

DECEMBER '94

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Australasia's best independent games mag

WIN A
3DO!

Donkey Kong

Silicon Graphics hit the Super NES

Country

Sega's 32X

DOOM
VIRTUA RACING DELUXE
STAR WARS

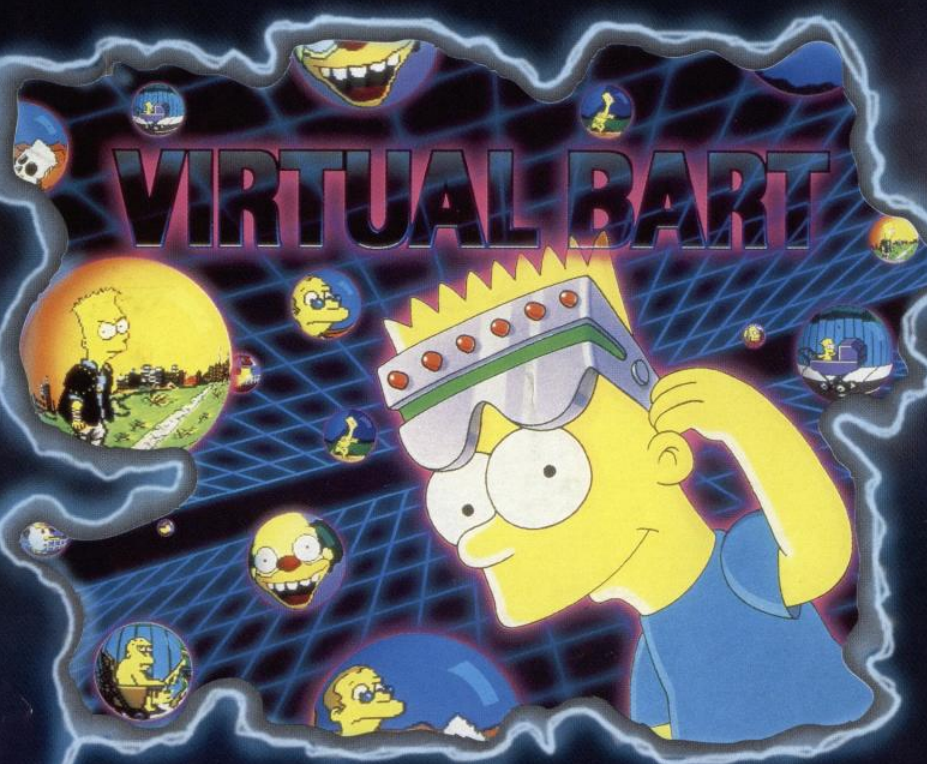
Doom 2 &
Urban Strike
Play Guides

Shaq Fu
Mickey Mania
Bubsy 2 » NBA Live '95
Boogerman » Jurassic Park 2
System Shock » Rise of the Robots

ISSUE
13

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THE HITS KEEP KOMING FROM...

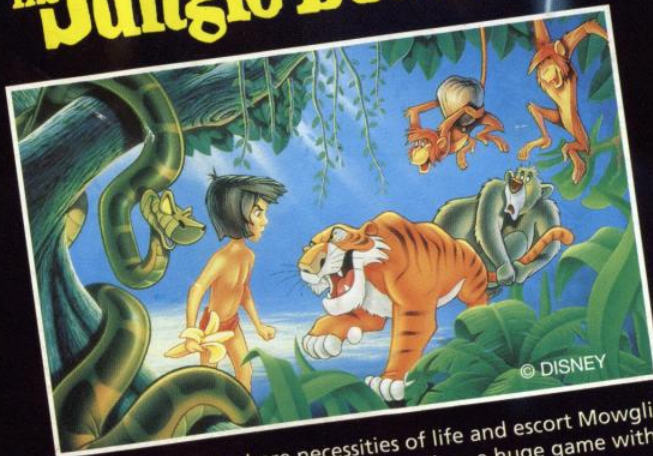


VIRTUAL BART

Bart enters the world of virtual reality!
Gamers battle bullies in post apocalyptic driving action with Doomsday Bart, toddle into trouble with Baby Bart, stop stegosaurus with Dino Bart and more. The Simpsons are virtually amazing!

FORMAT SNES EXPECTED RATING G

Disney's The Jungle Book



Get down to the bare necessities of life and escort Mowgli through the jungle. Brilliant animation, a huge game with incredibly detailed levels. 91% Total June 1994

FORMAT SNES, GAMEBOY & NES EXPECTED RATING G



Return Of The Jedi

Join the rebellion and crush the Death Star in a giant 16 meg universe. 19 levels in the final chapter of the Star Wars trilogy.

FORMAT SNES EXPECTED RATING G

EARTH WORM JIM



Michael Jordan Adventure

Over 350 frames of animation for Jordan alone. Join Jordan as he battles his way through this 16 meg adventure.

FORMAT SNES

EXPECTED RATING G

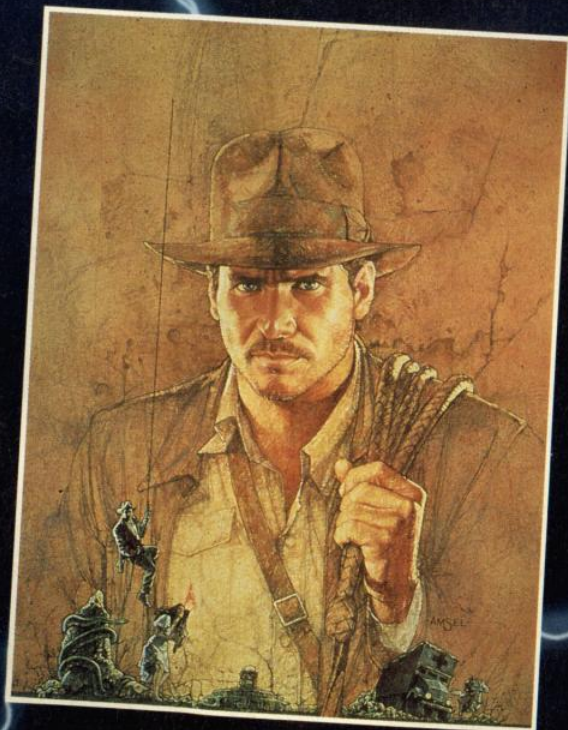
"This is the best action platform game ever created."

Die Hard Gamefan Magazine USA

Camera effects only seen in movies spotlight the bungee jumping, cow-flicking, photon blasting renegade worm.

FORMAT SNES AND MEGA DRIVE

EXPECTED RATING G

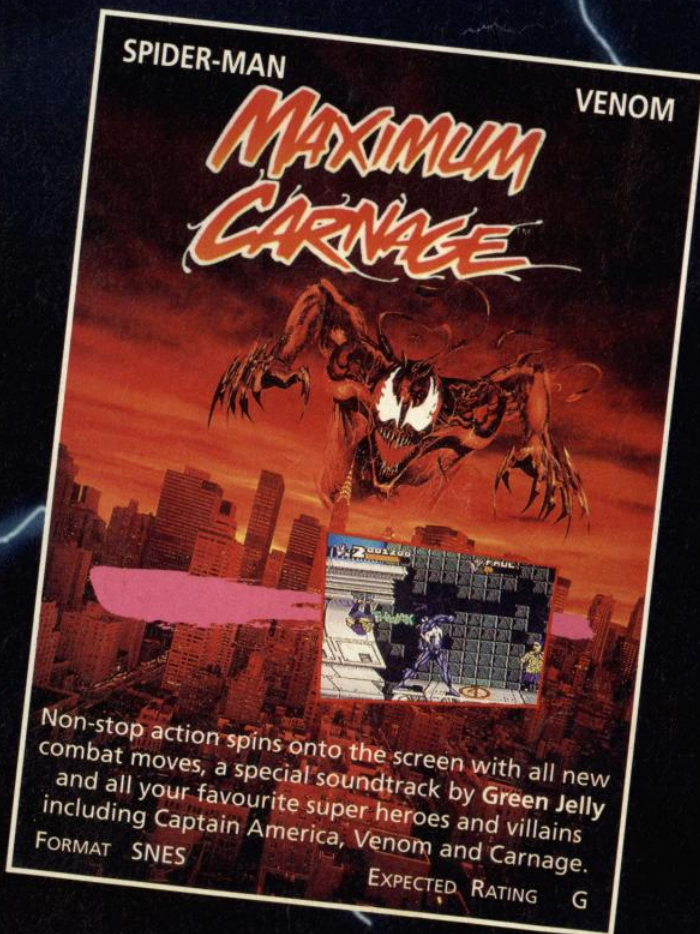


Indiana Jones

Grab your trusty whip and slash your way through all three Indy classics. If it happens in the movies... it happens here! 28 levels.

FORMAT SNES

EXPECTED RATING G



SPIDER-MAN

VENOM

MAXIMUM CARNAGE

Non-stop action spins onto the screen with all new combat moves, a special soundtrack by Green Jelly and all your favourite super heroes and villains including Captain America, Venom and Carnage.

FORMAT SNES

EXPECTED RATING G

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WIN A 3DO and complete gaming library.
This is your last chance to enter one of the best competitions in the world. If you want a chance to win a Panasonic 3DO plus a complete gaming library, turn to page 18 now and send in the coupon.



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Lord British Down Under The founder of Origin and Ultima guru, Richard Garriott (aka Lord British) was in Australia recently, and HYPER's Julian Schoffel stopped him in the street to have a chat.

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Meet the Reviewers At last! The readers of HYPER get to meet the reviewers of this here magazine. And what a wild and freaky bunch they are too.

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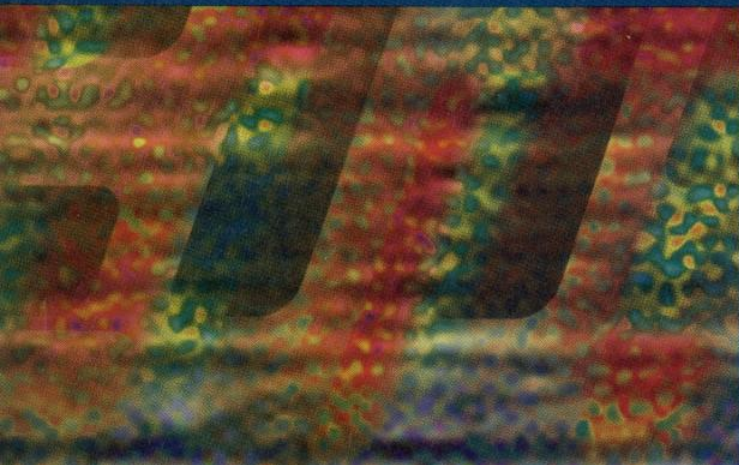
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Hyper Goes On-Line

The "information superhighway" is getting busier and busier, and now you can connect to this very magazine via e-mail and the Internet. Now, don't worry, you won't have to interact with the HYPER crew directly (unless you really want to), but you can send us mail, suggestions, news, cheats and whatever the hell you want just by contacting freakscene@next.com.au. It's called freakscene because that's just what it's liable to turn into (we hope so, anyway).

HYPER is also a major part of the Next Online area of the Internet and if you can access the World Wide Web you'll be able to find reviews, news, cheats, demos, screenshots and lots of other juicy game bits that the crew have uploaded into the GamesNet in their spare time. Also available in the Next Online area is MusicNet which is put together by the remarkably attractive Rolling Stone team. MusicNet features a gig guide, charts, music reviews, special online events and an independent section called Indie Oasis. This is the best place to find out about up-and-coming Australian bands (like Shetland Pony) and you'll be able to download songs, images and information. To access GamesNet and MusicNet, connect to the Next Online server at this address: <http://www.next.com.au/>. Of course, you'll need a computer, a modem and Internet access to do this, but you already knew that, didn't you?

All of Next Online's Internet services are powered by Silicon Graphics workstations and for more info on the services they provide (like cheap Internet access) phone (02) 310 1433.

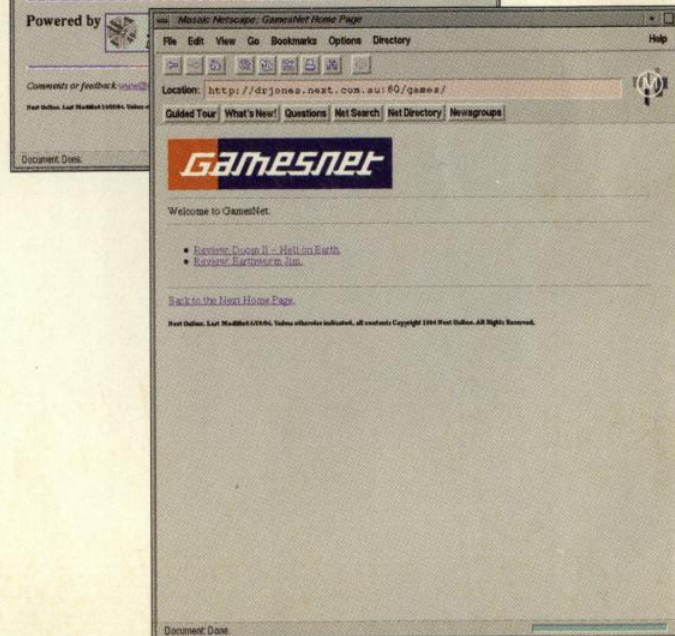
It's lucky issue number 13 and we're feeling tired but happy here at the HYPER offices. We've been absolutely pumelled by the Christmas rush of games and you hold in your hands another bumper 100 page issue stuffed to the gills with the best (and worst) in the world of games.

1994 has been a strange year for video games. While no one's really lost any interest in them, the industry's been in a bit of a slump due to market saturation and the spiralling prices. Everyone also seems to be on hold, waiting for the rush of "super consoles" in 1995. Panasonic have stalled for months on the local release of the 3DO but it can't be far away now, Sega's 32X add-on for the Mega Drive is literally weeks away, Sony's Playstation is debuting in Japan as you read this and while Atari seem a bit lost at the moment, Nintendo's Ultra 64 looks like it's on track for late '95. Next year's going to be interesting to say the least. And with any luck the winners will be us - the game players, because we'll have new kick ass systems to play with and lots of companies competing for our money and loyalty.

Anyway, this issue is a perfect aid in compiling your Christmas wish lists. There are some absolute beauties that everyone should have under their tree and some real dogs that Santa shouldn't even be allowed to deliver. Of course, all SNES owners should rush out and buy our cover game, Donkey Kong Country right now because it really is a break-through title, in terms of graphics at least. But that's quite enough prompting from me - you can all make up your own minds about what you want.

So sit down, put your feet up, forget the stresses of the world and come journey with us as we enter the wonderful world of video games. Hold tight, it's going to be a bumpy ride...

Stuart



Cruis'n on the Ultra 64

Most people know that Nintendo's much-anticipated "Project Reality" has been confirmed as a 64 bit machine and copped the new title of Ultra 64. Well, the first stud to be released from the Nintendo Ultra 64 stables goes by the name of "Cruis'n USA", and yes, it's another bloody racing game. But this one is way better. Produced by Williams/Midway who gave you Mortal Kombat and NBA Jam (which guarantees something at least halfway decent), the first version of "Cruis'n..." has been designed for the arcade, and has specs that pretty well kick most of the competition's proverbial bottom.

The game took three years to complete, with Shawn Cooper, a video artist for Williams, collecting all the images used in the game on film as he travelled across the country. No expense or effort has apparently been spared, and as a consequence the finished version displays a colour palette of 16 million colours on a 25 inch high-resolution screen.

The Ultra 64 version will be ready for the machine's release in late 1995, and the conversion by Nintendo and SGI is currently in progress. It promises to be just as impressive, as Silicon Graphics are widely accepted as being the industry leaders in 3D. Have a look at the shots and try and tell us you're not impressed.



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Give your diet of defeat the finger. Dial the SEGA Hotline. Everyday of the year, from 10.30am to 10.30pm our dedicated team of dishonest individuals are ready to teach you the fine art of cheating. Recorded info is also available around the clock. If you have MASTER SYSTEM, MEGA DRIVE, MEGA CD or GAME GEAR remember the motto; if all else fails... cheat.

M
B
E
N

BBS Report -

Don't Do Nothing, Do Nothing Much

Those fun loving boys (and let's face it, most of them are boys in at least one sense of the word) in Canberra have been at it again, this time with a report on the Regulation of Computer Bulletin Board Systems. It comes in a nice cardboard wrapper (in a lovely shade of salmon) and it gathers together the accumulated "wisdom" (for want of a better word) of the BBS Task Force as to what options the Government should adopt regarding BBS regulation. To legislate or not to legislate, that is the question.

While knocking up a classification scheme for the sale, hire and arcade use of video and computer games was a relatively simple task, taking on bulletin boards was always going to be more difficult. But, with visions of kids dialling up porno clips dancing in their minds thanks once again to our lovely tabloid media (Hi Stan!), they thought they'd give it a shot. The result? Whilst the Task Force was loathe to recommend doing nothing (that would be "an admission of impotence by government"), in the end, they've come up with a "hands off" approach which we can only describe as "sensible" and "not before time".

The basic recommendation is for the development and adoption of a set of operators' guidelines (for compliance with community standards and the relevant laws) by the BBS community itself with a complaints-based system of enforcement mediated by the Office of Film and Literature Classification. The favoured option proposes no legislative regulation of the use of bulletin boards. It does, however, propose continued monitoring and consideration of appropriate legislation or modification of current laws. An offence of "failure to comply with a notice to remove offensive material from a board" is a future possibility.

So, for the moment at least, we're safe from yet more unwelcome governmental regulation of our lives. It's comforting to note too that the Task Force placed some emphasis on parental control over modem use by their kids, if only "to control the size of the telephone bill". It's a pity they didn't have so much faith in parental supervision when they decided to regulate our beloved games.

Freak of the Month



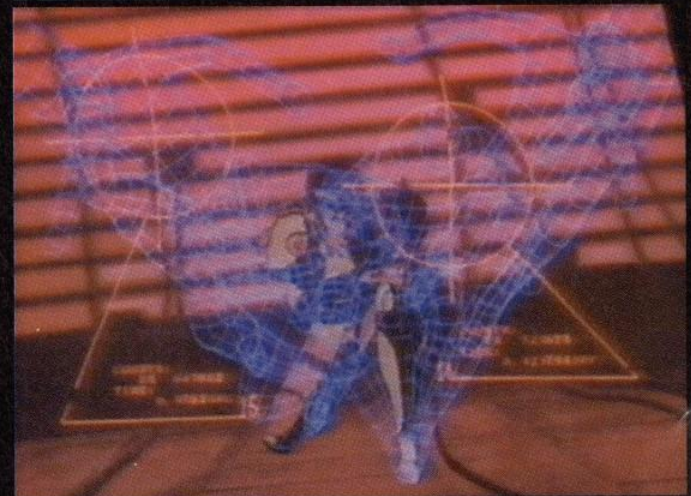
Yes, it's time once again to celebrate the individuality of one of our more "special" readers in our regular Freak of the Month spot. This month's freak is the stunningly attractive Michael Solomon of Marrickville, NSW, seen here modelling his best Woody Harrelson/Natural Born Killers look.

So what's so freaky about Michael? Look at him, ferchrisakes. Short of having "Fish 'n Chips" tattooed across their foreheads, they don't come any freakier than this. He also carries all of his money in the smallest denominations possible so you can hear him jangling five minutes before he gets to where he's going. There's something distinctively Rain Man-esque about that, we think.

Freakier still, Michael was willing to subject himself to the constant harassment (all above board, mind you) of the HYPER crew for a week, serving as personal assistant to Messrs Clarke and Humphreys. We got to know and love him in that short time and we'll carry the memory of "That Freaky Kid from Fort Street" for, oh, at least another seventy two hours.

If you think you've got what it takes to be our Freak of the Month, send your snap shots into HYPER, Freak of the Month, PO Box 634, Strawberry Hills NSW 2012 without delay. You too can be sniggered at in a public forum.

CYBER CITY OEDO 808



Have you ever wondered what a cartoon would be like if every second word was a colourful and offensive swear word? Welcome to CYBERCITY OEDO 808; a beautiful looking animation series with its feet placed firmly in trash Cyberpunk Sci-fi genre, where all the cliches of Cyberpunk/Bladerunner culture have merged into a highly enjoyable and entertaining action adventure.

Episode one, "VIRTUAL DEATH", introduces us to the three main characters, Sengoku; the generic good-looking fighter with an attitude, Benten; the ultra cool transvestite assassin, and Go-GI, the punk hacker. Originally cyberpunk criminals, they are released from prison to become part of a special task force in hunting criminals much like themselves. With each criminal that they catch, they have a few years shaved off their sentences...but with convictions totalling up to three hundred years each, it doesn't look like they'll be ending the series tomorrow.

The action in the animation is really, really good. A lot of scenes reminded me of the attention to detail and quality that was displayed in Katshuhiro Ottomo's AKIRA. Well thought out and well paced, the action, combined with the plot, produces an exciting thriller that had me glued to the screen. Scripting and acting were in some places heinous eg the classic "Adios bozo! This time I'm down-loading you into hell!", but it's very forgivable.

The second episode, "PSYCHIC TROOPER", had a more involved plot, about the military's bid for urban pacification, and their conflicting interests with the Cyber City Police force. What ensures is a bloody testosterone induced battle between Go-GI and Molcos, the army's mutant weapon.

If there is a moral message to CYBERCITY OEDO 808 then I failed to see it. It was a mindless and violent exercise in animated trash culture and I loved it.

Game Charts

HYPER's charts are supplied by The Gamesmen

Mega Drive

1. Mortal Kombat 2
2. **Urban Strike**
3. Andretti Racing
4. Super SF2
5. Aladdin
6. FIFA International Soccer
7. Jungle Strike
8. F1
9. Jungle Book
10. NBA Showdown

SNES

1. Mortal Kombat 2
2. Stunt Race FX
3. Super Mario Kart
4. **Super Metroid**
5. Starwing
6. FIFA International Soccer
7. Pilotwings
8. Nigel Mansell Racing
9. ESPN Baseball Tonight
10. Super NBA Basketball



PC

1. Alan Border's Cricket
2. Indycar Racing
3. Falcon 3.0
4. The Lost Vikings
5. Quarterpole
6. Doom 2
7. FIFA International Soccer
8. Police Quest 3
9. 1942
10. Doom

Mega CD

1. Ground Zero, Texas
2. Lethal Enforcers
3. Dracula Unleashed
4. Tomcat Alley
5. FIFA International Soccer

PC CD ROM

1. Golden Seven
2. Rebel Assault
3. **Doom 2**
4. Mega Race
5. PGA Tour 486

HYPER's December Chart Predictions

Here are the games that should be big this Christmas

- Wing Commander 3PC/PC CD ROM
 Star Trek: Next Generation .PC CD ROM
 Beavis & Butthead.....Mega Drive
 Lethal Enforcers 2.....Mega Drive
 The FlintstonesSNES/Mega Drive
 InfernoPC CD ROM
 Xlth HourPC CD ROM
 Road Rash 3Mega Drive
 Super Return of the JediSNES
 FIFA Soccer '95.....Mega Drive
 NBA Live '95.....Mega Drive
 BattletechSNES/Mega Drive

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NSW: Video Game World
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Blow Up Your Animation!



"An expanded notion of animation will be explained throughout KABOOM!. Animation is not simply for kids, it says things about our world through means impossible to engineer in other media."

Well, that's what Phillip Brophy, curator of the KABOOM! exhibition running at Sydney's Museum of Contemporary Art from November 12 until March 5 next year, reckons. The MCA (the museum, not the Beastie Boy) is running the exhibition with the aim of heightening public awareness and appreciation of animation. By animation, the curators mean cartoons and video games, both common staples of the average HYPER reader's cerebral diet, and you get to view and take part in both. The focus is on post-war animation from both America and Japan, examining these two genres individually as well as the common threads between the two.

KABOOM! will take up two floors of the museum (ie. a lot of space). Both rare and original stills and artwork will be on display, as well as continuous screening of famous and archetypal animation, and a hands-on area where you can play the latest Super Nintendo games based on cartoons. A special gallery space will also be devoted to cartoon merchandising and "the selling power of animation". The American component will feature the work of Bob Clampett (the creator of Bugs and Daffy Duck), Ralph Bakshi (the benefactor of Fritz the Cat), and seeing as it is the Museum of Contemporary Art, contemporary animation from the likes of John Kricfalusi, who gave us Ren & Stimpy (and don't we salute him) plus Beavis & Butthead.

The Japanese animation featured will include the classic work of Osamu Tezuka (Astro Boy and Kimba), Hayao Miyazaki (Nausica and Totoro) and, again, contemporary animation in the form of recent Manga classics "Akira" and "Legend of the Demon Womb". Does this all sound pretty excellent? Yes, it does. But wait, because, as the Demtel man says, there's more.

As an offshoot to the whole exhibition, the MCA is running workshops from Tuesday 3rd January until Friday the 27th, from 9 until 11.30 a.m. Going under the name of ATTACK!, your sole purpose for being there is to learn how to play video games better than you otherwise would. The numbers are limited to 24 per workshop, and for \$12 you get Museum entry, free use of games, a private viewing of KABOOM!, and, ahem, a "surprise treat". There's a catch: you have to be older than seven and younger than fifteen to participate, as the workshop trainers are themselves between the ages of fifteen and seventeen, and all rigorously trained in the fine art of going off at video games.

This exhibition/workshop series is so high profile that Bob Clampett Jr, John Kricfalusi and Ralph Bakshi are all flying out to Australia for opening week to participate in various events, but unfortunately that will have finished before you read this, so you won't know about it, will you? It doesn't matter. If you are in Sydney between November and March, you'll probably want to check the rest of it out. Ring the MCA for details on (02) 252 4033 or if you'd like to make a booking for the workshops, (02) 241 5498.

WINNERS

We had lots of comps running over the past couple of months and here are some of the winners:

NBA & Kings Comp

The winner is Luke Daniel from Narara (rock on!) NSW.
Onya Luke!

Sci-fi Your Brain Away Comp

The winners are:
James Pearce (VIC), Travis Martin (NT), Ryan Walton (QLD), Ian Taylor (NSW) & Stuart Murray (NSW)

Eat Mario Comp

Reece Rabottini (VIC), Nicholas Nancarrow (NSW), Lachlan Gunn (QLD), Kaz Sieger (VIC)

Mighty Morphin' Comp

J. White (NSW), Shayne Wasley (WA), Steven Russell (WA), L. Howell (NSW), Daniel Hammond (SA)
BEASTIE BOYS COMP
Rockin' the house! Winners are Brett Bimson (NSW), T.M Taylor (WA), Matthew Jones (NSW), Nick Thorne (NSW), Scott McClelland (VIC), Michael Van Raay (VIC), Joy Dimitiou (VIC), Kathy Ryan (SA), Tim Brooks (QLD) & Billy Nastri (NSW)

FIST OF THE NORTH STAR



Having seen FIST OF THE NORTH STAR once already on the big screen I found it difficult to sit through another session of the film in front of the video. Whereas I laughed at FIST... and had a grand old time watching it in the cinemas, I quickly realised that it's hard to laugh at the same joke twice; especially when it's the entire movie.

Based on the Manga Comics by Buronson and Tetsuo Hara, the story revolves around Ken (an original name for a Japanese Martial Arts hero!), who lives in a post-Holocaust world run by "ruthless outlaw bikers, super-powerful mutants and dictators". Ken is the former Fist of the Northstar, a job which requires the person's neck to be wider than their head, and a job which is ruthlessly torn from him when Shen, Ken's ex-pal and Fist of the South Star, kidnaps Ken's fiancée Julia. Julia is an environmentalist, and hopes to one day re-green the entire planet (now a desert) with seeds she carries around her neck.

What follows is an untold amount of bloodshed and carnage as Ken attempts to rescue Julia from Shen and at the same time defeat the egotistical Roah, the new Fist of the North Star. Somewhere along the way Director Toyoo Ashida attempts to weave some kind of Zen philosophy into the plot, but gets totally lost with the help of some heinous scripting and weak "action" animation.

Despite the "suitable only for persons of 18 years and over" warning on the cover, FIST OF THE NORTH STAR is just another kiddie's animated soap opera, but with ultra-violence and swearing thrown in for good measure. Good for a laugh if nothing else.


All Fired up !!

DIGITAL IMAGE DESIGN


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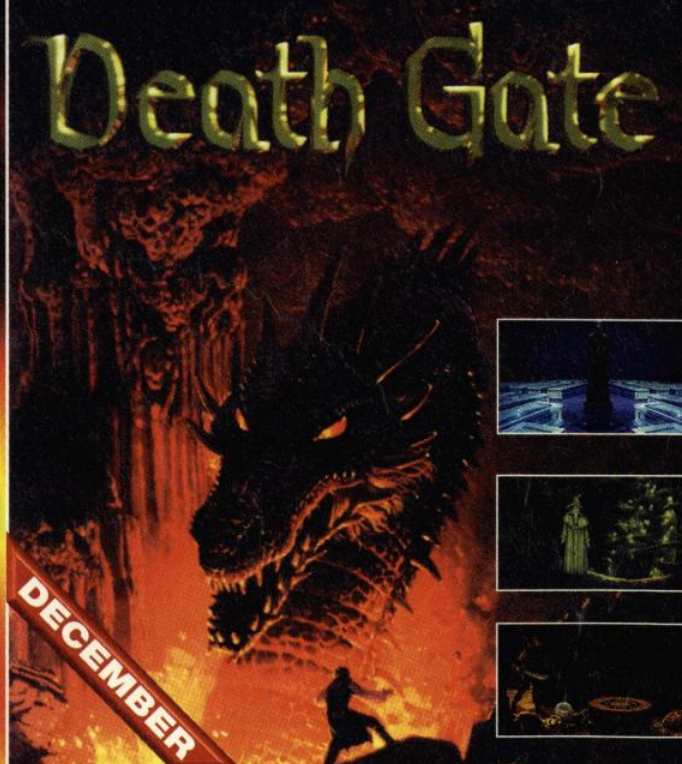


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Death Gate



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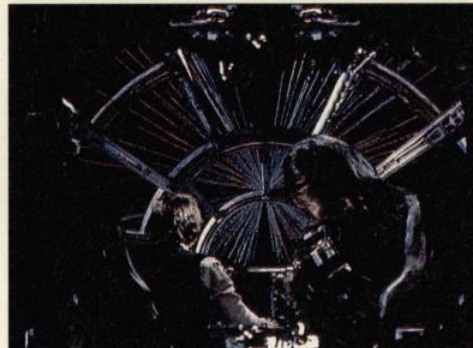
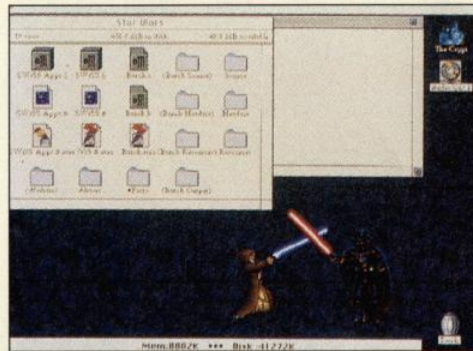
Contact Shockwave BBS for Screenshots and Demos on (02) 669 6041 or phone (02) 317 0000 for your closest retailer

SNES Game Saver

The Force is On Your Screen

Return To Zork Xmas pack!

"Return to Zork?" I hear some of you say. "Whadda ya mean return to it? I've never been there!" Well, dear peoples, back when graphics were still one centimetre cubed green blocks shifting around the screen, Infocom came out with a text-only adventure called Zork. It managed to combine tough puzzles with zany humour and gave birth to a whole generation of role-playing fanatics. Then came Zork II, III, IV and V! In fact, these games still hold up today as being excellent fun and they're still hard as nails! Well, seeing as Chrissy is such a special occasion, Activision are packaging all the original text adventures onto a CD and giving it to you free when you purchase Return To Zork, the great new interactive CD-ROM adventure game that has wowed us all recently. HYPER officially thinks that's excellent value, and we highly recommend it to any of you adventurers who haven't played a Zork game. You've missed out on some absolute corkers. Buy it.



May the force be with you... or at least dancing across your screen when you have nothing better to do. The healthy trickle of screen saving programs has turned into a flood with the Star Wars Screen Entertainment package being the latest extravaganza to hit the market. It's consumer insanity defined when screen savers transcend the "useful" barrier and enter the realm of entertainment. LucasArts appear to have put more work into their latest screen saver than many other companies have applied to proper games. This madness must STOP.

Perhaps your expensive phosphorous could most benefit from Darth and Obi-Wan waving their light sabres around in THAT famous duel, on the other hand you may prefer to read the entire storyboard script (with pre-production sketches!) for a few hours. Or you may wish to order Jawas and other Star Wars beasts to march across your screen and carry off icons and program groups on their shoulders. This one requires a fast 486DX with 8 megs to run smoothly - and it's a screen saver! The world has gone mad and we love it.

The complete "scroll into the distance" intro text is here too, of course, but with a highly cool new twist, any .TXT or .DOC file you have can be selected for the treatment - hmmm, the possibilities...

Five disks and a dozen forms of Star Wars madness beckon for Windows freaks weak in the cult-resistance department. Get it if you must. You'll probably love it, but please, why?



You know how it is. You're at the final stage, the boss is close to keeling over, you ready your triumphant battle cry, when the peanutbutter sambo gripped between your teeth plops onto the control pad. Your character looks at you from the television and rolls it's eyes in disgust just before being obliterated from the screen. And you guessed it — no more continues, no save feature. You're well and truly stuffed, and it's back to the beginning for you. Arrrrggghhh!

Well, relax. Here comes the truly amazing Game Saver for your SNES! No matter what game you are playing, you can now cancel out all that repetitive gameplay by saving your position anywhere in the game. Unbelievable! But there's a catch. And I didn't find out till I read the instructions inside the box. The saved memory in the Game Saver is only kept during play of the game. Thus, if you die, you can go back to your last saved. But, once the game is turned off, it'll be back to the beginning next time you plug it in!

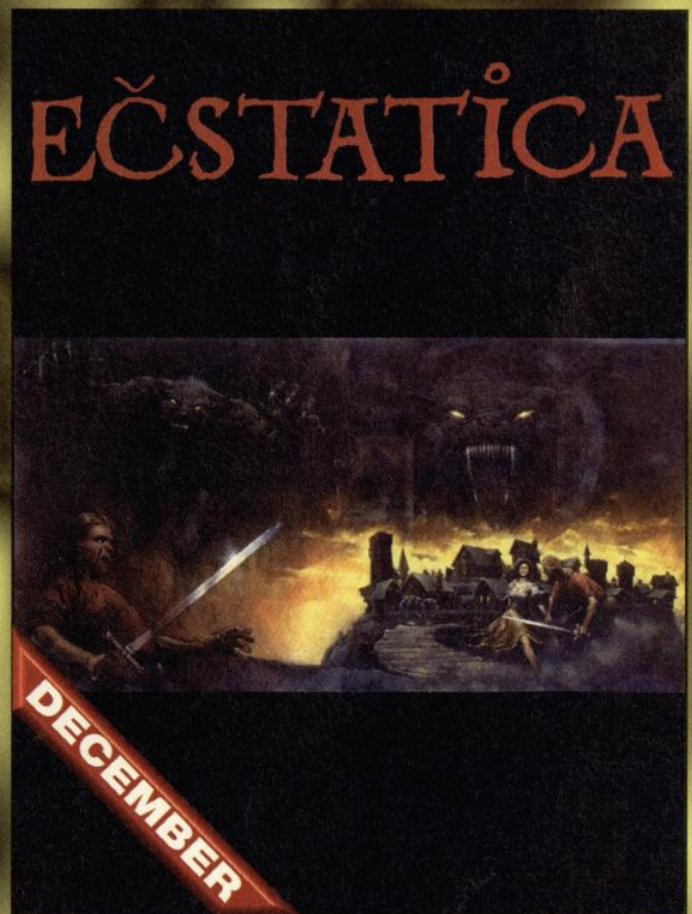
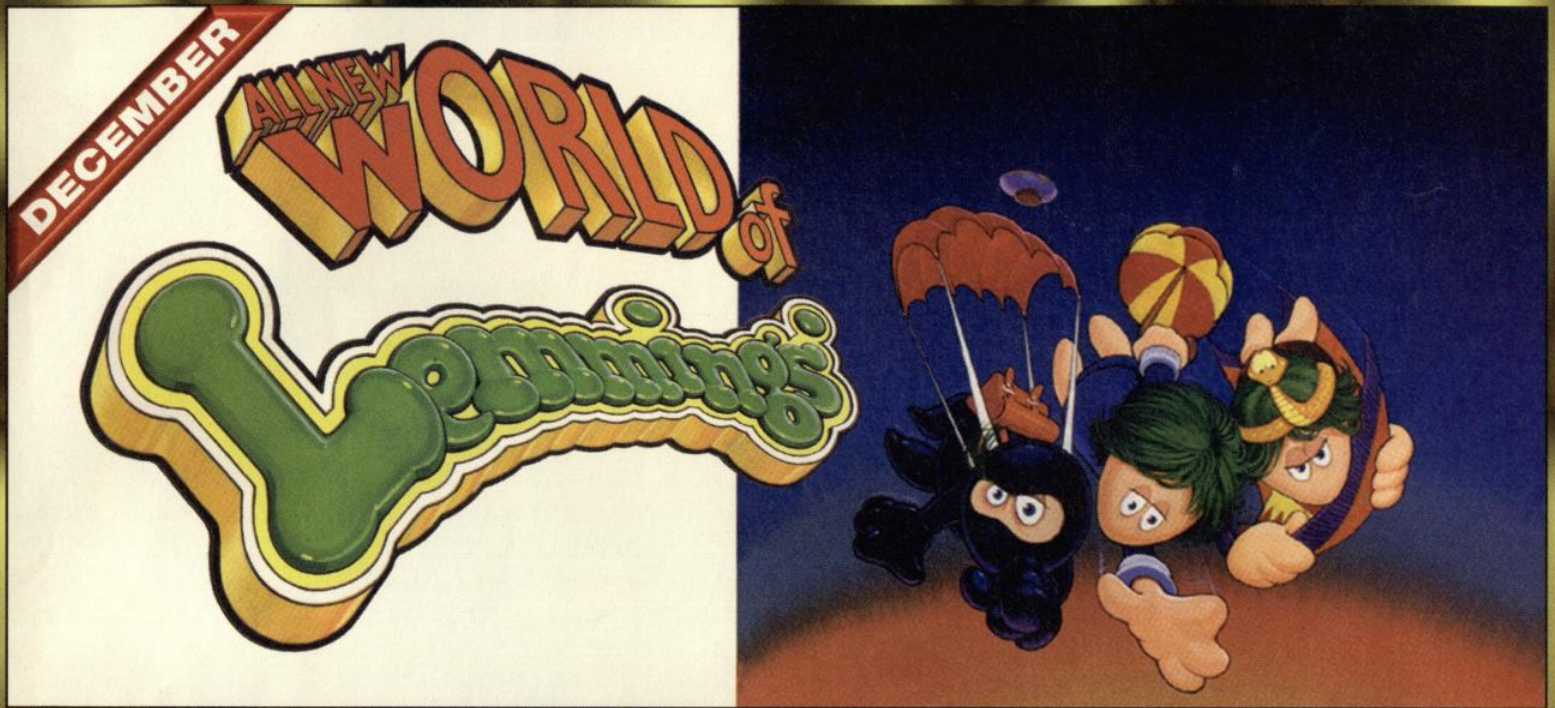
Despite this slightly misleading element, it's still a helpful device. Instead of cheating your way to the end with an Action Replay or Game Genie, you can simply start from where you left off — thus cancelling out all the boring bits that you've already played.

But wait, there's more! The Game Saver also has a slow-motion feature. And it's not like your dodgy control pad start-pause-start type stuff. This is genuine 1/2 speed gameplay that guarantees no music distortion either. Hmmm. And the whole thing acts as a convertor for US and Japanese imports (even recent ones)! Bargain. However, they also state that not all current titles may work with Game Saver, so it's a risk you'll have to take. It retails for around \$84.95, and will probably be the hot item at Xmas. Of course, I'm sure you'd rather have a game for that amount of dosh, so it's up to you folks.

Thanks to Sprint Electronics for our Game Saver.



PSYGNOSIS TAKES YOU TO NEW WORLDS



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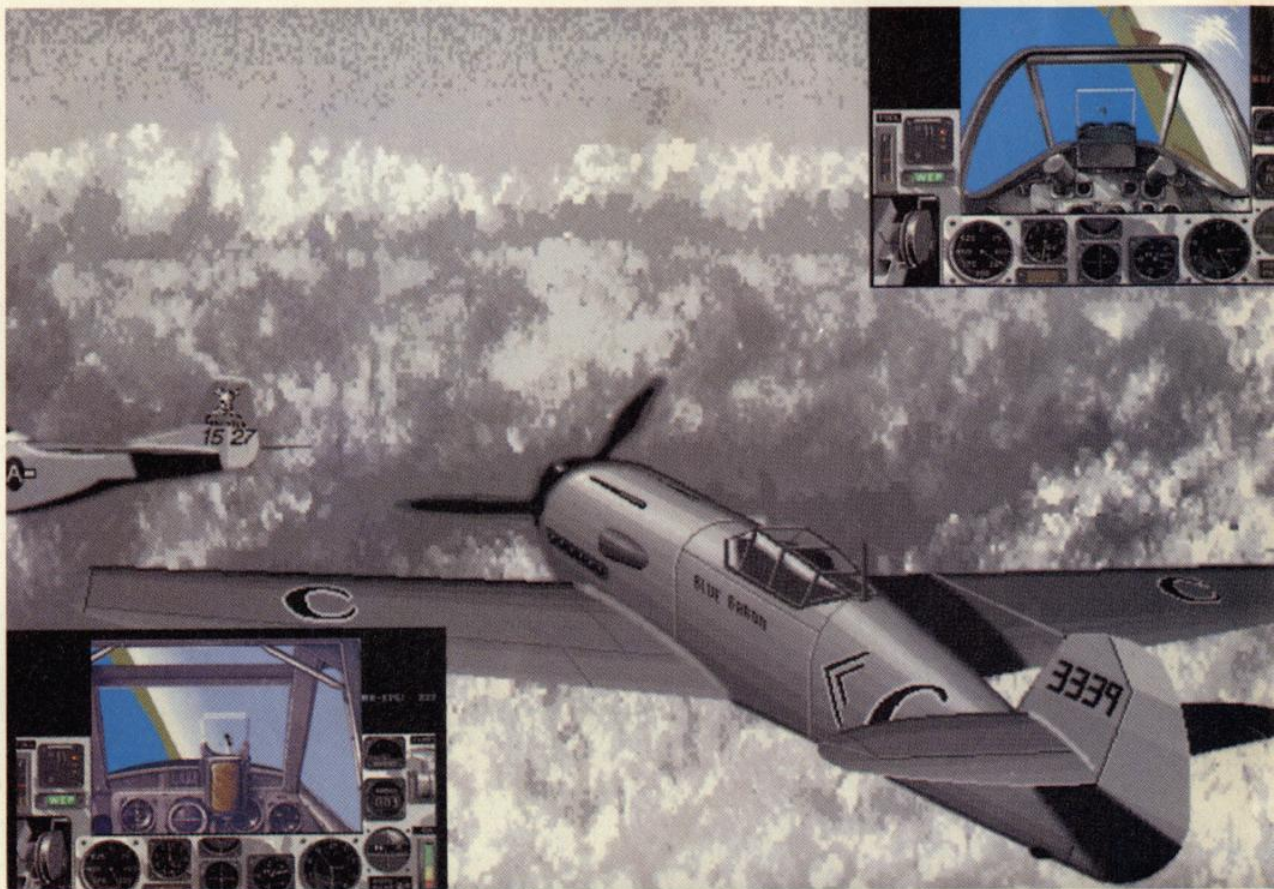
Sega·Ozisoft

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

Air Warrior Takes Off On-Line

The era of huge multi-player gaming is finally upon us.

Over 150 players from around Australia and the world can now play the excellent flight sim Air Warrior at once. JASON HILL straps in and goes on-line...



**You
want to
join in
on the
fun?**

HYPER has 5 copies of Air Warrior on floppy or CD to give away to lucky PC pilots. Answer this question on the back of an envelope: How many people can fight on-line at once with Air Warrior?

**Send your answer to:
AIR WARRIOR COMP
HYPER
PO BOX 634
STRAWBERRY HILLS
NSW 2012**

Playing human opponents in any game is always loads better than taking on the computer. Computers might be smart, but they are predictable and don't throw a wobbly when you beat them.

As any M.U.D. fan will tell you, battling human opponents gives games an extra dimension, and makes them heaps more fun. After a few hours playing Air Warrior battling a squadron of real players, you will be seriously hooked. Just like multi-player Doom, nothing can beat the satisfaction of shooting someone down, and then being able to skite using the talk commands.

As a stand-alone product, Air Warrior is a very good battle simulator, and when it was reviewed in HYPER (issue #2) it got the not-inconsiderable score of 85%. It accurately represents the nature of early dogfights, and features all realistic effects of flight such as G effects, buffeting and stalling without overly complex controls.

There are over 20 World War I and II aircraft to choose from, and each has authentic cockpits and different handling. Alternatively you can jump into a jeep or tank. You can easily start 'er up and be in the skies straight away, but before you're shooting down the on-line aces you'll have turned many of your own planes into scrap metal.

Before taking to the skies you need a PC, modem and a copy of Air Warrior. The On-line service is through Oz-E-Mail. There are currently 50 lines in Sydney, 32 in Melbourne, 30 in Brisbane, and 16 each in Canberra, Adelaide and Perth. Most nights there are also overseas players on-line, from as far away as the US, Japan and even Finland!

The biggest on-line nights are Wednesdays, Fridays and Sundays. The action is frantic and you'll need your best flying skills to survive. Luckily you can get shot down as many times as you like, only your score (and pride) will suffer. Tuesday night is a training night to help beginners learn basic manoeuvres and tactics. Beginners will find the action pretty rough at first, but after some practice your skill level rises fast.

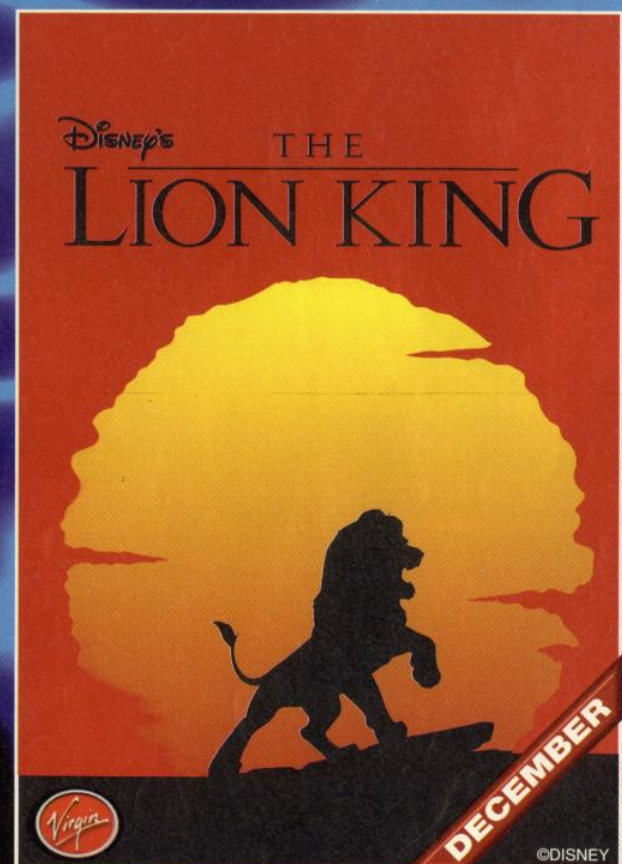
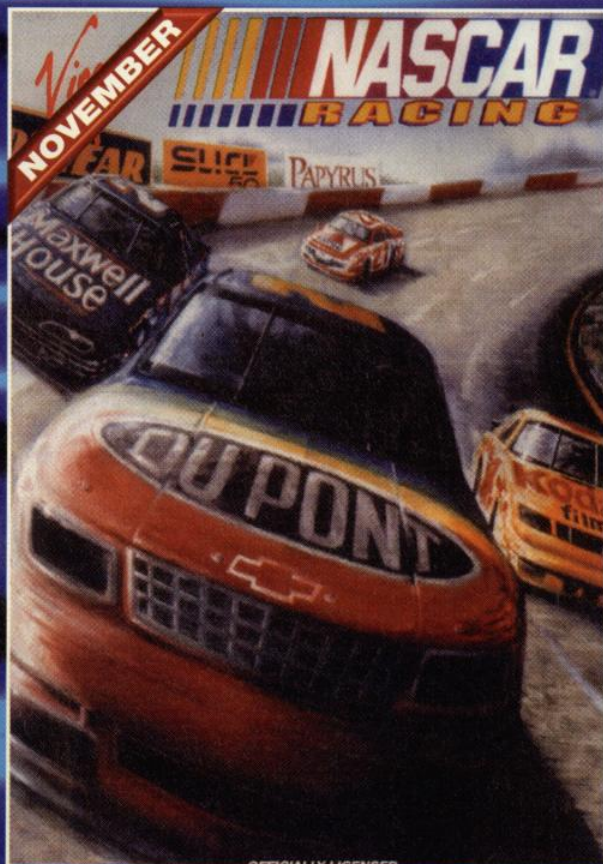
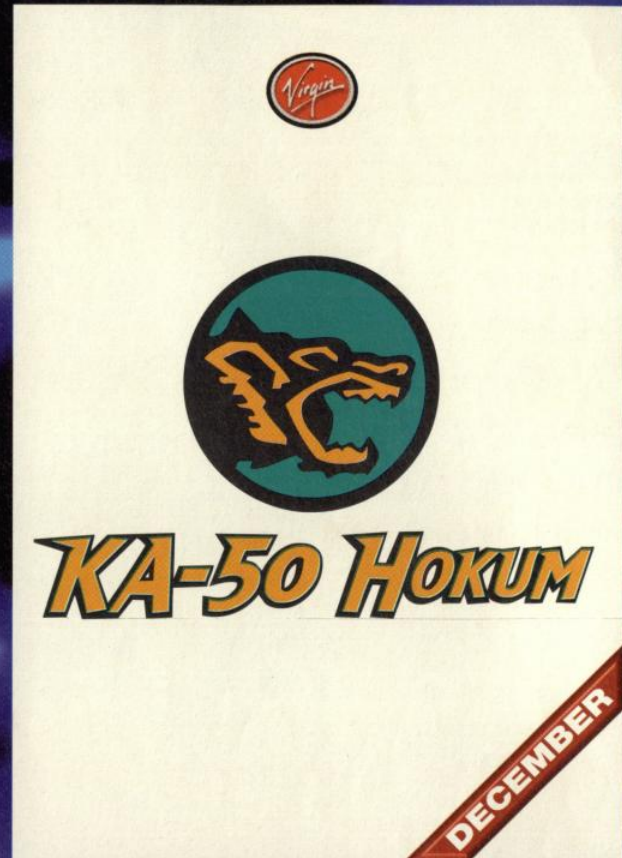
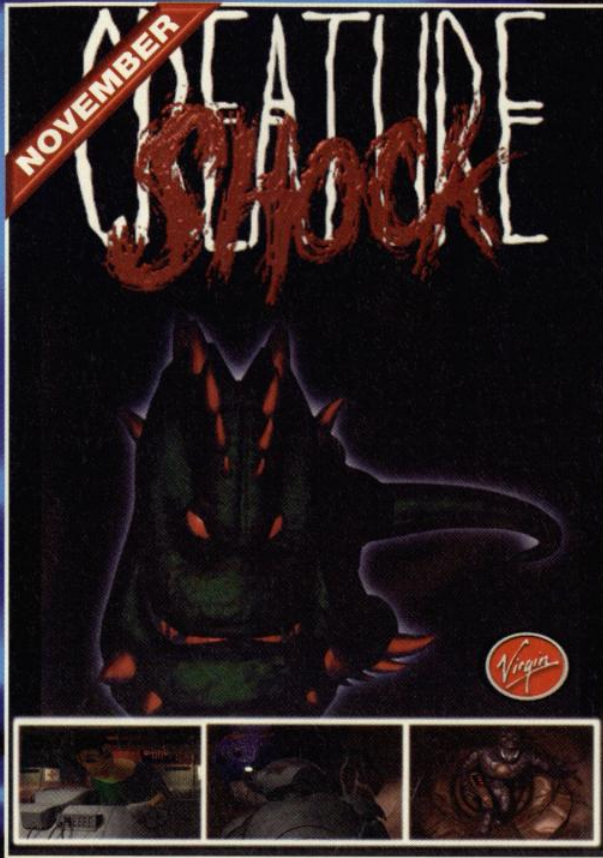
Weekly scenarios are organised and held at 3pm Sundays. Rather than the usual no-holds barred slug-fest, each participant in the scenario is given a specific role to play in taking on the enemy. You might be in control of a fighter, bomber or tank on the ground.

Flying ace Sam Stewart (alias Toyman) from Metro Games believes on-line gaming is the way of the future. "There's human versus human interaction, you're not just playing a program you're playing against real people", Sam enthused. "The human element means your opponents are totally unpredictable".

Registration to play on-line costs \$25. Players receive a user ID, password and five hours of on-line time. After registration, playing time is \$5 an hour, regardless of when you call.

Air Warrior is available on PC floppy or CD-ROM, as well as Macintosh and Amiga for \$89.95 from Metro Games. For more information call Ben Coleman at Metro Games 03 321 3842 or Oz-E-Mail on 1800 805 874. Tally ho!

BEAST OR MACHINE VIRGIN HAS IT ALL



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WIN WIN WIN

CENTRAL STATION

Go Shopping at Central

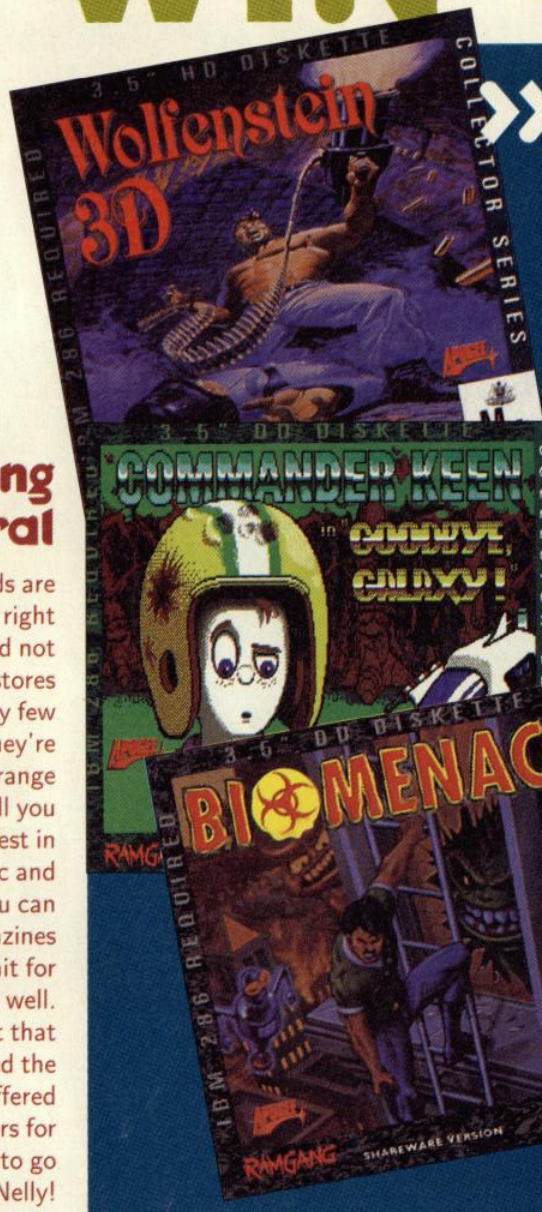
Central Station Records are expanding rapidly, right around the country and not only are there new stores popping up every few minutes, but they're expanding their stock range as well. Not only will you get the best and latest in import dance music and accessories, but you can now buy clothes, magazines (like HYPER) and wait for it...video games as well. To promote the fact that Central have entered the Cyberworld, they've offered us 4 \$250 vouchers for HYPER readers to go shopping with. Woah Nelly!

To win one of these excellent vouchers, you must answer this question:

What groovy import record chain now sells video games and HYPER magazine?

Now if you can't get that one, you really don't deserve anything. Put your answer on the back of an envelope and pop it off to:

SEND ME CENTRAL SHOPPING HYPER PO BOX 634 STRAWBERRY HILLS NSW 2016



Going on a Ramgang!

Want the best games for less? We thought you would. Well, take a look at the new Ramgang range of PC games from Roadshow New Media. They're some of the best games in the world (from top game producers like Apogee and Epic Megagames), packaged small and sold for peanuts. Well, \$9.95 for most of them and \$12.95 for double disks. They're not the full games (in fact, they're the shareware versions) but for \$9.95 you can't go far wrong.

The games out so far on the Ramgang range include Halloween Harry, Sango Fighter, Blake Stone, Duke Nukem 1 & 2, Wolfenstein 3D, Overkill, Commander Keen, Monster Bash, Major Stryker (that's nothing to do with Jeff Stryker, famous porn star), Xargon and Hocus Pocus. So there's some pretty tasty games there.

HYPER has 6 sets of games to give away to lucky readers. If you win you'll get a copy of the hot new releases - Doom, Raptor, Depth Dwellers and Zone 66.

To win, tell us what you think a Ramgang is

(in 25 words or less). Put your answer on the back of an envelope and send it to:
RAMGANGING AWAY HYPER PO BOX 634 STRAWBERRY HILLS NSW 2016



interact with Severed Heads

New from Australia's premiere dance label, Volition, is Metapus, an interactive CD ROM from seminal dance act, Severed Heads. Now a lot of HYPER readers would be too young to appreciate the importance of Severed Heads to Australian music, but those who have been around a bit (like the HYPER crew) know that they were producing great techno/electronic dance long before dance music reached the mainstream charts with the commercial sounds of 2 Unlimited, Culturebeat and the rest of them.

Severed Heads have actually been around since 1979, and on Metapus you'll find documentation for every release in the past 15 years. There are over 100 music samples (including rare material), 6 complete videos (including Twister, Greater Reward and Dead Eyes Opened 94), excerpts from other clips, complete lyrics, candid photos and "a hidden stupid surprise".

Metapus requires a PC with CD-ROM, sound card, hi colour display and 8 megabytes of RAM and HYPER (thanks to the beautiful people at Volition) has 5 copies to give away to lucky readers. Simply answer this question:

What record label is Severed Heads on?



Send your answer on the back of an envelope to:
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Last chance to win

the most fabulous gaming competition in the history of, well, history itself really.

In fact, since the last issue, we've got even MORE fantastic goodies to give away! More? It hardly seems possible, but now we've got five more games from The Software Toolworks, four more games from Panasonic (including Super Streetfighter II Turbo!) and a Battlestation II joystick from Multicoin Australia.

Credit for this special event goes to the unbelievably attractive Peter and Darren of PHOENIX IMPORTS. Phoenix Imports specialise in high-end gaming needs and, it seems, organising utterly fabulous competitions for lucky HYPER readers.

Phoenix, in conjunction with Electronic Arts, Crystal Dynamics, Interplay, Virgin, Universal Interactive Studios, American Laser Games, Panasonic, The Software Toolwork, Tetragon, The 3DO Company and Multicoin Australia bring you the give away to end all give aways.



Here's what you get:

- A Panasonic 3DO R.E.A.L. Interactive Multiplayer, PAL converted, including a controller, sampler CD and the pack-in game, Crash n' Burn.
- From Electronic Arts: Road Rash, Shockwave, John Madden Football, Super Wing Commander (all of which we've rated over 90%) and Putt-Putt Goes to the Moon.
- From Crystal Dynamics: Total Eclipse, The Horde, Star Control 2, Off World Interceptor and Samurai Showdown (that's right, Samurai Showdown!)
- From Tetragon: the amazingly cool Gridders.
- From Virgin: Night Trap, Sewer Shark and Demolition Man!
- From Interplay: Alone In The Dark, Out of this World, Battlechess and Kingdom: The Far Reaches.
- From American Laser Games: Mad Dog McCree, Mad Dog McCree 2, Who Shot Johnny Rock? and a fabulous 3DO Game Gun to go with them!
- From Universal Interactive: Jurassic Park Interactive, Woody Woodpecker Volumes 1, 2 and 3, and Way of the Warrior.
- From Panasonic, Super Streetfighter II Turbo, Guardian War, Burning Soldier and Pebble Beach Golf.
- From The Software Toolworks, Megarace, Oceans Below, 20th Century Almanac, The Animals and Space Shuttle.

- From Multicoin Australia, a Battlestation II Joystick and carry bag.
- And from The 3DO Company, a very special 3DO merchandise pack.

That's 36 games in total!
Go on, count 'em.
Together with the 3DO itself, that's well over \$4000 worth!

All you have to do to win is fill out the coupon and answer the question below. We want to make the competition fair to everyone so you must use the coupon to enter - no photocopies, no excuses. We know some of you don't like to cut up your HYPERs but this time it's worth it so get to it! Each entrant will also be added to Phoenix Imports' mailing list so you'll be regularly updated on the latest releases.

Entries close last mail on the 6th of December 1994.

*Some of the games have yet to be classified in Australia, and may be rated MA 15+, so if you're under 15 then you'll need your parent's permission to receive some of the games. Judges decision is final and no correspondence will be entered into (we always wanted to say that!)

TO WIN THE 3DO AND GAMING LIBRARY, ANSWER THE QUESTION BELOW, CUT ME OUT AND SEND ME TO:

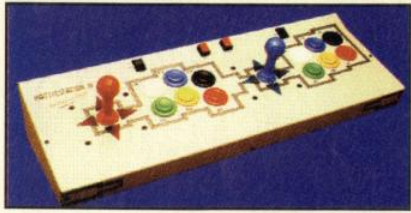
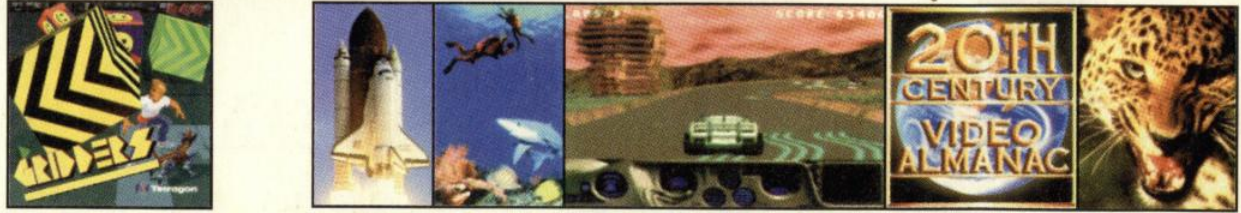
3DO COMP Q: WHAT IS THE PACK-IN GAME WITH THE
 HYPER PANASONIC 3DO? **BURN**
 PO BOX 634
 STRAWBERRY A. **CRASH N' BURN**
 HILLS 2012

NAME: **LORENZO BURTON**
 ADDRESS: **3A PATRICK ST**
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 PHONE NO: **201244**
 AGE: **11**



PHOENIX

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Back Issues

No home is complete without the complete collection of HYPER. But don't despair. For a mere \$7.50 an issue (including postage and handling!) you can regain your street credibility.

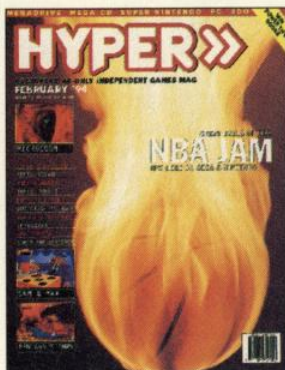
Be warned, there are only limited stocks of issues #1 and #3. New Zealand readers please pay AUD\$7.50 per issue.



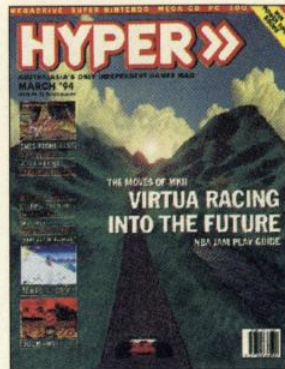
Issue #1 SF2 Turbo and SCE, Aladdin, Jungle Strike Play Guide and Virtual Sex!



Issue #2 Sonic Spinball and CD, Super Empire Strikes Back, Pocky and Rocky Play Guide, Laserbeam Software and Volition Records.



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



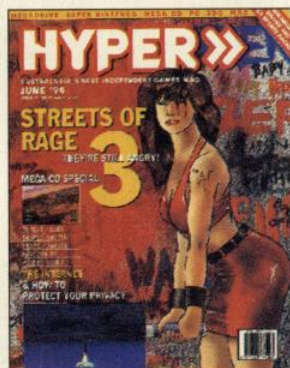
Issue #4 Virtua Racing, Clay Fighter, Tournament Fighters, Sonic 3, Doom, NBA Jam Play Guide.



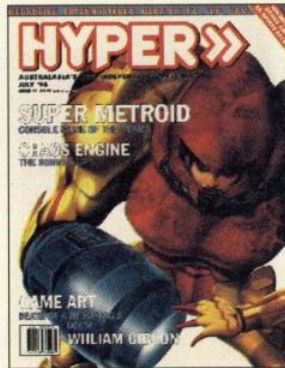
Issue #5 Star Trek Special, Ren and Stimpy, Secret of Mana, Myst, the secrets of MKII.



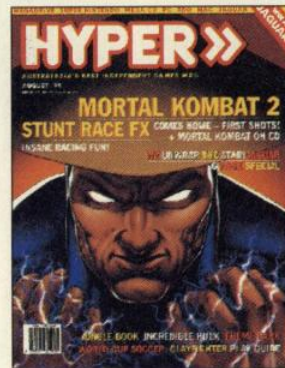
Issue #6 Mechwarrior, Jammit, Mega Man X, Ultima 8, Sonic 3 Play Guide plus Music Video in the 90s.



Issue #7 Streets of Rage 3, Mega CD Special - Tom Cat Alley, Double Switch - Turn and Burn, Super Battle Tank 2, PC Sub Sim Special



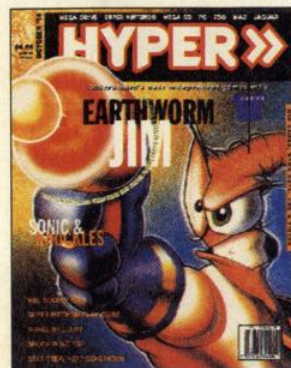
Issue #8 Super Metroid, Chaos Engine, Subterrania, Desert Fighter, Plok, Mega Race + William Gibson.



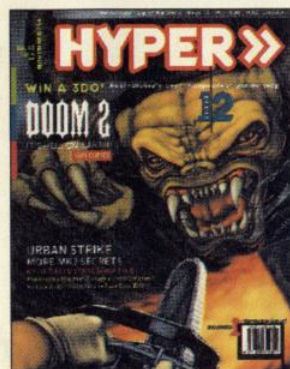
Issue #9 Mortal Kombat CD, Mortal Kombat Preview, Stunt Race FX, Theme Park, Jungle Book, Clayfighter Play Guide



Issue #10 Super SF2, Mortal Kombat 2, TIE Fighter, Shining Force 2, Harpoon 2, Subterrania Play Guide & CES Report



Issue #11 Earthworm Jim, Sonic & Knuckles, NHL '95, Star Trek SNES, Outpost, Super Metroid Play Guide



Issue #12 Doom 2, Urban Strike, Vortex, Road Rash 3DO, Kylie Does Hyper

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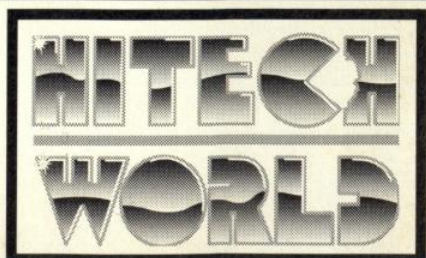
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LORD BRITISH DOWN UNDER

LORD BRITISH
(aka **RICHARD GARRIOTT**),
co-founder of Origin and
creator of the phenomenally
successful Ultima games,
recently made the trek to
Australia to show off some of
his new toys.
JULIAN SCHOFFEL strapped
on his **HYPER** cod-piece to
do some verbal jousting with
one of the world's computer
game superstars...

HYPER has two copies of the Ultima 8 CD ROM, signed by Richard Garriott, to give away, thanks to the kind people at Electronic Arts. If you want to enhance your PC with an RPG masterpiece, then answer the following question (the answer can be found in the article): According to Richard Garriott, BioForge is like a cross between which two classic PC games? Put the answer on the back of an envelope with your name and address and send it to:

**ULTIMA GIVEAWAY
HYPER
PO BOX 634
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NSW 2012**

Richard Garriott started creating computer games some fifteen years ago. Technology has come a long way since then and looking at Origin's astounding new product line you begin to get an idea of the vision and scope of this well spoken Texan. The new range of Origin products such as BioForge, Wings of Glory, System Shock and Wing Commander 3 look set to take PC gaming to a new level. Wing Commander 3 is undeniably the jewel in this new product line so I was particularly interested in how much it cost to develop and whether it was going to be released on time.

"We've been astonished at how reliably Wing Commander 3 has kept to schedule, but it has not kept to cost by any remote stretch of the imagination. In fact it cost about double what we originally meant for it to cost. We originally budgeted about 2 million dollars (US), it cost about 4 million dollars (US). The game is actually playable from beginning to end right now and is currently going through the compression phase. Once the compression is on disk it's done."

In order for Origin to break even on Wing Commander 3 they have to sell at least 100 000 copies. Richard Garriott believes world sales will be up around 500 000, so not only have Origin spent a huge amount of money on the product, they also expect to make an extraordinary profit with it. Interestingly enough, another of Origin's products, Wing Commander Armada, uses the Wing Commander 3 space flight engine. It is essentially the same game minus the cinematics and the SVGA in-flight option. This is no doubt a fairly shrewd ploy on the part of Origin to recoup their costs on WC3.

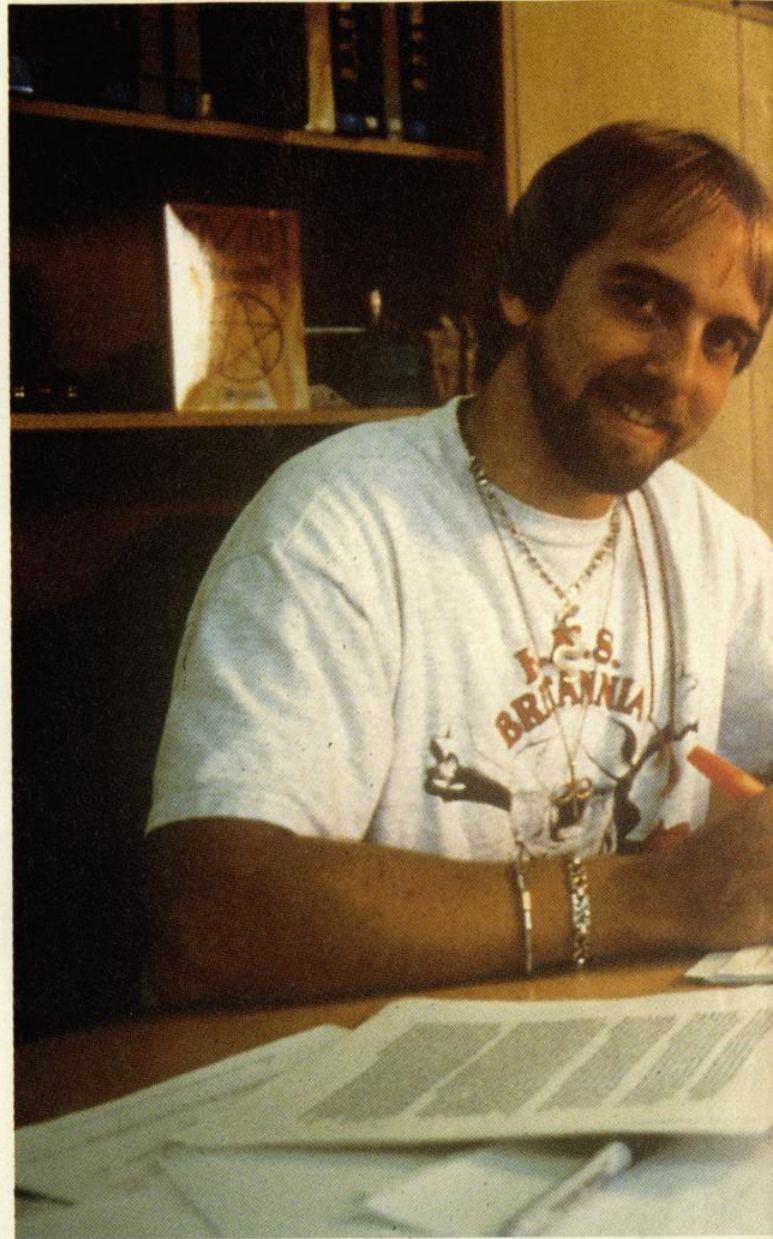
With their Ultima Underworld line, Origin have been at the forefront of VR technology. With the imminent release of four different VR headsets for the PC, I asked Richard whether Origin planned to support them and what he thought about the much hyped VR revolution.

"System Shock is the first true virtual reality product, and it supports all of the soon to be available headsets. While I really am a big VR fan, I think the cost and quality of the technology means that it is for the elite few at this point in time, but spend any amount of money you want and they're still not good enough to create a complete suspension of disbelief. I think it's five years plus before you can really think about sitting down in your super comfy chair and flip down the visor and be able to look around the place and really fool yourself into believing that you're there."

Origin also have another big title coming out called BioForge. BioForge looks like the first game which fully adheres to the concept of the 'Interactive Movie'. I asked Richard how BioForge differed from every other game with that notoriously misleading tag.

"In my mind the best of all worlds would be a game with television/movie quality visuals 100 percent of the time and interactivity 100 percent of the time. As a consumer I'd say; it's not my problem how you find the answer to that, but that's what I really want to buy. And so the BioForge line is our attempt to find that answer. If you put Alone in the Dark and The 7th Guest together you have a good touchstone for the BioForge line. The major difference with BioForge is that you are literally in full control of the actor at every moment."

If there is one Origin product that Richard has a soft spot for; it has to be his Ultima series. Recently he has spent all of his time in 24 hour design sessions for Ultima 9. After



hearing rumours about Origin closing down the development of any Ultima 8 add-ons because of a poor response to the game, I wondered what changes Richard would make to Ultima 9 and what his longterm plans were for the Ultima series.

"Yes we have recently shut down The Lost Vale and the CD enhanced version of Ultima 8. However, whenever I get one of these controversial aspects of a game I don't necessarily listen specifically to what people were saying, but rather why they were saying it. To my mind there really were some issues with Ultima 8 that I do want to address in Ultima 9. For example when you point to where you want to jump in Ultima 9, he jumps to exactly that location. You will have a set of attributes, like strength and dexterity that dictate how far and how accurately he can jump. That gets it out of the arcade-ness that was probably an accurate criticism of Ultima 8 and puts it back into what it was really meant to be, a role-playing game."

"What I am about to tell you is literally days old. In Ultima 9 it's the end of the Guardian, not only that but it's also the end of this whole Avatar business we've been going on about, so Ultima 9 is actually the conclusion of Ultimas 1 through to 9. Ultima 10 will be a completely fresh start and probably won't even be called Ultima 10. In many ways Ultima 9 tears down the Avatar philosophy. After going through the gate at the end of Ultima 8 you are in fact back in Britannia, obviously things have changed significantly while you



WING COMMANDER 3



ULTIMA 8



ULTIMA 8



SYSTEM SHOCK



SYSTEM SHOCK

THE ABOVE GAMES ARE JUST SOME OF ORIGIN'S PC CLASSICS. CAN THEY DO NOTHING WRONG?

were away and you eventually discover that you and the Guardian are cosmically related. Don't forget that this is the end of Ultima as we know it, so something very profound happens at the end of Ultima 9."

With all of the so called super-consoles coming out next year I was very interested to know whether Origin will continue to develop for the PC as their premiere games platform.

"I actually don't see any of the current ones supplanting the PC, I really believe the PC will be the slow, steady increasing market that it has always been. The thing about console games currently is that console hardware tends to have these huge, windfall high peaks and then these horrible downside crashes. The new CD-based platforms will supplant the previous console products and will begin to steal some of the PC market, because people will begin to be able to play comparable products on them. But because the PCs still have a lot more RAM and the hard drives there's still something about PCs that consoles just can't do. So I don't really see the next round of consoles displacing the PC just yet."

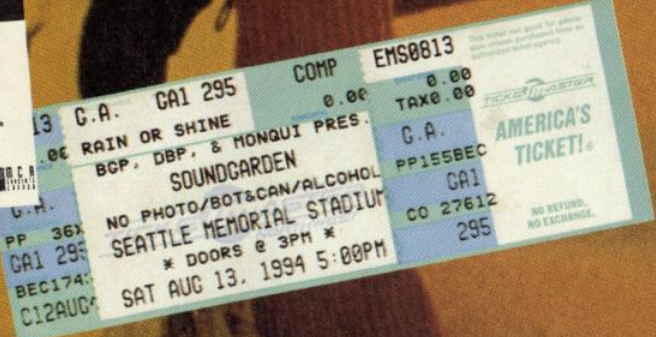
Origin are definitely at the forefront of the PC gaming industry. And with Richard Garriott already talking about Ultima 9 and a sequel to BioForge, it doesn't look as though they are going to drop the ball anytime soon.

Many thanks to the folks at Electronic Arts for giving us the opportunity to talk to Richard.

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fun, *HA*

Being in a rock 'n roll band isn't all its cracked up to be. There's lots of hanging out and spare time between gigs. A lot of bands, like You Am I [who have just finished a tour of the US with Soundgarden] are finding a solution to tour boredom in video games. Regular HYPER reviewer and ARIA award winner RUSSELL HOPKINSON gives us the sordid story of life on the road...

"the best way to relax is to sit back, control in hand and have a pleasant afternoon smacking my fellow Road



Uurrgghh....I pull my face out of my pillow and survey the darkened room, hearing the snores of sleeping band members and friends who crashed out on the floor. I try to pull some semblance of reality into my clogged brain. Wow, what a great gig last night! What an even greater party we had afterwards! Reality starts to set in with the dull thud of another hangover, my parched throat gulps greedily at a glass of water whilst my mind thinks of something to do to take my mind off my sore head.

Some coffee is made and I'm ready to face the day, not that I'm going anywhere mind you. Cameroon are through to the semi's and with the password I hold in my shaking hand I shall return to the hallowed playing fields of FIFA International Soccer. Amazingly, the Mega Drive is still intact, as all that dancing we were doing was precariously close to the television (and my console). In the drunken haze of post-gig euphoria, things like that seem unimportant.

My World Cup campaign is going well. Cameroon are up by three goals and the hapless Brazillian defence is in tatters. Behind me, the groans of other entourage members are starting to become apparent and slowly but surely people are taking an interest in my African marauders.

"Hey can I see that on Instant Replay?!"

LATE NIGHTS & MINDLESS TEDIUM

Rock and Roll is a sordid business, full of late nights hanging out at less than salubrious venues playing to crowds full of people who just wanna go berserk. Every day you promise yourself that you won't drink but every night the venue you play at gives you enough beer and champers to sink a battleship. Not that I mind really, it's the type of lifestyle you adapt to pretty easily and hey, it's better than delivering pizzas! The thing I really hate is the hours of mindless tedium that exist between the gig, the soundcheck, the travel, the interview and so on.

Well that was until the day that console gaming entered my life.

It was so obvious, but it never occurred to me for ages. Here I am staying in hotels that have a television, a bed and little else. Why not pack the ol' Sega into a case and travel around with it? It cer-

A ROCK 'N ROLL DAY

The rock 'n roll day usually goes something like this: Wake up (usually mid afternoon, but if you're a freak like me you can never sleep past Eleven!) Find Food and Avoid Any Responsibilities (Interviews etc). Arrive For All Appointments (Interviews etc) Late. Soundcheck. Deadtime/Food. Gig. Oblivion. A lot of those hours need to be filled with something. Adventurous types always go on about Ten Pin Bowling, Go Karting, Indoor Cricket and the like. All admirable pursuits no doubt, but the last time I played Indoor Cricket I couldn't move for a month, let alone play a whole bunch of rock afterwards! No, for me the best way to relax is to sit back, control in hand and have a pleasant afternoon smacking my fellow Road Rashers over the head with a Cycle chain. It's like meditation except you get to have fun while you're doing it.

The quality of games can have a lot to do with the success of a tour. Rule One - DON'T TAKE ALTERED BEAST. Sports Simulations are usually a hit, as are decent Platformers and Shoot 'em Ups. RPG's don't really work on tour, as you don't have enough time to really get stuck into it and they're not conducive to a social atmosphere. Two controls are a must (a four way adaptor is better!), as are headphones (waking people up is a crime punishable by severe abuse in the rock 'n roll world).

ROCKIN' THE USA

We went to America recently at the behest of a small time rock combo known as Soundgarden, a lovely bunch of chaps who we met when they toured Australia for the Big Day Out. There was room enough for us to tag along on one of Soundgarden's three buses. The rock tour bus is one of the most genius inventions known to man. The average bus has two lounges (complete with videos and TVs), a kitchenette, a toilet (but no "solids" please) and twelve bunks. It's a completely self-contained envi-



RUSSELL DOING THE 3DO THING IN THE BACK OF THE SOUNDGARDEN TOUR BUS

of my games quiver and I pretty much passed through Texas and Arizona with my head stuck in front of the Game Gear screen - we did most of our travelling by night so it's not as if I was going to see anything anyway!

Everyday we would arrive at some foreign town and nearly everyday I would take a cab to the mall and buy stupid Game Gear accessories like the screen enhancer that gave me a massive migraine and (I'm convinced) nearly sent me blind! Still, it kept me occupied when I had hours to kill, because not every town has an Alamo, Salvador Dali Museum or Empire State Building.

It was about Charlotte, North Carolina that I discovered that I was not the only one getting bogged down in annoying, mind consuming console gaming hell. Soundgarden had purchased a 3DO in order to play the newly received copy of Road Rash that they'd contributed some songs to. I sneaked in a couple of games when we had a spare moment,

but then it happened...our bus broke down and we had to drive on someone else's bus to make the 800 mile journey from Winnipeg to Calgary.

Luckily the 'Garden were more than happy for us to drive with them and under the tutelage of 3DO master, Chris Cornell, we spent the night taking turns at the king of all motorcycle combat games. In a moment of genius, Ben (Shephard, Soundgarden's bass player) invented a new way of playing called "Hunting Humans" where you drive slowly and try to knock out as many pedestrians as possible until you're arrested.

Although there were other games (John Madden Football gets the big thumbs up), Road Rash was our god that night and the back games lounge of Soundgarden's tour bus was our temple.

So there you have it. Proof that you can be a full time rock pig and still find time to be a total game-head! Right, now where are those Tally Hos?

games and rock n

tainly beats the Midday Show, Donahue or sightseeing as a daytime activity.

The first thing you do upon arrival at your accommodation is check on the television. Most of the regularly frequented Hotels on the rock circuit have a decent TV that can tune into UHF. If not, you're in trouble and alternative arrangements should be made. Enough complaining by five or six hungover musos will help any manager see that some other form of accommodation is necessary.

If you're wanting to stay at a mate's house, then hopefully they won't have a game system (yes it's true, some people don't!) and the opportunity to play for hours on Road Rash II or John Madden Football will far outweigh the inconvenience of having a smelly rock band sleeping on the floor.

ronment and you can travel for days without needing a hotel and remain relatively sane!

Anyway, I arrived in Los Angeles with no gaming apparatus and with the laptop not always available for some Doom work, I needed an alternative. A Mega Drive or Super Nintendo was my initial thought but I wasn't sure it would be practical as after the Soundgarden tour we would be back in a mini-bus for our club tour. After much thought I purchased a new Game Gear with Sonic 2 for \$90US plus tax. To alleviate Sonic Dementia (a chronic illness brought on by over-exposure to a small blue hedgehog), I also purchased Pinball Dreams (a cracking pinball sim) and Tengen World Cup (no FIFA, but very playable). Eventually Ren & Stimpy's Search for a Shaven Yak became part

YOU AM I'S FAVOURITE ROCK TOUR GAMES

(In no particular order)

ROAD RASH 1 & 2 and 3DO: The perennial all-in brawl/racing game that went off big time in America with Soundgarden!
SONIC 1, 2 & 3: A late night post gig favourite of bass player Andy Kent, whose ingenious use of expletives amazes all within earshot!

FIFA INTERNATIONAL SOCCER: I AM OBSESSED WITH THIS GAME. SOMEONE PLEASE HELP!!

DESERT STRIKE: This helped us through the Beasts of Bourbon tour. Wiseold, our sound technician, frightened us with displays of warlike cunning and aggression. All hail Commander Wiseold!

NBA JAM: Head to Head, two on two basketball action. Our guitar slinger Tim Rogers is deadly at this...
 ...IS IT THE SHOES!!!!????

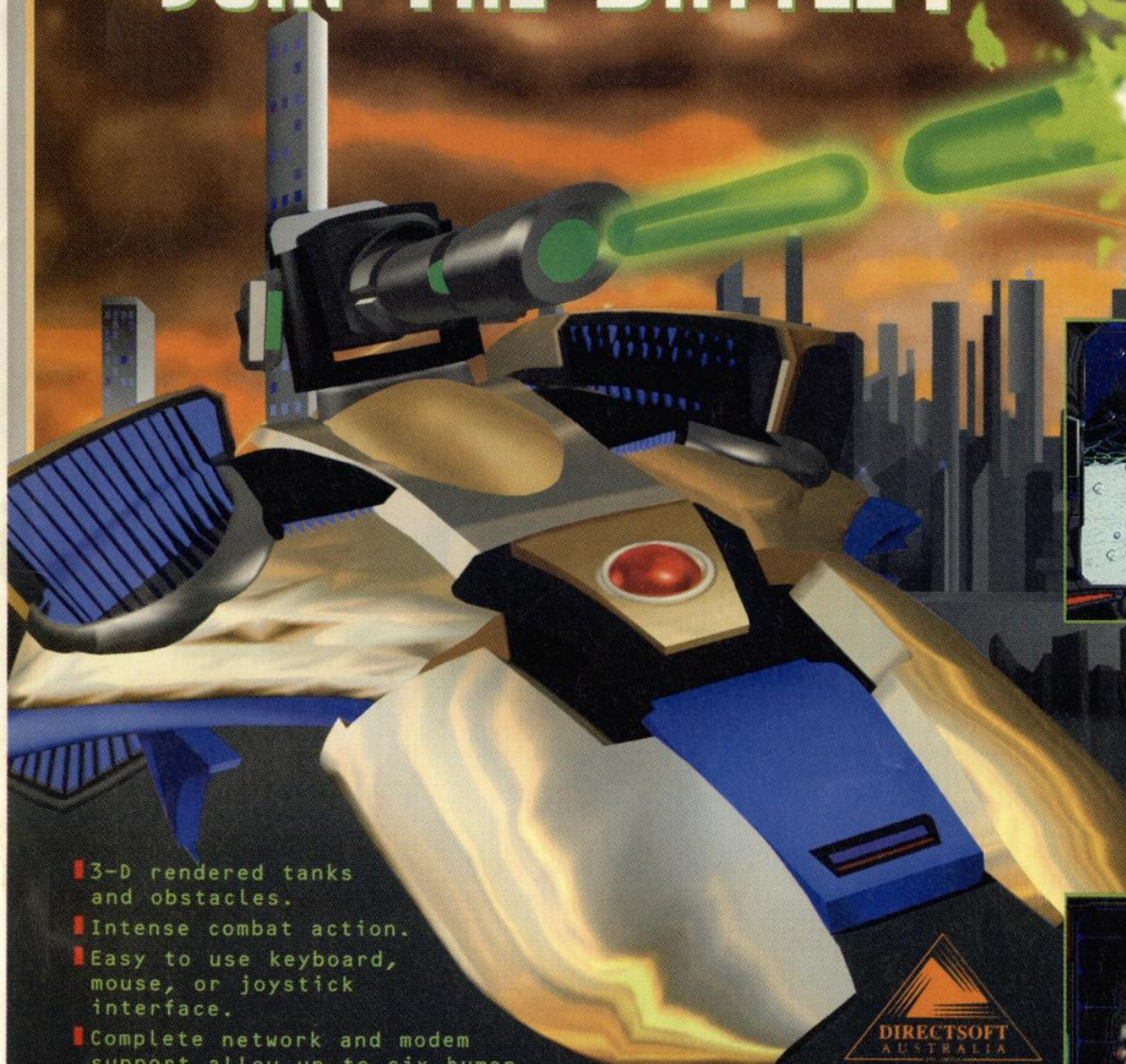
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ashers over the head with a Cycle chain. It's like meditation except you get to have fun while you're doing it"

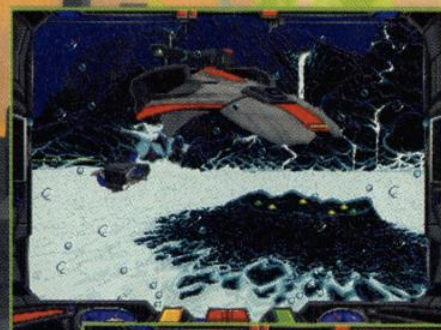
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SEGA'S 32X

SEGA'S WONDER 32-BIT ADD-ON FOR THE MEGA DRIVE HAS JUST HIT TOWN WITH DOOM, STAR WARS ARCADE AND VIRTUA RACING DELUXE IN TOW. HYPER WAS THERE FOR A FIRST LOOK...

⌵
We have seen the future of video games and we like it. Not only is Sega's 32X add-on for the Mega Drive rather sexy in a mushroomy-kind of way, but the games look like being all they were cracked up to be! We snuck a look at the first three games in the country - Virtua Racing Deluxe (!), Star Wars Arcade (!!), and the mighty Doom (!!! - you can never have too many exclamation marks in a games mag) - and guess what? They were all very, very impressive. Forget how good they look, the best part is that they all played beautifully.

We would have loved to have reviewed all three, but to be frank (it makes a change from being Cleopatra), we didn't play them enough and they weren't 100% complete. But here's a run-down.

Virtua Racing Deluxe was ultra-fast and ultra-smooth. It does fall shy of being arcade perfect but it's got two extra tracks (Highlands and Sandpark) and two extra cars (Prototype and Stock) to hoon in. Can the 32X shift those polygons? Why, yes it can as a matter of fact..

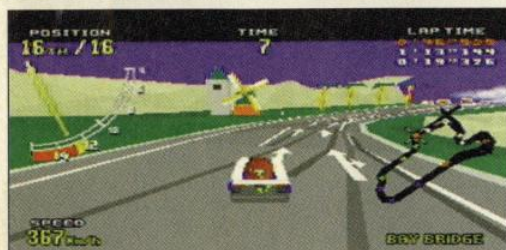
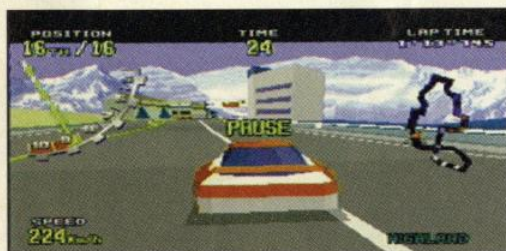
Doom may not have looked quite as detailed as the PC original but the sound was great, the speed was awesome (we're talking 486 speeds here) and the gameplay (and of course, the blood) remains more than intact. With a 6-button arcade power stick, it

was a pleasure to re-live all of our greatest Doom-ing moments.

But our pick of the three would have to be Star Wars Arcade, which is looking arcade-perfect and then some. Not only do you get the arcade game (complete with two-player pilot and gunner mode) but there's a special 32X enhanced game in there too. This one had atmosphere to burn and plenty of TIE Fighters to gun down in flaming heaps. And R2D2's screams were all we'd ever dreamed them to be.



ABOVE: THE 32X MOUNTS A MEGA DRIVE. DON'T FORGET, THE 32X WILL BOOST THE MEGA CD TOO BELOW: VIRTUA RACING DELUXE



32 What?

You've never heard of the 32X before? It's the new (dare we say it, essential?) add-on to transform your humble Mega Drive into a 32-bit powerhouse. It plugs into the cartridge slot - see, look at the picture.

If we all cross our fingers and be very good little gamers, the 32X might be on sale in time for Christmas - Sega Ozisoft certainly hope it will be. But they (and we) know that release schedules can slip, so January is probably a safer bet.

Initially, the 32X should retail at \$399 (that's \$400 to you and me) but Sega hope to get the price down as quickly as they can. And being the rental-oriented types that they are, they'll be throwing heaps of 32Xs out onto the rental market too so you can try before you buy. And the Saturn might not be too far behind...



ABOVE: DOOM - THE GAME WE'VE ALL BEEN WAITING FOR. NICE BLOOD
RIGHT: STAR WARS ARCADE. WE LIKED IT A LOT



Pitfall - The Mayan Adventure

SNES

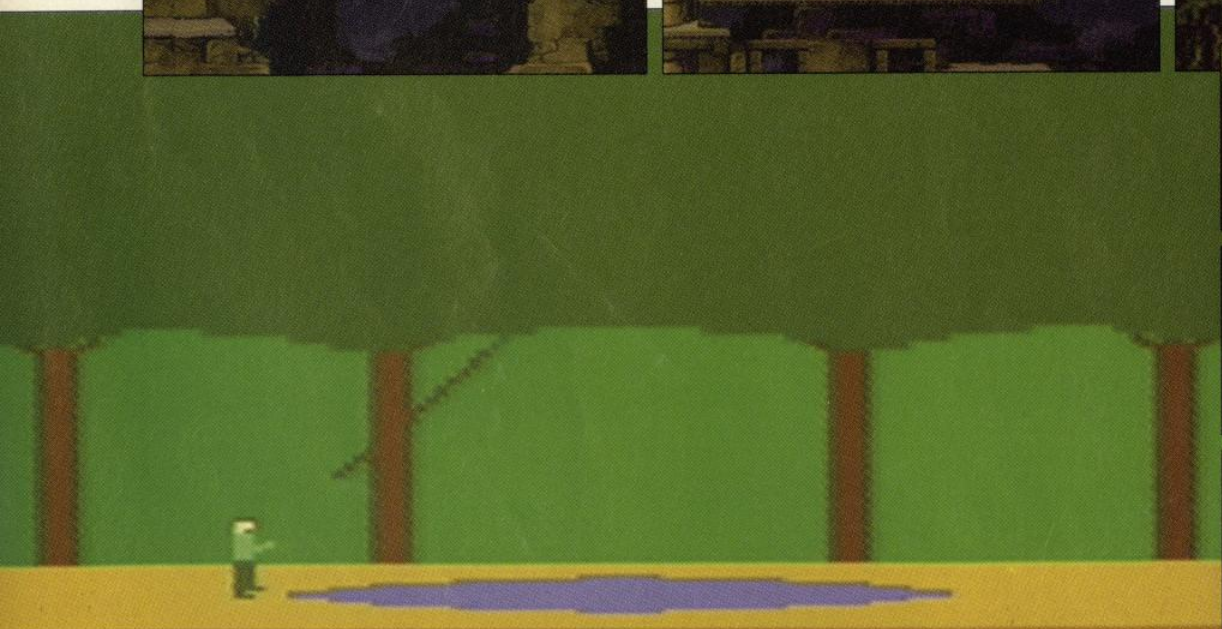
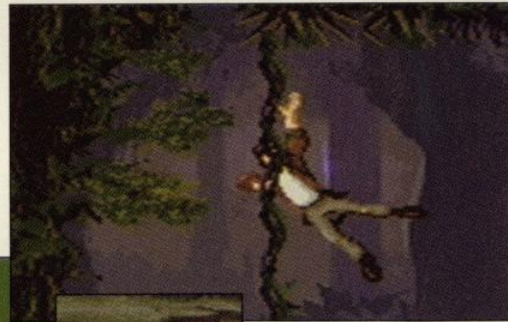
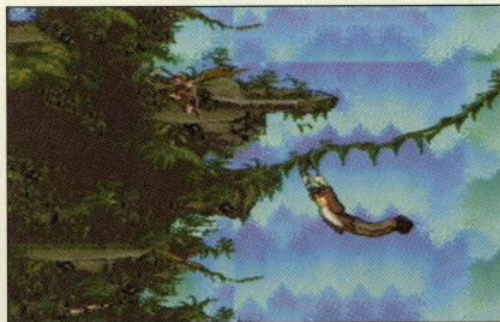
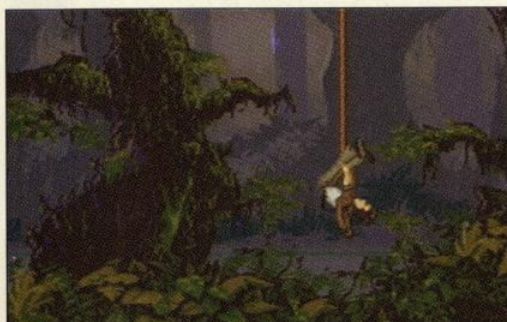
Available: **EARLY '95**
Category: **PLATFORMER**
Players: **ONE**
Publisher: **ACTIVISION**

OK, OK - you've caught us red handed. Yes, we previewed this very same game way back in **HYPER #5**. But we're repeating the preview for good reason (aside from the fact that it makes a very nice-looking page). You see, we've got our hands on a more advanced copy of the SNES version and in actual fact, it's **NOT** the very same game we previewed all those moons ago. Go on, hold the two previews up side by side - the screen shots look very different, don't they?

Not only have the background graphics been spruced up considerably, but the Pitfall Harry sprite has undergone a radical, all-for-the-best transformation. He moves very smoothly too as he runs, jumps, and bungees his way

through exotic Mayan locations. He can do a whole lot more besides (including chucking a very useful boomerang), but the game is still in the tweaking stages so for us to say any more would be unfair. Besides, we don't have anything more to say.

So, take a look at the shots and Pitfall - The Mayan Adventure purely as a work in progress. From what we've seen, it's shaping up very nicely and looks like capturing at least some of the magic of the classic original. And yes - the entire Atari 2600 game is hidden away in there somewhere.



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— PC Gamer, September 1994

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“3D scrolling animations and massive improvements on both the graphics and sound fronts now complement a game engine which the designers have redesigned in detail, responding to virtually every criticism levied against [Blade of Destiny].”

— Strategy Plus, September 1994

“Fans of Sir-tech's Realms of Arkania series: Rejoice!”

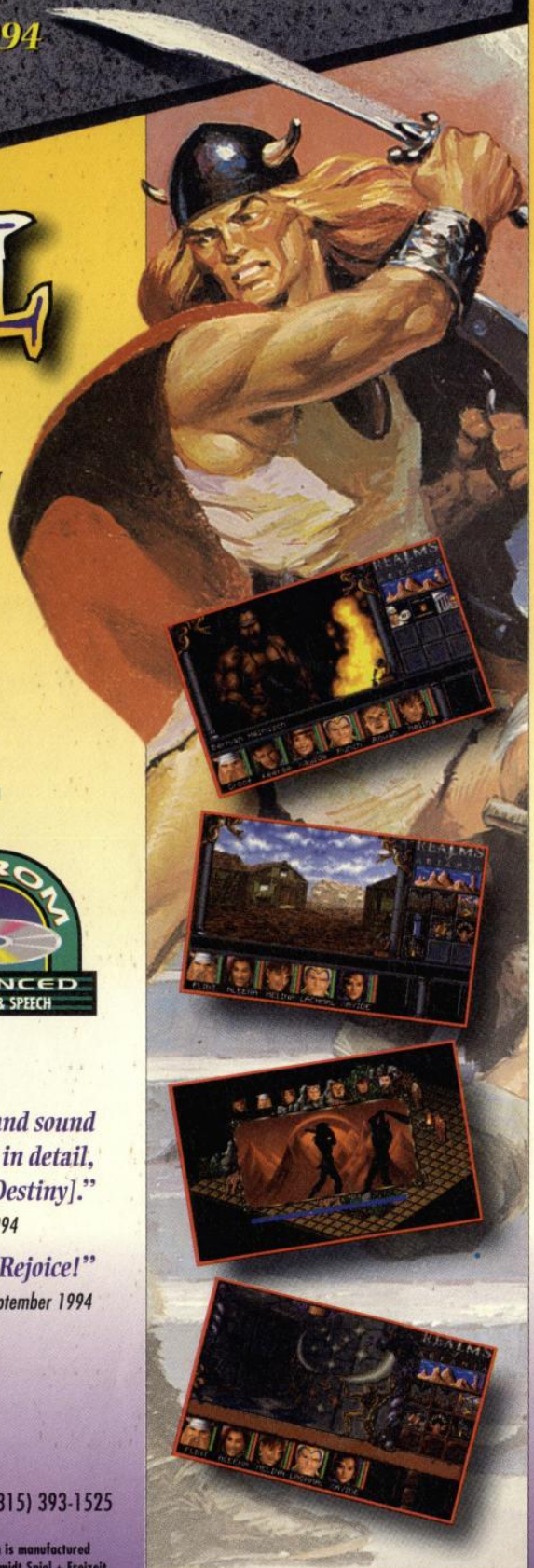
— Electronic Entertainment, September 1994

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Kings Quest VII

PC CD ROM

Available: **EARLY 1995**
Category: **ADVENTURE**
Players: **ONE**
Publisher: **SIERRA**



This is without a doubt the longest running series in the adventure game genre. Kings Quest VII will feature some very fancy visuals, more akin to a Disney cartoon than a PC game. You will play a female character, possibly Rosella from Kings Quest IV or her mother.

Not much information is currently available on the game but from the look of these screenshots we can expect something rather special from the Sierra camp. Kings Quest VII should be available early in 1995 and will be CD-only.



Nascar Racing

PC

Available: **NOVEMBER**
Category: **RACING**
Players: **1-2**
Publisher: **VIRGIN/PAPYRUS**



Until the fabled Grand Prix II arrives from Microprose, Indycar Racing from Papyrus remains the supreme driving sim for the PC. Total dynamic realism, killer graphics, awesome sounds and CPU drivers that perform with an almost human flair for unpredictable skill or incompetence.

But soon Papyrus will present Nascar Racing for our consumption. The demo we drove was a tantalising experience, but revealed a sad and almost fatal flaw. All these bloody cars do is go around and around and around....The oval tracks in Indycar were best left alone for the hypnotic boredom they induced, and Nascar appears to be entirely comprised of nothing but. That the entire world except America find oval racing a tedious bore is another sad indication of how strange and different Americans really are.

On the (very) positive side, the driving model feels just like an heavy and overpowered V8 with no downforce. Arcade Daytona drivers will feel right at home,

especially with the incredible engine sounds which were digitally sampled and possibly rate as the horniest PC game noise ever. We were alone on the track with our demo, maybe with other flying bricks to bump into a more rewarding game experience would have been had.

Serious processing grunt will be needed from your hardware, lowly 486DX'ers will have to run with ordinary old VGA - possibly with some fancy graphics option turned off. Fast Pentium owners may drive in Super VGA at up to 30 frames per second. Possibly very hot, but stay tuned.



Stonekeep

PC CD ROM

Available: **NOVEMBER**
Category: **RPG**
Players: **ONE**
Publisher: **INTERPLAY**



Stonekeep has been sitting high on the "coming soon" schedules for over a year now, and with 10 man-years of work going into the production its no wonder the release date keeps slipping. However the long-awaited day is fast approaching (we hope) and soon we should all be dungeon-ing and dragon-ing in beautiful 3D rendered environs.

The story: when you were a princely child, the nasty ShadowKing cast your home city down into the bowels of the earth. Now you've grown up and it's time to claim

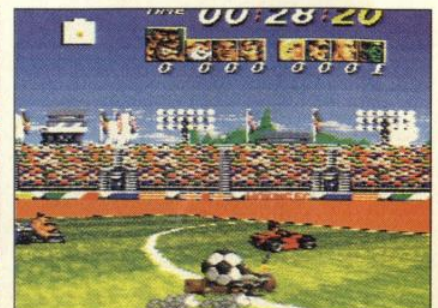
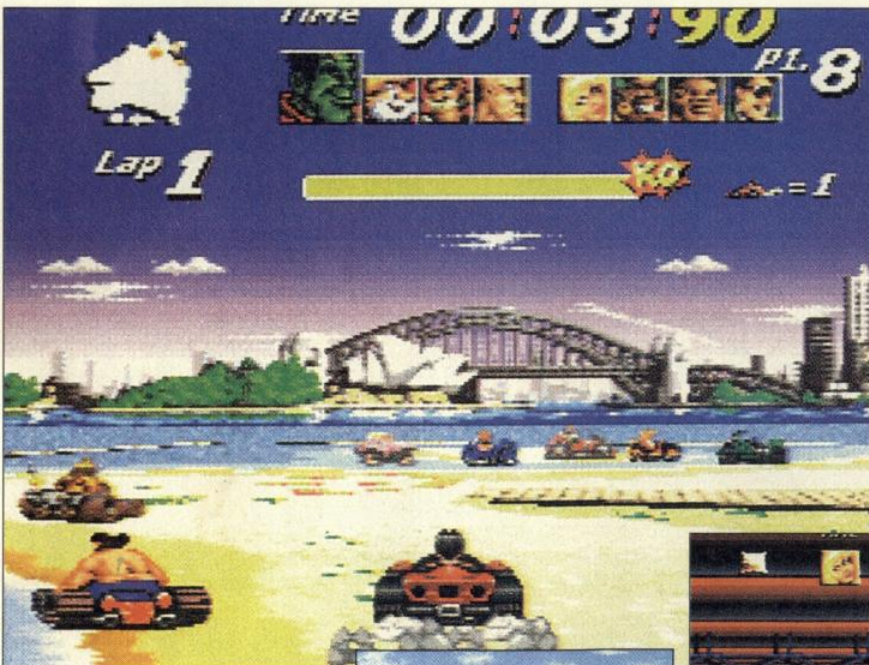
what's rightfully yours. Unfortunately there are a couple of things standing in your way. There's the ShadowKing for one, and two, the goddess Thera has taken over your soul, commanding you to first free her brothers and sisters whose spirits are trapped somewhere in Stonekeep. Life's not mean't to be easy, after all.

Stonekeep offers full-screen graphics without distracting menus and icons, 13 different domains to adventure in, top acting talent and lots of beautiful 3D rendered graphics. If you believe the publishers, Interplay (and we rarely believe publishers around here), it offers "the most innovative and brilliant mixture of sight, sound and adventure ever conceived on CD ROM." We just hope they're right. Review soon.

Street Racer

SNES

Available: **EARLY 1995**
Category: **AUTOMOTIVE FUN**
Players: **1-4**
Publisher: **UBI SOFT**



Sick and tired of seeing American or European cities while burning rubber around a circuit? Well, take a look at Street Racer. The French game company Ubi Soft have included a very attractive looking Sydney track in their up-and-coming title. But local sights aren't the only reason to play Street Racer, as this racing game looks set to give Mario Kart and Stunt Race FX a run for their money in terms of sheer fun and excitement.

There are eight drivers and cars to choose from and up to four players can race head-to-head if you have a MultiTap. Each driver has his/her own strengths, weaknesses and special weapons, and the cars vary in speed, handling, acceleration, attack and defence. The aim, of course, is to finish first, but you'll also want to have a good time attacking opponents.

If that's all you want to do, then there's the Rumble Arena which is sort of like dodgems but you have to knock the other cars out of the ring. There are bonus squares on the ground to regain lost power and it's an all-in fight with the last car intact being declared the winner. Another very sexy addition is a soccer game. That's right, soccer. Instead of running, you'll be driving around the field in an attempt to hit the ball past the CPU controlled goalie. Looks like a lot of fun.

There's 24 tracks, options aplenty, excellent graphics (Mode 7 galore) and what looks like enough fun to keep SNES owners happy for months. We haven't played it yet, but this is one game that the HYPER crew are going to be keeping our beady eyes on.

Lands of Lore 2

PC CD ROM

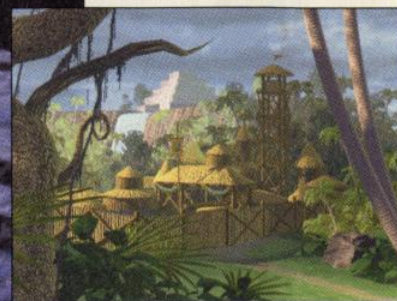
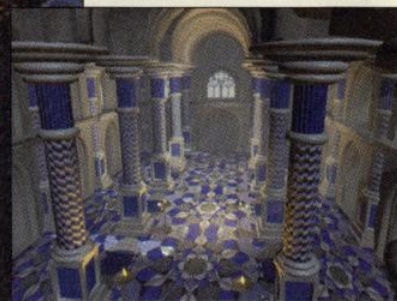
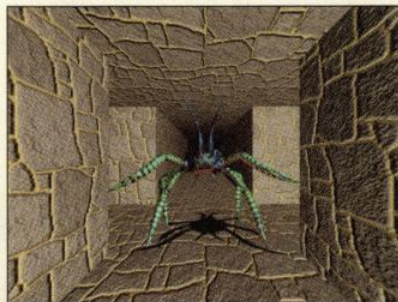
Available: **EARLY '95**
Category: **RPG**
Players: **ONE**
Publisher: **VIRGIN**



Westwood Studios actually started work on Lands of Lore II before they had even released the original and when you look at the quality of the visuals of LOLII it's not hard to understand why. Lands of Lore II will boast fully rendered graphics throughout (just check out these drool-worthy screenshots!) and will definitely be a CD-only game.

The level of detail of the characters is quite amazing and for once hand-to-hand combat is realistically portrayed. Fully rendered creatures run towards you and fight tooth and nail right in your face! Gone are the days of horribly distorted bit-mapped graphics; no matter how close you get to something in LOLII, everything stays crystal clear.

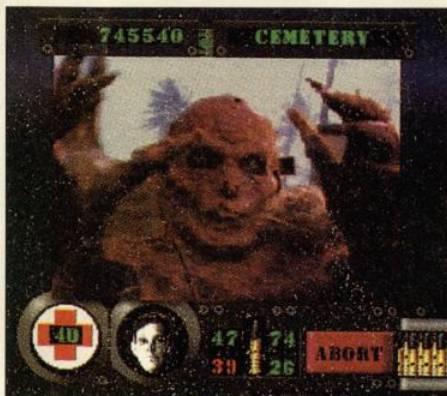
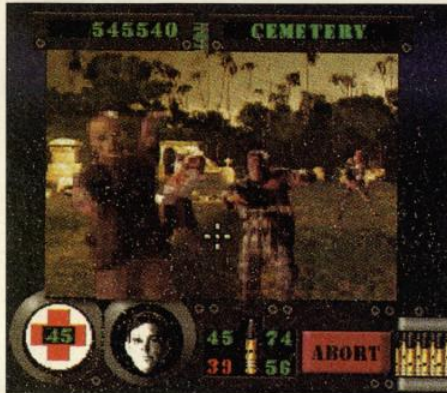
Looks like all the hottest games companies are switching to Silicon Graphics Workstations to produce their next round of titles. No firm release date has been posted for Lands of Lore II but you can probably expect to see it in the stores around February/March of 1995.



Corpse Killer

MEGA CD

Available: **EARLY 1995**
 Category: **ACTION**
 Players: **ONE**
 Publisher: **DIGITAL PICTURES**



Thank the Lord. Someone is still bothering to make games for the Mega CD. Just when it looked like it was going to go down in the history books as a major turkey, some decent looking games are coming out. Corpse Killer looks set to be quite a stunner, but screen shots aren't everything. It could play like a mangy dog.

Of course, we seen this type of game before, with Night Trap and Ground Zero, Texas being obvious examples. Still, with over 60 hours of gameplay touted, all live action, this could wipe the dust off your Mega CD permanently. Who can go past furious shooting, action and splatter? Not us, that's for sure.

You take the role of a navy SEAL team member, who has been sent to assassinate the creepy old, nose-picking Mad Scientist, Dr. Hellman. The sick old fool has been raising the dead and consequently, raising havoc. It's up to you and your teammates to seek him out and have him whacked, all the time fighting off zombies and the like. Unfortunately, you get bitten and spend the game slowly turning into a creepy creep yourself. But it's not all blasterma. For instance, should you hunt down some much needed supplies, rescue your friends, or just go all out on a zombie killing frenzy? I think I know which one you just decided on, so lets hope the actual gameplay is not too crap. The quality of the video looks set to be very clear and colourful indeed, let's hope it doesn't move as slow as a snail with constipation.

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So, who the hell writes for HYPER?

inquiring minds

want to know. Apparently a lot of HYPER readers do as well. Well, you've asked for it, and you're going to get it - the HYPER crew revealed in all their glory. These select reviewers have been chosen for their game knowledge, humour and all-over attractiveness (not necessarily in that order). These are some of the people to blame when your favourite game gets slagged off...



BEN MANSILL

This is Ben, in his own words, "The Great River of Life leads me where it will, for I am but the hapless leaf floating aimlessly in its relentless flow. Slightly past 25, I look with melancholy fondness back across the bizarre life of gaming thus led, while supremely grateful that this anti-social behaviour is at last justified. Games supported me emotionally through a varied career of mis-guided profit-driven opportunism. I will eventually become either the richest man in the world, or rule it. Hobbies include dreaming, fantasising and escapism. Romantic candlelit dinners and long country drives are OK, as long as I can bring the laptop. Sagittarius. Tall." Hmm, deep.

Current fave games: Doom 2, Masters of Orion, Colonization



STRETCH ARMSTRONG

The true identity of Stretch Armstrong is a secret as closely guarded as the whereabouts of Salman Rushdie. One rumour has it that he is the idle, playboy son of an eccentric Texan oil baron, still another claims he is Lord Lucan, the murderous black sheep of the British aristocracy. Whatever the truth, there is no doubt that he is spectacularly good looking, and enjoys punk rock, Rugby League and a nice lie down with a good book in equal measures. He believes, quite strongly, that Madden '93 is better than Madden '94 and that Coco Pops are better eaten as a desert than as a breakfast.

Current fave games: Boogerman, Pete Sampras Tennis, FIFA International Soccer



RUSSELL HOPKINSON

Former punk rock insurrectionist turned Ringo Starr (in You Am I), Russell likes nothing more than to kick back and destroy brain cells by playing mind-numbing and ultimately futile video games like Toe Jam and Earl and Sonic Spinball whilst listening to some top spin from hot rock combos like These Animal Men, Compulsion, Redd Kross, The Meices and the Manic Street Preachers. An abnormally short attention span means Russell is incapable of appreciating movies longer than forty minutes and instead prefers TV comedy such as The Smell of Reeves and Mortimer, Monty Python, Beavis & Butthead and the Simpsons. If you need any further information, he's the one at Newtown Timezone playing the USA '94 pinball machine.

Current fave games: Doom, Battletech, Road Rash 3DO, FIFA Soccer

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ELIOT FISH

Let's hear it from the man himself: "I was born a small Fish in Melbourne, 1971. Now a big, bad brother of invention, I reside here in glorious Sydney, city of brides. When I'm not beating up Stuart, I pluck the four-stringed beast for Big Heavy Stuff, the remarkable musical group. I don't listen to the radio and watch about 4 hours of television a week. I love food. Lots of it. Pesto. Melbourne Bitter. Mmmmm, Danish. Oh, sorry. Er. . . if anyone knows how to get the ladder from the library in Le Chuck's Revenge, drop us a line. (No fishing jokes please). I admire Bob Mould, Elvis Costello, and Capt. Jean-Luc Picard. Do you know the way to San Jose? I certainly don't. It all began with a System-80. And remember, We Are Not Alone."

Current Faves: Doom 2, Myst and the Lost Treasures Of Infocom.



JASON HILL

Jason has been a games addict ever since his Dad bought him a Dick Smith bat and ball console in the 70s. The 23 year old now enjoys games on PC, SNES, Mega Drive, Game Boy, Amiga and Amiga CD32.

He is a journalist and is currently Computer Editor of Australia's largest newspaper, the Melbourne Herald Sun. As well as writing about boring techy stuff, he covers all game formats for the Herald Sun. His reviews also appear in Sydney's Sunday Telegraph.

Jason's interests outside his computer room include spending time with friends, getting up early Saturday morning to watch Ren & Stimpy, watching the mighty Carlton football team and going to university part-time.

Current fave games: Doom, Air Warrior (on-line), NBA Jam, Sensible Soccer



MATTHEW DANIEL

Matthew tells us his life story: "Many, many eons ago in the peaceful land of Venezwayla, before the likes of bungee jumping and grannie wrestling had been invented, slow lumbering creatures roamed the land. These creatures led tranquil lives, until one day the heavens opened up spitting lightning and hot ice onto the land. During the mayhem and confusion, in an underground cave still untouched by the chaos above, I was created. For 20 years I stayed in the cave learning to scribe pictures into the wall with my finger nail and talk to ants in their own language until I was ready to venture outside. At the edge of my cave, looking out onto the rolling plains, I finally thought for the first time. It was shortlived though as a flying church flattened me to the ground. The End." A strange life, huh?

Current fave games: Doom 2, Colonization, Syndicate



DAMIEN HOGAN

In the late 80's Damien Hogan was sentenced to four years in hell when he accidentally enrolled in a science degree at Sydney Uni. Later he escaped, but not before finishing his honours in astrophysics. Now on parole, he spends his days as editor of the PC mag PrintScreen and writing freelance.

Occasionally he returns to Uni to teach the new inmates the dangers of studying science. Despite his good behaviour, his close association with so many science nerds has classified him "never to be released".

Current game faves: Doom 2, System Shock



CHRIS WHEELER

Vital Statistics At A Glance
Born : 18th of September, 1968 (Virgo)

Height: 192cm

Weight: 15 stone

Measurements : 42-34-36

Favourite film: The Little Mermaid - "Action packed!"

Favourite book: American Psycho - "A big, warm hug of a book"

Turn Ons: Raging and water sports

Turn Offs: Negative people and raw meat

Ambition: To foster love and harmony between all people and create world peace.

Comments: I've always wanted to pose nude for HYPER. I don't think the human body is anything to be ashamed of.

Current fave games: System Shock, Doom 2



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Arcane leaves the race track and heads back in time a few million years, only to find that

even dinosaurs are into one-on-one fighting games

yep, get your cave man suit out because it's time to experience

Primal Rage

Well, it's about time a decent fighting game graced arcades with its presence rather than the never ending barrage of SFII clones. Primal Rage is aptly named because the characters date back millions of years, with dinosaurs and fantasy monsters being the combatants. But even though the theme is from the past, the graphics are way ahead of everything else I've ever seen with all the creatures being created and brought alive by superb stop-motion animation. Primal Rage took Atari 2 years to complete and it is, as you'll see, well worth the wait.

The controls are unique, in the way you use your four buttons to perform moves and special moves. The buttons are pressed first and then the joystick movements follow. This is a definite change from every past fighting game. As well as the special moves, Primal Rage comes complete with finishing moves (for more information check out the play guide below). Each character has his own strengths and weaknesses, and all are totally original and unique from each other. Sauron is the Tyrannosaurus Rex; Chaos is a Big Foot; Blizzard is a gorilla; Talon is like Jurassic Park's Velociraptor, Diablo is another Rex-type dinosaur, Vertigo is like a cross between a Brontosaurus and a Cobra and Armadon is just plain ugly (not to mention horny).

Everything about this game is huge. From the graphics of the characters, to the backgrounds, Primal Rage reeks of pants wetting beauty. And the sound is perfect, with digitised groans from all the combatants. Now it's time to check out the moves to Primal Rage, so if you haven't seen it yet, what are you waiting for?

NORMAL MOVES:

Primal Rage has four buttons to use when fighting as well as the joystick. For the rest of the moves list, use the following key to see which button to use:

Just a couple of things to remember, the left two buttons are the "Quick" attacks, and the right two are the "Fierce" attacks. Pressing both buttons together will produce a "Strong" attack.

Quick	Fierce
1	2
3	4

When there is a plus (+) sign between the buttons, this means press them both at the same time! The following moves are the standard moves for all the characters:

Button Pressed	
1	- Quick Bite
2	- Big Chomp
1 + 2	- Strong Chomp
3	- Quick Tail Flick
4	- Big Tail Flick
3 + 4	- Strong Tail Flick

SPECIAL MOVES

Primal Rage is not like other beat 'em up games. How? Apart from the blindingly obvious, it is in fact different when it comes to executing the special moves. In games like MK II and SF2, the moves are performed by moving the joystick and then pressing the buttons to follow through to produce the move.

In Primal Rage, you do it the other way, the buttons are activated, and HELD, while going through the joystick motions!

For the following special moves, the buttons to press are shown first, and then the rotation of the joystick. Remember to hold down the buttons until the joystick movements are finished.

If the instructions for the move call for a quarter circle, semi circle etc, the movements must be performed fluidly, just as if you were following the circle. On the other hand, if the moves are separated by a comma, this means they are separate movements and must not be performed fluidly.

The finishing moves can be completed from anywhere on the screen, but don't stand too close otherwise you'll hit your opponent accidentally!

Activating the "Chomp da human" move, enables you to pick up the human and eat him for energy. When you do this make sure that your opponent is dazed or a fair

distance away, as eating makes you vulnerable for a second.

Also, some early versions of Primal Rage only have 3 buttons, which of course makes it hard to perform a lot of the special moves. If you do find a machine like this, save your bikkies for the real thing.

Oh, and one final thing, there are some moves that even I couldn't find out as yet. They are listed under the characters as "Unknown". If any of you out there know them, send 'em in!! Otherwise we'll fill you in in upcoming issues of HYPER.

Now, on with the carnage!

ARMADON

Bed-Of-Nails: Armadon rolls up like a porcupine with quills sticking out.
2 + 3 Down and then Up.

Iron Maiden: Leaps into air, and then drops back with spines onto opponent.
2 + 3 Semi-circle starting away, then up and towards.

Rushing Uppercut: Runs and then uses horn for uppercut.
1 + 3 Semi-circle starting away, then down and towards.

The Gut Gouger: Jams horn into opponent and then throws them.
1 + 2 + 3 Away, towards

Hornication Uppercut: Leaps into the air and does a nose spike straight in the air.
1 + 3 Semi-circle starting down, then towards and up

Spinning Death: Spins into ball and rolls across the screen
1 + 4 Away and then quarter circle from down to away.

Flying Spikes: Shoots spikes from his tail.
2 + 4 Quarter circle from away to up.

Finishing Move:
Gut Fling: Armadon stabs his horn into the opponent and flings their guts around!
1 + 2 + 3 Up, Down, Up, Down

Chomp da human:
1 + 2 + 3 + 4 Quarter circle starting at up to towards.

BLIZZARD

Fast Mega-Punch: Gives your opponent a fast, big bash to the head.
1 + 3 Away, Towards

Short Mega Punch:
1 + 2 + 3 + 4 Away, Towards

Long Mega Punch:
2 + 4 Away, Towards

Fake Mega Punch:
1 + 3 Down, Up

Cold Breath:
1 + 2 + 4 Away, Towards

Ice Geysser: When opponent is close by and in mid air, Blizzard creates a column of ice freezing the opponent.
1 + 2 + 4 Down, Up

Punching Bag: Hit quick bite button 5 or 6 times and then a fierce button to deliver the wind up punch.
1 + 4 Complete circle from towards, down, away and up.

Air Throw: Grab opponent in the air.
2 + 3

Throw:
2 + 3 Then Semicircle starting from away to down and then towards. Twice

Finishing Move:
Brain Bash: Blizzard pounds opponent into the ground and then proceeds to punch brains out!
1 + 2 + 4 Complete circle from towards, down, away and up, - TWICE

Finishing Move:
To-Da-Moon: Blizzard does the punching bag, winds up, and knocks opponent into the background!
1 + 2 + 3 + 4 Up, Down, Up, Down

Chomp da human:
1 + 2 + 3 + 4 Full circle clockwise from Towards, Down, Away and Up.

CHAOS

Grab-N-Throw: Grabs opponent by the neck and tosses him across the screen.
2 + 4 Towards, Away

Slow Power Puke: Chaos pukes green stuff
2 + 3 Quarter-circle from down to towards.

Fast Power Puke:
1 + 4 Quarter-circle from down to towards.

Fart of Fury: Chaos sticks his butt in the air and farts a poisonous cloud.
2 + 3 Semi-circle from Away to up and then forward.

Ground Shaker: Chaos jumps up and lands creating an earthquake.
2 + 3 Away, Away-Up, Away-Down

Flying Butt Slam: Jump and lands on opponent with his butt.
2 + 4 Semi-circle from away, down and towards and then back again; (down to away) (all one smooth movement).

Battering Ram: Chaos puts his shoulder out and charges.

re
imes...

mal Rage!

1 + 3 Towards, Towards

Finishing Move:

Golden Shower: Chaos raises a leg and urinates on the opponent and the urine melts them into a mush pile.

1 + 3 Down, Down, Down, and then hold
1 + 2 + 3 + 4 and Away, Towards, Away,
Towards

Finishing Move:

Cannonball: Chaos does a cannonball into the water. Only works on stages with water in the background.

1 + 2 + 3 + 4 Semi-circle from away, down
and towards and then back again (down to
away) (all one smooth movement).

Chomp da human:

1 + 2 + 3 + 4 Semi circle from towards,
then down and away.

DIABLO

Slow Fireball: Diablo shoots out a fireball that travels across the screen.

2 + 4 Quarter-circle from down to towards.

Fast Fireball:

1 + 3 Quarter-circle from down to towards.

Torch: A flame blast from Diablo's mouth. Hold buttons for it to last up to 5 seconds.

1 + 3 Quarter-circle from Up to towards.

Hot Foot: A blast that goes about half way across the screen burning everything in its path.

2 + 4 Diagonally Up+Away to Diagonally
Down+Towards

Mega Lunge: Diablo ducks his head, charges, and throws his head into the air.

1 + 4 Semi-circle from Away to down
and towards

The Pulveriser: Leap into the air and land on your opponent's head.

1 + 4 Semi-circle from Away to up
and towards

Inferno Flash: Diablo teleports in a flash of fire.

2 + 3 + 4 Up

Finishing Move:

Incinerator: Diablo rears back and blows a HUGE blast of fire that burns the flesh off the bones!

1 + 2 + 3 + 4 Full circle from Towards to
Up then away and down - TWICE

Finishing Move:

Fireball: Diablo blasts a huge fireball that roasts your opponent!

2 + 3 + 4 Towards, Towards, Towards

Chomp da human:

1 + 2 + 3 + 4 Down, Up, Down

SAURON

Primal Scream: Sauron roars and creates a shield around himself.

1 + 3 Down, Up

Earthquake Stomp: Jumps on the ground to shake up your opponent.

1 + 2 + 4 Up, Down

The Cranium Crusher: Sauron leaps into the air with his head. Leaves you vulnerable if you miss.

1 + 4 Down, Up

Leaping Bone Bash: Pounce on your opponent and bite off some of his flesh.

2 + 3 Down, Up, Down

Stun Roar: Fireball-like projectile fired from his mouth.

1 + 3 Away, Towards

Neck Throw: Sauron bites your opponent in the neck and tosses them across the screen. Tap the buttons while you're in the air and you get an air throw.

2 + 4 Towards, Away

Finishing Move:

Carnage: Grab your opponent by the throat and shake them up.

1 + 2 + 3 + 4 Away, Towards,
Away, Towards

Finishing Move:

Flesh Eating: Unknown

Chomp da human:

1 + 2 + 3 + 4 Down, Down, Up

TALON

Brain Basher: Talon flips in the air and lands on the opponent's head.

2 + 3 Semi-circle from Away to up and
then toward.

Pounce and Flip: Talon takes a few steps and pounces on opponent, does a couple of slashes, and flips off.

2 + 3 Towards, then quarter-circle from
down to towards

Frantic Fury: Talon becomes a blur of claws and creeps toward opponent.

1 + 4 Semi-circle from away to down and
then towards.

Double Slash: Two fierce slashes.

1 + 3 + 4 Quarter-circle from down
to towards.

The Face Ripper: Jump on opponent and slashes the opponent several times.

2 + 4 Quarter-circle from down to towards.

Run Forward/Back: Talon can run left or right very fast.

1 + 3 Away or Towards

Finishing Move:

Heart Wrenching: Talon walks up to the opponent, cuts them open, rips you heart out, and eats it.

1 + 3 + 4 Full circle from Towards then
down, Away and then up.

Finishing Move:

Shredding: Frantic fury-like fatality.

1 + 4 Full circle from Towards then down,
Away and then up.

Chomp da human:

1 + 2 + 3 + 4 Quarter-circle from down to
away.

VERTIGO

Slow Venom Spit: Vertigo spits purple acid across the screen.

1 + 3 Towards, Towards

Fast Venom Spit:

2 + 4 Towards, Towards

Voodoo Spell: A short range move where Vertigo emits hypnosis rings that stun your opponent.

2 + 3 Away, Away

Teleport: Rolls up in a ball and reappears.

2 + 4 Down, Down

Come Slither: Vertigo lashes his tail out and drags your opponent over for some beating.

1 + 3 Away, Away

Scorpion Sting: Whips your tail out and swats across the screen and a blade shoots out too.

2 + 3 Towards, Towards

Finishing Move:

Petrify: Unknown

Finishing Moves:

Shrink and Eat: Unknown

Chomp da human:

1 + 2 + 3 + 4 Quarter-circle from down
to towards.



SNES

Available: NOVEMBER
Category: PLATFORM
Players: 1-2
Publisher: NINTENDO
Price: \$99.00
Rating: G8

Donkey Kong



A BRIDGE TOO FAR (INSERT WHISTLE OF CHOICE)

Country

PREPARE TO GO APE, BECAUSE DONKEY KONG COUNTRY IS ONE OF THE MOST INCREDIBLE LOOKING CONSOLE GAMES EVER. THIS IS THE GAME THAT SNES OWNERS WILL GO BANANAS OVER THIS CHRISTMAS, SO IF YOU WANT TO KNOW WHAT TO EXPECT, JOIN DIDDY, DONKEY AND JASON HILL FOR THE HYPER REVIEW...

Forget all those 64-bit dream machines that won't be released for ages, because Donkey Kong Country proves there's plenty of life in the old SNES yet. Wipe away the drool from the pages and take another look at those screen-shots. Don't they look amazing? Well the game in action actually looks 100 times better than the static shots. The high resolution graphics are superlative, you have to keep looking down at your console and telling yourself that you are playing a game on the SNES - not one of these new fangled 64-bit wonders.

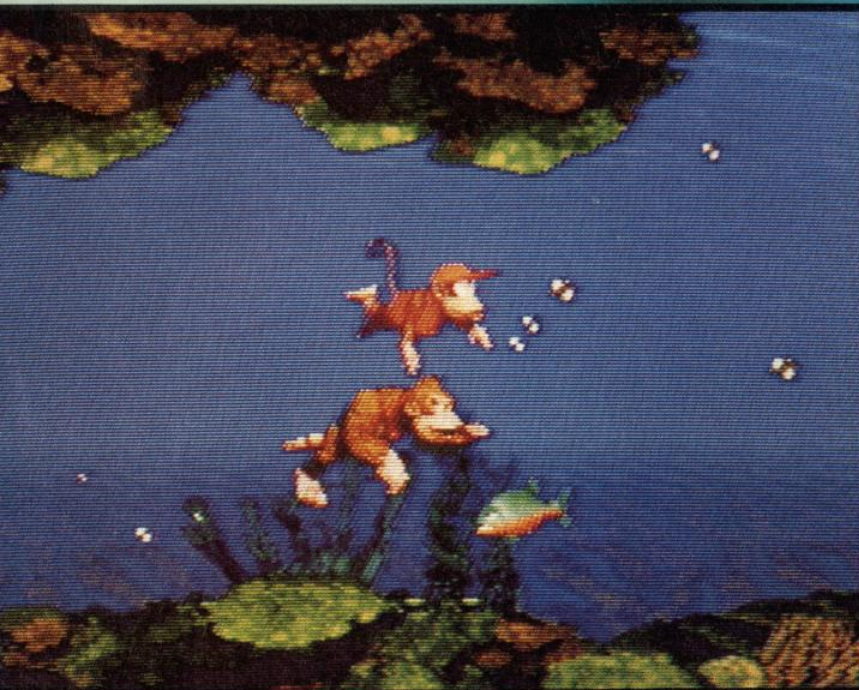
Hall of Fame

Using Silicon Graphics technology and a process called Advanced Computer Modelling (ACM), each of the game's characters have been completely computer rendered and animated. The heroes, Donkey and Diddy Kong, are so wonderful to watch they'll instantly be thrust into the video game hall of cult heroes beside Sonic, Mario and Blue Swede Goo.

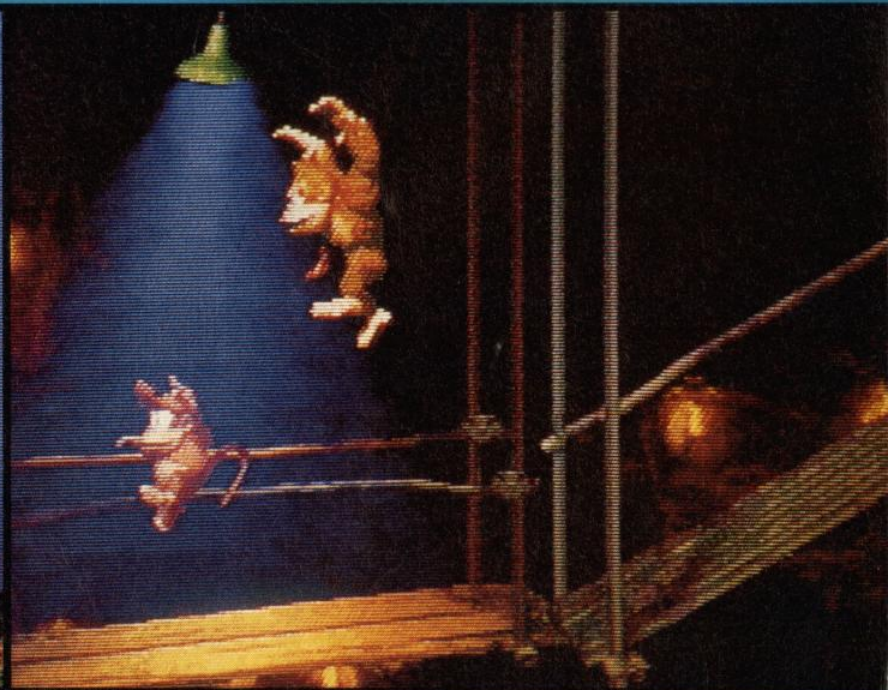
You control either Donkey or Diddy Kong in this 32 Meg platform romp which spans more than 100 levels. Regions on Donkey Kong Island include the jungle, mines, caves, temple, snow, underwater and the strangely titled Kremkroc Industries Inc. section. There is incredible variety in the game; one minute you'll be swinging on vines, the next you'll be swimming like a fish, and soon-after you'll be sliding around on ice.

The plot is typical platform faire (ie. there isn't much of it). Donkey has lost his bananas and has gone ape-shit. His little mate Diddy was supposed to be looking after them but got distracted when the seriously sexy Candy Kong walked by. Now Donkey and Diddy must set off around the island to collect all the bananas which are littered all over the place. The nasties (called Kremlings) include bees, crocodiles, hogs, buzzards, fellow apes, octopus, jellyfish and sharks. Bosses include a giant beaver, a "dumb drum" - a huge drum which spits out enemies and tries to squash you - and an extremely tough, well-dressed crocodile at the end of the game.

Right from the second you thrust you cartridge in the slot you know that this is going to be a special gaming experience. Old Cranky Kong, the original Kong who appeared in the first arcade >>



DONKEY AND DIDDY BENEATH THE SEA. NICE AIR BUBBLES (WE HOPE IT'S AIR)



MOOD LIGHTING MADE EASY

Donkey Kong Country

Continued from page 41

game and Game and Watch, sits at his gramophone playing the original game tune. Then down comes the new Donkey Kong, complete with ghetto blaster, to dance to the hip new Donkey Kong Country theme.

Diddy and Donkey

The first level which is set in the "Kongo", Jungle Japes, is a good introduction to the game. After disposing of a couple of enemies by jumping on their heads, tie-wearing Donkey Kong will come across a barrel with a DK printed on it. Breaking the barrel reveals his mate, Diddy.

Collecting Diddy effectively gives you a second life. Diddy follows closely behind you and is invulnerable. He doesn't help you kill the nasties, he just takes off his red baseball cap at intervals and scratches his head. You take control over him as soon as Donkey gets killed.

Donkey and Diddy have different attributes, so at times it's a good idea to switch control between them. A healthy whack on the select button makes Diddy and Donkey give each other a low five and you change control to the other Kong. Donkey can jump higher, but Diddy can jump further. Donkey holds a barrel above his head, but Diddy holds a barrel in front of him which makes him better at tackling certain bosses and enemies. If you press the Y button, Diddy cartwheels and Donkey does a tidy forward roll. The rolls can be used to dispatch nasties, but the more usual jumping on heads or throwing barrels is usually easier to pull off.

Two player games can be played in two different ways - as the normal head-to-head challenge or as a tag team effort with one player controlling Donkey and one controlling Diddy.

In the first level there's also a large wooden crate to break open which reveals a rhino that you can ride on. Apart from being heaps of fun, riding the rhino makes it easier to kill nasties. There are other animals to ride at other stages including ostriches, swordfish and frogs. You can use the animals to crash through rocks and reveal secret openings and find bonus levels littered with goodies.

There are bonus levels hidden in the game everywhere. Most secret areas contain more bananas than a Sunday market and usually an extra life as well. Extra lives are awarded fairly generously, which is good considering the game gets very difficult in the later stages. If you collect three golden animals you are transformed into that animal and are taken to a collect-'em-up bonus stage.

The game is very tough but with all the bonuses and extra lives you can get a long way into the game even after your first few attempts. Collecting the four letters K-O-N-G gains you an extra life, and extra lives can also be obtained by finding balloons, which are mostly found in secret levels. Other handy items include TNT barrels, which explode when you hurl them at nasties, barrels which fire you into the air like a cannon, and tyres that you can roll along to use as portable trampolines.

My Favourite Bits

My favourite levels in the game are the underwater and mine cart stages. The underwater sections look so amazing that I actually gasped when the level first began - no kidding! Donkey paddles along, blowing bubbles as you hit the B-button, and the water ripples beautifully around him. It's very tranquil.

By contrast, the mine cart levels are absolutely frantic. The carts rumble along the rickety tracks with sparks flying, and you must jump obstacles and sections where the track is missing. Donkey and Diddy look hilarious as they hold on for dear life. Incredibly, at no stage of the game do you notice a speed trade-off for the beautiful graphics.

Lights swing throwing light across the screen, it rains in the forest, butterflies flutter past, snow falls on the icy levels, ice crystals sparkle and there's mist in the cavernous realms. No matter what the level, the atmosphere is perfect, and there's no score on screen so you can concentrate on marvelling at the graphics.

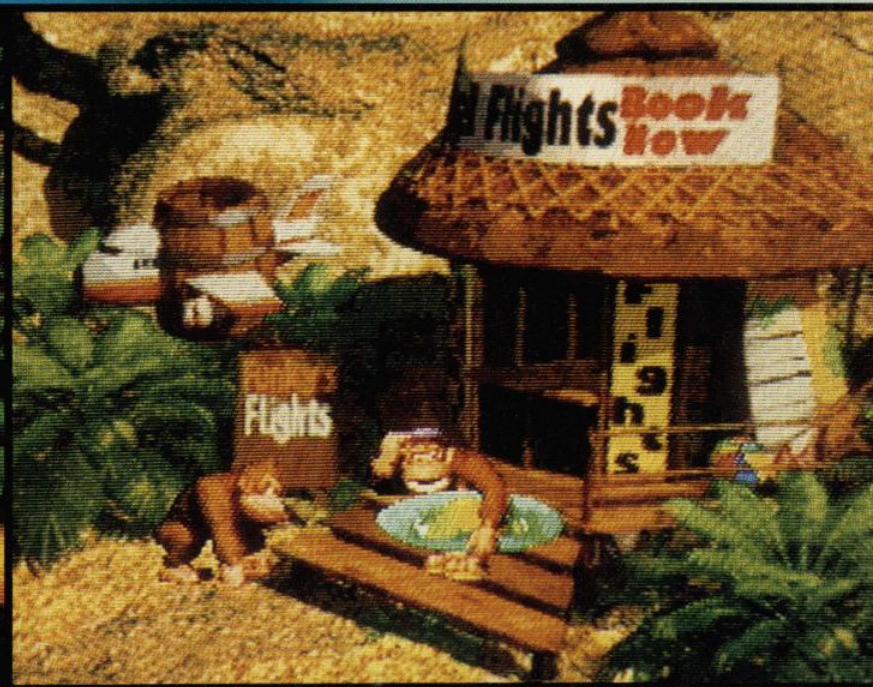
The music is also brilliant - one minute you bopping along to jungle rhythms and the next you feel all peaceful and gooey inside thanks to a very Ecco-like underwater soundtrack.

And to answer everybody's first question: yes, there are flaming oil barrels, but thankfully, it's not the focus of the game. And hurrah, there's no Mario in sight!

The only possible criticism anyone could level at Donkey Kong Country is that it is just a glorified version of Mario Brothers - but hey, who cares when it plays and looks so good. Thumbs up to Nintendo for keeping the cart under \$100 - for a 32 Meg game it's unbelievable value for money. You'd have to be a donkey to miss it.



DONKEY RIDES A RHINO. A CONSENSUAL RELATIONSHIP, WE'RE SURE



A LOVELIER INTRO SCREEN WE'VE NEVER SEEN



VISITING FRIENDS

Donkey and Diddy get the chance to visit a few friends along the way during their quest. As well as providing a much needed rest, the interludes are a lot of fun.

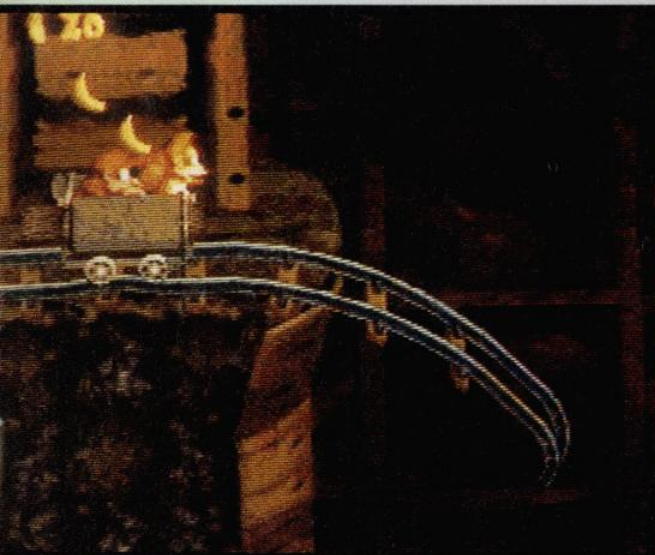
Candy Kong, who turns any man into a ravenous beast, is a save point. You have three slots to save your progress.

Funky Kong owns an airline business on the island and allows you to fly back to areas and levels that you have already completed in order to get more points and find more secret areas. Funky, complete with the surfboard and cool-speak, mostly spends his time making comments about Candy.

By far the most amusing interlude comes when you visit Cranky Kong. Cranky sits at his rocking chair sprouting off about how games are not what they used to be when he a star. "The trouble with you kids is that you're all too soft", Cranky yells as he whacks poor old Donkey on the head with his walking stick. "32 Meg - that would be more than 30 games in my day, and they'd all be great games too! Games were much harder when I was a young 'un. You wouldn't last two minutes in a real game."And on and on and on he goes. But Cranky isn't all wind, he does give the odd useful clue as well.



THIS IS WHAT THE GAME SCREENS LOOK LIKE ON A HI-RES SILICON GRAPHICS WORKSTATION



RIDING A MINE CART HAS ALWAYS BEEN HAZARDOUS



THE BEST SNOW YET SEEN ON A SNES

VISUALS

Absolutely breathtaking. This game pushes back the boundaries of what was thought to be possible on a 16-bit machine.

97

SOUND

Excellent and varied soundtrack and lots of good effects.

90

GAMEPLAY

Instantly accessible and heaps of variety between levels.

92

LONGTERM

Over 100 challenging levels plus countless bonus areas means you'll be monkeying around for a long time.

90

OVERALL

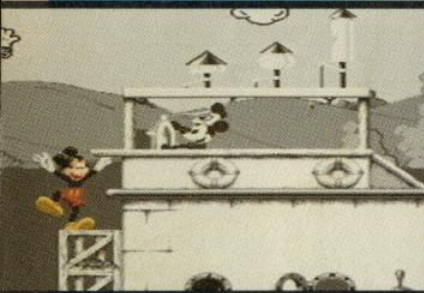
Attention SNES owners! Put this game on your Christmas shopping list now! An instant classic.

94

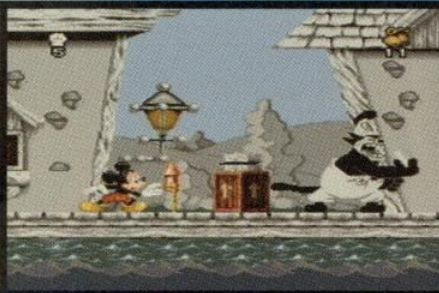
SNES

Available: NOW
Category: PLATFORMER
Players: ONE
Publisher: SONY IMAGESOFT
Price: \$119.95
Rating: G

Mickey Ma



STEAMBOAT WILLY. MINE'S MORE OF A TUGBOAT



HALF BLACK AND WHITE, HALF COLOUR. NICE



MICKEY SWINGS



CHECK OUT THAT BACKGROUND DETAIL



MORE COOL VISUALS



MICKEY, PLUTO AND A RAFT



LOVE THAT SPOTLIGHT EFFECT



HEY PLUTO!



MMM, SWISS CHEESE



MICKEY GOES UP A ROPE



UNDERNEATH THE WHITE GLOVE IS A GREEN THUMB



MICKEY RIDES A LADY BUG. LUCKY SHE'S A LADY



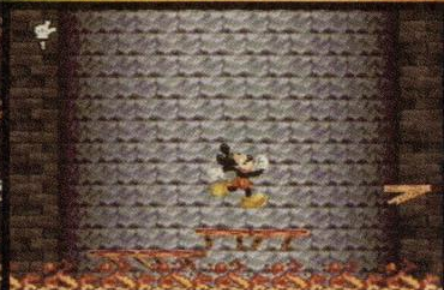
MICKEY. CHAINS. HMMMM



MORE GROOVY WATER EFFECTS



NICE BOXER SHORTS



NICE MODE 7 ON THE TOWER

Mania

**M-I-C. SEE YA REAL SOON! K-E-Y. WHY?
BECAUSE WE LIKE YOU! M-O-U-S-EEEEEE!
YEP, THERE'S NOTHING QUITE SO SICKENING
AS AN OVERLY CUTE AMERICAN CHILD WITH
A FALSE SET OF EARS. EXCEPT MAYBE
ANDREW HUMPHREYS AND HIS FALSE SET OF...**



THE MAD DOCTOR IS, WELL... MAD



MOOSE ON THE RUN. A HIT FOR THE SWEET IN '78



A MOUSE AND HIS DOG



DUCK THOSE BARRELS RODENT!

Mickey may be the world's favourite rodent (yes kids, he's even more popular than Sonic), but he's had only mixed success as a video game hero. Castle of Illusion (MD) was excellent. So was Mickey's Magical Quest (SNES). But Fantasia (MD) and Mickey's Ultimate Challenge (SNES) bite the big one and World of Illusion (MD) is only average. So it's only natural that Sony have based their new platformer not on Mickey's semi-dodgy video games past, but on his glorious past as a cartoon superstar.

Mickey Mania is divided into a series of episodes based on classic Mickey cartoons - from Mickey's original black and white appearance in "Steamboat Willie" (1928) through to "The Prince and the Pauper" (1990). Die-hard Mickey fans (aren't we all?) will love seeing their white-gloved little hero making his way through all of his most famous adventures (and the graphics are quite lovely), but - and it's getting really monotonous having to say this at least once an issue - when you get down to the nitty-gritty, Mickey Mania is just another bog-standard platformer. Sad, but true.

Mmm, Pretty

You're all probably staring at the screen grabs by now, muttering something like, "How can that idiot not like a game that looks as good as this?", and whilst I may in fact be an idiot, I've got very good reasons for not liking it. It's not just because I'm getting sick of platformers either. A good platformer (and by good, I mean original, challenging and most importantly, fun - Earthworm Jim for example) will still set me off as much as the next person, but we've reached a point of saturation in the market and I for one will no longer tolerate mediocrity. You shouldn't either.

Mickey Mania is (largely thanks to the gorgeous graphics) a tad better than mediocre, but only a tad. What really hurts it though is its slower than slow pacing. I know Mickey could never foot it with Sonic, but he shouldn't be this slow. The controls (although they're OK) are a bit on the sluggish side too, so the overall feel is very sleepy - and the last time I checked, that's not a good quality for a game to have. It's also mildly frustrating (cheap hits), yet it still manages to be relatively easy at the same time. How's that for the worst of both worlds?

And despite what we'd all been lead to believe, there's no real variety in the gameplay. There's a few none-too-taxing puzzles (about 3) and one wild-moose-chasing-you-with-a-changed-perspective bit, but that's it. Other than that, it's walk (slowly) to the right, push this, jump on that, "fun" all the way.

I honestly couldn't recommend that you buy Mickey Mania. Yes, the animation is wonderful and some of the effects border on the beautiful, but it's just not enough fun to consider spending major buckabeenies on. Go ahead and rent it if you like, but save your cash for truly exceptional games - this isn't one of them.

Hey Pluto!

When I first read Andrew's review of Mickey Mania I couldn't believe it. Surely a game that looks as good as this has to be good fun too. Sadly, when I played it for a time I had to come to the same conclusion though - the stunning visuals (and they are really good) hide a frustratingly standard platformer romp.

I was a big fan of Castle of Illusion on the Mega Drive, and was expecting big things from Mickey's latest outing. However, apart from the graphics, nothing much has improved here. In fact, it lacks the depth, the gameplay and the good old-fashioned fun of that title which is now over three years old. Mickey Mania is still a very good little game though, but the emphasis there is on little. Experienced gamers should have this one cracked in a night, which is pretty sad. Younger players and Mickey fanatics will probably take the game to heart, but they wouldn't know any better, would they?

Stuart

Mickey's

Sega Mania

Mickey Mania is coming out on both Mega Drive and Mega CD very soon. The versions are supposedly identical (apparently they've even done some scaling and rotating on the MD version), so unless you see a Byte Size review, you can assume that's the case. Sorry.

VISUALS

Silky smooth animation on Mickey and the baddies, lovely backdrops, and some great effects.

90

SOUND

Nothing special in the way of music and Mickey's whining gets to you after a while.

79

GAMEPLAY

Nothing new, nothing different and the pace is just too slow.

77

LONGTERM

No real challenge, no reason to come back for more.

64

OVERALL

Another nice-looking platformer with a rodent in it.

80

MEGA DRIVE

Available: **NOVEMBER**
Category: **PLATFORMER**
Players: **ONE**
Publisher: **INTERPLAY**
Price: **\$99.95**
Rating: **TBC**

It was in my carefree college days that the unfortunately named Greg Box popped a zit so enormous that the junket subsequently covering the bathroom mirror caused my good buddy Strapper to spew all over the floor. Oh, how we laughed! Now if you didn't enjoy that tasty anecdote, then read no further, grab your girl's blouse and go on a picnic. If it was up your alley (ooh, err...) you can either come over to my place and hear the one about the grogan in the post-pack or you can rush out and pick up a copy of Boogerman, the one true superhero for Generation eXcretion.

Yes, the cultural worm has turned at last and, finally, bodily functions are on the entertainment agenda. As someone who grew up with the Brady Bunch, less worried about Jan's braces than the fact that she

(apparently) hadn't taken a crap for ten years, Boogerman is a God-send. No longer is snot on the sidelines, a fart forbidden or catarrh condemned - no, we finally have a game that celebrates activities which were previously on display only in sleeping bags, end of season sports trips and the third year of a relationship.

The bad news in all this is that Boogerman is a scrolling platformer, a genre which usually excites me about as much as eating snot (and Boogerman does that too, I'm happy to say). The good news is that it's a scrolling platformer which is buckets of fun- not because it is technically revolutionary, but because it is based on one idea (which puts it one idea ahead of most of its competitors) and the idea is a great one. That idea is snot. And phlegm. And rip-roaring flatulence. And its success is so assured you can almost taste it, smell it and pick it out of your belly button.

Snotty Plot

The crazy professor is working on a plan to rid the world of garbage by sending it to an alternate dimension. For some reason, eccentric millionaire Snotty Ragsdale is working at the lab and is transported to that dimension, not as the harmless Snotty, but as the superhero to whom personal hygiene and social grace is like kryptonite - the incomparable Boogerman. After that the plot gets a little hazy, but you won't give a lifted scab for the story once you slide round the S-bend into Booger's world.

Here you'll fight all manner of creepy beings and I neither know or care what they are because in Boogerman it's the method of battle that's all important. Not only that, you'll be able to relate to our hero - after all, what's Superman to us guys without X-ray vision? Or Wonder Woman to a girl without an invisible helicopter or magic lasso (well they're not that hard to find)? It's all pie-in-the-sky stuff, but Boogerman is real because every one of you can fart, burp, spit, slide the finger up the snout and rustle through crap. And, no matter how much you try to deny it, you love every bloody minute. After all, if people didn't love having a pick, there'd be no need for traffic lights, would there?

Chunder

On the way through the Flatulent Swamp, Boogertown and the other equally chunderous levels you'll look for the power-ups (they're snot, toilet plungers and spittle, among others) all of which will help you in your battles. Particularly useful is the chilli power-up which will transform your already deadly farts into flames with an intensity not seen since Backdraft or the last time I went to the North Indian Diner. You can also, it's important to note, control the power of your burps and farts- just hold that button down before you need to let fly and you'll burn a path so wide that the crop circle enthusiasts will move to town. Graphically, the game's feel is a perfect cartoon irreverence (lots of green, natch) that reminds me of a cross between H.R. Pufenstuf and Bubba n' Stix, one of the few other platformers I like.

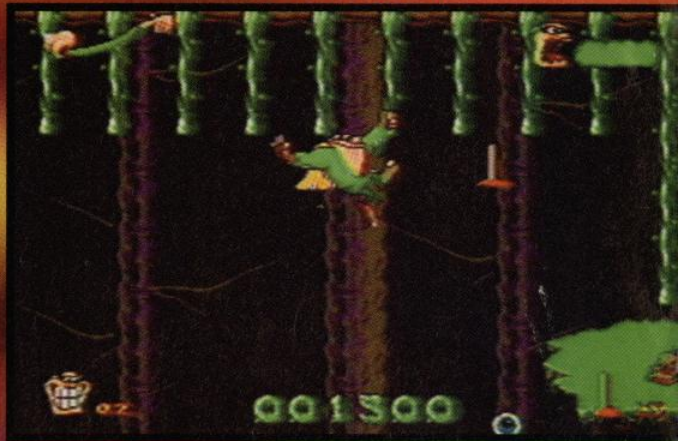
For too long now gamers have had to suffer ignorant adults claiming that video games cater to base, puerile instincts and pollute the mind. Finally, that game has arrived. Readers, it's time to let Fluffy off the chain.



THE INTRO SHOWS THE BIRTH OF BOOGERMAN. ICKY



BM STRAINS ONE OUT



NOW THIS IS GROSS

Boogerman

A Pick & Flick



CHIL'S GIVE YOU EXTRA CHUNKY FARTS



ALL THE MONSTERS ARE POSITIVELY DRIPPING WITH GOO



WHAT STYLE, WHAT GRACE. WHAT STYLE? WHAT GRACE?



BOOGERTOWN LOOKS LOVELY BY MOONLIGHT. NOT



BM GOES UP A NOSTRIL



HE SURE KNOWS HOW TO MAKE AN ENTRANCE

Q: WHAT DO YOU FIND UP A CLEAN NOSTRIL? A: FINGERPRINTS
AT THIS POINT, WE'D LIKE TO WARN SENSITIVE READERS THAT THIS
ARTICLE CONCERNS SNOT, PHLEGM, FARTS, CHUNDER, EXCRETA AND LOTS
OF OTHER CRAP. STRETCH ARMSTRONG GOES DOWN TO BOOGERTOWN...

Adventure

VISUALS

Vivid, colourful and gross. Perfect, therefore.

85

SOUND

So-so music, but lots of "cool" and "rad" from Booger and some ace fart and burp samples.

83

GAMEPLAY

Easy and responsive.

85

LONGTERM

In all your life, you've never tired of looking in the hanky after you blow your nose, have you?

88

OVERALL

Not a groundbreaker but certainly a windbreaker. You'll love it

86



SHAQ AND A GREEN FELLOW



SHAQ TRASHES A LAB



JUMPING IS NOT AS MUCH FUN AS IT LOOKS



SHAQ SHOWS THE BEAST A FEW STEPS



THE BEAST IS VERY BEAST-LIKE



SHAQ DOES A HANDSTAND. BIG GIRL

Shaq Fu

MEGA DRIVE/SNES

Available: **NOW**
 Category: **FIGHTING**
 Players: **1-8**
 Publisher: **ELECTRONIC ARTS/DELPHINE**
 Price: **NO RRP**
 Rating: **M**

MEGA DRIVE



HEAD TO HEAD - TOP ROW MD, BOTTOM ROW SNES



SNES

SHAQ TAUNTS. WHERE DID SHE GO?

Shaquille O'Neal is a very large man. He's got a lovely snarl too. With his snarl set firmly in place and holding up two crooked fingers he looks very scary. Scary enough to intimidate a lesser reviewer into giving an average game a better than average review. But Shaq doesn't scare me - besides, he doesn't even know where I live - and as a fighting game, Shaq Fu is only a little better than average.

Mind you, it's not for want of trying on Delphine's part. Shaq Fu is not just another crappy Streetfighter clone. Sure, it's got weak/strong punches and kicks, fiddly special moves, timed, 2 out of 3 matches and a host (12 in all) of butt-ugly characters to whack (OK, so maybe it is another crappy Streetfighter clone), but Shaq Fu has a feel all of its own, largely thanks to the rotoscoped animation and the Flashback-style, two-second time delay controls.

Pepsi Plugs

There's definitely enough (in terms of game modes at least) in Shaq Fu to make it worth a look-fu. The Story Mode has Pepsi-boy Shaq wandering all over the Second World in search of a kidnapped child (Nezu), stopping only to trade punches with 11 other "interdimensional martial artists". It's your standard fight game thing, and you can only play as the Shaq. But in the Duel (one-on-one against the computer or a friend) and Tournament Modes (2 to 8 players) you can control any of the game's 12 characters. There's a choice of three difficulty levels and two game speeds (from kinda slow to kinda quick) too.

While I'd never describe Shaq himself as good looking (unless he was in the room), Shaq Fu is a nice looking game. The backgrounds are nice and colourful and the smooth rotoscoped animation (Flashback comparisons are bound to be a dime a dozen 'coz Delphine produced that game too) works well - but not without trade-offs. The most obvious trade-off being the size of the sprites. They're tiny. Even 7'2" Shaq looks like a midget. And while all the moves are detailed enough, I found myself having to squint a little too much just to see what was going on.

The other trade-off is the controls. Not only does Shaq Fu look like Flashback, it plays like Flashback too. This is not a good thing for a fighting game. The fighters do respond to your every command (keep it clean), it's just that they take five seconds to do it. Jumping is a particularly laborious exercise. As a result, you need to think ahead. After a while, you can (and will) adjust your fighting style accordingly, but it doesn't exactly make for heart-pumping fun. Be sure to have a 6-button pad if you're playing Shaq Fu on Mega Drive too - otherwise you'll need to toggle.

Anyway, if you're one of those sad individuals who likes to wear Shaq clothing and Shaq shoes, watch Shaq videos and listen to Shaq CDs (Rap Fu?) then you'll probably love Shaq Fu. Even jaded fight fans should have a look to see if it's to their taste. Otherwise, there's too little fun in there to justify buying it.

for other fighters either) but no one could tell us whether or not the missing fighters were to be added at the last minute. If they're not, those boys at Delphine deserve a good spanking. But then, being French, they'll probably enjoy it. Ooh La La.

**THE WORLD'S
 BIGGEST
 (LITERALLY)
 BASKETBALL STAR
 ENTERS THE DIZZY
 WORLD OF VIDEO
 GAMES WITH A
 ROTOSCOPE
 CHOP-SOCKY
 FEST COURTESY
 OF THOSE
 WHACKY
 FRENCHIES AT
 DELPHINE.
 ANDREW
 HUMPHREYS PUTS
 HIS BEST FOOT
 FORWARD.**



MMM, PEPSI...

Head To Head

We've reviewed the Mega Drive and SNES versions of Shaq Fu together. Why? Because they're basically identical. They look the same, sound the same and most importantly, they play the same. Of course, the SNES version had beefier music and clearer (not to mention more numerous) effects, but graphically,

they're on a par - check out the screenies.

One thing though, the SNES version we played had 5 less fighters (only 7 in total). Why? While the MD game we had was 100% complete (in the box no less), the SNES version was in ROM form. It felt finished (the map screen didn't leave room

VISUALS

Detailed backdrops, smooth animation. But the sprites are tiny.

81

SOUND

Nothing special - your standard Oriental fighting themes.

70

GAMEPLAY

More special moves and taunts to learn. Beware the time delay on the controls.

76

LONGTERM

Lots of game modes and multi player options.

71

OVERALL

Not Bad Fu, not Good Fu. Not fun either, just fu.

77

Available: NOW
 Category: PLATFORM
 Players: 1-2
 Publisher: ACCOLADE
 Price: \$129.95
 Rating: G

bubsy 2

**BUBSY THE
BOBCAT IS BACK
AND HE'S ON
THE RUN FROM
THE PIGS
(THE ANIMAL
VARIETY).
BRIAN COSTELLOE
CHECKS OUT
THE PLATFORM
HERO WITH
PURRSONALITY...**

Since the success of Sonic many moons ago and the immortal status of Mario, game companies from all over the world have been searching to find a money magnet mascot of their own. EA tried and err, didn't quite succeed with James Pond. Konami have had better success with Sparkster, but let's face it, he hasn't been on the cover of Time magazine yet. More recently, Shiny (the new boys on the block) have drawn up Earthworm Jim. And then of course, there's Bubsy...

About two years ago Accolade promised the release of the best platform character ever and at that time I, along with a lot of others, thought he was going to be a contender. The character showed potential, but anyone who has played Bubsy can tell you how disappointed they were with the average gameplay and those sad attempts at humour. Has this carried on to the sequel like a bad smell or has a butterfly emerged from that vile grub?

Same Game, New Levels

After hearing "Bubsy Bubsy Bubsy Bobcaaaaaaaaaat" sung by some very bad 40's type singers you see Bubsy from behind as he looks at a conveyer belt showing all the different types of enemies you'll see in the game. At this early point you can see the animations on the enemies are looking pretty crude. Then you get into the game and... there it is again after all this time. That very sad voice of Bubsy that you could never decipher even if you bothered to try. When you do catch what he's saying you wish you never did as it's always some bad one liner like, "Is there a doctor in the house?" or, "I'll be back".

Bubsy 2 is pretty much the same game as the old Bubsy. All that's changed are the levels. The animation is the same with no real improvements to speak of. The sound effects are a little better this time round with sampled effects for a lot of the obstacles, but the music is pretty dire. The backdrops are sometimes pretty special with multilevel parallax scrolling being the norm in many of the rounds. But a lot of the levels have you wandering aimlessly trying to find that elusive exit with arrow signs constantly pointing you in the wrong direction. Very frustrating.

Cool Bonus Bits

But it's not all bad news, as there are some great sub-levels like frog hurling! This has Bubsy pulling a spring loaded lever that, when activated, sends a frog hurling into the sky (in the same style of that arcade classic "Trog") and into the water hoping to hit some goodies for bonus points and lives. The sound effects are cool with the frogs screaming for dear life as their limbs are cast into the high sky! But this doesn't last long enough for my liking. Plus there are several shoot 'em up sequences in bi-planes or spaceships where you can use bullets or bombs while collecting power ups and dodging any nasties on the screen. And the rolling armadillo level is nothing if not weird. But these bonus levels, as good as they are, aren't enough for me.

It looks like Accolade don't learn from their mistakes as they've release another half-baked, rushed title in Bubsy 2. With Earthworm Jim, Sonic and Knuckles and Sparkster just being released they really did need to do better. Give Bubsy to some decent programmers with an imagination and you just could have a Sonic beater. But until then, rent if you must.



THE FROGAPULPING MINI-GAME IS FUN



THE BONUS LEVEL IS FAIRLY SURREAL



STEP THROUGH THE PORTAL...



... INTO ANOTHER WORLD!



IN TWO PLAYER MODE, LITTLE BUBSY APPEARS



HE CAN BE FRIENDLY AND ATTACK ENEMIES



OR UNFRIENDLY AND TRY TO TRIP BUBSY UP



THIS WORLD TAKES YOU BACK IN TIME



IN SPACE NO ONE CAN HEAR YOU BURN



THE FLYING BITS LOOK CUTE BUT PLAY BAD



HAMELOT SHOULD BE RETITLED SPAMELOT



THE UNDERWATER MINI-GAME IS NOT



BUY A LIFE OR TWO AT THE GIFT SHOP



YOU'RE A STUPID LOOKING CREATURE WHO GETS BLOWN IN A CAR ENGINE (HMMM)



SECOND CALL

I make no secret of the fact that I'm a fan of Bubsy's first game. While it certainly wasn't a world beater, it was a fast, good looking platformer with some nice tricks. Some levels were better than others, and if it wasn't such an obvious Sonic clone it would have done well. As it is, most people dismissed it without too much thought and Accolade, if they were listening, should have gone back to the drawing board for the second adventure. Unfortunately they didn't and Bubsy 2 is basically a boring rehash of the first game that certainly won't pick up any new fans.

Sure, it's got a couple of two player options (friendly and unfriendly) and some strange bonus rounds but they don't really increase either the fun factor or the longterm value very much. The graphics are still good (Bubsy's got a few different frames of animation like rolling when he glides), the sound is generally impressive and there's nothing terribly wrong with the gameplay, but once again it's a standard platformer that I'm sure all of you would have played a hundred times before.

Add to this the frustration of trying to find hidden exits, and the fact that the enemies are sometimes indistinguishable from the backgrounds (you can be running along happily before you realise you're dead), and you've got a game to steer well clear of.

Stuart Clarke

VISUALS

Everything looks good bar the poorly animated enemy sprites.

77

SOUND

Excellent samples (eg. thunder and sheep calls) but vile music.

71

GAMEPLAY

Searching around for ages for a well hidden exit isn't fun at all.

64

LONGTERM

Simply doesn't exist in this title in any sense of the word.

42

OVERALL

Shame, Accolade, Shame. You have taken an excellent character and placed him in another lame game.

61

SNES

Available: NOW
Category: BEAT 'EM UP
Players: ONE
Publisher: BANDAI
Price: \$99.95
Rating: G

**WACHT DUS NIET
LANGER. GA NU IN
ACTIE MET DE
POWER RANGERS!
YES, EVEN IN
GERMANY, THE
POWER RANGERS
ARE HUGE.
ANDREW
HUMPHREYS
CHECKS OUT THE
INEVITABLE GAME
CASH IN.**

The youth of today, eh? What is it that compels them to sit in front of the telly, watching a bunch of badly dressed, squeaky clean, ethnically balanced, all-American teenagers trade insults with the local fat bully (and his semi-dirty punk cohorts)? Why do they watch in awe as they magically "morph" into five Japanese men in even uglier outfits to do battle with the evil Empress from outer space, Rita Repulsa? And what about those Megazord thingies - they're about as convincing as Godzilla.

Maybe it's because (as the TV supplement in one of our "quality" Sunday papers suggested) today's youngsters want to embrace good clean values rather than head towards the endless dole queue of Generation X whilst "endlessly listening to Nirvana records and romanticising drug abuse"? Er, I don't think so.

Maybe they don't give a toss about values at all. Perhaps they just want to see some guys in funny costumes kick the crap out of a bunch of hilarious latex monsters. In any case, the Mighty Morphin' Power Rangers are everywhere, and it was only a matter of time before they made it to the video games world. So how do they fare on the Super NES? Much as we all expected - not real well at all.

Button Bashing Fun

Power Rangers is your typical left-to-right scrolling beat 'em up. There's seven levels. In the first five, you take control of your favourite Ranger (Trini, Billy, Jason, Kimberly or Zach) as they walk, punch and kick their way through Rita's minions. For each level, you start off as a teenager in normal street clothes. Make it to a certain point in the level and you morph into your Ranger get-up - you get tougher too. In the last two levels, you morph into a Megazord for a one-on-one battle with the two-final bosses. Passwords for every level make it a bit easy, but hey, who wants to play the same boring old levels over and over again anyway? For some reason though, they've left out a two-player option. For this type of game, in this day and age, that's an almost unforgivable error.

It's all functional enough - the graphics, the sound, the controls - but it's not going to set your heart or your pants on fire. In the scrolling bits, you've got a jump button and one attack button - you just keep bashing away to perform different moves, just like every other scrolling beat 'em up since Final Fight. The one-on-one bits aren't much better: you can dash and pull off a few more special attacks, but Streetfighter it ain't. The instruction book tells us there's a secret code to change Power Rangers into a one-on-one fighting game (much like Mazin Saga on Mega Drive), but buggered if we could be bothered trying to find it.

Strange as it might seem though, I couldn't find it within my crusty black heart to hate Power Rangers - and believe me, I tried. It's absolutely devoid of imagination, but in its own basic way, it is kind of fun, if only for a very, very short while before it settles into a repetitive dirge. I wouldn't ever want to play it again, but for a few hours of mindless button bashing, it's OK. That's not a terribly strong recommendation, is it? Anyway, you might want to play it once to see for yourself but whatever you do, don't buy it. Save your money for a Power Rangers outfit of your own.



GO GO POWER RANGER



KINKY



FUNKY

Mighty Morphin Power



THE MORPHERS AND RITA. NICE BUMS



TRINI DOES HER BLAZE FIELDING BIT



WHAT ANIMATION! WHAT ANIMATION?



GO AGAIN



GO SOME MORE



POWER BOMBS ARE COOL



MORPHIN TIME!



A BOSS WITH A GARDEN RAKE. SCARY



A SKELETON BOSS WITH A SWORD. SCARIER



TRINI POWER BOMBS THE RAKE MAN



RANGERS CAN SWIM



RANGERS CAN JUMP OFF WALLS

Thin Rangers



ONE-ON-ONE FIGHTING. GO GO MEGAZORD

VISUALS

Functional and colourful, cheap and tacky - just like the show.

76

SOUND

A bit better. Nice theme music, complete with "Go, go Power Rangers" harmonies.

77

GAMEPLAY

A few more buttons to push.

69

LONGTERM

Even with the secret mode, this won't stay plugged in for too long.

51

OVERALL

Not as bad as it could have been - at least everything works properly.

63

MEGA DRIVE

Available: NOW
Category: SPORTS
Players: 1-4
Publisher: ELECTRONIC ARTS
Price: NO RRP
Rating: G

NBA Live

THE END OF ANOTHER YEAR IS UPON US AND WE ALL KNOW WHAT THAT MEANS, DON'T WE? YEP, A VERITABLE SLEW OF EA SPORTS GAMES WITH "95" PROMINENTLY DISPLAYED IN THE TITLE. ANDREW HUMPHREYS CHECKS OUT YET ANOTHER OF THE LATEST BATCH.

The first thing you need to know is this: NBA Live 95 is not, repeat NOT, just another update in the long running EA Sports basketball line up. Forget Lakers vs Celtics, Bulls vs Lakers, Team USA Basketball, Bulls vs Blazers and even NBA Showdown 94, this is an all new game, with an all new engine, designed by an all new programming team. Gone is the ugly, pain-in-the-arse side-on view; in its place is a slicker, friendlier, FIFA-ish isometric 3D court, with nicely animated and detailed players treading their expensively clad feet on impeccably polished boards.

NBA Live 95 is a giant step (as you'd expect from men with size 22 Nikes) forward in 5 on 5 basketball games. It looks better, it sounds better, and it plays better than any other 5 on 5er in living memory (well, at least my living memory, which goes back as far as November 22, 1993). It's even got more strategy options and stats than ever before, so even the most analytically retentive basketball fan couldn't help but be impressed with it.

As sparkling and new as it is though, the basic EA options remain the same. There's simulation, arcade and custom (ie, you set the rules) play modes, three difficulty levels (Rookie, Starter and All Star) and of course, a full 82 game, battery-backed season mode to endure. Throw in all 28 NBA teams, East and West All Stars and four custom teams to play with, and you've got yourself one seriously complete NBA experience.

As for the stats, they don't get much better than this. Every player is modelled firmly on his 93-94 season stats and in season mode, the stats are constantly updated - you can check up on any player's performance or call up season leaders (scorers, rebounders, assists, blocks, steals - the works) at any time you like.

Build Your Own Dream Team

All your favourite NBA stars (as long as they're included in the starting line up) have their own digitised piccies too, very handy for half time reports and Player of the Match awards. Even Australia's favourite mutant, Luc Longley gets a guernsey (literally and figuratively). And if you don't like a player, you can trade him. I traded Luc for David Robinson (a good trade if ever there was one) half way through my current season (it took me that long to figure out trades were possible). I've also managed to acquire Mitch Richmond from Sacramento, so Chicago's rebuilding process is certainly looking good.

But stats and TV style presentation mean nothing without a good game underneath, and NBA Live 95 certainly plays a mean game of basketball. The new perspective works extremely well and (thanks to the new Turbo button) the gameplay is fast and ultra-smooth. The passing game is particularly impressive - you can really fire the ball around until you find the open player and running a fast-break game is beautifully simple to do. Shooting is cool and there're dunks galore: alley oops, overheads, tomahawks - if you've seen it done on a court, you can do it in the game.

There's only one little problem and it's all to do with "feel". The controls are excellent, but your players slide around too much for my liking. It feels like you're slipping around on ice, which is fine for NHL Hockey, but not so fine for a B-ball game. Rest assured though, it's not a fatal flaw and once you've got a few games under your belt, you'll barely notice it.

If you're a basketball fan (and from all the mail we get, it seems that a lot of you are), you shouldn't be without a copy of NBA Live 95. To borrow another sporting cliché, it's simply the best (not counting NBA Jam of course). With a 4 Way Play adaptor, you'll be at it for many a season to come. So, get out there and start dribbling.



ALLEY OOP TIME! IN COMES THE PASS...



CHECK THE DETAIL ON THE COURT, THE PLAYERS AND THE CROWD...



FREE THROWS. LOVE THAT "T-METER"

95



EWING GOES UP FOR IT...



HEGRABS IT



AND SLAMS IT HOME!



INSTANT REPLAY. SLAMMIN!



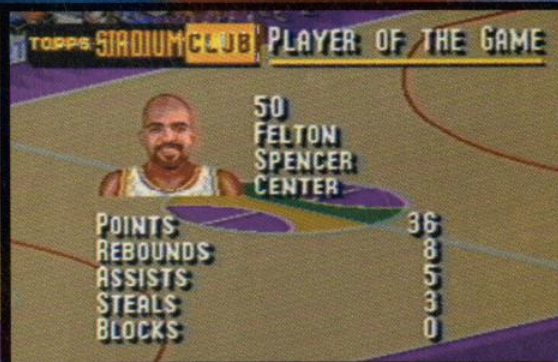
SEASON MODE IS VERY SEASONAL



LUC LONGLEY. MY, WHAT AN ATTRACTIVE MAN



TOPPS HIGHLIGHT KEY PLAYERS AT HALF TIME



AND GIVES A PLAYER OF THE GAME AWARD



JAMMIN!

VISUALS

A new look, and what a lovely one it is. Detailed sprites, smooth scrolling and even smoother animation.



SOUND

Crowd noises straight from FIFA Soccer! Kinda weird, but good.



GAMEPLAY

Heaps of moves, great control. Pity about the sliding business though.



LONGTERM

All those teams, all those options and it's multi-player too!



OVERALL

The bestest, most completest 5 on 5 NBA experience yet.



MEGA DRIVE

Available: **NOW**
Category: **PLATFORMER**
Players: **ONE**
Publisher: **TREASURE**
Price: **\$99.95**
Rating: **G**

Now this was a surprise and a half! Glowing blue cats, lethally-lobbed craniums, demonic dolls with deadly tongues and many more bizarre-looking sprites. I'd say these Japanese programmers have had one-too-many Froot Loops for breakfast. Dynamite Headdy is a fun-filled joyous example of varied gameplay and entertaining animation, and is highly recommended. You don't even have to read the review if you don't want to. Just play it, I guarantee you'll enjoy it. It's FUN!

Freaky Styley

You'll enjoy it even more than I did, because at least the version you get to play will be in English! I tell you, trying to figure out what's going on when all the on-screen explanations are in Japanese is one hell of a strange experience. Maybe it added to the freakiness of the game, but I'll stick my head out and say that this game is weird no matter what language you play it in. You take the role of a small parrot-looking thing with the ability to chuck your head around (thankfully it's not connected to your body), and it's your duty to put a stop to the creepy blue cat-thing (you can tell I didn't have any instructions too, eh?). This game is marvellously designed. Each level is way different from the last, testing everything from your puzzle-solving skills and platforming technique, to your trigger finger.

And you want bosses? You got bosses. Heaps of them. In fact, some levels were simply just boss-conquering exercises and nothing else. You want bonus levels? You got em. And fun-filled they are too. This game is packed with fun, fun, FUN!

That head of yours is good for everything from bopping baddies to bouncing basketballs through hoops and a lot of forehead smacking will be needed to navigate your way around this game. You can morph it into a vacuum cleaner and suck those creeps into your lower intestine, turn it into a hammer and do some serious damage. You'll even need it to swing you around from platform to platform. A very versatile noggin' you got there, so use it wisely.

Dazzlingly Detailed

Now, whoever said the Mega Drive had nothing on the SNES's on-screen colour palette should bite their tongue. There may not be as many colours up there, but gracious me, there's enough! It's dazzling, detailed and delirious from a graphical point of view. The sound doesn't let it down either with some warped little tunes and the odd bit of speech. I mean, this could be in black and white and mute, but it would still play well and that's the mark of a truly entertaining game.

Dynamite Headdy is bursting with originality, it's not legendary, but it is a damn fine game. And "surreal" is the key word. If you like your games a bit bent, then hop on and enjoy the ride. If I was to say anything bad about poor little Headdy it would be that he's simply too efficient for his own good — it's a tad too easy folks. BUT, it is f-f-fun and I reckon you'll play this again once you've finished it. You'll show your friends. You'll draw Headdy on your pencil case. You'll love HYPER all over again for introducing you to a great little game. You'll get all sappy and warm and kiss your Mega Drive (er, not that I did of course). You'll send me blank cheques or large unmarked bills...OK?



SEE HEADDY RUN. OH, HOW WE LAUGHED



WHAT HAPPENED TO THE RED CARPET?



A DOOR. GO IN IT



HE CAN SHRINK TOO

Dynamite

IT'S ODD. IT'S A LITTLE SCROLLING PLATFORMER. IT'S ODD. IT'S NEW FOR

YOUR MEGA DRIVE. IT'S, AH... ODD. ELIOT FISH FEELS SURREAL...



GRATUITOUS PRODUCT PLUG OR WHAT?



CUTE? VAGUELY



BONUS ROUND. HEADDY SHOOTS HOOPS



DANCIN' DOLL



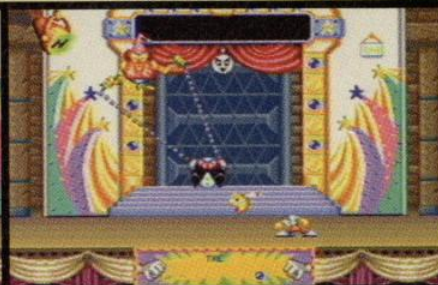
A WEIRD BOSS



VICTORY!



GUEST PUPPET?



OH, IT'S ANOTHER WEIRD BOSS



WITH THE RIGHT POWER UP, HEADDY DISAPPEARS



AND TAKE A NAP



HE'S EVEN GOT A LOVE INTEREST



THE JAPANESE, EH?

Headdy

VISUALS

Flash, colourful, funny animations. Did I mention that it was odd?

86

SOUND

Thankfully, it's not too repetitive. Nice samples.

84

GAMEPLAY

Did I mention that it's fun? Varied? Interesting? Good.

85

LONGTERM

You could get stumped. Most of you will finish it but love it all over again.

80

OVERALL

What a cool game!

85

2 Heads Are Better Than 1

As much as it pains me to break the community spirit we've established between our beloved reviewers here at HYPER, I have to disagree with Eliot on this one. I didn't find anything in Dynamite Headdy to raise it above the level of the thousand and four other platformers out there.

Sure, there's some neat graphical touches (much like Treasure's debut effort, Gunstar Heroes) and it plays well but it falls short in the old Fun Factor department by a long way. To be honest, I found it tedious.

To rub salt further into my many platform game-inflicted wounds, I thought the Headdy character was pretty unappealing too. He (or she) looks like an ugly rubber chicken. Don't get me wrong, I love a good rubber chicken joke as much as the next person, it's just that I don't see a place for them in video games.

Anyway, what we have here is a disagreement. You'd better rent it first and see which one of us is right.

Andrew Humphreys

Flink

**HOORAY!
JUST WHAT THE
WORLD NEEDS -
ANOTHER CUTE
PLATFORMING
HERO! HAS FLINK
GOT WHAT IT
TAKES? STRETCH
ARMSTRONG
TRIES TO DIVINE
AN ANSWER...**

Sometimes it gets pretty weird being a game reviewer. Of course, the good bit is that, to make magazine deadlines, we get to play games earlier than the general public. Sometimes, however, the games are not quite finished (sometimes the company just says they're not finished to attempt to prevent us thinking the games are crap - we are not that stupid). Often we have to play the games with no instructions, relying on our natural reserves of intelligence and cunning.

Sometimes we get incomplete, draft instructions and sometimes they have very juicy bits in them, like this excerpt from the Flink blurb:

"STRENGTHS

- Excellent graphics and animation
- Humour
- Many hidden features to retain player's interest

WEAKNESSES

- Lack of originality
- Character is too weak for typical Mega Drive user"

So there you have it kids (and conspiracy theorists) - no need for a review really. The distributor recognises that this has some big problems but will still happily say that "The 'Magic of Christmas' truly belongs to Flink this year". Maybe the quote is spot on; after all Christmas is hardly original - it's the same every year and no one complains - so maybe Flink does capture the Magic of Christmas, more accurately than anyone ever imagined. But what does this really mean? If you enjoy Flink are you not a "typical Mega Drive user?", not one who would find the character "too weak"? Are you, all euphemisms aside, stupid? Read on....

No Killer Punch

The originality problem basically refers to the fact that Flink is a platformer, a genre that seems to be quickly running out of puff (not that that means we'll see any less of 'em). Sure, I haven't seen Earthworm Jim yet, and I fondly think of Sonic and Aladdin before I drift off each night (not to mention Traci Lords, but that's another story) but the days of anyone getting abnormally excited about a left to right scrolling platformer seems long gone, to me at least. Now, you've gotta have that killer punch, the feature that sets your game apart, and despite the claims that Flink's graphics "are some of the best ever seen on the Sega" (they're pretty good, but not that good), Flink just doesn't have it.

Flink (the game) is set in medieval times and Flink (the guy) is the archetypal young sprout who must free the kingdom from the clutches of the evil wizard (stop me if you've heard this one before). To do this Flink must collect the crystals (by getting through levels and defeating bosses) and to get through the levels we have to climb, jump, squash baddies and cast the odd spell (ala Wiz 'n' Liz, though at a somewhat slower pace). It was at this point that they probably resigned themselves to the crack about lack of originality.

Granted, the game does look very good, with nice big sprites and rich (beautiful, at times) backgrounds. My problem is that the graphics are very much from "ye olde worlde" /cutesy cartoony school of game presentation which we've all seen before, so they're really very well rendered examples of a popular style rather than a ground-breaking development. I concede, of course, that the game is targeted at younger players who may be marginally less suspicious than a professional whinger like myself.

The bottom line for this game is that the persons for whom it is intended (the younger end of the gaming market) will thoroughly enjoy it and it's tough enough to captivate less picky older gamers, with the nice graphics an attraction. It's not as good as it's makers (and some overseas mags) claim, but ain't that always the way? And as for the question as whether you're stupid, lets keep our eye on the charts.

MEGA DRIVE

Available: NOVEMBER
Category: PLATFORM
Players: ONE
Publisher: PSYGNOSIS
Price: \$89.95
Rating: G



FLINK'S JOURNEY BEGINS...



HE WALKS ON WATER!



THE ANIMATION IS LOVELY IN A CUTESY KINDA WAY.



YOU START IN A VERY GREEN, FORESTY LEVEL. HMMM, PRETTY



HANGIN' AROUND WITHOUT A CARE IN THE WORLD



KEEP HANGIN' FLINK



A BIG SCARY THING IS BEHIND YOU FLINK



NOT MUCH HAPPENING HERE



OR HERE



OUT OF MY WAY, FOUL MONSTER



OW, SPIKES!



WATCH OUT FOR SWINGING BALLS

VISUALS

The strength of the game, for the youngsters, anyway. Big, well animated sprites and rich backgrounds.

85

SOUND

Nothing special.

69

GAMEPLAY

Smooth and responsive, though not exactly brimming with moves. The spell menu is a little clumsy.

78

LONGTERM

Lengthy (50 levels) and tough on occasions, so it'll keep you going for a while.

80

OVERALL

I can see the attractions, and it has some fine features, though there's not really enough here to have me frothing.

78

MEGA DRIVE

Available: **DECEMBER**
Category: **PLATFORMER**
Players: **ONE**
Publisher: **KONAMI**
Price: **\$109.95**
Rating: **G**

**IF YOU'D BEEN
LOCKED INSIDE A
WATER TOWER
FOR 60-ODD
YEARS LIKE THE
ANIMANIACS,
YOU'D PROBABLY
BE SLIGHTLY
INSANE TOO. WE
LOCKED ELIOT
FISH IN THE HYPER
CLOSET TO HELP
HIM GET INTO
CHARACTER FOR
THIS REVIEW...**

Have any of you watched the Animaniacs? They're like three hybrids of Mickey Mouse and Ren and Stimpy, causing absolute havoc in the studios of Warner Brothers. Now they have their own video game, and I tell you what, it's a damn sight better than their cartoon show.

Yummy Animation

The first thing that whacks you over the head like a big cartoon hammer, is the smooth, yummy animation in each cute Animaniac. They make funny faces, spin their arms cartwheel fashion, run on thin air and generally act like they've been plucked straight from the television. Each character has its own distinct personality, and you'll have to swap between each one during the course of the game to solve the many puzzles and thwart the threatening fat cop.

As Wakko you pack a huge wooden mallet, which is good for doffing people's beans, switching on and off buttons and lighting fuses (to name just a few uses). Select Dot and you have the ability to make anyone swoon with your projectile hearts. And last of all, if you choose Yakko then you have the muscle to push boxes and the ping-pong bat to attack enemies with. The secret is to combine all these talents (sometimes at the drop of a hat) and navigate your way through a number of Hollywood movie sets, collecting props along the way.

As I mentioned before, the animation is slick - and the controls? Excellent. The Animaniacs are an absolute breeze to get the hang of. Maybe the only problem you might have is sometimes distinguishing which Animaniac you are at any particular time, as they tend to stand all clumped together in a group. I found myself constantly having to refer to the little icon in the top left corner (sometimes in a moment of crisis), just to make sure I had the right one selected. But this is a minor quibble, and I'm sure it just takes a bit of practice. This is a very playable game, the sort that makes you want to miss that episode of Star Trek the Next Generation just to crack that puzzle and complete one of the levels. Actually, I lie - I wouldn't do anything to miss good old Captain Chrome-dome and the team, but you get the idea.

Moronic Music

I'd say the only major drawback with Animaniacs, is the repetitive, moronic music that just goes round and round and round. Arrgggh! When will we be spared "wacky" and "cutesy" in-game music? I know the Animaniacs aren't exactly dark and moody, but how about some variation? How about a bit of humour in there? It really does come across like the music was just chucked in at the last moment to get the cart finished. They obviously spent some dough on getting the game right, so how about hiring a music programmer with talent? (ouch!)

The game is well paced and varied enough to keep you happy. You'll cack at the humour and curse at some tricky situations. And even though most of the level obstacles and environments aren't exactly original (boats, roller coasters, waterfalls), there are some great touches. Take a ride on an AT-AT Walker from The Empire Strikes Back, spot other Warner Bros characters, in fact keep your eyes peeled for film references throughout the whole game. This is wacky stuff and a fun-packed platformer to boot. Animaniacs was a nice little surprise, and should provide you with some more warm, entertaining Mega Drive moments to savour and contemplate in your old age. Ahhhhh.

Idiot Number 2

See that funny little info box somewhere on the page? It describes Animaniacs as a platformer. Well, for once, the simple "platformer" label doesn't tell you the whole story. Animaniacs is a substantial puzzle game too, much like Interplay's classic The Lost Vikings, and that's what makes it a good game.

The key to success is changing between characters (it's easy enough) and using their special skills to overcome the numerous obstacles in your path. The controls are nice and tight and it's always a pleasure being forced to think (even though it may give you a headache).

The graphical style is excellent, capturing both the Animaniacs cartoon feel and the feel of wandering about a huge movie lot.

All in all, this is a very polished effort and a lot of fun to play. It might not last forever (it won't) and it might frustrate you in places (it will), but it's definitely worth a look.

Andrew Humphreys



THE FABLED WARNER BROS WATER TOWER



TAKING A RIDE



HUMAN (?) CANNONBALLS



GIVE IT A WHACK THEN JUMP ON

Animaniacs



THE CUTEST GUARD DOG WE'VE EVER SEEN



MAP SCREEN - PICK A STUDIO



FAT BOY



CLOSE UP!



THREE IDIOTS



MINE CART BIT



SWINGERS



PUSHERS



WALKERS



AN ELEPHANT. HIT IT TOO. JUST FOR FUN



AQUA FAT BOY



THE PADDLE-BALL IS A POWERFUL WEAPON. NOT

VISUALS

Cartoony, colourful, buttery animation. Funny too.

86

SOUND

Hmmm. Nothing to write home about. I turned it off.

62

GAMEPLAY

Challenging in spots, clever, fun and easy to get the hang of.

86

LONGTERM

A fun game that should keep you happy for a while. Show your friends.

82

OVERALL

I won't watch the show, but I'll certainly play the game!

83

Animaniacking on SNES

Konami are bringing Yakko, Wakko and Dot to the SNES too. We haven't got a finished version, but from what we've seen we can tell you that it will be a different game to the Mega Drive version. Let's just hope it's as good.



MEGA DRIVE

Available: **SECEMBER**
Category: **ACTION**
Players: **1-2**
Publisher: **SONY/OCEAN**
Price: **\$109.95**
Rating: **TBC**

K-ching! K-ching! I can hear the cash registers chiming all around the world. Heh heh heh. I can hear the snigger of some game publisher who's just made a tidy sum. Waaaahhh! I can hear the pissed off gamers weeping into their pillows. Ka-crump! I can hear my Doc-clad foot smashing into the television tube. Boing-oh!-boing. I can hear the neighbours...oh never mind. Jurassic Park 2 is here and it's standing around looking pretty stupid, like a spare snag at a BBQ. There's no Jurassic Park 2 film. Not yet. So what's this if not a major cash-in?! Not much, really.

Cynicism aside, Jurassic Park 2 isn't a complete waste of time. In fact, I did have fun. Only a bit, mind you, but the slight raising of eyebrows was there. I must admit, it did get me a bit carried away in spots (and I never look good in spots). The fun-o-meter when playing Jurassic Park 2 would probably look something like the back of a camel. Up and then down. The lights were dimmed, the sound up and the very cool intro piece sucking me into my television. Great quality speech, nicely drawn, moody music. It was all there. Then the game started.

Friendly Weapons

This looks and feels a little like, well, a lot like a whole swag of other side-scrolling shoot 'em ups. It looks great, sounds excellent but plays rather ooky. The controls are like this: With the L button you can choose between three different deadly weapons (machine gun, automatic rifle and three-shot), whilst on the R button you can select between three different "friendly" weapons (stun-gun, dart-gun, and gas grenade-gun). Your little guy can jump, duck and dodge — oh, and die too. In fact, be prepared to bite the dust a lot. I played it on Easy in the hope of reviewing as much of the game as possible, but still found it rather difficult. Raptors jump at you from out of nowhere, and you only have one life. You really have to learn what comes next, to be able to safely make your way to the next medical kit. However, one of the great things about Jurassic Park 2, is the ability to choose your mission. Fancy gunning down some evil soldiers rather than putting raptors to sleep? Simply tackle your preferred mission. Nice.

Hold on, I just thought of something. This is all rather similar to the brilliant Aliens 3. Even some of the interior backgrounds are samey. The difference is that Aliens 3 was designed wonderfully and had atmosphere like it was going out of style. There was a lot more room for strategy and a lot more activity than JP2. There aren't that many dinosaurs and the ones hanging around can get too tough, too soon. I hate these games that rely on memory rather than technique or all-out carnage. You'll end up having to play the missions over and over just to remember when that raptor pounces out of the bushes. It's not easy and the only way to win is to tackle each mission systematically.

The game does have it's highlights though. Check out the T-Rex Boss! This isn't the only nice surprise tucked away. Most of the backgrounds are stunning, and the FX are huge. Everything from gunfire to raptor snarling is big, bad and damn near frightening. Though the game never really heats up, (most missions are very slow paced, starved of dinos and well, boring) there are some cracker-jack moments worth waiting for. If only they could have kept the game consistent, it would have been one of the better games to buy this Xmas. But it falls short of the mark, and will reside in the unoriginality folder here at HYPER headquarters.



.... I WILL HAVE CONTROL OF JURASSIC PARK!"

FINE... TAKE IT



INSERT "HE SHOULDN'T HAVE EATEN THAT CURRY" JOKE



ALWAYS REMEMBER - KICK 'EM WHILE THEY'RE DOWN

Jurassic Park

the Chaos Continues



BIG MENS, BIG GUNS



BIG EXPLOSIONS



NO COMPLAINTS ABOUT THE BACKGROUND DETAIL



REMEMBER THOSE RAPTOR THINGS? BUGGERS, AREN'T THEY?



NICE ROCKS



MISSION SELECT. INTERESTING, NO?



AND SPIT ON 'EM WHEN THEY'RE UP



THIS LOOKS LIKE TROUBLE



I HATE TO SHOOT AND RUN, BUT...

ark 2

THE MOVIE HAS MADE SOMETHING LIKE A BILLION DOLLARS, BUT THAT'S JUST NOT ENOUGH FOR SOME PEOPLE AS WE'RE GETTING MORE AND MORE JP MERCHANDISING EVERY DAY. ELIOT FISH PUTS ON HIS THIGH HIGH WELLINGTON BOOTS AND CHECKS OUT THE NEW GAME...

VISUALS

OK animation, brilliant backgrounds and nicely authentic Jurassic Park dinos.

80

SOUND

The FX are great! The music is fabulous too. Moody stuff.

89

GAMEPLAY

Slow paced, hard and confusing at times. Easy to get the hang of though.

70

LONGTERM

This should last a fair while actually, as it's a bitch on Normal. Two-player mode too!

78

OVERALL

If you're a shoot 'em up nut, you may get hooked. But there are better deals around

75

MEGA DRIVE

Available: NOVEMBER

Category: ACTION

Players: 1-2

Publisher: EXTREME

Price: \$99.95

Rating: ??

Battletech

HYPER» 64



INTRO: THREE LITTLE TANKS



MORE INTRO: A MUCH MEANER MACHINE. VERY SLICK



WEAPONS SELECTION: TAILOR YOUR FIREPOWER TO EACH CAMPAIGN



PROBLEMS WITH FENCES? STEP ON 'EM



CLOSE UP: YOUR MECH IN DETAIL



YOU SPEND MOST OF YOUR TIME BLOWING THINGS UP. COOL



THE MECH FROM SNOWY RIVER



THE MECH FROM SNOWY RIVER 2



RADAR SCREEN. LOTS OF BLIPS

**BOARD GAMING GEEKS UNITE! THERE'S HOPE FOR YOU
ALL YET - JUST GRAB A MEGA DRIVE, SOME COOL SHOES
AND A COPY OF BATTLETECH AND TAKE SOME SAGE
ADVICE FROM FORMER GEEK RUSSELL HOPKINSON...**

Once upon a time there was a board game with the same title as this brand spanking new action romp from Extreme Entertainment. It was an enjoyable yet slightly fiddly affair with loads of additional modules, sister games and role playing options, not to mention a series of poorly written galactic soap opera novellas. Battletech was a superbly realised combat simulation that had former Dungeons and Dragons nerds like myself flocking to it like Lemmings to a cliff and it became the game of choice for those who'd given up Elves and +4 Bastard swords for girls and rock 'n' roll.

As much of a brilliant concept as Battletech was (you pilot huge multi tonne walking behemoths around the war torn Inner Sphere mercilessly blasting away enemies), as a game it was at best fiddly and at worst a bit tedious. I've always found you need an anal retentive streak a mile wide to get a blast out of constant chart scrutinising and equation solving in order to work out how much damage had been received or whether those blasted heat sinks were doing their job properly. Soon the exquisitely painted Battlemechs became ornaments and the games themselves were relegated to the top of my cupboard behind the box of a newly acquired Mega Drive that had taken over my life by being...erm...fun.

So it is that Extreme Entertainment solve this problem by pumping out an amazing Desert Strike-style blastathon that had me quivering in my Vans. This game blew my mind from the word go. It takes the basic concept of Battletech, avoids the pitfalls of console role playing by leaving all that character generation hoo hah back in the Eighties and goes for simplicity and instant playability. There are no options beyond passwords and an interesting two player mode where one person controls the movement and the other controls the guns. Within seconds I, as chief gunner and navigator, was screaming orders to my unlucky driver and as we took out the final Mech bay in the first scenario we collapsed in a heap. If you have a weak heart stay away!

Space Opera

The storyline to Battletech is your basic space opera; Galactic federation falling into a state of Balkanisation, rebellious space band causing grief to all and sundry and if you don't stop it by striding in with your 'Mech fully armed, a trillion years of barbarism and galactic anarchy will ensure. The Clan Wolf (who you fight for) sends you on a series of missions each harder than the last and none solvable on the first go. Battlemechs have an unfortunate habit of overheating and exploding so you have to be careful to avoid enemy fire and use the canisters of coolant you find along the way wisely. You have three guns: a main gun, Ordinance weaponry and Tactical Weaponry. Each can fire different forms of ammo, all have their advantages and disadvantages and you quickly learn what is the best combination.

The graphics are excellent as are the in-game sound effects and the calm female computer voice that casually warns "Enemy Mech Approaching" or "Danger - Overheating" just as you are about to die! Added dangers like lava fissures or the incredibly slippery ice floes make life very difficult indeed and all in all I found this game very hard to fault. If you're a fan of the original game you will get an absolute blast out of this, I guarantee it, and even if you've never come across Battletech before you'll get sucked in.

Battetech is a welcome entrant in the kill or be killed stakes. It transcends the original game concept by leaving out all the extraneous stuff and concentrating on what it is that people have always liked about the game, riding around in 60 tonne Madcat Omnimechs blasting puny tanks and infantry units to kingdom come. It is a challenging, action packed game that you'll want to play until you win or die trying.



DESERT/JUNGLE/URBAN STRIKERS WILL BE FAMILIAR WITH THE SETUP



THIS GRAB SHOWS LOTS OF GRASS



DEATH SCREEN. TRY TO AVOID THIS

VISUALS

Perfect scrolling and fluid animation make it a delight to watch.

89

SOUND

Thunderous and yet clear, with excellent music

90

GAMEPLAY

Easy to learn yet painfully hard to master

86

LONGTERM

It's hard but you'll keep coming back for more.

90

OVERALL

My flabber has been truly gasted with this monster

88

PC/PC CD ROM

Available: **NOW**
Category: **ACTION**
Players: **ONE**
Publisher: **ORIGIN**
Price: **NO RRP**
Rating: **M**

System Shock

"Looks like hits from small arms fire...with some explosives damage, probably seismic survey charges."

"They sealed off this wing at both ends, welded the doors and blocked off the stairs with heavy machinery but it looks like the barricade didn't hold."

"Last stand - must have been a hell of a fight."

"This place is dead, whatever happened here, I think we missed it."

This tense dialogue from the opening scenes of *Aliens* helped to create an eerie and disturbing feel to the high-tech action masterpiece by James Cameron. Exactly the same lines could be used while playing Origin's latest epic, *System Shock*. While yet another Cyberpunk genre piece might sound as exciting as a straightened slinky, you'd be completely insane to miss this game. Beautifully detailed, with an intricate and interesting story, combined with state-of-the-art graphics and Origin's famous commitment to perfection, *System Shock* provides enough thrills and chills to satisfy even the most jaded gamer.

Wake Up!

The story starts with the obligatory waking up from a six month deep sleep, unaware of your surroundings and left to fend for yourself on a seemingly deserted orbital research platform. The beautiful introduction starts a roller coaster ride that just doesn't stop. What begins peacefully enough ends with waves of attacking mutants and cyborgs, cyberspace duels with megalomaniac AI's, logic puzzles and frantic *Doom* style action.

No matter what type of game you're into, *System Shock* has it covered, with the game allowing a personalised configuration allowing you to set the difficulty of the combat, cyberspace, puzzles and overall enemy strategy. Thus all the *Doom*-heads out there - short on brain, long on trigger finger - can up the combat difficulty whilst dropping the puzzle rating to just above chimpanzee.

Graphically the game is without peer. Done in the same style as *Ultima Underworld* and its sequel, *System Shock* is a total 3-D environment which may just have the *Doom* designers going green with envy. And believe me, a game that can compare graphically with *Doom* is worth its price no matter what the cost. Both sound effects and music are excellent (wait till you hear the Magnum SFX) and the music is haunting and dark.

Complications

Perhaps the only thing that comes even close to being a criticism is the fact that the gameplay is very complicated. Almost every key has some function, as well as the mouse being used to govern environmental interaction and combat. However, the screen layout is crafted cleverly enough to allow a speedy assimilation of the game's many features. While the initial display seems daunting, before you know it you'll be Shocking with the best of 'em. The cyberspace sections of the game have the trickiest gameplay, as you'll be zooming through wire-frame tunnels and grabbing programs. The controls for this are flight simulator style but with the vertical controls inverted - so 'up' actually means up. This is a bitch for the first couple of attempts but eventually you get the hang of it. I like to think that the geniuses at Origin did it on purpose to compound the disorientation of cyberspace travel, but perhaps I'm being to nice...perhaps they're just bastards who like to torture us.

Beyond all these gameplay factors is the loving detail that has been lavished on this production. A walk down a corridor has enough interesting intricacy that you will no doubt spend your first hours at the keyboard just looking around, testing switches and levers and playing with the environment. Computer screens actually display different things, from tourist guides and white noise to security camera views (very useful) and computer access codes.

There are seven different types of weapon, from iron pipe to Magpulse plasma cannon, to help you take out the bad guys. Different slap patches augment your skills while ten different neural interface plugs provide such things as automapping, compass, bio monitors and rear scanner (eyes in the back of your head). Each of these neural plugs also have upgrades to better versions, thus Automap v.2 has a built-in life form sensor and danger proximity alarm. For cyberspace you are armed with several different types of programs; Pulsar, Shield, Drill, Decoy, Recall and others. None of these are useful outside of cyberspace except for Games - check out these when you are bored standing in a corridor... a hoot!

Several of my friends played the game as well, one of whom progressed deeper into it than anyone else. I asked him if there was anything he didn't like, he thought for awhile then said..."no". I must say I agree with him. *System Shock*...the perfect game.



MMM, UGLY GREEN THING

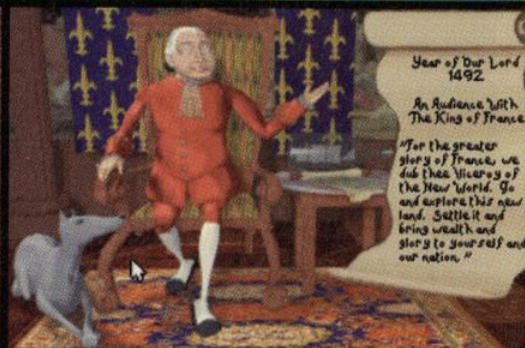
PC

Available: NOW
Category: STRATEGY
Players: ONE
Publisher: MICROPROSE
Price: \$99.95
Rating: G

CUSTOMIZE NEW WORLD



CUSTOMISE YOUR PLAY AREA



AS YOU BID - MY LEIGE



THE MAIN GAME SCREEN - WORLD VIEW



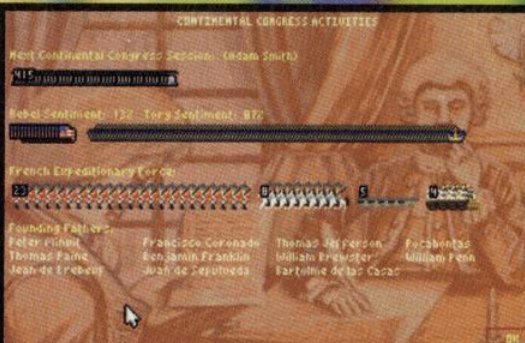
NORTH AND SOUTH AMERICA. WE THINK



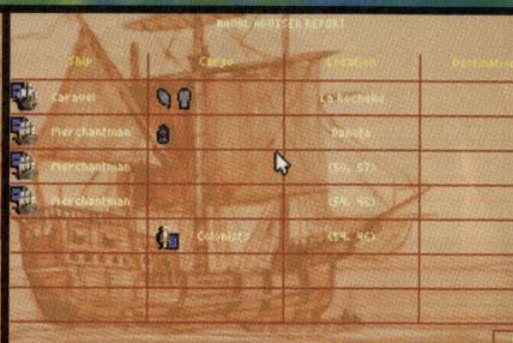
WHAT A BIG WORLD IT IS



COWS, MOO



FINE TUNE YOUR FIDDLY BITS



Colonizatic

IT'S TIME TO PLAY GOD AGAIN, AS THE NEW WORLD IS JUST WAITING TO BE EXPLOITED BY THE GREEDY WHITE MAN. BEN MANSILL HAS LOTS OF FUN WHILE INDULGING IN A BIT OF IMPERIALISM...

How to make a Great Game, in three easy steps:

1. Take an already Great Game.
2. Tweak, twist and tamper with it until it has a new look and flavour, but don't mess around with the gameplay.
3. Give it a slightly different but similar name.

If you have played and loved *Civilisation*, *Colonization* is an absolute must as your next big gaming experience. The greatest strategy game of them all is back, and this time around the premise is the settlement of the good old U.S. of A, from it's discovery (in game terms, not historically) in 1500 through to the War of Independence around 1800.

Building a Perfect World

Let's get one thing straight: *Colonization* plays identically to it's predecessor. Nothing wrong with that mind you, absolutely nothing. Build a perfect world from one tiny colony (or city) through to a global empire ready to fend off any aggressor with military and economic might. Both *Civil* and *Colon* (I've had mine irrigated you know, just like *Princess Di*) lead the pack in the strategy genre, their key strengths being the completely open-ended and flexible gaming worlds they offer, together with the awesome depth of interacting factors you must balance for victory.

You start your conquest by selecting one of four nationalities to play as, with the remaining three being CPU-controlled neighbours and co-exploiters. Each offers specific benefits: playing as the English provides more eager settlers for your new world, the Dutch are snappy traders, the Spanish brutal militarists and in an odd contradiction to reality, the French get on marvellously with other nations. At the game's start you also choose whether to play a roughly accurate geography of North and South America, or a randomly generated world where you may affect variables like continent size and climate. This flexibility, together with the infinite ways to play each world make it the winner it is.

As with the original, the terrain details are initially hidden from view. Units must be sent off exploring, lighting up each adjacent square as they go until a clear enough picture is revealed for your world to take seed. Sadly the wonderful *Civ* cheat (SHIFT-12345678) that revealed everything does not work and Microprose have denied the existence of such a cheat. Tell us if you figure it out!

Your European home city remains open throughout the game as a trading centre and source of immigrants. This feature is the only real departure from the way *Civilisation* did things, although it makes little practical difference to the way you play, as trading can be conducted with the other powers and the local Indians. Population growth and production in your cities takes far longer than in *Civ* to pick up steam, so it's necessary to constantly ship saleable items back home for the cash you need to bring in the pioneers.

Supply and Demand

The game drives its economics with a brutal adherence to the principles of supply and demand. Keep dumping just one commodity on the markets and it's value will rapidly plummet, similarly the cost of passage for your immigrants rises horrible with each boatload. Leaving it alone for a while sees the prices slide back to affordability. Better value is usually found with the natives and the other Europeans, but they will only trade a limited number of items and if the mood suits them, none at all.

Building and maintaining a profitable trade economy is the ticket to success; patiently stockpiling low-value items until the price rises, while dumping expensive stuff for quick profits, then alternating when the prices swing. Land squares adjacent to your colonies are specifically suited for certain raw materials which can either be sold as is, or "value-added" by manufacturing - tobacco into cigars, for example. Specialist colonists can be trained or shipped in to exploit these goodies, although any of the 24 basic colonist types can do most jobs (only less efficiently than the experts).

Unlike *Civ*'s cities, *Colon*'s colonies can be established by almost any unit type. Road building (no railroads this time) and terrain development need no specific unit, equipping anyone with the tools your blacksmith makes from mined ore lets them do all the council work you need, although only five "developments" can be made before more tools are needed.

The technology "advances" and Wonders of the World which were so important the old game have been combined and replaced by the steady appointment of "Founding Fathers". Each offers benefits in specific areas in exactly the same manner as advances did in *Civilisation*. Appointing Magellan for example, increases the range of ships, just as the Magellan's Expedition did in *Civ*. Founding Fathers come by way of generating Liberty Bells in your colonies instead of the Lightbulbs of old. Liberty Bells also increase the sentiment for independence from the Motherland. When at least 50% of your citizens are in favour of independence it can be declared - prompting the big end-game war with the King's armies keen to preserve the sovereignty of your bountiful land.

Microprose are rumoured to be working on *Civilisation II*, which is curious news considering that is precisely what *Colonization* is. Breaking no new ground, this is a refined and extended evolution of an already perfect game. A pre-fab classic.



OH LOOK! LITTLE MEN ON HORSES



FOUNDING FATHERS. THE MORE THE BETTER



MICROECONOMICS - THE CITY VIEW

VISUALS

Nothing flash, but as *Civilisation* for Windows showed, higher resolution would slow it to slug pace on any PC. Warm, friendly and unpretentious.

78

SOUND

Dozens of background tunes in quality digital stereo provide unobtrusive ambience. Very pretty - almost like having a new Enya CD.

86

GAMEPLAY

Even totally *Civ*'ed out empire builders will find new joy here. If BMW is the driver's car, this is the players game. Huge and compelling - almost perfect.

94

LONGTERM

A game can last weeks and have you thinking of little else until it's over. One day it will be boring, but that's a long way off. A lifestyle.

92

OVERALL

A bigger, deeper and fairer game than *Civilisation*, yet basically identical. A living world on your hard drive which offers a rich and compelling game experience.

88

PC/PC CD ROM

Available: NOW
Category: RPG
Players: ONE
Publisher: EMPIRE
Price: \$89.95
Rating: M

Dreamweb

DREAMWEB IS ANOTHER IN THE NOW LONG LINE OF CYBERPUNK ADVENTURE GAMES. IS THE GENRE GETTING STALE? NOT ACCORDING TO DAMIEN HOGAN...

The fan above coughed a fetid air that stung the back of my throat. Turning, like a knife deep into my forehead, its activity offered more distraction than comfort. I looked to the clock by the bed. Three a.m. Almost a hour since the last dream. I could already feel myself drifting away. Soon I would sleep and the killing would begin once more...

Firmly in the mould of Blade Runner or William Gibson's Neuromancer, Dreamweb appears as "film noir" with a mouse attached. The city streets are dark and dangerous, the temperature always humid and everyone's got an attitude.

Set in the not too distant future, you play Ryan, a bartender with a few problems. Every night you wake up in a cold sweat. Visions of killing and men in hooded cloaks fill your dreams. In the morning the news headlines tell of murders that seem strangely familiar. Driven by some force beyond your understanding, you slowly come to realise that you play a part in world affairs much greater than you would like.

The game plays as a point and click adventure with the view in each location from directly above. You move the mouse over anything of interest in the scene and, if you can use it, a message appears asking if you want to examine the object further.

A small magnified view of the room is provided in one corner of the screen for more detail. This can be extremely useful, as some of the objects can be very small. For example, in one of the rooms you find guitar plectrums, which are drawn as one pixel graphics. Despite the rather cramped graphics, the interface is comfortable to use and never gets in the way of solving puzzles.

The graphics themselves are good without being outstanding. The animation is smooth and the background graphics for the apartment buildings and city streets capture the cyberpunk feel well. Each location is in proportion to all of the others, which gives the game consistency, but which can make some rooms, such as lifts, vanishingly small. The graphics would also benefit from greater variety. The occasional cut-away shot or close up would spice things up a bit. This is where the CD ROM version should come in handy.

Sound Advice

Sound is where this game really excels though. From the opening scene, the music creates an atmosphere that draws you into the game. Unlike most computer game music, the only instruments that sound like synthesisers are the ones that are supposed to. The drums, piano, guitar, etc. have a natural, crisp edge to them that many games could learn something from.

The style is reminiscent of Vangelis, from the Blade Runner soundtrack, with strains of Night Clubbing by Grace Jones thrown in for good measure. Long synthesiser sweeps wash across speakers to great effect. And I thought the DOOM music was good.

Sound effects are equally as impressive but are few and far between. One of my favourites is the sound of the rain. It makes you want to curl up under the covers and drift off to sleep. More please.

This is a stylish game with heaps of atmosphere and plenty of depth. Be warned, however, this game can be quite explicit in its depiction of sex and violence (not up to DOOM standards, but then what is?) This should present no problem to its target audience but if you are looking to buy something for little Johnny this Christmas then be prepared for some difficult questions like "Daddy, what are those two people doing?"



GET USED TO THE TOP-DOWN VIEW



NOW, IT DOESN'T TAKE TOO MUCH IMAGINATION TO FIGURE THIS OUT



SEQUENCE: HE PULLS HIS GUN...



LESS OF COURSE, YOU'RE LOOKING AT THE INVENTORY

MAKE OF THIS WHAT YOU WILL

THIS TOO



APRES RUMPY MURDER!

A FRIENDLY MAN WITH A GUN

WHAT EVER HAPPENED TO COREY HART?



THE OTHER GUY POOS HIS PANTS

AND LOSES HIS HEAD

ICKY!

VISUALS

Could do with some more variety, but what it's got works well.

75

SOUND

Some of the best computer music yet - you can put this on instead of the stereo.

95

GAMEPLAY

If you know your left from your right you'll be "clicking" up a storm in no time.

85

LONGTERM

Heaps of places to go, things to see, people to kill.

90

OVERALL

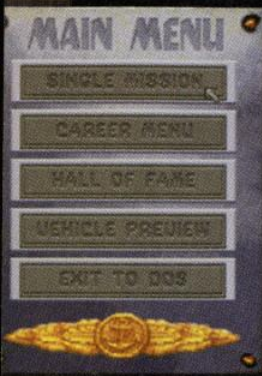
More stylish than an incredibly stylish thing.

86

PC

Available: NOW
Category: SUB SIM
Players: ONE
Publisher: DYNAMIC
Price: \$99.95
Rating: G8

Aces of the



MAIN MENU - I'LL HAVE THE SWEET AND SOUR, PLEASE



WHO PUT THE "HIS" IN "HISTORY", EH?



NEW CAREER? YES PLEASE



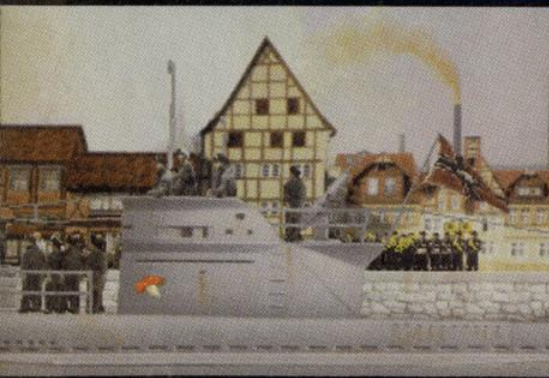
IS THAT A SUB IN YOUR OCEAN OR ARE YOU JUST GLAD TO SEE ME



AND WHO PUT THE "GREAT" INTO "GREAT BRITAIN"?



LITTLE CIRCLE



WELCOME HOME LADS. SHOW US YOUR BARNACLES, BILL



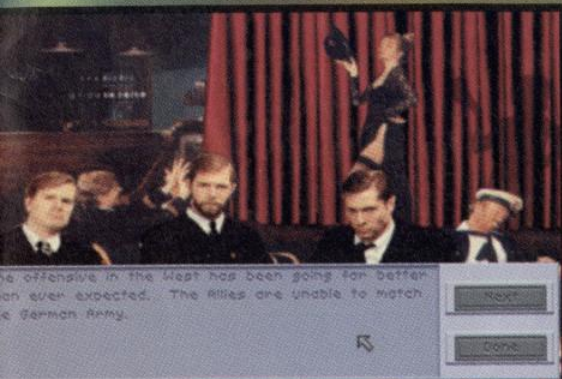
UP PERISCOPE (OUCH!)



DIALS AND FIDDLY THINGS - MUST BE THE CONTROL ROOM

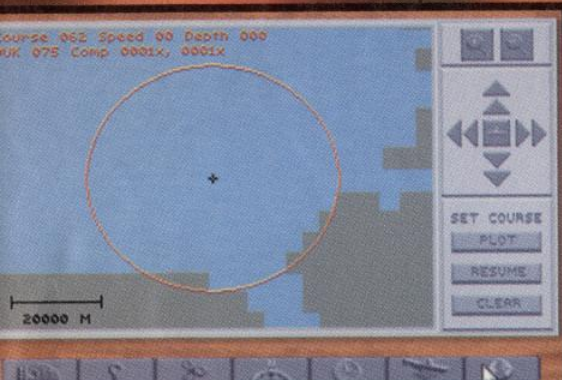
Deep

UNDERWATER ACTION IS ALL THE RAGE AT THE MOMENT IT SEEMS, WITH DYNAMIX MOVING THEIR ACES SERIES FROM THE SKIES TO THE OCEANS. BEN MANSILL GOES DOWN YET AGAIN...



The offensive in the West has been going for better than ever expected. The Allies are unable to match the German Army.

I KNOW A CLUB LIKE THIS ONE



BIG CIRCLE



SUBS HAVE TO GO POTTY TOO YOU KNOW

Just when Dynamix had us all fooled into associating "Aces" with supreme dogfighting performance, they send us swimming with combat of the watery variety. Aces of the Deep is a submarine sim. Just what the world really needed. Still, there's a reason for the proliferation of this genre, as real-life undersea war happens to translate extremely well into electronic entertainment.

Dynamix have chosen German WWII U-boats as the vehicle for your fun, which is fine as the era provided the most interesting encounters with incredible acts of daring and strategic brilliance. These incredible acts are detailed in the beautiful manual and make an absorbing history lesson. The previous Aces games had wonderful spiral-bound manuals that were truly things of beauty, and happily this game is no exception.

Headache Free Fun

Apart from pretty picture books, the common theme in the Aces line has been the focus on simple, headache free fun. Navigating through the menus is a breeze - a complete novice (idiot) can set up a mission and play almost immediately, without suffering the slightest stress. One quick read of the manual and it can be permanently assigned to coffee table duty. Here gameplay dominates, not an overbearing interface.

There is really only one way to design a sub game; Silent Service and Wolfpack (to name but two) did it, and now Aces of the Deep (AOD) shamelessly copies (perfects?) this game design. The map overview shows all known contacts with speed, depth and bearing data. It zooms and is essential for the tactical big picture. Inside shows a nice view of the control room, individual stations or controls are accessed with a click. It is intuitive and effortless, although just a tad too much jumping to and from different screens is needed to fire off a rapid sequence of commands during combat. On the positive side, this all adds to the atmosphere of realism - something the game has buckets of.

Running on the surface shows off the wonderful job Dynamix did of making rolling waves look real on a PC. There is an option to turn the effect off, although not for the usual "speed up the graphics on a slow PC" reason. Instead, the manual warns of possible motion sickness and disorientation. Believe it. Down below the design takes on an appropriate industrial feel, everything is rusty and leaking oil.

Ambience is further cultivated by sound effects that not only entertain, but also provide essential feedback on what's going on. The deeper you dive, the louder and more frequent are the harrowing sounds of twisting metal, at around 250 feet everything grinds horribly and sounds like it's just about to give in - which it usually does. Unless you have shut it down, your engine throbs away in the background like audio-wallpaper, at flank speed it hammers away like it's about to explode. Most of the events in the game are announced by your sharp and efficient assistant, with the option to change the language to German for extra realism (this is great if you can speak German).

The game can be played either in full career mode, or by selecting individual missions based on historical encounters. A very basic mission editor is also there for tailor made fun. While single missions plop you right in the action from the start, career mode makes you do the dirty work. A very attractive colour (yellow) map is needed to navigate from your home port out to the open seas. Then you are pretty much on your own, radio reports indicate possible contacts but mostly you just patrol "likely" areas. A time compression feature removes the tedium from the process and lets you concentrate on what you love best - sinking those huge juicy ships.

Subs on Top

Contrary to popular opinion, U-boats spent almost the whole time on the surface, only diving when it was absolutely essential and only then for short times. Their low profile made them virtually invisible at night, by the time it was seen a U-boat had probably launched its torpedoes and was making its escape. This is generally how you fight in AOD; diving is exciting fun, usually done because there is no other escape and superior speed on the surface must be traded for the safety of the deep. There is nothing that can't outrun you when you dive, so unless you have cleverly positioned yourself in the path of an approaching convoy, it's surface attacks for best results and the longest life.

Mixing strategy with full-on action generally works well. Aces of the Deep achieves this and adds that charismatic style Dynamix have perfected. Other similar games offer more features, but AOD needs nothing extra to make it any more fun. Clean design, atmosphere and great gameplay. What else do you want?

VISUALS

Light n' easy menus, rusty nuts and rolling seas so real you want to vomit. Marvellous.

82

SOUND

Everything you would expect to hear based on the sub movies you've seen. There's even a gramophone to play any of a dozen tunes a la "The Enemy Boat".

85

GAMEPLAY

Planning + nerve - unexpected developments = U-boat fun. Totally fluid with numerous approaches possible in an encounter.

86

LONGTERM

It's day will come, as one can only sink so many ships. A month of avid gaming followed by occasional fun.

79

OVERALL

An old concept given new life. For the total sub experience watch the excellent German film, Das Boot (The Boat) then play Aces of the Deep. Quality fun.

83

Available: DECEMBER
 Category: BEAT 'EM UP
 Players: 1-2
 Publisher: TIME WARNER
 Price: \$99.95
 Rating: TBC

The grinding of metal against metal, the cranking of biomechanical limbs, the squirting of pressurised oil as punch after punch is delivered via expert targeting and killer instinct. What's it all about? Well you've had your humans and mutants fighting it out against evils such as Goro and Akuma with the usual flying blood chunks and body parts, so it's time we gave the robots and cyborgs a turn.

Future Violence

The year is 2043, a quantum leap in time for a beat 'em up. It's November the 24th to be precise, the date that you were built. Electrocorp, manufacturer of fine things such as the PC speaker and Atari ST have a problem with some of their worker robots. They have all been infected by a mystery virus and they must be eliminated before they do any major damage. And naturally that's where you come in. Armed with only your fists, sense of robot tactics and your High Velocity Impact Shell you jump head long into Electrocorp's building ready for anything that the robot scum are going to throw at you, all the while thinking "Is this a good idea?"

You play a Cyborg, mean and quick as all good guys are, resembling something like the T1000 out of T2. There are only five robots to fight in the game with simple names like Loader, Builder, Crusher, Military, Sentry. It's hard not to pick the hardest robot. Only five robots is a bit disappointing but there are four difficulty levels with the even the easiest being pretty hard. You can also change the number of bouts that you fight and can play with someone else. There is a handicap control you can alter in two player mode so fighting the bigger monsters can be a little easier for beginners.

The fighting mechanics are a bit annoying to get used to if you're a dedicated MKII player like me. Firstly the combat screen does not scroll so what you see is what you get. So if you corner a opponent he half disappears off the screen and you can't see what he's doing. It's most annoying if you're that player. Characteristic of most CD-ROM based games it runs perfectly on a 486/DX66 PC with some playability being lost if run on anything slower.

Oops, we forgot the playability...

Unfortunately, like most CD based games, the playability is not the feature point in the game, the graphics and sound are. With the whole game running in SVGA format and evidence of Silicon Graphics engines and light sourcing throughout, Rise of the Robots is without a doubt the best looking beat 'em up in the industry. Just watching it would make you think it was some advanced adventure game or something other than a beat 'em up. And naturally the sound is CD quality with all the crunch, grinds, and metal scraping you can hope for, so plug it into your HiFi...

But if you were to compare this game to other big fighting ones on the PC (Mortal Kombat and Streetfighter 2), you'd find that Rise of the Robots just doesn't compete. Although the graphic and sound dynamics have been improved 800% (I'll shout beers to anyone that sees a square pixel), the gameplay just doesn't rate with the likes of MK's fatalities and SF2's combo moves. The main area that needs improvement is the moves. There just aren't enough. I counted about 10 moves in total plus blocks. As far as I could work out there were no special moves or abilities as in Mortal Kombat. This leaves the game with a big hole in it. Having said that, I was reviewing without instructions from a pre-release copy, so hopefully something will be added to give it more substance. From what I saw though it was completely finished, so I wouldn't be expecting miracles.

Rise of the Robots comes under the "could have been good" category. It's fast, smooth, flashy but tame at the same time. Take away the flashy graphics and SFX and all you have is a fast version of International Karate. OK for its time but it just doesn't rate with its competitors. A perfect game for kiddies who like a kinder look at fighting though.



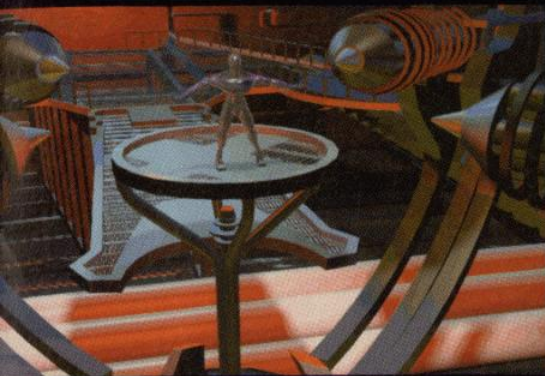
OH NO, IT'S A KILLER RED ROBOT



GET AWAY FROM ME, YOU BITCH!

Rise of the

THE LONG-AWAITED MECHANISED ONE ON ONE FIGHTING
 GAME IS FINALLY HERE, BUT MATTHEW DANIEL RECKONS THE
 MACHINES MIGHT HAVE GOT RUSTY DURING THE LONG WAIT...



HMMMM, CUT SCENE



HERE COMES THE MONSTER!



GET OVER HERE!



GET READY FOR ACTION!



KILLER RED ROBOT DOING THE HAKA



ANOTHER GROOVY CUT SCENE



THE SVGA GRAPHICS WILL HAVE YOU DRIBBLING



LOOK MUM, NO LEGS!



EYE HAVE NO IDEA WHAT THIS IS

Robots

VISUALS

SVGA/Silicon Graphics all the way and it's smooth as silk. You don't get much better.

95

SOUND

Crunching, grinding, background effects and robot noises. All CD quality of course.

89

GAMEPLAY

Only five robots to fight with limited moves. Nothing special.

50

LONGTERM

Unless you like fighting the same thing over and over, don't expect much here.

40

OVERALL

A flashy looking game which lacks guts and substance. Definitely a sneak preview of things to come though.

60

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SNES

Available: **NOW**
 Category: **BALL SPORTS**
 Players: **1-2**
 Publisher: **SONY IMAGESOFT**
 Price: **\$99.95**
 Rating: **G**

It seems like only last issue I was whining on about the endless number of baseball games software producers churn out and how none of them have quite managed to transcend the good-but-not-quite-great limits we've come to expect. So will ESPN Baseball Tonight stop me whining? No way in the world, bucko. Like all the others that have come before it (and doubtless, the many more that will follow it), it shows early promise only to fall down later in a steaming heap.

Well, maybe not steaming. ESPN Baseball is as good as most baseball games, maybe even a tad better. The graphics are very nice: lots of detail, large sprites with exceptionally smooth animation on the pitchers and batters. All the action takes place in one big, scrolling arena, so there's none of that view-change stuff once you hit the ball. There's lots of speech thrown in too, and the quality is good.

So where does it fall down? It's not exactly loaded with options. There's no season mode (exhibition games and playoffs only) and the practice mode and "Home Run Derby" have only limited appeal. Pedants will also be sorry to hear that it doesn't have the backing of the MLBPA, so while you do get to play with all the Major League teams, none of the players have names. And playing with numbers is rarely any fun.

But the real problem is, it just doesn't play too well. The controls are nice and simple and after a while, you'll get the hang of batting and pitching, but fielding is an absolute nightmare. Your outfielders are painfully slow and you'll spend a large chunk of any game waiting for throws to come in.

But with two players, you'll both suffer the same handicaps and you might just begin to enjoy yourselves. Oh, and some of you will be interested to know that it's been programmed by Park Place Productions (who have a fine pedigree with all things sporty). The rest of you won't give a toss.

Andrew Humphreys

VISUALS

88

SOUND

80

GAMEPLAY

70

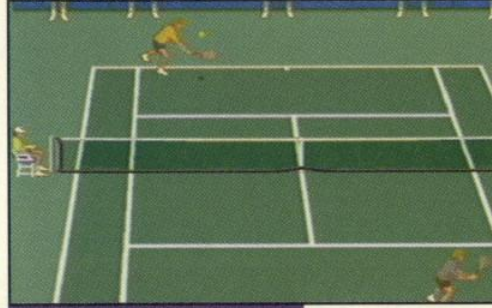
LONGTERM

69

OVERALL

72

IMG TOUR TENNIS



MEGA DRIVE

Available: **NOW**
 Category: **SPORT**
 Players: **1-4**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **G**

As predicted in our preview a couple of issues back, EA has gone for the big licence (management and promotions company IMG) for its first tennis sim, giving it access to a whole roster of IMG represented players and tournaments. And it's not just current players either - you can pick from present day top-liners (Sergei Bruger, Andre Cherkasov), greats of the past (Bjorn Borg, Ken Rosewell) and up-and-comers (Patrick Rafter, Wayne Ferreira). Hell, you can even choose from the ranks of the recently deceased (Vitas Gerulaitis) and the never-wases (Omar Comprose - surely you've heard of him?). You can enter individual tournaments, hit the road for a gruelling world tour and, with the help of a 4-Way adaptor, get in on some hot and heavy doubles action.

As with all EA Sports releases the players are crafted to perform to their true abilities and come complete with pictures and a career run-down. Also, the controls give you far more touch and control than other tennis games going around, with slice and spin being realistic, controllable options. But while the options may be second to none, the graphics are a little disappointing. For some reason the screen seems cramped and, in going for more realistic player animation (as opposed to the cartoon style of Pete Sampras and Davis Cup), the sprites are indistinct.

All the elements of a great game are here, but the fact that EA has delivered merely a good one makes me suspect it's been a little rushed. IMG Tennis is a good game but it's one of the only EA sports game around that doesn't blow the opposition off the court. You'll enjoy it, but at this stage Pete Sampras is still number one - on the court and in the Mega Drive.

Stretch Armstrong

VISUALS

65

SOUND

78

GAMEPLAY

80

LONGTERM

75

OVERALL

75

ROCK 'N ROLL RACING



MEGA DRIVE

Available: **NOW**
 Category: **RACER**
 Players: **1-2**
 Publisher: **INTERPLAY**
 Price: **TBA**
 Rating: **G**

First Clayfighter and now Rock 'n Roll Racing - Interplay have definitely arrived on the Sega scene. Strangely enough though, they've given the job of converting their highly successful SNES games to outside programming teams. Ringler Studios did a great job with Clayfighter (we reviewed it last issue) and now Blizzard have come up with the goods with their conversion of Rock 'n Roll Racing. It's not as good as the SNES original, but it's not too far behind.

The Mega Drive version is almost a straight port of the SNES game. Some of the tracks are a little different, but the basic gameplay remains the same: you've got a car loaded up with weapons, and you race it around little track getting shot at by other drivers while you're doing it. The really fun bit is, you get to shoot back.

As a one-player game, it's a lot of fun, mainly because your computer opponents get increasingly ruthless the further into the game you get. The more races you win, the more money you make (to equip your car or even to buy a new car) and the more points you earn. On each planet, you'll need a certain amount of points to advance.

Where Rock 'n Roll Racing really excels though is as a two-player game. The split-screen works well, and let's face it - there's nothing quite so much fun as blowing up a close friend just as he or she's about to cross the line.

So why isn't it as good as the SNES original? Graphically, it's almost identical. What lets it down is the sound (who would've guessed?). The booming, hard rockin' music and crystal clear speech was a stand out feature of the original. On the Mega Drive, the speech is rough and the music is nowhere near as effective, despite the inclusion of Golden Earring's "Radar Love". I also miss being able to use the top corner buttons of a SNES control pad to slide into corners. But if you've never played the original, you'll never notice, will you? Definitely worth a look.

Andrew Humphreys

VISUALS

84

SOUND

78

GAMEPLAY

82

LONGTERM

78

OVERALL

80

CAPT'N HAVOC



MEGA DRIVE

Available: **NOVEMBER**
 Category: **PLATFORMER**
 Players: **ONE**
 Publisher: **CODEMASTERS**
 Price: **\$99.95**
 Rating: **G**

Why, oh why would Codemasters want to pick up Data East's trash and release a game as thoroughly mediocre as Capt'n Havoc? If Sonic the Hedgehog had never been released, then the good old Capt'n might have stood a chance, but the fact is, we've all seen and played Sonic at least a thousand times and Capt'n Havoc is the most bare-faced Sonic rip-off that's ever had the misfortune to cross my desk.

Imagine the buzz at Data East's spacious headquarters when their ideas people hacked this one up: "Bugger originality" (they mouthed as one), "Let's just copy Sonic right down to his pointy boots. We'll put a bandanna on this hedgehoggy-type thing, use several different shades of blue for the backgrounds and chuck in a bit of repetitive music for good measure. Not only will it save us the odd thought-induced headache, but we're bound to make a shit-load of cash. Sonic was a hit, ergo, a Sonic clone is a sure fire hit too - right?". Wrong.

Even if Capt'n Havoc had the speed and sure-footed controls of Sonic (it doesn't), it would still Suck with a capital "S". Who wants to play a poorly designed Sonic clone anyway? For that matter, who really wants to play Sonic in this day and age? That's right - no one.

And that, as we say in the trade, is that. I know I'm going to leave some unattractive white space at the bottom of the column, but I've already expended far more energy writing this crappy little review than Capt'n Havoc's programming team expended whacking together their crappy little game, so I think I'll move on to something more constructive. Now where's my patented belly button fluff vacuum?

Andrew Humphreys

VISUALS

70

SOUND

59

GAMEPLAY

60

LONGTERM

41

OVERALL

58

MIGHTY MAX



SNES/MEGA DRIVE

Available: **NOVEMBER**
 Category: **PLATFORMER**
 Players: **ONE**
 Publisher: **SONY**
 Price: **\$89.95/79.95**
 Rating: **G**

... (uncontrollable sobbing). Gulp. Well, hi there dear HYPER readers. It's my unfortunate task of telling you all about Mighty Max — a new plat (cough) former for the Super-doooper Nintendo. Well... if this was the last game on Earth, then there'd be no hope for the human race. We'd all kill ourselves in a bloody frenzy. OK, OK, I know you're thinking it can't really be all that bad, and if this was a 8-bit review then I would agree with you. The truth is... Mighty Max falls hopelessly behind in the twinkling, shiny parade of SNES platformers. I could go on about the simplicity of the character's movements, the simplicity of the gameplay (or lack thereof), the horribly naked un-originality. But I'll spare you and just recommend that you give your hard-earned (or begged-for) hundred bucks to another cart on that there shelf.

How anyone could still get excited about jumping around, picking up crystals and shooting monsters, I will never know. Still, I guess there has to be games like this out there to make us really appreciate the corks when they do come along. Balance is an essential part of nature. Y'know, Ying and Yang and all that stuff. You can always count on HYPER to guide you through the spiritual gaming minefield of life. My advice is to check out some other new SNES platformers like Mickey Mania or Donkey Kong Country or wait around for some very cool games that are available overseas. So be patient, people, and leave games like Mighty Max off your shopping and rental list.

Eliot Fish

VISUALS

52

SOUND

67

GAMEPLAY

50

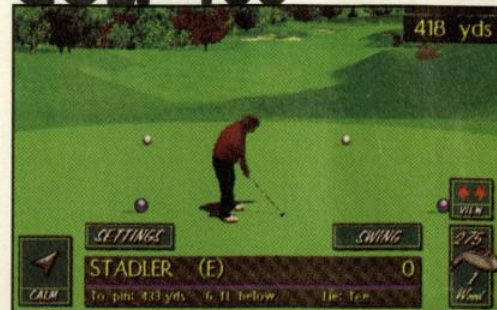
LONGTERM

40

OVERALL

48

PGA TOUR GOLF 486



PC CDROM

Available: **NOW**
 Category: **SPORTS**
 Players: **1-4**
 Publisher: **ELECTRONIC ARTS**
 Price: **\$85.00**
 Rating: **G**

Almost since the day personal computers were invented people have been playing golf games. Things have come a long way since gruesome EGA and just about every golf-pro you can think of has used his name at one time or another to endorse some shoddy golf game; shoddy because it often seemed like most of the budgets went into buying the rights to use the pro's name and not into the games themselves. Then came Links and Links 386 and everyone went glassy-eyed; here was a golf game you could be proud of, photo-realistic graphics, incredibly detailed gameplay, what more could you ask for? Well how about PGA Tour Golf 486!?

There are three courses to choose from - Sawgrass, River Highlands and Summerlin. All of them have been reproduced in painstaking detail. Not only that but you also have actual digitised footage of nine PGA Tour players. Yes folks, you can choose to be anyone from the muppet-like Tom Kite to that fat bald bastard Graig Stadler. Most importantly, underneath all of this glitz and glamour lies a rather good golf game.

PGA Tour Golf 486 offers four types of play: Stroke, Skins, Match and Tournament play. You can play by yourself or you can have human or computer-controlled opponents in your group. The game offers a detailed level of control and you can dictate anything from the weather and course conditions to how much backspin you put on the ball. There are a huge variety of sound effects and for once they always seem to suit the occasion. You no longer have to put up with a rousing round of applause when you get a triple bogie.

The courses themselves are fantastically detailed, but this comes at a price - big load time! So be prepared for some long breaks in gameplay and don't think about buying PGA Tour Golf 486 unless you own, you guessed it, a 486.

All in all a rather nice game, lets hope they have some add-on courses. Links 386 is still better in two categories - speed and sheer variety of courses to play on, but if you own a flashy PC, PGA Tour Golf 486 should make a happy addition to your library.

Julian Schoffel

VISUALS

90

SOUND

85

GAMEPLAY

85

LONGTERM

75

OVERALL

85

S i z e

CENTRAL INTELLIGENCE



PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **ONE**
 Publisher: **OCEAN**
 Price: **\$89.95**
 Rating: **M**

With the recent fun in Haiti behind us, there remains (at least in some of us), the desire to subvert evil South American dictatorships and bring democracy to the downtrodden masses. Ocean seems to think so, and in Central Intelligence you play the C.I.A. boss charged with bringing freedom without a major war. Undercover spying skulduggery is the order of the day, with propaganda, political arm-twisting and assassination your main weapons.

The main screen shows a fine looking map of Sao Madrigal, the Caribbean island currently run by an evil fascist. Your team of capable operatives are ready to carry out their orders and first priority should be given to establishing observing posts at key enemy establishments. As data comes in the map shows the changing state of play via coloured icons. Zooming right in to see individual buildings is a neat trick and provides the position of individual agents and their foes.

As with any proper revolution, you need the students on your side and all fired up, and as the game progresses the seeds of disenchantment you planted earlier bloom into violent anti-government demonstrations - and you made it all happen! Jail-breaks can be engineered to get your puppet leader up there on the podium where he belongs. Assassination attempts against key enemies can be made, though all this risky fun increases the chance of your trusty agent not making it back.

Central Intelligence is a totally free flowing strategy game, and it can truly be said that no two games are the same. Sparse sound effects and a messy interface detract, but the attraction of quality strategy makes up for that. Great long-term value and a very different challenge.

Ben Mansill

VISUALS	75
SOUND	67
GAMEPLAY	84
LONGTERM	81
OVERALL	77

DELTA V



PC

Available: **NOW**
 Category: **FLIGHT/COMBAT SIM**
 Players: **ONE**
 Publisher: **BETHESDA SOFTWORKS**
 Price: **\$99.95**
 Rating: **G8+**

Flight and space combat simulations continue to be one of the most popular genres of PC games. Delta V, while being similar to the likes of X-Wing in many respects, takes this style of game and sends it spinning off at a tangent. Delta V is based in the future where genetically enhanced humans can actually interface with computers. Net-runners are virtual pilots who navigate these computer generated landscapes and map out the system's strengths and weaknesses. All of this is done for one of two reasons: to initiate an attack on a rival company's computer system or to defend against one.

The first thing which struck me about Delta V was the incredible pace of the game. You don't cruise through the net, you fly at searing speeds which make joystick dexterity a huge priority! After the first couple of missions I was starting to think that this game was just too fast! But I surprised myself and eventually managed to adjust by attaining an almost spiritual level of concentration.

The aim is to successfully navigate your mind-craft down the cyberspace trench while taking out enemy defences, avoiding obstacles and shooting enemy craft. For the successful completion of a mission you are handsomely paid. You can then use this money to update your ship, hopefully making subsequent missions a little easier to finish. These add-ons range from increased fire-power to better shields and engines.

Although the subject matter is a little different, the concept behind Delta V owes a lot to the famous scene in Star Wars where Luke must navigate his way down the Death Star trench. As far as thrills and heart-stopping action goes, this game is very hard to beat. The sounds are great, although I did find the speech to be a little muffled at times, and gameplay is simple and intuitive. The visuals reminded me of the Dynamix game Nova 9, with the programmers managing to create beautiful, surreal landscapes out of texture-mapped polygon graphics.

While Delta V lacks the depth of X-Wing, it is fast, furious and very addictive. For sheer adrenalin pumping action alone, Delta V is highly recommended.

Julian Schoffel

VISUALS	85
SOUND	70
GAMEPLAY	70
LONGTERM	75
OVERALL	78

MANIAC SPORTS



PC CD ROM [windows]

Available: **NOW**
 Category: **CRAP SPORTS**
 Players: **ONE**
 Publisher: **THE SOFTWARE TOOLWORKS**
 Price: **TBA**
 Rating: **G**

People who use Windows do so because they have to, or because they don't know any better. Gamers who play Windows games are simply the latter. Designers make Windows games because the gamers are thrilled by anything in their Super VGA environment that isn't work; gameplay is entirely unnecessary.

Maniac Sports conforms rigidly with these simple requirements - it looks wonderful and is completely devoid of anything that is fun or challenging. Because of this it will no doubt be enormously popular among Windowwees.

Billed as an "interactive rockumentary" it is accompanied by a sage warning to "proceed at your own risk", together with a lengthy disclaimer in case you run out and break your neck doing this stuff for real. What pathetic waffle! It's frightening to think of the people who take this vomit seriously.

Into the guts of the "game", MS (not the disease) offers "participation" in any of nine "exhilarating and terrifying adventures". What you actually get is a mix of Quicktime movies showing bungee jumps, windsurfing, skiing and the like. These are your reward for clicking a series of icons in the right sequence, check your equipment first, then train, inspect the site, etc....

A big rock needs climbing in the only segment with any iota of gameplay. Click to move your Radical Dude in any of eight directions to conquer all 57 levels! Rock falls and scorpions are bad, water bottles and candy are good. Even the calmest and most easily impressed amongst us will be screaming with bored frustration after just a few minutes.

The whole shebang is hosted by Scott the Dude who does an admirable job of bringing on the embarrassed squirms almost immediately. Give it a big miss and stick to Minesweeper and Solitaire.

Ben Mansill

VISUALS	87
SOUND	83
GAMEPLAY	5
LONGTERM	5
OVERALL	40

CHESSMASTER 4000



PC/PC CD ROM

Available: **NOW**
 Category: **CHESS**
 Players: 1-2
 Publisher: **STW**
 Price: **\$99.95**
 Rating: **G**

There is something so ancient about the game of chess that it always makes me grimace slightly when a new computer chess simulation is released. Perhaps it is the substitution of finely carved wooden pieces with computer generated sprites, or the fact that deep in your mind, no matter how well it plays, the computer is just calculating mathematical situations, completely detached from the emotional and spiritual centre that has governed the game since its invention several thousand years ago. Thus it was with trepidation that I installed Metro Games' Chessmaster 4000. How wrong could I be...

The first thing that strikes you about this product is the love of chess which permeates the entire package. Each nuance and subtlety of the game is detailed, and every player, no matter how unskilled, is catered for. Aside from the game, the features include an excellent rules guide and beginner's tutorial which leads into the games library of over 500 classic tournament chess matches, including games by Smyslov, Spassky, Fischer and culminating in an extensive range of the legendary Karpov/Kasparov bouts. Throughout these features, Anatoly Karpov gives expert analysis and commentary, commenting on favourite games and strategies.

In-game, Chessmaster 4000 is lovingly detailed. Beginning with your choice of twelve different styles of chess board, through a difficulty level setting system which also allows you to play against the personalities of past and present grand masters as well as crafting new personalities for your own opponents, to a chess simulation which provides in-game advice and positional analysis. Other features include; tournament play, speed chess and timer control, modem support, an opening moves library and a rating system which allows the Chessmaster to rate your skill using the International Chess Ranking method.

All-in-all this game is a must for computer-chess and straight-chess aficionados everywhere.

Chris Wheeler

FRONT PAGE SPORTS BASEBALL '94



PC CD ROM

Available: **NOW**
 Category: **SPORTS SIM**
 Players: 1-2
 Publisher: **SIERRA**
 Price: **79.95**
 Rating: **G**

Sierra generally make very high quality entertainment software and Front Page Sports Baseball '94 happily falls on the quality AND deep, absorbing side of the fence. Every single player in every single American baseball team is represented, you can dedicate your efforts to the success of one team or even individual players, or play God and control the lives of them all.

This is not just a representation of 1994 either; players can be nurtured throughout their entire career. As far as sports managing games are concerned, there is nothing FPSB'94 lacks. Engaging in boardroom skulduggery is another fun aspect, while sick, injured and hopeless players can be put through specific resting, healing or practicing routines. The vast amount of information is presented in a sharp and clear series of interactive statistical screens. It all looks more like a database than a game, but then a vast interactive database is exactly what this game is. Initially it's overwhelming, but things soon fall into place and after only a couple of hours muddling you will be tweaking the smallest detail to give your boys a better chance. Varying levels of control can be handed to the computer, so you can comfortably balance doing the things you want, leaving the tedious chores to your CPU.

The one big problem with FPSB'94 is an unexpected one: nowhere are the rules of the game spelled out or definitions provided for the bizarre terminology. Sierra have assumed that most buyers will know these things intimately, and being from a country not obsessed by baseball is a severe disadvantage.

Being an immensely flexible game though, FPSB'94 offers many ways to actually play. From complete computer control with score updates flashing by, to absolute control of everything in an arcade style, with everything in the traditional computer baseball game way - just like the Hard Ball series, Tony La Russa and any number of console variants - seen one, you've seen them all.

An open ended and very flexible strategy game with some cute arcade fun. Many things must be learnt before the fun begins, but persevere for here lies an addictive game.

Ben Mansill

WORLD CUP YEAR 94



PC CD ROM

Available: **NOW**
 Category: **SPORTS**
 Players: 1-2
 Publisher: **EMPIRE**
 Price: **\$79.95**
 Rating: **G**

I suppose it was inevitable that in a World Cup year we would be inundated with soccer games. After the success of such phenomenal soccer simulations as FIFA Soccer, Metro Games has released a package of several of the best recent soccer game releases. Called World Cup Year 94, the package is made up of Sensible Soccer, Goal!, Striker and Championship Manager 93/94. A more impressive line-up of soccer simulation you are unlikely to see.

Each of the games included has already garnered its fair-share of critical and popular acclaim. Each is a well thought out, exciting and dynamic soccer game, well worth its individual cost. Putting these games into a group package is more than most computer soccer hooligans can resist. Graphically and sound-wise, each of these games has been lovingly presented. You will discover your own personal favourite as you realise which of the individual games caters best to your own inclinations. Some are more realistic, low scoring and harder to master, whilst some are more action based, allowing for repeated scissor kicks and feats of ball-based acrobatics. Rest assured that no matter what your own particular soccer fetishes are, World Cup Year 94 will cater to them.

As I see it, the package only has two minor problems; one, it doesn't present anything different from the games first release. You would have thought that the transition to CD-ROM may have warranted the addition of a couple of video inserts or some new music, but alas, the publisher disagrees. The second, even more minor fault is that all the games, with the exception of Championship manager 93/94, are all reasonably similar. With their individual nuances aside, it would have been nice to see some games included that approached soccer from a different perspective.

Overall though, this set of games is a must for the computer soccer enthusiast, and will have you fixed to your computer screen, dodging Maradona and Baggio for hours on end.

Chris Wheeler

VISUALS

82

SOUND

75

GAMEPLAY

85

LONGTERM

88

OVERALL

86

VISUALS

84

SOUND

72

GAMEPLAY

86

LONGTERM

83

OVERALL

81

VISUALS

70

SOUND

65

GAMEPLAY

78

LONGTERM

80

OVERALL

78

KINGMAKER



PC

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-2**
 Publisher: **AVALON HILL**
 Price: **\$89.95**
 Rating: **G8**

"Now is the winter of our discontent made glorious summer by this son of York..."

Thus spake Richard III in the opening passage of William Shakespeare's classic final instalment of his War of the Roses Quintology. But discontent is the last thing you feel in regards to Avalon Hills latest strategic simulation; Kingmaker. Based on the board game of the same name, Kingmaker, is a political and military game set in the turbulent upheaval of the York/Tudor wars in medieval England.

Each player takes control of a noble house during the period. You forge alliances, build armies and make glorious war on those who oppose you. The ultimate goal is to become king and rule England's green and pleasant (though slightly blood-stained) land.

As an award winning board game, Kingmaker has enjoyed many years of support from the war-gaming fraternity. As a computer game I expect its reputation to flourish. It is a well thought out, elegantly presented package, with good graphics and sound, but nothing showy enough to detract from the important tactical aspects of the game. There are several different difficulty levels allowing for various levels of competency and the game is open-ended enough to respect an individual's playing style.

On the down side, it does have one or two annoying little features, such as the inability to turn the animated sequences off. These sections are great the first time, good the second time, but from then on they get a bit tedious. It seems a massive over-sight to not allow the player to disable them, so perhaps I wasn't looking hard enough... but I don't think so.

Overall, the game is a good translation of a board-game winner, and should be an entertaining addition to both the experienced Kingmaker player and the new-comer. The only thing to watch out for is the temptation to quote Shakespeare throughout.

Chris Wheeler

VISUALS

70

SOUND

65

GAMEPLAY

76

LONGTERM

85

OVERALL

76

ULTIMATE NFL CLUB COACHES FOOTBALL



PC

Available: **NOW**
 Category: **SPORTS**
 Players: **1-2**
 Publisher: **MICROPROSE**
 Price: **\$99.95**
 Rating: **G**

Where common elements can be identified between most of the myriad of sports that bear the tag "football", the American variant stands alone as a bizarre and mostly incomprehensible deviation from everything we have been taught to accept. Where players of any particular position must usually have the flexibility to perform other roles in most codes, the Yanks give just one job to each of their lads and restrict them with rules so complex no living human on the planet probably understands them all. Short, sharp, pre-designed "plays" are abruptly cut short after a mad flurry of activity then a lengthy rest period for the Ref. to figure it all out.

This is Ultimate NFL Club Coaches Football from Microprose (lets just call it UNFLCCF OK?), it looks wonderful, is probably perfectly accurate and largely, is as confusing as the real thing.

Picking a fine looking play and punching the "go" button is by no means any guarantee of success - as with the Mega Drive's John Madden game, here it's necessary to grasp nuances which probably escape all but hardened fans. Don Lane is probably playing it right now. A basic understanding is all you need to get going though; the intimidating manual must be conquered before true skill can be applied, but TV style fun can be had straight away and the learning curve is surprisingly good fun to traverse.

A semblance of team management is needed, but the real focus is the Big Game. Ambient grunts, whistles and cheers are a pleasing backdrop to what is really a game of strategy rather than action. UNFLCCF is a game played more for the tremendous satisfaction winning can induce, rather than the thrill of the race.

Ben Mansill

VISUALS

82

SOUND

78

GAMEPLAY

79

LONGTERM

71

OVERALL

78

WING COMMANDER ARMADA



PC

Available: **NOW**
 Category: **ACTION/STRATEGY**
 Players: **1-2**
 Publisher: **ORIGIN**
 Price: **NO RRP**
 Rating: **M**

Every night during my bedtime prayer, I ask that there will never be an end to the Wing Commander series. Origin figure that we can't get enough of the near perfect action gameplay and hammy cut scenes - and they're right. X-Wing barked up a different tree with its serious approach and impossible difficulty, whereas Wing Commander just wants to entertain. Still excruciatingly hard, but all the time fun in a way X-Wing never was.

Now a completely new side of the WC universe opens up. WC Armada is almost entirely devoid of the cut-scenes many gamers played it exclusively for, instead offering a strategic look at the war between the Confederation and the Kilrathi.

There is combat! That old familiar, wonderful WC combat, but here the fancy storyline stuff is replaced by a simple yet appealing strategy game which jumps you to the cockpit just as a battle begins. The moment the last enemy dies you pop straight back to the strategy game to further your conquest.

The strategy game is incredibly basic, and this is part of its charm. Starting out, ships are sent to explore one of many mystery maps where the only sure thing is the presence of an enemy carrier. After arriving in a new sector you can build mines to get ore, shipyards to turn it into fighters and fortress defences to keep it all safe. Finding and destroying the enemy carrier is what it's ultimately about, with Game Over usually arrives within a couple of hours and a dozen or so space battles. Perfect.

WC Armada is a far superior departure from the traditional WC way than the sad WC Academy, and the multiplayer support feature alone makes the game worth owning.

Ben Mansill

VISUALS

84

SOUND

83

GAMEPLAY

88

LONGTERM

79

OVERALL

84

URBAN STRIKE

ALRIGHT, ALRIGHT - WE KNOW THIS ISN'T THE HARDEST GAME IN THE WORLD, BUT YOU NEVER KNOW WHAT YOU MIGHT MISS OUT ON UNLESS YOU READ THE HYPER HELPIN' HAND TO URBAN STRIKE...

AS BASIC AS IT GETS...

Read the manual! Even if you're a Strike series pro, there's a few things in there of interest - like how to swivel your gun turret when you're in a GAV, and let's face it, how could you ever go through life a happy little gamer without knowing how to rotate in place in the foot missions?

Read the mission briefs carefully and approach the missions IN ORDER. Unlike Jungle Strike, there's little to be gained by tackling missions out of order. Besides, learning to obey commands is an important part of the socialisation process.

Tailor your firepower to your target. Look at the enemy's armour and use hellfires and missiles accordingly. Use the chain gun on buildings.

Oh, and when you're entering a password, be careful not to get your "Ys" mixed up with your "Vs" - they look very similar.



1. HAWAII - NO PASSWORD

The introductory mission, and nice and easy it is too. Everything (ammo, fuel, armour repair) shows up on your map (even if it's hidden) and enemy defences are, in a word, pissy. Use Bravo as your co-pilot.

Quick tips: you'll find the Blackhawk on the island below the barge (use it to destroy the bridge and to rescue the Green Berets - it holds more passengers); for the Green Beret rescue, pick up the eradication

bomb from the island, then hover over the purple smoke where it will unload automatically once you're in the right spot (don't hit button A or you'll drop it and you'll have to start all over!); make sure you rescue Legal (missing co-pilot) from his burning plane just below the second radar site **1** (Mission 1); there's an extra-life hidden under a hut near the lagoon to the left of the barge **2** (draw a straight line, you'll find it).



2. BAJA OIL RIGS - C9NLPVZRMP

Enemy defences in this campaign are at their toughest, so be very careful - strike quick with a hellfire and two missiles at armoured defences. Use Legal (rescued from Campaign 1) as your co-pilot - she's a great shooter.

Tips: find the Quick Winch **1** early on - shoot all the oil thingies. There's an armour repair there too - leave it until you need it; don't try to rescue the shipwrecked civilians without the big chopper **2** - you don't have the time; there's an armour repair on the

enemy destroyer (under a cannon) - pick it up before you blow it (duh!); tackle Missions 6 and 7 together (get the escaping plane first) and don't forget to rescue Stinger **3**; blow up everything on the large rig - you'll find fuel, ammo and an armour repair.

Head inside for your first foot missions; do Missions 1 and 2 together. Blow up the racks of missiles for armour repairs galore and you should complete this section without too many worries **4**. To activate the strike, hit button A.



3. MEXICO - 9GBVSKZ96JJ

Stinger is a good all-rounder - take her up with you. Shoot all the buildings around the landing site - you'll find fuel, ammo and an armour repair (remember their location - they no longer show up on the map) plus people to rescue when your

armour's low. In fact, blow up everything - you'll never know what you'll find **1**.

Tips: rescuing contractors - just shoot all the paratroopers **2** (grey dots on the map) until the contractors come out of the building (don't shoot the building) **3**; hotwiring the GAV - hit fuse C **4**; final mission - once you pick up the smart bomb, just fly straight up to the door (the other dot on the map) and drop the bomb by pressing button A. Don't worry about GAVs, just make sure your armour is at full strength.





4. SAN FRANCISCO - NB7FLRPMK9T

Take Stinger again. Things tend to appear out of nowhere from the clouds, so stay alert. It's easier to blast the radio tower (Mission 2, lower left corner) first. Then head for the bridges.

At the Army Base you'll find an extra life **1** and armour repair (blow up tanks and all the buildings around the smart bombs). Use the smart bombs to make life easier: pick 'em up and drop 'em in a cluster of tanks.

There's another extra-life on a pier on the way to Alcatraz **2** (just up from the lower bridge, across from

three buildings). Follow the cloud bank up for an armour repair on another pier too.

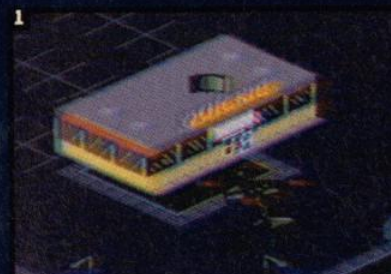
More foot missions at Alcatraz: you know the score by now. Tackle all the missions together. Careful with the plans (don't destroy them or it's "Return to Base!" time) and when you're shooting the weapons crates too: there's ammo and armour repair in there - don't destroy them. Make sure you've got plenty of armour (or lives) and ammo when you set Long Haul free - you'll need it for the run home.



5. NEW YORK - L6J4SCNHPVX

Don't let all those buildings bother you - you fly right over most of them (you can even fly through some of them). There're armour repairs 'a plenty in this level too, so don't worry your pretty little heads - just remember where they are. As soon as you start though, you're under fire. Shoot!

There's not much we can tell you here, just follow your instructions and you can't go wrong. Oh, at the World Trade Centre **1** (radar tower shown), don't cut the green wire - press button A and it's cool. Don't forget that unloading civilians will repair your armour.



6. LAS VEGAS - GPJYDJT4NBH

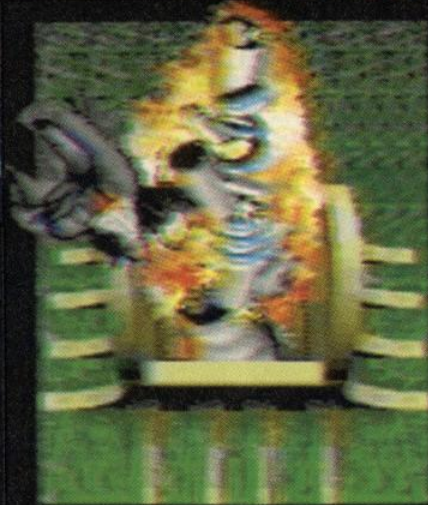
It's dark and the streets are crawling with heavily-armed bad guys. Be careful and stay out of Danger Areas or you're toast! There are armour repairs under almost every Quickie radar point **1** - look for them. Shoot fuel stations for fuel (obviously).

Road blocks - take out the tanks first. There's an extra life at the road block to the far left **2** - don't blow it up! To clear the strip, use quick strikes (hellfires and missiles blazing).

Inside casino: your toughest foot missions await, but there's a hidden armour repair in the very centre of the map (near the pokies) that should come in very handy. You should find Elvis hangin' round too! Tackle the missions strictly in order and you should be OK..



7. UNDERGROUND - W7XZWRPMK9T



WOW HOW HAVE YOU
THIS BATTLE!
BUT I INTEND TO
FROM THE HELL
EXPLOSIONS!



This is possibly the most straightforward last level in the history of humankind - it's certainly easier than we expected.

When you start, only your first mission is known, but each subsequent mission pops up as you go. There's not much fuel and ammo lying around so be quick and efficient and everything will be fine.

Most missions are in pretty close range. Before you go to Malone's HQ, make sure you've got plenty of fuel - you don't want anything to go wrong. Once you pick him up, head straight for the laser (watch your timer on the Map Screen) and drop him on top (button A). Sit back and watch the fireworks!

HELL HAS COME TO EARTH IN THE FORM OF DOOM 2. BEN MANSILL HAS YOUR SALVATION...

There are a few ways to play DOOM well, many more to play it badly. The ticket to achieving ultimate prowess is simply to forget it's a game, instead immerse yourself and fight it out like it's for real. Of course this assumes you are **PLAYING PROPERLY** and **NOT CHEATING**. Cheat codes provide a brief ecstasy of heightened thrills, but leave you shortly afterwards with a boring game you never want to play again.

Finding your own inner DOOM skills can be a richly rewarding and personal experience, however some of you need help. Here then are a few tips for the incompetent and some information for the fanatical. Happy DOOM'sday. See you in Hell suckers.

THE LEVELS

There are 30 basic levels in DOOM 2, plus two very interesting secret levels. Each is immensely huge, deathly evil, painfully complicated or all of the above. To provide a complete walk-through would take up this entire HYPER, so these are handy survival tips to help you find your own way through.

Unlike the original, the levels come in one huge clump, instead of being divided into "episodes" by plot or geography. A form of intermission comes at the end of Level 11, when a short bit of text pops up to tell you the good news that Humankind the Species is saved by way of mass planetary evacuation. Cheering stuff and a great explanation for the complete absence of any innocent civilians milling about. Here too it is revealed that the Beasties have based themselves nearby - in your home town! Gritting your teeth you force the emotions aside and with cold determination you go in.....

LEVELS

- | | |
|---------------------------|---------------------------------|
| 1: Entryway - Start Here. | 18: The Courtyard |
| 2: Underhalls | 19: The Citadel |
| 3: The Gauntlet | 20: Gotcha! |
| 4: The Focus | 21: Nirvana |
| 5: The Waste Tunnels | 22: The Catacombs |
| 6: The Crusher | 23: Barrels o' Fun |
| 7: Dead Simple | 24: The Chasm |
| 8: Tricks and Traps | 25: Bloodfalls |
| 9: The Pit | 26: The Abandoned Mines |
| 10: Refuelling Base | 27: Monster Condo |
| 11: 'O' of Destruction | 28: The Spirit World |
| 12: The Factory | 29: The Living End |
| 13: Downtown | 30: Icon of Sin - The End! |
| 14: The Inmost Dens | 31: Wolfenstein - Secret Level |
| 15: Industrial Zone | 32: Grosse - Super Secret Level |
| 16: Suburbs | |
| 17: Tenements | |

First time around, each level should take about an hour, ignore those "par" times at the end which apply to only Superman when he doesn't feel like having fun. Despite what the loose premise of plot implies, you do not progressively move through a steady evolution of architecture. Your rocket wielding outdoor fun may well have to instantly adapt to shotgun tunnel-wars or tests of platform-jumping agility. Be prepared and be good at everything.

THE BEASTIE BOYS

There are basically two categories of creatures in DOOM 2 to ruin your day:

Level 1 beasties can comfortably be taken out at almost any range with either of your two staple weapons - the shotgun or chaingun. At close range just one shotgun blast is enough. They pose no serious threat unless there are great numbers congregated together, or are spread out in good sniping positions across one of the City Street levels. Their shots move slowly and can usually be dodged while you return fire. At a reasonable state of health several hits can be sustained before death. Generally no cause for alarm, they should still be treated with respect, at a grateful minimum because they make up the bulk of your DOOM killing.

Level 2 = bad news. Only continuous plasma or rocket fire do any good, with seriously depleted ammo stocks and health down to 1% to show for the dead Hell Thing. Their shots are too fast to dodge reliably, with retreating cover fire or pop-up sniping shots your only salvation. They are fast and they chase you, so be afraid. Be very afraid.

LEVEL 1 BEASTIES



Zombieman

One shotgun pump for a dead mutant and a free clip of bullets.



Shotgun Guy

Same again, but those precious shells are the reward.



Heavy Weapon Dude

If he sees you and opens up it's goodbye health points, so kill him before he does!



Imp

Our favourite gaming baddie. Most DOOM time is spent filling these swine with your finest lead.



Demon

Can only attack with close-in slashing. Snipe if you have the position or rev up the chainsaw for close quarters fun.



Lost Soul

Amusing burning skulls. They hover long enough for a perfect two-shot shotgun kill. Multiple attacks can be a problem, but the chaingun is a perfect solution. Try and make sure there's room to move in case they get above you.

Spectre

Almost invisible, they barely flicker against the dark and fiery backdrop the slime-pits they inhabit usually display. Pick them off from above using the pistol in it's only useful role. Keep wasting ammo firing at the sounds until you hear the groans of victory.

LEVEL 2 BEASTIES



Cacodemon

It can't shoot while it's taking fire, so open up first with the chaingun and don't let up until it's dead or you're out of ammo. Shoots slow orbs with punch. It flies and can attack from directly above - out of your line of fire!



Hell Knight

Their powerful green orbs do serious damage but come infrequently enough to evade. Their immobility is their weakness, they shoot, step, then shoot - very predictable. A few rockets is usually enough.



Arachnotron

The Baby Robo Spider Brain with a comparatively impotent plasma gun which it only rapid-fires if you co-operate, keep moving and it can't line up for a shot. Possible to kill with a few shotgun blasts if you're hot, the plasma gun if you're not.



Revenant

Ultra-deadly homing rockets can kill with one hit. Up close though wild thrashing punches are their only attack, which is merely an annoyance, a rare use for the chainsaw! Getting close without taking a rocket hit is the real test.



Arch-Vile

A monumental pain in the butt. The fastest moving Beastie, Arch-Viles always run around you to attack from out of your line of fire and one hit can kill. They can resurrect any dead creatures they pass. Once they spot you they pursue relentlessly. Their song and dance "summoning" attack lets you know when to move, some respite. Kill fast, kill first, kill sure. Plasma gun or BFG9000.



Pain Elemental

Same as Cacodemon but shoots Lost Souls (flaming skulls). Because Lost Souls float around for a bit before closing in there's time to concentrate on the Pain Elemental first before the Lost Souls get out of hand. They can both hit from above so don't get caught in a dead end alley.



Nancubus

A big and ugly target, it begs for death. So slow moving that it's possible to stay behind it while you pump shells into it's hide. Close-in shotgun attacks are for the reckless though, as three or four rockets at a reasonable range should do it.



The Spider Mastermind

Usually found out in the open where your courageous retreating fire is most effective. Keep shooting as you run backwards, try not to get hit and don't get caught in a dead-end street.



Cyberdemon

Not good. Their huge size and slow pace is no blessing, it can take several BFG9000 shots to kill and fires continuous rockets. Run away fast firing your big gun as quick as you can or die. Try and get cross-fire battles going to weaken it a little. Save often.

COMBAT TACTICS

SITUATIONAL AWARENESS MODE

DOOM 2 is not a linear game, it is a world you must survive in. ALWAYS be as aware as possible of your surroundings. When you turn a corner to enter a new room, corridor or whatever, quickly rotate and scan after you determine there is no immediate threat. Establish a basic picture and note possible hiding spots for both you and them. NEVER leave your back exposed to any unchecked area, ALWAYS be ready to simultaneously spin, shoot and run. Don't ignore windows, balconies or grills, standing still for too long invites attack from baddies on the other side of town if they have a line of sight.

You must always have a complete mental picture of what you know of your level and where you are in it, so rest in a safe zone often and check your map for newly discovered features. Unless there is only one available route you must plan your clearing of the level. First priority are any beasties with a line of fire on open exposed areas. Doors should be left until all otherwise accessible beasties are toast, then a systematic clearing of the remaining closed-off areas can follow. If a door needs a key you don't already have, make a mental note of it and continue with your plan. Rushing around looking for a particular key with only cursory room searches leads to definite confusion and likely death.

ALWAYS save before picking up any key or special weapon, beasties have a nasty habit of emerging en-masse from hidden chambers the moment you get the gold. Switches and levers should be searched for and activated at every opportunity, dark corners should be closely inspected. Listen carefully and look around quickly the moment you hit a switch or lever, usually the effect is distant and comes into play later on, but sometimes access to a special treat is revealed via a door, panel, lift or some stranger device. Mostly the way is only open long enough for a perfect turn and sprint, so saving first is wise.



USE SNIPING POINTS TO YOUR ADVANTAGE



ALWAYS BE CAREFUL NEAR KEYS. THEY USUALLY TRIGGER BAD THINGS MAN

HARBOUR THY RESOURCES

Only ever use the weapon that is barely qualified for the job. The Shotgun is your very best friend for all the early levels and most of the rest. One shot at close range for any Level 1 beastie with multiple kills for groupies and rows strung along your line of fire. Highly economical. A slow rate of fire is the big problem though, in open combat you must keep moving and go for multiple kills with each shot. Super effective as an ambush weapon, a winning tactic is to expose yourself to the horde just long enough to attract their attention and begin a chase, then speedily retreat to your pre-planned sniping position just around some corner and pick them off one by one as they round the bend. The Super Shotgun has twice the kick but an even slower rate of fire, it's best for room-clearing with one or two perfect shots.

The Chaingun is to often ignored for its lack of stopping power, but in certain situations it's ideal. It's two key strengths are the constant high rate of fire and abundance of available ammunition. For face-offs against a mass attack it leaves the Shotgun for dead - as well as countless beasties. For the floating orbs it's essential as the high rate of fire prevents any counterattack.

Plasma Rifles emit a continuous barrage of potent plasma-balls - each with the hit of a shotgun blast. A truly beautiful weapon, it would be carried at all times but for the incredibly high rate of ammo consumption and the scarcity of replacement energy cells. Build up those ammo reserves if a lesser weapon will do, this is a treat for difficult Level 2 beasts or overcoming impossible odds.

Rockets have unbelievable explosive power and can waste an entire room of beasts with one shot. They are the weapon of choice for medium to long range Level 2 attacks and are just darn sexy. A reasonable rate of fire can be sustained and the accuracy is a big help. Unfortunately rockets are extremely scarce and you should simply stock-up until the higher levels or the occasional end-level boss. A fierce back blast can kill you if any object is close and ahead of you, including beasts - be warned!

The Pistol is useful for flushing out reluctant beasts by the sheer virtue that it makes a noise. This is the basis behind enemy A.I. in the DOOM engine, if they hear (or see) you they come for you. If you need to be super-efficient the pistol can snipe from protected safe areas.

BFG9000, the Big Friendly Gun should only be pulled out a handful of times over the whole 32 levels. It uses the Energy Cells your Plasma Rifle needs, but in huge single shots so make a balanced decision. Everything in your line of fire will die - as it would with a couple of Plasma sweeps. A weapon made for the Cyberdemon.

The Chainsaw and bare knuckle bashing is only good for impressing friends in cheat mode. Forget it unless you really screw up and run out of ammo.

Ammo of any variety should be collected at every opportunity, EXCEPT when you are at or near your full capacity for the ammo type. Running over shotgun shells when you have a full load of 100 gives you nothing and makes them disappear forever, instead scour each level when it is clean of evil and grab your peace dividend to be ready for the next level. Your ammunition carrying capacity is greatly boosted when a backpack is first collected, an essential item it transforms you from a nuisance to a threat.



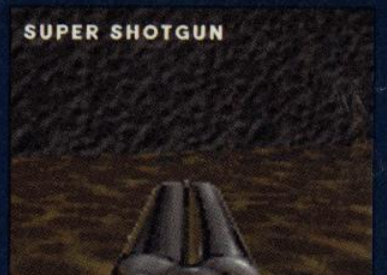
CHAINSAW



PISTOL



SHOTGUN



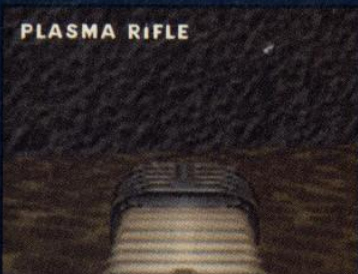
SUPER SHOTGUN



CHAINGUN



ROCKET LAUNCHER



PLASMA RIFLE



BFG9000

SEE NO EVIL, HEAR NO EVIL...

DOOM is dynamic, the beasts react according to what they see and hear. A shot fired will draw immediate attention from all close beasts and will set creatures way yonder off in search of the sound. Listen for the doors slamming - they're coming to get you...

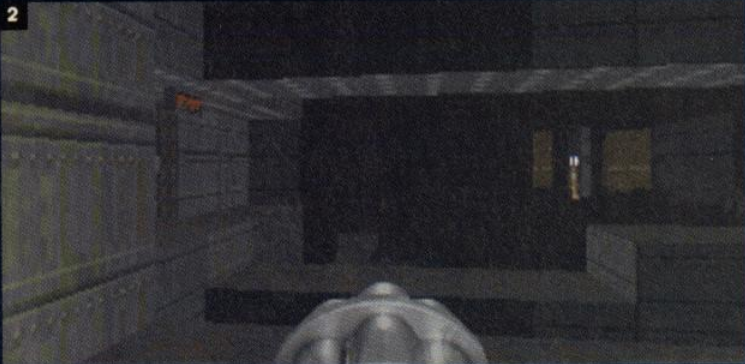
ALWAYS slide (ALT key) slowly along the wall when approaching new territory, at the corner edge gently along to gradually expand your view (situational awareness!). You can be directly in front of a beastie with most of it visible without it knowing you're there - as long as you've been sneaky. One snap shot will finish it but will surely bring instant reprisal from the many others just around the corner. The best gamble is to assume more are lined along the same wall, and/or an opposite and likely spot. Just like in the movies, you dart out for a snap shot at where you know they are, with a lightning spin and shoot at where you think they are before beating a hasty retreat to a pre-determined sniping spot.



USE THE ALT KEY WISELY AND THEY'LL NEVER KNOW WHAT HIM THEM

ALEX KIDD IN DOOM LAND

DOOM 2 is the ultimate platform game. Daring leaps of faith are called for in situations you would never consider in the original game. The designers appear to have a penchant for pillars which rise and fall at the press of a button, or by you being in a particular place. Access to certain areas can only be gained by climbing impossible parapets or leaping vast chasms. Hug the wall to climb, just move straight towards the next platform and be careful not to over-run the usually tiny precipice that is your destination. Jumping comes automatically with a long run up holding the SHIFT key.



ALWAYS KEEP AN EYE AND AN EAR OUT FOR FLOOR TRIGGERS. STANDING IN THE RIGHT SPOT IS ESSENTIAL - BUT YOU NEED TO BE QUICK

BARRELS AND CROSSFIRE

Never do your own dirty work if someone else is willing to do it for you. Beasties will happily turn on each other if one has accidentally shot another, so use this to your advantage whenever possible. It's usually quite safe to make a quick sprint through heavy fire to a safe zone, a bit of to and fro and the toughest beasts will kill all the weakest, any survivors will be severely weakened.

Oil barrels should almost be counted as a weapon in their own right, one shotgun blast from any reasonable range and they blast shrapnel across a huge range, taking out the baddest foe and often setting other barrels off. Some DOOM 2 levels (the obviously named) contain huge rooms packed with closely spaced barrels, there will always be one safe corner to fire the one pistol shot that's needed to set off the biggest domino explosions you'll ever see. The trick is to lure as many beasts as possible in before you set it off, but be quick as just one of their shots can end your game in a flash.



OIL BARRELS ARE YOUR FRIENDS, BUT DON'T GET TOO CLOSE TO THE FIREWORKS

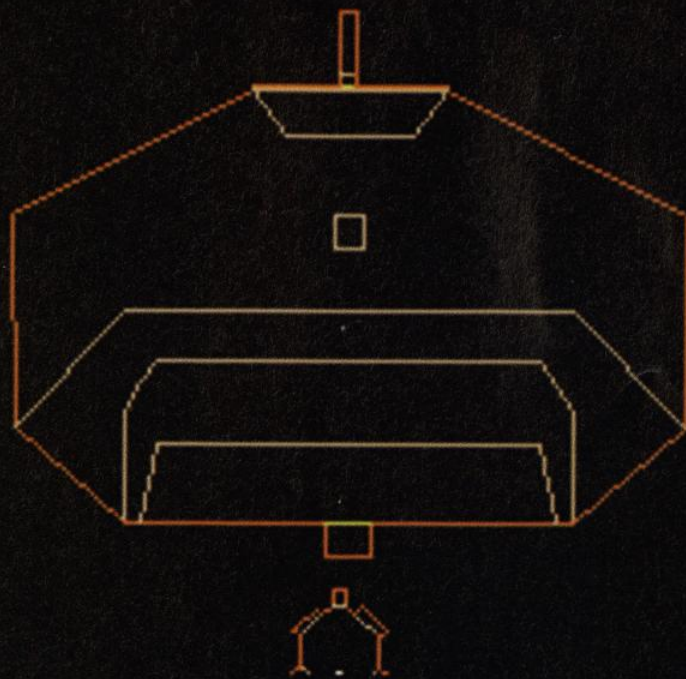


BE SMART - GET THE BAD GUYS TO FIGHT EACH OTHER WHENEVER YOU CAN

LEVEL 30: THE ICON OF SIN

The Big Boss, easy when you know how. The huge ram's head on the raised platform shoots blocks that materialise into randomly selected beasties when they hit the opposite stepped platforms (it keeps shooting as long as it's alive - making possible kill ratios way past 100%). Elevators on the side of the stepped platform will get you to the top, where a lever in an alcove activates a column at ground level right in front of the ram's head. The column can now be lowered again with the space bar when you get back down. The caper is to shoot rockets into the hole in its forehead (where the blocks come from) from the top of the column as it raises. You can't get hit when the column is fully raised. Keep jumping down and raising up again until it erupts. That's it, you just won!

The reason only rockets work is because behind the ram's head is a head on a stake - no less than the head of John Romero, one of DOOM's wizard programmers. This is what you have to kill. As the head is well below the level of the hole in the ram's head, only rockets have the area effect explosion necessary to do it any damage. Normally you would never see the head, so it's OK this time to have a look using IDCLIP. Shoot it a few times with the pistol if you like watching screaming severed heads impaled on stakes!



GET READY TO MAKE SOME GOAT'S HEAD SOUP AT THE END OF THE GAME

CHEAT CODES

DOOM's main attraction is the adrenalin surge of excited terror it invokes - keep it that way and don't spoil the fun. That said, here are the cheat codes for the inept amongst you:

These are to be typed while playing, no need to press enter, watch for confirmation message top left.

IDDQD - GOD MODE.

Invulnerability without those yucky grey tones.

IDKFA - VERY HAPPY AMMO ADDED.

Re-stocks ammo, does not automatically add backpack bonus.

IDCLIP - NO CLIPPING MODE.

Walk through walls.

IDMYPOS - YOUR POSITION.

Aspect and X-Y co-ordinates. Useless.

IDCHOPPERS - CHAINSAW.

Pointless, use IDKFA instead.

IDCLEV - GOTO LEVEL ##.

eg. IDCLEV07 warps to the start of level 7.

IDDT - MAP TOGGLE.

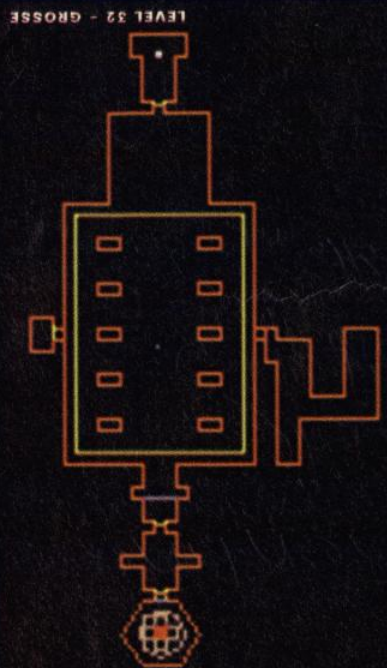
Three modes with increasing detail.

IDBEHOLD - POWER-UP'S.

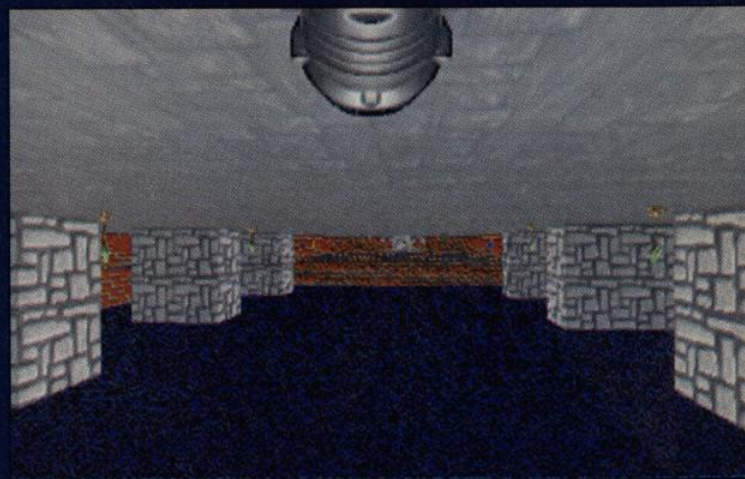
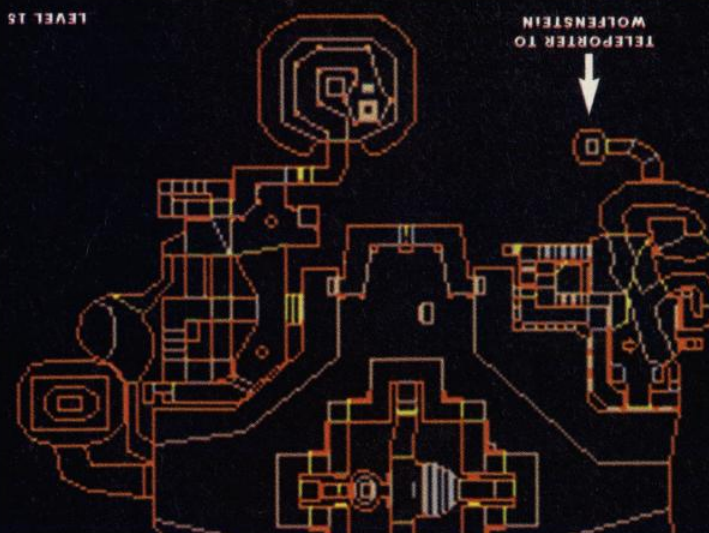
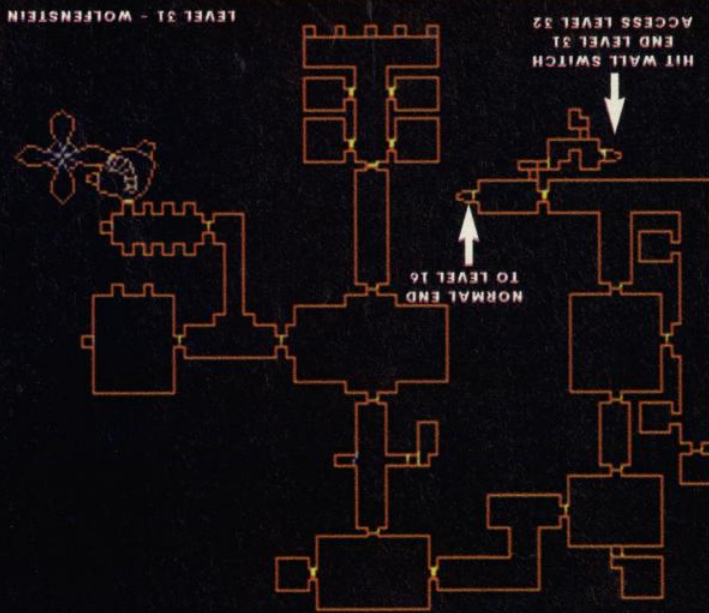
Type a letter from the menu that appears:

- S - Strength (bezerk)
- V - Invulnerability
- I - Partial Invisibility
- A - Full Automap (computer map)
- R - Radiation Suit
- L - Light Amplification Visor

Good hunting, noble warriors.



LOOK AT THESE LOVELY
MAPS. READ THE LOVELY
TEXT (YOU KNOW, THAT
STUFF WITH ALL THOSE
WORDS IN IT). YOU CAN'T
GO WRONG, CAN YOU?



DOOM 2's two secret levels are a happy flashback to fun times past, the first and last level of the original Wolfenstein shareware game are here for you to run happily through. This time though, when the Nazi's curse you in German you can show them your big new toys from the future! Level 2 bosses still finish the secret levels though so don't get lazy.

Access to the first secret level (level 31 - Wolfenstein) is gained at level 15. A teleporter at the end of a slime tunnel jumps you to the prison cell where it all started.

A secret door near the end takes you to the second secret level - Grosse. The original secret room is still here and is still the only way to beat the end-level boss. This time it's full of Energy Cells, sounds like a job for the BFG9000. The last room is a major surprise, suffice to say that the short hop back in time to Wolfenstein was just the warm-up history lesson. Ending Grosse also finishes level 15 and takes you to the beginning of level 16.

Cheat

The Jungle Book Mega Drive

Stage Skip and 10 second clock

"I'm Bored". I think at least every person who has played this game has uttered those magic words at least once. Well, to liven things up, how about a level jump? First press START to pause, then B, A, A, B, B, A, A, B, A, B, B, A, A, B, B, A. You should hear Mowgli say "yeah!". You are now magically ahead one level! Then if you want the clock down to ten seconds, press START, then A, B, B, A, A, B, B, A.

Mowgli Powerups

Press START to pause, then press Up, Up, Down, Down, Left, Right, Left, Right, B, A. Mowgli will cry "yeah!" and everything will fill to it's maximum including the medicine man mask that makes you invincible for about 99 seconds!

But if you find the game way too easy (and don't we all?), try this on for size. . .

Begin the game and immediately pause. Now press, A, C, A, C, A, C, A, C, B, B, B, B. You'll find yourself at the last level with only one Mowgli and one continue. Oooh!



The Jungle Book SNES

Level Skip, slow motion and float

At the Virgin logo press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up and Y. You'll hear some noises to confirm that the cheat worked. Now, at the title screen, select Options and press Start. A new menu should appear! Now you can choose your level and the L button will make Mowgli float and the R button will slow the action down.



Star Trek: The Next Generation SNES

Level Select

Hey, you budding Starfleet Captain, you! Want a level skip? Then "make it so" with this blinder! At the title screen, press Y, Y, X, X, A, A, B, B. You should hear a beep (yep, not one smidgen of Picard speech in the whole game! Criminal.) Now press Start and begin your game. Then pause, press Y and the level select menu should materialise. "Engage!" Ohh I love it.



World Heroes 2 SNES

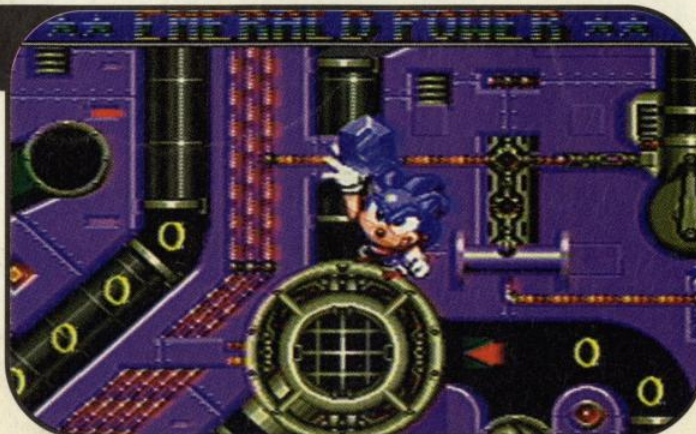
Boss select

Play as the baddies! That's my kinda cheat! Alright! On the title screen press Select, A, Up, R button, Up, Select. Press Start. Now choose the 1P mode. On the player select screen hold down the select button and press the L button to be Dio. Press the R button to play as Neo Geegus (I'm sure that's an anagram for George Negus!) Biffo commence!

Sonic Spinball Mega Drive

Level Select

The coolest video game hedgehog ever (well, maybe he's the only video game hedgehog ever), is so lovable you really should try to play the game through. If however, you're as impatient as I am, you'll love this code. Choose the Options menu and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up. Go back to the title screen, press and hold button A and press Start for level 2, B and Start for 3, C and Start for level 4.



Daffy Duck The Marvin Missions SNES

50 lives

Begin a new game. When the "Where there's duck there's fire" screen appears, press Left, Left, Right, Right, Up, Down, Y, A, B, X. You should hear Daffy yell "Mother!". What a streetwise duck he is too. Now get on with it, 50 lives up!

Mode

Wolfenstein 3-D

Jaguar

Invincibility, Powerups, Level Select etc.

Great game. Pity it's now been completely trampled on by Doom, but anyhow...

Invincibility: Press 4, 6, 8 on the keypad.

Debug Mode: Press 4, 8, 8, 7.

Level Select: At the main menu press 1, 3, 7, 9 simultaneously. Select Mission 3, Level 5 and Mission 6, Level 7 for secret levels.

Stage Clear: 4, 7, 8, 6.

Sound Test: Press the # key on the ID ball screen at the intro.

Ammo refill and keys: 4, 9, 9, 6 for full ammo, all weapons and both keys.

Now if that isn't a swag of killer cheats then slap me on the forehead with a giant mutant Kransky sausage.



Leisure Suit Larry I and III

PC

Skip Questions

In the initial questions for LSLI, put your age as 25 and at the first question press ALT + X and you'll skip the rest.

In LSLIII, for your age put "over 25" and at the first question press CTRL + ALT + X and it should say something and then let you enter the amount of questions you want to get right.

Microprose Formula One Grand Prix

PC

A very kind person who didn't put his/her name on the cheats sent in these codes for this most excellent PC racing game. In the pits, press Z to get into the car setup and change...

Front Wing =25

Rear Wing=20

Break Balance=02

(any way)

Tyre Compound=D

(dry race)

Gear Ratios:

1st=25.64

2nd=33.64

3rd=41.64

4th=49.64

5th=58.64

6th=67.64



Rock n' Roll Racing

SNES

Play as the same character in 2P mode

Okay, so it comes to fisticuffs when both of you want to be Viper Mackay? Don't fret, just get the password from the beginning of a one player game for the character of your choice. Reset the game, choose 2-player mode. Go to password and enter the code. Done. No more arguments, OK?

Oops!

We forgot to credit Anthony Larme from Moorooka in Queensland for the most excellent Myst cheat which we printed two issues ago with our Myst Play Guide. Sorry Ant! The glory is now all yours.

SUMMER SINGLES

the heat on the street...

vision four 5
funkify yourself

otara millionaires club
we r the omc remix

itch-e & scratch-e
sweetness and light

single gun theory
fall

southend
if you believe

boxcar
what are you so happy about?

severed heads
dead eyes opened remix

revolution
revolution of love

sisters underground
in the neighbourhood

Cheats

Theme Park PC CD-ROM

Moola moola moola

Yenda Lac of Clayton, Vic is responsible for this very cool tip. Although Yenda did it on the CD-ROM version, it just might work on the floppy version too - it's certainly worth a try.

All you have to do is this: when the title screen comes up asking, "What is your nick-name?", type in "Demo". Continue a game and you'll have a complete Theme Park (and lots of moola) to do whatever you like with - within reason of course. Just you stay away from those pony rides.



Gods Mega Drive

Passwords

More passwords from Adam Wilson for not so new games. These will give you enough money to buy all the potions and weapons you want.

Level 2 NASHWAN
Level 3 COYOTE
Level 4 FOXX

Pete Sampras Tennis Mega Drive

Two new games

This bouncy little cheat comes to us courtesy of the thinking persons sex symbol, Stretch Armstrong of no fixed address. All you have to do is go to the World Tour and enter "Zeppelin" (as in Led) as your password. Two new games will be yours for the playing - Crazy Tennis and Super World Tour. Check them out.



Streetfighter II Turbo SNES

Super fast fireballs

We'd love to tell you who's responsible for this, but he or she forgot to include their name. They did, however, include some very blurry photos to back up their claim. Anyway, at the Capcom logo, press DOWN, DOWN, DOWN, UP, UP, DOWN, DOWN. You should hear Zangief's voice to confirm it's worked. As well as being able to perform super fast fireballs, you should be able to perform moves (like fireballs) in mid-air. Is this mystery person pulling our legs?

Pinball Fantasies PC

More balls, no tilt

Had any pinball fantasies of late? No? Karama Harasia of Kogarah, NSW has and we've got these cheats to prove it.

When you've selected a machine and are watching that machine scroll up and down, type in EXTRA BALLS (with the space) for seven balls (sounds painful) and EARTHQUAKE to disable Tilt, allowing you to whack that space bar with gay abandon.



TFX PC

invisible plane

Another mystery person sent us in this cheaty little tip for this excellent flight sim. All you have to do is hold SHIFT and type PLOP to turn your plane invisible. Simple, isn't it?

Lotus Turbo Challenge Mega Drive

Passwords

An oldie, but a goodie - it's not great or anything, just OK. Anyway, Adam Wilson has sent us in these passwords for your benefit, not ours.

Level 2 SLEEPERS
Level 3 HERBERT
Level 4 BUSINESS
Level 5 APPLEPIE
Level 6 STANDISH
Level 7 MALLOW
Level 8 TEA CUP



John Madden Football 3DO

Silly refs

Only our second 3DO cheat and a silly one it is at that. How would you like to make the game ref a midget, or maybe even a giant? You would? Then do this: PAUSE the game then press RIGHT, DOWN, LEFT, UP, RIGHT, DOWN for a giant ref or LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT for a midget ref.

M o d e

Mortal Kombat II Mega Drive

Secret Options screen

Yes! Thanks to Andrew Hurford (Grafton, NSW), Brett James (Bribie Island, Qld) and many others for this ultra-cool cheat. It's kind of like the DULLARD cheat for the first one, only cooler. Here it is:

Go into the Options screen and move to "Done". Then press in this order, LEFT, DOWN, LEFT, RIGHT, DOWN, RIGHT, LEFT, LEFT, RIGHT, RIGHT.

Up comes the Test Mode. Here's what you can do:

No Damage to Player 1

No Damage to Player 2

One hit kills P1

One hit kills P2

Free Play

Background: Chooses a background and then stays on it all game, even when you fight Kintaro and Shao Khan.

Battleplan: Skip fighters! Enter a number to choose where you want to start. E.g., 14 = Kintaro, 15 = Shao Khan.

Soak test: Watch the computer fight.

Fatality: Computer does fatalities.

Babality: Computer does babalities.

Friendship: Computer does friendships.

Ooooh, Nasty: Makes the computer more aggressive.



Mortal Kombat II SNES

Noob saibot

Remember last issue's MKII thang? You know - we found Noob on Mega Drive but not on SNES. We suspected that you needed to win 50 matches in a row on a two-player game and we were right! Luke Mathers of Mooroolbark, Vic has confirmed it. To make sure you find him, ensure you use and fight at least two different characters. So, get to it: 50 matches in a row in a two-player game and you get to fight the mysterious Noob Saibot!

Mortal Kombat II Mega Drive/SNES

More bits and pieces

We've had heaps more MKII titbits sent in too.

Check these out:

Dead Pool Fatality - MD/SNES

To knock 'em into the acid, just hold down Low Kick AND Low Punch while uppercutting.

Infinite Continues - SNES

Not a cheat as such, but cool anyway. You must have two controllers plugged in. All you do is this: play the game and when you are defeated by the computer, immediately press START on the second controller. Select both fighters, kill off the second player, then let the continue counter run down and you're back in the thick of the action without losing a credit! (Todd Moss, Qld and Erwin Harrington, Vic).

Defeat Kintaro Easily - SNES

Another one courtesy of Erwin Harrington. Using any character, make your way to the edge of the screen (either Kano or Sonya's side). If you're on Kano's side, stand in front of the left post (which his arm is chained to); do the opposite on Sonya's side. Now make Kintaro stomp on you (chuck fireballs, whatever). When he starts showing off, stand next to him and continually jab him with Low Punch until he is defeated.

Fight Sonya - SNES

Todd Moss reckons that if you defeat Jade using only High Punch (uppercuts are good) then you'll get to fight Sonya too. Remember, you reach Jade by defeating your opponent using only Low Kick on the round before the question mark. Is Todd having a lend of us all?

Tougher CPU Opponents -Mega Drive

Peter Brodie (we all know where he's from) has noticed that by selecting 5 or less continues on MKII Mega Drive you'll get much tougher CPU fighters to contend with.

Peter reckons that around the fourth or fifth match you'll need some serious combos to win, even if you're playing on Very Easy.

Disable Throws in 2 Player Matches - SNES

Both players must hold DOWN and High Punch immediately after fighter selection (Luke Mathers).

Spike Slide - SNES

Immediately after doing a "spikes in the roof" fatality, hold DOWN on BOTH controllers to make your victim slide down the spikes and hit the floor. Icky! (Luke Mathers).

Cage "Three Heads" Fatality -SNES

After doing Cage's F, F, D, U uppercut fatality, immediately and simultaneously hold down: Low Punch, High Punch, Block and DOWN on the control pad. Cage will knock off three heads instead of one. Weird, huh?

itch-e & scratch-e
itch-e kitch-e koo

swordfish
genii mini album

big heavy stuff
trouble & desire mini album

single gun theory
flow, river of my soul

boxcar
algorhythm

southend
fanatically remixed

severed heads
gigapus/metapus.cd.rom/vidipus video

various artists
proud

various artists
everybody dance '94 mini album

SUMMER ALBUMS
from all cool music stores

cost more and why are the games more expensive than Super Nintendo when they are not that much better at all? Another thing I have Mortal Kombat II on my Mega Drive and the sound is not as good as the SNES and the colours aren't as good. Why? Do you think it's a good idea to get a Mega CD and MKII for CD. Will it have better sound, graphics, and colours. One more thing - do you have to have a Mega CD to get the 32X?

Mark Welker

Well Mark, for a start, a Mega Drive shouldn't cost more than a Super Nintendo (actually, they're cheaper), so you were ripped off. And the games are generally around the same price too. Mortal Kombat II is better on the Super Nintendo because it is technically a better machine as it can display more colours at once and it has a better sound chip. I wouldn't bother getting a Mega CD at this stage, because you don't need one to use the 32X, and there's no release date yet for MKII on CD.

PC INFO

Dear HYPHER,
In all your letters nearly everyone congratulates you on your mag, so I won't. Even though it is the best I've seen. I have read all your issues and I have recently joined by subscription. Your reviews on the PC games are just awesome and the other mags can't compete. Now to the questions:
1. Why waste two or more pages on crappy reviews when you could do something else. Maybe you could devote one page on games to avoid.
2. I am thinking of buying a Soundblaster 16bit but I'm wondering would it be worth buying the CD16 discovery pack.
3. All the other PC mags are either boring or expensive but yours is completely different. I know all my friends and other PC users would love if you added a bit more information on PC. Your style of reviewing is what I like and none of the other mags can offer this.
4. Will there be any add-on missions for TIE Fighter. I haven't heard of any.
5. Also I have seen your preview of Dark Forces. Will this be the last of the line of Star Wars software.

That's about it and please consider question 3. Unfortunately my mum won't let me buy a games console so my PC is the only way I can escape the real world.

Gone to play TIE Fighter
Danny Brooks
Perth WA

1. We review crappy games because there are a lot of crappy games out there. Actually, there are more crappy games than good games sometimes, so that's why we give them space - it's not because we want to, but because we have to. 2. You can buy either - they're both good. 3. Thank you, and we do cover a lot of PC games. 4. Probably, but none confirmed as yet. 5. There will never be an end to Star Wars games as long as LucasArts is making money from them.

TREK FAN WAITS

Dear HYPHER Crew,
Great magazine and everything keep up the great reviews and stuff. Now I'll cut to the chase and ask a few simple questions.
1. When is Star Trek The Next Generation going to come out on the Mega Drive? I read in issue 5 that it was coming out soon. Will it be the same story as the SNES version?
2. Will Star Trek Deep Space Nine come out on the Mega Drive before the end of the year?
3. Is the Sega 32X just an extra cartridge slot that adds on to the Mega Drive what will it's price be when it's released here?
4. On to the IBM are there any plans for Sierra to release a 7th Kings Quest or a Space Quest 6, if so do you have any idea of release date or a storyline?
5. Back to Sega - how is the Saturn different to the Mega CD. Does it have a Mega Drive and does it have better game qualities?

Thanks for the time, and keep up the good work.
Jason Styles

1. The Mega Drive version of the Next Gen game isn't getting a local release unfortunately, and yes, it is sort of the same story as the SNES. 2. I doubt it, but early next year is likely. 3. \$399 at this stage. 4. Check out the previews pages for a look at Kings Quest VII, but no news so far on Space Quest VI. 5. The Saturn is a 32-bit stand alone machine which is totally different to the Mega CD which is a 16-bit add-on to the Mega Drive.

TEACHING THE POMMIES A FEW TRICKS

G'Day HYPHER,
I just wrote to congratulate you on your 11th issue. I thought your redesigned cover and scoring system was a great improvement. I think you could teach the Pommie mags a thing or two. The other day when I was browsing through the shelves the words "future of interactive entertainment" caught my eye. I had a closer look. There was a Playstation on the cover and "Voted magazine of the year at the industry awards". I took it home, opened it and my jaw dropped a mile. What a stinking pile of nose goblins, I thought as I rushed back and bought the October HYPHER. That felt so good! So all you readers out there, if you get tempted by a certain UK mag (Edge), wipe the thought from your head and get HYPHER instead. Right enough with the butt kissing.

1. I hear there's a more powerful 3DO machine coming around Christmas 95. Will it be worth the wait? And if so, will you be able to play existing 3DO software on it?
2. Why hasn't NEC released the PC Engine in Australia? Will they be releasing their new FX system here?
3. Do you think CD-I has a chance?
4. Will the Playstation be multimedia or purely games?

Thankyou
Stephen Hart
Perth

Why thank you for those kind words Stephen, but there's no need to slag off Edge as it's a very fine mag. 1. The 3DO II (or "Bulldog") hasn't been confirmed yet, but if you saw our news piece last issue you would have read that you will be able to play existing 3DO software on it. 2. Australia doesn't have a big enough market to justify its release. 3. Not a big one. 4. Not quite sure, but the first batch of releases are all games

QUESTIONLESS

Dear HYPHER,
Before I begin my plethora of complaints, I would like to wish HYPHER a happy birthday. All righty then.
One balmy August afternoon I was delightfully browsing through my recently purchased HYPHER



MMM, RAY TRACED ART FROM BEN "FONT BOY" WHITE OF TEMPLESTOWE, VIC.

magazine when innocently I turned to page 32. In front of me was a preview of Michael Jordan Adventures and Shaq-Fu. Suddenly I lost the will to function in a respectable manner. I hurled my brand new HYPHER with all my hatred. Either my journey to the darkside was complete or I was just sick of try hard crappy platformers. What kind of bullshit is EA trying to pull on us? A platformer about a basketball player? I thought platformers in general were bad but this is really stretching the friendship. In fact I'm sick and f*cking tired of platformers. As far as I'm concerned, they can all go to hell (except Earthworm Jim). OK, now that's off my chest, I'd like to say that Dark Forces and Armoured Fist previewed in the last HYPHER looked pretty damn awesome. I guess that's all. I'm not going to ask any questions. Not like most other people. Anyway, all the questions I've seen in the letters section are crap. They must have been written by simple minded folk who have nothing better to do than ask stupid questions.

Anyway yours sincerely
Daniel Langer

Daniel, you champion, no questions mean no answers! Woohoo!

PC PLATFORMING

Dear HYPHER,
I'm worried about PC platforming games, not that it has many and the platforming games that it does have aren't that good. The PC has a great range of other games but it needs more platformers. I'm sorry HYPHER, it's not your fault but can you tell me if any good platformers will be coming out on the PC.

1. Why are they giving the "R" rated version of Harvester the chop when most people in video stores let ten year old kids walk out with "R" rated movies.
2. Is there a PC hotline in

Australasia. If so could you tell me please.

3. This is probably a hard question but I know you guys can handle it. Which is better a SNES or a Mega Drive?
4. Could you please have more drawing competitions
5. Who is this cool HATTON dude, the pics he or she does on the front cover are so cool. Get him or her to do most of your front covers they always pull me to your mag.

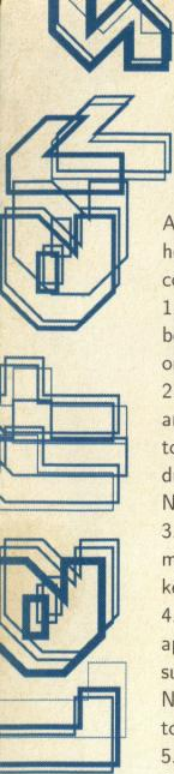
From your addicted reader.

Edward Bechervaise
Adelaide SA

I'm sorry but we don't know of any good platforming games coming for the PC, but we'll review them if and when they come out. 1. Who knows the reasoning behind it, but it's not certain if the "R" rated Harvester is banned or not. 2. No. If you're having problems with a particular game, ring the local distributor. 3. No, it's not a hard question, it's just a stupid question that I've answered about a hundred times before. Here goes nothing: the SNES is technically better, but it all comes down to the games and both systems have some excellent titles. You decide what you want to play. 4. OK, they're pretty popular. 5. Hatton's full name is Matthew Hatton and he's done four HYPHER covers and will no doubt be doing some more in future.

NEW ZEALAND CALLING

Dear HYPHER,
Hello, G'day and thank you from New Zealand. Yes, me and a numerous amount of my buddies throughout NZ wish to thank you for publishing a magazine that is finally CHEAP (In NZ we pay up to \$18.00NZ for a magazine on Segas, Nintendos and so on), cram packed with information and is totally thrilling to read. Computer mag publishers just don't realise that some of us don't have money to splash out on magazines willy nilly. Your magazine has an even amount of info on all machines, so keep up the good work.



Anyway enough greasing up, here are some questions for you computer pros to answer.

1. Could you recommend the best Golf and Driving Simulation on the Mega Drive.
2. Is Rock 'n' Roll Racing and/or Microprose GP coming to Mega Drive? (If this is a dumb question don't blame me, NZ always gets info last).
3. Do you think I should upgrade my 386SX to play games or just keep my Mega Drive?
4. Could you give an approximation on the price of a subscription to your magazine in NZ dollars and how long it takes to arrive on my doorstep.
5. Could you tell me your favourite 5 Mega Drive games.

Keep it up
Craig "Car Crazy" Willy and his buddies

PS Have any of the HYPER Crew been to NZ, and what did you think of it.

1. Our favourites are PGA Tour 1, 2 & 3 and Virtua Racing 2. It's not a dumb question. Rock n Roll Racing is reviewed on MD this issue but Microprose GP won't be coming out 3. Do both if you can 4. We don't know how the NZ dollar converts, but it's \$55 AUS 5. That's very difficult but here are some favourites - Dune 2, FIFA Soccer, Earthworm Jim, Jungle Strike, Mortal Kombat 2. Oh and yes, the HYPER crew have been to NZ and we liked it a lot (except for the smell near Rotorua).

A BROWN TONGUED POET

Dear HYPER,
HYPER! HYPER! Sharper than a Sniper
HYPER! HYPER! Vicious as a Viper
Keeps up with the pace
Of the games tech race
Gets it in ya face
n' don't waste space
HYPER!

Now that should insure this letter gets printed! (and their ain't no brown on my tongue) I have a couple of suggestions for ya that would make me and the multitude of 'Mortal Slaughter' freaks out there mighty happy.

1. In the forth-coming issue, include a concise booklet or card set for the complete 'MKII' moves and fatalities (small enough to fit in the cart case would be grouse)
2. Include a poster of Kitana!

Preferably featuring the model who posed for the Sega promo poster. That would be real nice

Ace mag!
Jackie Flawless
Box Hill Vic

Thanks for the poem - it certainly did get your letter printed, because I'm afraid we're not going to include either of your suggestions, not because they're dumb (they're good) but we've already printed the MK2 moves and had a poster of Raiden. Even though he's not an attractive girl, it was still a cool poster.

TIRED OLD 16BIT SLOPS

Dear HYPER,
Seeing your article on the new games consoles in the September edition made me even more aware of just how poor 90% of the games are that Mega Drive and SNES owners have to contend with at the present time. The current situation is so bad that I personally have completely given up even renting games from video stores because there is hardly a single game available for the Mega Drive which is worth paying \$3 a night for (Mortal Kombat 2, Super Streetfighter 2, and Virtua Racing excluded - since these three games, although not being especially spectacular, are of the type of solid quality that should be present in all Mega Drive games.)

This leads me into my main question which is how much longer do long suffering Mega Drive owners have to wait here in Australia before the 32X add on is available? Because I feel the life of the 16 bit Mega Drive expired well and truly during the first half of 1994, and by prolonging the release of the 32X all Sega are trying to do is milk a dead cow and force the same tired old 16bit slop down the throats of bored Mega Drive owners.

Yours sincerely
Steven Jones

Whoa, not backward about coming forward are you? Well the good news is that you won't have to wait very long at all for the 32X as it'll be on the shelves and in video stores in December or January.

BRAIN DEAD

To HYPER,
This mag sucks. This mag is ****. It's a big running, steaming, cow turd. I wouldn't

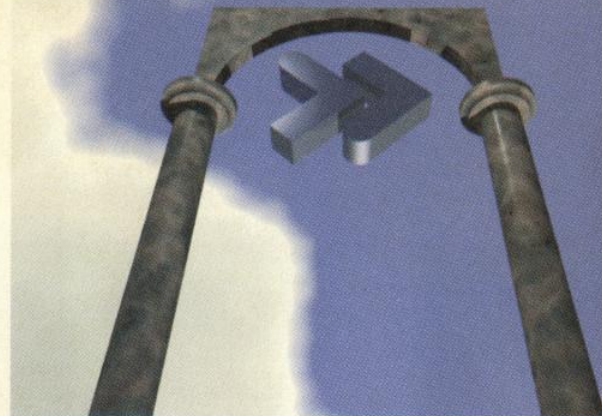
even use it to wipe my bum. It's about as good as a fridge to an Eskimo. Another thing. Do you even play the games. You gave Lethal Enforcers 84%. Are you crazy. It's a classic and you gave Ultima Pagan 95%. I thought the cat dragged it in from the sewerage works. This mag is about as informative as a shoe. I have one final comment - this mag sux.

From Tim (I wish I never bought this mag) Edwards
Bathurst NSW

You really are an idiot aren't you Timmy? There's no need to reply here, as you gave your mental competence away when you said that Lethal Enforcers is better than Ultima 8. Dork! We wish you never bought this mag, either.

BIRTHDAY WISHES

Dear Most Respective and Fun Loving Dusions Around,
Guess WHAT? Today, well this month, anyhow, is supposedly HYPER's birthday. So what happens on your birthday? You get a birthday cake! Yes, you guessed it. That's what that terrible brown thing wrapped in glad wrap was. I know it looks terribly like...!(I'll leave it up to your brilliant imaginations to figure out what that means and whether I am really telling the truth!). Anyhow, I managed to scrape the old Issue 1 out of the book case and once again plunge my way through the tumultuous pages of UTTER GAMING HISTORY to once again read of the marvels of Virtual Sex and the 3DO Interactive Multiplayer "...that could wipe Sega, Nintendo and even the humble video cassette recorder off the face of the Earth...!" Well. Don't do that, Mr Hawkins with your new fandangled whizz-bang dooverhicky. Not the video machine! However could I watch the old taped re-runs of a Country Practice again? So the 3DO is to be the new generation, huh? Twelve months ago, I would have believed it. But no, this magazine (which I originally mistakenly bought thinking it was a souped up gardening planner calendar) went on, and in the twelve whole months of its infintessibly appreciated existence, discovered that Sega, Nintendo, Atari(!) and



MORE COMPUTER ART FROM OUR TALENTED READERS. BOTH PICS ON THIS SPREAD ARE FROM THE NO DOUBT VERY SPUNKY MATT TAN

everybody else had plans to do this too, and those plans were to really put the kybosh on poor old 3DO.

Turning a few pages of the mag, I again see the wonders of Virtual Sex explained as they might one day be, and oh, isn't that Stuart Clarke, the Editor of such a wonderful publication all dressed up there on page 16?

Again, I turn the page, Ren and Stimpy, the two comic characters so perfectly modelling the Australian Government. They are my heroes (except for Itchy and Scratchy and Itch-E and Scratch-E). Page and page I turned, feeling the oppressive weight of a thousand years of missed video gaming time throbbing through me.

Suddenly I realised. This was no ordinary games reviews/views/etc mag I'd always known. This was HYPER. The "If-the-game's-worth-playing-give-it-to-us-or-else-piss-the-f..king-thing-off" mag that we (of the hugely attractive gaming world) had been searching eternity for (oh, well at least the 15 years that there have been games!). This was the light at the end of the tunnel, the pot at the end of the rainbow.

HYPER has grown up. From a shaky little mag at the start, to a full blown XLNT ('excellent', for those out there who are non excel for NT {geddit} XL NT?} users) with a male dominated audience (who love Doom) of 65 000 readers (that's a good number, huh? Good as any), I commend your effort.

No, I do. Really. Why don't you believe me? Nobody ever believes me.

I'll have to prove it. I'll sign the letter sincerely

Yours faithfully and sincerely
Tim St Clair

Thanks for the cake Tim (even if it was squashed and completely inedible by the time we got it) -

you're a true freak, and that's about the highest compliment we have here at HYPER. We're glad you like the mag so much and have followed us so closely. Oh, and contrary to popular belief, that wasn't Stuart modelling the Virtual Sex apparatus. in issue #1 His close friends do call him Donkeyboy, but that's ridiculous!

I LIKE MY C64

Dear HYPER,
I am writing to you because I want to make a point. In answer to Ronal Bhan's question in issue 9 (even if it was a rhetorical one), I would rather have a Commodore 64 than a Mega Drive or a SNES. I also disagree that people should buy consoles or computers with the best technology.

Here are some reasons why the C64 is better than any consoles these days - it probably has more games than any other system, which wouldn't be very good if the games weren't any good, but there are hundreds of brilliant games, and thousands of very good ones. A large amount of old Commodore games are original concepts and ideas, because they are made by teenagers and enthusiasts of the C64, whereas most console games are either platformers, shoot 'em ups, or beat 'em ups. The reason for this is that the games are made by the people in suits, who don't even play games, so they don't know that loads of people are going to feel ripped off because they just paid \$100 for another boring platformer.

The computer is a tool, not a toy. You can play games on it, but you can use it for business, you can create games and programs, if you have a modem you can use it for communication, and you can use it as a very powerful calculator. You can do all this and more on the C64.

You may think that the Commodore is obsolete, but then you should look at the

release schedule for a company called Psytronik, who are planning to release 12 new games probably within a year. Also, why pay up to about \$200 for a game when the most you'll pay for a Commodore game is about \$35, and as low as \$5. The cheap games are often as good, or better than expensive ones. Some people may say that the Commodore has crap graphics and sound, but my answer is "who cares". Why do people think about how good the graphics are when the games are total crud? Also the Commodore can easily have very good sound and with a lot of effort, can also have great graphics and sound. Another point I have to make is that as soon as you get a console, it will probably be replaced by a technically superior model and you have just wasted your money. The Commodore has been going since about 1982, and it really is a pleasure to grow up with a lasting computer. I'll finish it off by saying that I do quite like consoles, it's just that I'm sick of seeing a good computer slagged off just because it isn't 64 bit (most people don't know what that means anyway) and can't show 16 million colours on screen at once. I hope you take me seriously and print this letter because most console owners don't know the meaning of 'entertainment'.

John Gillanders
New Zealand

John, we take all our readers seriously and your letter sparked off some nostalgia here in the HYPER office. We love the C64 too, and some of our fondest gaming memories took place in front of its keyboard. It is getting on a bit now, and that's why we don't review C64 games in the mag. If its still giving you enjoyment though, that's all that counts.

SHORT, SHARP, PROBING

Dear HYPER

First of all I will just like to say thankyou for the best games mag from Australia. Second of all is Happy Birthday HYPER!!!! Yes it's your first birthday. Anyway lets start with the questions

1. When the Playstation and Saturn are released in Australia, what are the prices going to be?
2. What is the best game for the Jaguar?
3. Could you possibly do a news exclusive on the new Mars?
4. When is the Street Fighter II movie going to be released in Australia?
5. Could you preview some Gameboy games please?

Yours sincerely
Kristina Zrim

1. No idea as to the prices yet, and you'll have to wait until well in 1995 before they're released 2. At the moment it would have to be Alien vs Predator 3. We've got a double page on the new 32X (used to be known as Mars) in this very issue 4. January, if everything goes to plan 5. No.

MORE 3DO!

Dear HYPER, I'll cut straight to the chase, where the hell are all the 3DO game reviews, one review an issue just is not enough! I rely on your mag to help pick games and I'm sure all other 3DO owners feel the same. While you said you would wait for a local release, what's the point? You can buy a 3DO with PAL adaptor for \$900 (that's cheaper than when it will be locally released) from heaps of good dealers and at least 50 games are available with hundreds on the way. Now for some questions:

1. Is Doom or Doom 2 ever coming to the 3DO, if so when?
2. Does Panasonic have a license with Namco as Ridge Racer on 3DO would be awesome?

Anyway keep up the good work (apart from the 3DO coverage)

Yours sincerely
3DOED

We would seriously love to do more 3DO reviews, but it's hard when there is no official distributor for a lot of the games. We do our best to cover the best releases and we'll be doing more once Panasonic pull their finger out and locally release the machine 1. The Dooms should be coming to the 3DO but no firm date as yet 2. No. Ridge Racer will be released on the Sony Playstation.

For Sale

Mega CD Sonic \$70, Mega Drive Sonic 2 \$25, Will sell both for \$85. Both games are brand spanking new with all packaging and instruction manuals. PH: (077) 834 772

Sam & Max IBM CD-ROM game worth \$90 will sell for \$55, is still in original plastic wrapping and is unopened. If you want this great game for a bargain price call (077) 834 772-Anthony Olsen

SNES Four in One Cart: Including Street Fighter II, Turbles in Times, Super Mario World and Ultra Man. With box and converter for \$180. Also Leisure Suite Larry III \$15, and the Addams Family print gallery \$15. Call Darren after 4pm on (03) 726 4964.

Atari Lynx and 9 games (Shadow of the Beast, Californian Games, Dracula) for \$150 or highest closest offer. Ph: Andrew on (02) 481 0767.

Sega Master System II with Sonic 2 and built in game. Great condition. Boxed, manuals etc included. \$100 ono Ask for Michael (069) 223 321.

NES Very good order but without box, plus Dr. Mario, with two controllers for \$60. SNES game Batman Returns, no box but in u.g.c for \$60. Pro Action Replay 1 with box and code box pc for \$75. Phone Brendan on (074) 936 620

Game Boy, 4 games, Alien 3, Radar Mission, Spankeys Quest and Tetris. \$200 or will swap for SNES. Phone after 4pm on (054) 61 3509. Ask for Richard.

SNES Mortal Kombat. With every move and fatality, very good condition sell for \$65 ono or swap for SFII Turbo or game of same value. Ask for ANDREW on (047) 878310 after 4pm or (02) 622 6785 during school holidays.

Amiga CD 32, 8 months old, joypad plus six games (Microcosm, Ultimate Body Blows, Trivial Pursuit, Pinball Fantasies, James Pond 2, Oscar and Diggers). System plus games worth over \$1000, will sell \$550 ono PH: Robert on (02) 745 1754.

Super NES 2 controls, 2 games; Flashback and Streetfighter II (\$270), Mario Kart (\$60), and Starwing (\$90). All in excellent condition, as new. Also all boxed with instructions. PH (09) 457 0201. Ask for Rhys.

For Sale/Swap. MD Mercs \$30, Buck Rogers \$40, Mortal Kombat \$45, X-Men \$50, James Pond 3 \$45, Ren and Stimpy \$65, Zombies \$70. Will swap for Flashback, Rocket Knights Adv, Landstalker or Toe Jam and Earl 2. All my games in perfect condition, will mail games COD. All swaps and sales negotiable. PH: (03) 417 3572. Ask for Kane after 4.30pm

Bargain - MSII, two control pads, SG Fighter joystick, Original MS II Box, Sonic Golden Axe, Mortal Kombat, Heavyweight Champion, Lord of the Sword, The Ninja, Grand Prix, F16 Worth \$350. Sell \$170 (055) 864 255

Mega Drive games: X-Men for \$65, Sonic for \$15 and Shadow of the Beast 2 for \$15 PH: David after school hours on (02) 618 2862

Sega Mega Drive Games (perfect condition with instructions) Lemmings \$20, Dragons Fury \$35, Aladdin \$40, Rolo to the Rescue \$30, Virtual Reality \$35, Flashback \$35. Write to D.Walsh, 17 Swansick St, Zillmere QLD 4034. Will send COD via Australia Post.

Mega CD with 9 games including Silpheed and Sonic CD. All come boxed with instructions. Perfect condition. \$475, ring Nick 451 7163.

Mega CD II with Road Avenger - \$300 ono Mega CD games - Batman Returns, Chuck Rock 2, Jaguar XJ220 from \$30 ono. SNES games - Streetfighter 2, Mortal Kombat, Smash TV, Double Dragon, Buster Busts Loose, Starwing, Mario All Stars, Mario World, Darias Twin - from \$20 each. Mega Drive games - Sonic, Sonic 2, Quackshot, Flashback from \$20 each. Gameboy games - Qbert, Popuyo, Turrican, Dr Franken F1 Race, Sneaky snakes, Krusty's fun house - from \$10 each. All perfect cond with box and instructions. PH: Gavin on (07) 631438.

Gameboy with carry case and 4 games. Fortress of fear, Battle Toads, Mortal Kombat and Tetris. As new \$200. PH: 059 961 685

Mega Drive with 2 control pads and 6 games including Mortal Kombat, Sonic 2, Alex Kidd in Enchanted Castle, Columns, B.O.B and Lotus 2. Good condition, will sell for \$250 ono. PH: (02) 771 4726 ask for Michael.



Sega Master System games for sale: Sonic the Hedgehog \$20, Sagaia \$15, Assault City \$20, Alien Storm \$15, Secret Command \$10, Wonder Boy \$10, and Mortal Kombat \$40. All in excellent condition

PH: (079) 417 090 Jason,

Nintendo for sale Game Genie, 5 games excellent condition \$160. PH: (08) 398 2287.

Sega Game Gear with AC adaptor, including 4 games which are Columns, Pan-American Road Rally, Penalty Kick and Championship Tennis. Excellent cond. It also contains all instructions. For \$199 Ph: (076) 96 8695 and ask for Chris.

Eight SNES games including Mortal Kombat, Streetfighter II Turbo and Super Swiv. Universal adaptor also included. \$200 for the lot (that's just \$25 per game). Ph (02) 621 1432 after 4pm ask for Dean.

SNES Game Mega-Man X \$65 or will swap for Stunt Race FX. Ask for Chris PH: (047) 316 593

Mega Drive: Mortal Kombat \$50, 4 way play \$25, propad with slowmo, rapid fire \$30, Jurassic Park \$35. Will swap for MD or Mega CD games (046) 841 549

PC CD-ROM game "Rebel Assault". Vgc, \$55. Phone Quintin on 071 599 907.

Mega Drive and Mega CD for sale with 3 cartridge games: Street Fighter 2, Sonic and Sonic 2 and 8 CD games: Jaguar XJ220, Cobra command, Sol Feace, Super Manaco, Shinobi, Columns, Streets of rage, Golden Axe. 1 control pad and 1 arcade joystick. Perfect condition. Worth \$1300 sell \$1000 will separate. PH: (047) 222 132 after 4pm.

Amiga 2000 for sale with 40mb hard drive, 4mb ram, mouse, 2 joysticks, lots of games, colour monitor, complete. Sell for \$1000 or near offer. PH: (047) 222 132 after 4pm

SNES games: World Heroes (Japanese version) with box and instructions \$55, Streetfighter 2 with instructions (NO box) \$40. Ring (03) 722 2055 ask for Ammier.

Super Nintendo games: Mario World (unboxed) \$20, Basketball \$25, Ghoul's n Ghosts \$25, Starwing \$35, Super Tennis \$40, Super Star Wars \$40, Super Probotector \$40, Alien 3 \$40, Axelay \$40, Smash TV \$40, Shadowrun \$40, SF2 Turbo \$50, WWF2 \$55, Empire Strikes Back \$55. Assorted Lynx Games \$10 - \$20 each. PH: Peter (086) 452 962.

Brand New Super NES, Nintendo Scope 6. with 6 action packed games included or will swap for one of these Super NES Games Mega Man X, Desert Fighter, Empire Strikes Back, Super Bomber Man, Super Strike Eagle. PH: 051 924 524 Peter.

I would like to sell or swap Street Fighter II (full instructions and cheats included) on the SNES. Sell - \$40. Swap - Will swap for Mario Kart or Super Mario World. PH: Shannon on (071) 252 895.

SNES Games for sale: SFII, SFII Turbo, Mario All Stars, Mario Point, Rocky and Pocky, Super Family Tennis and Battlemaster. All around \$50-60. PH: James (08) 271 2553.

Ultima 8 Pagan Hint Book in perfect condition. Worth \$30 will sell for \$20. PH: Chris (075) 446 411 after 6pm.

Sega Master system II with 9 games, includes World Cup '93, Moonwalker, Out Run, Europa etc, also Sega Light Phaser and two controllers. 12 months old worth \$400- Sell \$300, (07) 261 1909.

Dune II (Mega Drive) 2 months old. Delta V (PC) unopened Ground Zero Texas, Sonic CD, Thunder Hawk (all Mega CD) excellent condition. Sell for \$60 each. Price negotiable. Will swap for Mega Race. Rebel Assault or any good Mega CD game. Call (075) 785 523 after 4pm.

IBM games: Sam & Max 3.5" \$50 and Theme Park 3.5" \$65 both boxed with manuals Excellent cond. Call Alex after 5pm on (02) 821 2647.

SNES Games - Blazing Skies with instructions: \$40, Super Star Wars (USA) with box and instructions: \$50, Xardion (JAP): \$30, or all for \$100. Worth over \$350. PH: (02) 816 1774 after 5pm weekdays. Adrian.

Gameboy: Power Adaptor, Lightboy, GB Carry All, Link cable, Earphones and 4 games, Super Marioland, Jordan vs Bird, D. Dragon 2, and Tetris, all boxed. Sell for \$175. Separate: SNES Mortal Kombat. Exc condition \$50. Call (08) 384 2011 after 4pm.

Mega Drive Games: Mortal Kombat II \$100, NBA Showdown '94 \$60, NHL '94 \$55, all excellent cond. PH: James on (03) 859 6910

Mega Drive + Mega-CD + 5 good games \$500, Mega Drive & Mega-CD games: Thunderhawk \$60, Silpheed \$60, Microcosm \$50, Virtua Racing \$130, Formula 1 \$50, US Ecco CD + Sonic CD + PRO CDX \$150.

Playstation for \$100 (just kidding). Mega Drive for sale. Comes with one controller two games and a Menacer Gun with Menacer six-in-one game. All these for only \$200. PH: Erwin on 0055 564....I mean (03) 789 5766 after 3.30pm on weekdays.

Sonic 3 - "Japanese version", with box and instructions. Will pay \$150 plus postage. Ring Frank on (07) 356 7794 between 6-8pm est. /STD callers may reverse charges.

SWAPS

Mega Drive Sonic 2, Will swap for either Alien 3 or Ecco. Must have instructions and box and must be in good condition. PH: (077) 834 772

Sam and Max PC CD-ROM, will swap for Mortal Kombat or Aladdin on Mega Drive. Will sell for any offer above \$50. (077) 834 772.

SNES I will swap or sell Art of Fighting and Super Mario World - \$90 with boxes and instructions or swap for Stunt Race FX in good cond with instructions and I'll swap Mortal Kombat 2 for Super Street Fighter 2 in VGC cond. PH: (07) 343 8165 for details.

Swap TMNT: Hyperstone Heist & Pit-Fighter for Clayfighter Tournament Edition (Mega Drive) PH: 00162 (021) 819 4151

Mega Drive: will swap Landstalker for Flashback and Ecco. May consider other swaps. Call Tariq or Dustin on (090) 391100 ext 223.

Will swap SNES games: John Madden Football '93, Teenage Mutant Ninja Turtles IV- Turtles in Time for any SNES games. Ring Josh on (03) 848 8575 after 5pm.

Super Nintendo: Will swap Mortal Kombat 2 for FIFA Soccer or John Madden 94, or sell for \$100. Ph Andrew on (02) 481 0767.

WANTED

Mega CD games wanted to buy or swap. Ph Nathan (02) 569 164.

Wanted. PAL Super NES (boxed) in good condition with two controllers. The following games are also wanted cheap - Castlevania IV, F-Zero, Jurassic Park, MK 2, Super SF 2, Rival Turf, Starwing, Super Ghoul's and Ghosts, Star Wars, NBA Jam and Turtles IV. PH: Quintin on 071 599 907.

I want Police Quest 3 manuals. I am willing to pay \$3 for a photo copy and \$5 for the original manual(s). Also Leisure Suit Larry 6 disk 1 (one). My copy was ruined by virus. I will pay \$5 for a copy of the first disk. Ask for Jason (03) 786 9183.

I want a gameboy with game for \$60. Reasonably good game (Mortal Kombat). PH: (074) 260 118 ask for Rory.

Wanted: Super Nintendo and Sega Mega Drive users, interested in joining a new exciting club. The club involves monthly newsletter (with stacks of information), game trading and hire (dirt cheap), competitions, huge discounts and heaps more. PH: Phillip on (03) 399 1308 or send SAE to PO Box 534, Altona North, Victoria 3025.

I want to buy a Super NES with 2 control pads, possibly some games for \$120 ono PH: (02) 816 1774 after 5pm weekdays, Alistair.

IBM games, Sim City 2000, Doom 2, Wolfenstein, and Mortal Kombat and Streetfighter 2. I also want FIFA World Cup soccer on Master System. Ask for Ryohei on Lae PNG. PO BOX 1477 Lae PNG.

PENPALS

Penpals aged between 12 and 16, male or female. I have a Sega Mega Drive II. Has to love Streetfighter and Mortal Kombat. Write to: Robyn Zanos, 8 HOOD St, Dennington, VIC 3280.

Hi! My name is Chris Carragher (My friends call me Caggs). I love listening to Hip Hop, Hardcore Rap, R+B. I love basketball and sport video games. I'm 17 years old and enjoy communicating with people. Please write to: 149 Peshurst St, Willoughby NSW 2068.

Wanted pen pal 9-13 He/She must have a NES and like reading Hyper, know some hints and tips on some games and kind of like gory things. I will reply to anyone who writes: write to Andrew Quintal at 43 the Crescent, Toongabbie NSW 2146.

I would like a Pen Pal around the age of 13-15 male or female. My name is Adrian I am 14 and I own a Mega Drive, Master System, Game Boy, Game Gear and a PC. Write to me every month or so. I also do roller blading and listen to music often. So write to me at PO Box 1096 Cairns OLD 4870.

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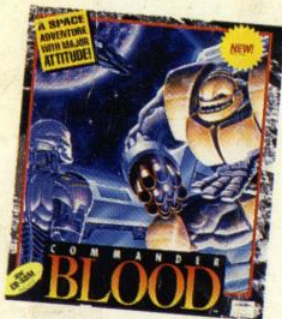
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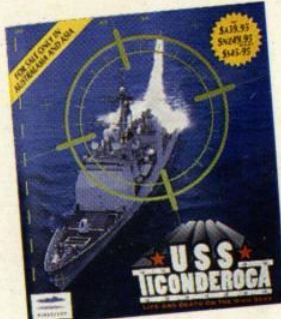
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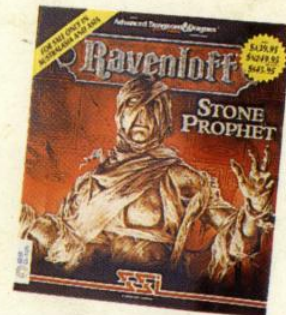
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