.

In reality though, it will probably not matter. It's likely the best games (or good clones) will be available on each console - with little appreciable difference between them. By the time the new super consoles are available in quantity locally, the Japanese, European and U.S. testing grounds will have indicated unexpected strengths and weaknesses. Time will tell. This race between the new machines will take years to produce a clear winner, by then the Ultra 64 will also be a truly happening thing. The only clear fact we can figure out now, is that what ever you buy will give you more fun and happiness than you can imagine. We punters simply can't go wrong.



CLOCKWORK KNIGHT



VIRTUA FIGHTER



DAYTONA

TECH SPECS

SEGA SATURN

CPU 2 x SH-2 32bit CPU @ 28 MHz

MEMORY VRAM: 12Mbits

Main RAM: 16Mbits

Sound: RAM: 512K

Buffer RAM: 512K

Boot ROM: 512K

Battery RAM: 32K

GRAPHICS Resolution: 352 x 224 640 x 224

Colours: 24bit palette, 32,000 onscreen

Sprites/polygons: VDP1 chip, dual frame buffer

Backgrounds:VDP2 chip; 5 planes, 2 rotation planes

SOUND 16bit 68EC000 processor @ 11.3MHz

Yamaha FH1 processor

FM, PCM, 44.1 KHz sampling frequency, 32 voices

DSP 128 steps/44KHz

DATA STORAGE Double-speed CD-ROM drive plus cartridge slot

3DO

CPU 32-bit ARM60 RISC processor @ 12.5MHz

CUSTOM CHIPS Twin graphics animation processors

Direct Memory Access (up to 50Mb/sec)

MEMORY 3Mb: 2Mb main RAM, 1Mb VRAM

32K SRAM (battery back-up)

1Mb ROM

SOUND Stereo 16-bit PCM (sampling @ 44.1KHz)

VIDEO 24-bit; 16.7 million colour palette - 32,000 on screen

DATA STORAGE

Double speed CD-ROM

3DO M2 (PROVISIONAL)

CPU 66MHz RISC processor (possibly R series)

MEMORY 4 megabytes SDRAM

4K instruction set cache

4K data cache

32K or 64K non volatile RAM: 400mb/sec data bandwidth.

GRAPHICS 100,000,000 pixels per second

250,000 mesh (textured) polygons per second

Triangle engine: 150,000 triangles per second

Hardware texture mapping (bi-linear interpolation;point sampled

and MIP mapping

Goraud shading on Alpha and RGB channels; true 3D perspective in all modes; full Z-buffer support

COLOURS 24-bit colour; 8/16-bit CLUTS

VIDEO MPEG1 built in with flexible rates and multiple stream rates; MPEG2 to follow as an option

Resolution: 640 x 480 - 320 x 240

DATA STORAGE Double-speed CD-ROM drive; 2:1 hardware decompression

SONY PLAYSTATION

CPU R3000A 32-bit RISC chip @ 33.8 MHz

Clearing capacity: 30 MIPS

Bus bandwidth: 132 Mb/sec

MEMORY Main RAM: 16 Mbits

VRAM: 8Mbits

Sounds RAM: 4Mbits

CD-ROM buffer: 256K

Operating system ROM: 4Mbits

RAM cards for data save (128K flash-memory)

GRAPHICS 16.7 million colours

Resolution: 256 x 224 - 640 x 480 - 740 x 480

Unlimited CLUTS

4,000 8x8 pixel sprites with individual scaling and rotation Simultaneous backgrounds

360,000 polygons/sec

3D geometry engine(high speed matrix calculator)

- called the GTE (Geometric Transfer Engine)

Clearing capacity: 66 MIPS

1.5 million flat-shaded polygons/sec

500,000 texture-mapped and light-sourced polygons/sec

Data-Engine - called MDEC; clearing capacity: 80 MIPS

CPU direct bus connection

Compatible with JPEG, MPEG1, H.261 files

SOUND ADPCM, 24 channels

Sample frequency: 44.1 KHz

DATA STORAGE

CD-ROM/XA2

Double speed CD-ROM

WHAT IT ALL MEANS

All the super consoles share some vitally important vital statistics, namely the use of 16-bit stereo sound and 24-bit video. Being 16-bit stereo, it'll pump righteously in CD quality digital. If it's happening at 44KHz it's happening at a range beyond the threshold of human hearing - in other words it's as good as it gets.

24-bit video means all the machines can run photo-realistic images, from a palette of 16.7 million colours - 32,000 of which are on screen at any time.

RISC=Reduced Instruction Set Computing, it's a CPU design which offers substantial improvement over traditional CISC designs such as the 386, 486 and Pentium PCs.

MIPS=Millions of Instruction Per Second, being basically how fast the thing can think.

CLUTS= Colour Look Up Tables.

MPEG1&2 & JPEG= various standards by which FMV can be displayed.

Descent

It seems that every game publishing house on the planet is doing a first-person action title. They are starting to appear in serious quantity. It's probably coincidental that the time between Doom's first appearance, and right now, is roughly equal to the average development time for a new game.

Interplay's effort is Descent. In an unusual move for the conservative British company, the 3-D first-person shooter has been given a turbo-charged once-over and pushes the PC's graphical abilities to the limit.

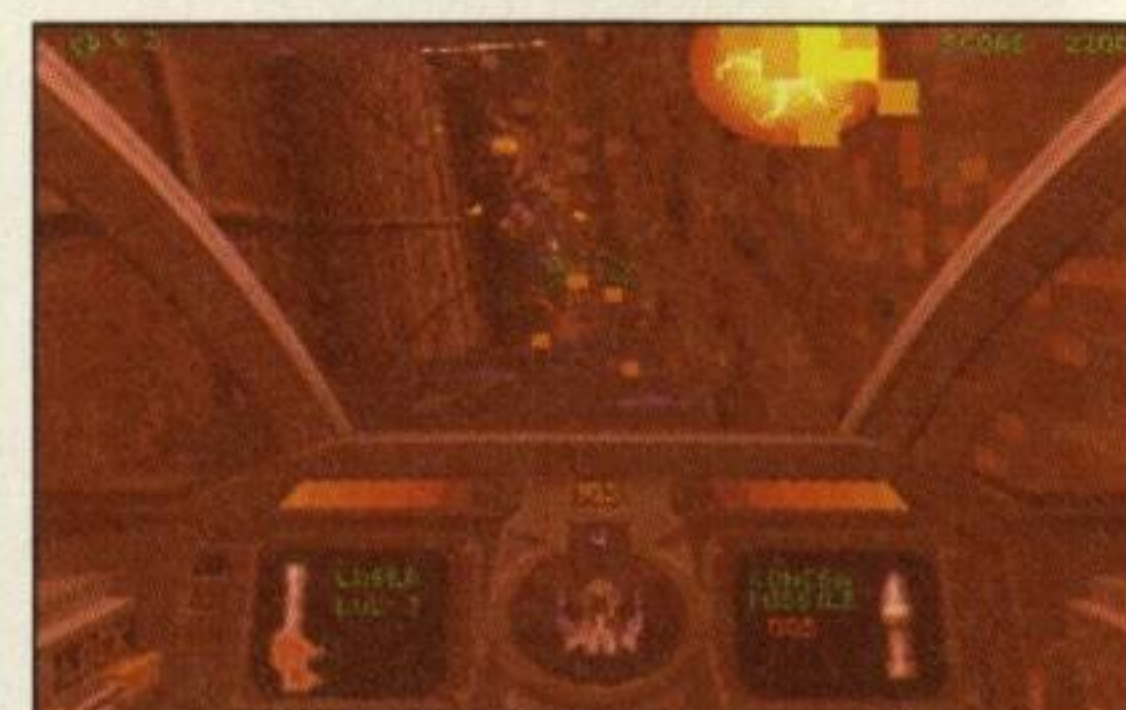
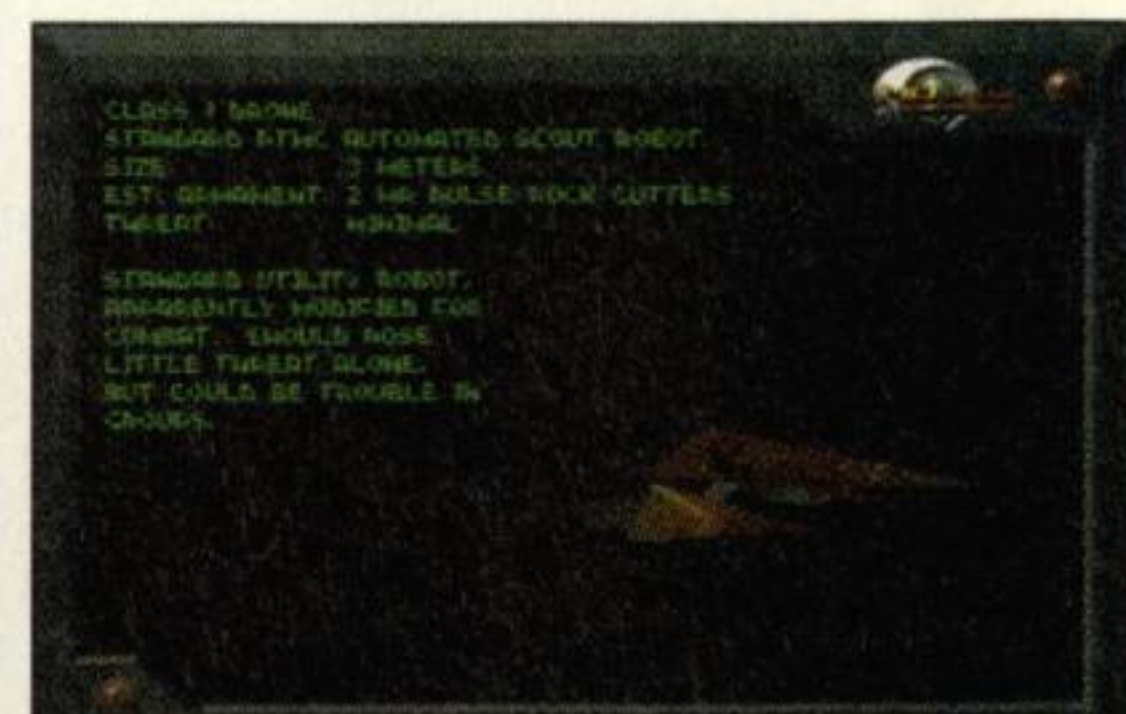
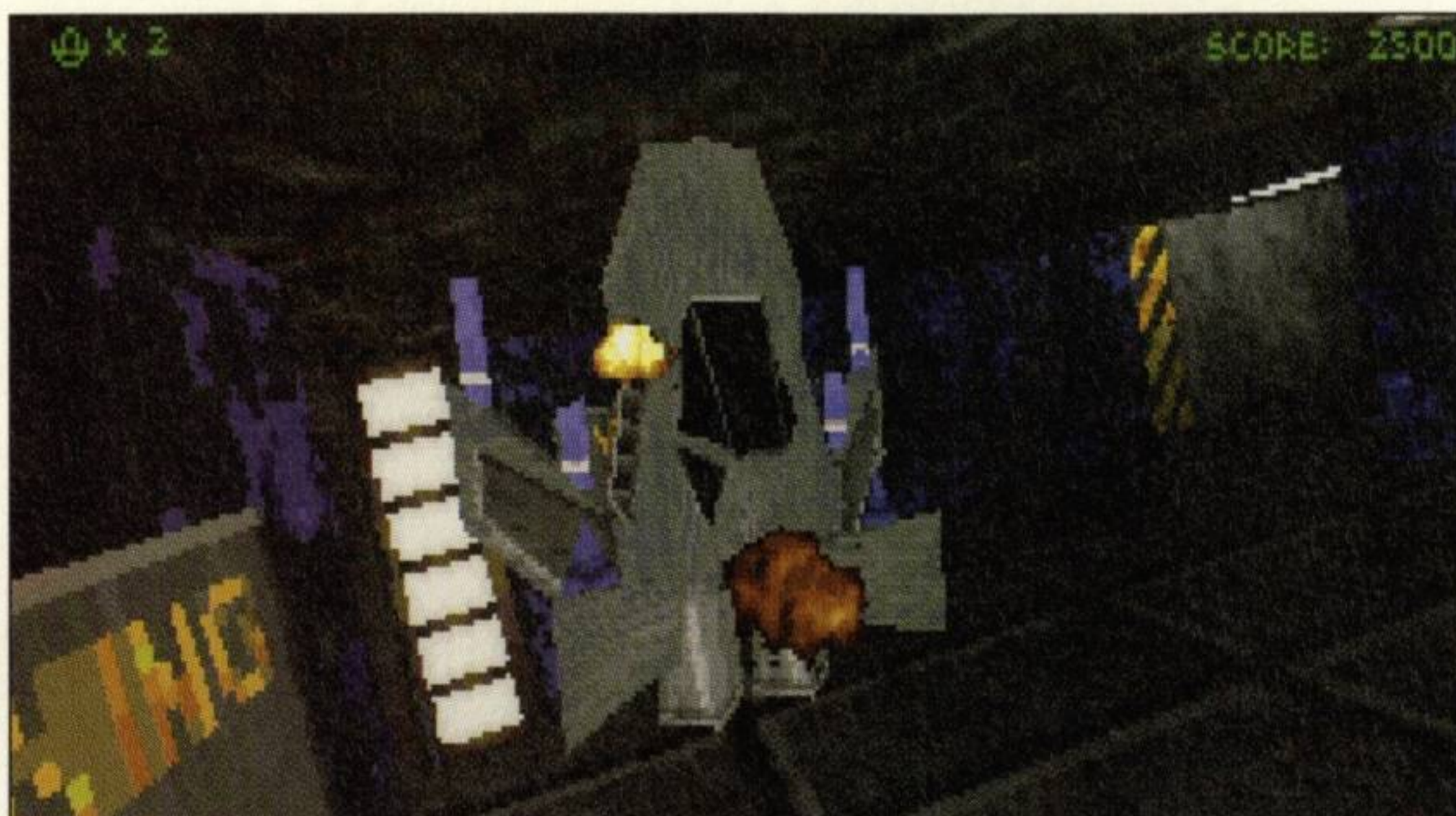
Your adventuring in Descent is done entirely from the cockpit of a space fighter. A space fighter designed to fly around indoors. The plot (which is more than anything, just an explanation for precisely why a jet fighter is roaming the corridors) involves robot-miners going haywire, then seizing control on the moons where they're based. That explained, your job is to fly through the snaking corridors, blasting recalcitrant robots and eventually setting off a chain reaction to toast the whole place. Getting that to happen apparently means destroying the reactor core. See, there is a point to it all.

Playing Descent can be a seriously vomit-inducing experience, but for reasons way different to the usual ones. Complete disorientation is the least you can expect. Because the corridors twist through three dimensions, you rapidly lose track of important information - like which way is up, and where the Hell you are.

Still, it's new, it's very pretty and it's Doom-like, which means it's going to be fast and fun - even if nothing you blast bleeds.

PC

Available: **MARCH**
 Category: **ACTION**
 Players: **1-8(NETWORK)**
 Publisher: **INTERPLAY**



Cadillacs & Dinosaurs

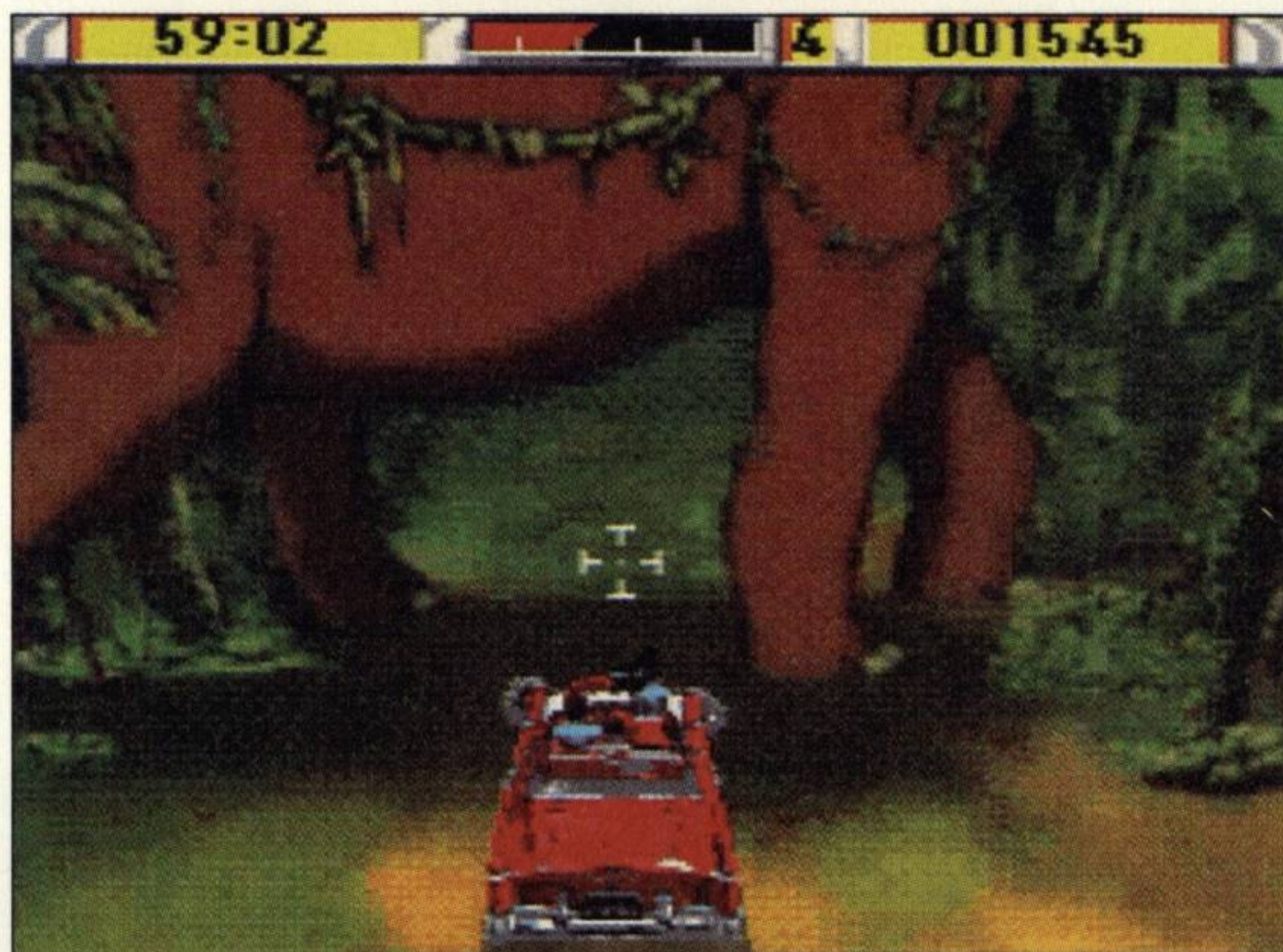
Rocket Science. Cool name, hot new team of game design geniuses. Video games. Great thing, marvellous way to make patently absurd ideas a reality. Cadillacs and Dinosaurs. Self-explanatory, ridiculous but brilliant idea. Mega CD, bad joke, needs better games, just got one.

In the year 2020 AD a great cataclysm all but destroys the Earth. After hundreds of years, hiding underground, Humankind finally figures it's time to return to the surface. Dinosaurs have somehow re-emerged, and they are both huge and abundant. Not good.

Somehow an old, red Cadillac convertible enters the plot (don't ask, please). Sega tells the tale in a new Mega CD game - we truly live in a bountiful age.

We only have screen shots for this work in progress, but they show a new level of detail for the beleaguered Mega CD, along with a rich palette of colours which seem to exceed the machines limitations. Cadillacs and Dinosaurs is also coming to the PC at a later date with even more graphical detail expected.

Judging from the prominent crosshairs centre-screen, the idea seems to be blasting the dinos, not driving around them. There is a point to it all, a second cataclysm is about to wipe out all life once and for all. You and your Caddy must race against time to stop the end of the world. Having nothing better to do in this post-apocalyptic nightmare world of the future, you head off. Coming soon. Looking good.



**MEGA CD
PC CD ROM**

Available: **MARCH**
Category: **SHOOT'EM UP**
Players: **ONE**
Publisher: **ROCKET SCIENCE**



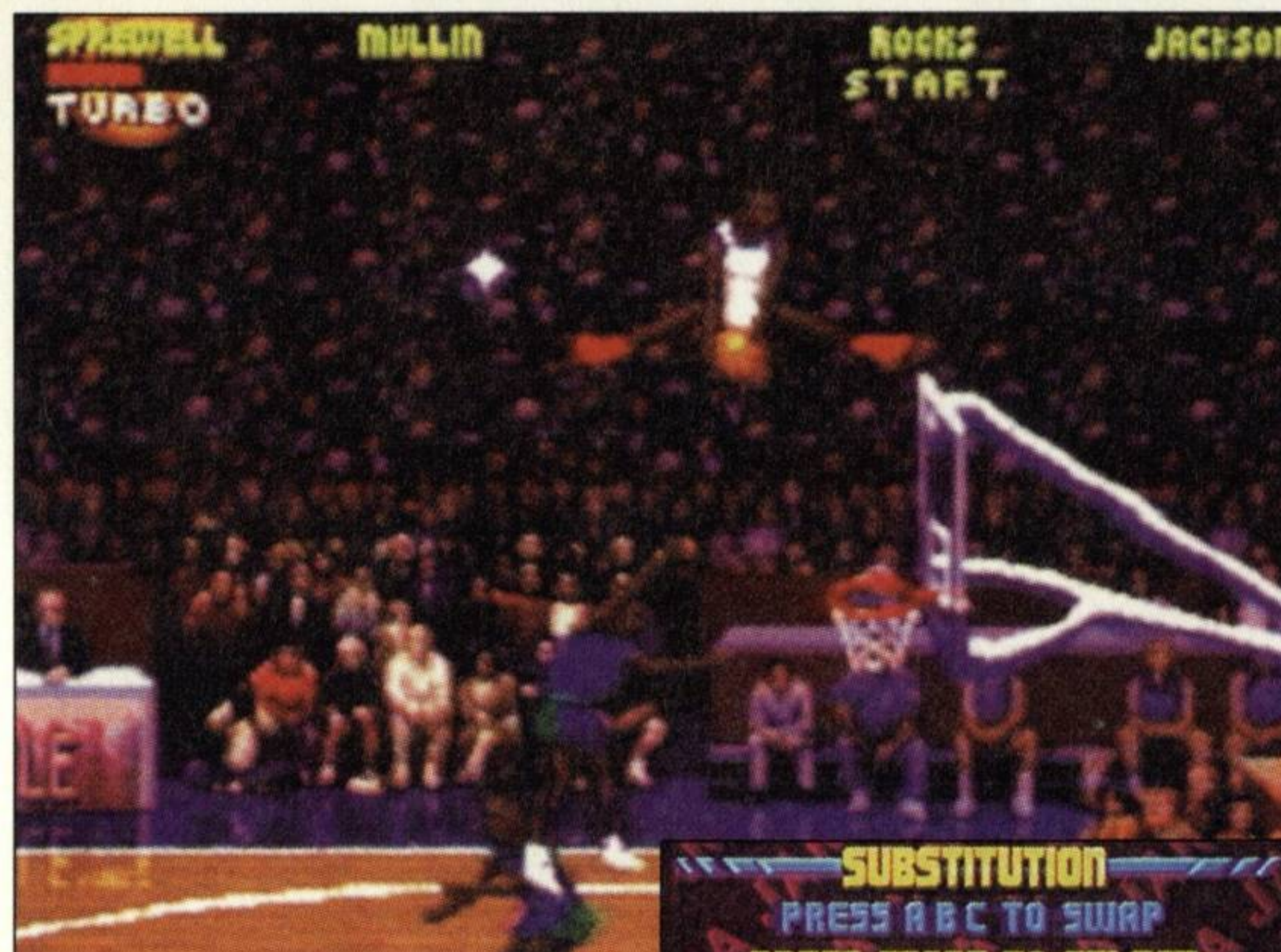
NBA Jam Tournament Edition

NBA Jam, aside from being THE hottest basketball game around for the SNES and Mega Drive, also must be one of the greatest multiplayer games ever. Let there be no doubt.

Great news readers - the sequel is almost here. It'll be out any day now, in fact. NBA Jam Tournament Edition faithfully retains the winning features of its legendary predecessor, while adding plenty of cool new bits so punters get some value from their gaming dollar.

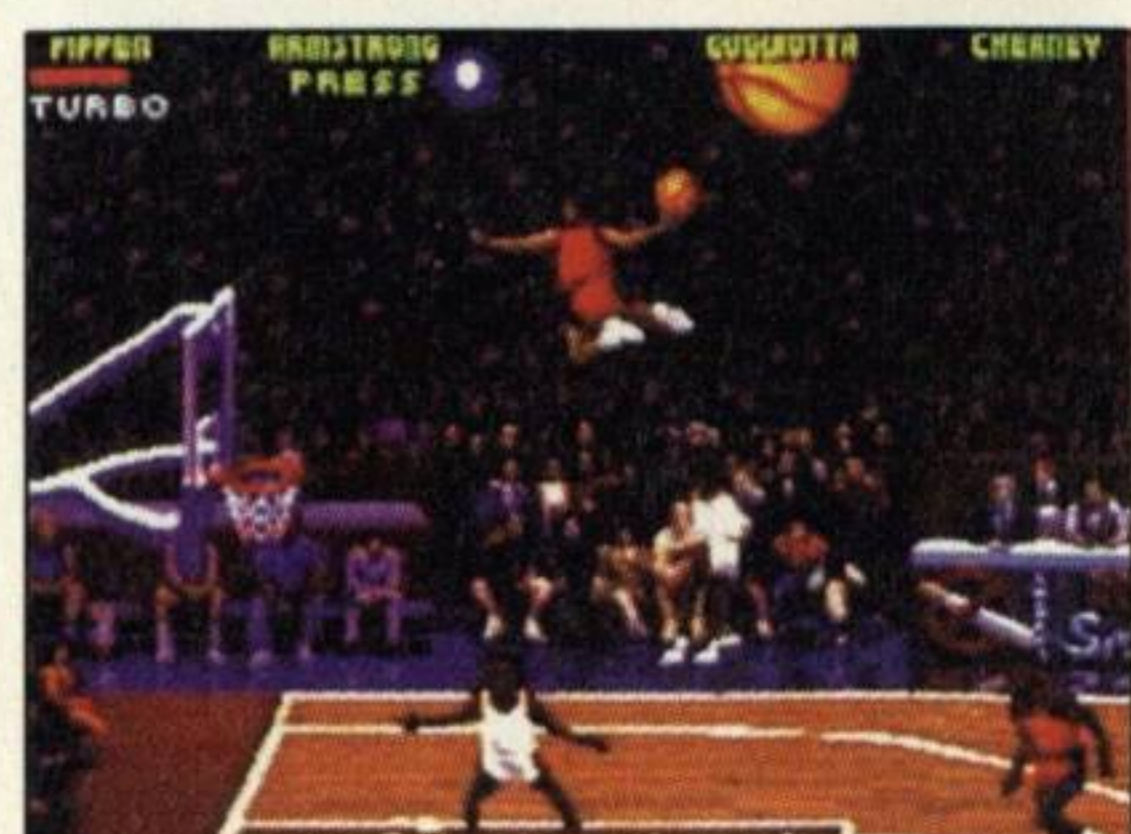
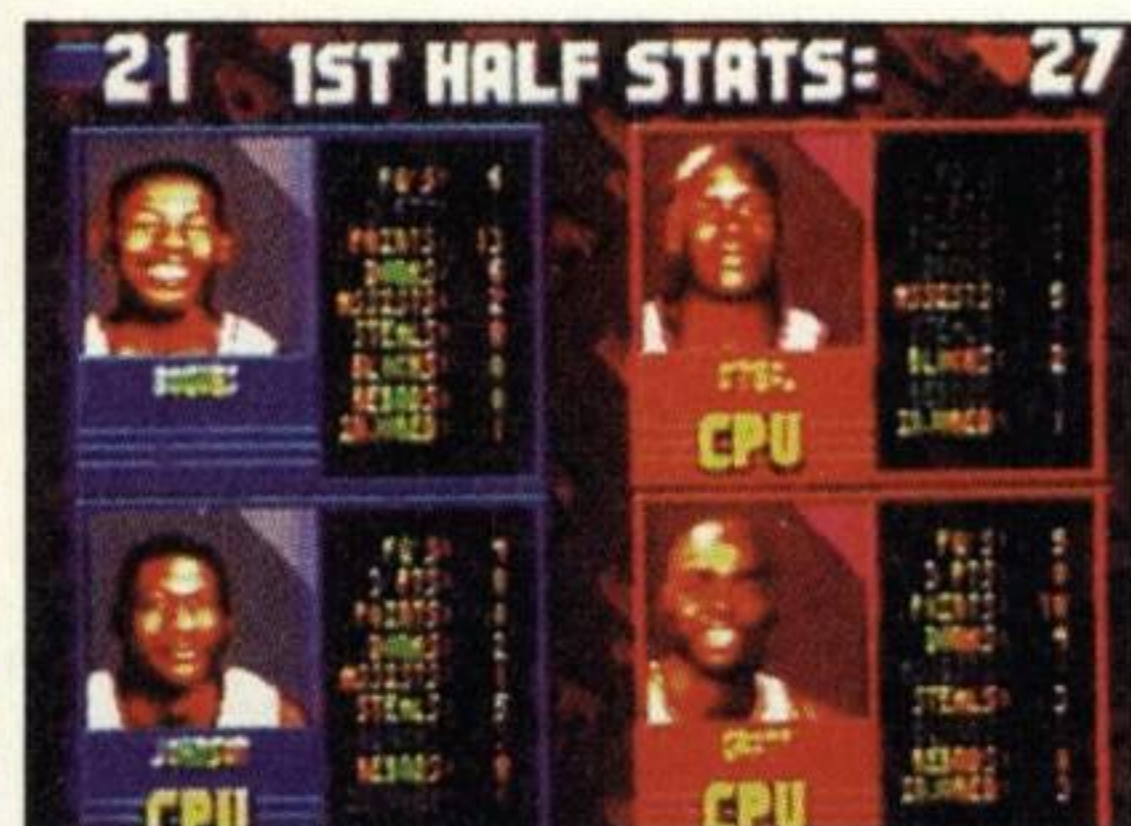
The team rosters have been updated to reflect the surreptitious skulduggery that went on in reality since the original's debut. More players plus new rookies complete the picture. But wait, there's more! The stats have been cleaned up, with numbers instead of bar graphs showing important but ultimately useless data. More practical data is now available in the form of how many injuries you caused during play. This vital data is crucial for slagging off your over-confidant opponent - stick it to them with the facts!

New moves? Hell yes! Newer, bigger and hotter dunks guarantee new fun for the more flamboyant among us. A full review soon...



SNES/MEGA DRIVE

Available: **LATE FEBRUARY**
Category: **SPORT**
Players: **1-4**
Publisher: **ACCLAIM**



Dark Forces



Because the force is strong within us, we were able to keep our collective cool when first we set eyes upon Dark Forces. Keeping the trousers up isn't easy, when you're looking at the only first-person shooter that can give Doom a little stiff competition.

We'll just clear a couple of little details up first. First of all, Dark Forces IS NOT more fun than Doom - it's a different sort of game. The clean, sanitised Star Wars universe is supremely cool fun to rush through. The architecture tends to make more sense to we creatures of reality. Doom is a living nightmare, Dark Forces a living fantasy. Take your pick. Secondly, only the one-level demo is currently available as a tantalising teaser - Doom shareware style.

There is plot! Entirely unnecessary, but you don't make a Star Wars game without enriching it with tie-ins to everyone's favourite universe. The Dark Forces world runs parallel to the goings on we are all so familiar with. You are Kyle Katarn, hero of the Rebel Alliance's Covert Operations Division. Strangely, allusions are made during the intro to Kyle's "partial alliance" with the Empire - indeed when Kyle is being briefed for his tough opening mission, he ponders that perhaps life might be a little easier if he was still working for the Empire. HUH? The first mission has you infiltrating an Imperial base to steal plans for a terrifying new weapon under construction - the Death Star, no less. Successfully completing the task brings the news that the plans have been put to good effect, some young hotshot pilot found the weak spot and with a great shot that was one in a million, wasted the sucker.

Happy news indeed, but the point of it all is to sneak around an enemy base chasing Stormtroopers - bringing freedom to oppressed billions is just a pleasant side effect. The demo level we played was populated only by Stormtroopers and Imperial Officers - the ones with the murky green uniforms and snappy caps, but the intro tells of a new generation of Stormtrooper: the Dark Trooper. A fearsome foe indeed. For effect there are also those cute little shoebox droids that scoot around madly.

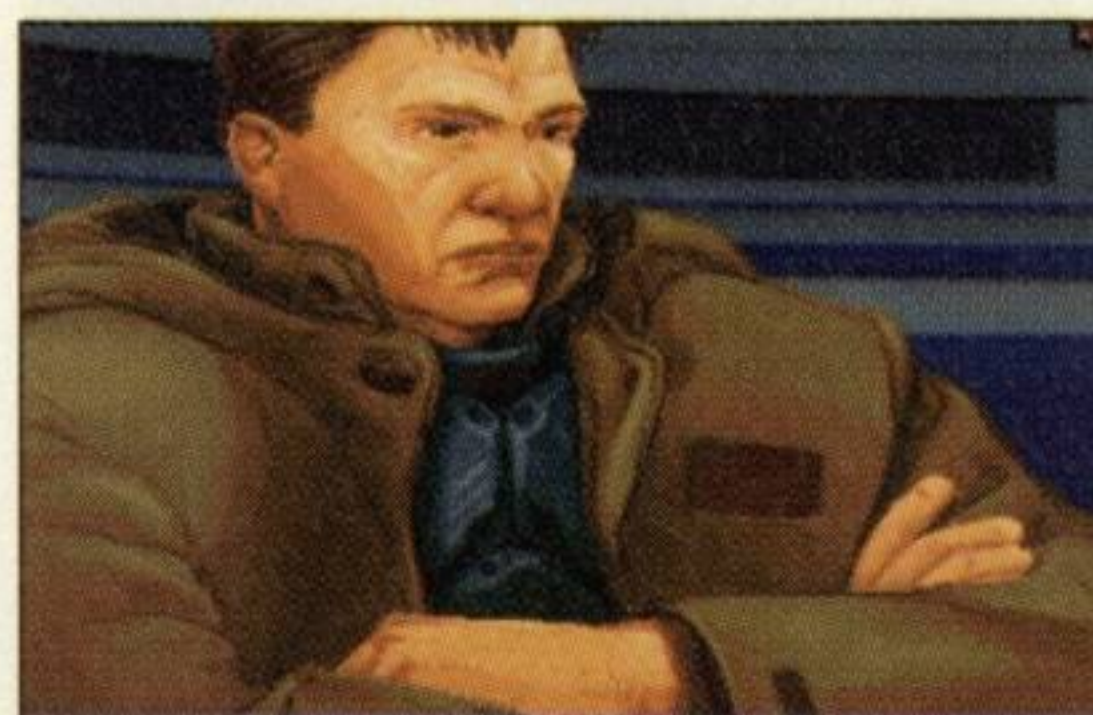
Happening across a gathering of Stormtroopers causes them to open up and give chase (naturally), it also prompts a barrage of digitised speech which will bring a happy grin to Star Wars freaks everywhere. "There he is, let's get him!", "Set your weapons to kill!", "Halt! You have no clearance for this area". It all adds to the effect of being IN the Star Wars universe, and this is one of the best reasons to play Dark Forces.

The architecture plays its part too, of course. LucasArts have captured the feel of this clean techno image perfectly.

Considering the games lineage, this is no surprise. Banks of colourful displays offset heavy industrial lifts and doors. Beautiful.

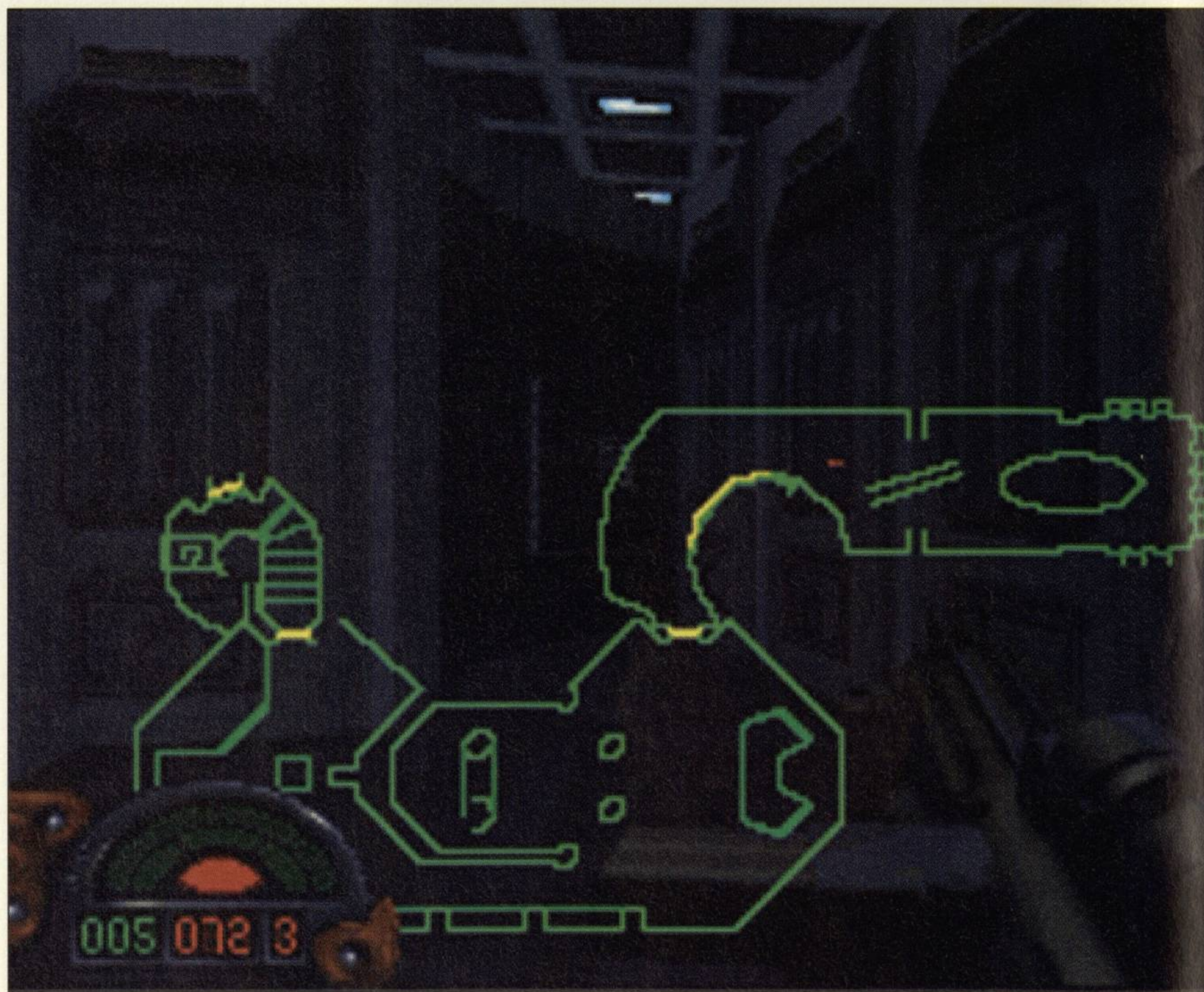
Rampaging through the levels is helped along mightily by some enormously helpful enhancements to the 3-D engine we know and love. LucasArts have created a totally new piece of software, but it plays exactly like the Doom engine. Most of the keyboard controls are identical, so playing like an expert takes only a few minutes of practise. iD's new Heretic lets you look up and down, this is extremely useful and it's naturally a part of the Dark Forces engine. Often Stormtroopers will snipe from high ledges, and being able to actually look up and see them makes life considerably easier. Dark Forces also introduces a new feature so far unseen in any first-person shooter - the ability to duck and jump. Previously in-accessible raised areas can now be reached with a deft hop. Wonderful.

The full release is imminent and based on the demo, it is a must have. Stay tuned readers, the dark force is strong within this one.

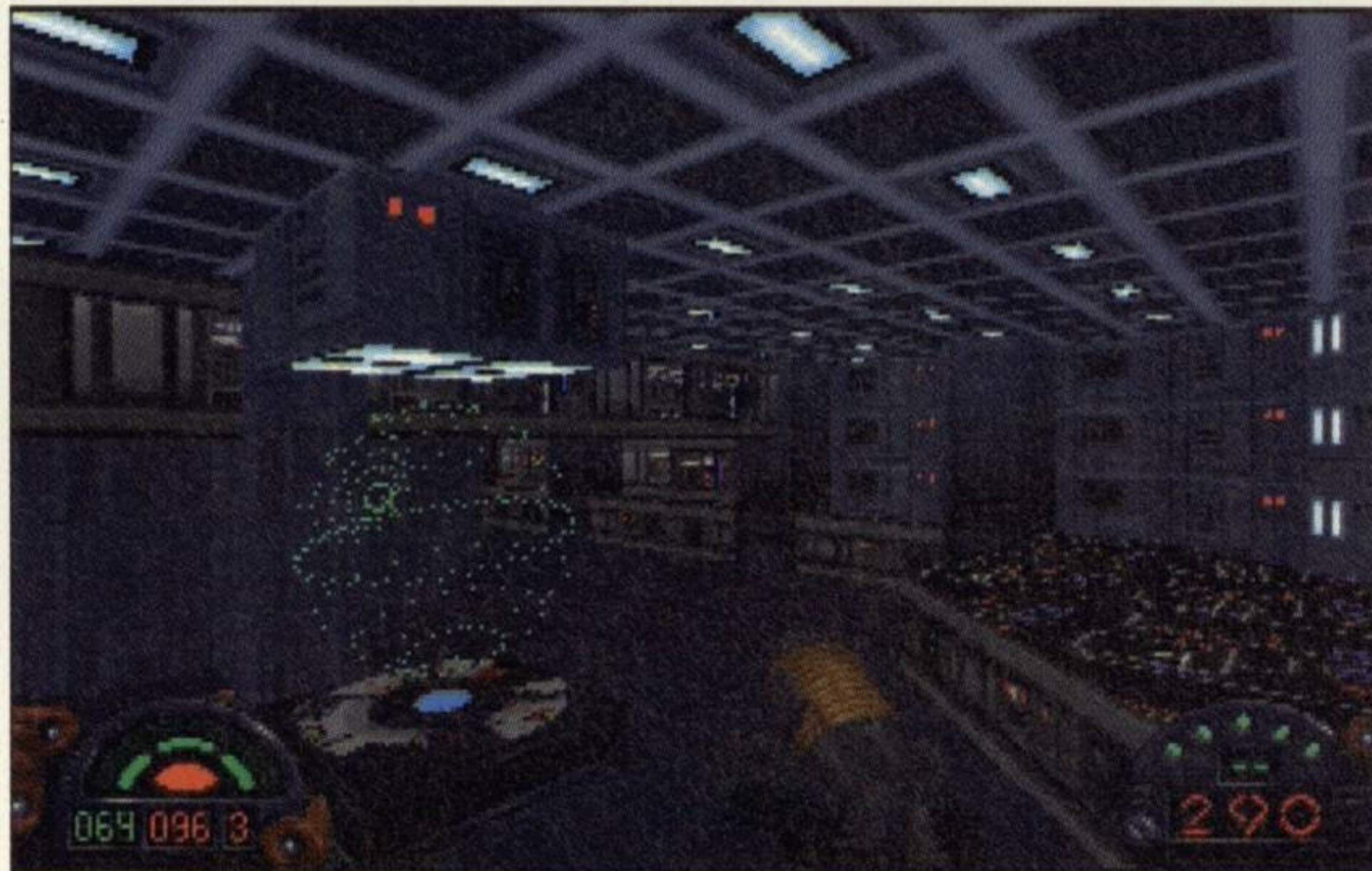


PC CD ROM

Available: **MARCH**
 Category: **STAR WARS DOOM**
 Players: **1-8 (?)**
 Publisher: **LUCAS ARTS**



A MAP OF THE LEVEL CAN BE DISPLAYED OVER THE IN-GAME ACTION. VERY NICE.



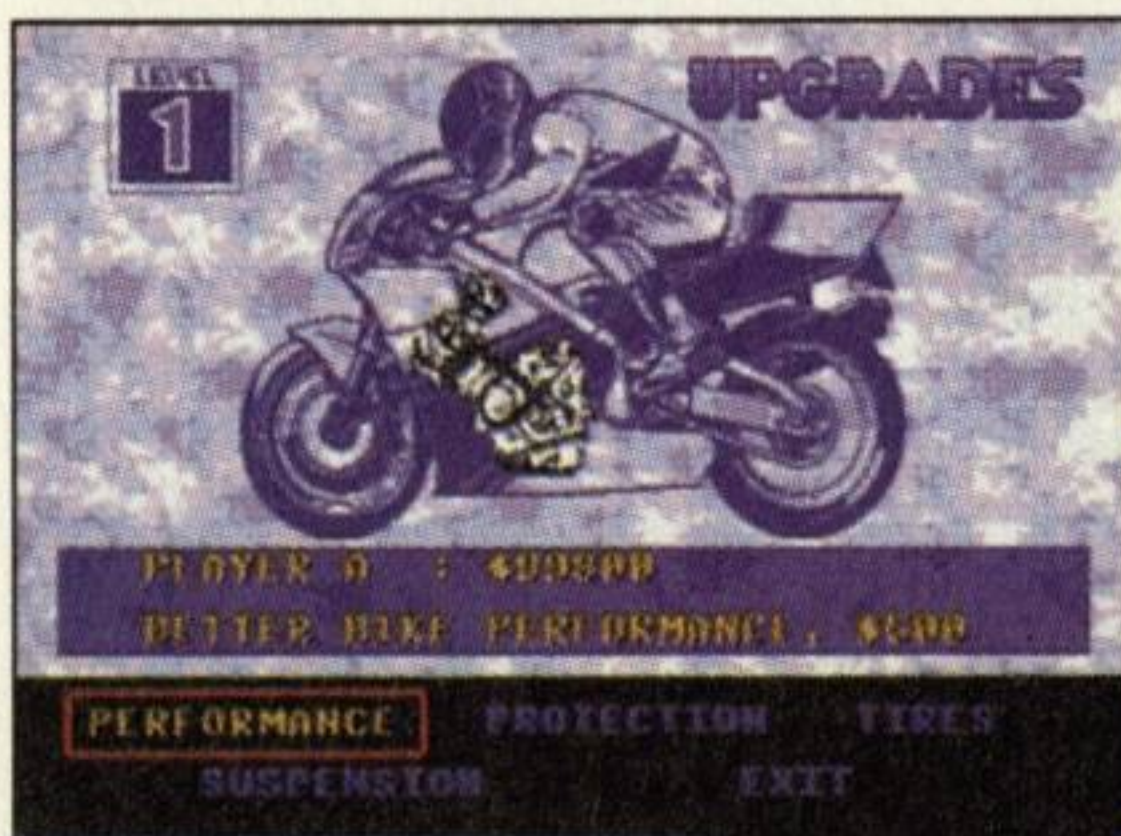
Road Rash 3



It's time to go nipple surfing on asphalt again as Road Rash makes another very welcome appearance on the Mega Drive. Admittedly, if you've seen and played Road Rash on the 3DO you probably won't want to go back to the 16bit version, but not everyone is lucky enough to own a 3DO and the sheer thrill of the Road Rash gameplay is still there by the bundle on the Mega Drive.

First the news you all want to hear - there are five new weapons to choose from, making a total of seven. Apart from the standard club and chain, you can now get hold of a mace, a crow bar, nunchukas, an oil can and a cattle prod! Fun, fun, fun! You can also upgrade your bike piece by piece rather than buy a whole new bike (you can still do that too). There are three classes of bikes - Rat, Sport and Super and obviously the more money you make, the better bike you can afford and the faster you go.

Road Rash 3 also includes lots of other extras, like smarter police and the ability to snatch on other Rashers to the cops. The "person in blue" might let you off lightly but your "friends" will really be on your back the next race. There are new biker animations taken from the 3DO version, improved backgrounds (you now race in seven countries including Australia) and vastly superior sound (or so say EA). At 16 Meg it's double the size of Road Rash 2, so EA probably have every right to be hopeful of another big one. We're dusting off our leather and chains in anticipation...



MEGA DRIVE

Available: **MARCH**
 Category: **RACING**
 Players: **1-2**
 Publisher: **ELECTRONIC ARTS**



Mighty Morphin Power Rangers



The much hyped Power Rangers are hitting CD ROM! If you've been reading HYPER you would know that their gaming performances so far has been somewhat less than excellent. The SNES game was an average scrolling beat 'em up, while the Mega Drive effort was a truly appalling one-on-one fighting game. The Mega CD version is entirely different again.

Using the abilities of CD ROM, the game will feature full-screen, full-motion video footage of the Rangers in action. Of course, being the Mega CD you will have to put up with a small colour palette, so everything looks pretty grainy. The game looks set to play a lot like Dragon's Lair and Space Ace, with the player watching the action unfold and pressing certain buttons at the right time. If you do it right, you'll hear a chime. If not, a buzzer will sound and you'll lose some of your power. Lose all your power and Rita Repulsa will rule the universe.

If you're a Power Rangers fan, then you could well have a lot of fun controlling Jason, Tommy, Kimberley, Trini, Billy and Zack. If you're not, then you wouldn't have read this far, would you?



MEGA CD

Available: **APRIL**
 Category: **INTERACTIVE VIDEO**
 Players: **ONE**
 Publisher: **SEGA**



VIRGIN SACRIFICE

SUPER CD 3-PACK INCLUDES

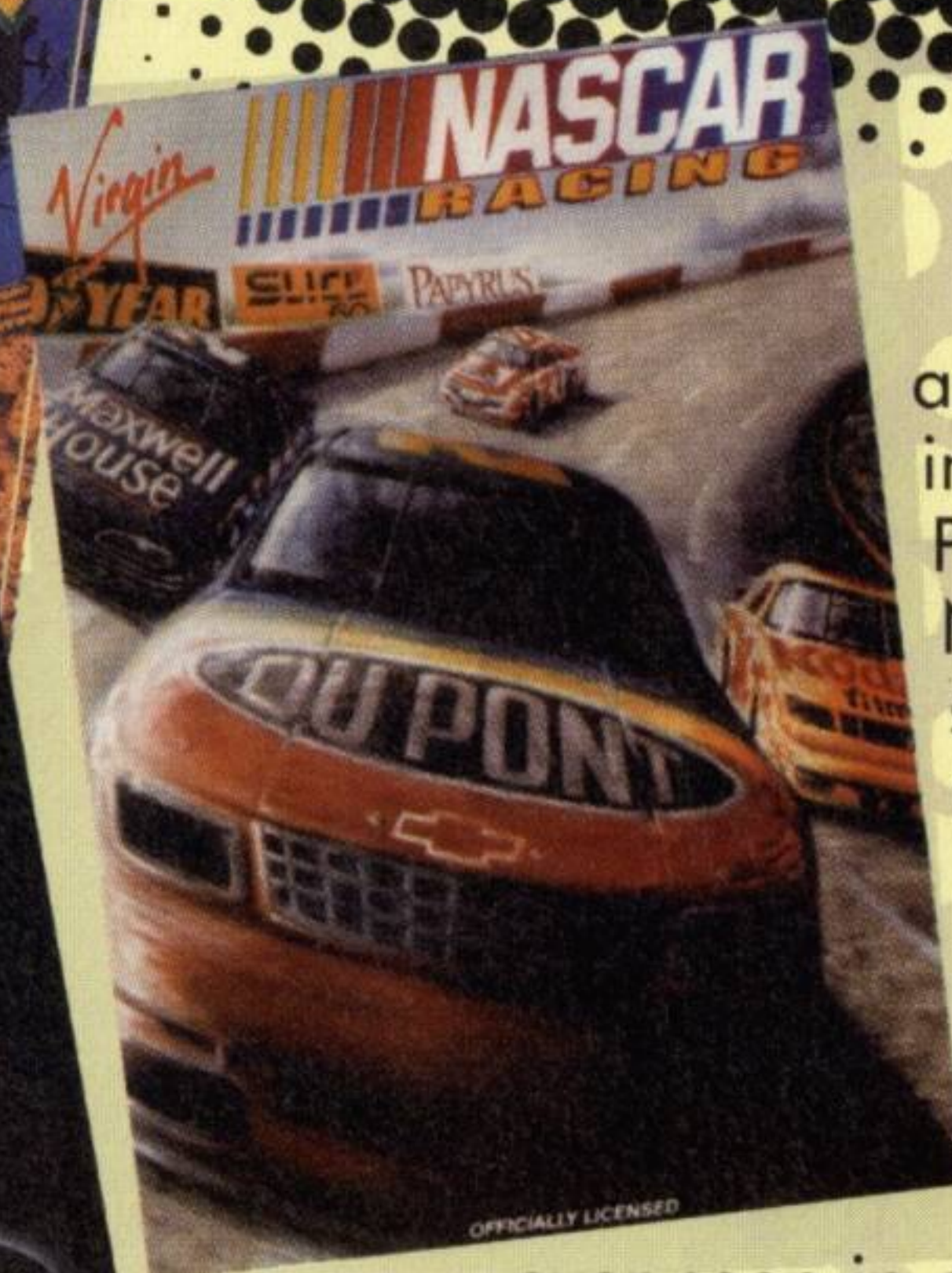
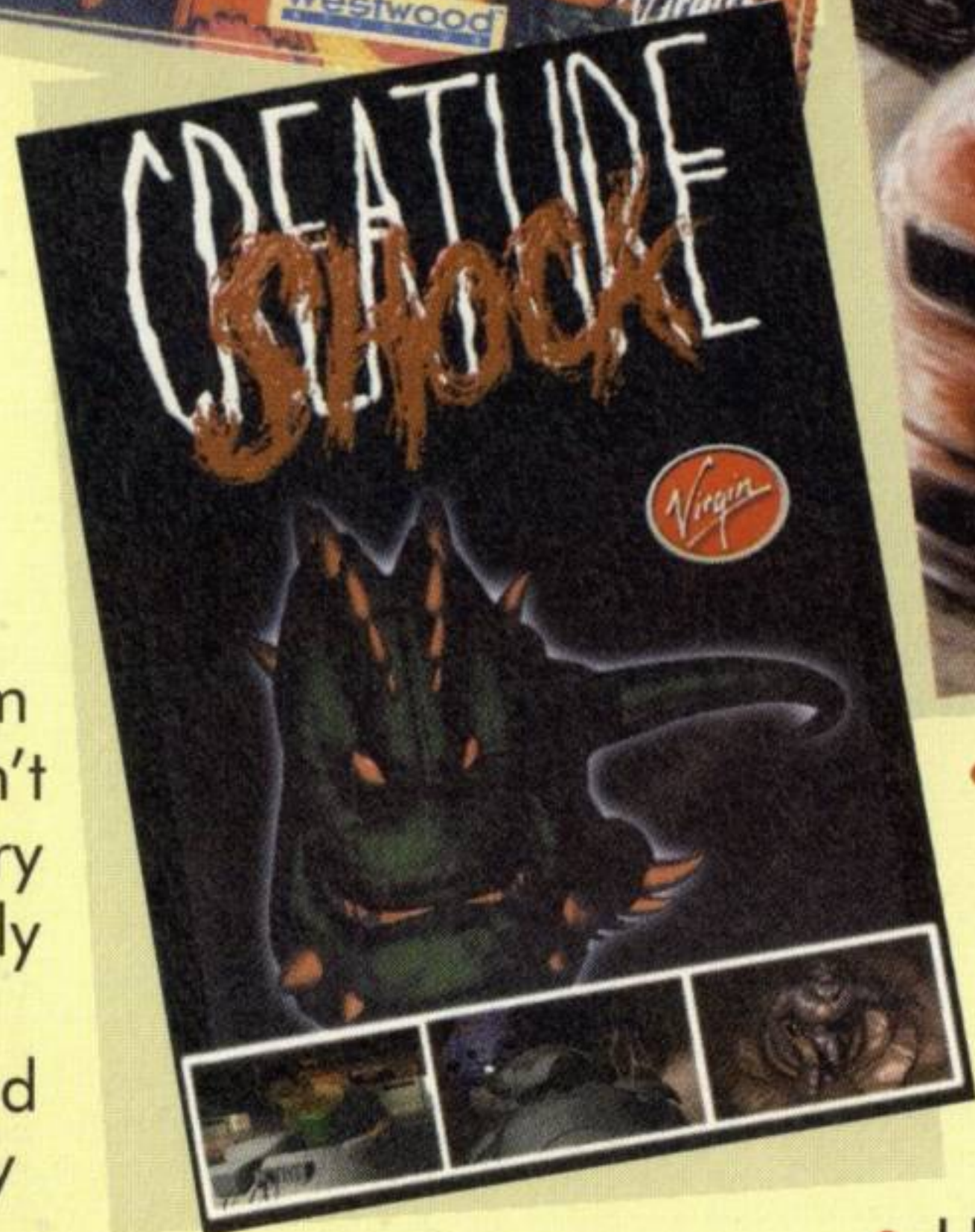
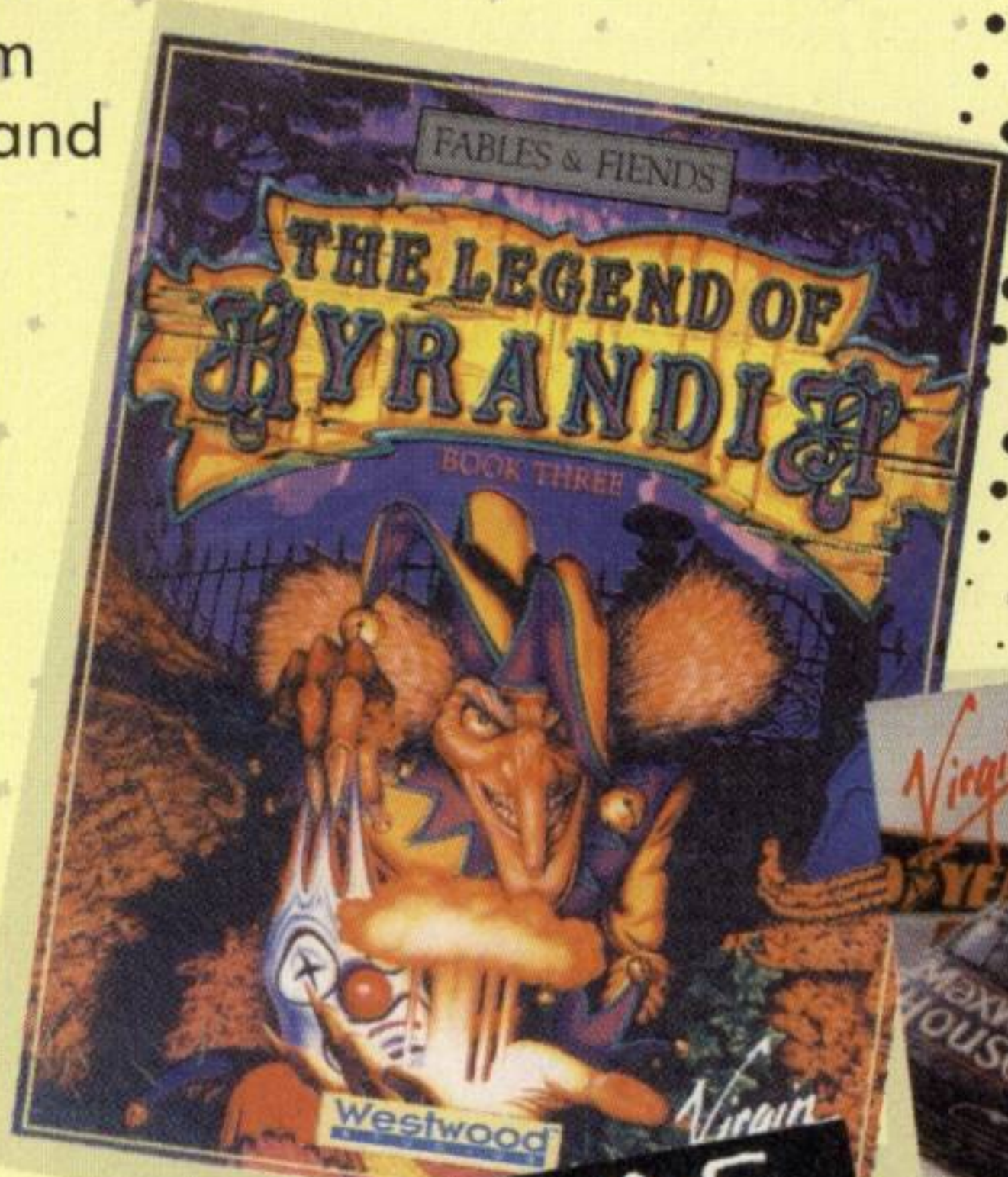
As punishment for the murder of Kryandia's King and Queen, Malcolm the warped court jester was turned to stone. Years later, a freak accident has set him free to exact his sweet revenge - and you are going to help him.

Use magic, guile, cunning and devious disguises, to explore the island of Kryandia and beyond, from the Ends of the Earth to the UnderWorld.

Discover the secrets of the Isle of The Cats and the Cave of Wonder, and meet a cast of quirky characters including pugnacious pirates, the foolish Fish Cream Jerk and the dead Queen Katherine.

In the year 2023, the Earth is at breaking point. Global over population has led to famine, disease and environmental destruction. On the brink of holocaust, the SS Amazon is launched to search the solar system for a suitable second home. It didn't make it past Saturn. Something very large, very alien and very unfriendly made sure of it.

- 2 CD's full of stunningly-rendered 3D environments which suddenly come alive before the player, unleashing untold alien horrors.
- 3D space-flight sequences of a complexity and detail never seen before.
- Atmospheric musical soundtrack and blood-curdling effects.
- Delivers the true potential of CD.



Was \$299.85 rrp
Virgin 3D CD pack special

\$179.95

save over \$100

Anyone expecting another Indycar Racing is in for a surprise - the Papyrus team has built Nascar Racing from scratch and improved on their previous work beyond expectation. The sensation of speed is yet more exhilarating, with more car and background detail than ever seen in a race simulation.

- 3D Super Texture technology delivers new level of televisual realism and speed
- Real -life physics 'drives' cars and provides unbelievable handling.
- 9 distinctly different tracks modelled from actual blue prints and Nascar footage.
- Handling and speed can be adjusted to suit all tastes.
- SVGA version included delivers a breathtaking level of detail never before seen on PC. New Artificial Intelligence routines have been developed for computer controlled opponents, providing the fiercest competition yet.

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

One on one

fighting game

cha
two new titles that

This month

ARCANE checks out the latest biff-fests from Sega and Capcom...

Virtua Fighter 2

Just when you thought that fighting games couldn't get any better, Sega have taken the tried and tested favourite, Virtua Fighter, and produced a sequel, aptly titled Virtua Fighter II. "Is it any good?", I hear you cry. Well, visually it's stunning, the sound is superb, and the playability? Second to none. What we have here, boys and girls, is the sequel with no equal. Virtua Fighter II is gonna rock your arcades hard!

The first thing that you notice when you look at the game is the huge improvement in the graphics. There are loads of new touches such as emblems on the fighters clothes, and great 3D backgrounds that will leave you dumbstruck in awe! The fighters all have intense shading and beautiful detail, showing many different facial expressions. The polygons now move at 60 fps, which is twice as fast as the original, and with the new Model 2 board that was specially produced by Sega for games like Virtua Fighter II in mind, it can throw, hurl, kick, punch and spin 300,000 textured polygons per second!

Apart from the awesome characters, the backgrounds have to be seen to be believed. To say they are an improvement over the first game, is an understatement. If you remember, Virtua Fighter had basic backgrounds (mainly just sky), but this time around they are lavish and vast. From inside ancient temples, to open forests, to a barge moving down a river, they rotate around with stunning precision as the fight progresses.

Apart from the usual fighters from the first game, VF II features 2 new characters, Shuntei and Lion. Shuntei is an old man who may look frail, but he can snap every bone in your body with a simple move and the other new opponent, Lion, is a Kung Fu expert. There are many more moves, hidden and standard for you to learn, with the team from Sega Japan researching martial arts in the heart of Asia.

There is no doubt about it - this is the hottest arcade fighter yet! With so many enhancements over the first game, you'd think that Virtua Fighter was a prototype! What are you waiting for? Get out there and play it!



One mes

are still pulling in HUGE amounts of loose
ge in arcades all over the country, and now there are
are guaranteed to send beat 'em up boys (and girls) into a

frenzy.

Darkstalkers

This one has been around for a while but it still worth a mention as it is the latest fighting game from the team at Capcom. It has been called StreetFighter III, but this is definitely not true. Although the characters are different, it still uses the play mechanics of SF2 with similar movements to perform special moves.

The animation is actually really smooth, and the game virtually like a cartoon. The characters are the "Night Stalkers" and the entire game is set around these monsters doing battle in many eerie settings around the world. Some of the characters include Sasquatch, a Yeti whose special attack is to barf up a large snow ball to freeze his opponents (a lot like Stimpy's Furball). There's also Felicia, the cat girl with razor claws and Anakaris, the Egyptian Mummy who's special moves include 'mummifying' his opponents. As with the first versions of Street Fighter 2, there are 8 characters in all to choose from.

As I mentioned before the play mechanics are practically identical to Street Fighter. Another similarity is the use of the Special bar at the bottom of the screen below the characters. By hitting your opponent with a normal move, the bar will increase until it is full. Once full you can then unleash a Special Attack that will literally knock your opponent out in a huge blow! Other similarities include the six button joystick and Top main energy bars.

So in all, what we have here is not Street Fighter III but a clone of Streetfighter, in every ways. The only difference is of course the cartoony creatures. But for all intents and purposes the dynamics, mechanics and moves are all the same. Try some of the Street Fighter moves on your character, and it won't take long to work everything out. An average beat 'em-up that may tide some people over until Street Fighter III, but really it's just another stall by Capcom.



A
B
C
D
E

PC/PC CD ROM

Min Requirements: 486; 4MB RAM; 20MB HDD

Available: NOW [shareware]

Category: FANTASY DOOM

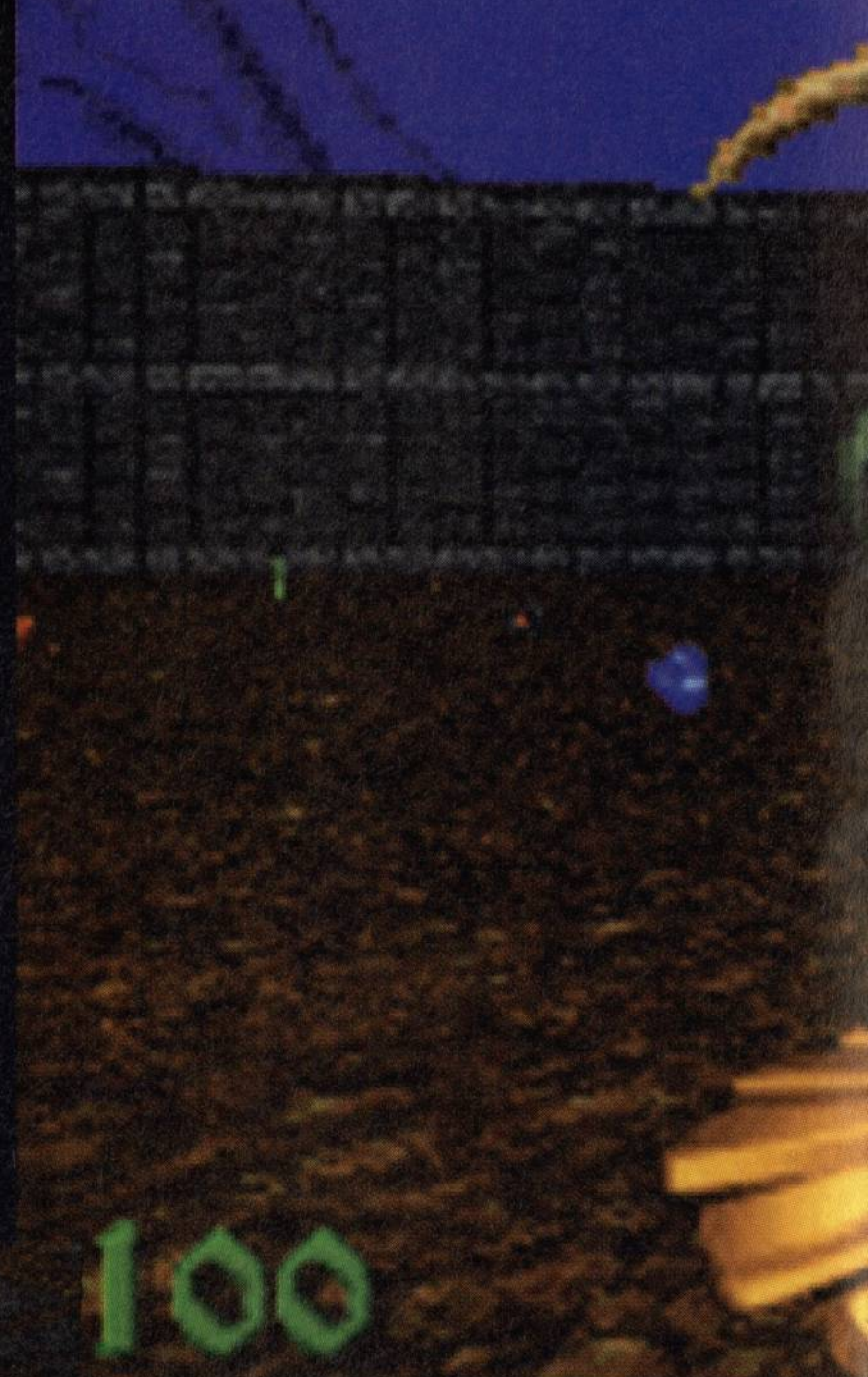
Players: 1-4

Publisher: RAVEN SOFTWARE/iD

Price: TBA

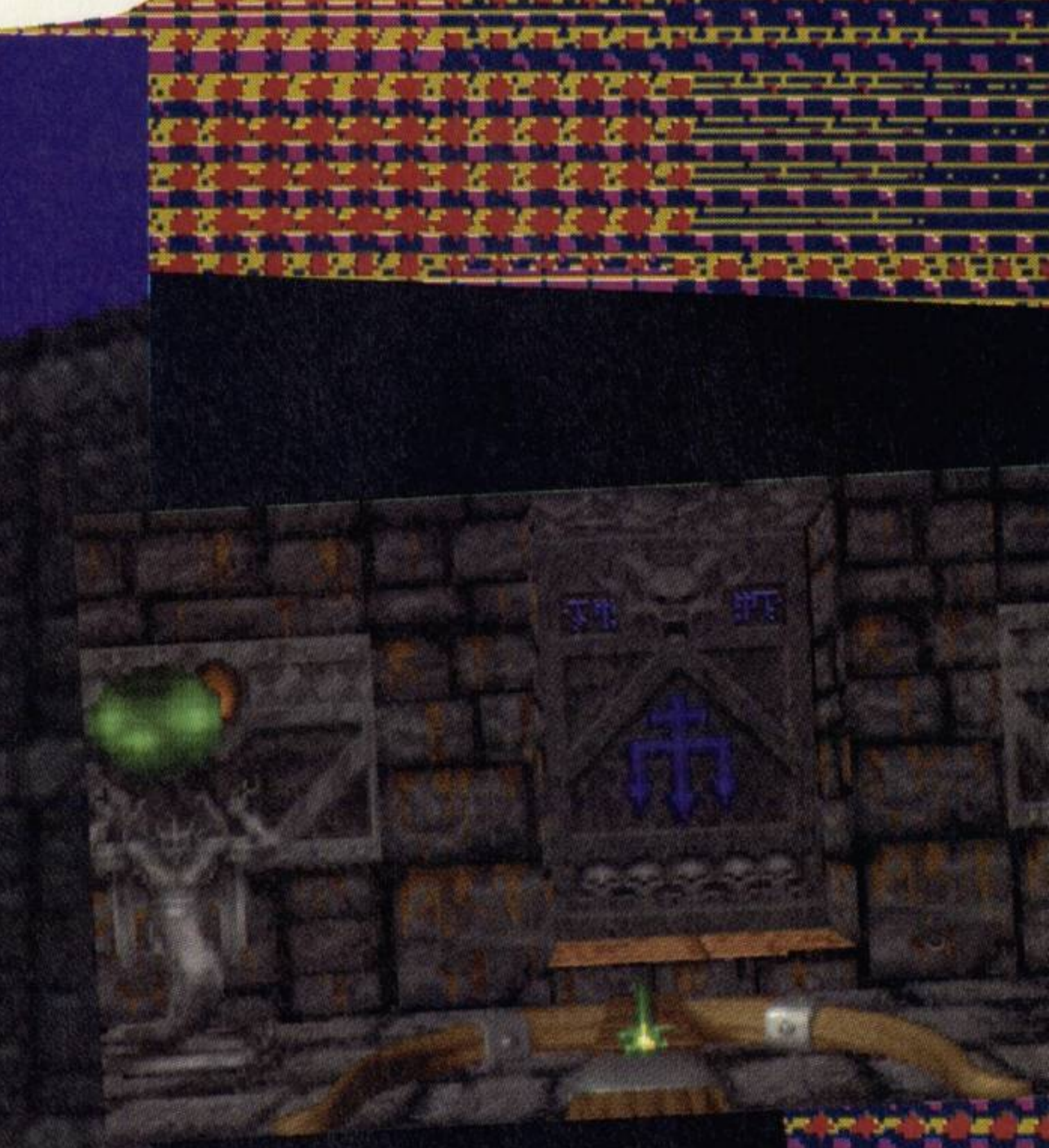
Rating: M15+

HELLBORE



Artic

review



Heretic review

Hmm, it looks like Doom,
it sounds like Doom,
it plays like Doom,
but instead of guns and chainsaws we have wands and
gauntlets. It must be Heretic, the latest
Doom-like masterpiece from iD software.
PEN MANSILL whips out his Phoenix
Rod and goes hunting for a wizard...

Doom freaks are a well catered for lot. When they're through playing the original game in all its majestic glory, they can download any of the hundreds of .WAD files on offer through the Internet or their favourite BBS. If that's not enough, Doomsters can create their own idea of a perfect Doom world, with any of the dozens of level editors going around. And when they tire of the thrills Doom has to offer, the steadily increasing plethora of clones beckon, with their inferior but still tasty flavour of first-person carnage.

But wait, there's more! Heretic is here, it's D&D Doom and it carries the ultimate prestige of the iD label on its shiny box. Heretic is a joint project between iD and Raven. iD supplied an enhanced version of the Doom 3-D engine, and with it, Raven sculpted this incredible medieval world and populated it with evil creatures of myth, just for you to splatter.

Dark Ages Doom

This is easily the most-fun Doom clone we've seen so far. The levels are huge and are brilliantly designed, at least on par with the great game itself. Heretic follows the Doom I tradition of splitting the fun into three episodes - City of the Damned, Hells Maw and The Dome of D'sparil. All up there are 39 main levels, with a high likelihood of at least one secret level.

The designers have given Heretic as much of a Dark Ages feel as is possible with the 3-D engine. On some levels the sensation is incredibly authentic, like the massive Cathedral with rows of pews in front of a great altar. Lining the walls are incredible looking stained glass windows. Yes, Heretic is a fine looking game, but we aren't here to admire the pretty scenery, we're here for the thing we like best - killing and destroying!

Weaponry consists of the medieval equivalents of Doom's main toys, the punching fist has been replaced with a wooden staff which you prod with (what else do you do with a staff). The Gauntlet power-up gives chainsaw-like stopping power at close quarters and looks darn sexy as it blasts forth bolts of lightning-stuff. The Elvenwand is your pistol, great economy and plentiful ammo, but a little tame in the gut-spilling dept. More meaty is the Ethereal Crossbow, packing Shotgun-class wallop - it is your tool of choice in most situations. High rate of fire with reasonable punch is the Dragons Claw's forte, just like Doom's Chaingun. The Hellstaff is your Plasma-style high-impact weapon, with punch and a nice rate of fire. The ultimate persuader is the Phoenix Rod, besides looking darn sexy, it delivers the message you want heard. Naturally it consumes power at a prodigious rate, so save it for the awesome end-game boss. D'sparil is his name, and this most un-attractive chapie rides a serpent and can take dozens of hits to kill. The first few dozen simply finish his mount off, forcing him to continue his attack on foot. Another dozen should see the job done for good.

Look Up, Down and Fly!

What iD have done to their 3-D engine leaves other clones way behind. In a well overdue enhancement you now have the ability to look up and down. It's done using the DEL and PAGE DOWN keys, with END centring your view. It works beautifully, heightening both your effectiveness in the game, and the sense of "being there". Immensely useful it is too, many narrow catwalks need traversing, with accuracy now replacing the guesswork of old. Impressed? Stay calm Doomster, for in this incarnation of the Greatest Game of All you can now fly. Cool? Supremely. You need to have collected the magic orb to get airborne. Useful? Whoa Mama! Fun? Huge! Magic flying orbs, are a rarity so this treat is best saved for

situations of absolute necessity.

Apart from the multitudes of flying red demons, the other creatures are a motley crew of flaming ball shooters, most of which are perfectly dodgeable. More threatening are the purple-robed Wizards. For starters, they constantly utter a truly demonic chant, (it's actually human speech played backwards - anyone know what they're saying?). Taking out these monstrosities is a treat for more than just a humble Elvenwand, but luckily a happy range of magic orbs offer a most RPG-ish range of firepower. These power-ups are stored in an easily accessible inventory, and when summoned invoke such wonders as invulnerability or invisibility. Basically they're same power-ups as Doom, but they happen when you want them to.

We get pretty excited whenever a new Doomy thing comes along, and Heretic has the HYPER crew in an absolute lather. Besides coming from iD, it also happens to be believably real, genuinely scary and supremely violent - all the things we like best in a game.

VISUALS

Waterfalls, stained-glass windows and pits of fire. D&D Doom seems to run a little smoother than its forefathers, while the detail is definitely an improvement.

94%



SOUND

Spooky! Not as spine-chilling as Doom, but a very close second. Jump into the water and it splashes (of course), your dude also grunts after a big jump. Real.

89%

GAMEPLAY

Different enough to offer whole new thrills. Even totally Doomed-out killers will play it to death. Deathmatch players get simply perfect levels for their fun.

93%

LONGTERM

The best things in life just keep keeping on, and Doom is no exception. You WILL play it through, no matter how long it takes. You WILL come back and play it again.

88%

OVERALL

Look, just buy it, OK? Heretic is the second best 3-D game ever. Being marginally less terrifying and having no chainsaw makes it more parent-friendly too.

90%

SNES

Available: NOW

Category: PLATFORM BEAT'EM UP

Players: ONE

Publisher: CAPCOM

Price: TBA

Rating: TBA

X-MEN Mutant

What do Wolverine, Cyclops, Beast, Psylocke, Gambit and **ELIOT FISH** have in common? They're all mutants, only Eliot isn't in this game, he's reviewing it instead...

Marvel comic fans must be doing backflips over the games that have come their way recently... The Hulk, Maximum Carnage (featuring Spiderman and a host of other Marvel faves) and now X-Men: Mutant Apocalypse. They've all been platform/beat 'em ups, they've all been comic-perfect visually and they've all been, well...OK. Whilst nothing outrageous, X-Men is certainly the best of the lot. Big, colourful sprites and a variety of moves make this a must for any Marvel comic collector.

Stop Mutant Persecution Now!

The X-Men are a group of mutants (and we're not talking the rock band with Brian Mannix either) with certain special powers who have been banded together by Charles Xavier to put an end to the persecution of mutants and fight for justice like superheroes generally seem to do. The tiny island nation of Genosha has now become the home to the X-Men's old foe, Apocalypse. Your mission is to infiltrate the island at night and put a stop to Apocalypse's evil plans. Each of the X-Men (funny that one of them is actually an X-Woman) has been given a special mission and you have the option to tackle them in any order that you wish. Each X-Person has a variety of moves to use ala Streetfighter (the button combinations are identical for some moves). Wolverine for instance can slash (punching enemies is one thing, but pissing on them?),

uppercut, do a funky move called the Running Claw, jumping slash, Berserker (the same combination as used for Ryu's dragon punch), a flying Berserker and climb walls thanks to his adamantium claws.

Everything looks big, chunky and of arcade standard, in fact the characters are comic-perfect. They even act out of breath. The gameplay though is fairly typical scrolling beat 'em up fare, as your chosen X-Person biffs their way through a handful of non-descript muscle-men, then non-descript muscle-men with guns, then some big robots and finally the boss! There are some nice variations though, like the Beast's ability to walk on ceilings and jump on people's heads! Although I didn't come across him, another character — Magneto — must be in the game, because they use his face on the password screen along with all the others in the game. All up, the general feel of this was very arcade-like which is obviously a good thing. Big sprites, big action.

Biff, Smack, Oof!

If you think the in-game music deserves a mention, then you're sadly mistaken. And what other sound effects do you need other than some grunts and zapping noises? Well, a lot more actually, but that's all that you'll find packed away on this cart. Biff, smack, oof. Inspiring stuff.

X-Men: Mutant Apocalypse is a good adaptation of your favourite comic, and a none-too-shocking punch 'em up either. Now all they need to release is a game based on the Fantastic Four and I'll be truly happy.



VISUALS

Lotsa colour plus smooth animation. Wolverine is the coolest.

80%

SOUND

Urrrrgh. I hate that dinky rock disco. Effects are basic too.

65%

GAMEPLAY

Yeah, not bad. I think I could be quite happy having one more slash with this one.

70%

LONGTERM

It's a bit easy and you've got passwords too, so that's not a good sign.

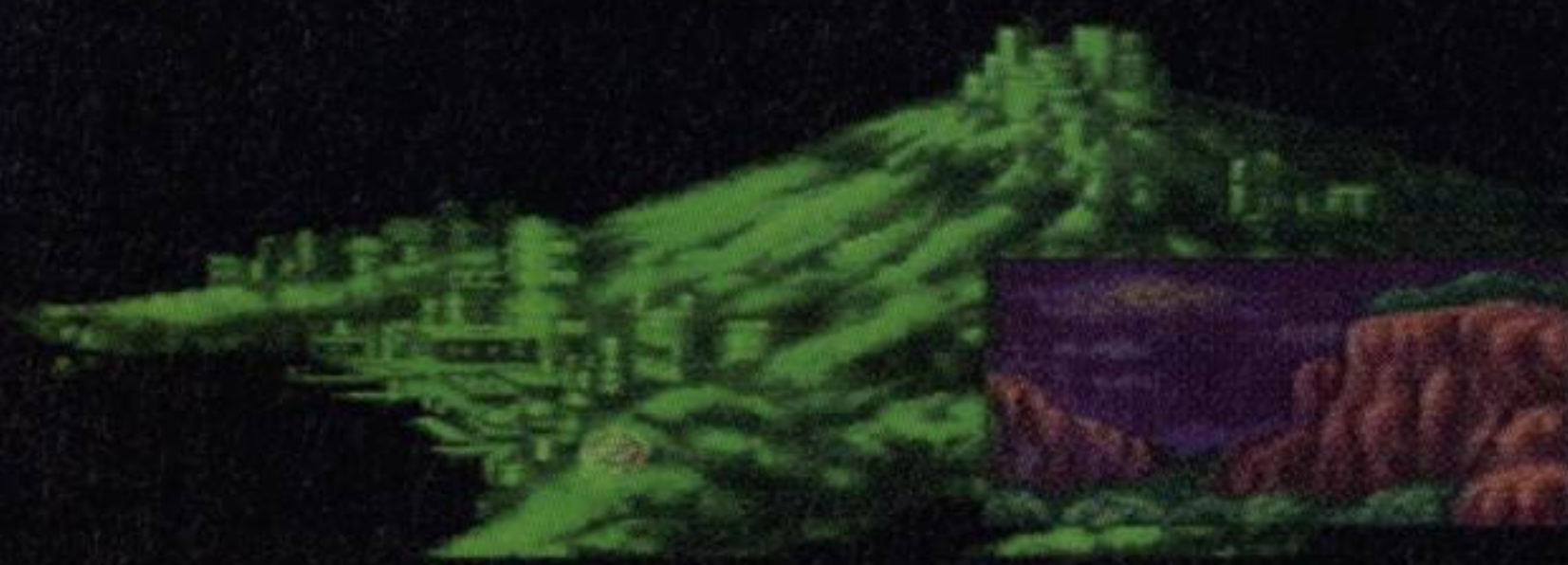
75%

OVERALL

The best of the Marvel Comic video games in my opinion.

79%

X-Men: Apocalypse



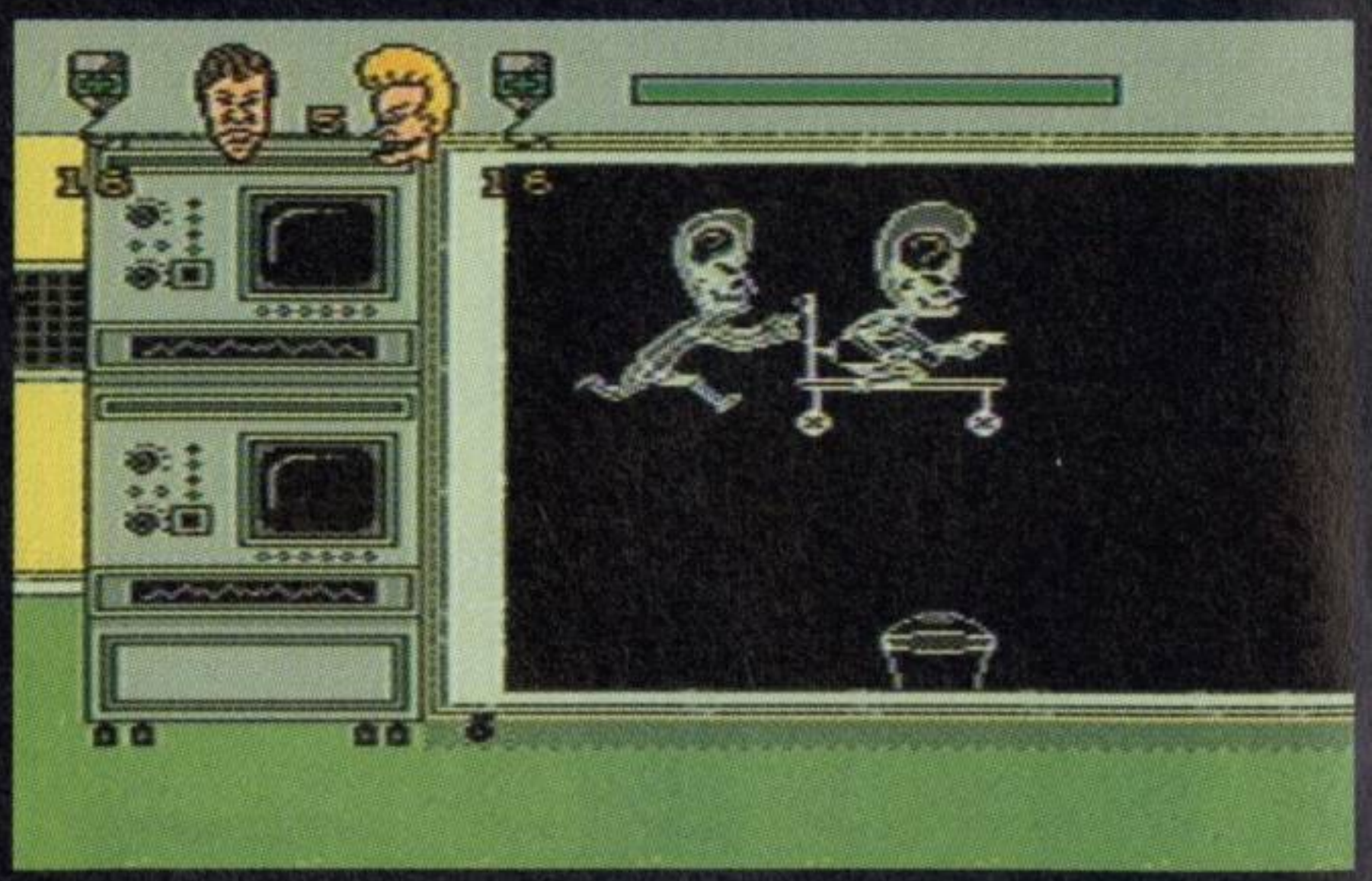
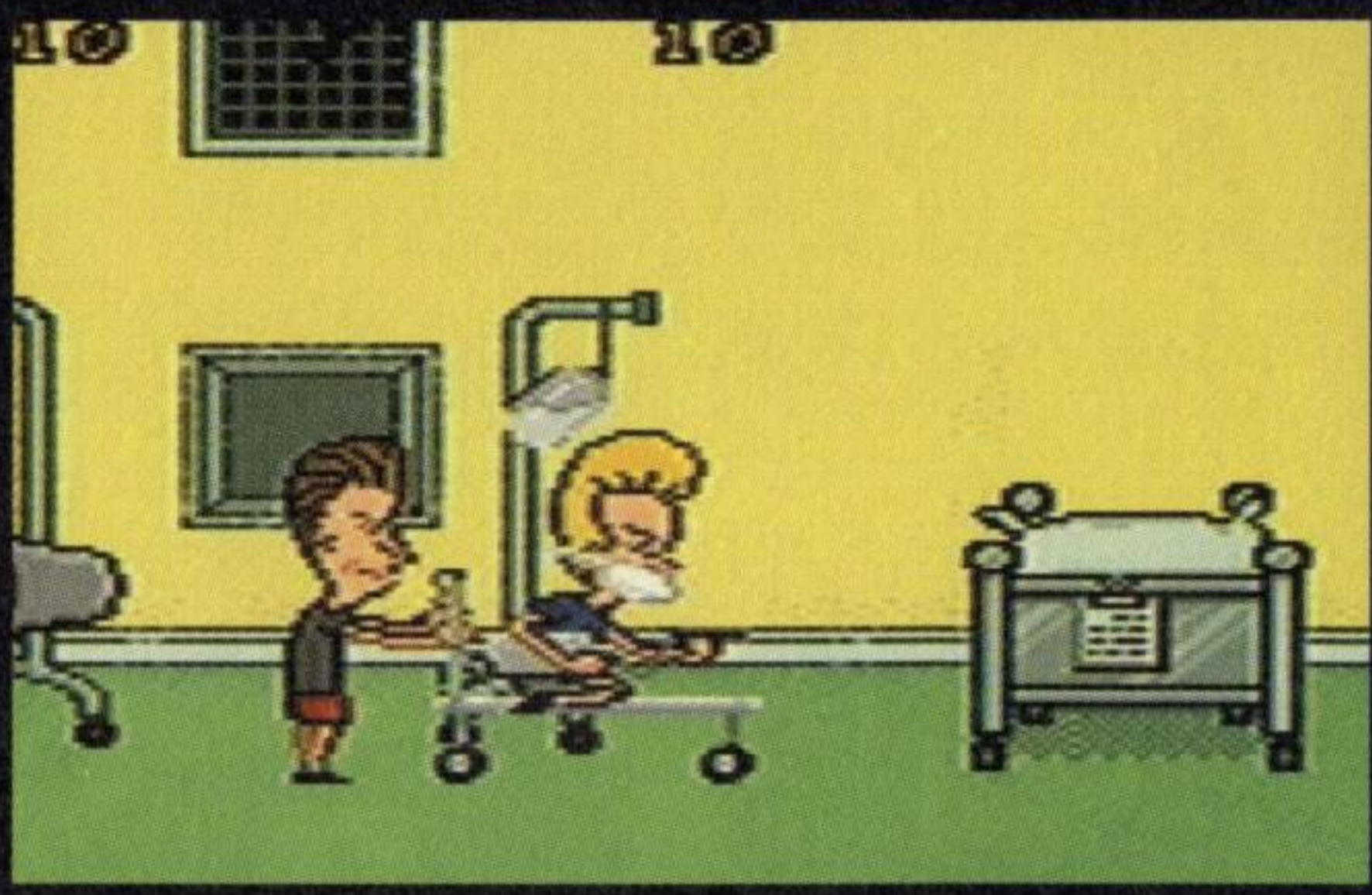
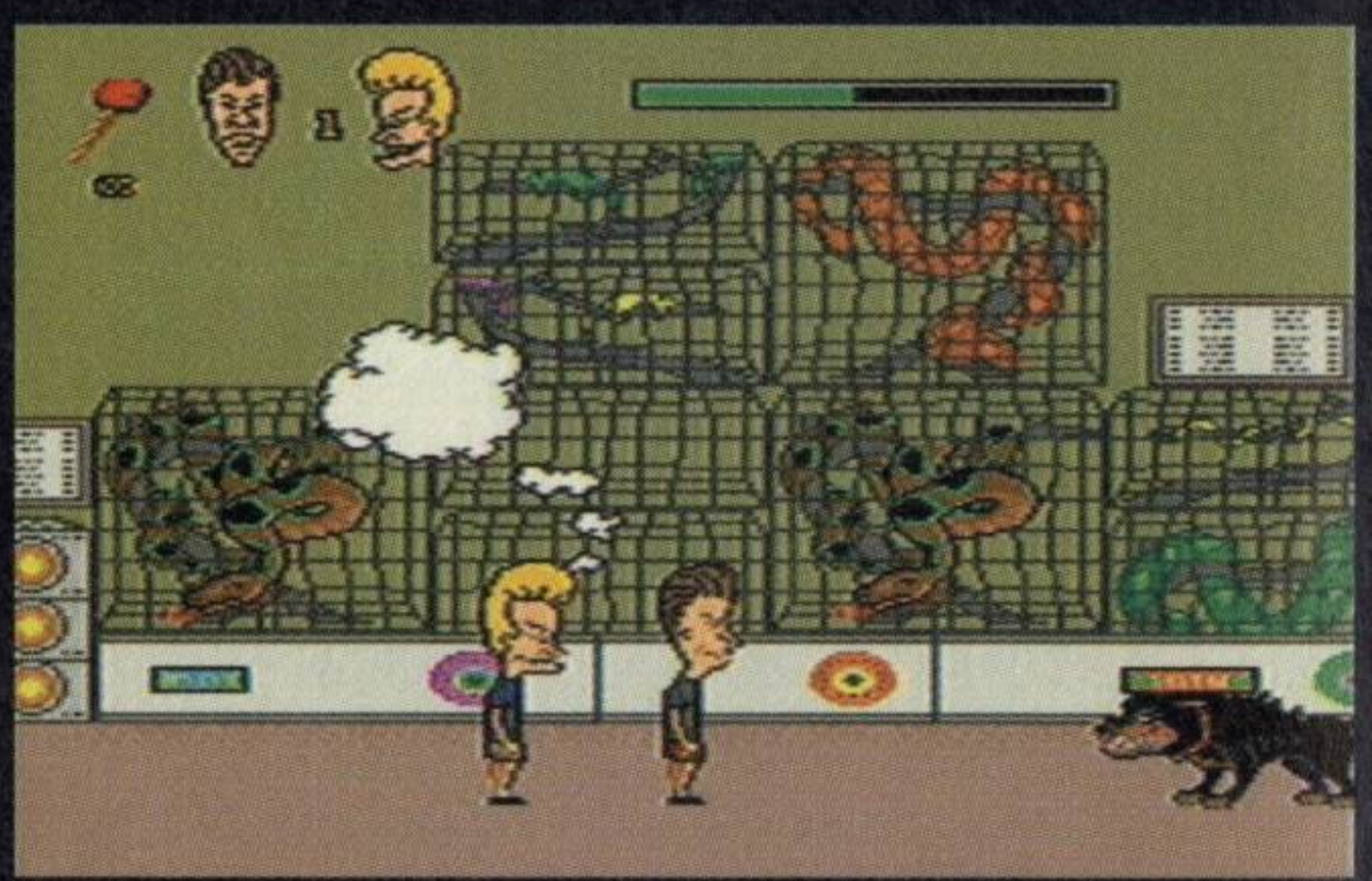
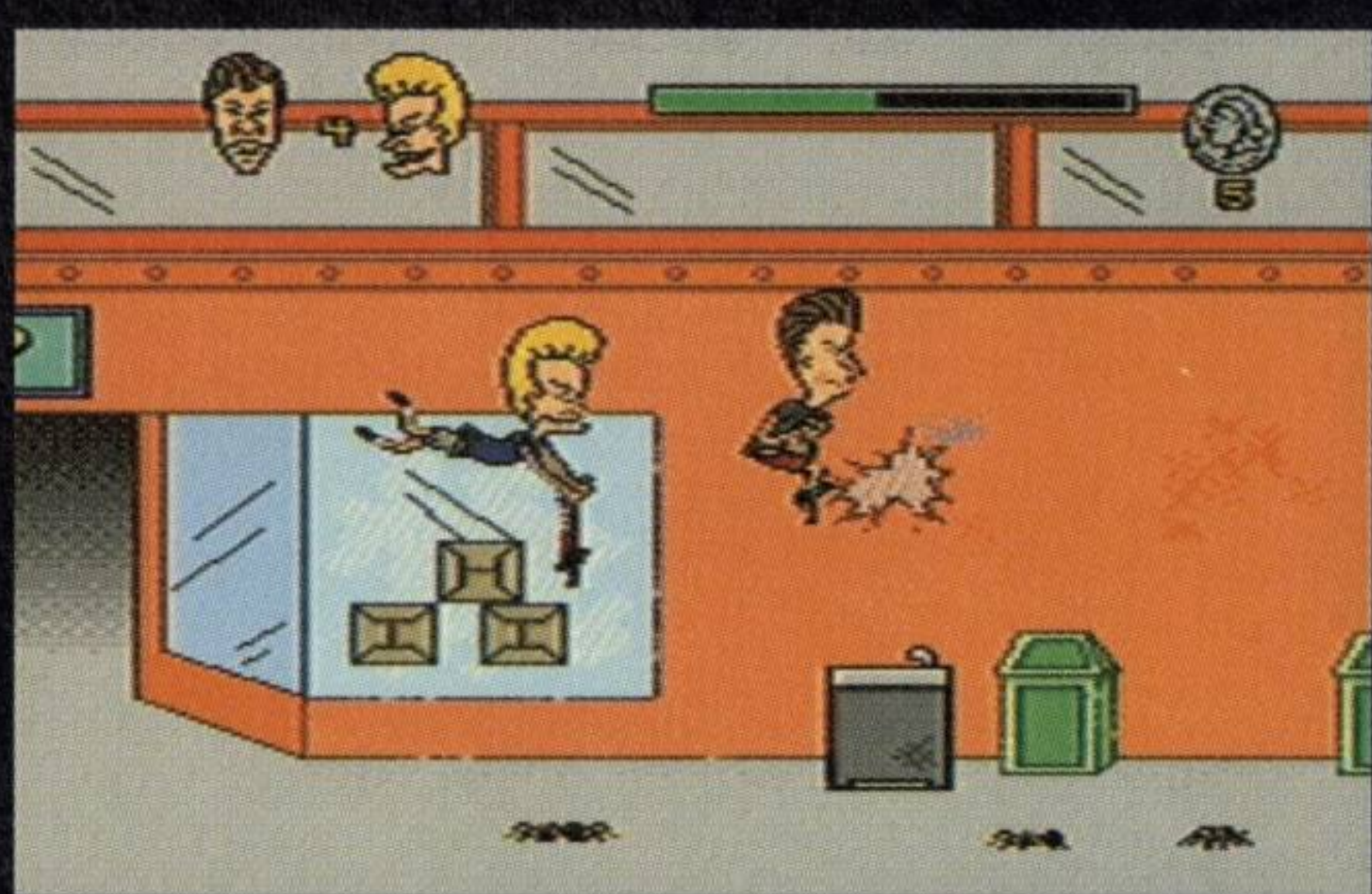
Cyclops will intercept and destroy the Genoshan army



the monstrous entity known as Apocalypse.



Beavis and Butt-Head



VISUALS

As poor as the cartoon, although funny at times.

70%

SOUND

It does the job, but you'll want to turn it off

67%

GAMEPLAY

No sir, I didn't like it. Boring, simple and not fun at all.

65%

LONGTERM

You'd be hard pressed to get any longterm value outta this sucker.

50%

SNES

Available: NOW

Category: PLATFORM

Players: 1-2

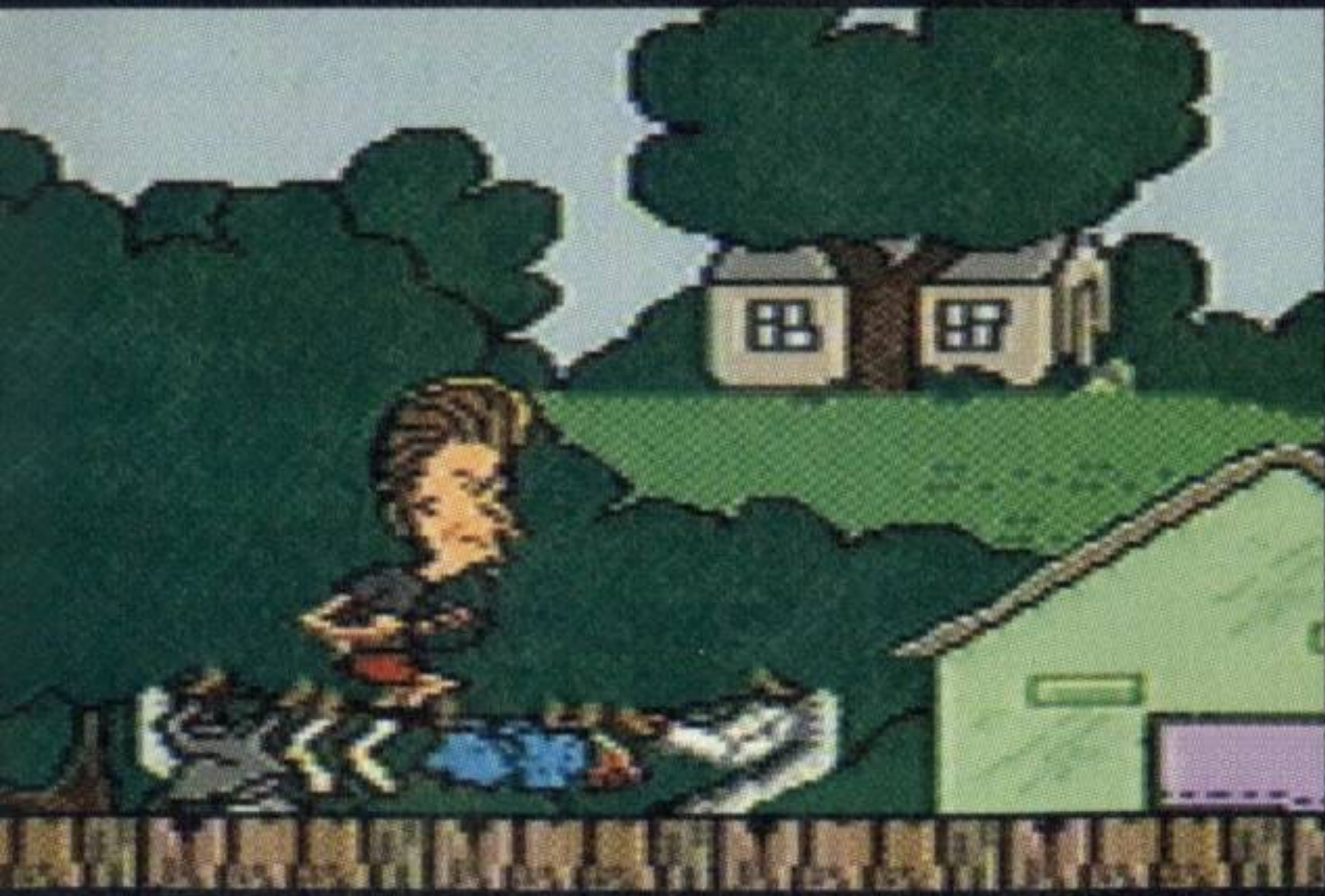
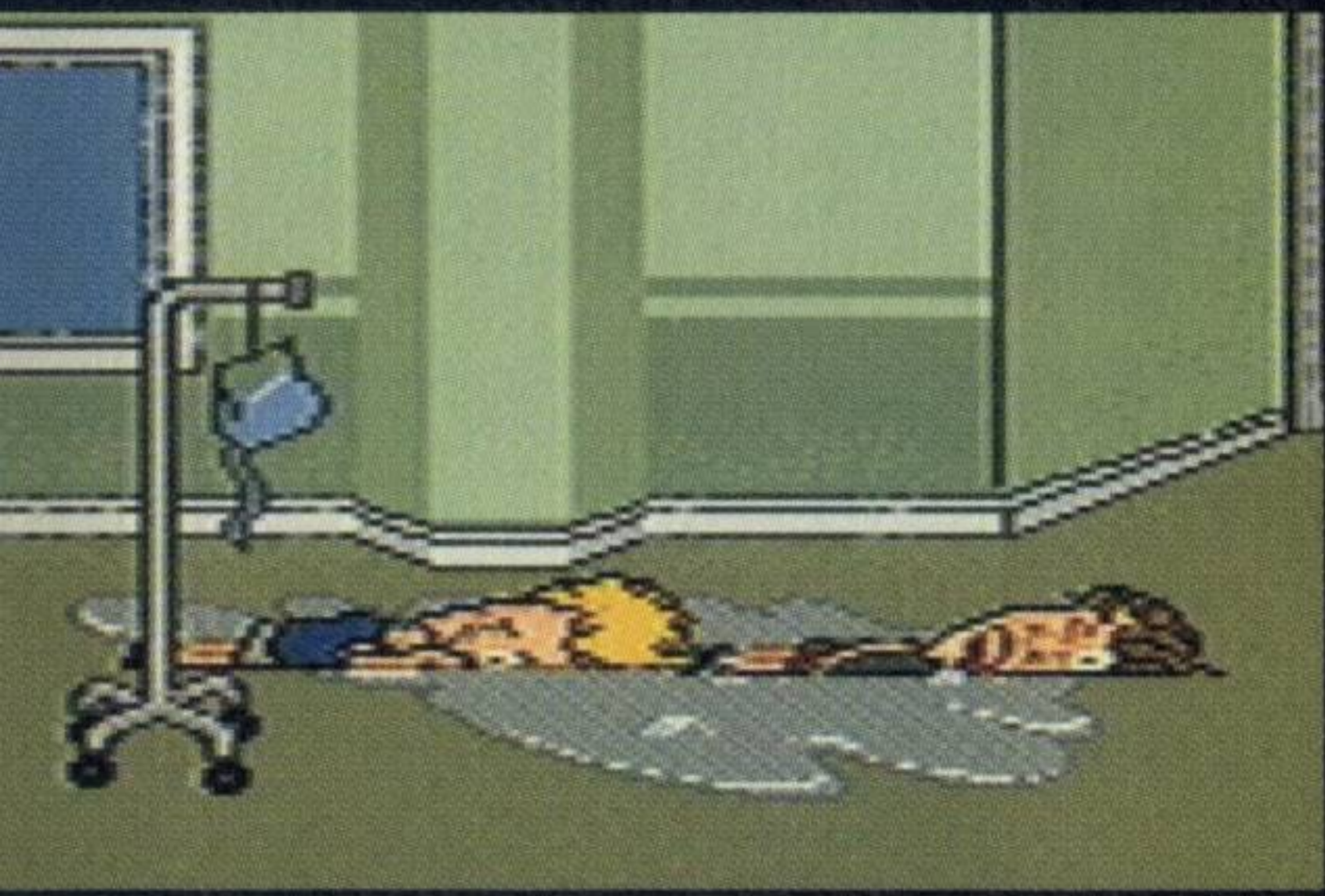
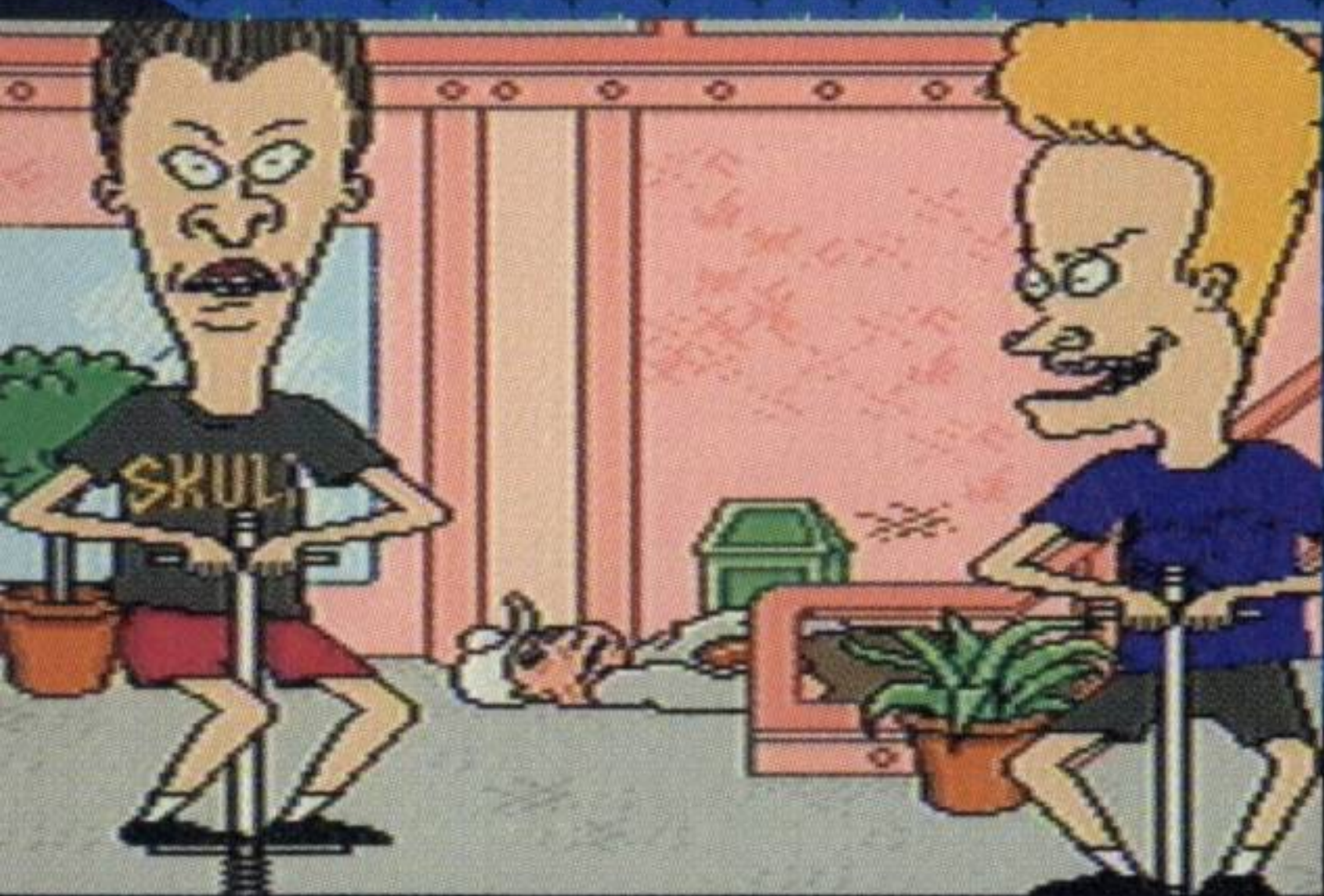
Publisher: VIACOM NEWMEDIA

Price: \$99.95

Rating: G8

review

ttt-Head



"Huh-Huh. Hey Beavis, we're like, in our own video game!"

"Shut up, Butt-Head, we are not"

"Are too!"

"Are not!" "Are too, so shut up nimrod. ELIOT FISH has reviewed it in HYPER."

"Do we suck?" "Let's find out...huh-huh-huh"

It's funny how a show that hasn't even been shown in Australia gets so much attention! From T-shirts to magazine articles and now video games, Beavis & Butt-Head has been the hottest thing since Ren & Stimpy, except we've actually watched Ren & Stimpy. Wake up folks! The show might be CRAP! It might actually be extremely ANNOYING! Well, we might never know because it's an MTV segment and we don't get MTV (not even our own stupid imitation). In the meantime, don't rush out and buy this game just because it says Beavis & Butt-Head on the cover and you've heard they're funny. You'd be pretty stupid if you did, because it's a sad, sad game relying completely on humour (and not much of it either) rather than gameplay — and a game without gameplay, folks, is like the Simpsons without Homer, Next Gen without those little pointy golden badges, Sale of the Century without Tony Barber, ie. not much fun at all.

Bite On This, Fartknocker

Let's face it, Beavis & Butt-Head were never very well drawn as it was (relying on a very grungy aesthetic) and the translation onto the video game screen is unfortunate. The sprites are thin, gawky and well, just like the cartoon. The game actually looks and plays a bit like Bart Vs The Space Mutants on the NES, which isn't such a good thing for a 16-bit game. Each level scrolls along, with Beavis or Butt-Head avoiding collision with various obstacles (skate-boarding dudes, medicine balls, trolleys, bird's eggs etc) with the sole purpose of making it to the end of the level. There are a few extra things, like collecting coins from phones and using food dispensers to gain extra health (the chips or whatever come flying out and you have to catch them on your tongue) and the leg-throw is er, interesting.

Playing around with the controls, you might also figure out how to make Beavis fart or have the characters slap each other. However, none of this adds to the game, which is as inspiring as an hour of Full House. Sure you'll laugh, sure you might fool yourself that you're actually enjoying the thing, but you're laughing because the animation is "wacky" not because the game is challenging, original or even interesting. This is the sort of game that you might play to the end just for the stupid jokes and toilet humour, not because it's addictive. The controls were so dodgy, I couldn't bare to even finish one level. Luckily, you can choose the levels in any order, giving the game that extra bit of life.

Huh-huh-huh-huh-huh-huh...

There are some samples in there of Beavis & Butt-Head, a bit muffled and short, but they're there. The music is non-descript even though it's been "composed" by weirdo band, Gwar. In fact, the whole game revolves around Beavis & Butt-Head trying to get into a Gwar concert by doing "lots of cool things, so Gwar think we're cool!". Yes, well, someone at the Beavis & Butt-Head office must love Gwar. Anyhow, once finishing a level, you get to take a picture of Beavis & Butt-Head "doing something cool", like hiding in the Nurse's dressing room at the Hospital or cutting all the trees down on their block (not very P.C. I must say!). When they're posing for the photo, you can alter their expressions with the control pad for the snap you think is coolest. Then move on to a bonus game called Couch Fishing, where you have to grab as much food as you can whilst avoiding an old lady and some dogs. That's about it really, and about time too.

I guess you can tell that I didn't like this game. You're right, I didn't.

OVERALL

If the show had been around, maybe I would have enjoyed it that bit more. But really, it's a shame of a game. As Beavis & Butt-head would say, "It sucks"

60%

MEGA DRIVE

Available: NOW

Category: ACTION

Players: 1-2

Publisher: TIME WARNER

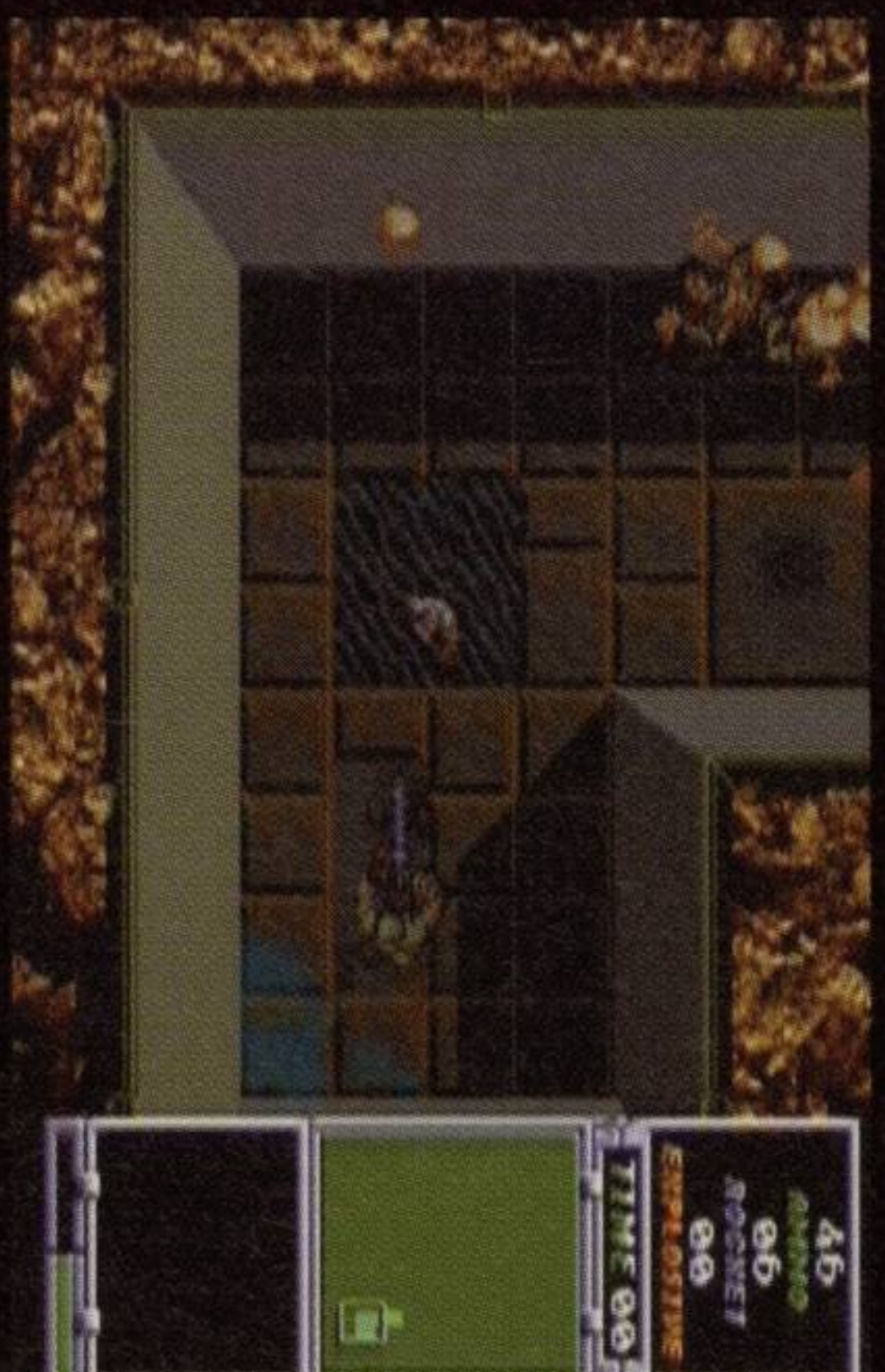
Price: \$109.00

Rating: M15+

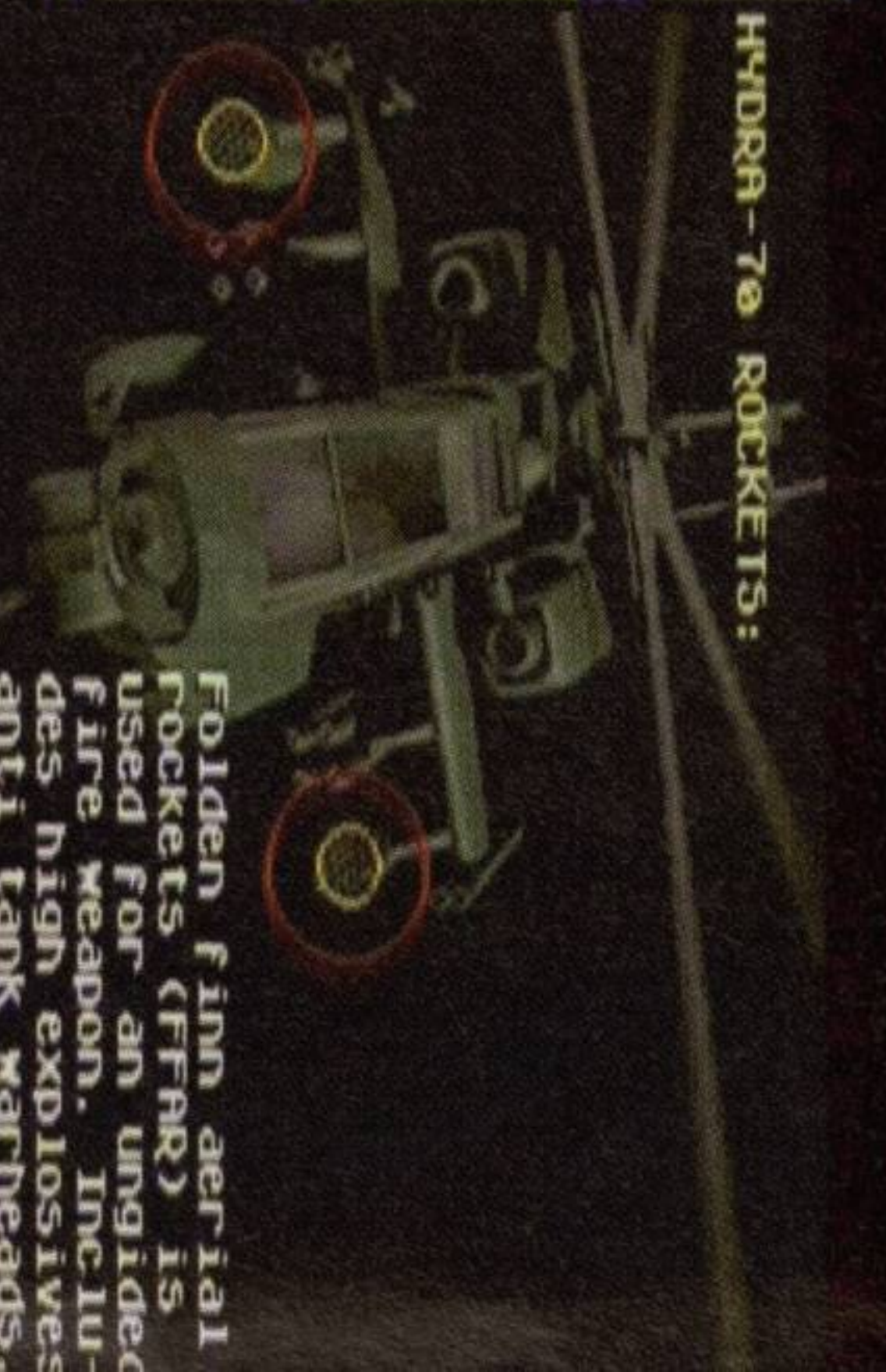
Red Zone



ROCCO:
WEAPON: Flame thrower
ROCKET LAUNCHER
TYPE: Fearless
HARD WORKING
RANK: Senior sergeant
Has a lot of real combat experience



SHADES:
WEAPON: M16 assault rifle
HAND GRENADES
TYPE: Coolheaded
CALCULATING
RANK: Lieutenant
Leader of the group



MIRAGE:
WEAPON: UZ-I submachine gun
DAGGERS
TYPE: Intelligent
HIGH SPIRITED
RANK: Senior sergeant
Highly trained in martial arts

Folden firm aerial rockets (FFAR) is used for an unguided fire weapon. Includes high explosives anti tank warheads.

VISUALS

In your face title screens and superb in-game graphics (scaling and rotating on the Mega Drive!) give Red Zone an edge from the start.

85%

SOUND

And the sound and muzak ain't too bad either.

80%

GAMEPLAY

It's just a pity the game plays like a dog.

60%

LONGTERM

Because there's a lot crammed inside this cartridge

80%

Red Zone

A dictator threatens the world with nuclear weapons. It's obviously time to send in a couple of crack commandos to sort him out. **RUSSELL HOPKINSON** volunteers for the action...

This game had "classic" written all over it when I first saw it at the HYPER Command Centre but after ten minutes of playing my enthusiasm turned to bitter disappointment. What should have been a cracking military sim with loads of exciting features and the type of gameplay that makes you want to glue yourself to the screen for a week, turned out to be a bit of a dud.

A dictatorial madman has declared war on the rest of the world and plans to instigate nuclear war in 24 hours. Your crack team of three intrepid commandos have to go in aboard a chopper, take out a few installations and stop our madman friend before he can render the Earth "uninhabitable by mammals" (fish will be O.K., apparently).

Startling Images An Eighties Revival

Upon plugging in Red Zone, you are assaulted by a series of startling images that promise so much. Breathtakingly animated title screens (all in a gorgeous blood red hue) show a series of Nuclear Missiles, Tanks, Submarines, a nuclear explosion and then the chilling image of Mr. Dictator himself, laughing merrily as the world burns. Interestingly enough, the aggressor in question is your standard Cold War era, Russian, fur hat wearing despot as opposed to your more Nineties Middle Eastern Megalomaniac or Colombian Drug lord. Hey man, it's the Eighties Revival already!

The game itself is a mission based adventure with one eye firmly focussed on the success of the EA "Strike" series. What stuffs up Red Zone is that for all its apocalyptic charm, it lacks the solid play ability of a Jungle or Desert Strike. Instead of the "camera angle" view, you have a top-down view of the proceedings. This in itself is no problem, but what makes this annoying is that the screen rotates against your chopper making sure that you always are heading to the top of the screen no matter whether your actual map direction is North or South (or East or West).

A radar screen at the top left tells you what compass point you're heading in and more often than not, as soon as you take your eyes off the radar and say, engage an enemy, the next time you look at your compass you'll be heading in exactly the opposite direction you were intending on! This shat me within about five seconds of taking off and it still, after several hours of playing and a few missions under my belt, gets right under my skin.

The Helicopter controls themselves are oversensitive (a joystick works better with this) and pretty hard to get a handle on. As you only get one life, (i.e. you get blown up, you go back to where you started from), it's pretty tough to get a flowing game happening, especially when you first start. Now I know this is more "true to life" than having three lives but I really don't want true to life, I want to play the game for more than ten minutes without having to go back to the title screens.

Fighting on Foot

At certain stages throughout Red Zone you are required to exit the chopper and infiltrate enemy positions. You can choose one (or two if you have two players) of three operatives, Shades, Rocco and Mirage. Unfortunately for our heroes their controls are remarkably stiff, they have a limited number of firing angles (twelve o'clock, three o'clock, six o'clock etc) and have annoyingly unresponsive weapons. Consequently they usually end up lying dead on the floor.

Good points? Well it looks absolutely fantastic and there are a nice range of explosions, extremely tasty ground vehicles that move and fire quite realistically (as if there were people behind the wheels), and there are loads of missions to finish. It's quite violent, bodies lie where they're killed and in hand to hand mode, they ooze blood and turn into twitching, burning corpses when attacked with a flame thrower! You have to be real careful where you tread because Red Zone will make you pay if you stray from the path that's set by the missions. Pressing Pause, like in the Strike games, brings up maps and mission briefings. Smaller areas of the map can be enhanced to show detailed views of ground units and enemy installations.

All in all, I really wanted to like this and I will continue to play it merely because it is such a graphic, over the top game and does seem to be very involved. Maybe Red Zone 2 will address the basic faults but for now, rent and have a look before you think about shelling out for it.

OVERALL

Still, it's worth a look.

78%



MEGA DRIVE

Available: NOW

Category: PLATFORM

Players: ONE

Publisher: TIME WARNER

Price: \$99.95

Rating: G

Generations

review



VISUALS

Flashback looked great and Generations Lost follows that tradition...

84%

SOUND

Ho hum... nothing neither way.

65%

GAMEPLAY

Standard platformer fare.

75%

Generations Lost

This game is billed as a strategy adventure, but really it's just a platform game with Flashback aspirations. CHRIS WHEELER rolls, jumps, crouches and learns to deal with strange and mysterious powers...

Riding the bow wave of that Mega Drive mega-hit Flashback, comes Generations Lost by Pacific Software. For those of us who wanted an adult computer game that needs intelligence, patience and guile, as well as liberal doses of game-pad abuse and ultra-violence; then this game has arrived just in time.

Magic Suit

The story is reasonably standard platformer fare with none of the Total Recall or Running Man nuances that characterised Flashback. You are instructed by a wise old sage to find out why the land has been beset by freak electrical storms, floods, earthquakes and other natural disasters. To this end you are equipped with a "magical" power suit which protects you, fires energy beams which disintegrate opponents (handy, that), emits an energy radiation (E-Rad) rappel line which allows you to climb onto platforms that are out of jump reach, and generally makes you into the mandatory super-hero style character these games require.

As the game progresses and you complete various puzzles and levels, you gradually begin to assemble the solution to the problem, thereby also finding out your tribe's destiny and your own place in the scheme of things. To be honest, I found the story interesting but so mind boglingly obvious that I knew what was going on one level into the game. I won't spoil it for you but I will observe that any of you familiar with Leela's first episode in Doctor Who will pretty much nail the plot pretty quickly as well.

The game-play is simple enough and once again very reminiscent of Flashback; crouching, rolls, power jumps and the rest all are fairly derivative from the classic French platformer. There are one or two annoying little traits of the gameplay (such as the post-jump crouch which invariably has you roll off the platform you're balanced on) but these are quickly mastered. A more general criticism is that the controls are a little mundane; Flashback had an excellent feel and variety to its game-play, Generations Lost is similar but it lacks the charm that made Flashback such a pleasure to play.

Derivative but Good

Graphically the game is good - very derivative, but good. The backgrounds are excellent, with interesting detailing and a good design ethic. Monsters and other characters are also well designed although the animation is sometimes a little stiff. Sound-wise the game is nothing much either way; acceptable but not amazing, with average sound effects and music.

My main criticism of the game is difficult to communicate; all the elements that make a fun platformer are here, and indeed the game is reasonably amusing. The problem is hard to define, the only way I can describe it is that the game lacks soul. That spark that delineates the difference between an OK game and a great game just isn't there. Perhaps it is because the game is such a Flashback clone that one is forced to make an unfavourable comparison against it, or perhaps it is an imbalance between the puzzle-solving element and the reflex based game-pad jockeying. All I know is that I liked the game but found it a little hollow...

LONGTERM

If you don't pick the story, you'll be playing it for a while in order to solve the mystery.

72%

OVERALL

If you're tapping your fingers waiting for Flashback II, this might kill some time.

74%

MEGA CD

Available: NOW

Category: SHOOTING

Players: ONE

Publisher: SEGA

Price: TBA

Rating: TBA

CORPSE KILLER

An uncharted island festooned with zombies? A mad scientist with a secret plan to rule the world? A tired cliché? **BRIAN COSTELLOE** rises from the grave to investigate...

Clouds are quickly approaching your feet. You descend past them to find an island below. Palm trees spread out as far as you can see. A last minute act of desperation doesn't stop you parachuting right into one. "Diddums", you think to yourself as you attempt to think your way out of the mess. Just as you realise you're only stuck 2 metres up, a figure storms towards you from out of the dense vegetation. It moves but it appears emotionless, (is that emotionless motion? -Ed) as if it was a zombie. Its cut up hands grab your leg and it doesn't seem like he's got hanky panky on his mind! Another sound whooshes past your leg, you see a cutlass sticking out of his chest, but not a drop of blood in sight. Some guy who resembles Dee-Jay (from SF2) is telling you how lucky you are. Somehow you're left wondering how lucky!

A Dude a Babe

This goes on in the first minute alone during the opening credits. In the same fashion as their past effort, *Ground Zero Texas*, *Corpse Killer* is a single disk, full motion video shooter that features better quality footage and faster access time than any of their past titles. The setting for *Corpse Killer* is a Caribbean island. You are sent in to eradicate the forces of a wacko scientist called Dr Elgin R. Hellman. He was involved with a top secret project with the Pentagon, but disappeared with all the documentation a few years ago. He has now zombified most of the island, and is targeting nearby countries to gain numbers for world domination. You meet up with a dude called Winston and a cheeky babe (sorry girls, but she is gorgeous!) called Julie who is in search of that ever elusive Big Story. While you were landing, other embers of your strike team were caught and zombified - American uniforms mean nothing out here!

Well, I have said enough of the TV guide style intro (you bet you have - Ed), so let's get to the game itself! It is kind of a *Lethal Enforcer* meets *Mortal Kombat*, as it is a shooter with digitised targets (zombies) placed on real video footage backgrounds. This new technique allows the game to flow on regardless of whether a target has been hit or not. *Ground Zero Texas* had to go to a separate piece of footage to show the death scenes.

Having only played this with a controller, I can't report on the accuracy of the Menacer gun or the American Game Gun, however the joypad seems to be quite responsive, but not smooth enough. The acting in this CD is a lot more convincing than the past efforts, but still wouldn't be a real Oscar nominee. Like I said before, the video footage itself is of a better quality, thanks to the new colour programming techniques. It is still unclear at times, but on the whole you can always tell what's going on.

Zombies Just Keep on Coming

As far as the playability goes, I can happily report that CK is a highly playable title that keeps you glued for more rounds. This incentive to play on is largely to do with wanting to see more video footage.

There are no fixed cameras in this title, instead the camera follows the action like a movie. And the action is fast enough at times to really keep you moving. Oh yeah, this isn't a walk in the park either!

Not with Zombies that keep coming at you, no matter how many rounds you pump into them.

They're dead already, so what difference could you make? This is where Winston comes in. He

gives you advice in the mysterious aspects of voodoo. But sometimes his reggae style accent can go on just a little too long, making you want to shove a Casio keyboard up his Jamaican Butt!

Well it seems with every new Mega CD title, the quality of the available Mega CD library is questioned. With *Corpse Killer* and other new titles such as *NBA Jam*, *Eternal Champions* and other such gems, I won't need to question the range for quite some time. *Corpse Killer* might be a case of more of the same for some, and may prove to be too repetitive for hardcore gamers to bear. I didn't mind a quick bash at it (although I did miss not having innocent bystanders to "accidentally" clip!) and I think that this production has shown that gameplay can exist in a video footage title. Give it a look.



VISUALS

Fantastic FMV for the Mega CD with a big improvement on clarity over past efforts.

86%

Killzone



GAMEPLAY

Not the best shooting action ever, but fast enough to keep you playing.

78%

LONGTERM

Once finished I don't think you'll be back, but it makes a great party game.

73%

OVERALL

Maybe it's more of the same, but this game proves that gameplay can exist within FMV.

79%

review

45«

SOUND

The usual suspense type music which works really well.

82%

Then

Porsche, Lamborghini, Ferrari,

...hmmmm, sexy cars.

If your finances don't allow you to drive the real thing, then why not drive the virtual versions in the **Need for Speed**. **ANDY HODGSON** is the one with his hand on the gear knob...

It's finally here! This title has been appearing high on wanted lists all around the world. Why? Well, the word has been that EA wanted to produce a game that would not only rival the likes of Daytona and Cruis'n USA, but provide more of a driving experience, fully utilising the power and versatility of 3DO's hardware.

And they've come up with the goods. It's very impressive graphically, including plenty of full motion video, 8 exotic sports cars and 9 courses to race on. It is definitely more of a driving simulation than a game though, and it's nowhere near as aggressive as the brilliant Road Rash, or Cruis'n USA. You can reverse the car, do donuts, change the gears up and down at your will, and even drive towards yourself! There are three viewing perspectives to choose from - IN CAR, REAR VIEW and HELI VIEW, and you can choose between AUTO drive (novice, intermediate, and experienced) or MANUAL DRIVE (pro).

The game is very well presented and FMV of your rather annoying opponent introduces you to the main menu. The menu is in picture form and allows you to choose one of three courses (coast, alpine or city), each containing three tracks; and one of eight superb automobiles. Choose a car for your opponent or race against the clock. Each course has a description screen showing track lengths, top speeds and best times. A spoken commentary also describes the course and if that wasn't enough, you also have access to specification screens on each car showing engine types, horsepower, max speeds and prices. Click again on this screen to see some video footage of your car in action. The configuration of the control pad can also be altered to suit your own personal taste. Anyway enough options, lets get to the track!

Lush Detailing

The graphics are beautiful and the courses are very well detailed (bridges mountainous landscapes, countless tunnels and even snow dominates the Alpine course) and if you liked the scenery in Road Rash, you're going to love this. The IN CAR view is the easiest for controlling the steering, as the handling requires some patience to master, but the time you spend getting used to it certainly pays off. The car has a slight body roll as you steer it, and the hood rises up and down as you change gears. At first the game seems to look a little slow, but as you get to know the controls a little, you'll find yourself reaching speeds of over 200 miles/hr, and even becoming airborne! Most cars stay out of your way, but if you are tempted to see just how fast you can go, also be tempted to have a head-on collision. The crash scenes are incredible! The cars bounce, tumble and cart-wheel all over the road, until coming to a halt, with smoke pouring out of the hood.

By using the replay option you can watch your smash from several different camera angles and even in slow motion. It's quite a laugh when your accident causes another one; and we're talking major pile ups here!

Police Warnings

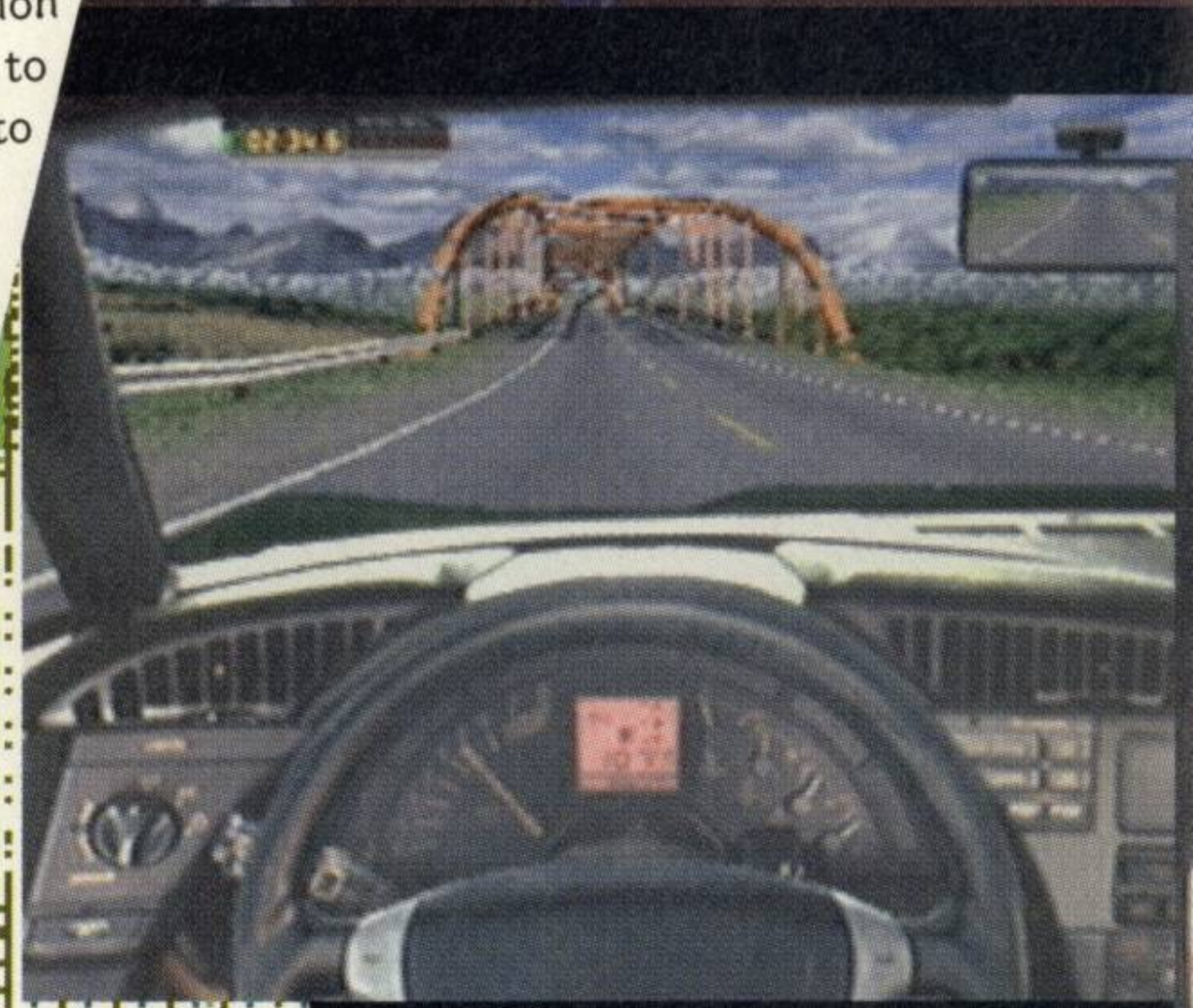
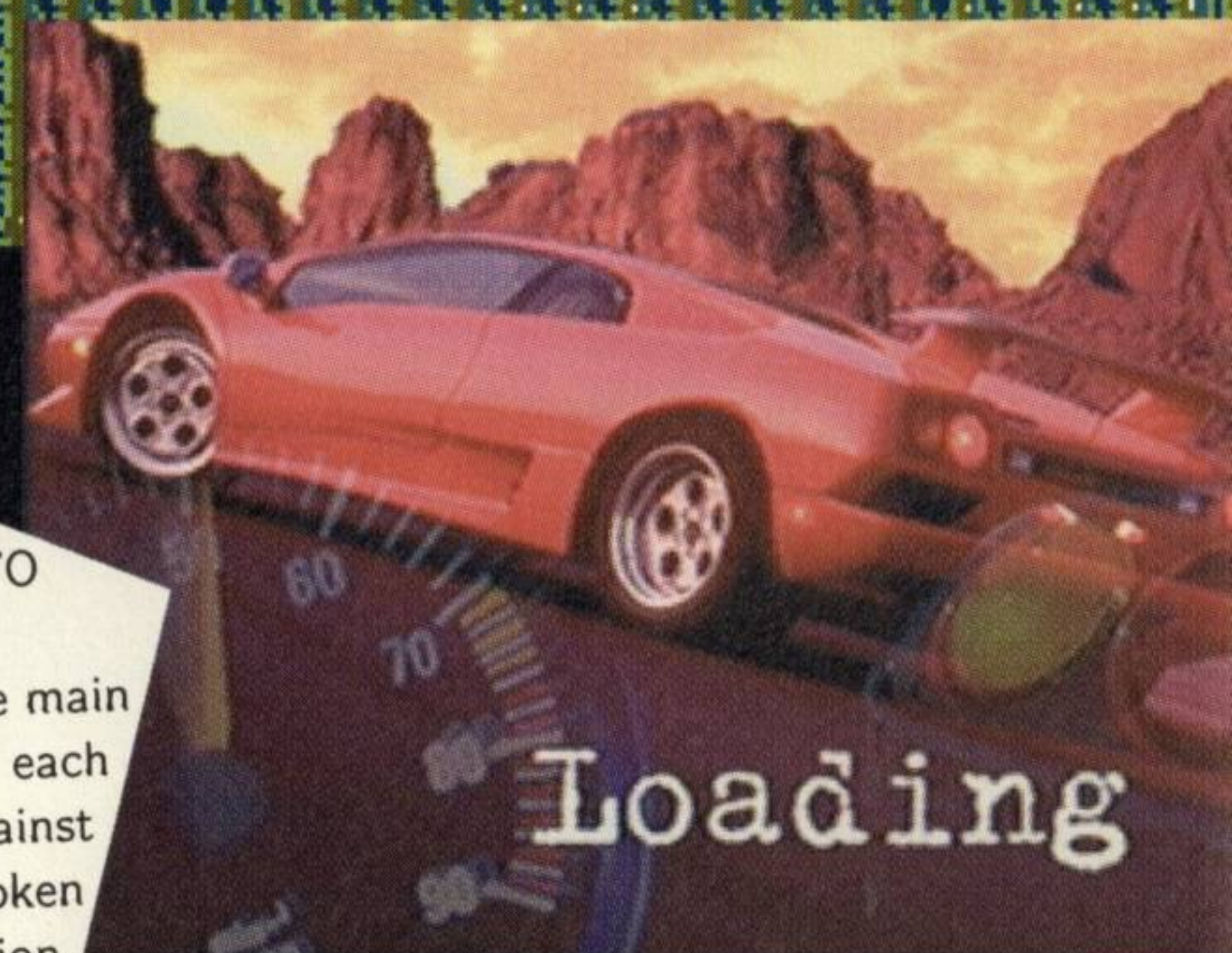
The element of realism is maintained right through the game and when you hit the lead, out run the police and your opponent, it's quite an adrenalin rush. There are plenty of cops too, and if they overtake you, you've got a warning - do it again and you're history.

The sound effects are also very good with authentic car horns beeping you and quite decent music accompanying. The game is in Dolby surround, and it sounds fantastic if you have the set up. Each engine roars differently and the skidding FX are hair-raising.

The challenge is very addictive and you'll be coming back for more and more. Your best times are saved and although there aren't many courses each one will take you around 15-20 minutes to complete, so that's nearly an hour of racing, without any repetitive scenery. And every time you play, your game will be different.

The Need For Speed is a game that definitely has longterm value; the challenge being to master all of the cars, come first in each course and beat your own best times. It is highly original with such features as replays and highlight reels of your last drive (which you can replay in variety of views such as cop cam, opponent cam and chase cam).

If you're into quick, fast fun, it might be best to look elsewhere but if you're into fast cars and realistic simulations, along with truly stunning graphics, then start feeling the need. The Need for Speed.



SOUND

Good FX and cool music.

88%

VISUALS

Nothing short of breathtaking

95%

FORGOTTEN 3DO

3DO

Available: NOW [import]

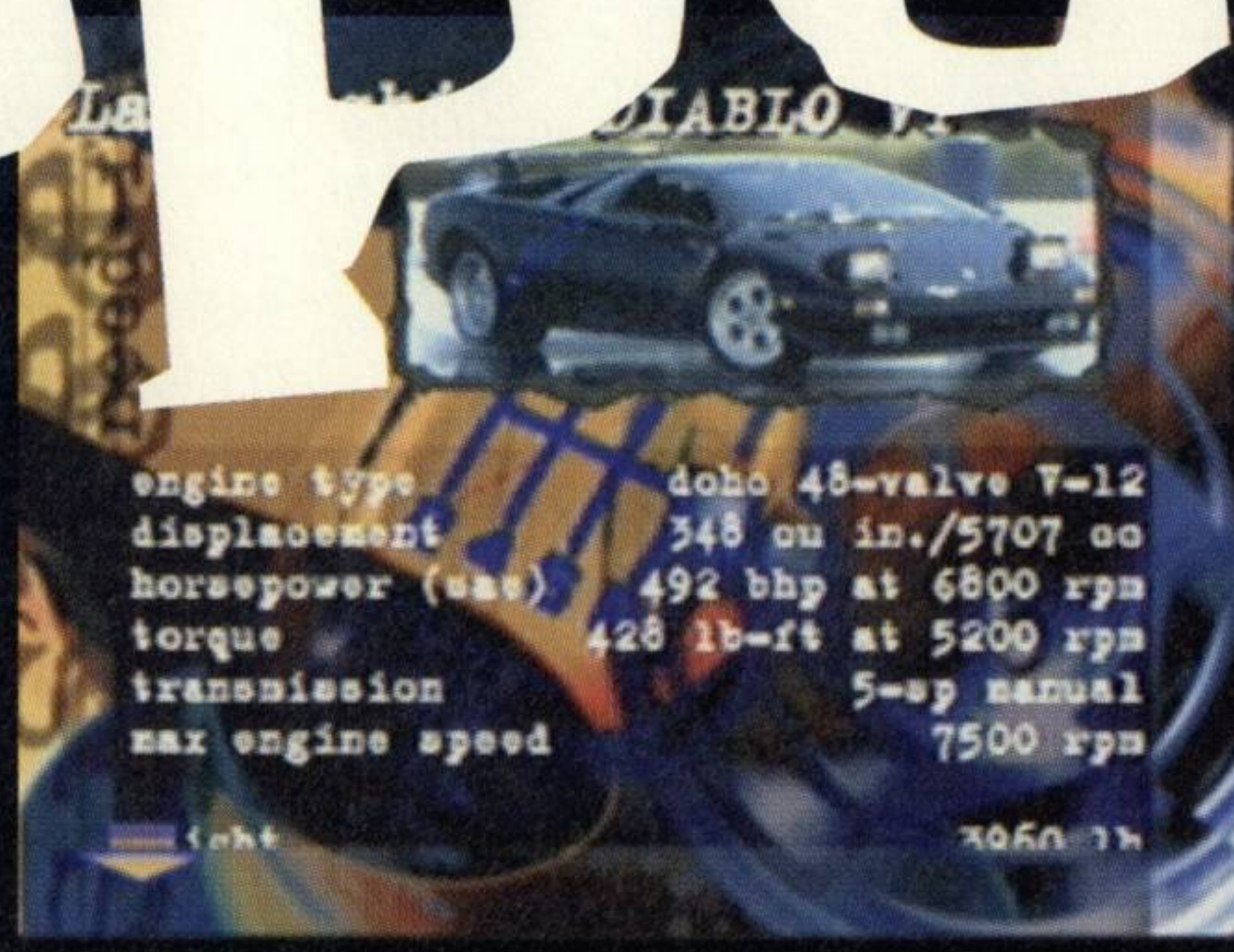
Category: DRIVING SIM

Players: ONE

Publisher: ELECTRONIC ARTS

Price: N/A

Rating: N/A



GAMEPLAY

Controls are bit hard to get used to, but very rewarding if you stick at it.

86%

LONGTERM

This is one that'll keep you coming back for more, if only to rub your annoying competitor's nose into the asphalt.

90%

OVERALL

This is an excellent driving sim, and a great addition to 3DO's library. Not a disappointment by any means!

89%

The 3DO now has a whole lot of one-on-one fighting games, with Samurai Showdown now joining the pack. **ANDY HODGSON** picks up his sword and tries not to splash too much blood on his clothes...

review

Here is game that 3DO owners are going to wet themselves over - Samurai Showdown, the mammoth SNK Neo Geo arcade classic is now here! What more could we ask for? Not a lot really, as it is a very close conversion reproduced faithfully by those clever people at Crystal Dynamics. Deadly fighting characters, brilliant backgrounds, eerie music and all the weapons and blood you could hope for.

Zoom In For The Gore

Samurai Showdown first appeared a couple of years ago in the arcades and on the Neo Geo system, and has since gained almost legendary status. The graphics are truly awesome and like the original, the camera zooming is intact on the 3DO. You can plan your move on the wide angle view and then as you move in for the kill, the screen zooms in for a close up of the butchery. Believe me, this is a gory game. There are loads of special moves like Galford's machine gun dog attack, Hanzo's Ninja exploding dragon and Earthquake's fat chainsaw move. Yep, they're all here, 12 characters, and the ultimate boss, Amakusa.

The intro sets the mood, explaining that a Samurai lives for just one purpose - to triumph over evil and destroy all enemies. The game has a dark, mystical feel to it and the characters and backgrounds are very well animated. The characters range from the powerful Haohmaru and blood thirsty Wan Fu, to the huge 10 foot tall Earthquake and the infamous body shredder, Gen-an.

The characters are quite balanced in strength. Basic moves consist of sword-slashing, kicking and throwing your opponent. You can execute weak, medium or strong slashes, and perform weak, medium or strong kicks. Throwing is a matter of timing and range and if you get it right, you'll send the enemy flying. If swords become locked, you can force your opponent to drop their sword, and move in for some more carnage!

The Rage Gauge

Another feature of Samurai Showdown is the rage gauge. When your character is enraged he/she will turn red and the rage gauge will peak. This will increase damage to your opponent, but beware, your own Samurai can also suffer increased damage. At the end of each match various fatalities occur; arterial spray and even severing your opponent in half!

Hitting percentage is also shown and added to your score. Various items are dropped onto the arena during the game; chickens provide a quick bite for bonus points, cash increases your score, and bombs make you lose these powerups.

There is a referee in the background judging and indicating winning moves with flags. There are also bonus stages throughout the game, essential for a true Samurai. Straw dummies randomly appear on the screen, and you have to slash as many as possible in a given time. This provides extra points not to mention excellent practise!

Fight Sites

The backgrounds are immaculate, and create atmosphere and character. There's Gen-an's dark, scary cave, complete with blazing fires and human skulls. There's also a hill top with roaring winds, tall grass and a blood red sunset; and a dock by the sea, with ferocious looking onlookers hungry for your blood. Other notable background include a snowy mountain cabin; a ballroom in a French mansion complete with chandeliers; and Earthquake's hang out - a huge canyon with tumbleweeds rolling by.

The sound is quite good, although some character voices are a little distorted. The FX are great though; waves lap on the shore line, the wind howls and the fire crackles. The music is cool, with different music for every setting.

The controls are very responsive and executing special moves is quite easy. The game also comes with a list of special moves for each character. The standard 3DO controller works fine, although kicking can be a little tricky. You can also battle against a friend with the 2 player option, and the second player may join in at any time.

The options screen allows you to change the settings of the game. Blood, death matches and weapons are all optional and you can choose between 4 levels of difficulties. There are 3 continues, and if you choose not to continue a game you can resume later using the NRAM memory of the 3DO.

There is only a 7 second loading time for each character, and each round is instant, so expect plenty of non-stop action. Samurai Showdown is a brilliant game and 3DO owners can chop, slice and carve to their hearts content with this one. Let's hope 3DO gets some more Neo Geo games! Happy hacking!



CHARLOTTE
FRA



AU REVOIR, PETIT CHOU, FOR I WILL
SEIZE VICTORY FROM VOUS.

Samurai

VISUALS

Characters and backgrounds look great, and yes, the scaling is included!

89%

3DO

Available: NOW (import)

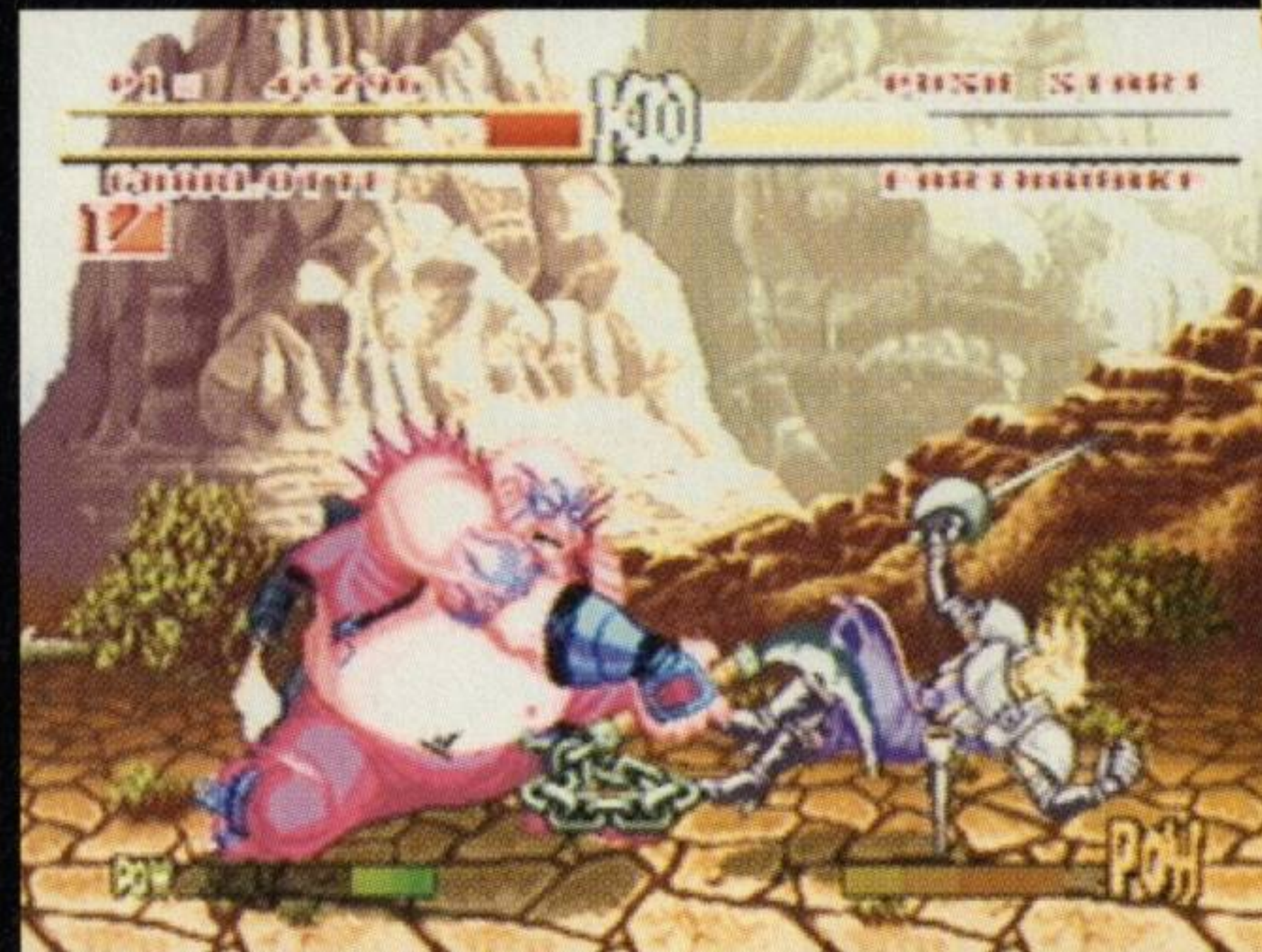
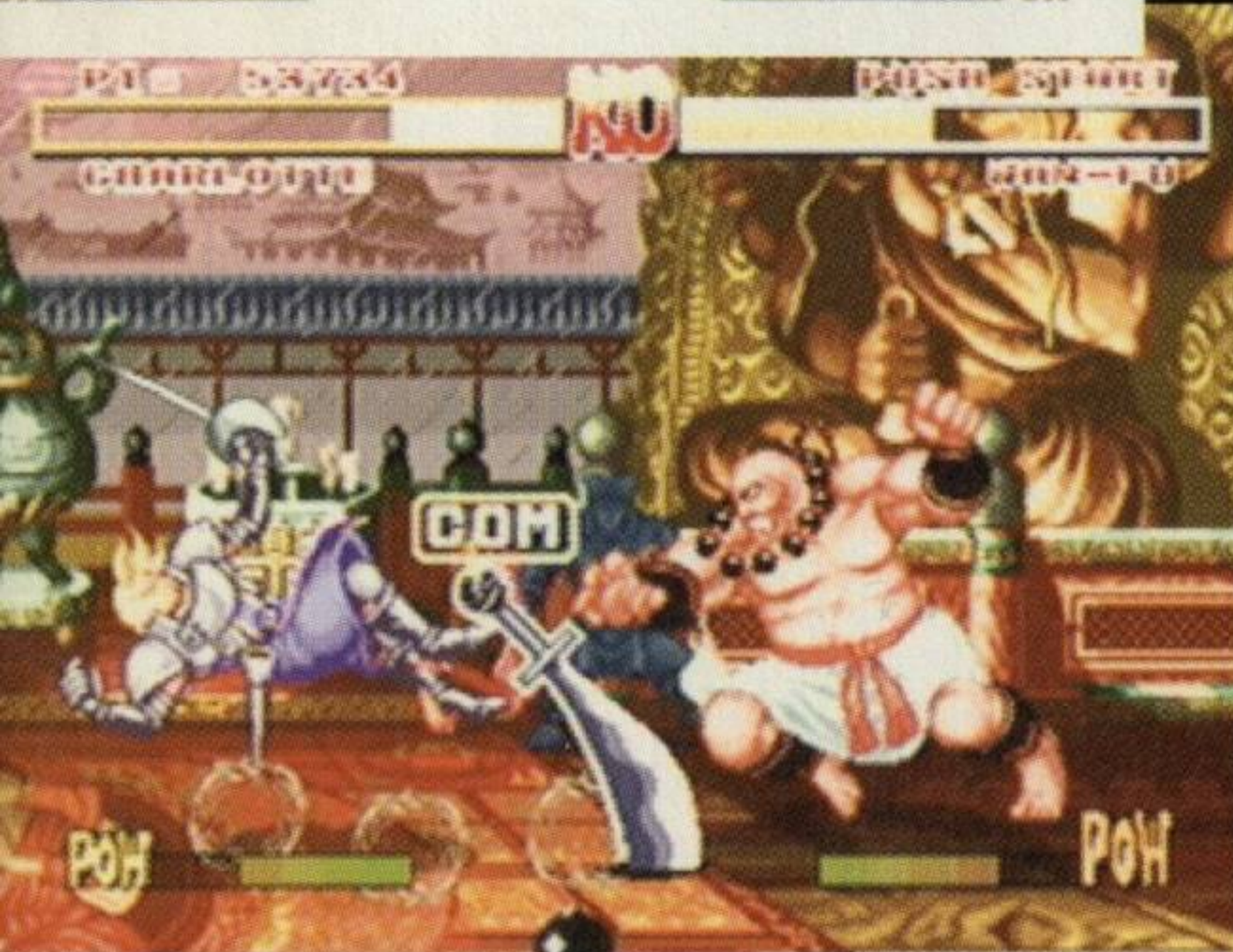
Category: FIGHTING

Publisher: CRYSTAL DYNAMICS

Players: 1-2

Price: N/A

Rating: M



Shadow of the Dragon

SOUND

Quite good music and FX, but the character voices a little distorted though.

84%

GAMEPLAY

The controls are excellent and special moves are easy to execute.

92%

LONGTERM

A classic fighting game. If biff's your thing you'll wear your fingers to the bone.

87%

OVERALL

An intense combat game, with lots of appeal. Original and loads of fun.

90%

PC/PC CD ROM

Min Requirements: 386; 2MB RAM; 8MB HDD (2MB FOR CD); SINGLE SPEED CD

Available: NOW

Players: ONE

Category: PLATFORM

Publisher: INTERPLAY

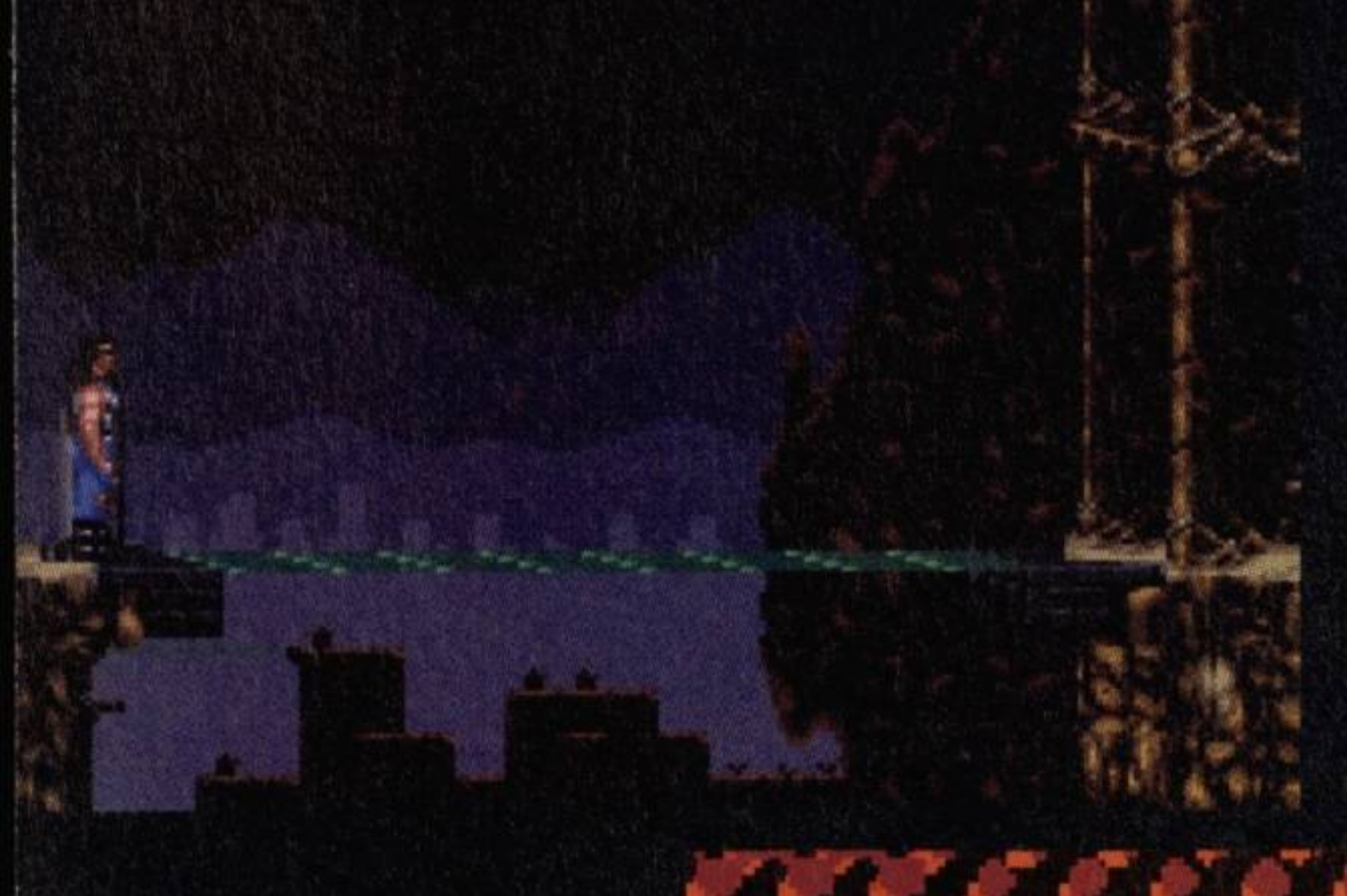
Price: \$79.95

Rating: M

review

Blaa

Legend of



VISUALS

Slick animation and functional backdrops. Well defined sprites and the gore is a plus. Poor introduction does not do the game justice.

76%

SOUND

Excellent digitised special effects and soundtrack by the Fatman really add atmosphere to the game.

88%

GAMEPLAY

Controls could have been better, and the game does get a little bit on the hard side. Thoroughly enjoyable with lights off.

83%

LONGTERM

Once completed the novelty wears off, then its time to hit the archives. But don't expect to complete it in a hurry.

78%

Blackthorne

Ever wondered what would happen if you crossed the **Evil Dead** movies with **Prince of Persia** and **Flashback**? Well, it seems Interplay have and they sure have come up with one hell of a game. **HARRY MARAGOS** goes for a platform rampage...

Blackthorne, as you might be able to guess, is the main character of this game. Kyle Blackthorne to be precise, and he is a force to be reckoned with. Cold, shrewd and calculating, Blackthorne is your perfect Ash clone. Luckily, you get to control him. Armed with a shotgun, a bad attitude and an unlimited supply of ammo, the main aim of the game is to seek vengeance on the evil sorcerer Sarlac.

The far fetched plot of the game goes something like this: for the last couple of years Sarlac, and his goblin goons have been terrorising your hometown of Androth, and with torture and starvation, the population is dwindling at a rapid rate. Fortunately, Blackthorne has just been discharged from the US Marines on a minor technicality - snapping the neck of his commanding officer. Returning back to Androth, his mission is to cleanse the land of the filth and make Sarlac pay his dues.

2-D Doom

Blackthorne is not your average run of the mill platform game. In fact, it is more of a two dimensional version of Doom. The graphics are detailed and fully compliment the violent aspects of the game. But the thing that really sets it apart from other games of this genre are the incredible sounds. The digitised effects bring blood-ravaged battle scenes to an incredible new level. Wait till you hear the shotgun in action, or the deep belly laugh when you get shot - music to the ears. In addition, the background music is both spooky and eerie, adding plenty of atmosphere. Thank the Fatman(7th Guest) for that.

There is no doubt that the game deserves nothing less than the M rating that it received. As Blackthorne wanders through underground caverns and forest terrains you might notice bodies chained up against the walls. Now the logical thing to do would be to talk to these guys and gain some useful information, but hey, I'm not a logical type of guy. The fun is cocking your gun and blasting their helpless little souls back to kingdom come.

The gameplay is very reminiscent of Prince Of Persia, only much improved. Blackthorne is an incredible character. He can run, jump, haul himself over ledges, roll, defy death by dodging bullets and much more. The only thing I couldn't get him to do is sing and dance. His most spectacular move is the infamous backwards shot. In one fluid motion, the arm holding the shotgun is extended in the opposite direction. Spent cartridges litter the ground and the surprise look on the victims face before they crumble into a lifeless heap is devastating.

Being a highly trained warrior, you can withstand a fair amount of damage. However, fall too far or walk onto one of the many traps, and it's time to become a statistic. Luckily, there are health potions and other goodies to collect. The shotgun is Blackthorne's primary weapon, but during the journey there are number of other hi-tech weapons that can be added to his arsenal.

Brains as well as brawn

The game is made up of seventeen action packed levels containing hundreds of enemies. A number of traps such as deadly force fields and killer tentacle-like plants conceal themselves in many a nook and cranny. Don't expect to play the game with an itchy trigger finger, as it does require brains, not just brawn to solve complex puzzles.

Control is via keyboard only, and it does take a bit of getting used to. Many a time, I wanted to put my shotgun away to greet my ally, but instead ended up blowing off their head with one careless keypress. Highly annoying but I guess the victim would have appreciated the funny side of it. Fortunately, the game does come with a online tutorial whereby the controls can be mastered with relative ease.

In addition, don't expect a fancy intro, it basically consists of a couple of screenshots strung together with a weak storyline. But hey, who wants an amazing intro with lacklustre game. Interplay have clearly focused their attention on the gameplay. If you want a fun platform game with a violent touch, Blackthorne is definitely the game for you. Who said being a hero was easy?

OVERALL

Will be one of the best platform games on the PC for quite a while.

81%

Kings Quest

The Princeless Princess



VISUALS

Fantastic character animations and beautiful backgrounds make KQ7 very easy on the eyes. My only problem was that the characters and backgrounds clashed a little.

82%

SOUND

While some of the acting upset my stomach, the music and sound-effects were definitely up to scratch.

70%

GAMEPLAY

Standard Sierra fare with loads of interaction, plenty of puzzles and heaps of 'zany' characters to talk to. The mouse-controlled interface makes gameplay incredibly intuitive.

70%

LONGTERM

I found this game a little sugary, but KQ7 is certainly big enough to keep the younger gamers entertained until they're old enough to move out...well, maybe not.

60%

PC CD ROM

Min Requirements: 386; 4MB RAM; 5MB HDD; SVGA

Available: NOW

Category: ADVENTURE

Players: ONE

Publisher: SIERRA

Rating: G

Price: \$89.95

est VII - Bride



Another King's Quest game, another stupid sub-title. Yes, it's the Sierra Adventure series that we've all come to know and love.

Or hate, as the case may be.

Julian Schoffel puts on a frock and gets animated...

The folks at the Sierra camp have been churning out King's Quest games for over fifteen years now. What started out as text-based adventure games with lots of stick figures has now evolved into a multimedia extravaganza of epic proportions. Kings Quest VII (KQ7) is the latest in the series and it features Disney-like animations, full speech and a plot which is definitely aimed at younger gamers.

No Prizes For Originality

KQ7 is divided into six chapters and you can start the game at any chapter. Throughout the game you switch between two different characters - Queen Valanice and her daughter Rosella (Yes, it's the same Rosella from King's Quest IV, and she's aged remarkably well, I wonder what sort of skin cream she uses?). The plot goes something like this: Rosella is lured into a magical pond and is transported to the enchanted world of Eldritch. Valanice then sets off in hot pursuit of her daughter and soon discovers that an evil enchantress wishes to destroy the realm of Eldritch. No prizes for originality here I'm afraid. In fact KQ7 is chock full of just about every adventure game cliché in the book - talking rabbits, ugly trolls with a heart of gold, man-eating lizards, cross-dressing insurance salesmen...well maybe not the last one.

Being a cynical old bastard I found all of this a little difficult to take. The introduction which is full of cute bugs, talking animals and Albanian folk singing soon had me on the ropes. It very rapidly became obvious that here was an adventure game designed solely for young children, far more than any of the other King's Quest games I've played. It seems that Sierra have now split their games into two distinct categories - kiddies games like King's Quest, Mixed up Mother Goose etc. and adult games like Leisure Suit Larry, Gabriel Knight and the forthcoming Phantasmagoria.

But Some Good Animation

Now that I have established that this game has a young target audience I can discuss its merits with a clear conscience. Firstly the animation of characters is great, especially considering that you're in full control at all times (unlike games like Dragon's Lair and Space Ace which looked great but had very little interaction). Secondly while the voice-acting may have had me running for the nearest toilet, it would probably appeal greatly to younger gamers (say 6-12 years old). The backgrounds of the game are also beautiful even if they do clash a little with the animated characters. The game also has the standard Sierra mouse-controlled interface with a few refinements which makes it one of the most user-friendly systems around. KQ7 is for Windows only so make sure you own the appropriate software before buying.

In summary KQ7 is perfect for people who want a user-friendly wholesome game for their children. If on the other hand you're after a bit of horror and titillation, you're better off trying Noctropolis or waiting for Sierra's forthcoming fright-fest - Phantasmagoria.

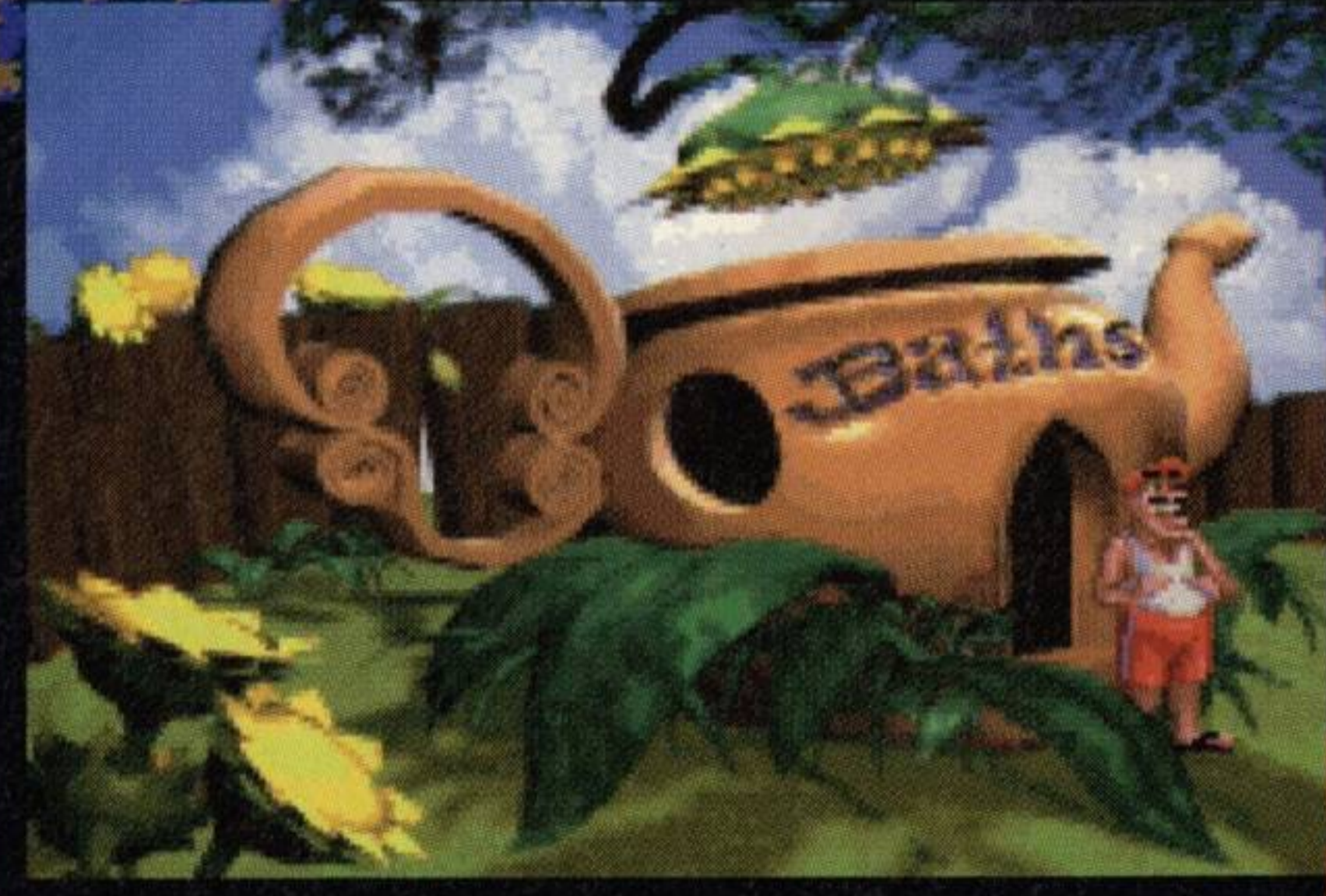
review

OVERALL

A typical syrupy Sierra game with good looks and nice sounds. Perfect for young children, but older, more cynical gamers should only play it in close proximity to a toilet or bucket.

70%

Legend of Kyrria Malcolm's Revenge



review

OVERALL

While the graphics are great, the plot and puzzles really suck. Not only that but Malcolm's delightfully nasty character has now been made politically correct - yuck!!

65%

LONGTERM

I found that the stupid puzzles and lack of spite in Malcolm's character really turned me off after only a short while.

60%

VISUALS

The backgrounds in this game are some of the most beautiful I've seen.

90%

SOUND

Fairly good effects, speech and music but nothing remarkable.

80%

GAMEPLAY

Some ridiculously illogical puzzles can make gameplay a real pain in the behind.

70%

Kyrandia 3: Malcolm's Revenge

PC CD ROM

Min Requirements: 386DX; 4MB RAM; SINGLE SPEED CD ROM

Available: NOW

Category: ADVENTURE

Players: ONE

Publisher: VIRGIN

Price: \$89.95

Rating: G

At last, you get to play a baddie in an adventure game! In this case it's Malcolm, villain of the first Kyrandia game. But as we all know, evil can't triumph for long. JULIAN SCHOFFEL tries to be naughty for as long as he can...

I've played just about every Westwood Studios game they've made over the last few years, everything from Eye of the Beholder to Dune II. In my experience Westwood games generally have two winning characteristics; beautiful graphics and excellent gameplay. So why is it I just can't get enthusiastic about their latest addition to the Kyrandia series - Malcolm's Revenge?

Malcolm's Revenge begins with an absolutely stunning fully rendered extravaganza of an introduction. It appears that Malcolm (the villain from the first Kyrandia game) has been freed from his stony prison by a freak bolt of lightning. Now, under your control, Malcolm can wreak his revenge upon the people of Kyrandia. Malcolm's actions are governed by his conscience which is split into two personalities: good and evil, although the good side doesn't make its appearance until late in the game.

Ominous Foreboding

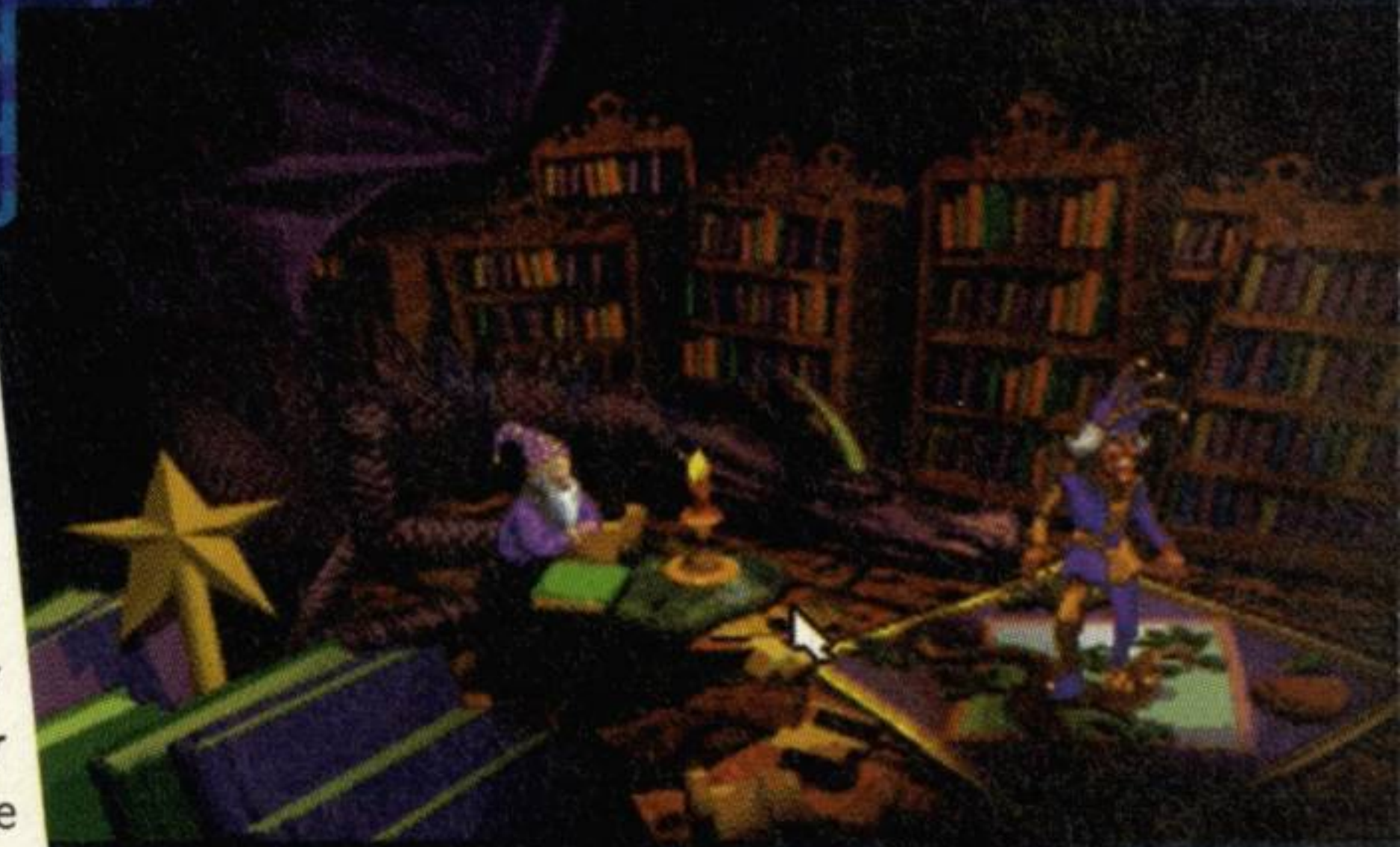
I first started to feel a sense of ominous foreboding about this game when I listened to the music; while the rap soundtrack may sound pretty good it just didn't suit the fantasy setting of Malcolm's Revenge. Then after the fancy intro, I was hoping for some really spectacular character animations, however this was not to be. While much of the game's scenery is rendered, the sprites are not. The end result is a game where the sprites look very plain in comparison to the beautiful backgrounds. Why couldn't Westwood have come up with something like the fantastic looking character animations in Relentless: Twinsen's Adventure? Time and money, I suppose.

As an adventure game, Malcolm's Revenge offers nothing new. The game is riddled with the same old illogical adventure game puzzles and it even uses a couple of annoying adventure game tricks to stretch out the play time. Remember the desert scene in King's Quest V? You had to navigate your way around a boring desert until you stumbled across something important, not only that but you'd find yourself dying of thirst every ten seconds. Many adventure games use these sort of techniques to trick you into believing that the game is bigger than it really is. In Malcolm's Revenge this technique is used on The Isle of Cats where you keep having to navigate a jungle, while avoiding death at the hands of kissing snakes. What really annoyed me was that even after you think you've finished with the island, you have to go back there near the end of the game. Why? Malcolm's Revenge is easily big and challenging enough without this sort of time waster.

Audience Participation

The game is CD-only and has full speech throughout (just check out the woeful attempt at an Australian accent when Malcolm goes to the underworld). It has the standard point and click interface with a couple of interesting game options thrown in. The first of these is audience participation where you get incredibly irritating canned laughter whenever Malcolm does anything tricky. The second of these is Helium mode where everyone speaks in a high voice as though they have just inhaled, you guessed it, helium! Why? These two options serve only to remind the player that he or she's playing a cheesy American adventure game - I turned them both off immediately.

Finally with a name like Malcolm's Revenge you'd expect a game where the player had the opportunity to perform some really nasty deeds and get back at all those squeaky clean Kyrandians! After completing the game I'm afraid to report that Malcolm has been sanitised, his sole aim throughout the game is to prove he is innocent of killing the King from Kyrandia Book One (sorry if I spoilt it for you). If this game is any indication, Westwood Studios have temporarily lost the plot, let's hope they find it again with their forthcoming releases Lands of Lore 2 and Command and Conquer (which uses the same game engine as Dune II).



PC CD ROM

Min Requirements: 486SX/25; 4MB RAM; DOUBLE SPEED CD

Available: NOW

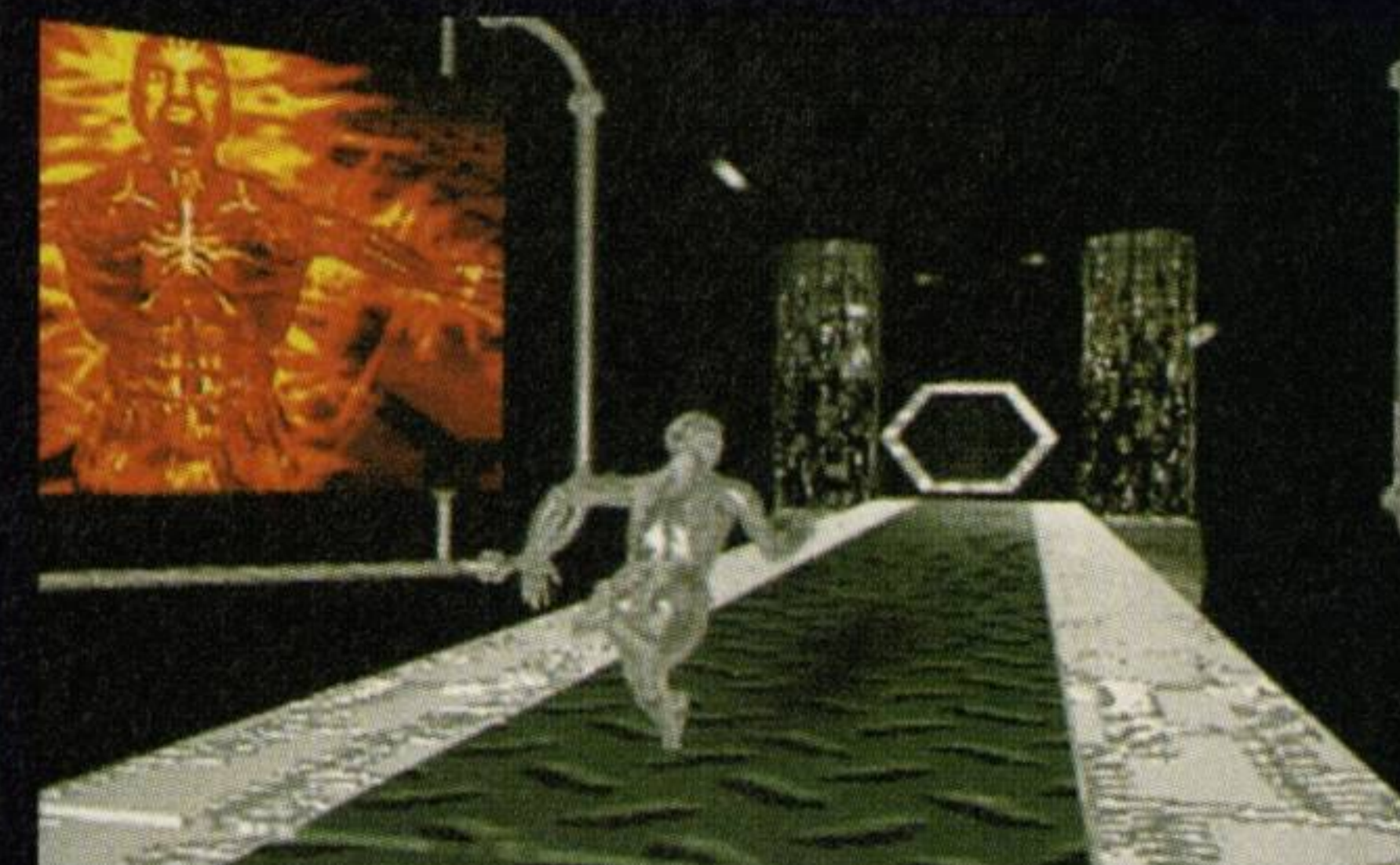
Category: PUZZLE/ACTION

Players: ONE

Publisher: SCI

Price: \$89.95

Rating: G8+



Cyberw

VISUALS

Great style, but it's out there...

89%

review

dog, but here's the sequel, **"The Lawnmower Man"** was a bit of a game, **"Cyberwar"**. **CHRIS WHEELER** pretends to put on his helmet so he can go flying into Virtual Reality...

You really know the face of entertainment is changing when the sequel to a movie comes out as a computer game before it appears as a film. Such is the case with Cyberwar, the sequel to both the film and computer game "The Lawnmower Man". While I thought the film was really dull, save for a few choice pieces of computer animation, I really enjoyed the game. Cyberwar picks up where Lawnmower Man left off, both in the gameplay and the story.

Puzzles in Cyberland

Story-wise, you play the doctor who developed CyberJob, trying to shut down an insane, military version of the CyberJob Artificial Intelligence. It has created its own Virtual Reality and has protected itself with a number of puzzles, guardians and traps. You have to get through these and cap the bad guys CPU before all hell breaks loose in cyber-land. Although this plot doesn't read like Shakespeare, it is good enough to encapsulate the feel of the game and provide an adequate frame-work for the excellent gameplay.

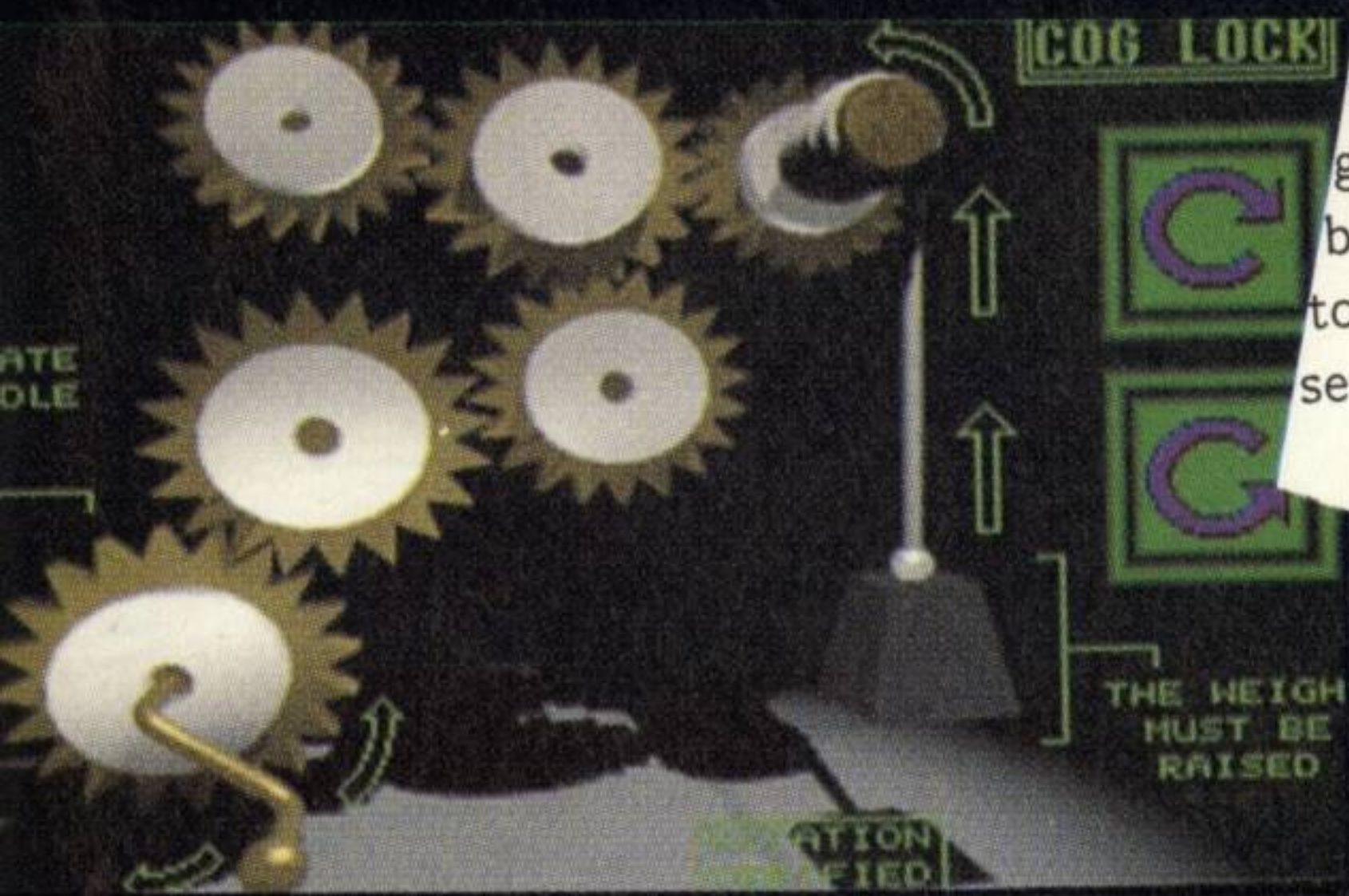
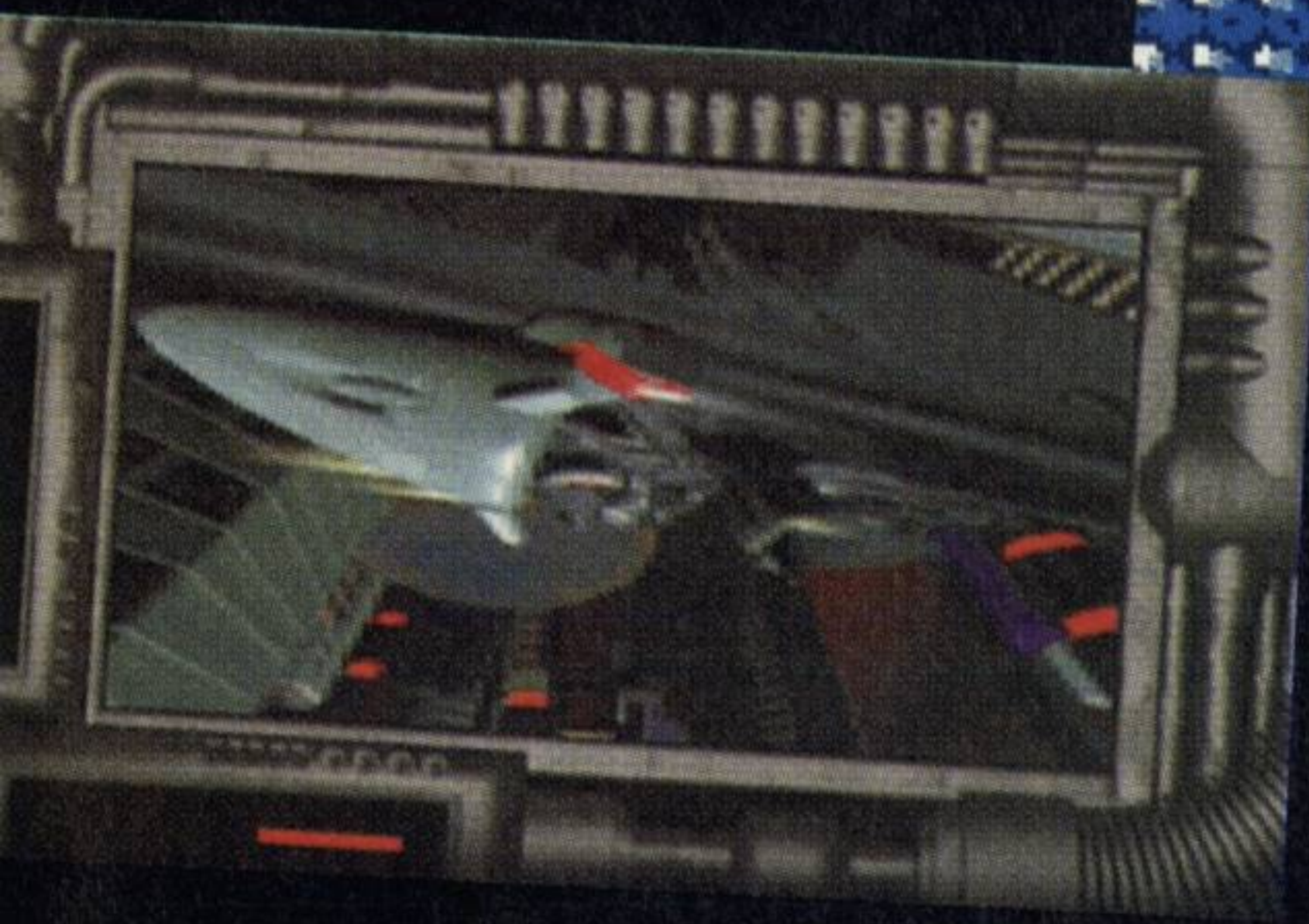
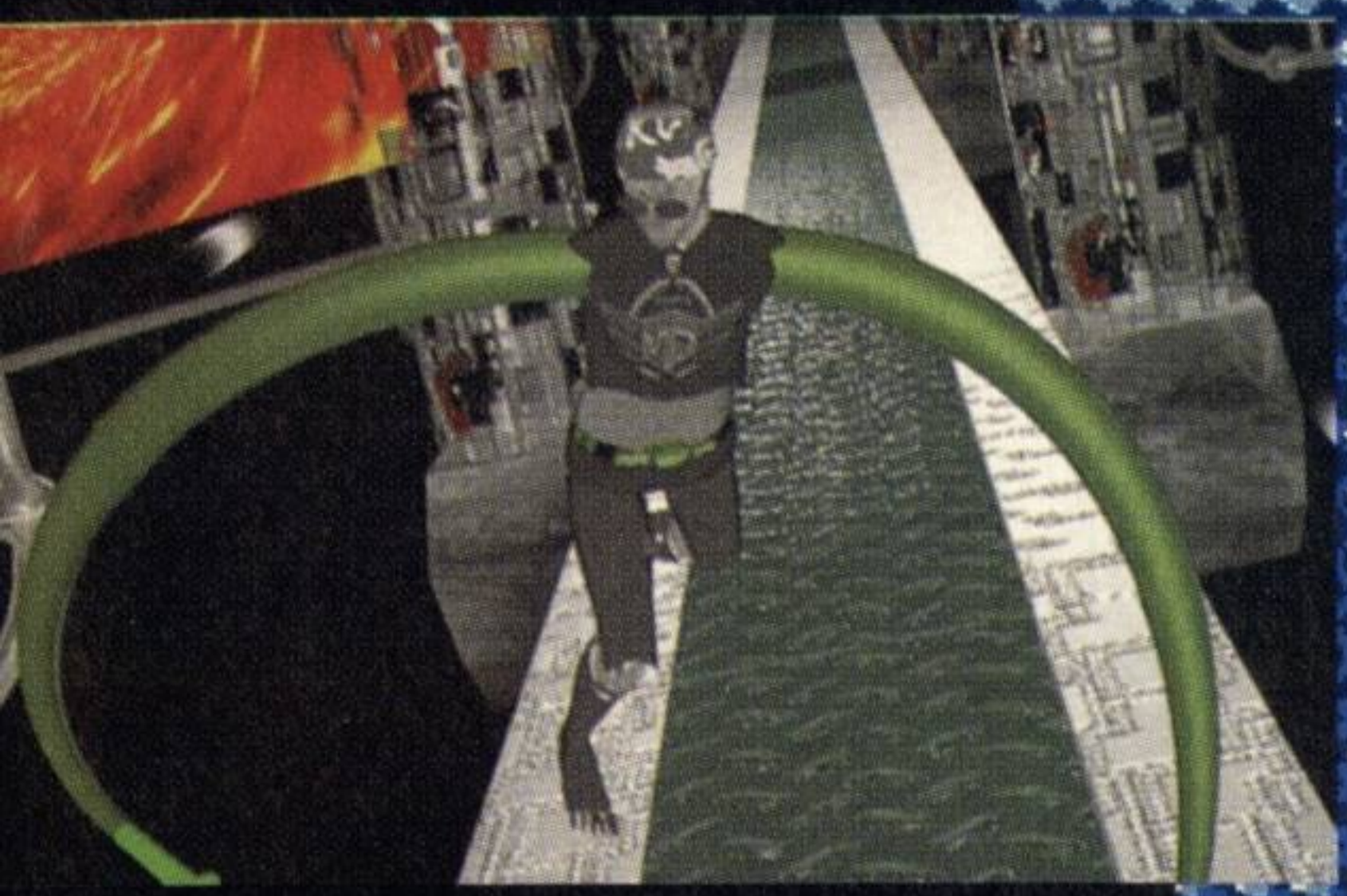
The gameplay takes the form of a cyberized 7th Guest-style puzzle solver. You wander from various sections of the Net, defeating CyberJob's traps and minions in your quest to take him down. These puzzles range from both the intellectual to the physical, as you must negotiate through several styles of reflex-based gameplay to complete it. Some difficulties arise from coming to terms with this but it is all part of the game's challenge. Perhaps the only criticism of this aspect of the game is the standard approach of the gameplay. One would think that a game utilising such innovation in other areas might have diverged from the normal left, right, up, down, shoot style that dominates a large selection of the gaming screens.

Amazing Graphics, Incredible Soundtrack

Graphically the game is truly excellent. Not only have the designers shown a high-degree of technical expertise in rendering the detailed images contained within, but the design ethic is amazing as well. The game has a really unique look which is hard to explain without giving away some of its secrets. Both the sound and music are worthy of a mention as well, with obvious care being taken in generating the effects and an incredible sound-track written and recorded by Steve Hillage. As an added bonus, the sound-track is provided with the game on an audio CD, so you can listen to it without having to play the game (I wish the Doom guys would do this...). The game is massive (three CD's) and you can see and hear every byte of that space.

The down-side of the game is that it may be a little too varied for a lot of people. There is precious little unity to the game, and while this helps accentuate the unpredictability of cyberspace, and reinforce some of the themes, it is difficult to not become a little frustrated at it. The game will also be fairly selective in the type of player in attracts; this isn't the next cross demographic mega-hit, and its unusual look might put some people off.

Overall though, it's certainly worth a long look. I only hope it doesn't ruin the ending of the next film...



War

SOUND

Great synthesiser music and effects.

85%

GAMEPLAY

Takes a bit of patience, but in the end... well worth it.

74%

LONGTERM

Once the game's over you'll probably come back to it just to look at the pretty pictures.

76%

OVERALL

Not for everyone, but those into cyber puzzles and varied gameplay will love it.

77%

PC CD ROM

Min Requirements: 386/33Mhz; 4 MEG RAM; 3 MEG HDD; SINGLE SPEED CD

Available: NOW

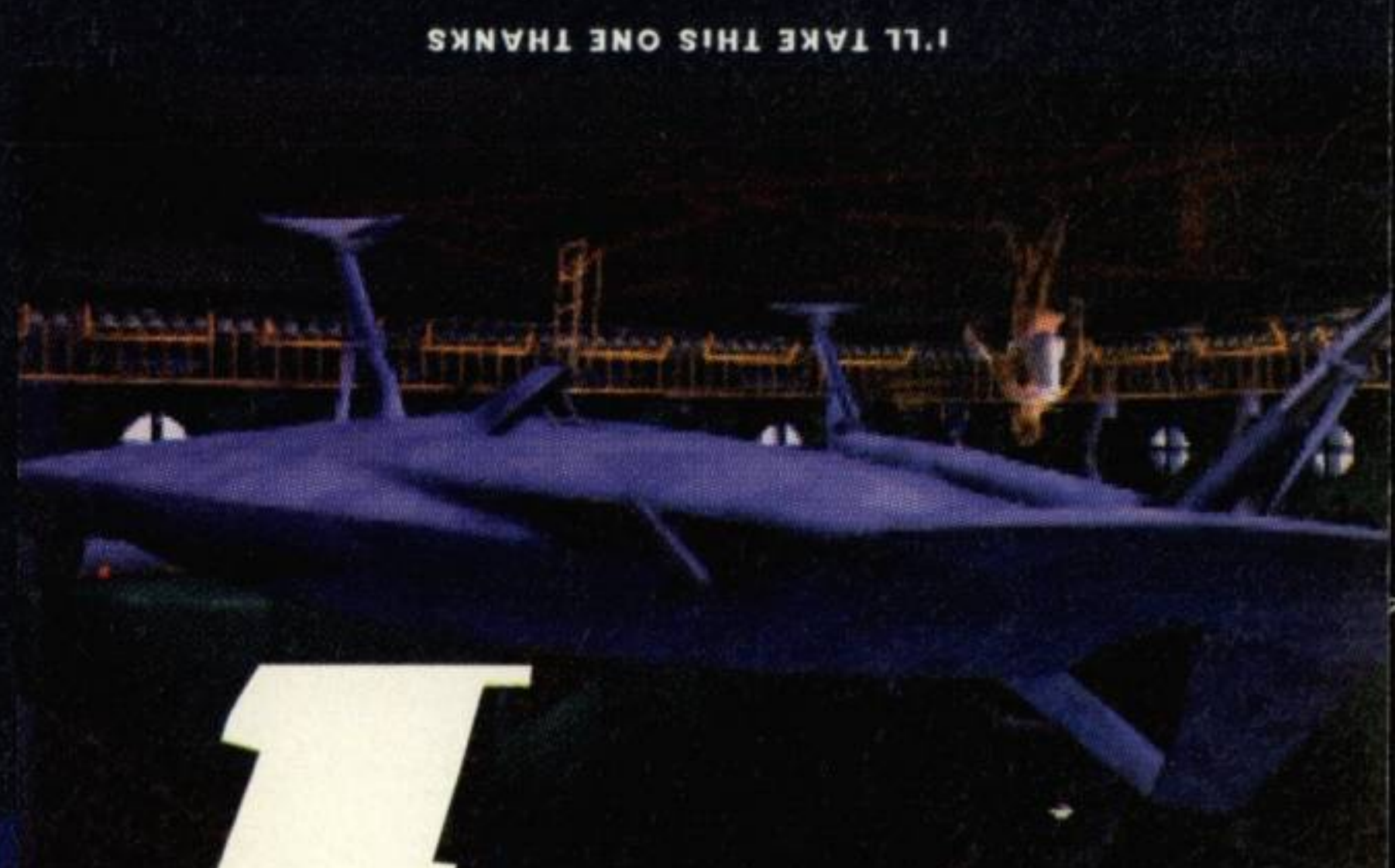
Category: ADVENTURE/ARCADE/PUZZLE

Players: ONE Publisher: INTERPLAY

Price: \$99.95

Rating: G

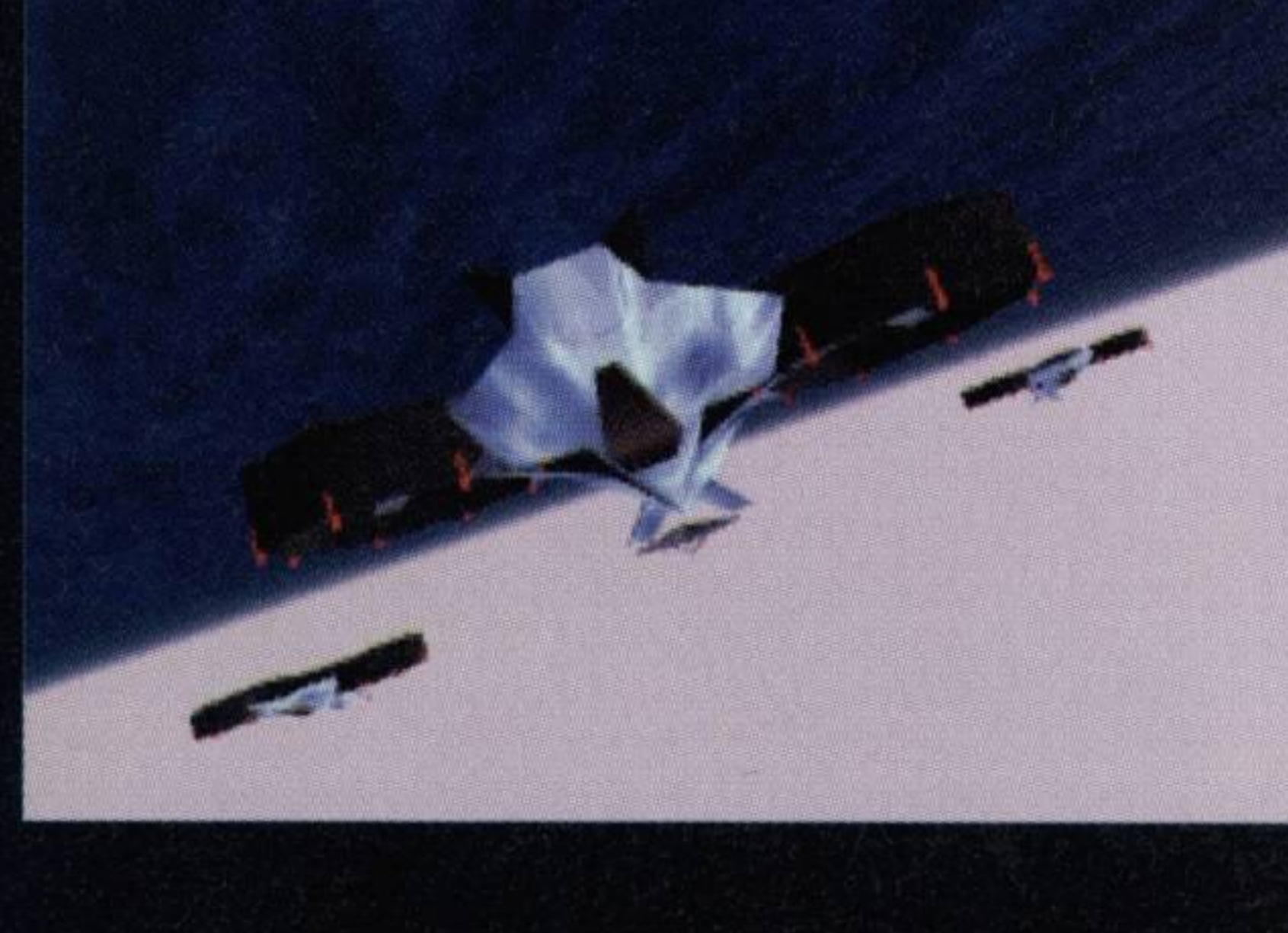
COOL



I'LL TAKE THIS ONE THANKS



SPARE CHANGE, MISTER!



THIS GUY IS SO COOL, WON'T TAKE HIS SUNNIES OFF FOR ANYTHING!

VISUALS

89%
Top class. The sort of high-quality design that gives you that warm fuzzy feeling normally reserved for Hollywood extravaganzas.

SOUND

86%
Atmospheric background sounds and cool sci-fi machine noises. Sparse in places, but then what's an empty corridor supposed to sound like?

GAMEPLAY

80%
An adventure game with planes to fly and fun things to do! Cool. It's watered down, please everyone approach may alienate serious gamers. Stuff them, it's fun!

Cyberia is not the cold and empty part of cyberspace where naughty hackers are exiled, but it is the codename for a Dooomsday weapon that could destroy Earth. **BEN MANSILL** puzzles, shoots and adventures his way to victory...

If you can't do one thing well, do many things adequately. Abiding by this code, Interplay have created a new virtual world for us to live in that will satisfy for a few weeks anyway, before it all wears a bit thin.

Would it not be just perfection to fly around in a grand 3-D sim like Comanche, touch down at a likely looking building and enter it from a first-person perspective? Yes, yes! One day we will have such a complete virtual existence, it will be a lovely place where death and destruction are commonplace. The absolute freedom to go anywhere, do anything, kill anyone.

Bliss.

Inferno had a stab at it, but the agonisingly long time it took to load new scenes broke the continuity and destroyed the dream. Cyberia is a small step closer, although the virtual world experience comes merely as pleasing side effect. For the most part it simply tries hard to be a great game - and there's not much wrong with that. Cyberia immerses you in a futuristic world with considerable freedom to do what you want, the only drawback being a highly linear sequence of Things Which Must Be Done in order to progress to the next part of the fantasy.

A World In Chaos

It is the year 2027, the world is in chaos and you hold the key to its salvation. Your mission is to penetrate the newly discovered Dooomsday weapon - codenamed Cyberia, which is contained within a vast complex beneath the frozen wastes of Russia. It is a legacy of a more paranoid generation and has fallen into the wrong hands! Your task begins at the ocean base of the organisation you work for - good luck and trust no-one.

The intro is a regulation-issue jaw dropper of dazzling graphics and supremely cool scenes. It ends with your sea-skimmer pulling up to dock at the sea-base, you leaping confidently from the cockpit to the wharf. From there control is seamlessly passed over to the player, just hit any arrow key and the dude from the intro walks off in whatever direction you deem best. It's a knock out effect, there is no pause between intro and gameplay, no reduction of resolution, no scene loading delay. From intro to game without missing a beat. Mighty impressive.

The game holds your hand gently for the first segment, an intercom message orders you to scurry post-haste to the office of your superior. The base is expansive and you can go anywhere you want, a quick explore will soon have you run into the clutches of a rather attractive 3-D rendered woman. Her disarming charm is literal, your hand gun is rendered impotent as you hoist the energy cell to your captor, who is pointing a gun thingy at you. She turns out to be the boss's assistant and will happily escort you to his office. Klaxons suddenly blare, the base is under attack! You are rapidly conscripted and given direction to the nearest laser turret, where those well practised hand-eye coordination skills are put to work in a simple but enjoyable arcade sequence. Saving the base brings an amorous offer from the cyber-babe, and two entirely different plot developments will emerge depending on your actions with her. This is Cyberia.

Adventure / Arcade / Puzzle

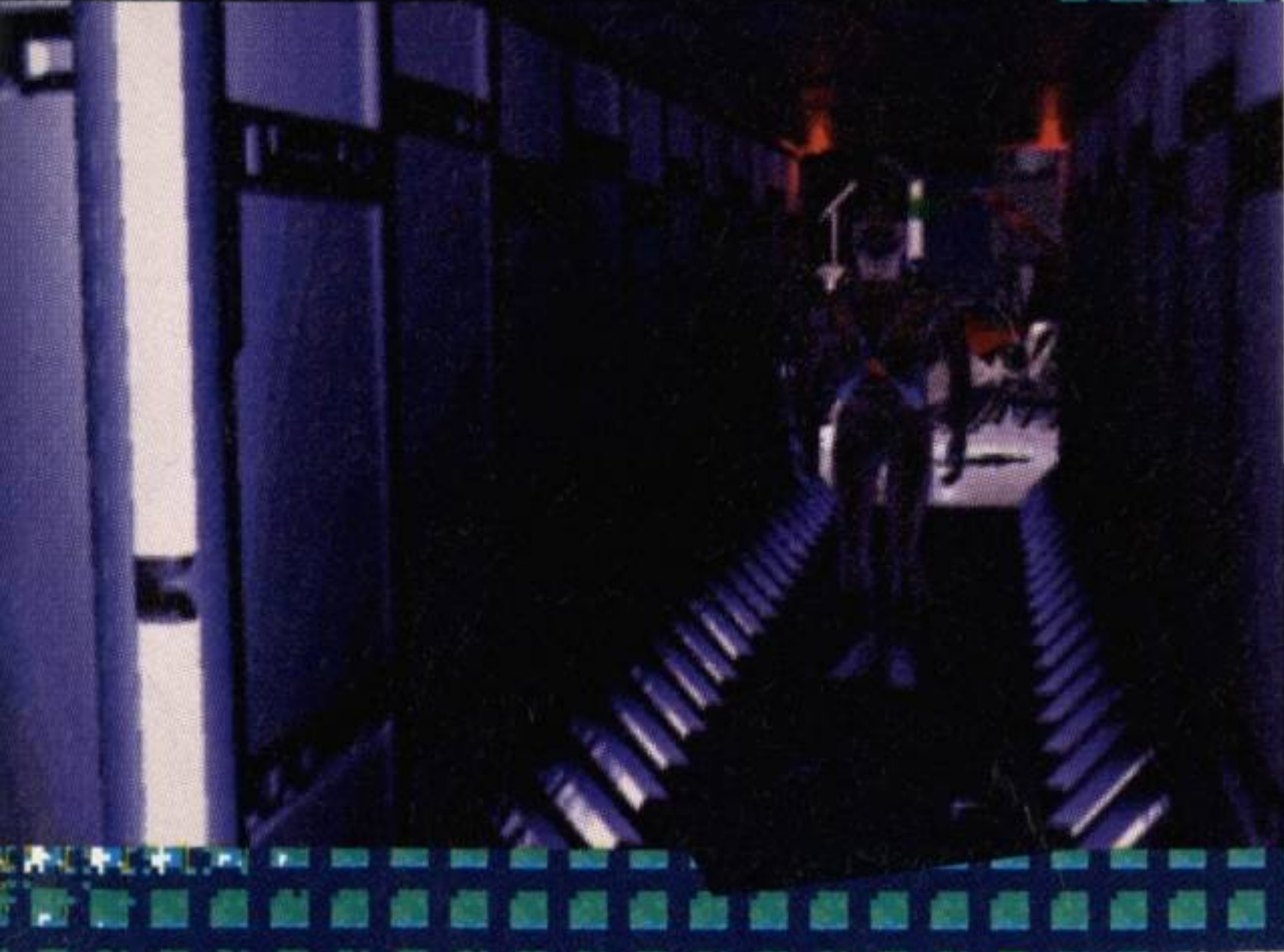
The game is equally adventure, arcade and puzzle. Cyberia holds no great strength in a particular area, it is just competent at all. Eventually you will head off from the base in search of the real action. You'll be flying a very sexy fighter in a sequence more arcade than sim, but that doesn't matter - it's great fun. Puzzling is a big part of the show, to get airborne for example, a bomb on the fighter must be disarmed. The solution comes by way of trial and error. At the start you can select difficulty levels for both arcade and puzzle sequences. Harder arcade means more baddies to waste, tougher puzzles equals more permutations in the trial and error dept.

Cyberia is a big enough game to entertain for some time. Leaving the base and solving its associated puzzles may have you feeling a little like Superman, but there are seven more zones to progress through - and that's before you hit Cyberia itself. Much attention has been given to incorporating the things players want to do, instead of just looking fine. Looking fine? By golly yes! All the scenes are shown from very attractive cinematic angles and the 720x400 resolution does the style great justice.

If you don't buy many games and want value when you spend, give Cyberia a go. No part of it is spectacularly great, but there is plenty of plain old good fun here to keep you smiling.



SHE'S SO BEAUTIFUL...



LONGTERM

Magnetic enough to keep you in for the duration, that's a solid couple of weeks minimum. Terrific to have around to impress friends.

78%

OVERALL

It's a CD, it has incredible graphics, it is mighty good fun and includes not a single digitised actor - great! The plot is particularly good too.

81%

Aero the Acrobat 2



MEGA DRIVE

Available: **NOW**
 Category: **PLATFORMER**
 Players: **ONE**
 Publisher: **CAPCOM**
 Price: **\$89.95**
 Rating: **G**

In these uncertain times, now, more than ever, the world needs a hero. Someone to deliver us from the drudgery of our workaday existence. Maybe it's Forrest Gump! Maybe it's the bloke played by Samuel L. Jackson in Pulp Fiction! Maybe it's Dexter from Offspring! Maybe it's Ricki Lake! Personally, I don't know but it sure as hell isn't Aero The Acrobat, a character only vaguely due one shot at gaming immortality and one certainly not entitled to two goes. I will, however, agree that he's infinitely less annoying than Macauley Culkin and maybe that alone justifies him poking his ugly little bat-eared head into our TV again.

Actually, in a world of platform romps there's an amazing number of "heroes" worse than Aero (think Flink) - he's well drawn, kinda cute and he jumps about in the desired fashion - it's just that he's so bloody boring, so cloned and production line like that he cops a spleen full of bile that really should be directed at platform makers in general. At the end of the day, platform gaming is kind of like Oz-Rock - for every Earthworm Jim there's a ton of Aero the Acrobats, just like for every You Am I or Magic Dirt there's a Chocolate Starfish rammed down our throat.

I'm sick of Aero, I'm sick of that prat with the doughnut for a haircut and I'm not going to take it anymore. Other than that, this is quite a good game, it looks very good, plays well, it's got lots of levels and hidden bits, there's a pretty cool snowboarding stage (cool - geddit?) and Aero has a few new moves up his wings. But even all that isn't enough to make me want to rush out and play it again. Sorry Aero, you've had your 15 minutes of fame - time to fade away.

Stretch Armstrong

VISUALS

85

SOUND

75

GAMEPLAY

70

LONGTERM

50

OVERALL

72

Zero - The Kamikaze Squirrel



MEGA DRIVE

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

It's kinda hard to get involved with new platformers nowadays as today's titles are just using old cliches with not much new to offer. I thought that this may have been the case with Zero but I was surprised to find a slick, almost sexy little platforming game. It was hard to figure out what to do at first (due to a printing stuff up thanks to Sega Ozisoft which meant that we got the Aero instructions with the Zero cover!), but after a little frustration I managed to work out the moves myself and got past the obstacles that they were designed for.

Iguana (the people who coded NBA Jam for both MD and SNES) have produced a slick title with finishing touches being added exactly where they ought to be. All except for one small area, the music. It's another case of tone deaf programmers at work. This is a major shame as the sound effects are actually very good for the most part of the game.

The playability rates really high as the control options given to you allow you to become really mobile with a Sonic style spin, swan dive, Super Dive and other surprises like your nunchakus for close attacks and Ninja stars for when you don't want to smell their breath. If you've ever played "Alex Kidd in Shinobi World" on the Master System then Zero will play like a gem for you. If you haven't been exposed to that 8-bit classic then this'll still be a good experience for you.

I just wish there was a password option in-built as the latter levels get both challenging a curiously enjoyable! It's not another Sonic but then again not many titles even come close to the blue rodent in pure fun value! Hiring this out wouldn't be a bad move though.

Brian Costelloe

VISUALS

81

SOUND

68

GAMEPLAY

88

LONGTERM

78

OVERALL

82

Ren & Stimpy - Time Warp



SNES

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **T.HQ**
 Price: **\$99.95**
 Rating: **G8+**

Let's face it. The advent of cult animation series as platform game hasn't really set the video gaming world on its head. Of course all the catchphrases and idiosyncrasies are fine for a laugh but an alarming lack of exciting gameplay tends to mar any real enjoyment. Be it Bart, Ren Hoek and Stimpson J. Cat or Beavis & Butthead, this cycle of games has now gotta change or disappear for good.

Not that this new instalment is total shite. In fact on first glance it appears to be quite a snappy platformer. Unfortunately everything's so linear that after a few runs through you're left scratching your head as to what to do. After playing a multi-dimensional masterpiece like that dashing Earthworm chappie, this largely character driven scroller seems rather dull.

The story goes that Stimpy sees an offer on the Muddy Mudskipper show that promises a free Time Machine for every 47 million Gritty Kitty Litter proof of purchase tickets handed in (phew). Unfortunately if you can't find 47 million (and to be frank, the most I found was 55! OK, I accept that I'm a complete moron and I will go and sit with my back to the class until further notice), the game ends after about five unsatisfying levels and to be honest, I didn't really care.

Apart from my basic ineptitude, the problem is that although Ren and Stimpy are delightful creations and scrub up well as platform icons, they spend so much of their time being Ren and Stimpy that the gameplay suffers. Every time you get hit, and there are tonnes of things that will hit you, each character goes through a two second "Owww, I've just been hurt" sequence. Although funny the first time (Stimpy's arse pops like a balloon and deflates), it tends to interrupt play.

Special mention goes to the "Log Invaders" and "Logs in Space" bonus levels, which are Logesque versions of the arcade classics Space Invaders and Asteroids, but apart from them, the snappy music and neat graphics, it's all a bit flat.

If it's a top action platformer you want, go thee to the Hedgehog, the Plumber or the Worm. If it's Ren and Stimpy you want, then turn on the TV.

Russell Hopkinson

VISUALS

81

SOUND

82

GAMEPLAY

62

LONGTERM

62

OVERALL

69

Eye of the Beholder



SNES

Available: **NOW**
 Category: **RPG**
 Players: **ONE**
 Publisher: **CAPCOM**
 Price: **TBA**
 Rating: **TBA**

I think the first game I ever reviewed for HYPER was an RPG for the SNES called Wizardry. I gave it an obscenely high mark for the sad game that it was because I hadn't yet gotten used to the percentage system. Here I am again with yet another RPG in a very, very, very similar vein called Eye of the Beholder. Now what I'm concerned about is that a game such as this obviously cannot be played for an hour and then reviewed. RPG's are long, laborious, sometimes overly convoluted, messy to control — BUT — ultimately they can be a very satisfying gaming experience. Plots unravel, puzzles demand greater lateral thinking, your characters gain a variety of objects and weapons and basically you get sucked further into a game such as this the more you play it.

Eye of the Beholder is an official Advanced Dungeons & Dragons product for any of you who remember the fabulous dice-rolling original. The game operates in a classic way — create your characters, choosing their race, attributes etc and then fit them out with equipment (using a system very similar to the wonderful Ultima Underworld) and then of course venture forth. Graphically it's way ahead of other menu-driven RPG's, with animated monsters that attack you in real-time. This can make fighting them a real pain in the butt, as you struggle with the slow, dodgy controls, trying to get one of your characters to actually fight back. All I experienced was a boring looking sewerage system. I did enjoy its brief presence though, and while it certainly isn't as good as the PC original, I'll give it the benefit of the doubt.

Eliot Fish

VISUALS

72

SOUND

64

GAMEPLAY

74

LONGTERM

76

OVERALL

73

Tie Fighter - Defender of the Empire



PC

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

Some times I feel guilty playing the Empire. After all, they are a bunch of fascist, jack-booted megalomaniacs bent on galactic domination. But all I need to do to remove this guilt is turn on the last five minutes of Return of the Jedi, and watch as the good guys boogie down to some disgusting Ewok disco track. That gets me angry enough to wipe out entire Rebel fleets armed with only a pointed stick and several large fragments of the Challenger space shuttle.

Just when my anger was dissipating along comes TIE Fighter - Defender of the Empire, filled with extra missions, ships, weapons and a new story-line. No sooner had I thrown a dart into my Yoda model, then I was glued to the PC screen, duking it out with mutinous Imperials and Rebel vermin.

Defender of the Empire is an extension pack to the much lauded space combat simulator TIE Fighter. It continues the story of the treacherous Imperial Admiral striving to become the new Dark Lord of space. You can either continue with your old pilot or fly with the Top Ace provided on the disk. The story continues nicely from the rather anti-climactic ending of TIE Fighter, with a couple of great cinemas and plot exposition scenes.

I won't bother telling you about the gameplay, we all know it's great. But the graphics and sound have been slightly improved and I found the combat just a little harder — though that could just be me. The great thing about the game is that it lets you play several more missions in the awesome TIE Defender. In this baby you can take on whole squadrons of fighters, wings of corvettes and even a frigate or two. The temptation is to postulate on the realistic outcome of the movies if the Empire had used these ships against the Rebellion, but we're not that geeky... are we?

So strap on your plastic Darth Vader mask, practice saying "I have you now" in your best James Earl Jones voice, stick the most disgustingly cute picture of an Ewok above your PC and you're ready to go space truckin' with the homeboys in black. May the Dark Side be with you...

Chris Wheeler

VISUALS

89

SOUND

85

GAMEPLAY

86

LONGTERM

70

OVERALL

86

Hardball iV



PC/PC CD ROM

Available: **NOW**
 Category: **SPORT**
 Players: **1-2**
 Publisher: **ACCOLADE**
 Price: **\$69.95**
 Rating: **G**

Great, just what we need, another baseball simulator. Well the good news is that once the other gaming publishers see this one, you won't be seeing another baseball game in a hurry.

The fourth in the successful Hardball series, this game boasts many incredible features. The graphics are simply amazing. The entire game has been completely designed in 256 colour SVGA graphics and features fully digitised player graphics. The sound is equally outstanding, a commentary by US sportscaster Al Michaels is given for every game play, while a boppy rendition of "Baby Elephant Walk" sounds in the background. What this results in is a TV-like sports broadcast. Great for all the armchair sports enthusiasts.

Hardball IV can be played with one or two players. If you don't feel like playing you can even let the PC play against itself, while you grab a hotdog and place bets. But it doesn't stop there, there is even network and modem support to make it possible to play the game across the room, or across the country. The player is in total control of all the action.

Potential baseball managers need not miss out. You can assume the role of team manager, setting up the strategy or tinkering with the wide selections of statistics. There is even an option for players to import their own scanned photos into the game.

The gameplay is such a breeze to use. Simply select the type of play you want and away you go. If you love baseball then this is an essential purchase. But be warned - this game is highly addictive.

It is hard to fault the game, the only problem I could find is I could not hit enough home-runs. There are so many options that every aspect of the game is covered. The only thing missing is Dancing Homer.

Harry Maragos

VISUALS

92

SOUND

92

GAMEPLAY

88

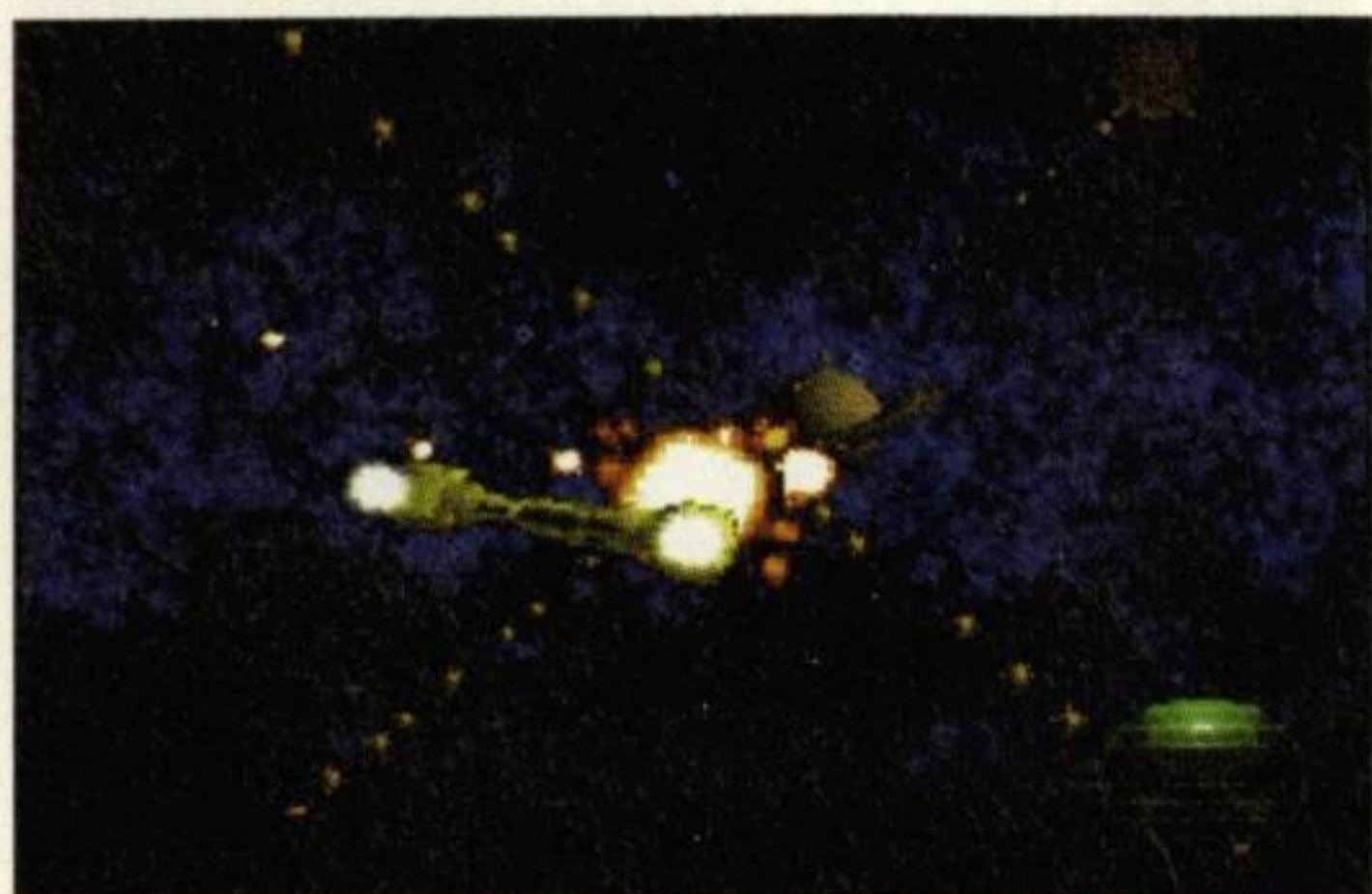
LONGTERM

90

OVERALL

90

Creature Shock



PC CD ROM

Available: **NOW**
 Category: **ARCADE**
 Players: **ONE**
 Publisher: **VIRGIN**
 Price: **\$99.95**
 Rating: **M**

Sigh... Its been said before and I'll say it again - drop dead graphics are not an acceptable substitute for quality gameplay. If you disagree, don't waste another moment reading this, rush out immediately and grab a copy of Creature Shock.

Creature Shock presents itself as a two-CD extravaganza of epic proportions. Consumer alert, shoppers! What you actually get is a very average arcade shooter. To be sure, the graphics will produce primal reactions in your nether-regions. But to anyone who plays more than one new game each year, disappointment is likely after a short fiddle.

The first sequence is a Microcosm/Novastorm style scrolling blast-fest. Mouse control is the only option, frustration the only reward. Hunker down and beat this lame tripe; if you're going to play Creature Shock, you might as well get into the good-looking stuff.

The main game offers a first-person perspective, it looks magnificent but is barely interactive. Through nicely rendered tunnels you will quest, clicking on your preferred route when ever a fork in the road appears. Progress is incredibly slow. Action comes by way of suburb looking alien beasts, they attack at a snail's pace and are killed by repeated clicking on their particular weak-point - the end of a tentacle, for example.

We're living in a golden age of quality gaming, there is simply no room for such a shallow attempt at interactive entertainment - no matter how wonderful it looks. If your date of birth includes the number 1990 or higher, get Creature Shock - you'll love it.

Ben Mansill

VISUALS

88

SOUND

86

GAMEPLAY

40

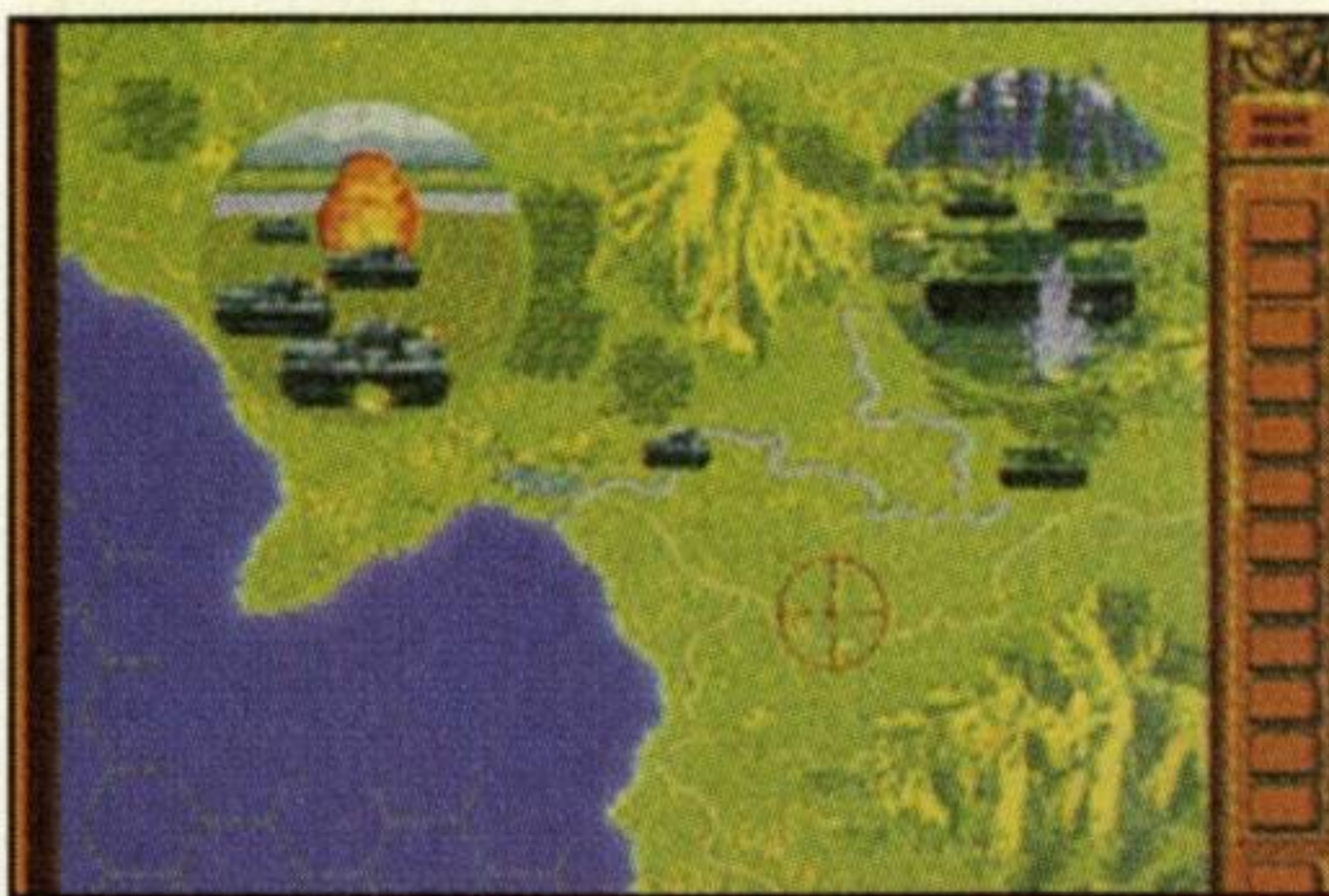
LONGTERM

30

OVERALL

61

Panzer General



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **SSI**
 Price: **\$79.95**
 Rating: **G**

It is with a perverse fascination that many military historians look back at the Second World War and wonder; what if Hitler hadn't attacked Russia so soon? What if he hadn't declared war on the United States? What if Germany's U-Boat code hadn't been broken? These alternatives show us all how close the world came to the abyss. The latest offering from SSI; Panzer General cashes in on this macabre fascination by placing you, the player, in command of a fresh German army in Poland 1939. Will you make the same mistakes Hitler and his cronies did, or will your armies rasie the Twisted Cross over the entire world?

Panzer General is a well produced, realistic (with-in limits) and cleverly designed military simulation. It allows the player to take control of an entire German Army Division, complete with tanks, aircraft, artillery and various types of infantry. The game boasts over 350 unit types, all historically cross referenced, and becoming available gradually throughout the campaign; as per their historical availability. Each unit is realistically represented by a well-designed game counter, with battles being animated and shown in the micro-combat screens. Both Campaign games and individual scenarios can be played, although only the individual mission games allow the player to control the Allies.

Released on CD-ROM, the game boasts excellent graphics and sound, with actual digitized war-film footage and historical photographs. Like most reasonably detailed war games, the gameplay is a little cumbersome at first, but it is easy to master and soon becomes all but unnoticable.

My only problem with it is that a game dealing with altering the outcome of WWII, should be grander in scope then a mere tactical simulation. To me some strategic elements would have slotted in very well, especially given the storage capacity of the CD.

Overall, however, this is just the game to excite both arm-chair strategists and closet fascists alike. The only problem is that when you win, the world loses.

Chris Wheeler

VISUALS

72

SOUND

75

GAMEPLAY

68

LONGTERM

75

OVERALL

72

Voyeur



PC CD ROM

Available: **NOW**
 Category: **INTERACTIVE MOVIE**
 Players: **ONE**
 Publisher: **INTERPLAY**
 Price: **\$99.95**
 Rating: **MA15+/Refused**

It's a tragic shame that a game which has generated much interest over its "steamy" and controversial content is lame and almost unplayable. Voyeur has two notable aspects: it can be played through to the finish in around 20 minutes, and it has been refused censors classification in NSW, ACT and the Northern Territory.

It was banned on the basis of one scene, the nature of which is "carnal incest" (!!). A leering old man (who also happens to be a Presidential candidate) is reminiscing with his reluctant niece (now in her 20's) about how they used to F-word when she was only 14. Got 'em! That's underage and it's incest. That both these evils would not be new concepts for the over 15's they could have restricted it to seems to have escaped the censors, as does the context of the scene, where shortly afterwards the very bad man get locked up for this and other evil deeds. The game's message is that what this man has done is bad, but the classification board takes a very hard stand against games which portrays women as anything less than the superior life form that they are. One would think then that this game, crappy though it is, would serve as vindication of their own attitude, but they seem to be stubbornly following the very letter of the law which could see quite a few games refused classification in the coming months.

That said, buyers in more sexually liberated states like Tasmania and Queensland can expect a 20 minute soft porn perve fest. The smattering of gameplay has you surreptitiously videotaping evidence to incriminate the aforementioned very bad man. Whilst the are no naked fleshy bits of any great interest to be seen, much lingerie is present. Voyeur is not an especially titillating experience, so don't buy it for cheap thrills. Instead, keep it on hand to impress chums with it's scandalous nature and poor quality FMV.

Ben Mansill

VISUALS

73

SOUND

77

GAMEPLAY

20

LONGTERM

30

OVERALL

50

Dawn Patrol



PC

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **ONE**
 Publisher: **EMPIRE**
 Price: **\$89.95**
 Rating: **G**

I'm fairly certain that one day we will live in a Wing Commander-ish world, where fighter jocks tear around the void doing the one-on-one cockpit combat thing. It just has to happen. When it does, the aces of the future will still look back with awe at the escapades of the very first airborne warriors.

Manfred Von Richtofen is without doubt the most famous fighter pilot of all time. Fortunate it is that his adventures do justice to him as the first great ace. Playing Dawn Patrol gives a true appreciation of just what Manfred and his chums were up against. WWI air combat was the grittiest and most dangerous form of dogfighting yet seen.

It's a WWI flight sim, yes, and a mighty good one at that - possibly the best yet, though the competition is pretty weak. Dawn Patrol is more than just a game though and whether you like it or not, you will learn something new. A lavish amount of information is included, bio's on all the famous aces of the war, plus seriously meaty stats and background data on the planes involved.

Dawn Patrol is a Rowan product, they gave the world Overlord a few months ago. That WWII sim was joyous to look at if you could get it running. For starters, its SVGA needed a fast Pentium for reasonable performance, worse news was the woeeful flight model and the many bugs infesting it. Dawn Patrol is a huge improvement, running smoothly on a DX2 and possessing that sweet feel only the great sims possess.

As well as being a useable database on the era, it flies and fights perfectly. Dogfights usually involve many aircraft looping and twisting at close quarters. It's tough but the game is well designed so the learning curve is a joy to experience.

Ben Mansill

VISUALS

85

SOUND

78

GAMEPLAY

83

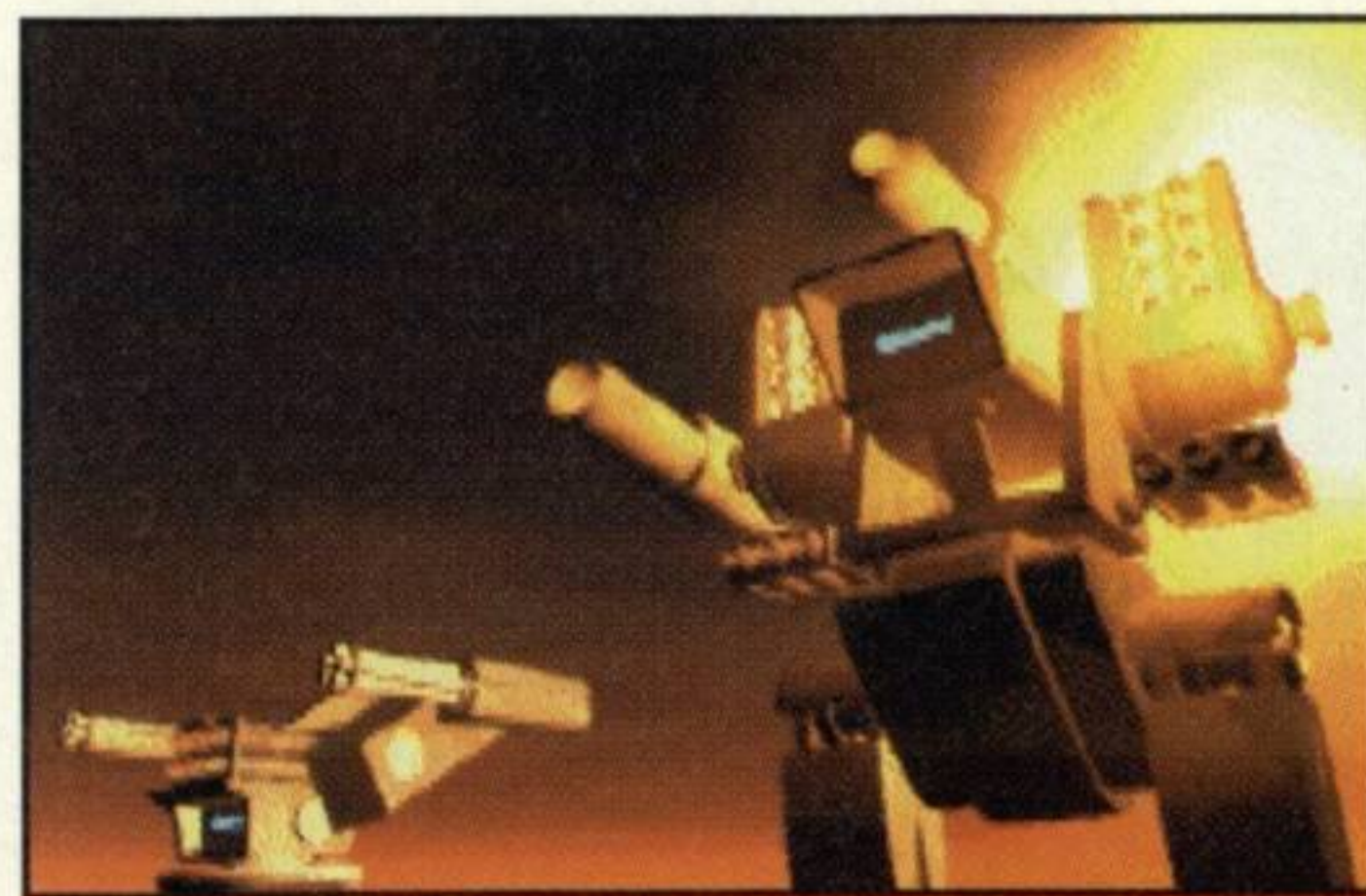
LONGTERM

81

OVERALL

82

EarthSiege



PC

Available: **NOW**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **OYNAMIX**
 Price: **\$79.95**
 Rating: **G**

Don't let an apocalypse ruin your whole day. On the downside, billions of people die painful deaths, 99% of all life is destroyed and civilisation comes to a screaming halt, but on the upside, a good apocalypse can launch a thousand Japanese cartoon series, plastic figurines, movies, comic books and, of course, computer games like this one.

It's that story again. You know the one where, to quote from the box, "We had it coming. We created Cybrids with breakthrough AI to perform dangerous tasks with lightning precision. But we should never have taught them to fight."

Of course things get out of control, and before you know it, the world is flatter than southern Iraq and covered by texture-mapped pyramids that reach 100 feet into the air.

As commander of one of eight different HERCULAN robot warriors (or HERCs for short) you must patrol the wastelands in search of the enemy Cybrid robots. Humanities only hope is to "do unto them, before they do unto us".

As seems to be an increasing trend in games lately, the effort put into the detail surrounding the game far surpasses the game itself. The opening credit sequence has the mandatory 3D computer animated introduction and the music is suitably atmospheric. Not quite up to the standard of Armored Fist but impressive none the less.

Other linking screens add to the character of the game, but really, it's all slight of hand. A simple parlour trick to cover up the fact that the game lacks any real spark. Take away the fairy-floss and your left with... well, a piece of wood.

MetalTech aficionados and fans of robot simulations will probably enjoy EarthSiege, something I kept in mind when rating the game. But for the rest of us - an over abundance of competence and a distinct lack of excitement.

Damien Hogan

VISUALS

70

SOUND

75

GAMEPLAY

80

LONGTERM

65

OVERALL

75

Fighter Wing



PC

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **1-16**
 Publisher: **MERIT SOFTWARE**
 Price: **\$99.95**
 Rating: **G**

There are two types of people in the world - those who categorise other people into two different types, and those that don't. There are also two types of flight sims around - the dead serious 300 page manual kind, and the "instant action", airborne in two minutes variety. Personally, planes with training wheels just don't hold my attention for more than a couple of nights.

That attitude almost changed when Fighter Wing arrived for review, here was a sim designed to be flown competently within a few minutes of installation AND it flew well, looked pretty and offered a sparkling array of missions and planes to fly them in. Best of all, Fighter Wing was designed primarily as a network game (Netware, Lantastic and even Windows for Workgroups!) where up to 16 jocks can either do it to each other, or as a team against CPU enemies. Cool.

As with most new sims, it runs in Super VGA and looks fantastic - provided you're running a PCI bus Pentium. The VGA option looks good enough though, but still needs a local bus DX2.

Scenarios include some neat WWII apocalypse missions and the hardware covers most current fighters and strike aircraft - including the Russian MiG-31 and Su-27! The flight models are definitely not ultra-realistic, but are accurate enough for satisfied thrills.

Perfect? Hell no! Inexplicably the designers have chosen to do away with engine noises and replace it with poxy fighter pilot music blaring obscenely as you fly. This is a criminal offence in a sim - serious or otherwise, and makes the game almost unplayable. It is sad that an otherwise fine game is almost fatally flawed by such a simple and stupid decision. Still, it's tolerable in short bursts and is probably an office network must-have.

Ben Mansill

VISUALS

85

SOUND

35

GAMEPLAY

76

LONGTERM

64

OVERALL

70



Earthworm Jim

WHAT OTHER GAME HAS SNOT, HAMSTERS, INSANE CROWS AND WORMS WITH PLASMA GUNS? NO OTHER GAME. EARTHWORM JIM IS ONE OF THE BEST AND MOST ORIGINAL PLATFORMERS TO COME OUR WAY IN QUITE A WHILE, BUT IT'S ALSO PRETTY BLOODY TRICKY. THE HYPER TEAM HAVE BLISTERS FROM ALL THE WHIPPING, BUT WE PROUDLY BRING YOU THE BEST GUN-TOTING WORM PLAYGUIDE AVAILABLE. . .

BASICS



A great game it is, but Earthworm Jim does feel a bit funny in the controls department. There is a bit of a delay when you whip that head of yours around, so remember to anticipate your target. And whip it, whip it good. Conserve your ammunition too, as sometimes blasting is ineffective. Always listen for a yelp, scream or gurgle or spiral smoke when you're fighting a boss to make sure that your tactics are actually working [1]. Keep your bravado in check and AVOID danger whenever possible! You've only got continues to help you out, remember? Hopefully, this guide should help you pick up all the extra Jims around, so be wise and take note. . .

LEVEL 1: New Junk City



There are two free Jims here, and a warp via a cosmic toilet, straight to the mid-boss. At the very start, you may notice an extra Jim beneath your feet. To reach this, you'll have to position Jim in the first pit between the tyre mounds and bounce left across the first set of tyres and under the cow [1] (which you should launch by whipping the fridge). Go down the gap and along the path to the extra life [2].

Next, head back to the tyres and jump up to the first pulley. Ride this down until you glimpse the moose antler up to your left [3]. Whip this and fling yourself to the left, onto a chain. Then, from the ledge, whip up the system of pulleys to the top left and wander down to where you'll find a toilet [4]. This is the warp to the Tyre boss. To get the other free Jim, look out for a shiny hook just beneath a continue point. Whip down to this and follow the path [5]. This also brings you out at the Tyre boss.

TYRE BOSS

This boss has three basic patterns. While it's "dancing", whip or shoot it up close, then jump away to avoid a whack on the head [6]. When it goes down on four wheels, jump the anvils and shoot or whip it on your landing. Now, as soon as it rolls towards you, get a good jump over it and shoot it in the back [7] (jump over it if it rolls at you again).

CHUCK (END BOSS)

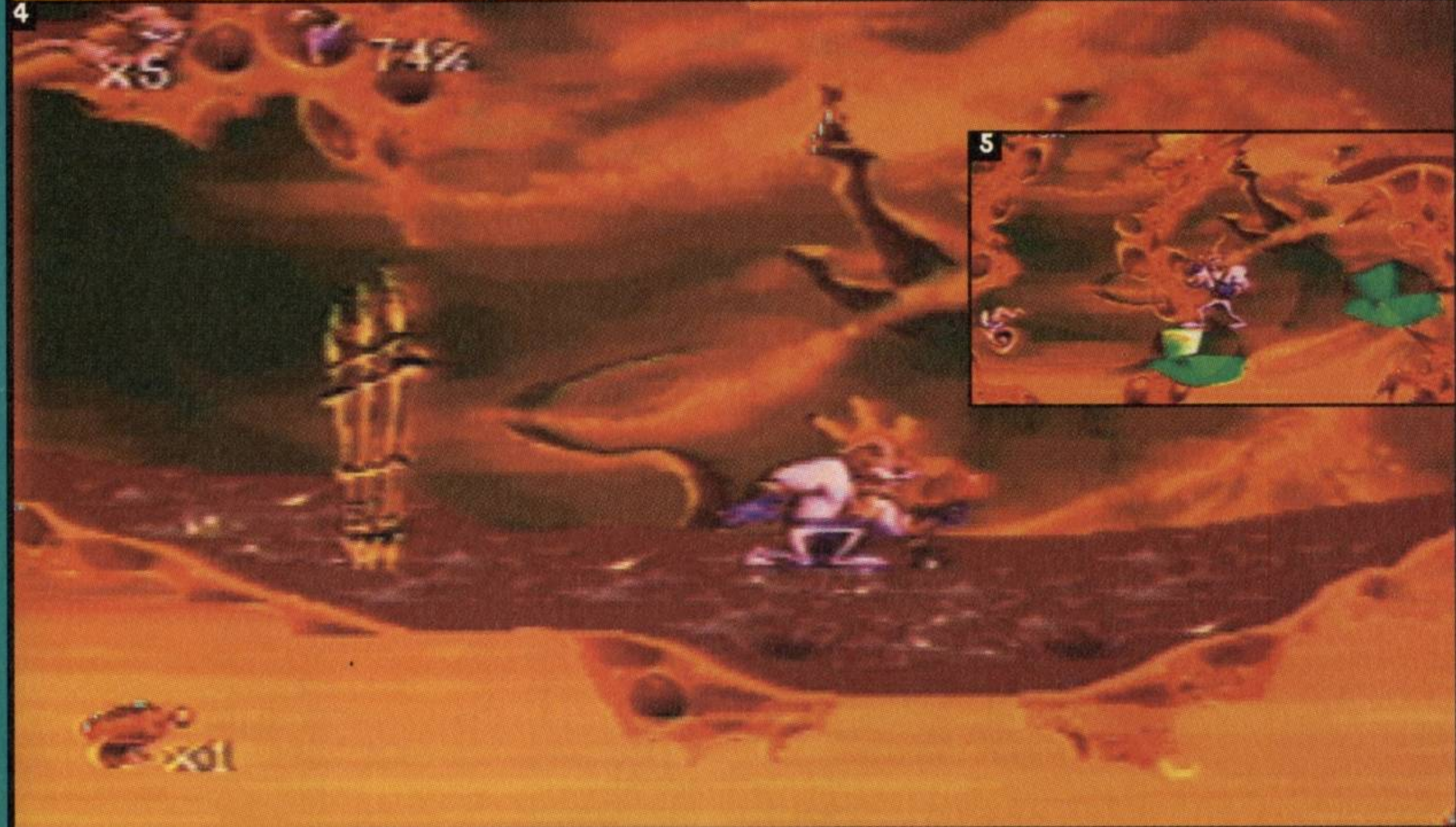
OK, first you might like to jump on the spring which shoots you up to some powerups [8]. Next, whip the box onto the spring which will hit Chuck on the butt [9]. Stay beneath him to avoid the fish that spew from his mouth. Shoot the horns.

ASTEROID CHASE



These are the same throughout the game, just try and pick up 50 pods [1] for an extra continue [2]. If you lose the race you'll have to fight Psychrow. To beat him, shoot and then whip him when he's dazed [3].

LEVEL 2: What The Heck



The basic things to know first, is that whipping cogs opens the gates (be quick), and you have to run on the green crystals (against the direction they move) to get them to work [1].

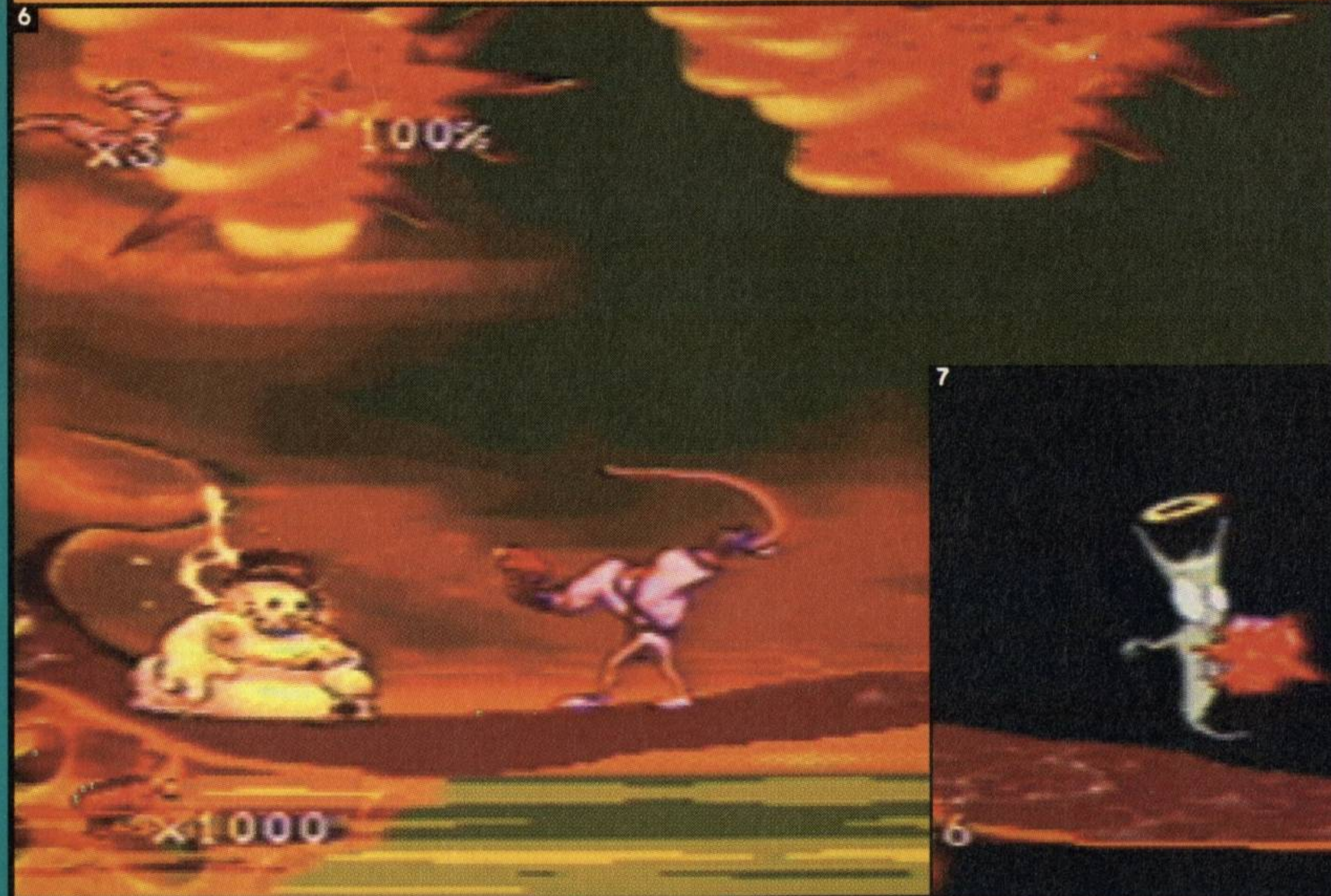
When riding the first crystal, you can jump through the cheese-looking walls to the Jim on your left [2]. There's another extra Jim, down a gap to the left of the two green crystals that lift you up past the flames [3]. Jump left from the top for the worm. Just after one of the first gates, look out for shiny hook hidden beneath a lawyer, covered by mist [4]. Whip down to the right to score a Jim and powerups [5]. By the way, whip the corporate lawyers first, then shoot them. You're also going to have to use some tricky whipping, and careful ledge-dangling here to reach all those suit powerups. Don't step on the little volcano-looking holes and you won't be troubled by fire. Shoot the black beasts first, and ask questions later.

SNOWMAN BOSS

You can only whip this boss. He's easy too [6].

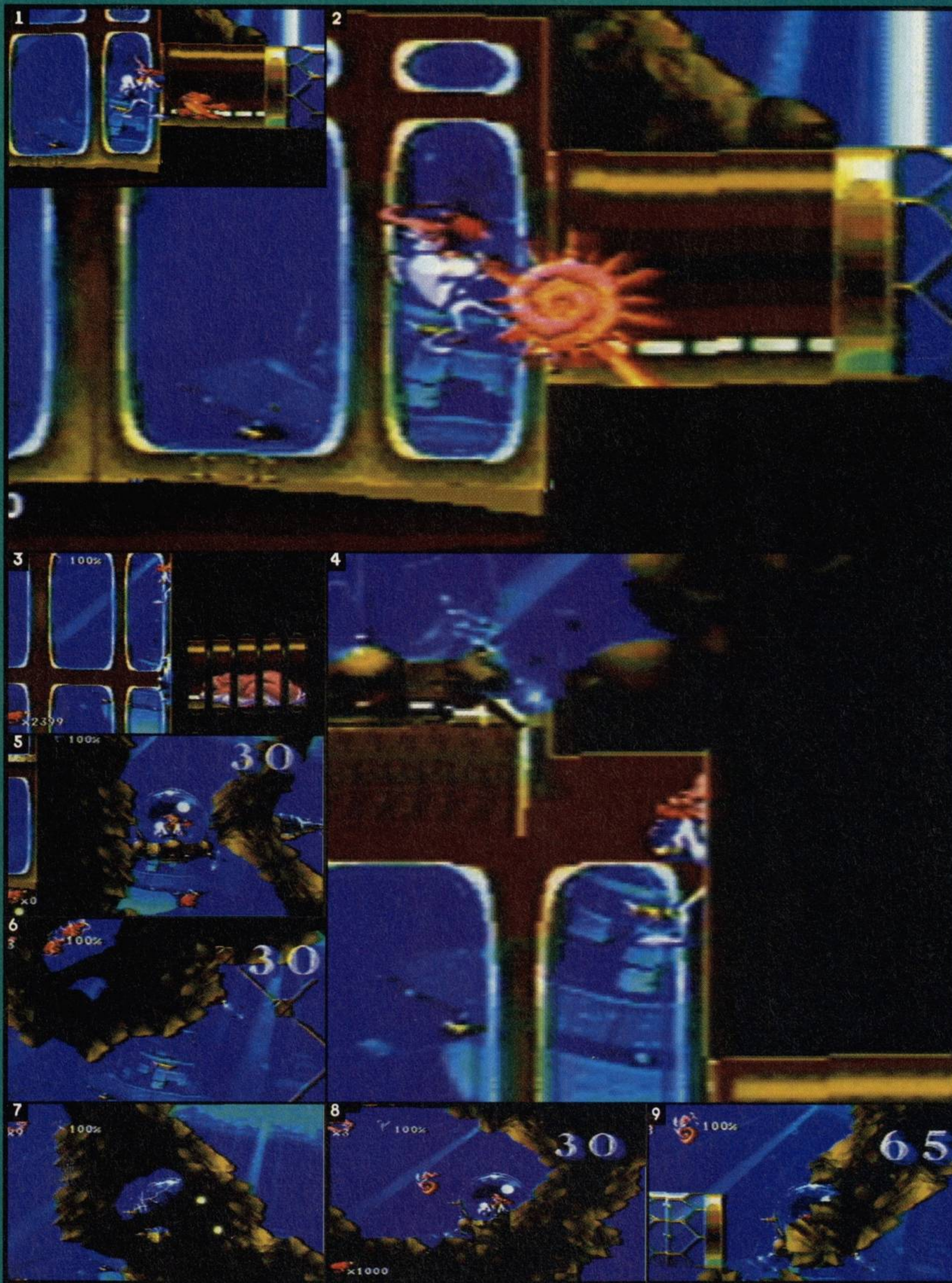
EVIL THE CAT BOSS

To get your suit back, just stay under the Cat and jump the flames as they pass. These eventually melt the platform's support and Evil goes tumbling. At the next bit, as soon as you see the eyes, jump out of the way and shoot Evil when he lunges for your previous position [7]. Then you'll have to jump over moving flames until the Cat's ghost leaves the screen. Do this nine times!



Earthworm Jim

LEVEL 3: Down the Tubes



When running around the tubes, just remember these things. . . whip the floating pink organs, avoid the large cats by either jumping up into the dome and lifting your butt out of the way, or, you can sometimes just edge towards them and the sprites magically disappear from the screen (you can also kill these big guys with meg plasma). You can't kill the small cats with bullets, they'll beat you up, so jump them or use mega plasma shots. In fact, the first one you come across is blocking the entrance of a tube. Jump up so that you're only just on the ledge [1] and plasma the little squirt away [2]. Explore all black areas as they are usually hidden ledges with powerups [3&4]. When moving around in the sub, stop for every air valve you see. To connect, you have to line up perfectly. There are some hidden areas here that hold plasma and Jims [5]. Just above the first sub dock, you can float through the wall for plasma [6].

SECRET AIR!

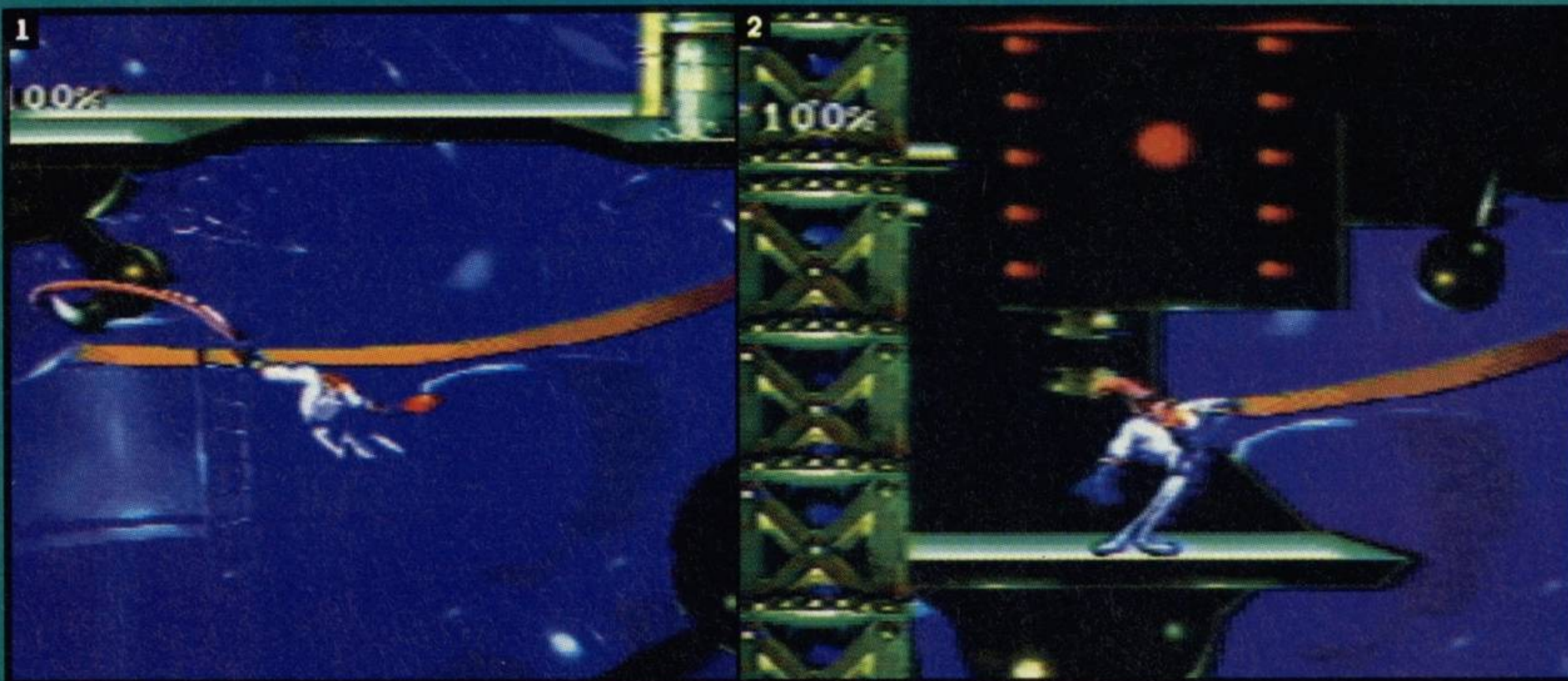
During the final sub ride, you can top up your air with a secret air valve which is hidden through a wall. As you're coming down round one of the corners, look out for two lights on black and gaps in the rock around the bottom left of the screen [7]. An extra Jim lies hidden around the first corner too. Just after the first bit of grill you'll see two lights on black above you. Above this is a hidden Jim, to access it, float up and through the wall on the right hand side [8]. There is also an extra Jim hidden in a small alcove off the main path, which has a small gap opening [9] (you can also see the edge of a tube). Generally, just have an experiment nudging any suspicious looking "black" areas for powerups. When you get out of the sub at the end, simply knock the fish out of it's bowl to finish the level [10].

LEVEL 4: Major Mucus



This is a bungee battle! There are three rounds, with the idea being that you should ram the major into the cliffs. It takes a few hits to get him there so be patient. When he's spinning around and gurgling, keep away! At the bottom, stay as far away from the eye as possible [1]. You'll find out why soon enough! With a bit of successful dodging of the mucus and carefully timed bumps, the major's rope will snap [2]. It gets harder each time, but the tactics are the same.

LEVEL 5: Professor's Lab



You're going to have to have some very carefully timed jumps to get through this level [1]. As soon as you step on the large black balls, they charge up their electricity, so try and hop around rather than lining up your next jump, otherwise you'll get zapped! Keep an eye on the backgrounds, as sometimes Jim passes behind columns and lab equipment — there are usually powerups hidden here, so jump up and collect them all! Above one of the platforms, you'll notice a black square-thing with two red lights [2]. Jump up to the lights, and you'll warp to...

SECRET LEVEL 6: Who Turned Out the Lights?



On this level you'll find some hidden Jims. Shoot at the eyes, and have a good jump around, you'll find ledges everywhere. On the first part of the level, jump up to the spotlight on the left above the entrance and then jump up to the right. You won't know it, but you've grabbed a chain. Just push the control pad to the right (no buttons!) and Jim will pull himself all the way to the right where an extra Jim and Exit are waiting [1].

In the third section, there's a Jim staring you in the face [2]. To get it, run as far right as you can then inch your way up about halfway up the path on the left. Make a big right jump which should send you into a spotlight [3]. Run off this to the right, and go get the extra Jim. At the end you come face to face with a pair of giant eyes! [4] Don't fight it, you'll just die. As soon as the eyes appear, run to the left and back up to the top of that very tall point in the path. Now as soon as the eyes appear again — jump over them and bolt to the Exit! [5]

Earthworm Jim

... Back to the Lab



When you're in the cage, you have to shoot the plasma that gets fired at you from all angles. It revolves in a clockwise-ish direction, so keep firing and follow it around.

In another section of the lab, you'll find yourself out of your suit. Hop the spiky things and use the fans to fling you along. (look around carefully in these areas for secrets you can come back to [1&2]) Once back in your suit, there are some tasty powerups around. When jumping that last gap from the conveyor belt. Drop into the middle onto a black ball. Now jump right and left for powerups either side [3&4].

When confronted by the Professor, a few good bullets will send him running. Later, you'll confront him hanging from a chain and throwing things at you. The answer is to hop up to the chain yourself and blast him off [5]. You'll have to do this a few times. On the last, look out for a shiny red handle attached to a piece of equipment. If you whip this, it will drop powerups onto the conveyor belt including a free Jim [6]. If you whip it too much, baddies will come out. To stop those round hatches sending out flying eyeballs, they have to be whipped [7]. Soon you'll come across the...

MECHANICAL CHICKEN BOSS

Notice that target up above? Whip this to drop globs on the chicken's head, then jump over it and do the same from the other side [8]. When it's in the air, just run underneath to the other side. You might have to keep hopping, because the chicken rolls explosive eggs along the floor. Time it so that you jump the egg and whip the target at the same time. Soon you'll be free falling with the chicken. The trick is to revolve around the chicken when it gets too close. Shooting is easiest [9].

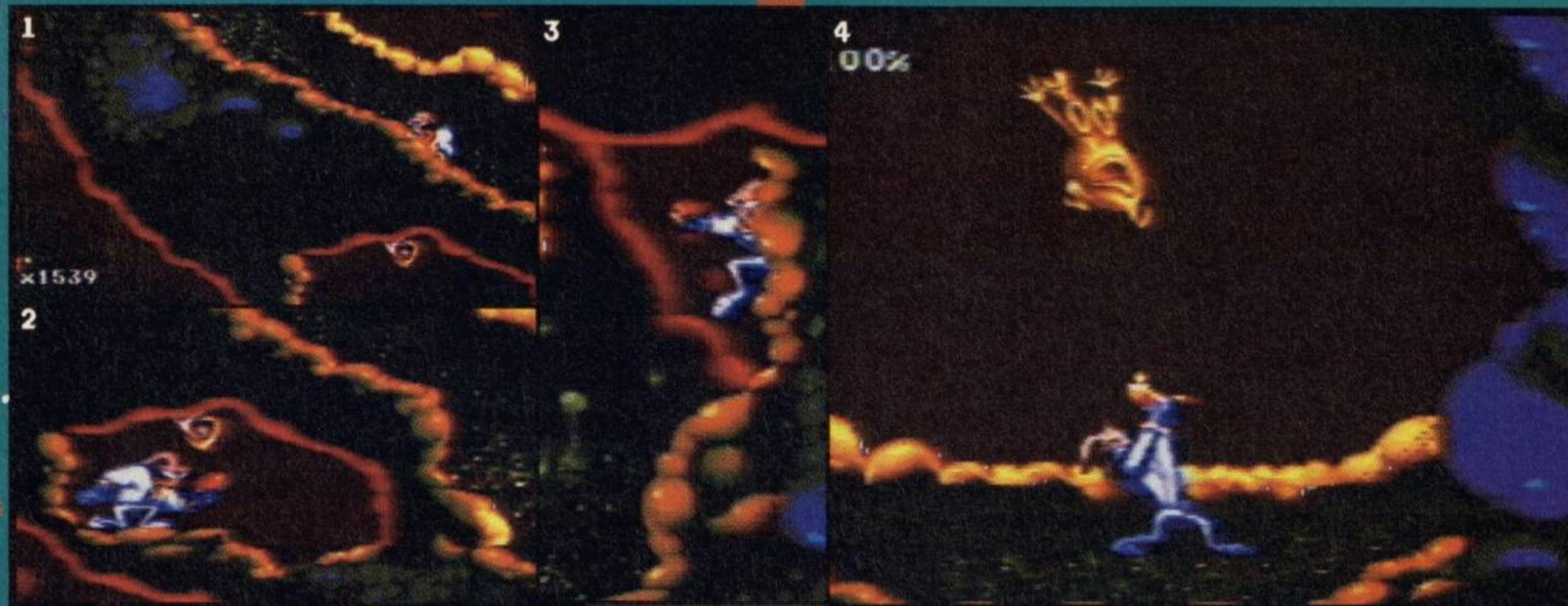
LEVEL 7: For Pete's Sake



This is arguably the hardest level. You'll need precise timing. At the very beginning there is ammo off screen to your left [1]. To get Pete over gaps, you whip him [2]. To get him to stop, shoot over his head. Shoot the UFOs as they'll put you in a tractor beam [3]. If you can, get ahead of Pete to activate platforms and shoot down spiky plants. When there's a meteor shower, just let loose with your gun.

There's a free Jim here, but it's tough to get. It's placed just at the end of a ledge, which requires you to drop down and hang off the ledge. Climbing back up is slow, so keep an eye on Pete and work out the best strategy. When you come across Pete's house, you can whip him over it for an extended level and three more Jims hidden behind ledges [4]. The sign does say "Advanced", and it's not kidding! [5]

LEVEL 8: intestinal Distress



There's a free Jim hidden under a path here. You should just be able to spot the worm's chin. Keep inching to the left until Jim is hidden [1], if you push down to the right here, you should find the gap and drop down to the Jim [2]. Also remember to check (by jumping) when Jim passes behind objects [3] because there's hidden powerups all over the place.

DOC DUODENUM BOSS

Let this boss jump over you, and when he lands shoot or whip him. He should then just repeat his last move in the other direction. [4]

LEVEL 9: Buttville

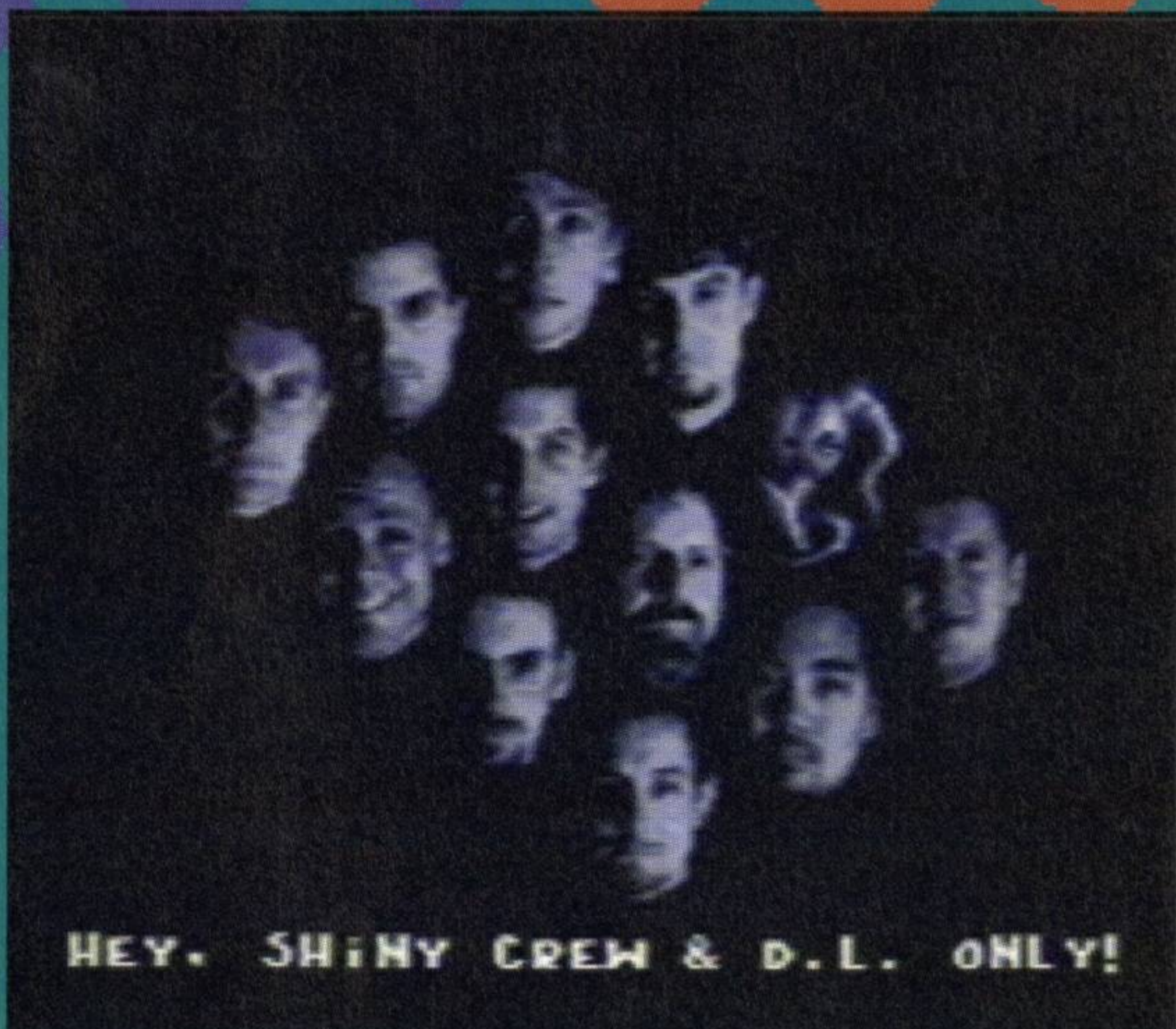


Those bees are a bastard, so the best thing is to shoot their hive till it falls. Beware of little yellow eyes, as they hide a bug that can snap you in half [1] (insta-death!), wait for them to pop out, and whip them to kill them. If you can't reach them with your whip then just wait till after they've popped back in and race past! You can't stand still on the basketball looking pods, you slip. Just press up when you start to fall and Jim will help himself up. You can get a good sniping position for some annoying nests on these pods. It just ain't easy to stay on them. You better be good with your whip timing too, cause there are some mean-placed hooks that demand expert timing. Another technique that you should make sure you know how to master is the helicopter-head move. Just pump the C button to keep it rotating and angle yourself between the spikes [2] for some cool powerups [3&4].

EVIL QUEEN BOSS

You attack the tail first. To do this, keep on the right hand side and whip her tail until the floor falls away [5]. Try and get as many whips in as quickly as you can, because the floor speeds up and more spikes appear. Once you drop down, you'll score some plasma shots, use these on the two or three nests that hang up ahead. Also shoot the small green spots that drip slime. When you reach the basketball pod, jump up and wait for a green slug/platform. Jump on this and ride it around to the queens head, there is another platform here which you must jump on. This one revolves around her head. Because she releases bees, the best thing to do is just KEEP SHOOTING. As you revolve, keep your gun trained on the queen and blast away [6]. You should make it. If you run out of ammo, then it's up to your whip, but really — gun is best as it knocks out the bees easier. Soon she'll explode and you can enjoy the amusing outro. Groovy!

THE CHEAT CODES



If you can't do it on your own, here are the codes that will make your life a hell of a lot easier. To get to the config screen press these buttons (you'll see the Shiny team if it works):

Mega Drive - (L+A)BBA(R+A)BBA

SNES - (L+A)BXAABXA

L+A means holding direction left and A button at the same time, and R+A is holding direction right and the A button.

HOW TO USE THE CONFIG SCREEN

Direction button UP and DOWN toggles through the four menu choices:

- Cheat Mode
- Start on Level
- Freezability
- Map View Mode

A and B buttons cycle through a selected menu's options (ie cheat on or off)

Cheat Mode - When the cheat mode is switched on, Jim is impervious to most forms of damage, although falling off ledges and being bitten in two by the Snot Pool Beast is still dangerous.

Start On Level - means what it says - you can start on any level you choose!

Freezability - good for looking at great still shots of Jim in action, as when this is switched on, holding the Start button will pause the game without any screen dimming.

Map View Mode - You can look at entire levels, find all the hidden bits and then start your Jim anywhere! When switched on, scroll the level around in any direction using the direction pad and then press the A button to place Jim. As the Shiny boys themselves reminded us - it's probably best not to place him over a chasm.

Relentless

Twinsen's Adventure Part One

General Tips

- Kill guards for money and other goodies.
- Avoid the blue and white Supergro guards, they are impossible to hurt until near the end of the game.
- You need clover boxes to store clover leaves which give you an extra life.
- Search all barrels, pot plants etc. They often yield magic, money and life points.
- Back-up your saved games fairly regularly.
- Experiment with Twinsen's different behaviour modes e.g. Try avoiding guards using discreet mode etc.
- Also, try using Twinsen's magic ball in different behaviour modes. The ball will move at a different trajectory for each mode.

Southern Hemisphere



The game begins with Twinsen incarcerated in an asylum. To escape, make Twinsen jump around his cell a couple of times. This will cause a guard to come to his cell on a moving platform. Nail the guard and jump onto the platform. When the platform stops, nail both of the whitecoats, especially the one near the button (you don't want him to set off the alarm). Now grab the key and unlock the door. Run into the next room and kill the guard before he has a chance to set off the alarm. Now go into the room on the right and go behind the changing screen [1]. Twinsen will now be disguised as a whitecoat. Search the locker and get the holomap. Now go upstairs and kill the whitecoats, make sure you take out the one near the alarm button first. Grab the key and hightail it outta there!

Once outside search the barrel near

CITADEL ISLAND

the door and grab the clover leaf (extra life). Now run past the guards and go to the pile of rubbish. Talk to the Rabibunny and follow his instructions (in discreet mode hit the spacebar). Twinsen will now jump into the garbage truck and thus elude the guards at the gate. Once you have been dumped out of the truck talk to the Grobo and then go into the house and talk to the Rabibunny. Get the money and move into the next screen. You should see a sewer grate here, move onto it in normal mode and hit the spacebar. The grate will move downwards and Twinsen will be in a sewer. Talk to the Rabibunny and grab the clover box. Now get out of the sewer and head through the next two screens. In the third screen talk to the Rabibunny outside the house near the water [2], he will tell you about a secret exit from Twinsen's house. Now go to your house and talk to Zoe. She will take you into the house. When the Groboclone guards come go into another room get into discreet mode, then hit the spacebar. Zoe will be taken away by the guards. Now search the house and get all of Twinsen's stuff [3]. Once you have the magic ball etc. go to the fireplace and exit the house. Now go to the pub and buy the Grobo a drink. He will tell you where the guards took Zoe. Once you have done this go to the port and kill the guard at the gate. Take the key and open the gate. Now talk to the Grobo near the doorway and complete the task he sets you. He will then give you a ticket for the ferry. Use the ticket to board the ferry.

PRINCIPAL ISLAND

Kill the guards to your right and go to the next screen. Then head left and go into the next screen. Go into the nearest house and talk to Julia, she will tell you to go and kill a clone to earn her trust. Now find a clone and kill it (don't try a Supergro they nail you every time). Now go back and talk to Julia, she'll tell you a load of crap, which doesn't concern you yet. Now talk to the Rabibunny on the corner. Follow him [4] and eventually you will get the key to open the locked gate. Now avoid the Supergro guards and talk to the female Rabibunny [5]. Follow her and wait until she lures the Supergro away. Now go up the steps and head left, then go up some more steps until you reach a grate. Stand on the grate and hit the spacebar [6]. Now

talk to the astronomer (take his money if you like), then leave through the passage. Make sure your in discreet mode before you leave the next building. Avoid the guards and get out by jumping over the wall near the female Rabibunny.

Next you should go to the library and talk to the librarian (not the Rabibunny at the front desk), he is further inside the library. He will tell you to improve the flavour of the water. Now go to the supply store and talk to the owner (make sure you buy some gas as well), he will tell you where you can find some cherry syrup. Go back to the first screen on Principal island and buy a ticket from the Rabibunny in the building near the two guards. Now take the ferry back to Citadel island.



BACK TO PRINCIPAL ISLAND

Head back to screen where Julia's house is, then head left into the next screen. Now follow the path until you see a guard get out of a vehicle and take a leak in the bushes. Use the car and go to the water tower. Enter the building via the trapdoor

and take the clover leaves. Now use the cherry syrup on the water [7] and then go and talk to the librarian again. Follow him and read the book. You should have a new destination on your holomap. Now go to the military camp (the screen

left of the library). Jump over the sandbags and find the car [8]. Take the car to Port-Belooga and talk to the Rabibunny on the pier. He will take you to the White Leaf desert.

WHITE LEAF DESERT

Jump over the water from stone to stone while avoiding the machine gun fire (easier said than done). Now run to the gate of the compound and kill

the guard. Take the key and leave the compound. Head into the next screen and talk to the hermit in the desert. He will tell you to find a book in the

temple. Now jump down the hole and you'll be in the temple.

THE TEMPLE

Avoid the skeleton and jump from stone to stone until you reach the area with the vacant pedestal. The goal here is to find something to weigh down the pedestal and thus open the door (Hint - find the statue and move it via the floating platforms to the pedestal near the door). Once you've opened the door and entered the next room you have to run to avoid the rolling spiked log (a-la-Indiana Jones). Run down and jump onto the narrow floor area opposite the wall, the log should roll past you [9]. Now make your way upstairs and hit the switch, this opens a trapdoor behind you and thus eliminates any further threat from rolling logs. Jump your way across the holes in the floor (whatever you do don't fall down to the lower level). Open the door and go into the next room. Ignore the skeleton and don't throw any

switches. Just move to the doorway and enter the next room. Use your magic ball to throw the switches and jump onto the platforms. Jump your way across to the area where the steps are. Go up the stairs and throw the switch (make sure you dodge the boulder). Now go back down the steps and climb down the ladder. Again avoid another falling boulder. Use the switches to arrange the platforms into a stairway and jump up to the upper level. Now push the statue down to the lower level and put it on the pedestal. Go through into the next room and take the Book of Bu. After this the skeletons will worship you [10]. Now leave the temple and watch fancy animated bit. The Book of Bu will allow you to translate languages and Runes. Talk to the hermit and now head back to Citadel Island.

CITADEL ISLAND (YET AGAIN)

Go straight to Twinsen's house and enter via the chimney. Now search the pot plants in the kitchen area until you find a key. Use the key to open the door and once inside search the barrels. Twinsen will find a secret passage which will take him to the caverns below his house. Go to the fence area and you will be able to

read the writing with the Book of Bu. In order to open the locked door in the cavern area, you have to find the pirate's treasure. Leave Citadel island (same routine with the Grobo at the port, you'll receive extra information about the pirate from him as well) and head back to Principal Island.

PRINCIPAL ISLAND (and not for the last time either)

Go to the supply shop and talk to the Rabibunny. Now go to the library and talk to the librarian, he will tell you he had a book about the pirate but he lent it to a Grobo. Go to the room next to the area where all the seats are in the library. Talk to the Grobo reading the book and ask him about the treasure [11]. Now find 200 kashes (kill things) and then head back to Port Belooga. Buy the boat from the Sphero [12] and make your way to Proxima island.

...we've still got a long way to go, so we'll continue in the next issue of HYPER.

Julian Schoffel



HERETIC PC

Cheats Galore

Onya Anthony - you're truly a Friend of HYPER. The gracious Mr Larme has enriched the world yet again - this time with the complete (as far as we know) set of cheats for iD's brilliant new Heretic (reviewed in this issue!). Like Doom's cheats, these should be typed in at the main screen during play, watch for the confirmation message.

QUICKEN - God mode

RAMBO - All weapons

GIMME - Artefacts (a-j) (1-9)

SKEL - All keys

RAVMAP - Full info map

KITTY - No clipping mode

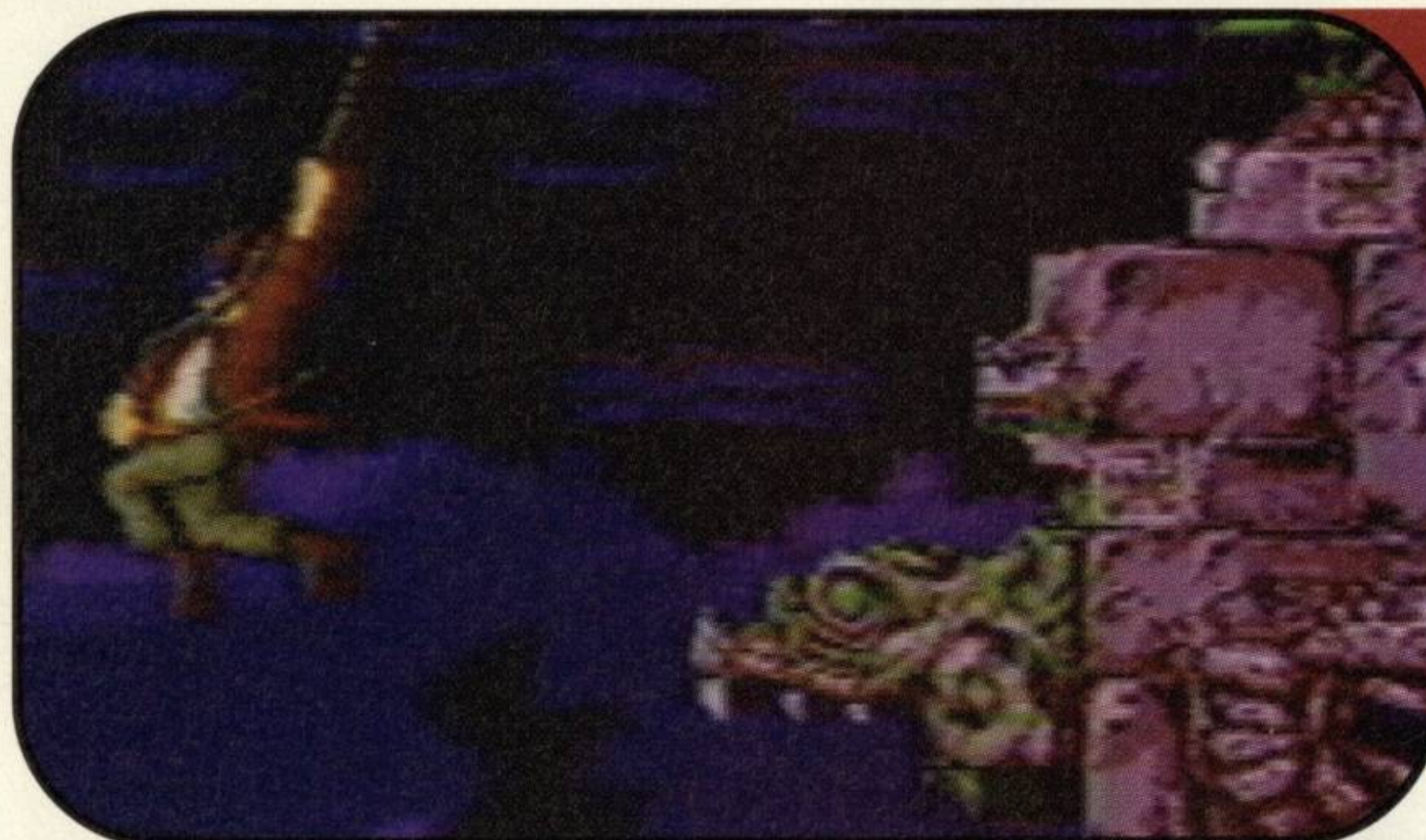
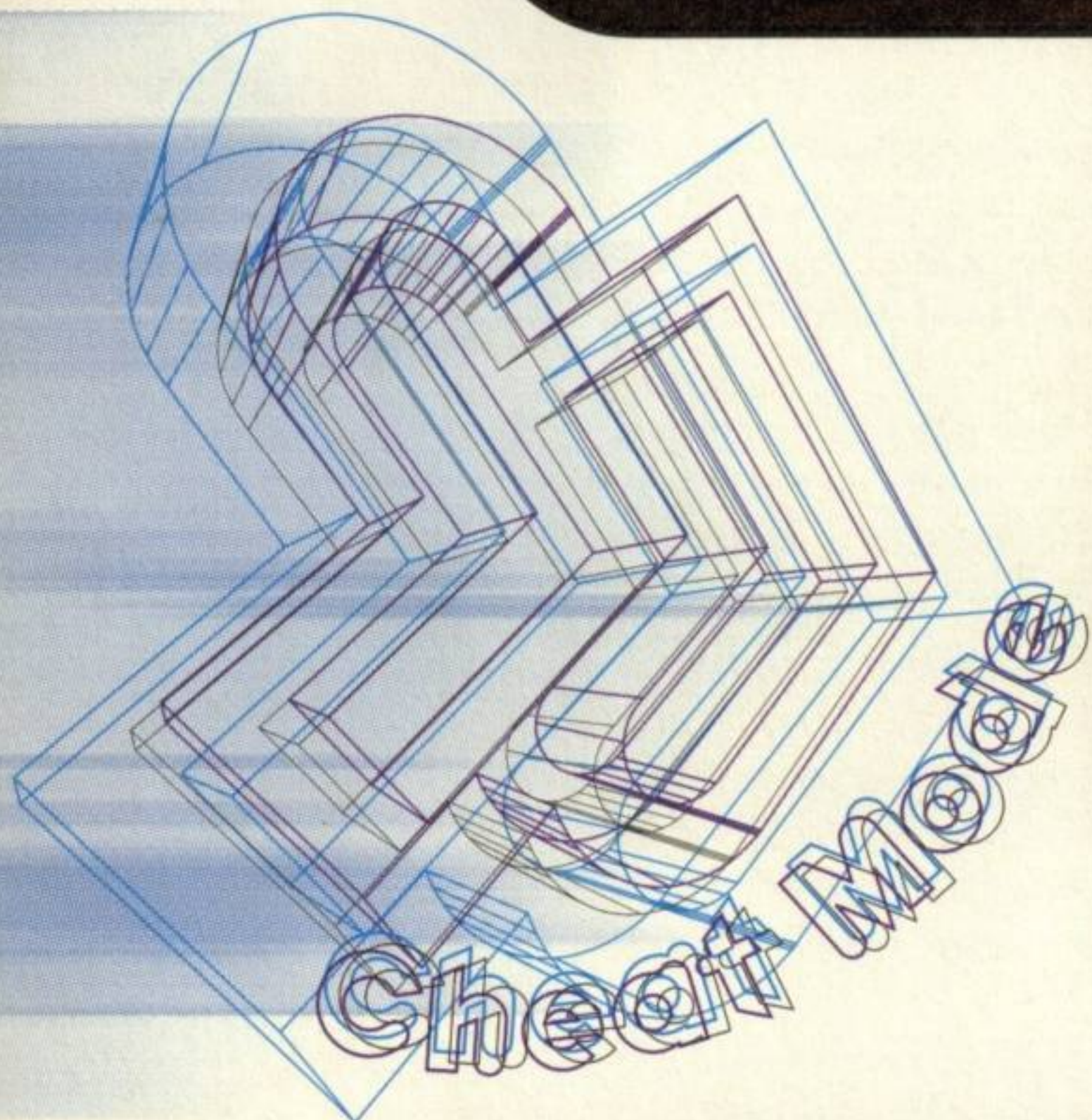
ENGAGE## - Level warp

PONCE - Full health

SHAZAM - Weapons power up

MASSACRE - Kill ALL monsters on level!!!

COCKADOODLEDOO - Temporarily changes you into a chicken!



PITFALL Mega Drive

Speed Up & Slow Down Play

It just wouldn't be a HYPER Cheat Mode if it didn't include a cheat from Peter Brodie, Cronulla's biggest gameplayer. Anyway, this little trick will help you negotiate the tricky areas in Activision's new Pitfall game.

Plug a control pad into Port Two and during play you can slow down the action by pressing "A" and speed up by pressing "B".

SUPER STREET FIGHTER II TURBO

Arcade

Fight Akuma The Easy Way

If you want to fight the hidden character Akuma, fight your way to Sagat (it doesn't matter if you continue) and after the screen where the plane flies, hold all three punch buttons until the plane lands and you'll get to fight the big guy. Thanks to Lam Nguyen (ulam@mcl.ucsb.edu.us) for that one.

MORTAL KOMBAT II

Mega Drive

Fergality

Well, we don't know if it really is the World's Most Famous Toe Sucker, but the cute little silver-suited figure this fatality summons, does bear more than a passing resemblance. Mighty thanks to Daniel and Lewis, you've enriched our lives, because we've never been able to get this to work before.

Run the extra options cheat that we told you about in Hyper #13, choose background 6 and Ohh Nasty. Play as Raiden and win using only the low kick. When you hear "finish him" press back 5 or more times, then press block.



DOOM 2

PC

Built-in Screen Grabber

We goofed (just a bit). The incredibly attuned Anthony Larme sent us the secret for Doom 2's built in screen-grabber. We told you about it in Hyper#14, but twisted the details just a little. The right way: type "DOOM2 -DEVPARM" at the DOS prompt, then hit F1 while playing to save happy snaps of your blood-letting.

Ammo & Weapons - No Keys.

Anthony also reminded us to publish a little known Doom 2 cheat, type IDFA for ammo and weapons - but no keys (IDKFA gives you the lot). Now you can cheat without completely destroying the challenge.



CRUIS'N USA

Arcade

New Vehicles

We teased you a bit last issue with these cheats but now they're all yours. There seem to be two ways of driving the secret vehicles so we're giving you both.

Method Number One was sent to us by A. Hyland from Rockhampton in Queensland. To drive over America in some new vehicles, make sure you're in 1st gear before the game starts. Choose the racetrack and select either manual or auto. Then from 1st gear, go to 2nd; then back to 1st, after that hold VIEW 2 button and your car will change into one of the new vehicles. What new vehicle you get depends on what car you were in before the cheat. The farthest left will become the green jeep, the yellow car next to it will become a school bus, the grey car a police car (which has OINK on the numberplate) and the red car is now a sports car. Method Two is from Wil Zambale (crf_zambolwj@crf.cuis.edu) who says all you have to do is hold the radio button, a view button and then press Start at the vehicle selection stage. That seems a lot easier.

New Courses

Apparently there are also three hidden courses built into the game. On the course selection screen, hold down a combination of 2 of the 3 view buttons (for example, buttons 1 & 3). Each combination will make a different course appear - like Golden Gate Park or Indiana. Thanks to The Immortal Spam (spam@ccs.neu.edu) for that one.

RETURN OF THE JEDI

SNES

Level Select Codes

BGFSMH - Tatooine	GRMJYX - Endor
JVPLHP - Jabba's dance hall	ZKQHGD - Millenium Falcon
VDLBGG - Jabba's palace	WCBMKS - Power generator
MKYXVN - Rancor pit	KXYZZD - Death Star interior
LBRHFR - Sail barge attack	BWHPHZ - Over Death Star
GPTDZC - Inside sail barge	MKZYDP - Tower
DDDQYZ - Endor speeder bikes	KHWKCB - Tower entrance
TLVHFT - Ewok village 1	(Vader)
NVBJJH - Ewok village 2	WDSMNN - Emperor's chamber
	GWYXGN - Death Star tunnel

SAMURAI SHODOWN

3DO

Sharp New Threads

To change the colour of any characters clothes, hold down the left and right Shift buttons and press A, B and C simultaneously. Ta Da! They've got new togs on. Thanks to Darren Pentecost from Arncliffe, NSW for that one.



SNES

Play as the Final Boss

You want to play as Amusksa, the final boss, do you? Well, thanks to Paul Schulz you can. All you have to do is wait until the "Takara" logo appears and on joypad one push buttons Y, B, A, X, Y, B, A, X, Y, B and you should hear something that sounds like a war-cry to indicate that the cheat has worked. Now choose 1p vs 2p and hold down buttons L & R and push Start. Keep holding down L & R until both players have chosen their character.



FATAL FURY

Mega Drive

Extra Continues

Press UP, A, B and C together at the continues screen, let go and repeat until your characters have max continues. Thanks Peter, you're Brodie good.

ROLO TO THE RESCUE

Mega Drive

Secret Cheat Menu

Another Peter Brodie cheat. Gosh darn, we just love you, big fella.

Press LEFT on the intro screen, then hold UP, A and C. Reset the game and keep the buttons held for a few seconds, then release. Press B at the title screen.

BATTLECORPS

Mega CD

Level Select

Do it where you want, when you want too, just like our old friend Peter Brodie.

Hit pause during practise mode, then enter: B, A, B, A, RIGHT, A, C, UP and START.



DONKEY KONG COUNTRY

SNES

Bonus Level Practice

Skills not quite honed? Peter Brodie offers this tasty cheat for brushing up on your moves. When Cranky Kong is winding the gramophone during the opening scenes, enter DOWN, Y, DOWN, DOWN, Y. A tone will sound and you will be transported straight to the BONUS SCREEN PRACTISE section. Here you can choose any of the four animals and their life bonus screens as often as you like. Hitting RESET will exit this area.

PSYCHO PINBALL

Mega Drive

Bonus Table

Clever gamers take their cue from Peter Brodie - just like us. Hit pause while on the main table, then enter: B, A, B, B, A, C, A, C. This takes you to the side table.

SUPER DROP ZONE

SNES

Warp to Snake Boss

Feel the need to take on the slippery one, without the bother of playing the game through? Peter Brodie did.

At the options screen, enter the code: 41201018. Simple really.



WOLVERINE - ADAMANTIUM RAGE

Mega Drive

Level Codes & Special Moves

Kim Strecker isn't Peter Brodie, he's from Macgregor in QLD and has aced Wolverine just for you.

LEVEL + CODE
 Snow - MARIKO
 Forest - SILVER FOX
 Space - DEPARTMENT H
 Mansion - MADRIPOOR
 Dungeon - ASANO
 Sewers - THE HUDSONS

Kim also figured out two new special moves which aren't in the manual, good for you Kim, you're a legend.

SLASHING UPPER-CUT
 Hold DOWN and press C twice, then UP and C once more.

BACK FIST
 Press BACK and C at the same time.

REN AND STIMPY: TIME WARP

SNES

Hidden Games

Every level in the main game contains its own mini-game! What more do you want from life. Enter the codes on the clock-wheel thingie.

LEVEL + GAME + CODE
 Fish Head - Log Invaders - 35147
 Splinter - Space Log - 17286
 Lumber - Log War - 11283
 Toothpick - Log Man - 71255



ECCO THE TIDES OF TIME Mega Drive

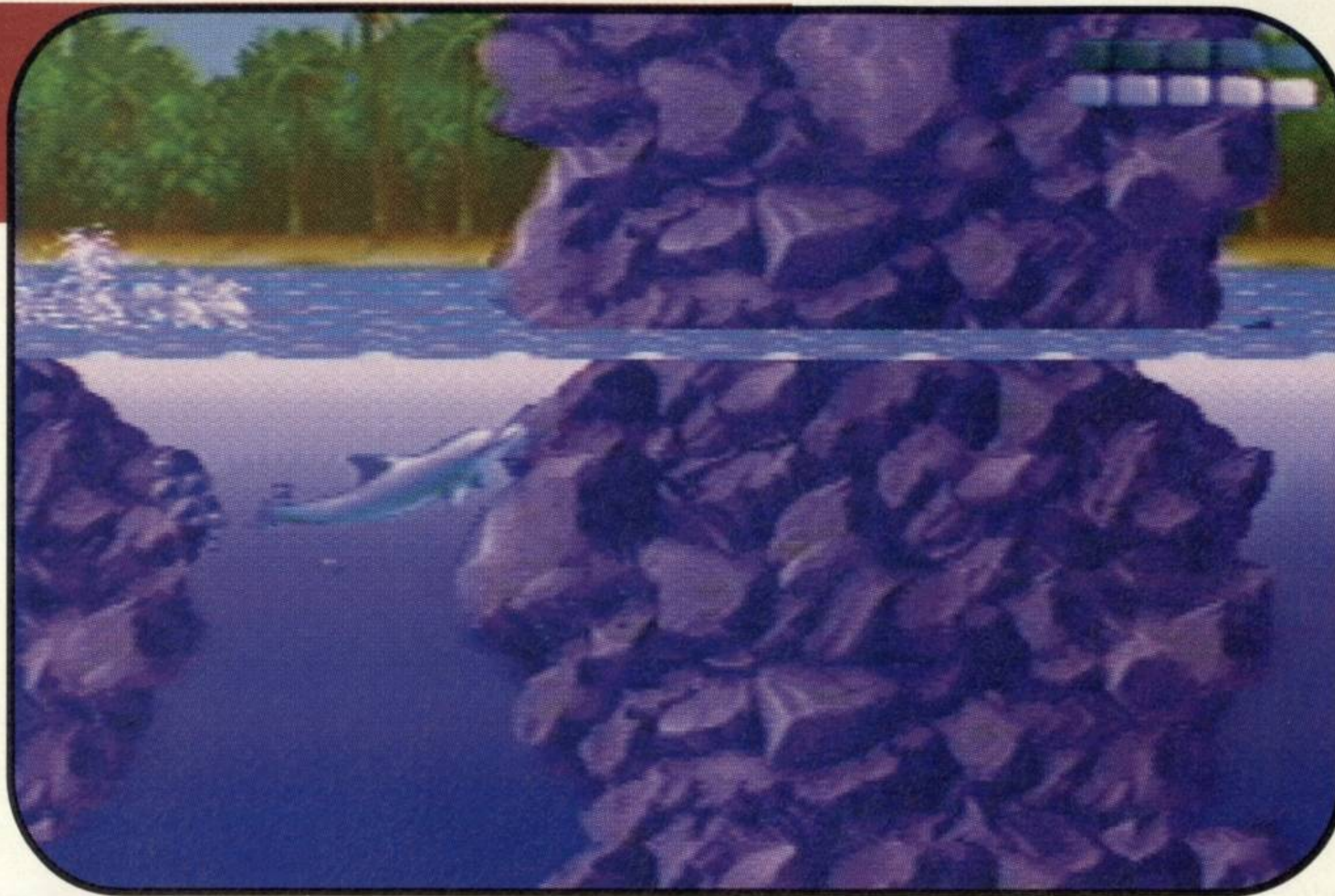
Level Select

Ryan Bridges of Cardiff NSW is truly at one with his control pad, he sent us these level codes and was last seen surfing the bow wave of the Manly ferry.

LEVEL + CODE

Crystal Springs - UEPMCVEB
Fault Zone - IAWDLIZA
Two Tides - CDAZHZYA
Sky Way - OHZFYXCB
Sky Tides - OTVYXXCB
Tubes of Medusa - YCZBXHZA
Skylands - GVCIVYEB
Fin to Feather - OPZTSDXA
Eagle's Bay - WNYVYPCB
Asterites Cave - OPPGDZWA
Four Islands - QMMJSVFB
Seas of Darkness - KTIHKLZA
Vents of Medusa - OJEFATYA
Gateway - IGVAEUEB
Moray Abyss - KJFQCWXA

The Eye - SFJJOTQE
Big Water - UEJFOSFA
Deep Ridge - EJZSAWND
The Hungry Ones - QSJOPZIE
Secret Cave - SVTUYJPE
Lunar Bay - UGISKNPE
Black Clouds - CJPKRCOE
Gravitor Box - EWUHCTME
Globe Holder - SBVFQZLE
Vortex Queen - QNORKJLA
Being the sharing sort, Ryan has told us how to beat that bothersome end-game boss. To beat the Vortex Queen, go to the bottom left corner just next to the queen and face the wall. When she begins to suck in the jellyfish, do a quick dash at the wall. When she has finished sucking in the jellyfish, turn around and shoot her with your sonar. Keep repeating this until she is dead.



OUT OF THIS WORLD 3DO

Hidden Game

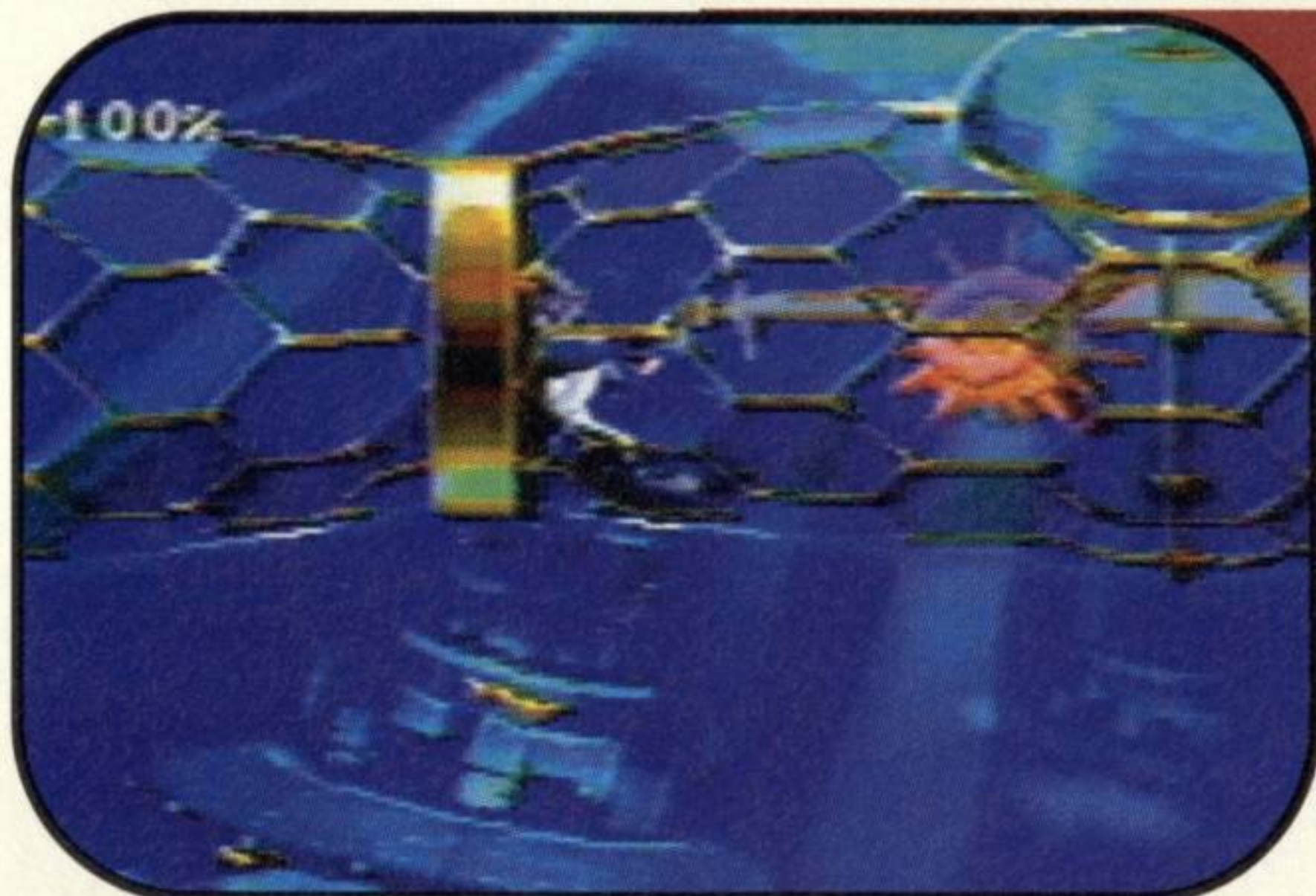
From the title screen, go to the Password Option. Enter the code: BRGR, then go to OK and press A. The caper is to avoid the falling balls and stop the stalactites from reaching the ground. Wicked!

THE LION KING SNES

Level Select & invincibility

What could make this near-perfect game better? A big cheat, that's what.

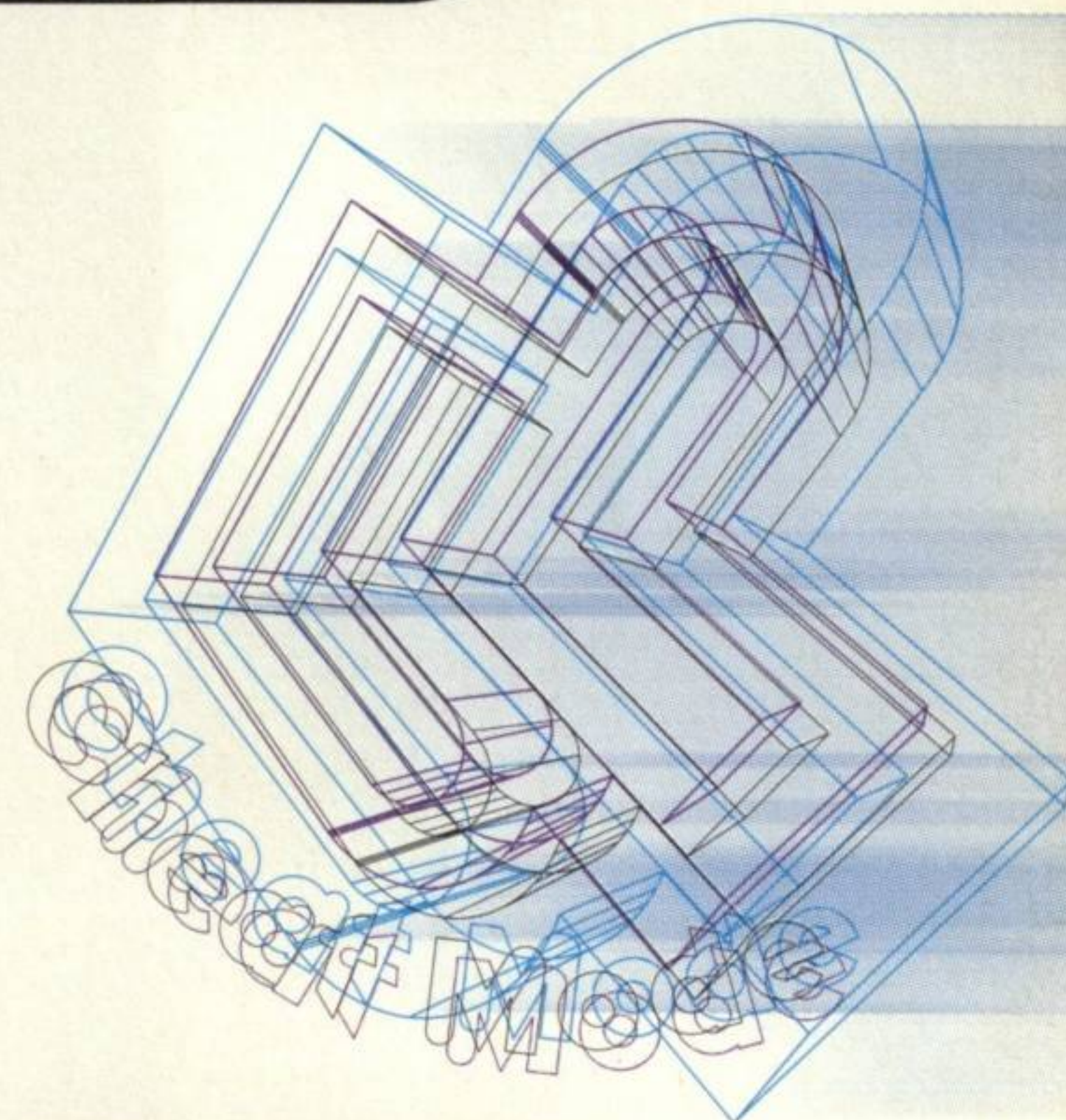
At the options screen (via the title screen) press B, A, R BUTTON, R BUTTON, Y. You can now be all-powerful, and be it anywhere you want!



EARTHWORM JIM Mega Drive

Weapon Power-Ups

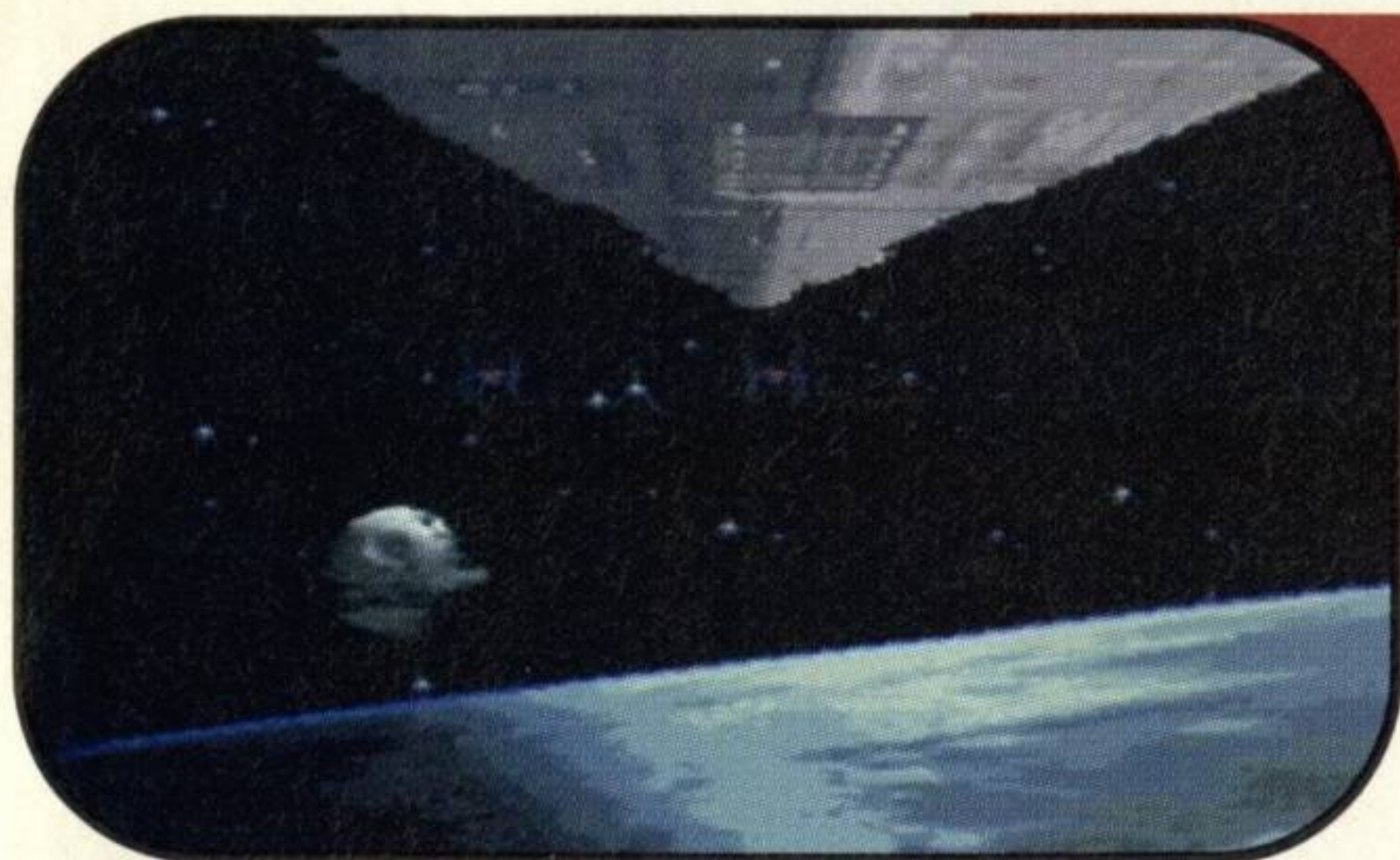
Transform yourself from a nuisance to a threat. Cool. Pause the game, and with controller 1 enter: A, B, B, B, C, A, C, C.



DOOM 32X

Bulk Ammo + invincibility

Would the most cheatingest game of all make the journey to a new platform without it's legendary cheats? Hell no! You'll need a six-button pad for these. Pause the game while playing, then press X, Z, MODE button and UP simultaneously. Congratulations, you are now invincible. For a full ammo boost, pause and press A, C, MODE button and UP simultaneously.



SUPER RETURN OF THE JEDI SNES

Sound Test, Rotate Logo, 7 Continues

Useless but fun. To hear new stuff you might have missed, or change the music for your current level, go to any side-scrolling screen and simultaneously press DOWN, X, Y, A, B.

To rotate the Star Wars logo, go to the title screen and press Y, Y, Y, when the game menu appears.

To get seven free continues, press A, B, A, Y, A, X. To boost your credits enter A, B, A, B, A, B, A, B. No excuses now.

SHINING FORCE II Mega Drive

Cheat Menu

To have it all, start the game and wait for the Sega logo. Then, with controller 1, enter (quickly!) UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, UP, B. Then hold START until the word "configuration" appears. Phew.

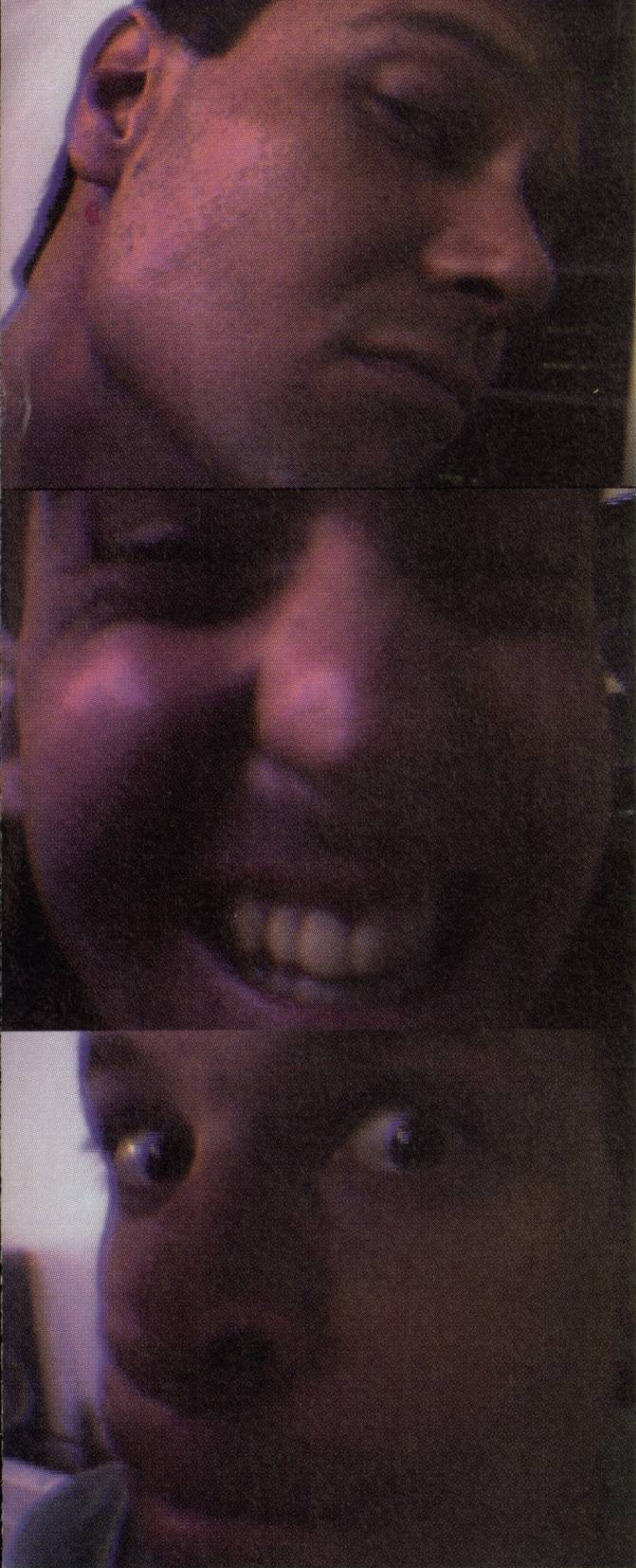
KID KLOWN IN KRAZY CHASE SNES

Skip Levels

Not the easiest code to enter, but persevere, it's worth it. Hold down L BUTTON at the title screen with controller 2, then press and hold R BUTTON at the

same time. Then, without letting go, take controller 1 and press and hold L BUTTON, then R BUTTON. Now, without letting go of the buttons on either controller, enter the following

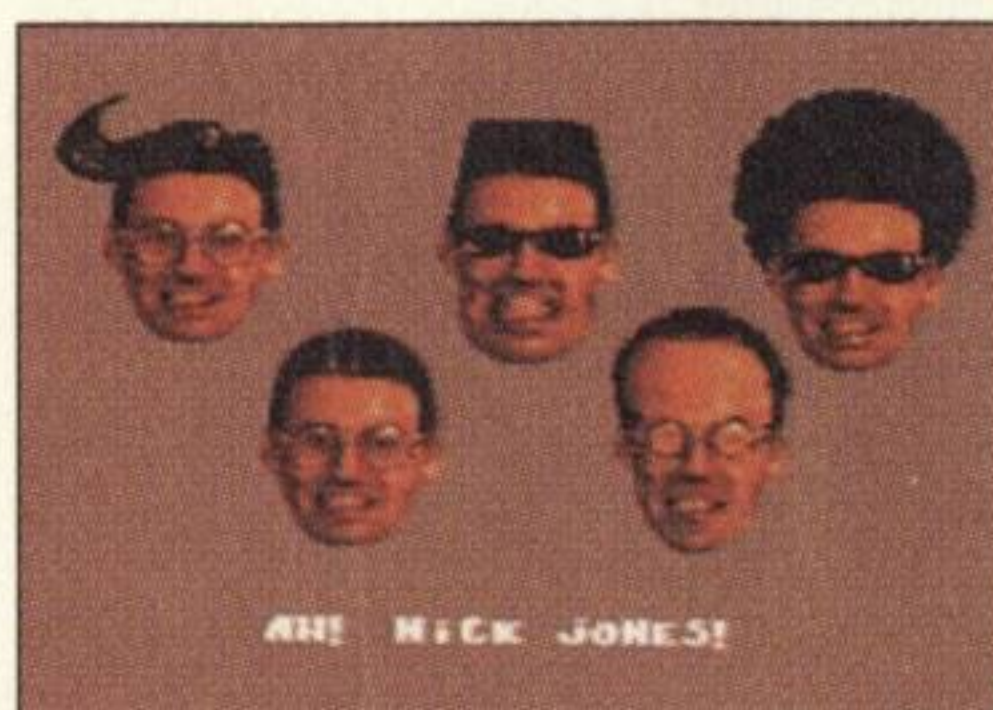
codes for the level you want on both controllers simultaneously:
Level 2 - the A buttons
Level 3 - B buttons
Level 4 - X buttons
Level 5 - Y buttons



The new year is gathering momentum and we're running as fast as we can to keep up. As usual, you lucid and articulate wordsmiths flooded the HYPER office with ute-loads of gushing correspondence. The HYPER letters pages are a microcosm for Australasia's gaming conscience, thankfully we have steeled ourselves for the immense social responsibility that comes with the job. Regular Doom deathmatch therapy and wee-hours MKII sessions have hardened our fortitude, we can handle anything. Speaketh your mind, readers. Keep those thoughts coming, make passing comments that affect the outcome of ordinary peoples lives, see your name in print! Illiterate? Then communicate with art, we love it and some serious talent finds its way to the letterbox and these pages.

Vent your spleen:
HYPER Letters
PO BOX 634
Strawberry Hills
NSW 2012
e-mail to:
freakscene@next.com.au

letters...



SHINY GREETINGS

Hello to everybody at HYPER, I found your E-Mail address in your magazine so I thought I'd just say hello. Who am I? I'm Nick Jones, the programming Director at Shiny Entertainment and the programmer of Earthworm Jim on the Super Nintendo. If you want to know what I look like, just play the SNES version, pause the game and type Y-A-B-B-A-Y-A-B. The bottom/left is the real me, the others are Artist-Sabotaged versions...

I'm currently hard at work on the sequel, codenamed EWJ2 so watch this space..... Anyway, got to get back to work, I've got a deadline to hit. Speak to you guys soon and keep up the good work.

Nick 'Captain of Coding' Jones
ccmshe!njones@netcom.com

Thanks for giving us a warm and shiny feeling inside Nick, and we must say, you're a very attractive man. Anyway, good luck with the sequel - we can't wait!

PROCESSING POWER

To the HYPER team, As an avid fan of games like Doom (1 and 2), Nascar Racing (I don't care what you say, I really needed to have something that resembled Daytona) and other large games, I have trouble with speed as I only own a 386DX/33.

Some games, as I'm sure you know, like Doom and Nascar have graphics options that must be set according to the 'grunt' inside your PC machine. What I'm talking about is Processing Power. With machines like the 386/33 MHZ becoming outdated, 486SX/25's becoming minimums and Pentium 90's becoming optimum, the same piece of software can really be seen as different on each machine. Thus to eliminate this problem, I will suggest to you this idea (copyright!!!).

When you review a new game for a PC/PC CD ROM, it would be beneficial to have comments on Processor Performance i.e. a comment of the speed of the speed (thus options and effects) for the game for each main processor (386/33, 486DX2/66 etc). Please try to integrate this as it will be beneficial to us, the consumers. Also while experimenting with Doom 2 on Level

30, that strange voice heard when you approach the goat's head is actually a message. Being the genius I am, I recorded it, played it backward and it says "To win the game, you must destroy me, John Romero" Spooky, eh? I guess iD really are mad!!! Good luck in 1995, and keep up the most excellent work!!!

Yours faithfully
Benjamin Mc Cartney

Thanks for the suggestion Ben, and if we could do it we would but it would take far too much time to playtest a game on five different machines. As it is, we give you the minimum requirements you need to run a PC game (and you can take it that it won't run the best if you've only got the minimum) and we'll mention within the review if there are special options that you need extra power for.

FUNNY SHAPED CARTS

Dear HYPER
I'm writing to ask you a few questions:

1. I've bought a Mega Drive cart from Japan and it doesn't seem to fit in my machine. Why is this?
2. Is there an Alien vs Predator game for Mega Drive. How many players is it, and what's the price?
3. After I've purchased the Japanese Mega Drive cart and compared it to the Australian one. The Japanese game cart is much better shape than the Aussies. Why is this?
4. Finally, will the Saturn 2 come out?

Yours Sincerely
Justin. Z.
Sydney, NSW

1. Japanese Mega Drives carts are not compatible with Australian Mega Drives. Simple, really. 2. No. 3. It's all a matter of opinion. Why does having grooves down the sides make it a better shape? 4. You are a dork aren't you? The Saturn 1 hasn't even been released in Australia. Go and lie in a greenhouse for an extended period and maybe, just maybe, your brain might grow.

NUDALITIES & THE NEW NES

Dear HYPER,
I am 11 years old and I live in Klemzig, South Australia. I have only recently been opened to the

light of your mag and only have two issues. The reason I am writing to you is because my friend went to Timezone and played Mortal Kombat 2. The people at Timezone were handing out sheets with Friendships, Fatalities, Babalities, Pit/Spike fatalities and something I have never heard of, Nudalities. I was wondering if you knew anything about these Nudalities and if so could you please inform me or put it in you mag. Some other questions I wanted to ask were:

1. In catalogues they advertise this new Nintendo Entertainment System and I was wondering if the cartridges for the new one will fit the old one.

2. If the new cartridges fit the old one will they bring out Mortal Kombat 2 on the NES.

That's it for now, **BYE!**
From Brendan Clothier

Nudalities in MK2 may or may not exist. People keep writing in about them, but I've never seen them myself and no one can supply any moves that work. If you can, please send them in, and I'll believe it then. As to the new NES - it's exactly the same as the old NES, except for a new case design, and so MK2 will fit in both machines (if it comes out).

INTERACTIVE MOVIES

Dear HYPHER,
I am writing concerning the "First Interactive Movie" phrase. Some reviewers of your otherwise brilliant magazine use it too much, ie. 7th Guest and Under a Killing Moon and now here's Origin bragging about their Wing Commander 3 being the first "truly" interactive movie.

But if you ask me they're all a bit behind the times. The first "interactive movie" was Mean Streets by Access. The only reason it wasn't called that was because the phrase hadn't been invented then. It had the movie storyline along with the video captured actors who actually talked to you (with the PC speaker - yay!) Sure it didn't have the flashy sound or graphics of today but it sure is a hell of a lot closer than a game such as Critical Path where you simply control a whole lot of video clips. So please stop giving us this crap about the first interactive movie, Mean Streets won

that title a long time before most of this technology was even possible.

Keep up the good work,
Craig Harman

I would agree that "interactive movie" is an over-used term that's been applied to some games that didn't deserve it. I don't think any one particular game could take all the credit for being the "first" interactive movie, but they are all contributing to a new genre of video game (or, if you like, a whole new form of entertainment).

FIJIAN GAMING MANIACS

Dear Cool Dudes at HYPHER,
Hello, G'day and congratulations on being the best video game magazine that is enjoyed by me and a numerous amount of video game maniacs throughout Fiji. Anyway lets start with the questions.

1. According to you, which console do you think is the best ever made in the video game history?
2. Is Neo Geo CD and Neo FX a 64 bit machine and how about Sega Saturn, Sony Playstation, 3DO, and Atari Jaguar?
3. At the moment I own a PC, Nintendo, Sega Master System, Game Gear, Commodore and Atari. If you were me and you were given a choice of upgrading your PC or buying a console what would you do, and which particular console would you purchase.
4. Why don't you guys review these new consoles so that we Fiji citizens get to know about these systems and then choose one between them to purchase.

Thank-you
Kaushal Raju,
Fiji Islands

Thanks for your letter, but asking me which new console you should buy isn't really sensible - only you know what games you like. We've done a round-up of the 3DO, Saturn and Playstation in this issue, so take a look at the article and that will hopefully make things a bit easier. As for your questions 1. I really can't answer that - do you mean most powerful or the one with the best games? Times change so fast that the best machine right now is probably going to be superseded next year by something else 2. Everything you've listed is a 32-bit machine,

except the Jaguar which is a 64-bit machine. 3. It's really up to you - remember that a PC can do more than just play games 4. We have - look at the front of this issue.

MASTER SYSTEM OWNER

Yo HYPHER!
I think that your mag is the best one out. I own a Master System 2 and I'm getting sick at the dull graphics and sound (sorry owners!) and I need a new system, probably a Mega Drive anyway here's a few questions to help me make up my mind:

1. How many bit is the Mega Drive and Mega CD?
 2. What are some new and coming connections for the Mega Drive?
 3. Will Donkey Kong Country be coming on Mega Drive or Mega CD?
 4. Will Theme Park be coming on Mega Drive or Mega CD?
 5. Is The Lion King on Mega Drive similar to The Jungle Book?
 6. On Earth Worm Jim does he use his head as a whip?
- Oh and by the way I searched every where for the November issue but I couldn't find it, is it because you don't send enough out or what! Anyway thanks heaps and keep up the good work!

Garth Shepherd

1. Both the Mega Drive and Mega CD are 16 bit machines 2. The Mega 32X is an add-on which powers up the Mega Drive to be able to play 32 bit games 3. Yes 4. Yes 5. Yes, it's another cute Disney platformer 6. Yes. And sorry if you're having trouble finding

HYPHER but we're selling out quite a lot, so ask your newsagent to reserve you a copy (or order more), otherwise subscribe!

ULTRA TOUGH QUESTIONS

Dear HYPHER,
My friend and I both think that your mag is the coolest (enough sucking up!). We both own Mega Drives and think that they rule but we have decided to upgrade. My friend Martin was going to get a 32X but saw the price and thought it was too much. It was about then when we found out about the Ultra 64. From what we've heard so far, it sounds as if the Ultra 64 is going to be one of the best 64 bit consoles around. We have not heard much about it and were wondering if you could tell us a few things.

1. Could you please tell us anything about the release dates, performance specs, or anything about the games?
 2. Will games like Daytona, Mortal Kombat 2, and Virtua Racing be coming out on the Ultra 64?
 3. We have seen games like Killer Instinct and Cruisin' USA reviewed. When they are released on the Ultra 64, will they be exactly the arcade games?
 4. Will there be Street Fighter 3 for the Mega Drive, because we've finished the other ones?
- I hope you can answer our questions. From your friends in gaming

Grant Edwards and Martin Victory,
Adelaide, S.A.

The reason you haven't heard much about the Ultra 64 is because there's not much information available yet. There are no release dates or final specs yet, but I can try and answer your other questions 2. A big NO to Daytona and Virtua Racing (they're Sega games) but MK2 and MK3, no doubt, will be making appearances 3. They'll be very close to arcade perfect (we hope) 4. Streetfighter 3 has not been released on any format yet, and when it does arrive it may be too much for the Mega Drive to cope with. I'm sure we'll see home versions though.

NINTENDO QUESTIONS

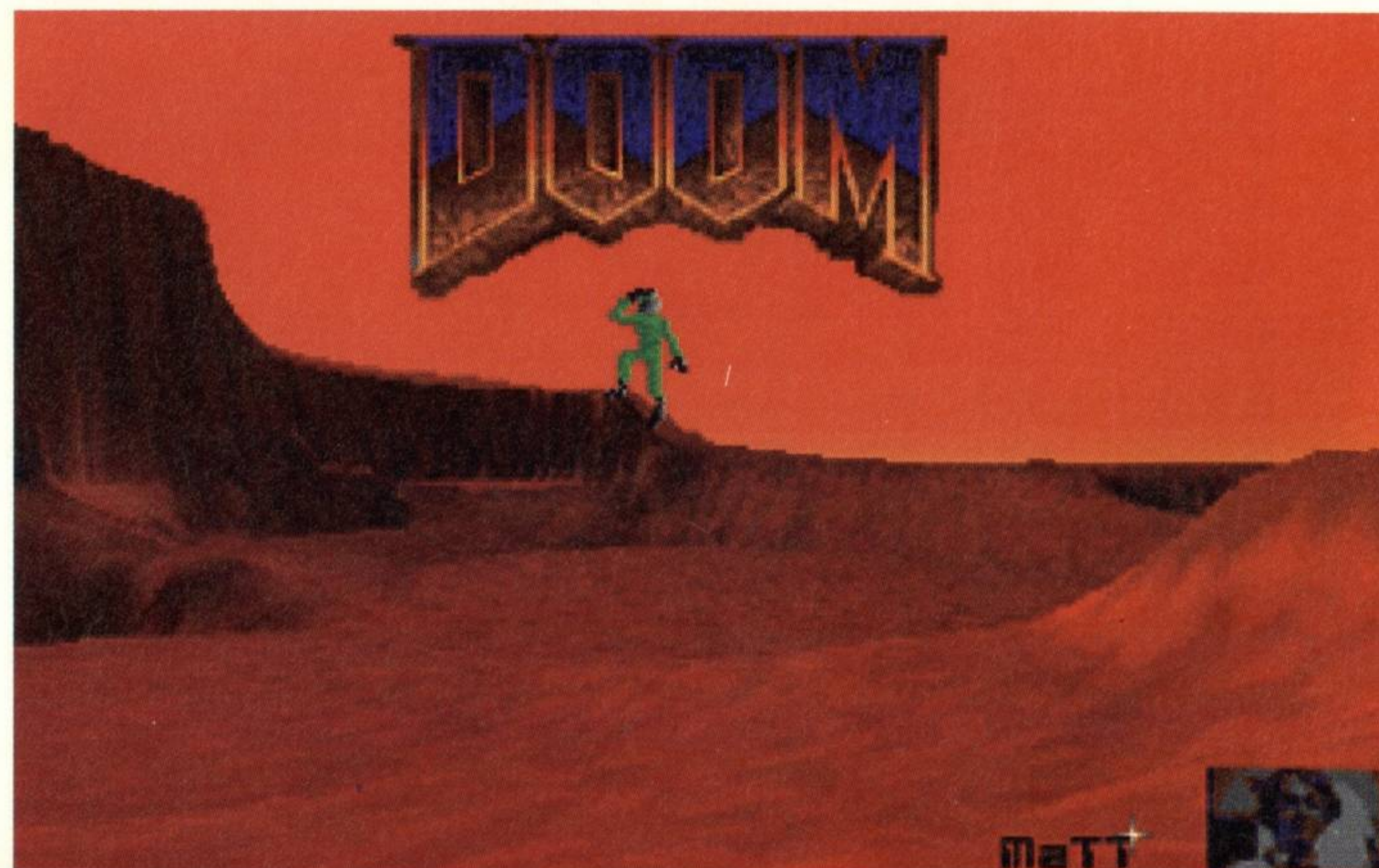
Dear HYPHER,
I am a loyal and devoted fan and have been reading your mag since day one. It's the best mag in Australia.

- I would like to ask a few questions;
1. Is there going to be a 32X for the Super Nintendo and if there is when would it come out and how much would it be?
 2. Is Super Nintendo going to bring a CD ROM out and when?
 3. Do you think I should buy Mortal Kombat 2 for long term play or Donkey Kong?
- I hope you guys at HYPHER can answer my questions. Thanks and keep up the good work.

Craig Evans

1. Not in the near future anyhow and I doubt if we'll ever see one. 2. No, their plans for a "Super CD ROM" have been scrapped 3. It depends what style of game you like - they both will last the distance.

THIS DOOM INSPIRED COMPUTER GRAPHICS IS FROM MATT GLEESON IN ROMA QLD.



MATT

PENTIUM PROBLEMS

Dear HYPER,
I have heard many rumours about some Pentium Models having faults in them. Such as the main CPU having problems doing large mathematical sums or having troubles multiprocessing.

1. Is this so?
2. If so what exactly is the problem, and would Intel fix it for free under warranty?
3. Is the Saturn still on schedule for its Australian release?

Thank-you
Yours Sincerely
Richard Gogolin

Intel have admitted that there is a bug in their Pentium chip. It's a matter of heated debate how this will actually affect your everyday PC user (probably not at all) but if you're worried, Intel have announced that they will replace all the faulty chips. Contact their Australian office for details. And yes, the Saturn should make it here in October, all going well.

VIDEO STORE HELL

Dear HYPER,
I was just wondering if anyone there at HYPER might be able to identify exactly who is responsible for filling the video stores of this once great country of ours with truck-loads of the crappiest Mega Drive games available. Are distributors automatically sending this crud en masse to video stores or are, as I suspect, the brain-dead individuals who run these establishments specifically ordering it in?
For example, I live in a town containing no less than four outlets of THE major Australian video

all conveniently available with multiple copies.

Furthermore, I was recently informed by a rather attractive young female employee that I MUST KNOW that games that are on SNES don't come out on Mega Drive and that's why they didn't have a MD copy of "Rock n Roll Racing". Well I guess you guys at HYPER should be apologising to readers for printing reviews of games which don't exist - maybe in future you'll do the right thing and check it out with the video store chicks first just to make sure that game you've been playing for the past week hasn't been a figment of your vivid imaginations. Perhaps it's about time parliament introduced legislation preventing imbeciles and other morons from operating video stores, because at the moment they're wasting huge amounts of money buying crap games in bulk that no one ever rents - as well as testing the patience and wasting the time of potential customers.

Yours Sincerely,
Steven Jones
Toowoomba, QLD

We sympathise Steven. We feel your pain. All I can suggest is that you tell the video stores the games that you want so that they can order them in, and maybe suggest to the stock orderers that they subscribe to HYPER - we'll tell them what to get and not to get...and what games exist...

IN NEED OF PROFESSIONAL HELP

Dear HYPER
I'm considering buying an

3. Any idea of the software to come out for the Saturn (is Daytona one of these)?

4. In which order would Saturn, Playstation and 3DO be rated on their Specs alone from best to worst?

Congrats on the great Mag,
Daz

1. Sega Ozisoft have told us October at this stage, but as with all video game schedules, this is a bit flexible. We'll tell you when we hear a more concrete date. 2. \$800 is the figure being chucked around, but again, this is liable to change 3. Daytona is definitely on the Saturn and you can basically guarantee that any Sega arcade game will make it over to the Saturn 4. Take a look at our feature article to find all the technical specs.

LICKING THE BACK OF EYEBALLS

To the guys at HYPER,
I could shove my tongue up somewhere so far that my tongue would be more than brown, I would be licking the back of your eyeballs, but I couldn't be bothered. I have some comments and questions.

1. Dear Doom 1 and 2 fans - I am living proof that you DON'T CHEAT! DON'T WARP! and DON'T jump to the last level and solve it. I did and it has left me disappointed. I dished out \$80 on the game of the century and I don't feel like playing it anymore! Play it through properly!

2. May lightning strike me dead, but I think that Ish 13 was pathetic compared to the wonderful quality of HYPER I have grown to love. It was filled with reviews on cartoony babyish platformers. Oh sh#!t! Thunderstorm.

3. I trust you guys. So I've decided not to buy Rise of the Robots which you gave 60%. Instead, I'm going to buy Under a Killing Moon.

4. Have you played Jazz the Jackrabbit. It is a total Sonic clone. But one that whips. The music and Special FX are deadly. If you have a PC, get it. Whether you liked Sonic or not.

5. Is there any word about MK2 for the PC?

6. Baraka in the MK movie looks like a total cockhead.

7. I love my HYPERS so much they have their own shelf on

my bookcase.

8. Is System Shock like Under A Killing Moon without the full motion video?

Ho, Ho, Ho and a Marc Wright.

You're a very strange boy Marc, but I think I like you. Your questions weren't really questions, were they? Mortal Kombat 2 should be out on PC any tick of the clock - check your local stores, and no System Shock is nothing like Under a Killing Moon, but they are both superb games.

LARRY 4?

Hey Stuey,
You heard the latest thing from my neck of the woods? It's this little yarn about a mysterious game called Leisure Suit Larry 4. The story I've been told is that Sierra released this game a couple of years ago, but they had to take it off the market because it was too explicit.

The people who told me this story claim that they have a copy of this alleged game, but when they are asked to show this game to other people, they make up some unbelievable story about how they can't show it.

Now for some strange reason, I don't believe their story about LSL4, but I want a professional game head to tell me the truth about the whole Larry 4 story, and because you're the final word on computer gaming (sorry Stu, I had to put some arse-kissing in this letter somewhere) I want you to tell me once and for all, is there or isn't there a Larry 4 floating around the place somewhere?

yours Sincerely
Dan Drewery

There is no Leisure Suit Larry 4. Sierra would never have released a game that was too explicit anyway. Oh, and who said you could call me Stuey?

HIGH ON MELTED SILICON CHIPS

Dear HYPER,
I am writing in response to a particular moronic idiot named James Wall from the last issue who was high on melted silicon chips. This idiot was flaunting how good the PC is and how lame the console is. First of all the moron doesn't know what

he is talking about, secondly he needs medical help. Both the PC and console are good in their own ways. Consoles have better arcade conversions and platformers than PCs and PCs have better sims and RPG's.

I'd like to clear the air of the "so-called" hardware specs that the idiot gave. There is no software on the PC that is truly 64-bit, 90% are 32-bit whilst 10% are 16-bit, all titles use a colour palette of 256,000 (VGA graphics), and virtually all titles use MIDI synthesised tracks even CD-ROM titles. But specs aren't really important it's the game-play that counts. But nowadays consoles are either catching up on the hardware side of things or gone steps further beyond the PC. I own a 486DX2 66 Mhz with 8MB of RAM, 2 sound-cards (Ultrasound and SBpro) a CD-ROM drive and my prized possession which I recently bought, a 3DO BLASTER. In my view the 3DO kicks the crap out of my PC. I regard the 3DO as being a cross between a high end console and a high end PC. I just want to send a message across to all the dickheads who have a superiority complex over any machine, write and complain only if you know what you are talking about.

I really commend HYPER for your work. The multi-format coverage really teaches idiots like James what gaming harmony should be. And by the way James, the Saturn, Ultra-64, PS-X, 3DO 2 and humble PC users are all working together to kick your scrawny little arse!

Yours righteously,
Kevin Simpson
NSW

Thanks for your comments Kevin, but if you're congratulating us on promoting "gaming harmony" why was your letter so aggressive?

MEGA GAME SAVER

Dear HYPER,
I was just wondering if there will be a game saver for the Mega Drive. If there is, around what price do you think it would sell for. By the way, I love your mag and read it every month. Keep up the good work.

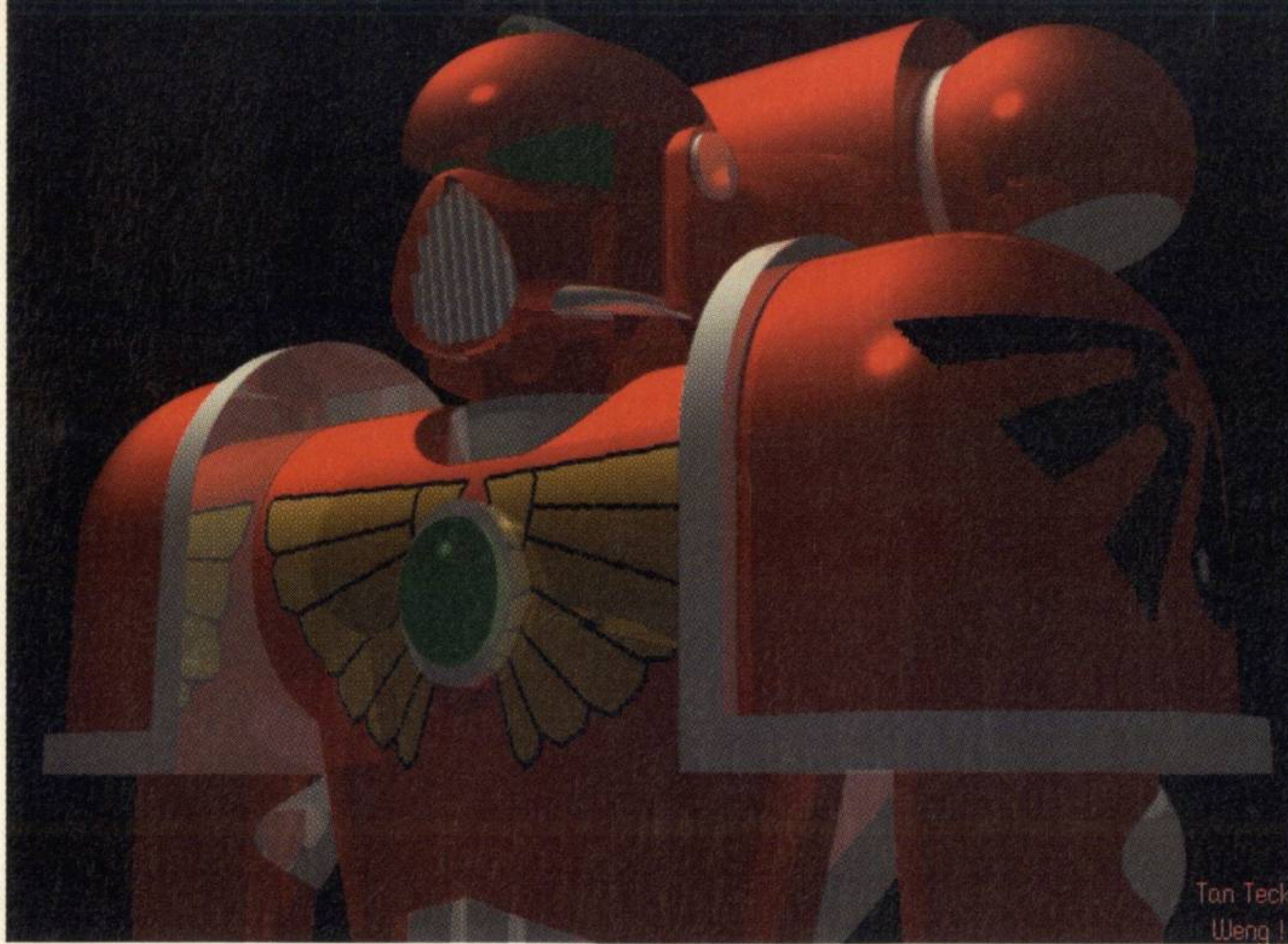
James Cliff,
W.A.

letters...

store chain. Yet NOT ONE of these four stores (each carrying near on 60 Mega Drive games) has in stock even ONE SINGLE COPY of: Super Street Fighter 2, Lemmings 2, Probotector, Syndicate, Bloodshot, Zero Tolerance, Rock n' Roll Racing, Pete Sampras Tennis, or Urban Strike. I can however rent out any one of half a dozen copies of Bubsy 2, Shaq Fu, or any other completely shit game that springs to mind -

import Sega Saturn (with Virtua Fighter) for \$1300, but with the Video Game War just starting to heat up I am reconsidering. To halt the rapid depletion of my brain cells caused by continually bashing my head against a brick wall please answer my questions.

1. Has a date been set for the Saturns release here?
2. Do you know the projected price for the Saturn when released here?



A VERY FINE LOOKING ROBOT FROM SOMEONE WHO DIDN'T INCLUDE THEIR NAME ON THE DISK. THANK YOU ANYWAY.

Ahh, that was short and sweet - just the way I like it. There's no Mega Drive game saver on any release schedule I've seen but I dare say that it can't be too far away. We'll tell you about it as soon as we hear about it.

THE HYPER DOOM ARCHIVE

Hiyo HYPER, I'M IN LOVE (with your mag). When I first saw it, I thought it was just an average, new Aussie mag. But I grew to enjoy your style of news (which kicks arse of all other "Australian" mags), reviews (always truthful) and cheats (average!). Anyway, now that I am through my arse-sucking stage, lets move on to my informing the general public stage.

For all those freaks that have access to FTP, there is a site in which there is a DOOM archive, with all the latest version of Doom and every single add-on ever invented for Doom. And it's bought to you from none other than HYPER!!! Yes!, HYPER did this for everyone (who has a modem), and didn't even advertise it in their sick magazine! Why not?

Anyway, the site is "ftp.next.com.au", and is in the pub/doom directory. If you want the latest version of Doom you go to the "games" directory, or if you want old WAD's, new WAD's, sounds, music, graphics, and even multi-player doom, you go to the mirror directory. Be careful what you transfer, though. Some zip's are 20 meg, and could end up costing you a fortune, for transferring the file and for being on-line so long (some take 1/2 hour to an hour to transfer). There's every-

thing from the blob sound effects (which are crappy) to Simpsons, but I didn't get a look at it as I was running out of money, from all the other files.

Also, could you please tell me when the Illusion of Gaia, is coming out on SNES (American or Australian version).

Russell (Rusty)

rusty@iaccess.com.au

I'm glad you enjoyed our big Doom archive, and we did advertise it a bit (it was pretty small) in the January issue on the article about the WAD files. Apart from the ftp site, you can also access it via the World Wide Web - connect to "http://www.next.com.au". As for Illusion of Gaia, you'll be able to find import copies right now or you'll have to wait another month or two for local release.

PC GAMES LACK SOUL

Dear HYPER, Cool mag, but I'm not writing to crawl, rather to complain about that total DICK called James Wall of QLD. I've never heard such load of shit in my life. Now I'm not bagging PC's (I've got one myself) but the games lack soul, if you know what I mean. I admit the PC rules the RPG market and, well, the strategy market as well, but they're, by-and-large, utterly boring. Some people may disagree, but I can find nothing even mildly exciting about building a colony (that is ultimately doomed) or wandering through a huge mansion/jungle/alien world without a bloody clue what to do. The good games (Doom 1,2 and Wolf 3D) will ultimately make it to a "Super Con-

sole" anyway. And on the rare occasion that they attempt to convert a game from console to PC (cue Lion King, Mortal Kombat, NBA Jam, etc.) it turns out to be a pretty piss poor effort.

The other annoying thing about PCs is that they're so bloody complicated! Picture this scenario; a new PC buyer comes home with the hottest new game, opens the box and sees 16 disks and a tiny little sheet of instructions with very complicated words. After getting some one who understands to do it for him and waiting over 2 hours for it to copy, unzip, etc. He finds out that his new computer, which he bought just a month and was top of the range, isn't good enough to run the damn thing. Where as another guy goes out, buys the cart/CD, pops it in his console and plays it immediately.

In short, it doesn't matter how many bits, bytes or bops you have in your machine, it comes down to your taste in games. I like my games with FUN, that's why I stick to consoles. The Mega Drive and the SNES might not be the cutting edge of technology, there fun and far cheaper than a PC.

So for my parting comment I'd like to say; James, SUX TO BE YOU!

Keep up the good work,

Steno

Mackay, QLD

Thanks for you opinion, Steno. I'm sure the argument is not stopping here.

hypermart.

For Sale

Mega Drive 2 with 2X3 and 2X6 button pads and six games. Including S/Street Fighter 2, Desert Strike, Sonic 2, Jurassic Park, Columns and Alex Kidd. All for \$300 No catches, perfect condition. Ring (07) 379 5181 now!

PC Games - King's Quest 6 CD \$60 Also KQ5 (3.5") and SQ4 \$20 All games fully boxed with manuals etc. Ring Peter on (09) 386 2595.

SNES games Super Metroid, boxed with instruction booklet, excellent condition \$60 Ring Leonard on (02) 610 4221.

NES excellent condition, in box with 1 control pad plus 5 good games, Flinstones, SMBl, Robocop 2, Simpsons and Tom and Jerry. \$120. o.n.o. Phone Travis on (08) 274 1247.

Sega Master System 2 with games, 2 pads and a joystick the lot \$120 Turtlers T/Fighter (mega drive) Sell for \$40 or swap for Lethal Enforcers 2 player gun. Ph: (085) 567 252 after 4pm.

SONIC CD on Mega CD, brand spanking new - never been played. Will take any offer above \$55 all instructions and case in mint condition. PH: (07) 203 2931

GAMEBOY, Perfect Condition includes Hook, Tetris, Super Mario Land 2, Headphones, Double Adaptor all with instruction books. Selling for \$150 Ph: (09) 448 0808

Super Nintendo Game - World League Basketball. Almost brand new, in top condition. Price - \$30 or will swap for Vegas Stakes. Phone Aaron - 797 6320.

Shadowrun on SNES, good condition, boxed with instructions \$70 o.n.o. also NHL 94 (SNES), excellent condition, with box + instructions, \$75 o.n.o. or both for \$130 Will throw in assorted magazines for free. Ph: (089) 851 577, ask for Patrick.

Sega Game Gear - Very Good Condition. Complete with 5 games - Sonic the hedgehog 1 and 2, Columns, Wonderboy, and Factory Panic! Box and instruction manual included. \$320 o.n.o. Ph: (02) 534 5814

SNES with 15 Games \$100 HA HA!! Gotcha, Now that you're reading you might as well see what I've got to sell, I have Bubsy with the level codes \$30, Mario Allstars \$60, Scope & games \$60, Alien 3 \$40 or will swap all for Mega Drive with 1-2 games. Ph Sean (02) 833 1798.

Mega Drive Games: Sonic 2 \$15, Columns \$15, Batman Returns \$15. or the lot for \$40 E.C. with boxes and manuals. Call Bryce on (03) 457 2301.

NES - Very good condition. Complete with two control pads, Quickshot Joystick, and 5 games - Battletoads, Double Dragon 3, Mega Man 3, Super Mario Bros 3, and Bionic Commando, all for \$270 o.n.o. Ph: (02) 534 5814

SEGA MS 2 - 3 control pad including Turbo Rapid fire controller. SIX Excellent games plus built in games including: Mortal Kombat, F1, Choplifter, Sonic, Gain Ground, Double Dragon. Quick sell for only \$150. Call Ken (09) 457 9620.

SNES Street Fighter 2 with book \$55 o.n.o. Ph: (079) 357 373. Ask for Bobby.

3DO Games: Twisted \$35 Megarace \$39 Road Rash \$50 also will swap the need for speed for the Game Gun and Demolition Man. Ph: (02) 525 1467, ask for Kay

Mega Drive: Mortal Kombat \$49, SF 2 \$80. Menacer and SF 2 or any two of the others for any Mega CD game or Sonic's knuckles. The lot for \$280 Ring Jamie on (048) 848 179.

Mega Drive and games with 2 control pads. Games are: Micro Machines, MERCs, Fatal Jury, Speed Ball 2, Columns, Ghoul's n' Ghosts, Buck Rodgers, Thunder Force 4 and Puggsy. All with instruction and in excellent condition. Worth around \$850, will sell for \$550 or the nearest offer.

Also - Commodore 64 with Tape drive (with about 50 - 60 games including Double Dragon 2, Robocop, operation Wolf and turbo out Run). A few Cartridge game and 3 joysticks. Will sell for \$140 or swap for Super NES with no games. Ring (052)366 225 and ask for Andrew. I will only deliver to people in the 052 area code.

Mega CD 2/Mega Drive 2 \$370 with Road Avenger. Tomcat Alley \$65, Ground Zero Texas \$65, Sonic CD \$60, Ecco the Dolphin \$60, Silpheed \$60, Batman Returns \$60, Thunderhawk \$60, Sherlock Holmes Vol. 2 \$60, Prince of Persia \$45 (all items in excellent condition, no book for Prince of Persia). Sean Ramsdell Ph: 051 551 881

Sega Mega Drive 2 Includes Mortal Kombat, Afterburner 2 Sonic 2 Space Harrier 2 and four others. Plus US/JAP converter. Mint, boxed condition (02) 747 4084 after 6pm \$300 ea.

Super Star Wars on SNES. Boxed with instructions. Will sell for \$50. Will swap my game plus \$20 for your Return of the Jedi on SNES (PAL). Phone Quentin on 071 599907 after 5pm.

Mega Drive For Sale. Included with the Mega Drive is a controller pad which enables to master the art of GAMING!, also included in this wonderful compilation of accessories is four marvellous games, including titles such as the beautifully animated Mickey and Donald's world of illusion as well as high acclaimed game, (given an A+ by all game reviewers) Sonic the Hedgehog, I will give away this package for an irresistible amount of \$250. Contact me as soon as possible before you miss out on this unbeatable bargain. Ph: (02) 558 9170. Ask for George.

Atari Lynx: Comes with Zarlor - Mercenary. E.C. with box and instructions. \$65.!! Call Bryce on (03) 457 2301.

Mega Drive: Mortal Kombat \$49. Bubsy \$30. Menacer and 6 games \$60. Jurassic Park \$30, SF 2 \$79. SC Propad with 3 speed auto fire and slow motion \$29. each. Four Player Adaptor \$30. Will swap any two games or menacer for any Mega CD game (SF 2 excluded) PH: Jamie on (048) 848 179

Mega Drive with 2 control pads, (One 6 button), Jurassic Park, Sonic 2, Mortal Kombat 2 \$200 each. Will separate. Ph (089) 324 289

Mega Drive MK 2 - no joke!! Sell for \$100. Ask for Lorien (066) 801616

Super NES with Claymates, Super Mario Allstars, Bob the Ant plus 6 button control and normal control. Worth \$450, sell for \$350 o.n.o. Ph: (02) 684 4531

IBM Games, Day of Tentacle CD \$45 Space quest 4 CD \$30, Maclean's Pool VGA, Body Blows, Double Dragon 3, Madden football 2 \$15 each, Ultima 6, Another world \$20 ea. Boxes, manuals, \$160 lot...

Gameboy, 5 games, carry case, gamelight, link cable and ear-phones. Some games are Super Mario Land 2. Dr Franken and Alien 3 all scored 90% and over! (All instructions included). All for Just \$230. BARGAIN! ono call (002) 291 090.

Wish to sell Sega game gear with Master System game converter and GG screen magnifier for best offer (big or small). Also Games, Sonic the Hedgehog (MS), Sonic 2 (GG), Sonic Chaos(MS), Columns (GG), Chess (MS), Afterburner(MS), Ghost House (MS), Arcade Smash Hits (MS), G-Loc(GG), Lemmings(GG), Mortal Kombat(MS), and Slap Shot(MS), also for best offer. Contact: Peter Ph (03) 762 5465.

Master System Converter for Mega Drive Allows you to play MS games on Mega Drive Ph: (046) 552 768. Ask for Pat \$40.

NES (excellent condition, not boxed) with one control and 4 games. T2 (Boxed and Manual, James Bond Jr (boxed), Zelda, and Dr Mario. Call Kevin on 825 3297

SNES control deck with Super Marioland \$130, SNES games for sale: Donkey Kong Country \$75, MK2 \$75, SF2 \$35, Mortal Kombat \$40, Super Advantage Joystick \$55, Viper Joystick \$35. Everything Boxed with Instructions. Phone David on (02) 623 7820 or (015) 929 345.

Amiga 600 with printer heaps of Games Ready to print with Kindwords 3, Joysticks, Mouse and Pad, Workbench 2.1 Top Buy as New and Box with manuals. Interested Phone (065) 821 615

SNES games Zombies, \$40, Aero the acrobat \$40, Kevin Keegan Players Manager \$50, Goof Troop \$50, Yoshies Cookie \$50 or \$180 for the lot. Also NBA Jam \$80, Mortal Kombat

Mortal Kombat II (SNES) with box, manual and all finishing moves, babalities, friendships and cheats. Perfect condition, still in plastic. Will sell for \$100. Ph Ben on (075) 394845.

SNES with 2 controllers. U.S. SNES (no box) Honeybee converter for excellent games, super Mario kart, SF2 (Jap), Alien 3 and Turtles "Tournament fighters, 5 mags and cheats \$250 ea ring Martin anytime on (02) 743 3806

Amiga CD32 + MPEG module games include: Sensible soccer, striker, Zool, liberation, Project X, Pinball fantasies, video creator, microcosm, oscar + Diggers, 2 Movies naked gun 2 and a half. + bon Jovi. Worth over \$1300, sell for \$600 Ring Matt Clifford on (02) 897 5182. Also Menacer gun + 6 games for M.D. \$50

Assorted Super Nintendo Magazines: - NMS issue#11, SNES FORCE issue 8 (UK), Super Gamer issue 2 (UK). All in very good condition. Will sell the lot for \$15 Ph: (079) 357373 ask for Bobby.

SNES games: MK2 with fatalities, babalities and friendships in box \$95, Super Mario AllStars no box \$85 and Super Mario Land 2 (for Gameboy) no box, no instructions \$5. Ph (03) 876 2087 after 6pm.

SNES GAMES: Stuntrace FX - \$85 Mortal Kombat 2 \$95, both games are brand new with all boxes/manuals, prices negotiable. (066 860 655) Ring at Nite.

Mega Drive in VGC with 2 control pads, 5 games (inc SF2SCE) for \$250 o.n.o. Ph (08) 281 1653.

Gameboy and Nintendo. Gameboy with gamelink, ear-phones, night sight and Tetris \$90 or sold separately. Link's Awakening \$40, Kirby's Dreamland \$20, Batman \$25, R-Type \$25, Battleloads \$25. NES with 2 controllers \$40. Golf, Soccer, Dr Mario, Ninja Turtles, Super Mario I, Kung Fu, Duck Tales, Zelda II, Double Dragon III, Bart vs the Space Mutants all \$15. Call Austine on (050) 261120.

Atari 2600 with AC adaptor, 2 joysticks and 14 games including Ice Hockey, Enduro, Tennis, Boxing, Title Match and many more! Sell the lot for \$80. Or Atari deck with 2 joysticks and the AC adaptor for \$50. Or games for \$5 each (Kung Fu Master and Title Match are \$10 each. Or I will swap for unwanted NES or SNES. Phone Nathan on (052) 821197.

Swaps

Will Swap \$100 worth of X-men cards for Super Metroid, TMNT tournament Fighters or Pro Action Replay MK2. Ring Aaron after 4pm week days on (065) 668 563.

I'll swap my Bart's Nightmare and Baseball game for SNES. All for \$100 or swap for two Gameboy games' or a Action Reply code. Call David at (W) (02) 759 2993 (H) (02) 533 5037

Swap. Action replay cartridge and a choice of games, Sonic 2, Mortal Kombat, Archrivals, Altered Beast, Revenge of Shinobi, Golden Axe 2 or The little Mermaid Any of those games and an Action Replay for Mortal Kombat 2 I'm desperate. Send or Phone: 074 942 287 or 074 000509

SNES games: will swap either Super Tennis, John Madden 93 or Super Mario World with Honeybee controller (Mario hasn't got box or instructions) for either Lemmings, Rock & Roll Racing, Super Star Wars, Sim City, Turn & Burn or Desert Strike. Phone (058) 871 318.

I'll swap Super Mario World (PAL with instructions and box) for either SimCity or Nigel Mansell's F1 Challenge (PAL with instructions and box). Contact James on (053) 671527.

I'll swap a SNES with program pad, 2 arcade joysticks, Action Replay 1 & 2, Games Converter, 9 PAL and NTSC games inc MK2, Donkey Kong Country, Super SF2 etc. All worth over \$1000 - swap for a Panasonic 3DO with controllers and games. Call Willie Ong on (057) 672232.

Wanted

Monkey Island 2, on IBM compatible, in good condition, PH: 418 4296 (02) Jason.

SNES super Castlevainia 4, Rival turf, Axelay, Samurai Showdown, Rock'n'Roll Racing, Turtles in Time. Must be in good conditions with all instructions. Phone Quintin on 071 599907 after 5pm.

Robotech: Macross saga comics, Model Kits, videos, posters or anything what so ever to do with Robotech. PH: (070) 2032931

Wanted: Mega CD 2 deck (without Mega Drive attached) Nathan (085) 567 252 after 4pm.

Want a Game Gear with at least 1 or more games preferable. Sonic games, any other games will be fine, \$150 or near offer PH: 066 42 1088.

A Panasonic 3DO. Pleeeeeease, if anybody out there has a 3DO for sale or any 3DO controllers, games etc, etc please call Willie Ong (057) 672232. Also wanted: Super SF2 Turbo books containing death moves etc

Penpals

Whassup? I'm a 16 year old Techno/Rave head who is into both IBM and Amigas. Anyone who want's to write/swap etc can by contacting me at Craig Fiegert, 1 Cromwell Rd, Murray Bridge S.A. 5253.

I'm a 17 year old Aussie male and I'm seeking a male/female penpal of same age from Japan. Must enjoy video games, science fiction, anime and watching movies If you are interested write to Quintin Graham, Mail Service 2217, Oakwood Road, Bundaberg, Queensland, Australia 4670.

My name is Lorien. I'm a 14 yr old male. I own a Mega Drive MK2 Gameboy IBM CD ROM Doom 2, 1 Myst ultima 8 looking for M/F under 18 Drop us a letter on P.O Box 326 Mullumbimby NSW 2482 or Fax 066 801616

I wish to write to a 13 -15 year old girl/guy who likes computer games, reading and music. The Cure and modern stuff. Write to: Susanne Bowyer C/O - 43 Sturt Rd Brighton S.A. 5048

Hi my name is David and I'm 15 years old. I am looking for some penpals Male or female, aged 15 +. I own a IBM and a SNES. My hobbies are listening to alot of Music, Collecting Pog, playing alot of MK2 + SF2, collecting coins and I also like platform games. I will reply to anyone who will write DAVID LAM 5 Weaber Crt Marangaroo WA 6064

Do you own a Game Gear and/or a Mega Drive, are around 12 years old male/female interested in any music apart from classical and hate school? Then write to Nick, 5 Fane Court, Singleton 6175.

I would like a penpal around the age of 10-14. I'm 10, nearly 11. He/she must have a SNES and Donkey Kong Country. My name is James but my friends call me Jimbo, I'm really good at footy and I barrack for Geelong, but I'm not so hot with cricket. I'll reply to anyone who writes for me. PO Box 396, Bacchus Marsh VIC 3340.

hypermart.

Amiga games, Donk!, R-TYPE 2, Turrican 2, \$15 each. Abandoned Places 2, Pack 1 (Zool, Bills Tomato, Pinball Dreams), Pack 2 (Lemmings 2, Nigel Mansell's, Manchester Soccer), Space Quest 4 Soccer Kid \$25 each. Boxes, manuals, \$150 lot NES With control pad and cables, etc \$35 Richard Moore (03) 598 5864.

Super Nintendo Game: Alien 3 boxed with instructions \$40. ask for Sue Ph 02 484 1088 after 4pm.

2 \$35 (ex rental) PH: Matt Clifford (02) 897 5182 Also Game gear + M.S Converter + Games \$120.

PC CD ROM games for sale: Wing Commander 3 \$80, Relentless \$70, Under A Killing Moon \$70, Doom 2 \$55, Ultima 8 \$65, Syndicate \$50, Elite 2 \$40, Dracula \$35, Sam and Max \$45, Iron Helix \$35, Jurassic Park \$35, Indiana Jones \$35 Everything Boxed with Instructions. Phone David on (02) 623 7820 or (015) 929 345

Hey hey kids! Yes, it's time for another **HYPER** reader's survey

1. In which age group do you belong?

- a) Under 12
- b) 12-17
- c) 18-24
- d) 24-30
- e) Over 30

2. Are you

- a) male or
- b) female

3. What do you do with your time?

- a) school student
- b) university, TAFE or college student
- c) full time work
- d) part time/casual job
- e) unemployed
- f) other

4. What do you earn a week (roughly)?

- a) Under \$100
- b) \$100 - \$200
- c) \$201 - \$300
- d) \$301 - \$400
- e) \$401 - \$500
- f) \$501 - \$600
- g) Over \$600

5. Apart from playing video games, what else do you do for fun?

6. What game system or computer do you currently own?

(please circle more than one if applicable)

- a) Mega Drive
- b) Mega CD
- c) Mega Drive 32X
- d) Sega Saturn
- e) Super Nintendo
- f) 3DO
- g) Sony Playstation
- h) Atari Jaguar
- i) PC (floppy drive only)
- j) PC with CD ROM drive
- k) Macintosh
- l) Other (please specify)

7. What game system or computer do you want to buy next?

- a) Mega Drive
- b) Mega CD
- c) Mega Drive 32X
- d) Sega Saturn
- e) Super Nintendo
- f) 3DO
- g) Sony Playstation
- h) Atari Jaguar
- i) PC (floppy drive only)
- j) PC with CD ROM drive
- k) Macintosh
- l) Other (please specify)

8. How many games do you own?

- a) Under 5
- b) 5-10
- c) 11-20
- d) 21-30
- e) Over 30

9. How much money would you spend on home video and computer games in a year?

(approximately) _____

10. How much would you spend on arcade games in a year?

(approximately) _____

11. How often do you play video or computer games

- a) every day - I can't get enough!
- b) every second day
- c) at least once a week
- d) a few times a month
- e) not much at all - I picked up HYPER by mistake (doh!)

12. What are your favourite types of game?

- a) fighting/beat 'em ups (eg Mortal Kombat/Final Fight)
- b) platformers (eg Sonic/Earthworm Jim)
- c) action (eg Doom/Comanche)
- d) adventures (eg Sam & Max/Monkey Island)
- e) role-playing (eg Ultima/Eye of the Beholder)
- f) strategy (eg Civilization/Dune 2)
- g) flight sims (eg Aces Over Pacific/Falcon 3.0)
- h) simulations (eg SimCity/Transport Tycoon)
- i) sporting (eg FIFA Soccer/NBA Jam)
- j) racing (eg Daytona/Stunt Race FX)
- k) shooting (eg Lethal Enforcers/Crime Patrol)
- l) puzzles (eg Lemmings/7th Guest)

13. Do you ever rent games?

- a) yes
- b) no

14. How (or where) do you usually buy your games and game related equipment?

- a) specialist games stores
- b) department or large chain store
- c) mail order
- d) in HYPERMART or other classifieds
- e) other (please specify)

15. How did you find out about HYPER?

- a) I just found it in the newsagents one day
- b) Friends told me about it
- c) I saw it advertised
- d) I heard about it on radio
- e) I was specifically looking for an Australian games magazine

16. How many other people, apart from yourself, see your copy of HYPER?

- a) only me, everyone else can go and buy it themselves
- b) 1-3
- c) 4-6
- d) 7-10
- e) I show it to everyone I see

17. Why do you buy HYPER? (Tell us the good things)

18. Now, tell us what you don't like about HYPER?

19. Is there anything that we don't include in the magazine that you think we should?

20. Are there any page layouts/sections that you don't like? Why?

21. Are there any page layouts/sections that you particularly like? Why?

22. Does a rating in HYPER influence you when it comes to purchasing a game?

- a) yes
- b) no

23. What other games magazines do you buy regularly (if any)?

24. What other non-gaming magazines do you buy regularly (if any)?

We've got 15 excellent HYPER T-shirts to give away to lucky survey filler-outers. If you want to be eligible for a prize, fill in your details in the space below. You don't have to, but then we won't be able to send you a T-shirt will we?

Name _____

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Post Code _____

Phone _____

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