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gaming

DREAMCAST - PLAYSTATION - N64 - PC

HYPER

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OCTOBER 99

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PAGES OF HUGE REVIEWS

- SEGA RALLY 2
- VIRTUA FIGHTER 3
- C&C: TIBERIAN SUN
- POKEMON SNAP
- MARIO GOLF
- and many more...

14

PAGES OF TOP PREVIEWS

- DINO CRISIS
- FRAME GRIDE
- PERFECT DARK
- RESIDENT EVIL 3
- just for starters...

SOUL CALIBUR

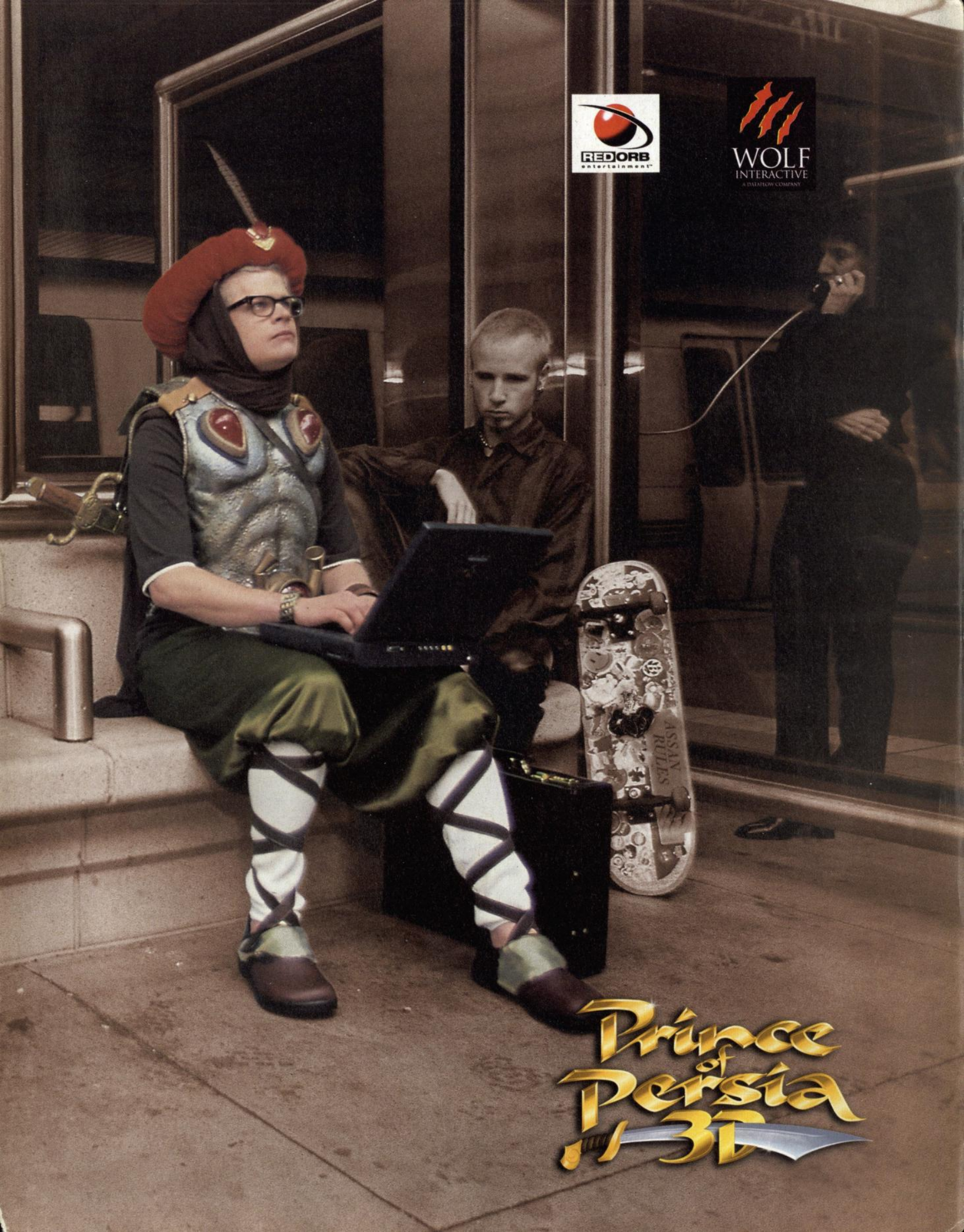
THE BEST GAME EVER? EXCLUSIVE REVIEW INSIDE...

PLUS! TONY HAWK SKATEBOARDING HITS THE STREETS

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and soon on
PlayStation



RUGNOR'S



Prince of Persia 3D

EDITORIAL

"The times they are a changin'..." as some crusty old geezer once said. So I guess some of you are wondering what the hell I'm doing here in the Editor's column. Well, duh. Dan has packed up his deadly arcade stick skills and moved on to other pastures. I don't know how green those paddocks are, but I'm sure they're tasty. There might even be cows there. Cows and... things. Ahem.

What this means, my loyal friends, is that I've taken over the job of sticking cool action figures on my monitor and hogging the Dreamcast... er, I mean I've taken over the job of Editor. Having been with Hyper as a contributor since 1994, it feels more like moving into the bigger bedroom as opposed to starting a new job. It's really quite lovely. Dan was very clean and left the place in great condition, so I couldn't be happier. Well, maybe he could have put out the garbage. It stinks in here! Actually, I'd like to wish Dan all the best and thank him for all his years here at Hyper, steering the ship and working his butt off. They were good times, Dan. We'll all miss you!

Now... Keep a close eye on Hyper everyone, as in a few issues time my evil schemes will be hatched. That's right, Hyper is going to become the best Game Boy playguide specific title on the newsstand. Woooo! Don't believe me? Okay, I lied. It's even better news than that! Yes, we have some plans to make Hyper bigger, better, fatter, chunkier, faster and more powerful than you can possibly imagine!

Stay tuned.



Eliot

REGULARS

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Star Wars 2 meets PlayStation 2. Blue Stinger fixes. Cheesy Poofs are real. Wipeout 3 Soundtrack. Battletech:3025 is born. Mario matures. Turok Rage Wars threatens to kick ass. T-Buffer technology goes off... and more!

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Unreal Tournament for PC could be yours. Rumble Pack Backpacks — the latest fashion statement. Tony Hawk Skateboarding for free! Subscribers this month could WIN A DREAMCAST and games.

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16 **IN-DEPTH PREVIEWS!** ♡

We take a really close look at some of the hottest games on the horizon. Dino Crisis and Resident Evil 3: Nemesis for the PlayStation take Survival Horror to new heights; Perfect Dark for the Nintendo 64 picks up where GoldenEye left off and proves that Rare weave magic; and Frame Gride for the Sega Dreamcast looks set to be yet another killer Dreamcast title.

WIN A SEGA DREAMCAST PAGE 15



Dino Crisis



Perfect Dark



Frame Gride

42 **MASSIVE SEGA RALLY 2, VIRTUA FIGHTER 3TB AND SOUL CALIBUR REVIEWS!** ♡

This month we devote a huge amount of space to three of the most exciting Sega Dreamcast games around. Check out our massive six page Soul Calibur special! You won't find more accurate, non-biased reviews of these titles anywhere else.

ISSUE 72
October 1999



Sega Rally 2



Virtua Fighter 3TB



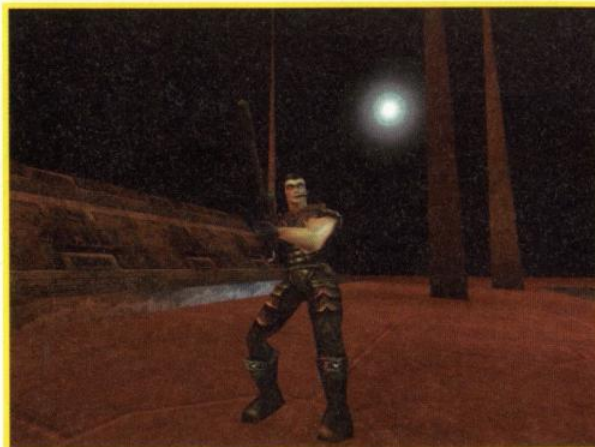
Soul Calibur

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74 **UNREAL TOURNAMENT – DOES IT ROCK?** ♡

Unreal Tournament is going to take the multiplayer PC scene by storm. Hyper held a special Unreal Tournament LAN especially to find out whether the game cut the mustard.



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STAR WARS EPISODE 2 ON PLAYSTATION 2?

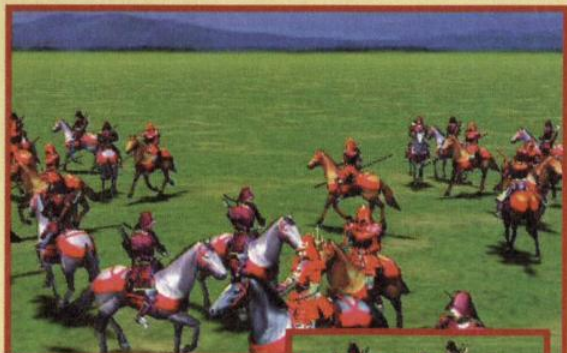


George Lucas, the creator of Star Wars: Episode One, expressed interest in an interview in Japan, to bring a Star Wars: Episode 2 game to the PlayStation 2. The man himself was quoted as saying that the PlayStation 2 would be able to use digital data directly from the movie itself which Lucas plans on filming entirely digitally. Lucas is even quoted as saying "The thing about PlayStation 2, is that it renders in real time. We didn't make the Phantom Menace in real time. Some of the shots in the film took 48 hours to render. We had huge giant computers cranking every minute of the day. Here they're doing it in real time as you sit there."

Star Wars: Racer may have been cancelled for PlayStation, but PlayStation 2 owning Star Wars fans may just be in for a major treat...

PSX2 OR CRUEL JOKE?

Koei have unveiled some screens of their up and coming PlayStation 2 title, Kessen. You play the role of a warlord in feudal Japan, using both political and military manoeuvres to gain territory and with it wealth and power. The screens look absolutely mind-blowing - on the field of battle you control hundreds of troops, and every single unit boasts incredible detail. However, the authenticity of these shots have been questioned. Are these shots from a early PSX2 game or simply something whipped up on a SGI workstation to create a sensational hoax? It's difficult to determine the truth of the matter, but we'll doubtlessly see more of Kessen as the PSX2 launch approaches.



BLUE STINGER GETTING IN SHAPE

More details have come to light regarding the Western release of Blue Stinger. Most importantly, the free roaming camera from the Japanese version has been replaced by a more practical over the shoulder perspective. There's also a first person surveying camera that was sorely needed in the Japanese version.

From what we've seen, these changes make a major difference to the playability of the title. It's less cinematic, certainly, but also a hell of a lot less frustrating. Let's hope the changes don't end there.



HOUSE OF THE DEAD - THE MOVIE?

Rumors abound that there is a House of the Dead film in the making. Jesse Dylan, son of famous singer Bob, purchased the rights to the film direct from Sega, and then went on to sell them to Dreamworks, on the condition that he was granted the positions of director and producer. On a sadder note though, it seems as though the HOD movie will be somewhat of a teen-style horror flick along the lines of the infamous Scream. If only you could take a light gun to the cinema and shoot at the actors (RELOAD! RELOAD!)...

DREAMCAST REVIEWS

Hyper would like to make it clear that some of our Dreamcast reviews are of the Japanese versions of the games. Naturally, some publishers take the opportunity between NTSC and PAL releases to tweak and improve games before their local release. Our review of Blue Stinger last issue for instance, could have been a bit harsh considering the game will be improved when it finally lands on our shores. We'll always take a look at local versions and comment on improvements that have been made so you gamers out there know what's better and what's not.



COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

Omega Boost

Tyson John, Vic
Trent Cooper, NSW
Neil Wickman, NSW
J. Molnar, Vic
Michael Williams, NSW

Homeworld

Matthew Reeves, Vic
Robert Carr, Qld
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WE WANT YOU!

next
gaming

Next Media, Australia's largest video games magazine publisher, is recruiting new staff to strengthen its existing gaming portfolio and conquer new markets. Next's gaming division (which is based in Surry Hills and produces PC PowerPlay, N64 Gamer and Australian PlayStation) has vacancies for editors, writers and designers.

Editors

You will possess an excellent command of the English language, good organisational skills, sound commercial thinking and great enthusiasm. A working knowledge of video games would be an advantage. To apply, please send a covering letter, a CV detailing your experience and a critique of the magazine you're reading to the address below.

Writers

You will excel in producing fast, accurate copy to high standards and tight deadlines. You'll be tirelessly creative, willing to learn and want to work in an energetic, dynamic company. If that sounds like you please send a covering letter, your CV and a 250 word review of a recent game to the address below. And if you're expecting to be paid for playing games all day please don't waste your time...

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We need educated, talented designers with the creative vision to take our magazines to the next level. You will be able to design good-looking but practical layouts that will appeal to the current lifestyle and youth cultures. Please enclose a covering letter, your CV and a brief critique of one of the magazines mentioned earlier with your application.

All applications should state which role you are interested in and be addressed to

'I Could Do That'
James Flynn
Next Media
78 Renwick Street
Redfern, NSW 2016

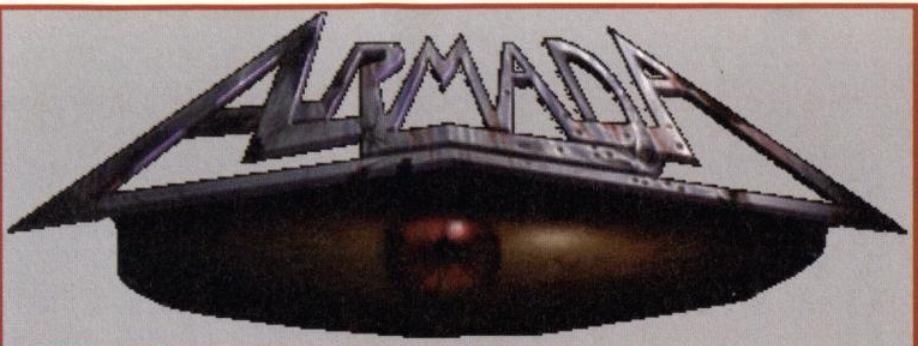
EA
SNAPS UP
DEVELOPERS FOR
GOLD COAST
STUDIO

Electronic Arts Australia are opening a new development studio on the sunny Gold Coast and are recruiting experienced games developers from all over the industry.

Amongst the talent EA have added to their roster are... Steve Dauterman formerly of LucasArts, James Halprin from Beam and Bruce Dennehy from Virgin Interactive.

Dauterman will head Studio Asia Pacific as General manager, and brings with him the experience of working on titles such as the Monkey Island series, the Dark Forces saga and the recent release of the Star Wars: Episode One games. Dauterman's split with LucasArts was on good terms and he has a positive outlook on working in Australia.

Harnessing some 30 years of combined experience in the games industry, the Gold Coast studio will be mainly concentrating on EA's sports series, with a focus on Australian sports. Now we can all look forward to some great Cricket and Rugby League titles in the future.



CONSOLE ARMADA

What do you get when you combine Asteroids, Elite and Star Trek? You come pretty close to the space saga that is Armada. The ex-Capcom developers Metro3d have put together a sci-fi title for the Dreamcast to satisfy RPG fans and shoot-em-up freaks alike. Set in space in the far-flung future, the unrelenting cyborg race known only as the Armada have chosen to take the galaxy for their own. You take control of one of six races that have been cast out of their homeworlds, hungry for revenge.

Through your journeys through space, you must build up your arsenal of ships and weaponry until you are fit to take on the fleets of the Armada. The game will include VMS support so you can trade spacecraft with your mates, and there are unconfirmed rumors of Internet capability. Meet new people from around the world and vaporise them with photon torpedoes! Armada looks set to make Virgin Interactive's Subspace look like an Intellivision version of Omega Race.

PLAY YOUR CARDS RIGHT

And you thought it would never happen... Two worlds of fighters are set to collide on the Neo Geo Pocket Color. Capcom's 'versus' series have come to a new height with the unveiling of the handheld RPG, SNK vs. Capcom: Clash Card Fighters. The game is based on a battle between the two factions of warriors, and the combat takes place by playing different cards. There are warrior cards and action cards, and different combinations of the two card types lead to different attacks. The game comes in two different versions, with Capcom game featuring characters from their many games, including Streetfighter, Resident Evil and Powerstone, and the SNK lineup has warriors from titles like King of Fighters, Fatal Fury and Metal Slug. Does this sound a little too much like Pokemon: Red and Blue, or is it just me?



YAH I WANT CHEESY POOFS

Soon to be available on your supermarket shelves — official South Park cheesy poofs! These savoury snacks have been released to coincide with the South Park movie, and although they bear a remarkable resemblance to Cheetos Jumbos, they are seriously tasty. No wonder Cartman is such a fat ass.



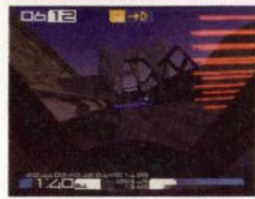
wip3out

The soundtrack for Wip3out has been announced. No big surprises, of course, but we're still frothing at the mouth in anticipation. Music director DJ Sasha has composed five tracks specifically for the game, in addition to his recent single

Xpander, which will also be featured. Other tracks include:
 "Under the Influence"
 - **Chemical Brothers**;
 "Know Where To Run"
 - **Orbital**;
 "Lethal Cut"
 - **Propellerheads**;

"Avenue"
 - **Paul Van Dyk**;
 "Control and Surrender"
 - **MKL**.

Wip3out is due to be released in Europe in September, although we're hearing it could also be delayed until christmas time.



PSX 2 PLAYSTATION 2 ANOTHER STEP CLOSER

There's been plenty of uninformed speculation regarding the release date of the PlayStation 2, but at last we have some more concrete information. A report by financial giant Merrill Lynch has revealed some rather juicy details. Namely, that the launch will take place on January 23, 2000 in Japan, and the system will retail for 45,000 yen (around \$600 Australian - although that price will change when it's released locally). There will be an initial shipment of 400,000 units, with another 600,000 soon after.

It also appears likely that there will be two models - a game only launch model, then a movie capable model at a later date (and higher price). The report also reveals that the European and US launches are expected to take place in September/October 2000.

Whilst this information isn't set in stone, it's certainly the most reliable thus far, and at the least is a good indication of Sony's plans. Now what about those games?

BYE BYE BERNIE?

In an amazing turn of events, Bernie Stolar has lost his position as head of Sega of America, a mere one month before the launch of the Dreamcast. As chief architect of the launch this is strange news indeed, and a haunting case of deja vu for Stolar. He was also the architect of the PlayStation's US launch in 1995 and was fired one month before its launch. Hmm. Maybe Sega are superstitious and believe that this will bring the Dreamcast the same sort of success the PlayStation has enjoyed. Heh.

Toshiro Kezuka has been named as his successor. No reasons have been given for the dismissal, but it's likely that differences of opinion between Sega of Japan and Sega of America may have been instrumental.

Sega claim that this restructuring will not affect the launch, nor is it a reflection of problems with the launch campaign.



Dreamcast™

CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

- 1 DRIVER
- 2 V-RALLY 2
- 3 GRAN TURISMO PLATINUM
- 4 AFL '99
- 5 NEED FOR SPEED 4: HIGH STAKES
- 6 SPYRO THE DRAGON
- 7 FINAL FANTASY VII PLATINUM
- 8 CRASH BANDICOOT 2 PLATINUM
- 9 APE ESCAPE
- 10 CRASH BANDICOOT 3

NINTENDO 64

- 1 GOLDENEYE 007
- 2 STAR WARS: EPISODE 1: RACER
- 3 MARIO KART 64
- 4 SUPER MARIO 64
- 5 STAR WARS: ROGUE SQUADRON
- 6 ZELDA 64
- 7 QUAKE 2
- 8 DIDDY KONG RACING
- 9 F-1 WORLD GRAND PRIX
- 10 LYLAT WARS

PC

- 1 TA - KINGDOMS
- 2 IMPERIUM GALACTICA PLATINUM
- 3 ALIENS V PREDATOR
- 4 KINGPIN
- 5 NEED FOR SPEED 4
- 6 AFL '99
- 7 ALPHA CENTAURI
- 8 JAGGED ALLIANCE 2
- 9 COMMAND & CONQUER - WARFARE PACK
- 10 HEAVY GEAR 2

RE-VOLT

Outta control R/C action!



"...feels just like real radio controlled cars. I can't do anything but play this game!" - ignpc.com



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★ LUIGI ★

MARIO GROWS UP

Nintendo's legendary Shigeru Miyamoto has made some revealing comments in the last few weeks. In Nintendo's Online Magazine, he commented on where the Mario franchise may be heading: "You'll see a completely new side of Mario on Dolphin (Nintendo's working title for their next console). Don't you agree that in recent times, both Mario and Luigi have become a little too cutesy? I feel like it's time that they became a bit more grown up". Wow!

He also revealed that Luigi will be in the next Mario game, and playing a supporting role to Mario. It also seems that development of this title is well underway, which is promising for what many considered to be an adventurous launch date late next year.



BATTLETECH:3025

No, it's not a new TV show from Aaron Spelling Entertainment, Kesmai have announced ambitious plans to develop a sequel to their Battletech: Solaris online game. The new title will allow up to 50,000 MechWarriors to go head to head simultaneously in a persistent online Universe.

The game is called Battletech: 3025, and will take place on a massive scale. Gamers will be able to join one of the five houses: Davion, Kurita, Liao, Marik, or Steiner and become a MechWarrior. Combat will be squad based, with different houses battling it out in 3D terrain.

The ultimate aim is for your house to control the inner sphere (insert your own inner sphere joke here!), and each battle will count in the struggle for territory. Winning battles allows you to rise in rank, and gain access to new and more powerful Mechs.

For the ambitious tacticians, there's a whole new level of politics outside the actual combat. Each house will have its own internal structure, with around fifteen ranks. Those in power will be able to negotiate with other houses, and decide where to deploy troops in the battle to gain and defend territory.

GO ROBBIT GO!



Jumping Flash 3 will be making its way to the PlayStation in Japan this October. Jumping Flash was one of the first 3D platform games for Sony's system, and is still one of the more unique and inventive games we've come across. In the role of Robbit the robotic rabbit, you navigated the towering levels using massive jumps. The new Jumping Flash game will be Dual Shock compatible, and we can only hope a Western release is in the pipeline.



THE FIGHTING GAME THAT OWNS OUR SOULS

We're not the only ones blown away by Soul Calibur on the Dreamcast. It received a perfect score from Japanese gaming bible Famitsu — becoming only the second game (along with Zelda 64) to achieve such a status. Perfect? Well, no game is ever perfect, but goddamn, Soul Calibur comes close.



DARKSTONE



**Bid farewell to
your former self.**

Enter the world of Darkstone and leave your identity at the door. Surviving this medieval world, living under the shadow of a nefarious dragon, will require nothing less than a complete transformation. As a knight, monk, thief, or sorcerer, you will creep through dungeons, explore towns and wilderness, and slay armies of nasty enemies on your quest to collect the seven orbs that can defeat your firebreathing nemesis. Look deep inside yourself. Is there a dragon slayer within?

DARKSTONE



TUROK: RAGE WARS ON THE WAY

The third installment in the Turok franchise will be coming to a Nintendo near you soon, but it's not what you may think. Rather than a fully fledged sequel to Turok 2: Seeds of Evil, Rage Wars will be have a multiplayer focus.

Continuing the trend started on PC by Id Software, one has to question the validity of such a game on a console. PC players will be able to find online competitors 24 hours a day to satisfy their bloodlust, whereas Nintendo owners after more than just bots will still need to invite people around to play multiplayer.

It's a particularly strange decision given the immense popularity of Goldeneye, and the unrelenting anticipation for Perfect Dark - a title that looks to have both the one player and multiplayer goods in abundance.

Even so, if the bots are good enough, and the frame rate high enough, Rage Wars could still prove to be a compelling play, with or without human competition. It will certainly be packing plenty of options when it's released in November, including four multiplayer modes, a cooperative mode, a scenario mode, a time trial mode, and a rag fest mode, not to mention 17 playable characters and three bot difficulty levels. More details soon.



OVERFLOW

Capcom have signed a deal with Nintendo to produce three Zelda titles for the Game Boy Color! More Zelda the better we say.

As we reported in Overflow last issue, the US Dreamcast launch is going to be massive. Pre-orders are well over the 200,000 mark, eclipsing the PlayStation's 100,000 preorders from 1995, and making it the most anticipated console thus far.

Hasbro Interactive will be bringing PlayStation and PC users some good old Retro conversions. Look forward to Missile Command, Pong and the game we took a look at last issue - Q*Bert. We're betting that Pong pongs indeed.

The third and final Worms game, Worms Armaggedon, has been confirmed for Dreamcast, and possibly other platforms. It will come packing a variety of new features not found in the PC edition. Ubisoft are also bringing Heroes of Might and Magic III to Dreamcast for the strategy heads.

Codemasters have confirmed that another Colin McRae Rally game is in development for both PC and PlayStation. Yeah baby! One of the best Rally games ever is coming back home, bigger and better than ever. We'll have to wait until next year though...

A brand new Sonic game is apparently being developed for the Neo Geo Pocket. As strange as this news may seem, Sega is a strong advocate of the Neo Geo Pocket and its sales have been very slow in Japan. Sonic is just the kind of high profile title the NGP needs for credibility, and to help take some market share back from Nintendo's Gameboy.

Half-Life: Opposing Force is shaping up to be more than just an add on pack - more like a semi sequel. It will tell a full story in its own right, revealing many facts about Black Mesa that were left up in the air at the end of Half Life. Opposing Force will also come with 12 multiplayer levels. It's currently being developed by Gearbox Software, and should be out in the next few months.

What happened to our feature on the Top 50 games of all time? The dog chewed it.

T-BUFFER TECH

3dfx has unveiled its next generation of 3D technology, with features designed to bring incredible realism to games. It's called T-Buffer technology and will be incorporated into 3dfx's next generation cards. The technology emulator that 3dfx have been using to demonstrate the new technology utilises eight voodoo 2 cards, so you can imagine the potential power.

Aside from blistering speed, 3dfx have their sights set on some truly cinematic hardware supported effects - full scene spatial anti-aliasing, motion blur, depth of field, and soft shadows/reflections. Here's what they do:

Full scene anti-aliasing removes the jagged edges from under-rendered objects, so the entire visible scene will look much smoother. This will benefit all games that support acceleration, so expect all your existing games to look a lot smoother.

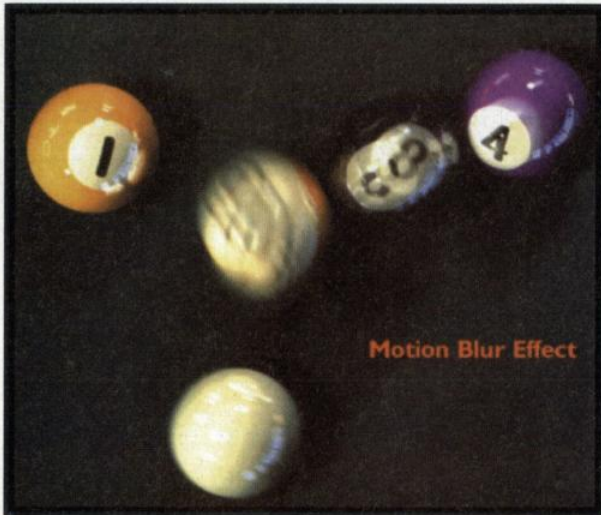
Motion blur creates greater fluidity of motion by adding in ghost images behind the moving object... a blur if you will. This effect has been used before in games, but now it will be hardware supported.

Depth of Field allows developers to change focal points along with the user's focus. Rather than an entire scene appearing in focus, only the object/depth of attention will be.

Soft shadows will give shadows a more rounded, hazy look, as opposed to the hard edged, rough shapes we're used to. Soft reflections will do a similar thing, making reflections more lifelike. Again, both these effects have been utilised in games, but with T-Buffer technology they'll be easier to implement and won't affect the game's speed.

Gary Tarolli, chief technical officer at 3dfx had this to say: "The difference in rendering quality when using the T-Buffer effects is dramatic. No longer will users be satisfied with the sharp, jagged polygon edges and unrealistic motion effects common in today's 3D accelerators. Instead, consumers will now experience almost photorealistic real-time rendered images. By making this technology available at consumer price points, a new generation of real-time, interactive 3D applications will soon be realized."

As fantastic as this sounds though, 3dfx still need to announce 32 bit colour support before gamers will be completely satisfied. Reliable sources have informed us that this isn't far away.



Motion Blur Effect

Motion Blur makes movement more realistic



This is an example of the Depth of Field effect. Wow.

YOU'LL NEVER KNOW WHAT BIT YOU.



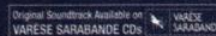
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LAKE PLACID

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WRITTEN BY DAVID E. KELLEY DIRECTED BY STEVE MINER
Original Soundtrack Available on VARESE SARABANDE CDs VARESE SARABANDE



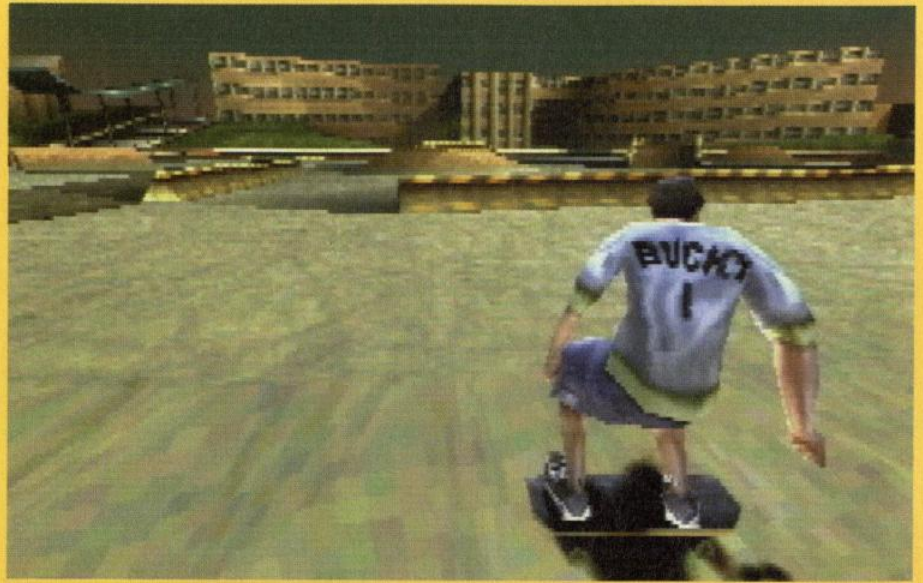
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See it first @ www.foxmovies.com.au

WIN TONY HAWK SKATEBOARDING!

ALL ENTRIES CLOSE OCTOBER 1ST 1999

Tony Hawk Skateboarding is our PlayStation game of the month, and the lovely people at Activision have handed over SIX copies of this awesome game for us to give away. Tony Hawk Skateboarding is clearly the best skateboarding game ever, because the man himself was there to tell the game developers what sucked and what was cool. If you'd like to win a copy for your PlayStation, then see if you can answer us this question...

How many wheels are there on a skateboard? Er... if you can't get that right, you should be truly worried. Send your entry to Sick Air, Hyper, 78 Renwick St, Redfern, NSW 2016.



RUMBLE IN THE BRONCHITIS

The latest gaming fashion statement is here! Black plastic body armour – it's new, it's hip and it could save your life! Well, actually, the Aura Interactor straps to your torso and vibrates in response to whatever noise is played at a certain frequency in the game you're playing – a huge Rumble Pack. The Interactor works with either a PlayStation, Nintendo 64 or PC, and is very easy to set up. Thanks to Jaycar Electronics, we have SIX of these babies, complete with a lead pack to give away to some of you lucky readers. Considering these Rumble Pack Backpacks retail for \$39.95 and the lead pack is another \$9.95, that a pretty damn cool prize. Get in quick with your entry by answering the following question...

Where on your body do you strap the Aura Interactor for full effect?

- A) your head; B) your back; C) your feet; or D) you stick it in your undies.

Put your answer on the back of an envelope and post it off to Good Vibrations, Hyper, 78 Renwick St, Redfern, NSW 2016. Boomshakalaka!



WIN



IT'S UNREAL!! IT REALLY IS!

As you may have noticed, Epic have produced a stunning multiplayer game. We all know Dan is a tough one on the First Person Shooters and he literally loves this game. Unreal Tournament is one of those must-have PC titles that come out every so often, where you should everything short of selling your grandmother to get yourself a copy. Luckily, you have Hyper magazine to give you the opportunity to win a copy! Thanks to the lovely GT Interactive, we have SIX copies of Unreal Tournament to give away to those amongst you who can answer the following question...

When you shoot someone with a rocket launcher, do they become...

- A) a little pissed off; B) gibbed; C) a stain on the wall; or D) all of the above?

Write your answer on the back of an envelope and post it away to Unroll Baby, Hyper, 78 Renwick St, Redfern, NSW 2016. Be quick or you're bug juice.



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For the second month in a row, we offer you this incredible opportunity! Subscribe to Hyper magazine this month, and you will be in with a chance to win a Sega Dreamcast console, controller, Sega Rally 2 and the awesome Soul Callbur! Subscribing to Hyper is cheaper than buying it any other way, exactly 30% off the cover price over 12 issues! Get your subscription form in now



and thanks to OZISOFT, you could be playing arcade perfect games on your brand new SEGA DREAMCAST before any of your friends! The future is here. Just take a look at the Soul Callbur review this issue – you know you want it. Subscribe today and join us on the eve of a brand new era in gaming. Dreamcast is here!

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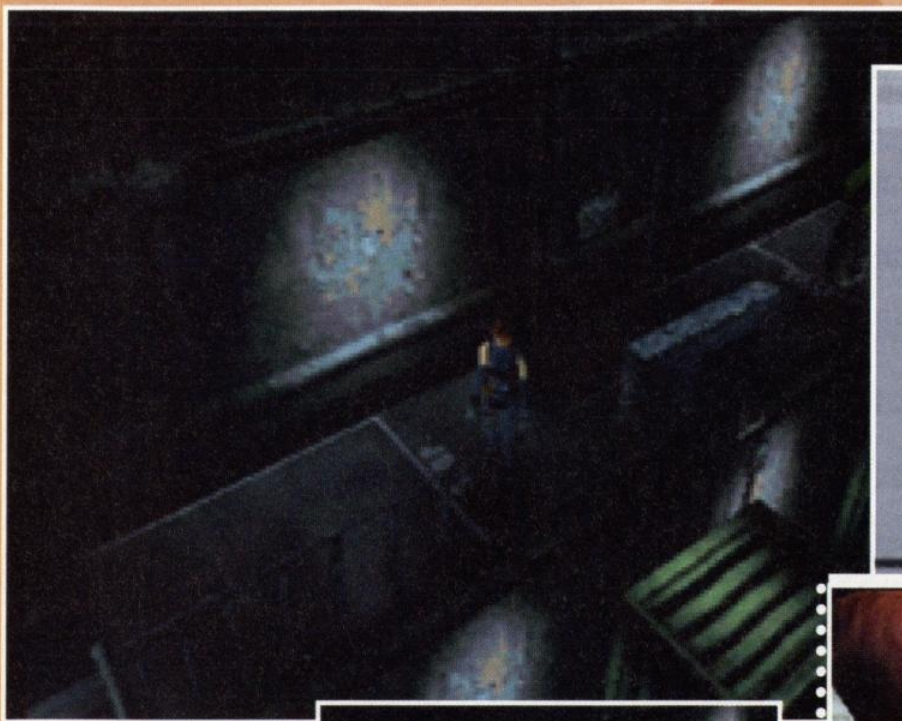
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AUGUST SUBSCRIPTION WINNERS

Prize - Guillemot Pump Action Light Gun thanks to Ubisoft.

Winners: Stephen Rothery, Bellbowrie Qld; Christopher Clarke, Packam West SA; Ben Stelzer, Mathoura NSW; Tom Berry, North Caulfield Vic; Asher Wolfson, Eastwood NSW; Daniel Smith, Highton Vic.

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Dino Crisis

PLAYSTATION

AVAILABLE:
OCTOBER/NOVEMBER

CATEGORY:
SURVIVAL HORROR

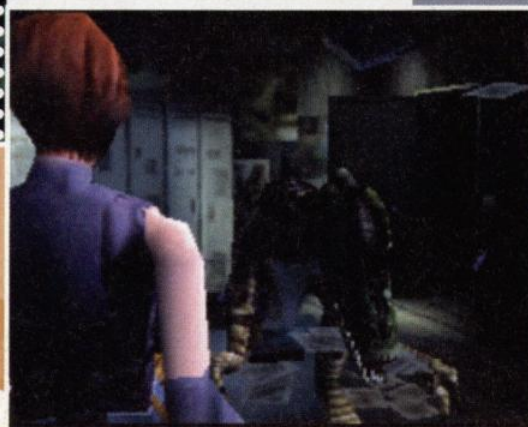
PLAYERS: 1

PUBLISHER: CAPCOM

You could almost say it was inevitable. On one hand, you have Resident Evil, one of the scariest and most popular games on the PlayStation. On the other hand, you have Jurassic Park, one of Hollywood's big budget special effects extravaganzas that feature a bunch of terrible lizards trying to make lunch meat out of the remaining humans on a remote island. Mash them together, and you get Capcom's newest alternative to the Resident Evil series, Dino Crisis.

A PLOT STRAIGHT OUT OF HOLLYWOOD

The premise of Dino Crisis sounds very much like a combination of the script to Jurassic Park and Aliens. It all starts out with Professor Kirk, a brilliant young scientist whose potential was cut short by an experiment gone wrong. The good professor had been making steady progress towards synthesising a source of clean energy, or what would otherwise bring about the third energy revolution to the



world. In spite of his best efforts, the Government never supported him.

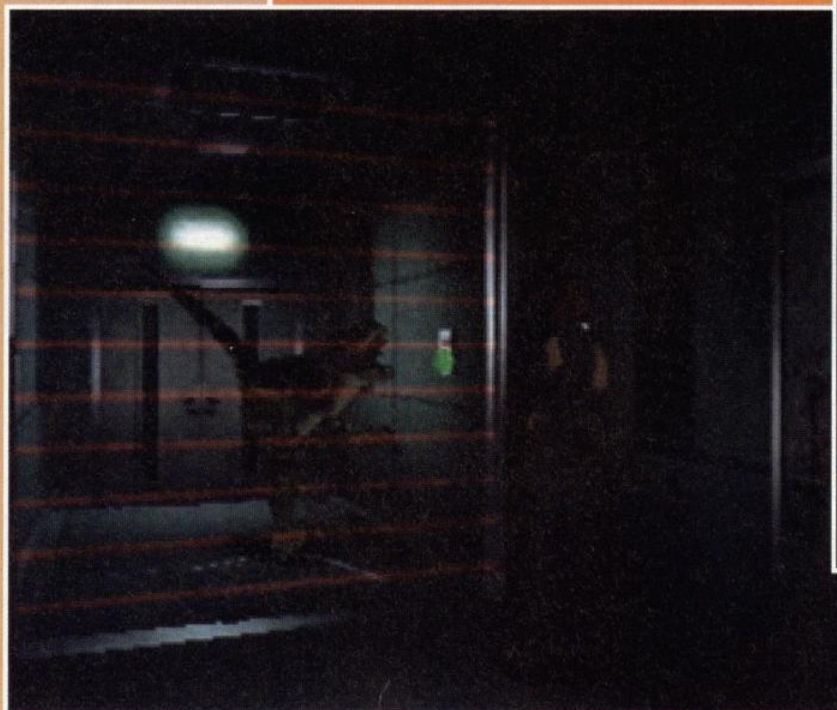
Three years later, a crack government operative discovers a secret laboratory on a remote island where weapons are being stockpiled. Professor Kirk is also discovered to still be alive and kicking, and continuing his work on Clean Energy. Unfortunately, the operative was not able to ascertain the exact nature of the research,

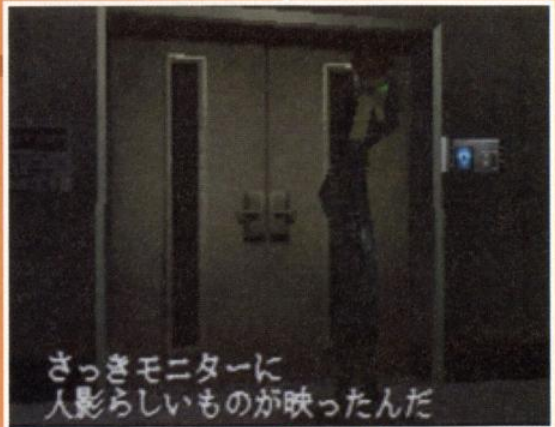
nor whether or not weapons research was involved. An educated guess, however, told the government agencies that Professor Kirk must have been nearing the final stages of his research.

This is where you come in. Your name is Regina, the member of a covert ops team that is sent in to infiltrate the base and to "repatriate" Professor Kirk alive. Your team members parachute down to a nearby forest, but once you reach the base, you discover that one of your colleagues has disappeared, and

that the entire base has been deserted. Later on, the discovery of a few severely mangled corpses and the sighting of a few overgrown reptilians point to the possibility that dinosaurs have overrun the island. From there, your

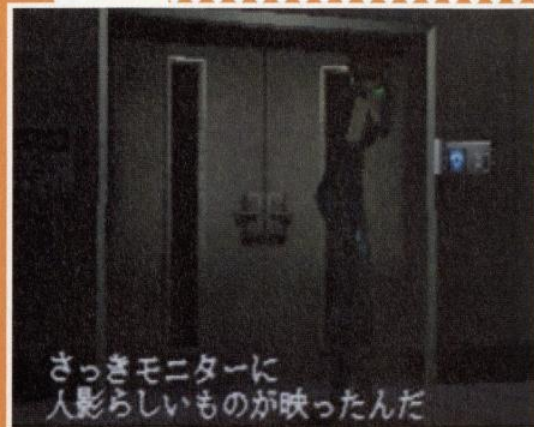
WOW-O-METER





CINEMATIC SEQUENCES

Dino Crisis will be supplemented by a series of FMV sequences that, from what we've seen thus far, look quite impressive. Not only does the choreography resemble a great Hollywood flick, but the dinosaurs themselves look and animate just as nicely as what was seen in the Jurassic Park films. Take a look at some of the footage for yourself!



objective takes a slight detour towards the more complex, requiring you not only to find Professor Kirk, but also to escape the island without having your guts ripped out.

RESIDENT EVIL WITH AN ANGLE

What this will translate to as a game is something that most fans of the Resident Evil series will be familiar with. Pressing up and down causes you to walk forwards and backwards, while pressing left and right will cause you to rotate. You'll be armed with shotguns and tranquiliser guns; and you'll have to manage items like ammo and first aid as you travel through all the different sections of the base.

The main difference, however, is that the backgrounds are now entirely three-dimensional. Games like Resident Evil 2 previously allowed you to navigate through a pre-rendered 2D bitmap, which essentially tied them to their fixed-point perspectives. Being three dimensional, the cameras in Dino Crisis have the ability to move along with the main character, and even be directed to move around for dramatic effect at key points in the game. When done

properly, the cinematic effect that is so valued in the Resident Evil games is heightened by the use of more techniques in camera direction.

Like Metal Gear Solid, Dino Crisis makes every endeavour to be as comprehensive and detailed as possible. Of course, portraying every last object in the immediate area will mean a reduction in the game's resolution, but from what we've seen of the game, it's not necessarily a bad thing. Dino Crisis will utilise a similar dithering technique to what was used in Ridge Racer Type 4, allowing the programmers to pack in much more detail than had been previously possible. The end result is something that looks distinctly better than the comprehensive 3D layouts of Metal Gear Solid, and miles ahead of Silent Hill, which is probably a fairer comparison.

HEY! THESE ZOMBIES ARE FAST!

One of the more surprising aspects of Dino Crisis is that even though it feels like you're playing a Resident Evil derivative, it becomes completely different once you meet an actual dinosaur. Unlike zombies, who make their way towards you like a

pack of retarded lemmings, the dinosaurs are very fast and very smart. The velociraptors, which you encounter the most, are particularly scary in the way they stalk you, scope out where you are, and suddenly lunge out at you. It's one thing to see it happening, but at one in the morning with all the lights turned out, it's also disturbingly creepy to listen to. Beneath the chilling background music, you can make out the shuffle of padded feet and claws against the floor panels. The fright you get from these things makes the pants-staining experience with the Licker in the Interrogation Room of Resident Evil 2 look like a damned cakewalk.

On top of that, Capcom have introduced a slightly more intelligent set of features when it comes to fighting off those nasty lizards. For instance, when one of the raptors lunge out to attack you, they can actually knock your weapon out of your hand! Features like this add a freakish level of reality and fear to the game. Not only are you trying to avoid getting killed, but you're also trying as hard as possible not to have the life scared out of you every time a monster comes after you, and you have to make sure you don't get your weapon knocked away.

The only problem we've taken note of so far is that the damage system for killing the dinosaurs is very similar to killing zombies. That is, you take a shot at the dinosaur, it flinches, then you repeat the process a few more times until it curls up on the ground and stops moving. The dinosaurs can kill you in the same way as well. They'll scratch you, bite you, and grab hold of your arm and fling you around the room until you die. This is all well and good, but it seems a tad ridiculous when in theory, these monsters should be able to kill you with a single swipe.

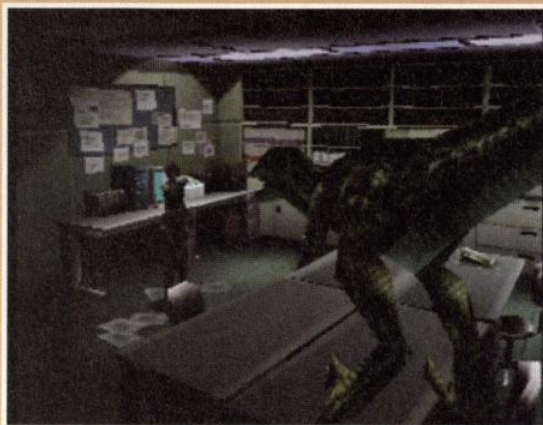
NON-LINEAR GAMEPLAY!

Another new feature that will be offered by Dino Crisis is the ability to take on additional missions. Several points in the game will bring you to that proverbial fork in the road, where a distress call on your communicator will indicate that one of your team members is in need of help. Your alternatives are either to go to the aid of your colleague, or to bugger that colleague off to hell and continue on with the mission of

finding Professor Kirk.

This will be a fantastic change of pace to every adventure game that's on the PlayStation. Usually, an adventure game would require you to follow a pre-determined sequence of puzzles and challenges in order to finish the game. By providing the option for slight plot variations, Dino Crisis will not only make itself a more interesting game to play, but also increase its replay value for those who'll be left wondering whether they would've been better off if they'd just buggered off their buddy to hell.

With the addition of Dino Crisis to their release schedule, it would appear as though Capcom have got their Christmas market cornered. Not only are we looking at Dino Crisis, but there's also Resident Evil 3: Nemesis, which is currently scheduled for a January 2000 release. All we can say is that we're waiting for both games with high anticipation; and particularly for Dino Crisis, whose new features could possibly pave new roads of development for the genre to follow.



THE RESIDENT EVIL CONNECTION

Dino Crisis was developed under the supervision of Shinji Mikami, the same person who was behind the production of the Resident Evil games. It's therefore understandable that Dino Crisis should not only bear such similarities to those games, but also carry with them the quality of execution that is associated with the Resident Evil games.



Resident Evil 3: Nemesis

PLAYSTATION/PC

AVAILABLE:

JANUARY 2000

CATEGORY:

HORROR SURVIVAL

PLAYERS: 1

PUBLISHER: CAPCOM

The eagerly awaited third instalment of the Resident Evil series is creeping eerily towards our shores. Its head lolls at a freakish angle. Its moans travel through the industry press. It lurches with undying relentlessness towards retailer's shelves, eager to infect the formative minds of our youth, and to eat their brains.

Resident Evil is one of the games on the PlayStation, and its horror movie appeal has won it fans in all demographics. The adventure formula used is very solid, so in releasing this sequel, Capcom intend to give fans more of the same. More zombies, more puzzles, and more locations to explore. And perhaps most important of all, more alternate costumes for the female lead.

IN THE LAST EPISODE OF RESIDENT EVIL...

Resident Evil 3 fills in the gaps left between 1 and 2. It is a combined prequel/sequel, with half the game taking place 24 hours before the events of Resident Evil 2, and half 24 hours later.

You start off controlling Jill Valentine. She was one of the characters in Resident Evil one. After facing innumerable horrors at the hands of the undead, she was subjected to the inhumanity of bureaucracy. The Raccoon City police didn't buy their zombie horror story. The police chief, being in the pocket of the Umbrella Corp, didn't help either. Raccoon City was enjoying an economic boom thanks to the new Umbrella Labs in town, but the peace-loving citizens were unaware their home town was being used to develop a hideous bio-weapon, the zombie-creating T-virus. Understandably, the town's founding fathers were willing to turn a blind eye to one or two transgressions, but before they knew it the whole darn city was crawling with zombies!

Jill starts her misadventure with the bodies still warm, as it were. While trying to escape the city and its zombie outbreak, she's knocked out cold. 48 hours later, you take command of Carlos Oliveira, ex Umbrella employee and mercenary bad-arse. It's then his job to try and find a cure for the sickly Jill, who's looking a little pale...

SOMEONE'S BAKIN' BROWNIES

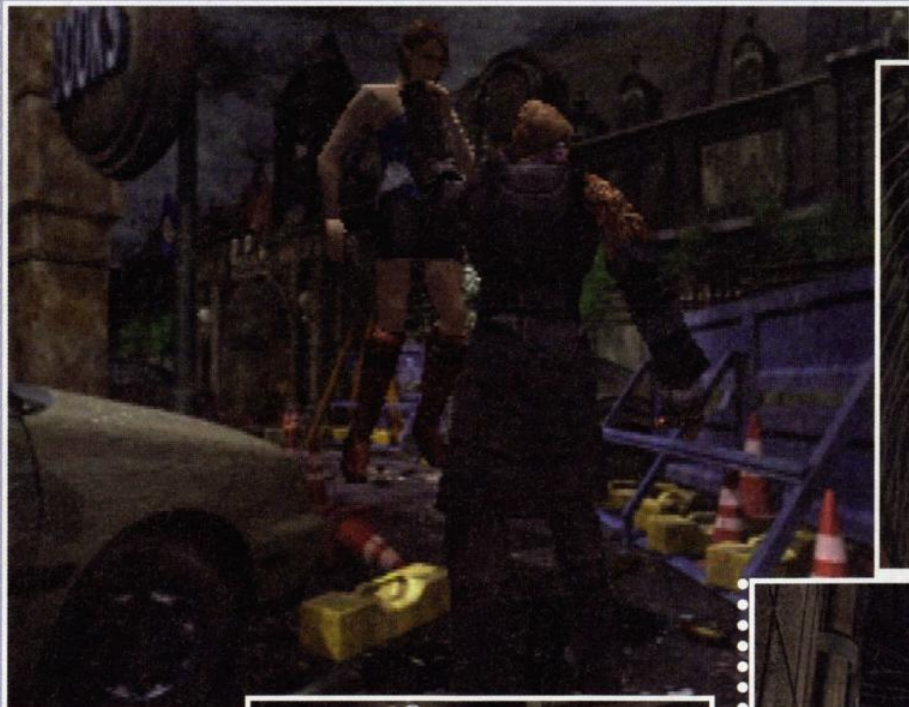
Resident Evil 3: Nemesis takes everything about number two and shits all over it. There are now different kinds of zombies, with disparate physiques, abilities and genders. The graphics engine is souped up, with more characters on screen at once and higher polygon counts. Your characters are more versatile, easier and more intuitive to control. The zombies are creepier, and there's even a recurring ultimate enemy for you- the Nemesis. This eight foot tall mega zombie wears a black trench coat, wields a bazooka, is stronger and faster than you, and is really

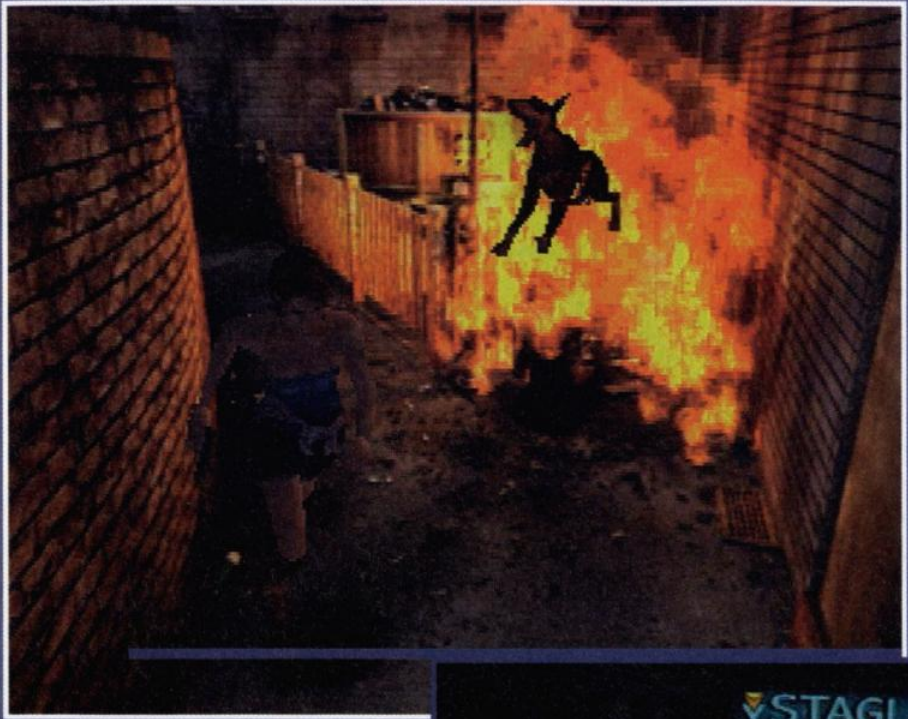
out to ruin your day. The zombies are now relentless bastards, and the overall package looks almost as good as a Dreamcast game.

If there's any criticism for the series, it's in the control system.

You control your character by rotating them left or right, and then moving forwards. This is not exactly intuitive for most people. Also, the rooms and areas you explore are pre-rendered backdrops. By not using polygons for the backgrounds it looks prettier and runs smoother, but you can only find out where you're going by trial and error. The static screens also work in your favour, as you can round a corner knowing nothing of the horror awaiting you when the next one loads.

This is going to be the last Resident Evil adventure on the PlayStation mark one, and it's shaping up to be the definitive experience. There aren't a lot of games that can really scare you. This one gives me the creeps just thinking about it.



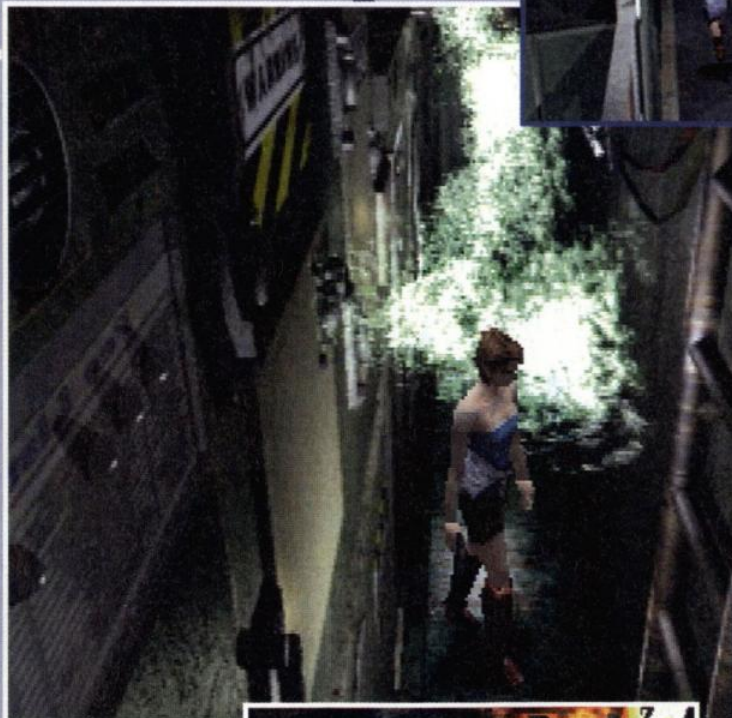


PREVIOUSLY, IN RACCOON CITY

The scene? A sleepy city in the American heartland. Responding to a mysterious disturbance, an elite team of STARS (Special Tactics And Rescue Squad) operatives are sent in to investigate, and rapidly find themselves overwhelmed by an army of mutant zombies! Their helicopter is soon overrun, and they have no choice but to take refuge in a creepy old mansion. Just like in Scooby Doo they split up to investigate, only to fall foul of the army of ungodly horror that threatens the American way of life.

So went Resident Evil one. Live human actors played in the movie sequences that ran at crucial points in the game. This was in stark contrast to the polygonal nature of the player-controlled characters. One minute you were watching B-list actors running around in camo and sweating through their makeup, the next you gawked at cutesy FF7-esque characters. Each would twitch pathetically through their animations and walk like they had a pole up their arse.

Resident Evil 2 made great strides in closing the gap between the movie cut scenes and the ingame action. The movie sequences that played throughout the game were now completely computer generated. This allowed for big-budget effect like, say, a crashing petrol tanker. It also made for more seamless connection with the player controlled parts, who's animation and look had been improved markedly. This set a largely non-laughable stage to pitch the horror and plot, which actually were pretty scary. Not so much a sequel as a more definitive experience, Resident Evil 2 is the higher watermark of the two.



Perfect Dark

NINTENDO 64

AVAILABLE: DECEMBER

CATEGORY:

FIRST PERSON SHOOTER

PLAYERS: 1-4

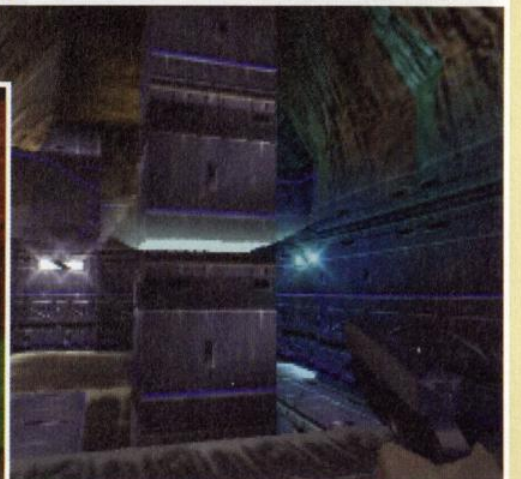
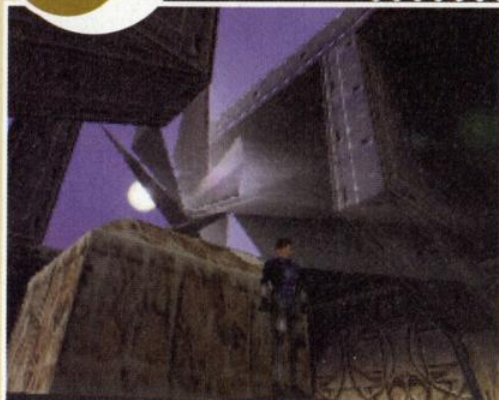
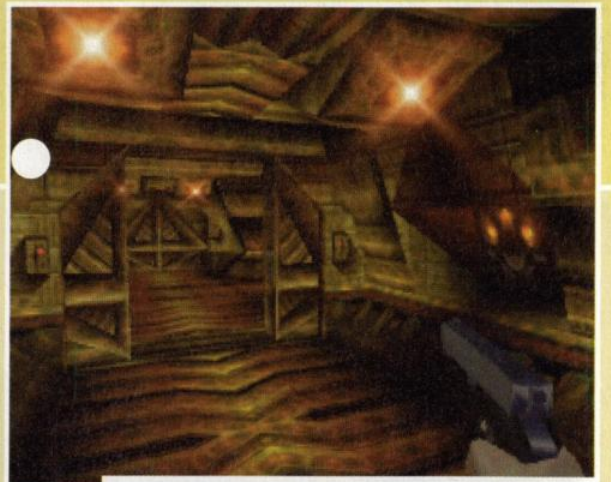
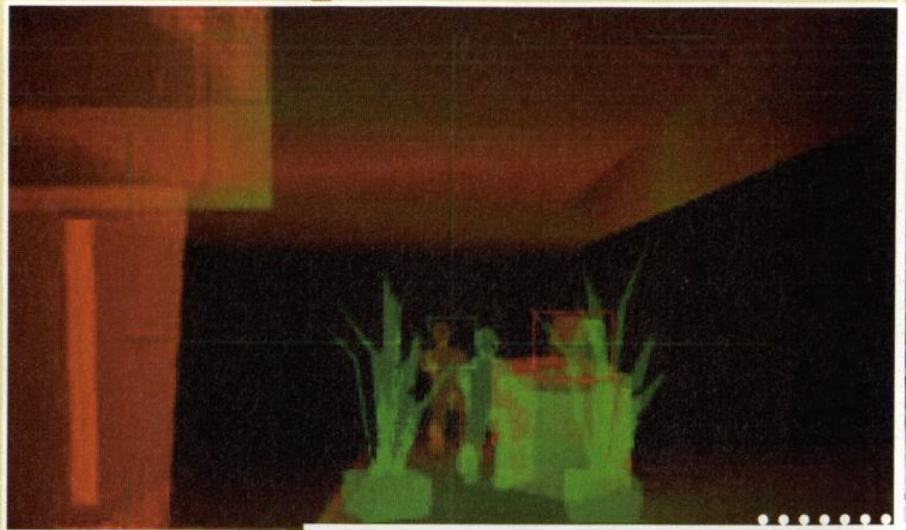
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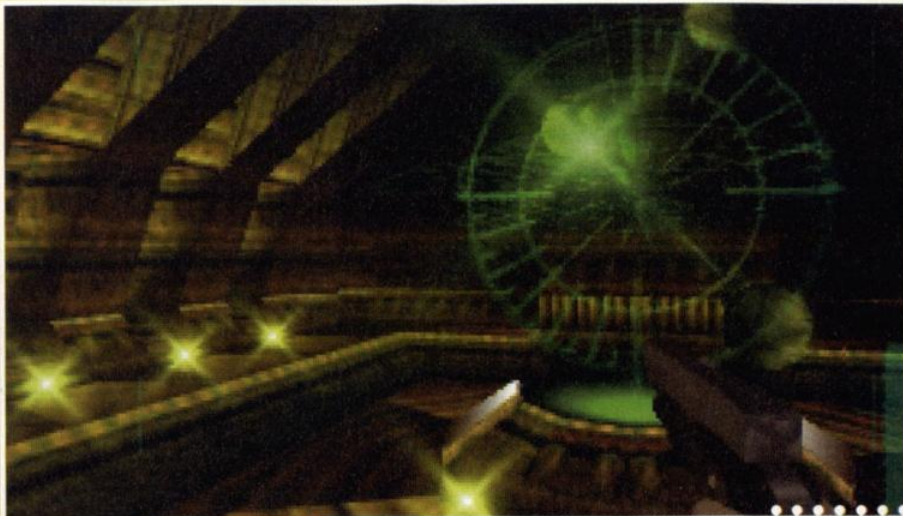
NINTENDO/RARE

Step aside Miss Croft, there's a new super-babe who's gonna knock your silicon boobies into outer-space. Yes, for all those who have eagerly awaited Goldeneye's sequel, Perfect Dark, your excruciating pain will soon be ended. With an abundance of new and innovative features, phenomenal weaponry and a multi-player mode that will set new standards for others to follow, Perfect Dark is ready to crush its prequel and takes its place as one of the best first-person shooters ever crafted.

From what we saw, the quality of Rare's shooter matches its name; perfect. You step into the stilettos (c'mon, as if you haven't done that before) of Joanna Dark, a secret agent, who must unearth the evil workings of the clandestine DataDyne corporation. Played from a first-person

perspective, our heroine sneaks about solving puzzles and slaying anybody who dares stand in her path. Under that sexy exterior is a woman to be reckoned with and this little vixen has an armoury of weapons that makes Rambo look like a Girl Scout blowing a pea-shooter (hey, I said pea-shooter). With no less than forty weapons of destruction at her fingertips, Perfect Dark's espionage-style gameplay is offset brilliantly with frantic gun battles, explosions and viscerously realistic death animations.





The game is set in the year 2023, giving the developers freedom to create an array of mouth-watering firepower. For those of you who need to know, here's a taste of the butt-smacking arsenal to drool over; there's the Falcon 2, the LapTop gun, the AR-34, swords, knives, crossbows, shields and just about anything you can imagine that burns, pierces, or explodes. One gadget that did grab our attention was the FarSight. This little baby enables the owner to see through walls, home in on a target and put a hole in their head. That's right; through concrete!

Rare have also gone to great lengths working on their new and improved death animations. They include injured enemies slowly dragging themselves away, clapping their necks to stop the blood gushing out and squirming in pain until they die. This, along with the added blood effects, which now sprays buckets over walls, objects and the enemies themselves, is a sign of Nintendo's gradual relaxing of their formerly harsh stance on violence. A great improvement is that, unlike GoldenEye, the bodies of enemies will remain where they fell until the completion of the level, so every time you pass them, there's no harm in popping an extra slug into their sorry behinds, just for the heck of it.

What amazed us the most, was the hour and a half of stylish cinematic cut-scenes that bring together the complex storyline. The opening scenes show Joanna Dark's spacecraft, hovering above a futuristic city accompanied by full speech and moody music, evoking a somewhat similar atmosphere to the movie Blade Runner.



Forget the Nintendo 64's usual fogginess, the programmers have managed to take the original and pack it full of extra levels, features, crisper graphics and better sounds without compromising any of the silky smooth motion or gameplay.

What about the multiplayer modes? Seeing that the multiplayer mode played a major part in shaping GoldenEye as one of the most successful videogames on the N64, or any other console for that matter, Rare have spent a considerable amount of time tweaking Perfect Dark into the ultimate multiplayer game. Not only have the levels

been designed for the perfect deathmatch experience but the options now available will have you sitting in front of the television eating Cheezy-Poofs until the early hours of the morning. Rather than just three of your friends to contend with, Perfect Dark has incorporated the application of computer controlled bots. Along with four human players, six other bots can now frolic about the fighting arena armed to the teeth. These bots aren't going to waddle around like ducks for you to take easy

potshots at either, each will behave realistically according to the environment they're in and display frighteningly artificial intelligence. When we fiddled around with the multiplayer mode, we stumbled across a feature that adds a new spin to standard N64 multiplayer gaming; the ability to team up bots with human players. Using the D-pad, you can control bots in a simplistic manner, having them sit tight

and guard a certain area or patrol sections of the playing map and gun down any enemy they may encounter. If that wasn't enough, Perfect Dark, like many forthcoming games, will make use of the mighty Game Boy Color. Using the Game Boy Camera you can take a snappy picture of your mug and place it over one of the character's faces, thus transporting yourself into the world of

pixels, mip-mapping and interlacing. You could even take a picture of your local parking officer and get some serious air conditioning happening on him.

For those sceptics who thought it impossible to better GoldenEye, watch out. Joanna Dark is in the house...



been designed for the perfect deathmatch experience but the options now available will have you sitting in front of the television eating Cheezy-Poofs until the early hours of the morning. Rather than just three of your friends to contend with, Perfect Dark has incorporated the application of computer controlled bots. Along with four human players, six other bots can now frolic about the fighting arena armed to the teeth. These bots aren't going to waddle around like ducks for you to take easy



Frame Grid

DREAMCAST
AVAILABLE: TBA
CATEGORY: MECH ACTION
PLAYERS: 1-2
PUBLISHER: FROM SOFTWARE

As far as mech games go, most people are only familiar with the Mechwarrior series of games. Arcade-style mech games aren't all that well known. As far as the Western markets go, we've only known of the Virtual On series in the arcades and Armoured Core, Trap Gunner, and possibly Ghost in the Shell on the PlayStation. Enter Frame Grid, one of the newest additions to the genre, and the first of its kind to appear on the Dreamcast.

Frame Grid was developed by the same team that produced the Armoured Core series on the PlayStation. If you're familiar with the Armoured Core

in huge mechs that you can customise through the course of the game. Every conceivable aspect of your mech can be customised. With the weapons, you can select a primary weapon that's fitted to your right hand, a bladed weapon that's sheathed by your waist, and a power-weapon that's fitted to your shoulder. After that, you have to deal with the shield that's fitted to your left arm, the armour on your upper and lower torso, the leg structures you use, the type of jump-jets you use, the colour scheme you want on your paint job... half the enjoyment of the game is actually in the preparation of your kick-ass mech before a battle.

The locations of these battles are equally as detailed, taking place in fully three-dimensional landscapes such as castles, forests, collapsed bridges, caves, and so on. While on one hand these



games at all, you'll recognise most of the in-game features and menu options, as they have been reproduced in much the same way for Frame Grid.

MECHWARRIOR, MEDIEVAL STYLE

Taking place in a fictional world that melds the high technology of mechanised warfare with a medieval civilisation that's bountiful in nature's reserves, Frame Grid is a mission-based game that has you taking the role of a clan member. Once affiliated with a clan, you travel out to different locations to do battle with members of rival clans.

These battles are fought out

locations are fantastically detailed and scroll around smoothly without any hiccups, they also add immensely to the gameplay for their interactivity. You could, for instance, hide behind a tree in the forest in order to avoid enemy fire. Every aspect of these locations - hills, castle walls, water, cliff faces - can be exploited to your advantage.

YOU AND WHAT ARMY?

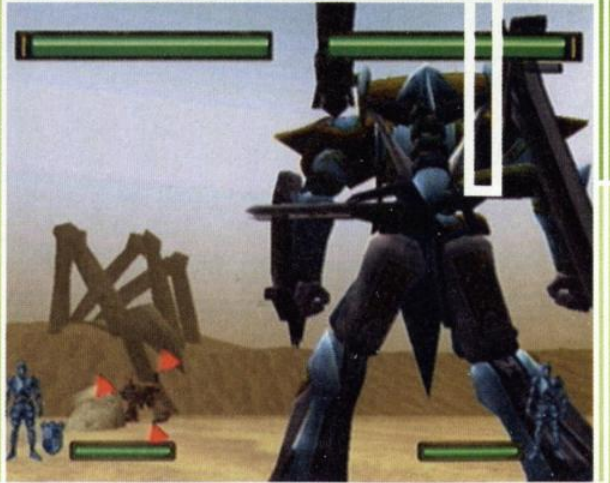
Most other games in this genre pits two robots against each other, and it's precisely for this reason that many people find such games boring because there's only ever the one target to shoot at. Frame Grid offers a much more

dynamic experience with its Squire system. Throughout the game, you can collect different types of gems from fallen enemies. These gems can be combined in various ways to create a supporting robot, or Squire, to help you in your battles. You can carry up to seven Squires around on a battlefield, weight limitations permitting, and spawn them at any time you like. These Squires have their own energy bars, weapons capabilities, and manoeuvring advantages.

The total effect is like nothing any console has ever seen before. You could potentially run for dear life through a forest with eight nasties chasing and firing at you from all directions, casting magic spells like surrounding you in a rock prison; and you'd be busy trying to stay in the pocket of protection provided by your own Squires. The best part is that there's absolutely no slowdown whatsoever, thanks to the Power VR chip that throws around all of this action effortlessly.

TRYING TO PLEASE EVERYONE

Whilst Frame Grid will have all of the anime and mech fans salivating, it's still a mech action game at heart. Hopefully, the more frantic action that is provided by the Squires and interactive 3D environments will strike a balance with the recreational gamers who just want a really quick tonk. We'll keep you posted on this game.





AWESOME 2-PLAYER ACTION

Frame Gride allows simultaneous 2-player split screen action, which suffers from none of the slowdown you'd expect on any other system. You can also compete online through the game's internet compatibilities.

SAME CONCEPT, DIFFERENT GENERATION

Without even playing the game, it should be plainly obvious to anyone who's into mech sims that Frame Gride is of an exceptional pedigree. Its developers, From Software, are the same group who produced the cult hit, Armoured Core for the PlayStation. Both games share striking similarities in structure and design, particularly in how you can customise every limb and weapon on your robot's body. Whilst Frame Gride doesn't have the same benefit of Kawamori Shouji's brilliant mech designs, they nevertheless resemble something out of the latest anime mech hit, Vision of Escaflowne.



South Park Rally

NINTENDO 64/
PLAYSTATION/PC

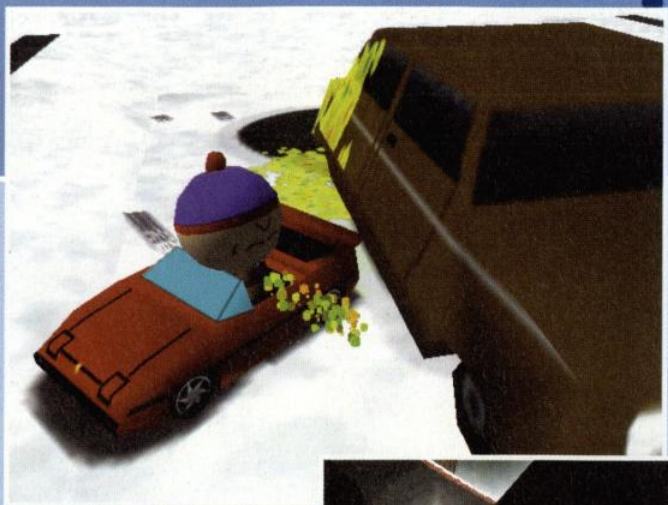
AVAILABLE: NOVEMBER
CATEGORY: RACING
PLAYERS: 1-4
DEVELOPER: TANTALUS

After continued success, Karting games have proven themselves worthy of their own genre in videogaming. Seeing that Mario Kart 64 and Diddy Kong racing out sold Gran Turismo, V-Rally and the Ridge Racers, there's no denying that a non-serious racing title should be in your game collection and since it's coming out on all formats, there's no excuse.

If you enjoy the occasional anal probe (and who doesn't?), owning a pet turd and have a foetus growing from the side of your face, then this game is definitely for you. An Australian company based in Melbourne who call themselves Tantalus, are close to completing a new karting title based on the fart-joke orientated (Somehow, fart jokes never seem to wear thin, do they?), hit cartoon, South Park. The developers are attempting to pack into this title as much fun and edge-of-the-seat racing as Mario Kart, but at the same time remain original by injecting it with a little Weight Gain 4000 and innovative ideas.

Tantalus have spent a considerable amount of time nutting out ways to make the multi-player mode as much fun and varied as possible. Some of the

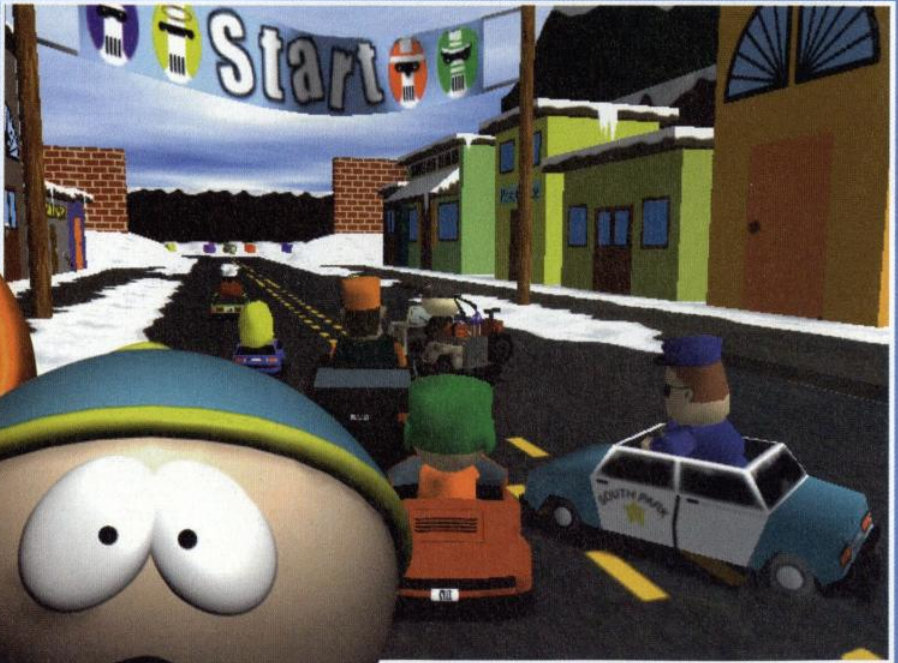
modes include tag, hot potato, running bases and kill-the-guy-with-the-ball. Kick-ass dude! The copy we played included a Christmas Tree match, which had each player attempting to grab the last present under the tree and cross the finish line first. Of course, all other



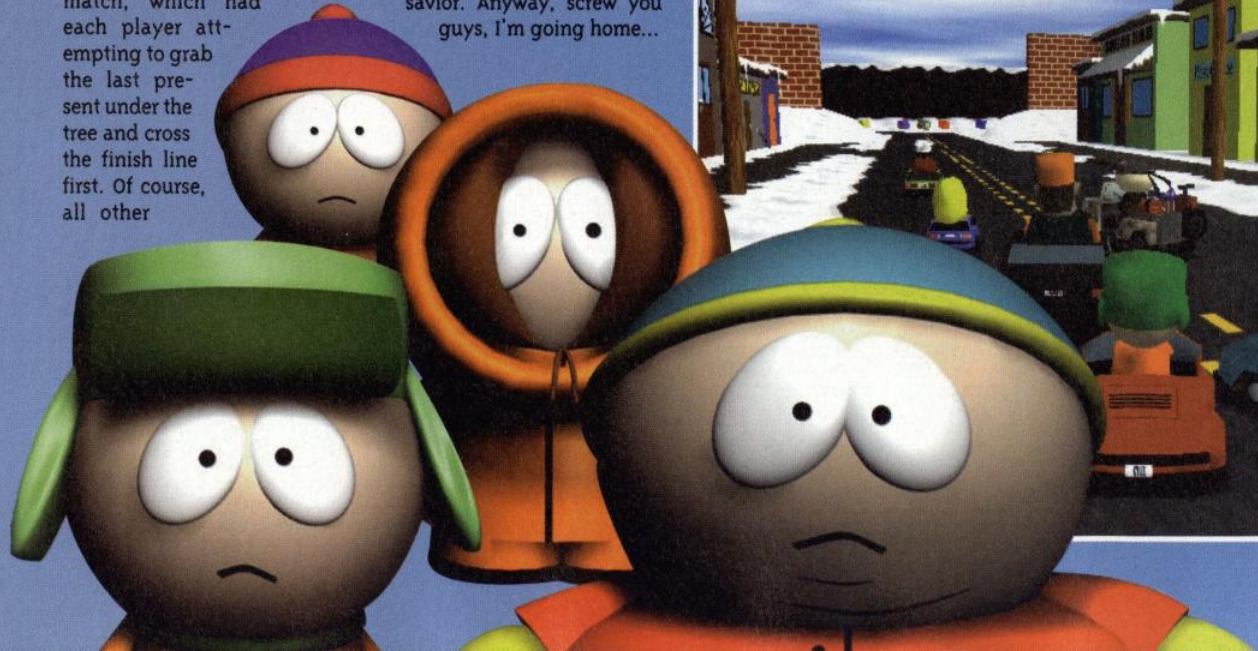
players will do anything to get that present from you.

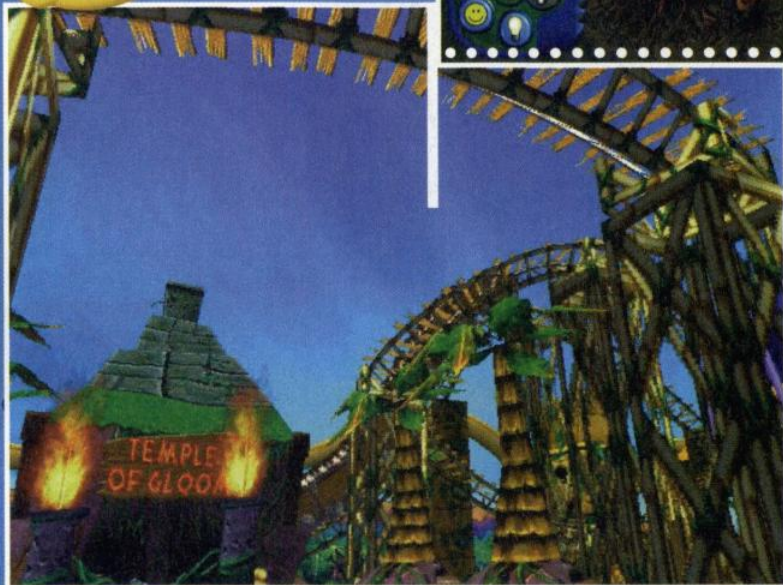
Expect to see cool pick up items like a Terrance and Phillip fart turbo (See, it's still damn funny!), vomit ability, Weight Gain 4000, Mr. Hanky, Cheesy Poofs and some salty chocolate ball action. Each selectable character (over thirty in all) will have their own (jeez, did I say over thirty?) attributes and downfalls, making some work better than others on certain tracks. Each character will have voice sampling directly from the cartoon, as our spies have ascertained that Matt Stone and Trey Parker (the creators and voices of the characters) are currently recording plenty of new samples. A funny line that we liked in the game was Kenny saying, "Mmmmmpppphh, mmmrrpph, mrrph, mrrrrpphh." Although this may be edited later due to Kenny's foul language, it was funny all the same. You even get to see Eric Cartman in police uniform and on his tricycle yelling, "Respect my Authori-tahhh-hh!" as he hurtles his big-boned, fat ass down the track.

For all those PlayStation owners who yearned for a good karting game, this may be your savior. Anyway, screw you guys, I'm going home...



WOW-O-METER





Theme Park World

PC
AVAILABLE: DECEMBER
CATEGORY: SIM
PLAYERS: 1
PUBLISHER: BULLFROG

Four years ago, Bullfrog's Theme Park hooked gamers by the modeload with its quirky take on the world building sim. The traditionally dour buildings and serious objectives were replaced by rollercoasters, fairy floss, merry-go-rounds, handy-men, a good dose of humour, and addictive gameplay. The combination of world building gameplay with a funny, cartoony scenario proved to be irresistible, and Theme Park became a classic. No surprise really, who hasn't dreamed of building their own fun park?

Since then, Microprose's excellent RollerCoaster Tycoon has usurped Theme Park for the title of "king of the amusement park sim". Although it borrowed heavily (read, "stole") from Theme Park, RollerCoaster

Tycoon rocked because it introduced new elements like the ability to build your own death-defying rollercoasters.

Bullfrog's next effort, Theme Park World, is on the horizon now, and looks like it may redefine the genre once again. New features, tweaked gameplay, greater depth, and a technically impressive engine are just a few of Theme Park World's strong points. Theme Park World is set across four unique locations. Each has radically different looks, and hosts its own set of rides and attractions. There's Fantasy World, Outer Space, Lost Kingdom, and Halloween World. Within these worlds, you'll have an unprecedented freedom to create and manage. Annoying elements from the original (like floating your park on the stock market) have been ditched, and a new, more comprehensive set of options take their place.

As you'd expect, you have complete control over all aspects of the park, from hiring staff to admission prices. You can even train your staff to make them more effective. Not only will there be plenty of depth and variety, but Theme Park World will do it in style. The game's interface is looking nice and intuitive, there's support for 3D sound, and most excitingly, the game engine supports hardware acceleration. The transition to 3D hasn't dulled the cartoony vibe, but it has allowed the developers to add plenty of new features. The park can now be

viewed from any angle, so you can zoom and scroll around with ease, and view the action (or lack thereof) from the perfect position.

Not only can you construct your own deviant rides, but you can actually ride them from a first person perspective as well. Whether or not the thrill (and associated nausea) of the ride will be accurately conveyed remains to be seen, but this feature certainly sounds promising.

Bullfrog are ensuring that the Theme Park World experience will last, with downloads of extra items and rides from the net. You can even upload your immaculate new park for the world to see (and judge). Theme Park World's main aim will not be to analytically recreate every single facet of running a theme park, but to strike a balance between creativity, fun and gameplay. Theme Park World is in the final stages of development as we speak and should be out for a Christmas release.



Xena: Warrior Princess

PLAYSTATION

AVAILABLE TBA

CATEGORY: ACTION

PLAYERS: 1

PUBLISHER:

UNIVERSAL INTERACTIVE

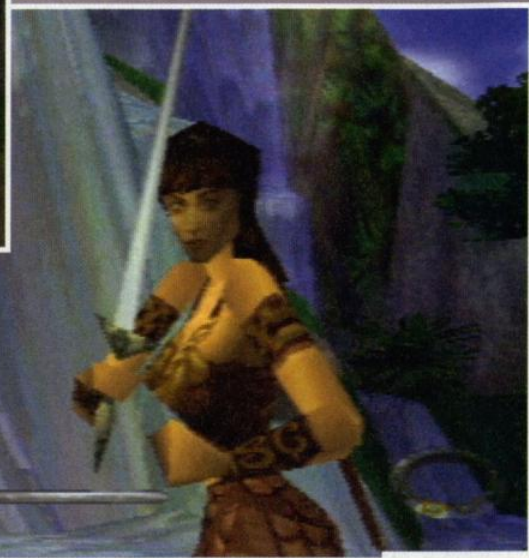
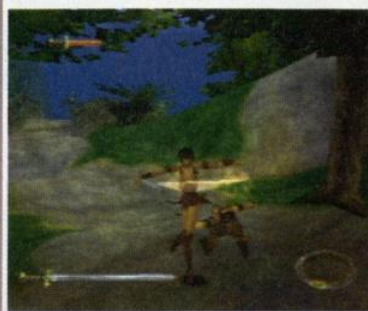
Entering the flooded genre of Tomb Raider style games, Xena looks set to (at the very least) have fans of the show scrambling to their local store for a copy. Xena is back into her familiar role of saving innocent villages from hordes of raving barbarians, whilst somehow managing to rescue her (very specifically NON-lesbian love interest) friend Gabrielle.



bit of leg in the process. Combat does, however, seem to be far more intricate and involved than TR. Obviously, you've switched your guns in this case for a sword, but with the plethora of moves that are available to you, it'll keep you swinging and slashing for a long time indeed. Even Xena's war cry is included, so if you're the kind of person that screams along with her as she dives into battle you'll be wailing to your heart's content (your neighbours probably won't be too happy though).

However, even for us non-Xena initiates, this looks like it may provide just the right mix of action, adventure and cleavage to keep the best of us interested for a long time. Keep your eyes peeled.

From what we've seen so far, it looks and plays very similarly to Tomb Raider. Viewed from a 3rd person perspective camera angle, you control Xena as she romps throughout the lands, smiting evil wherever it may rear its ugly head and taking every opportunity to show a



Sled Storm

PLAYSTATION

AVAILABLE: TBA

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: EA

Given a showing at this year's E3 was Sled Storm. A game that puts players in control of a snowmobile in an attempt to barrel down a hill as fast as they can whilst pulling off stunts and tricks for points.



Points earn you cash which can then be exchanged for upgrades on your snowmobile, allowing players to beef up their suspension or to soup up their engines.

You might be forgiven at first for thinking this looks like more of a snowboarding game than anything else. However EA have introduced some new elements into Sled Storm that have yet to be utilised in any snowboarding title. For example: EA is including a FOUR player split

screen mode. Now anyone with a multitap can rope together a few of their mates and go at it downhill together. They've also added a touch of Road Rash in that you're now able to actually to shout at fellow 'mobilers and

shove them into oncoming trees. Muahaha! EA are generally know for making titles that, on the whole, are very good. Sled Storm appears to be no exception. The varying course terrains combined with the

upgrades for your machine, the differing weather conditions and the multiplayer potential makes this title one to definitely watch out for.





Kaliba and populating the former house of worship with his dark minions.

It seems almost uncanny how much Darkstone borrows from Diablo, but to leave out any features that Blizzard included would be a bold move. There are four different character classes - Warrior, Mage Thief and Cleric. Each class has exclusive special skills not available to other classes. You can also select the gender of your character, which has no real game effect but their appearance does differ. "Control two characters simultaneously" states the list of features, but this isn't entirely true - you control one character at a time and can switch between the two. The computer controls the other adventurer. The controls are the same old "left to attack - right to cast spells" mouse and hotkeys, and the camera can be maneuvered so as to provide the best view.

Through all the glaring likenesses to Diablo, Darkstone is a compelling real time RPG game that bears inspection. The game is in the final stages of development - keep an eye out for the full review.



Darkstone

PC/PLAYSTATION

AVAILABLE: SEPTEMBER

CATEGORY: RPG

PLAYERS: 1-4

PUBLISHER: GATHERING OF DEVELOPERS

In 1997, Blizzard's Diablo took the RPG genre by the collar and gave it a hell of a shake up. Real time gameplay coupled with a random dungeon generator was the formula for a hit that was easy to pick up and hard to put down. While the next Diablo game is coming out shortly, it could have some serious competition in the shape of Darkstone. Darkstone is a venture into the

realm of dungeon crawling by the French developer Delphine (anyone remember Flashback and Fade to Black?) that certainly takes it's ingredients from Blizzard's recipe, but there's one major difference. Whilst Diablo went for the hand drawn sprite look, Darkstone is in 3D with beautiful high poly count characters that are reminiscent of those from Gauntlet Legends. 3D acceleration support provides lush graphics with transparency effects and real-time light sourcing to add a brooding atmosphere to those dank dungeon levels.

The Necromancer Draak has fashioned a dark artifact

called the Astral Hand that has allowed him to resurrect the Dragon Lord and assume its form. As being conquered by a lizard the size of a city block is a fairly inconvenient situation, there has been a drive to recruit warriors to topple the evil mage. Sages speak of the Time Orb, a powerful crystal capable of reversing the effect of the Astral hand and returning the land to peace. Ever the meddling evil bastard, Draak has made your quest more difficult by shattering the Orb into seven pieces and scattering the fragments throughout the temple of



WOW-O-METER

Draak has made your quest more difficult by shattering the Orb into seven pieces and scattering the fragments throughout the temple of

ARMORINES: PROJECT SWARM

NINTENDO 64/PC

AVAILABLE: TBA
CATEGORY: FIRST PERSON SHOOTER
PLAYERS: 1-MULTI
PUBLISHER: ACCLAIM

After the success of Turok 2, Acclaim entertainment have booked their 3D engine for another run through the realms of science fiction action under license to Probe. In this outing, *Armorines: Project SWARM* sees the earth under the relentless assault of insectoid aliens. So far all attempts to repulse the invaders have failed miserably, and it seems that the Earth has one final hope. Two experimental man-sized armoured exoskeletons that have been developed in top secret laboratories have come to light. Packed full of weaponry, these armoured suits are the world's last throw of the dice, and the clock is ticking...

Armorines takes a leaf out of the science fiction genre - the influence of many movies are quite obvious. Elements taken from films like *Aliens*, *Stargate* and of course *Starship Troopers* are readily apparent, and perfectly welcome, as they help set the atmosphere for the game even before you sit down to play.

The main feature of the game is the six-legged invaders. Probe has given the insects beautiful hi-res textures that make them look incredibly life-like, with a relatively low poly count. This gives the N64 plenty of left-over grunt to fill the screen with mutiple enemies, making the combat fast and furious. You have to really be on your toes to avoid being shredded by mantis-like forelimbs and fried to a crisp by bioelectrical blasts.

The enemies progress from tiny cockroach like creatures to massive ants the size of a small house. The death animations are very impressive, and there's great satisfaction to be gained from watching the bugs thrash and kick in their final moments.

The controls are carried on from the *Turok* games, and N64 first person veterans will slot into the action easily, but the mechanics of engaging

the enemy have changed. For most of your weapons, the ammunition is unlimited, but they have a slow reload rate. This forces you to choose your shots wisely, or else be at the mercy of the bugs while your gun recharges. The co-operative mode that gamers have been begging for for so long has finally been utilised, so you needn't take on the mutant insects alone.

The power suits in *Armorines* are so chock full of high-tech armaments that they'd make Iron Man cry. Ironically enough, the suits have quite an insectoid look to them - pure coincidence? They are equipped with an array of

lasers and rocket launchers, and a built-in zoom mode that allows you to snipe with any weapon you choose. Besides the armaments you begin with, you can also take possession of alien artifacts to destroy the bugs with. A xenomorphic staff tipped with an emerald was a particular favorite for dispatching the planet-

invading pests, but one question remained. What use would a six foot staff be to a giant ant? There's no real answer to that one.

Sometimes an *Armorine* can't be bothered walking. Some levels, you take to the sky in a heavily armed gun-

ship (on rails though). You fly over the level strafing the aliens with chainguns. Raining lead on the bugs from above looks great (beats *Mortain* anyday). The early beta version we got our hands on suffered from a great deal of fog, but this

WOW-O-METER





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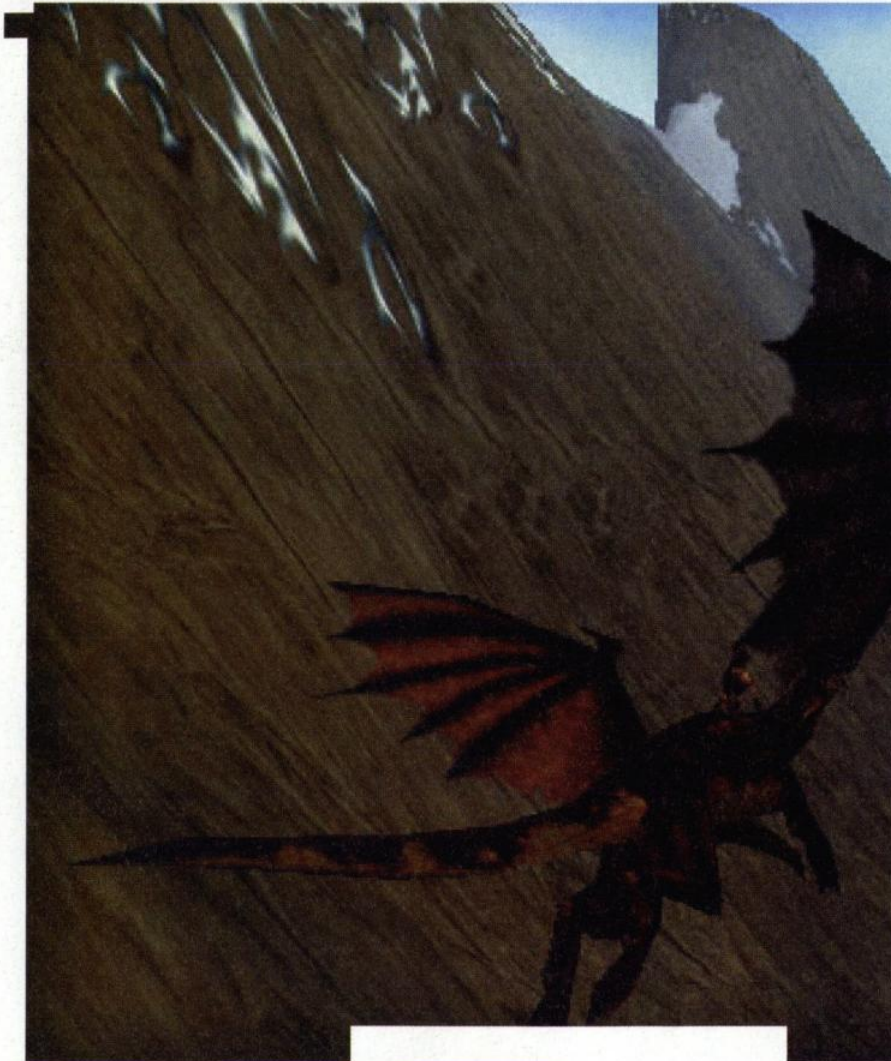


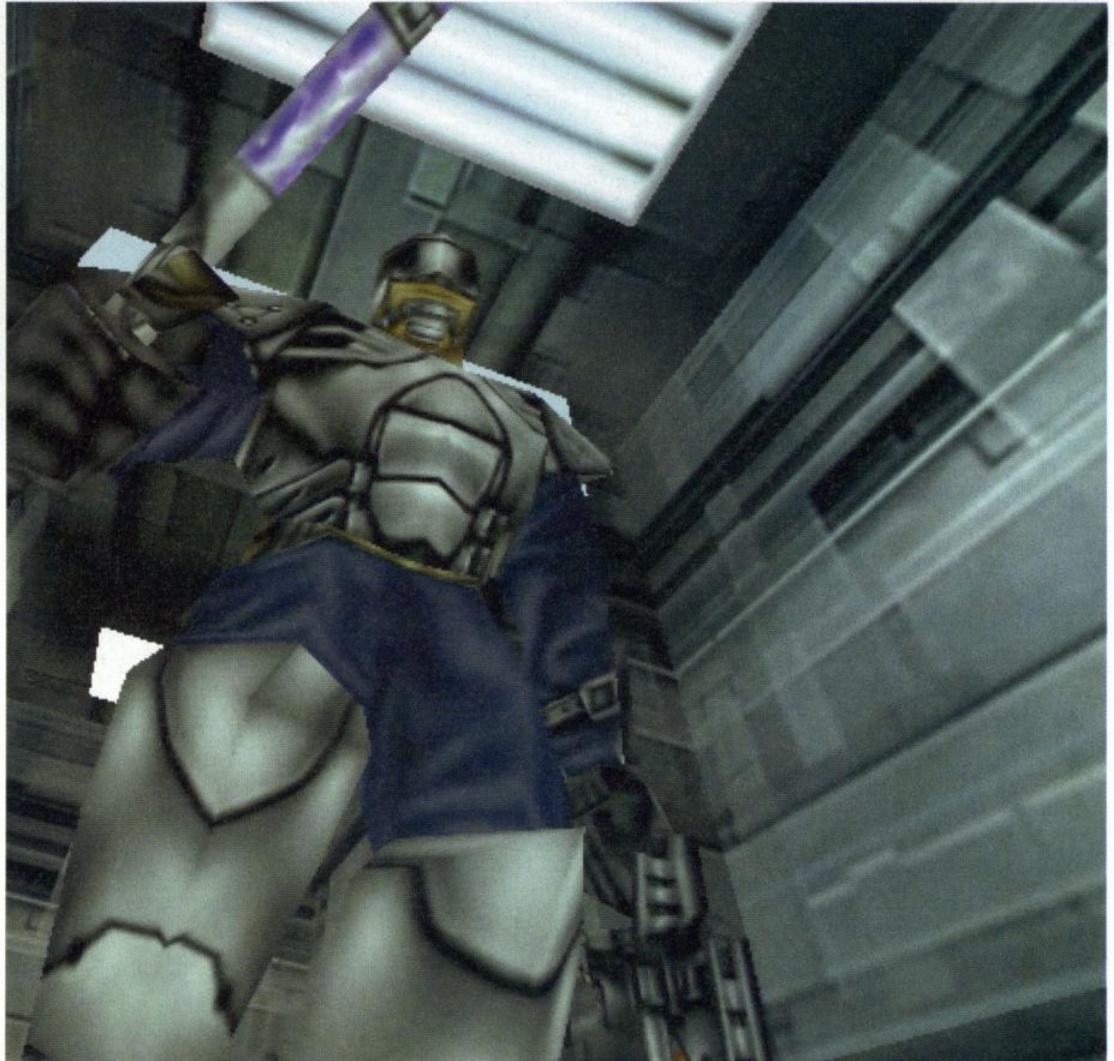
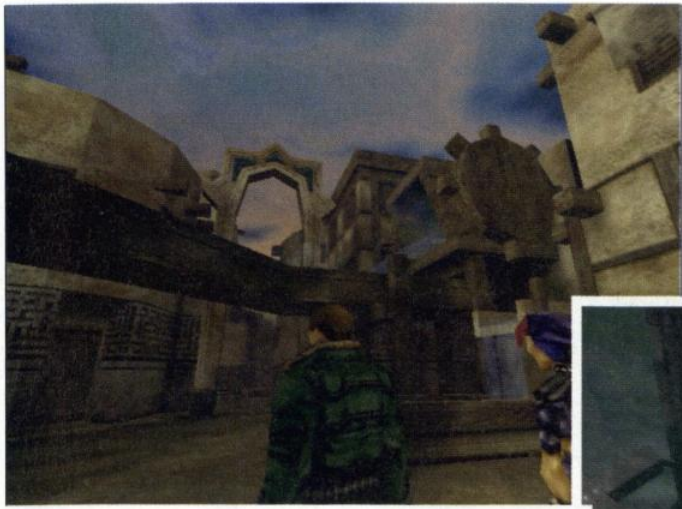
DRAKAN

PC

PSYGNOSIS

Lara Croft's sister is a dragon tamer for the local German circus... ok, I'll stop there. Drakan is a third person action/adventure that gives you the opportunity to fulfill all those fantasy novel fantasies of soaring through the sky on the back of a big, scaly dragon. The action takes place partially on foot and the other half of the time in the air, dogfighting with other winged beasts. Your character, a leather-clad warrior somewhere in-between Lara Croft and Xena, also wields a pretty big sword, so there's some hacking to be done too. Drakan easily earns a big place in this month's Eye Candy. Mmmmm...





ANACHRONOX

PC

ION STORM

Would you believe this is an RPG? Ion Storm had E3 goers popping eyeballs at Anachronox, and we must admit, it bodes well for Ion Storm even if Daikatana has become a bit of a never-ending joke. It's going to be a treat to explore the world of Anachronox, from the neon lights of some dark techy city to the dusty streets of ancient lands. Something about Anachronox reminds us of the RPG Shadowrun, in style at least. The slobbermeter is running high on this one.

UPCOMING RELEASES

The complete guide to what is coming out over the next month here in Australia

★ Stuff to get sweaty over....

PC

SEPTEMBER

- A-10 Warthog
- AFL Hall of Fame
- Attack of the Saucer-men
- Babylon 5 Space Combat
- Daikatana ★
- Drakan ★
- Driver
- Extreme 500
- Flight Unlimited 3
- Golf Course Designer
- GP500
- Gulf War
- Harley Road to Sturgis
- International Cricket Captain 2
- Le Mans
- MIG Alley
- Mission Impossible
- NHL Hockey 2000
- Nations Fighter Command
- Panzer Elite
- Pong
- Premier League Manager
- Prince of Persia 3D
- Rugby World Cup
- Seven Kingdoms 2
- Shadow Company
- Sierra Pro Pilot 3
- Sinistar Unleashed
- Space Invaders
- The Next Tetris
- Ultimate Golf
- Unreal Tournament ★
- Wargamer Napoleon 1813
- Wild Metal Country
- X Beyond the Frontier
- You Don't Know Jack 5

PlayStation

SEPTEMBER

- Carmageddon
- Castrol Honda Superbike Racing
- Centipede
- Extreme 500
- Fatal Fury Wild Ambition
- Fisherman's Bait
- G Police 2
- Gungage
- Hot Wheels
- Jack
- Le Mans
- Madden NFL 2000
- Mission Impossible
- Mulan Story
- NHL Hockey 2000
- No Fear Downhill
- Mountainbiking
- Premier League Manager
- Quake 2
- Railroad Tycoon 2
- Rat Attack
- Rayman 2
- Shadow Madness
- Sled Storm
- Superman
- The Next Tetris
- This is Football Space Invaders
- Tiny Tanks
- Tony Hawk Skateboarding ★
- Wipeout 3 ★
- X-Files

N64

SEPTEMBER

- Bass Hunter
- Carmageddon
- Duke Nukem Zero Hour
- Madden NFL 2000
- Monaco Grand Prix
- Monster Truck Madness
- Nascar 2000
- Rugrats Treasure Hunt
- Tonic Trouble
- World League Soccer 99



Unreal Tournament



Tony Hawk Skateboarding



Duke Nukem Zero Hour



Wipeout 3

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PLAYSTATION



MAC



PC-COROM



CHAT



SEGA



ARCADE



NINTENDO 64

AMD ATHLON

PC

Type: CPU
R.R.P: TBA
Distributor: AMD

AMD released their new CPU on to the market, and from initial tests all we can say is that this thing smokes (and no we didn't fry it trying to overclock). All PC gamers out there are going to want one of these processor and motherboard configurations powering their next games machine.

While Intel chips like the Pentium II and Pentium III processors have always been regarded as a "must have" for nearly all gamers, the K6 line of chips hasn't had the same attraction. The AMD K6-III processor was a step forward for AMD, but the one thing that was in their way was the fact that this chip still had very weak floating point performance. Floating point performance is extremely important for 3D games to attain high frames per second as it provides the games with smoother motion and less stutters.

AMD Athlon

The AMD Athlon processor, formerly known as the K7, has done away with the old K6 architecture in favour of a brand new design. This time around, it has speed in mind from the outset. The Athlon is what is known as a seventh generation processor. That is, the features that

this processor includes would be found on an equivalent Intel P7 based processor. The floating-point performance of the Athlon processor is astounding. Just gazing at the Q3Test scores will confirm that.

The Athlon is also a speed demon in everyday applications; especially high-end applications like video editing and photo retouching. The performance of the Athlon system while using Windows, was extremely delightful in comparison to what we are usually accustomed to. Every application that was launched was ready and waiting to be used within second - usually two. Make no mistake: this machine is fast.

- ◆ AMD Athlon test PC configuration
- ◆ AMD Athlon 600MHz SlotA processor
- ◆ AMD Athlon AMD-750 based motherboard
- ◆ 128MB PC100 SDRAM
- ◆ Diamond Viper V700 Ultra TNT2 32MB AGP
- ◆ 18GB Western Digital UDMA66 hard drive

- ◆ SoundBlaster Live! Soundcard
- ◆ Toshiba 6x DVD-ROM drive
- ◆ Windows 98
- ◆ DirectX 6.1

Conclusion

The Athlon processor is certainly the fastest x86 compatible processor on the planet. The pricing for Athlon and an Athlon motherboard are still unconfirmed here in Australia, but expect to pay near or under the current price for a similar Intel-based processor. Athlon motherboards will be slightly more expensive than a Slot 1 Intel board, but should come down in price once Athlon processors start appearing everywhere. If you've got the money and you have a need for speed then the Athlon is the only choice. Highly recommended.

THE QUAKE TEST - HOW THE AMD STACKS UP

Q3Test V1.08

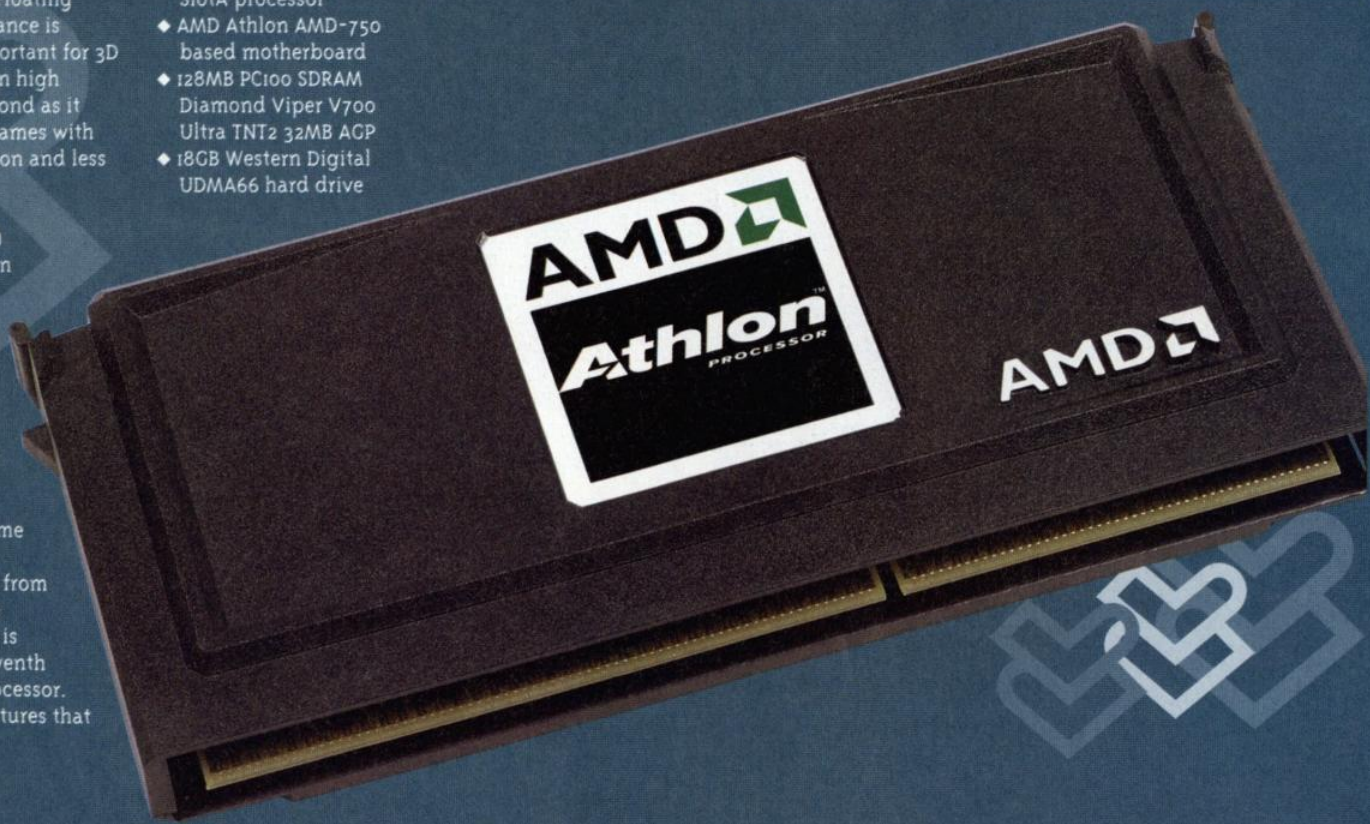
Q3demo1
 Fast graphics mode setting
 1107 frames, 12.1 seconds, 91.9 fps
 Normal graphics mode setting
 1107 frames, 13.6 seconds, 81.3 fps
 High Quality graphics mode setting
 1107 frames, 21.6 seconds, 51.2 fps

Q3demo2

Fast graphics mode setting
 819 frames, 9.5 seconds, 86.1 fps
 Normal graphics mode setting
 819 frames, 10.4 seconds, 79.1 fps
 High Quality graphics mode setting
 819 frames, 13.8 seconds, 59.3 fps

Quake2 - Crusher.dm2 640x480 @ 16bit colour

Athlon 600MHz	72.2 fps
Pentium III 600MHz	63.7 fps
Pentium II 400MHz	39.6 fps



QUADRIPACK COLOR POCKET

Game Boy
Type: Accessory Kit
R.R.P: \$45.00
Distributor: Ubi Soft

The Quadripack Color Pocket from Guillemot is a handy little accessory kit for your Game Boy Color or Game Boy Pocket. Containing an illuminated magnifying glass, battery pack, mains adapter and protective leather pouch, it's pretty good value. Everything here is exceptionally handy for any gamer who's discovered a serious addiction for the Nintendo Game Boy. There's nothing like impressing your parents by playing Tetris at the dinner table... that always goes down a treat. Well if you get sent to your room, the magnifying glass will allow you to keep gaming at night, thanks to its mini-lamp and the battery pack is fully

rechargeable. The mains adapter will also ensure that you never have to stop hammering away at your favourite game, because you can just plug your Game Boy into the wall and forget about battery power altogether. The sleek black pouch purely allows you to store and carry your Game Boy around without it ever being vulnerable to nasty scratches, or the sloppy jaws of your dog. These really are the four main accessories you would ever really want to complete your Game Boy obsession. Why buy the Nintendo accessories separately when you can get everything in one convenient package?



RAYMAN QUADRIPACK

PlayStation
Type: Accessory pack
R.R.P: \$89.95
Distributor: Ubi Soft

To celebrate the fact that Rayman has gone Platinum, Ubi Soft and Guillemot have put together the Rayman Quadripack. The pack contains a copy of the game, an analogue controller, memory card and fancy Rayman pen. Obviously, if you were thinking of picking up the game, this is a no-brainer purchase for you. The controller actually has a rumble feature too, so it's almost a true Dual Shock clone. Memory cards never go astray, well actually they do, so a spare one is always handy.

The pen you can use to label your memory card, or just scribble all over your parent's couch... as if we care what you do with it. All up, this is certainly a worthy purchase for anyone who was keen to give Rayman a go, and for this kind of package, it's just maybe worth a look even if you weren't.



BUYERS GUIDE

The guide to purchasing the best value games hardware around!

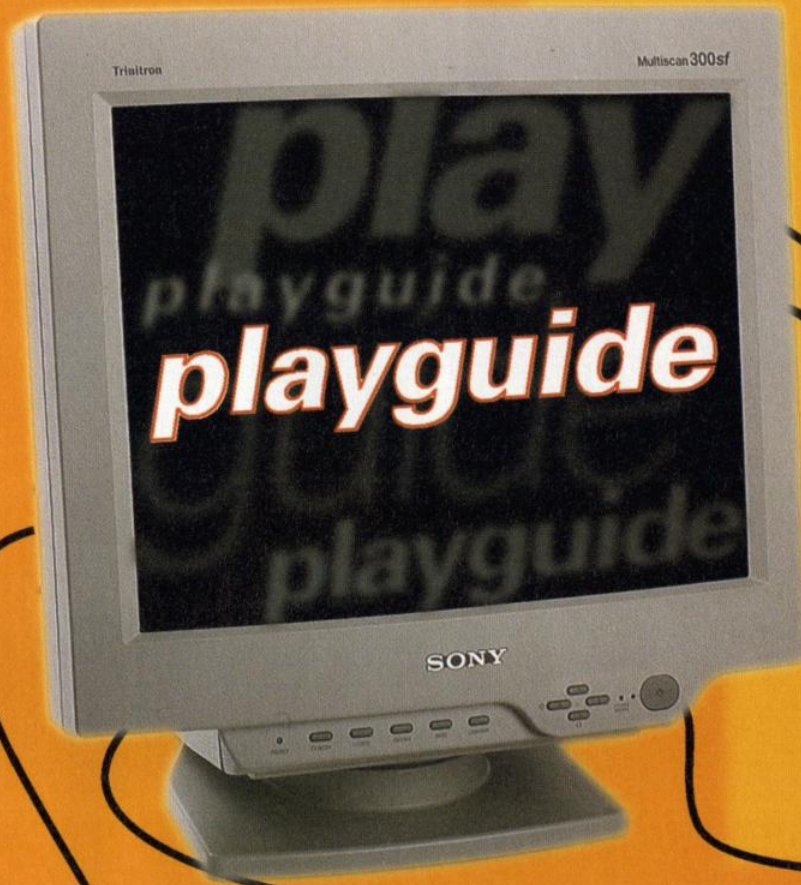
	Item	RRP	Notes
PSX			
Memory Card	Memory Station Trio	\$39.95	Three 1MB memory cards for a good price. Much safer than using 2+MB cards
	Nyko Memory Card x 8	\$49.95	A better buy for those that don't think 120 save game slots is enough at any one time.
Digital Controller	Std Sony Controller	\$29.95	It's certainly not the cheapest, but it has the best feel and reliability.
Analogue Controller	Sony Dual Shock	\$59.95	Great analogue control with a rumble effect. Widely supported now.
Arcade Stick	Namco Arcade Stick	\$49.95	Solid as all hell, really authentic sensitive arcade button, and a stick that's perfect for whipping out fireballs. Hado-Ken!
Steering Wheel	Gamester Dual Force	\$159.95	One of the more expensive wheels, but is solid and has Dual Shock support.

Pc

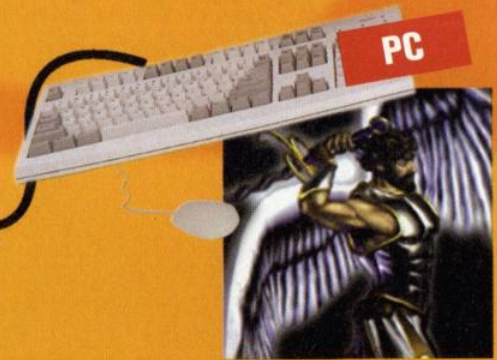
3D Accelerator	Maxi Gamer Pheonix	\$299	Better performance than Voodoo 1 cards. The best cheap option to get 3D.
	3D Blaster Ultra TNT2	\$549.95	The current cream of the crop. 32 Bit colour, best TNT2 overclocker, unmatched 3D Image quality, good Open GL support.
Sound Card	Monster Sound MX300	\$249.95	A PCI card that has outstand features, supports A3D 2.0, but is not exactly dirt cheap!
Video Card	3D Blaster Ultra TNT2	\$549.95	The current cream of the crop. 32 Bit colour, best TNT2 overclocker, unmatched 3D Image quality, good Open GL support.
	Maxi Gamer Pheonix	\$299	A 2D/3D card in one. The best value card for those who want some 3D acceleration, and don't have a PII-300 or better. Great 2D performance.
Flightstick	Thrustmaster X-Fighter	\$150	Sure, there's no throttle, but this stick feels great, and will last you for yonks.
	Microsoft Force Feedback-Pro	\$269.95	The most comfortable of the PC Force Feedback joysticks available at the moment.
Gamepad	Microsoft Sidewinder Gamepad	\$79.95	Love em or hate em, Microsoft make great peripherals, and this is no exception
Mouse	MS Intellimouse Explorer	\$99.95	No rolling ball thanks to the laser tracking method. Includes four buttons & wheel!

N64

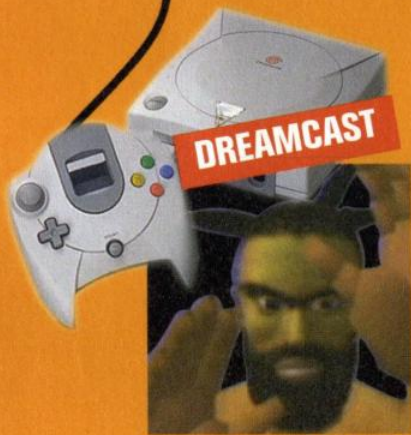
Memory Pak	Gamester Tremor - 1MB	\$44.95	Four times the normal memory storage AND variable Rumble settings. The all in one "Pak"
	Memory 64 DLX	\$29.95	Not only does it have four times the standard memory, but it's only \$5 more expensive than the standard Pak!
Rumble Pak	Gamester Tremor Pak	\$24.95	This rumble pak DOESN'T need batteries, making it excellent value.
	Tremor Pak Performance	\$19.95	Two rumble modes, with the strongest being REAL strong. Great for those wanting to put it into a wheel.
Gamepad	Mako Pad 64	\$59.95	Expensive, but its design allows you to hold the controller and press every button without moving your hands.
	Gamester G64	\$39.95	Sturdy design, good buttons, funky clear plastic, auto-fire, slow, and a low price make this controller a worthy purchase.
Racing Wheel	Gamester N64 Rumble Steering Wheel	\$149.95	Includes analogue pedals and a built-in Rumble effect.
	Mad Catz	\$129.95	Cheapest of the actual wheel controllers, includes a gear stick, and built-in Rumble Pak. Not amazingly sturdy though.



Rogue Squadron



HOMM III



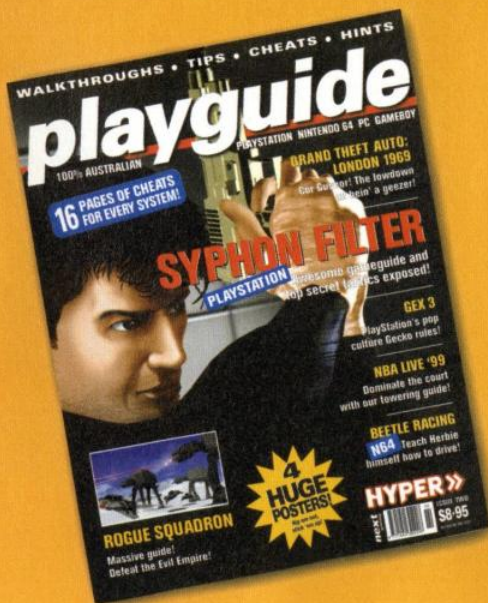
Virtua Fighter 3



Pokemon



GEX 3



OUT NOW!

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COMPLETE GUIDES TO THE
BEST GAMES FOR ALL SYSTEMS

The Hyper Crew's Top 5

What we play when we get home from playing games.

Eliot Fish - Editor

- 1. Soul Calibur - Dreamcast
Man, this rocks so hard. The game is just beautiful! Not only is this a fantastic fighting game, but it really has some of the most incredible graphics you've ever seen on a console, PC or at the arcade. Yum.
- 2. Unreal Tournament - PC
- 3. Quake 3 Arena Test - PC/Mac
- 4. Tony Hawk Skateboarding - PlayStation
- 5. Driver - PlayStation

Cam Shea - Reviewer

- 1. Tony Hawk Skateboarding - PlayStation
Tony Hawk is the best videogame representation of skateboarding today with it's free-form trick mechanics and non-linear course layout. Limitless playability.
- 2. Soul Calibur - Dreamcast
- 3. Rollercoaster Tycoon - PC
- 4. Powerstone - Dreamcast
- 5. V-Rally 2 - PlayStation

Jackson Gothe-Snape - Reviewer

- 1. Championship Manager 3 - PC
With the new season update, unfortunately, I have been consumed again.
- 2. Sega Rally 2 - Dreamcast
- 3. TOCA 2 - PC
- 4. Half-Life Mods Counterstrike and Action Half-Life - PC
- 5. Unreal Tournament - PC

GAME OF THE MONTH

DREAMCAST SOUL CALIBUR

Reviewed on page 54



PLAYSTATION GAME OF THE MONTH

TONY HAWK SKATEBOARDING

Reviewed on page 60



NINTENDO 64 GAME OF THE MONTH

POKEMON SNAP

Reviewed on page 72



PC GAME OF THE MONTH

UNREAL TOURNAMENT

Reviewed on page 74



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- 54 SOUL CALIBUR

PLAYSTATION

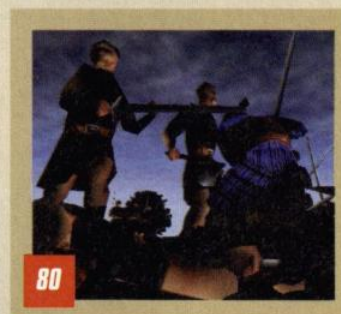
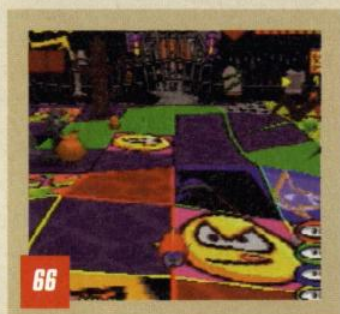
- 60 TONY HAWK SKATEBOARDING
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PC

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- 78 KINGPIN
- 80 BRAVEHEART
- 82 C&C: TIBERIAN SUN



THE HYPER REVIEW SYSTEM

Available: When the game is expected to be on sale. Release dates are subject to change without notice for a variety of reasons, so this may not always be correct. Ask your retailer if things don't show up.

Category: What type of game it is.

Players: The number of players a game allows to play it at once.

Publisher: Simply the company that publishes the game.

Price: The recommended retail price. This is subject to change without notice.

Rating: The OFLC's verdict on the suitable ages for the game.

Required: The hardware required to play the game on your PC.

Desired: The hardware we think you need to get decent performance out of the game.

Supports: Which peripherals and hardware you can use with the game.

Plus: Notable good points about the game.

Minus: Notable problems with the game.

Visuals: An indication as to the overall quality and impact of the graphics in the game.

Sound: A rating that includes not only sound effects, but music as well.

Gameplay: A measure of the depth, features and fun that you come across when playing the game.

Overall: The verdict, in a number.



Sega Rally 2

Can the Dreamcast reproduce the arcade experience in your living room?

With the release of their new Dreamcast console, Sega will be hoping to claw back the ground it has lost to Sony and Nintendo in the gaming race since the days of the Megadrive. Sega Rally 2 will be one of the console's flagship titles at launch, and Sega will be relying on it becoming one of their main attractions.

ously only see in arcade games. Small details such as car backfires and mud sticking to your vehicle as the stage progresses, are really nice touches. But most of all, you



no room for improvement. The greatest problem is the relatively short viewing distance before the scenery and track is fogged away. It looks fine and hardly affects gameplay but it could definitely be improved upon in the future. Tire smoke and water effects also look a

screeching noises and believable collision sounds. You can choose if your co-driver is male or female, which is a nice touch. However both voices could be better, perhaps more authoritative, like Nicky Crist in Colin McRae Rally. The music is also as you'd expect for a Sega arcade-bred racing game — quite bizarre.

IS IT RALLY GOOD?

Thanks to the Dreamcast, developers are now able to raise the graphics bar another few notches and Sega Rally 2 is a prime example. The game boasts the superb clarity and crispness you could previ-



will really be impressed with the texture quality and smooth frame rate. It really is pretty darn close to 'arcade-perfect'.

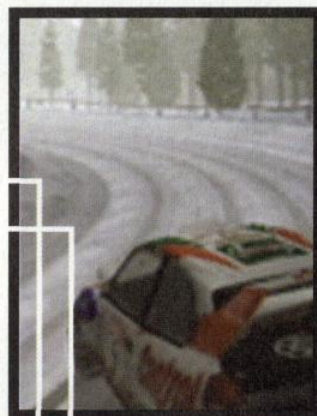
That is not to say there is

bit cheap, especially in the in-car view when you go through a puddle.

The game's sound is as to be expected, with good co-driver instructions, effective

GO RALLY FAST

The game's options make it clear that this title has arcade origins. It provides an arcade championship or practice, a time attack, two-player, network, or a 10 year championship



mode. The stages are all fictitious and are classified under titles such as "Muddy", "Snowy", and "Mountain". Weather is handled nicely, with changing weather on each stage well implemented.

The arcade championship is composed of four differently styled stages, collated together. The primary aim is to finish within the time limit. Extra time is gained by going through checkpoints and finishing each stage.

If finishing's a breeze, your next aim is to grab first place. Starting the

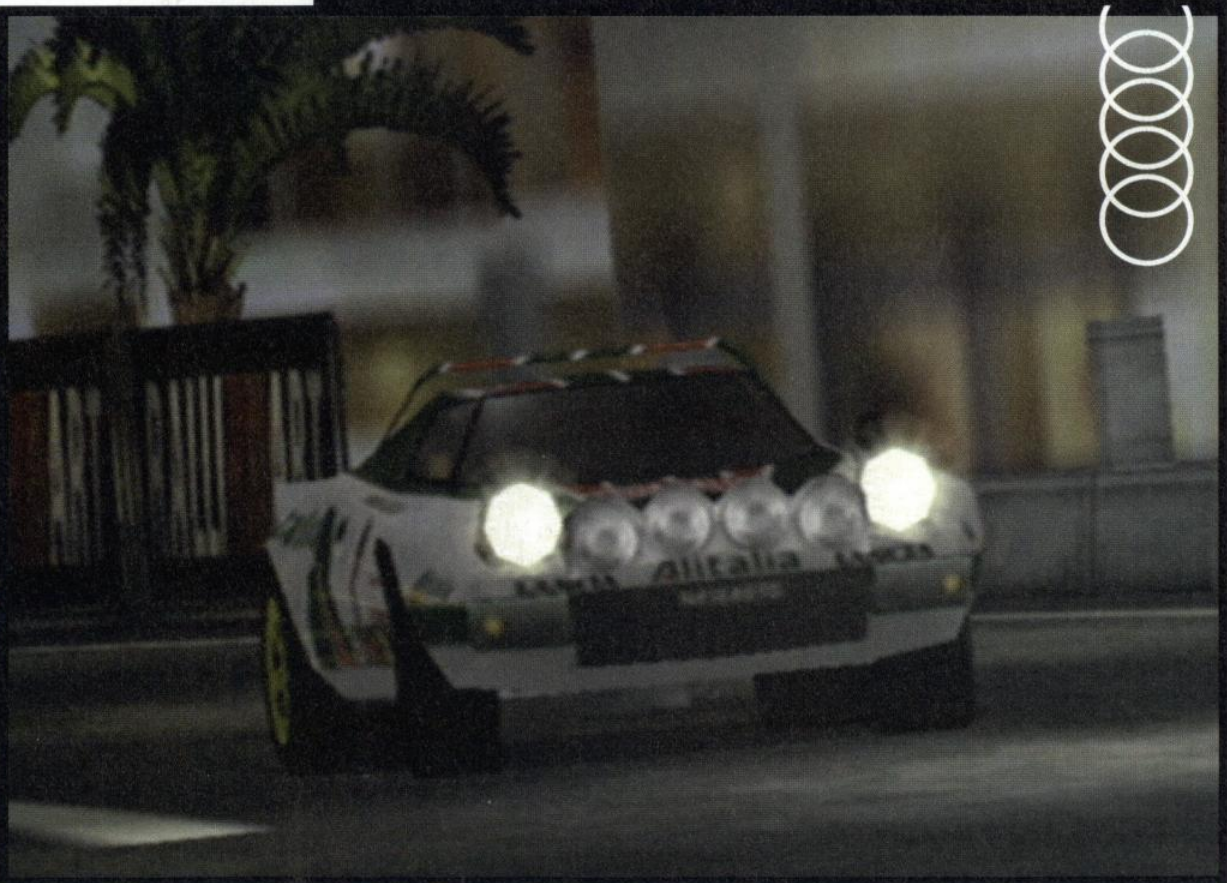
championship, there are 15 other cars in front of you, but they don't offer any great challenge. Usually, they're going so slow that you fly straight through them with only minimal speed loss.

The ten-year championship is where most of the game's longevity lies. You'll stroll through the first five or so years, but struggle to finish the last few. The difficulty level feels perfect, with first place in any season

rewarded with the unlocking of another car.

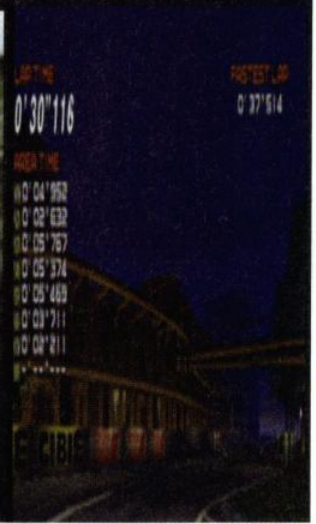
The multiplayer options promise to add that extra

"THE TEN YEAR CHAMPIONSHIP IS WHERE MOST OF THE GAME'S LONGEVITY LIES"



SEXY CARS. BUT WAIT 'TIL YOU FIGURE OUT THE NUDE CHEAT!

THIS IS WHAT IT'S ALL ABOUT. WOOO!



challenge and fun, but they are a bit of an unknown quantity at present. The Japanese version I reviewed had some slowdown in the two-player split-screen, but apparently the Western versions will be further optimised for smoother racing. Also, the network option supposedly allows for racing online around Australia via the built-in modem, but whether this ends up being a success is still question-

able. We'll just have to wait and see before we can make any real judgments to this aspect of the game. There are around 20 different stages by my count, of varying surfaces. Although it is frustrating that some, such as "Isle", aren't available in arcade mode. There is also a huge selection of vehicles, featuring most of the major rally cars such as the Mitsubishi Evo V and the Subaru Impreza WRC. You can unlock some of the older cars such as the Evo IV by finishing first in the 10-year championship too, which is nice for Rally nuts.

able. We'll just have to wait and see before we can make any real judgments to this aspect of the game.

There are around 20 different stages

The cars all handle differently too, adding considerably to the game's lasting appeal.

DO YOU RALLY MEAN THAT?

The racing itself doesn't feel as refined as the arcade machine, but that is probably due to the use of the normal Dreamcast controller. Playing with the Dreamcast wheel (when it's available), will be an instant improvement. In terms of the garage, there are several easy-to-use options such as suspension and tyres that have straightforward effects. The physics all seem logical and smooth, and

hearing the tyres screech as you oversteer around a mountain tarmac corner is fantastic.

Rally games are hardly subtle in the same way F1 games are, so a developer can only hope to provide an experience that 'feels' right. Thankfully, Sega Rally 2 does. Like the arcade game, the Dreamcast version of Sega Rally 2 is a treat to play. Although the game's options are a little basic, and a couple of

things such as damage are missing, the game's stunning visuals and excellent feel will keep you coming back. Room for improvement, sure, but a good start for the Dreamcast.

"LIKE THE ARCADE GAME, THE DREAMCAST VERSION OF SEGA RALLY 2 IS A TREAT TO PLAY"

JACKSON GOTHE-SNAPE

AVAILABLE: October
CATEGORY: Racing
PLAYERS: 1-5
PUBLISHER: Sega
PRICE: \$89.95
RATING: G
SUPPORTS: Wheel, VMU

PLUS
Stellar graphics and excellent rally feel.

MINUS
No damage. Basic arcade options.

VISUALS	SOUND	GAMEPLAY
93	85	90

OVERALL
91
Solid start for Sega's new beast.

REVIEWED! GRANDIA RACING LAGOON TONY HAWK SKATEBOARDING
MISSION IMPOSSIBLE DESTREGA WWF ATTITUDE

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PlayStation

GAMER



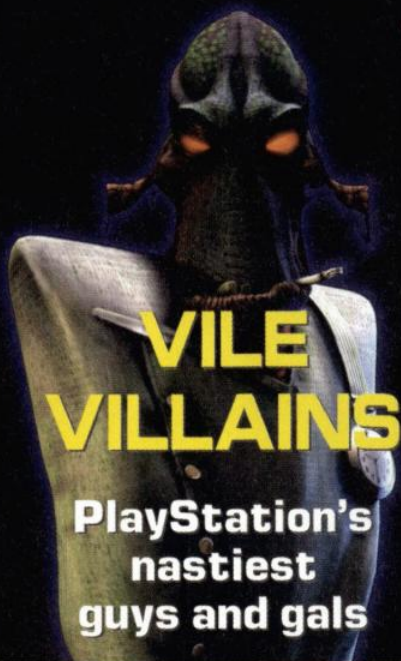
The many
faces of
LARA CROFT

Check out the women
behind the guns



**TONY HAWK
SKATEBOARDING**

Giant six page
review and guide!



**VILE
VILLAINS**

PlayStation's
nastiest
guys and gals

**FIRST
REVIEW**

JURASSIC CRISIS

Welcome to a World
of Jurassic Evil!



ISSUE 11 ON SALE OCTOBER 6



Virtua Fighter 3tb

The most critically acclaimed arcade fighting game ever has come to Dreamcast, which is undoubtedly now the best system for fighting games.

The Virtua Fighter series has never been the most popular arcade sensation in the West, but in the land of the rising sun, it has developed a cult following. Out here, the game developed fanatic devotion by what could be referred to as "fighting game purists", gamers who want the most balanced and in-depth gameplay experience possible with a fighting

game. It's like playing Grand Prix Legends as opposed to Need For Speed: High Stakes, where you get more true to life physics instead of simple visual flare. Now VF3 spearheads the lineup of Dreamcast launch titles, and unlike in the past where we've seen arcade fighting game conversions that are good, but notably inferior to the original, this one is pretty much

identical to the game many have come to regard as the best fighting game ever.

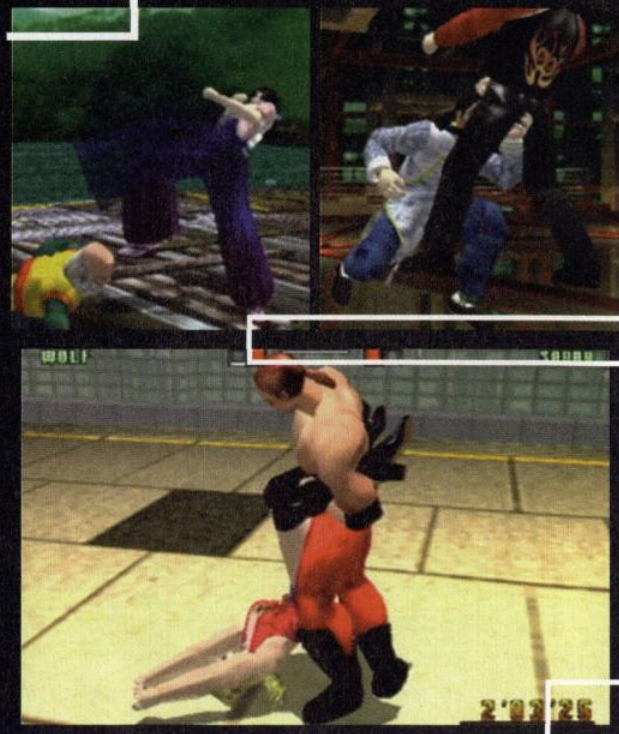
Virtua Fighter 3 caused heads to turn big time with its visuals when it hit the arcades, and it looks every bit as good on the Dreamcast. All manner of wonderful visual effects are included in the game, such as environ-

mental mapping on the characters who wear reflective clothing, motion blur on the attacks that are particularly fast and powerful, realistic lighting effects, and amazingly well animated character models, including such minor details as moving clothing. Unfortunately for VF3, Soul Calibur is about to come out shortly, so this game will have a very short stint at the top of the fighting game visuals heap.

THE ONLY DOWNFALL

The only area of the game that isn't that amazing is the sound. The music annoyed a few people in the office, who are used to proper music being streamed from the CD, rather than glitzy midi style music. The music is just a direct port from the arcade version, but this is the kind of area that other developers such as Namco have improved on when porting a game to console.

"BUTTON MASHERS WILL NOT BE ABLE TO BEAT EXPERIENCED PLAYERS"



PLENTY OF CHARACTER



Jacky Bryant
Nationality: American
Age: 26
Fighting Style: Jeet Kune Do

Jacky is the brash young American, whose flamboyant fighting style is as exciting as his ego is large. More so than any character, Jacky has the ability to string together visually complex combos that are actually very simple and intuitive to pull off. His spinning backfist and sweep kick combos are amongst the hardest moves to follow and block, making Jacky possibly the easiest character to play as.



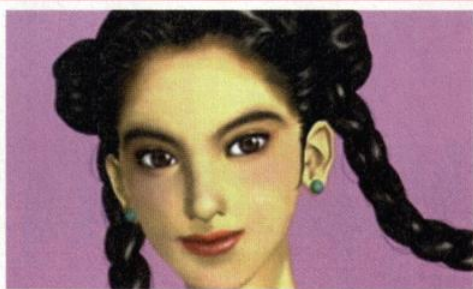
Sarah Bryant
Nationality: American
Age: 23
Fighting Style: Jeet Kune Do

Unlike her older brother Jacky, Sarah is not quite so strong in the upper body, so she uses her long legs to alarming effect. If there is a "long range" character in the game, it is Sarah. Her ability to leap in from a distance and quickly get a float combo in that finishes with a flip kick is particularly satisfying. However Sarah's voice acting is enough to make you shudder.



Lau Chan
Nationality: Chinese
Age: 56
Fighting Style: Koen-Ken

Do not let this guy's age fool you, he is one of the fastest characters in the game. Lau uses his lunging palm attacks to begin some very nasty rapid fire punch combos that can have a devastating sweep attached on the end. A good simple character to get a grasp of.



Pai Chan
Nationality: Hong Kong
Age: 21
Fighting Style: Ensai-Ken

The daughter of Lau, Pai is another Kung Fu expert. Like her father she has a series of punch-kick combos, however she has more of a defensive lineup of moves with the addition of some nifty attack reversals. A story mode for VF3 would have been nice, because Pai apparently has had a serious falling out with her father.



Lion Rafale
Nationality: French
Age: 17
Fighting Style: Tourou-Ken

The young Frenchman has one of the flashiest and most bizarre fighting styles in the game, that being a "Praying Mantis" Kung-fu. What he lacks in physical strength, he makes up for in raw speed and in a confusing offensive lineup of attacks. His throws are amongst the most spectacular in the game.



Akira Yuki
Nationality: Japanese
Age: 28
Fighting Style: Hakkyoku-ken

Akira is the hardest character to use in the game. He is however also the most powerful and rewarding for the veteran player to use. His attacks consist mostly of swift elbow and open palm attacks, with the addition of some nasty throws, bodychecks, and attack reversals. Akira's more powerful combos are extremely difficult to master, making Tekken's 10 hit combos look like a novice's trick.

PLENTY OF CHARACTER Continued



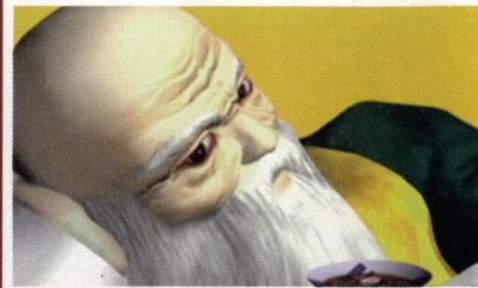
Aoi Umenokouji
Nationality: Japanese
Age: 17
Fighting Style: Aiki Ju-Jutsu

This petite Japanese girl has one of the most graceful fighting styles in the game. Aoi (pronounced "ah-oy") has a standard lineup of punches, kicks, and elbows, but is also a very competent attack reversal specialist, and also some very nasty multi-part throws that involve bending limbs in ways they were not intended to.



Taka-Arashi
Nationality: Japanese
Age: 28
Fighting Style: Sumo Wrestling

With VF2, Sega introduced Shun and Lion to prove they could add new styles to the game, and Taka-Arashi's Sumo wrestling technique proves they weren't stuck for ideas. Taka is quite slow, but devastatingly powerful. Players with a comprehensive understanding of the timing of all the moves in the game will find Taka an extremely useful character to play as.



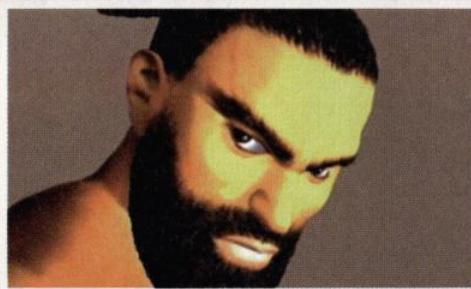
Shun Di
Nationality: Hong Kong Chinese
Age: 84
Fighting Style: Drunk Kung-fu

If you like your fighting games humorous, then you'll find Shun to your liking. Shun's drunken master technique involves many moves that see him sitting, or even lying down and comically flailing at his enemy. Despite the amusing appearance of it all, Shun's ability to sting together unpredictable attacks at varying heights makes him a very trying character to face off against.



Wolf Hawkfield
Nationality: Canadian
Age: 30
Fighting Style: Pro-Wrestling

Keeping alive the notion that Pro-Wrestling isn't all fake, Wolf takes the role as the man in tights who hurts people. Despite his rather questionable cowboy outfit, Wolf is no pushover, and any player who is good at getting in close for some throws will have a field day with the Canadian wrestler.



Jeffry McWild
Nationality: Australian
Age: 39
Fighting Style: Pancratium

While no longer the strongest character in the game thanks to the arrival of Taka, Jeffry remains one of the best all-round characters in the game. Besides causing plenty of damage with his powerful punches and lunging kicks, Jeffry has some of the most devastating throws in the game. He is not nearly as slow as you'd expect such a physically strong character to be. An overseas game developer remembered Australia... woohoo!



Kage-Maru
Nationality: Japanese
Age: 25
Fighting Style: Ju-Jutsu

Unlike the other Virtua Fighter characters, Kage has a lineup of moves that are rather over the top in terms of being physically plausible, but he has a great lineup of interesting kicks and throws that make him one of the most exciting characters in the game. Street Fighter nuts will dig his dragon punch attack.

The hits sound good, and the sound quality on the voice acting is fine, although someone really needs to go over to Japan and explain to Sega just how horrendously dorky the English speaking characters come across with their victory comments.

We have seen fighting games with 3D battle arenas before on consoles, such as Ehrgeiz, but VF3 was the first to do it in the arcades. Ehrgeiz simply has different levels of flat ground, but VF3 has arenas where the ground is of varying level, giving a real life arena rather than a custom made block. There are also walls to some arenas, which can be used in conjunction with some moves, and also helps add to the "real arena" feel, by having sides of the arena you can fall off, and others you can't.

PHENOMENAL PHYSICS

In most fighting games, there is very little attention to the physics of the game. It's usually a case of hit or miss, but not so in Virtua Fighter 3. Not only has VF3 introduced fighting arenas with uneven surfaces, but it has also ensured that the characters move and react according to their environment. If you stand on some steps, your feet rest on the steps properly, with your knees bending accordingly. This may not sound that major to some, but it is something no one had managed to achieve before, and is a technical achievement worthy of note. The detail even carries on to characters of varying weight having different effects when standing on a raft in Hong Kong harbor, or leaves on the ground being brushed aside by moving feet.

The fighting system itself is highly detailed, balanced, and well thought out. There are buttons for punch, kick, guard, and escape (dodge),

which in conjunction with joystick movements lead to a whole mess of strikes, counters and throws. Pulling off a long smooth combo requires skill and practice, and button mashers will not be able to

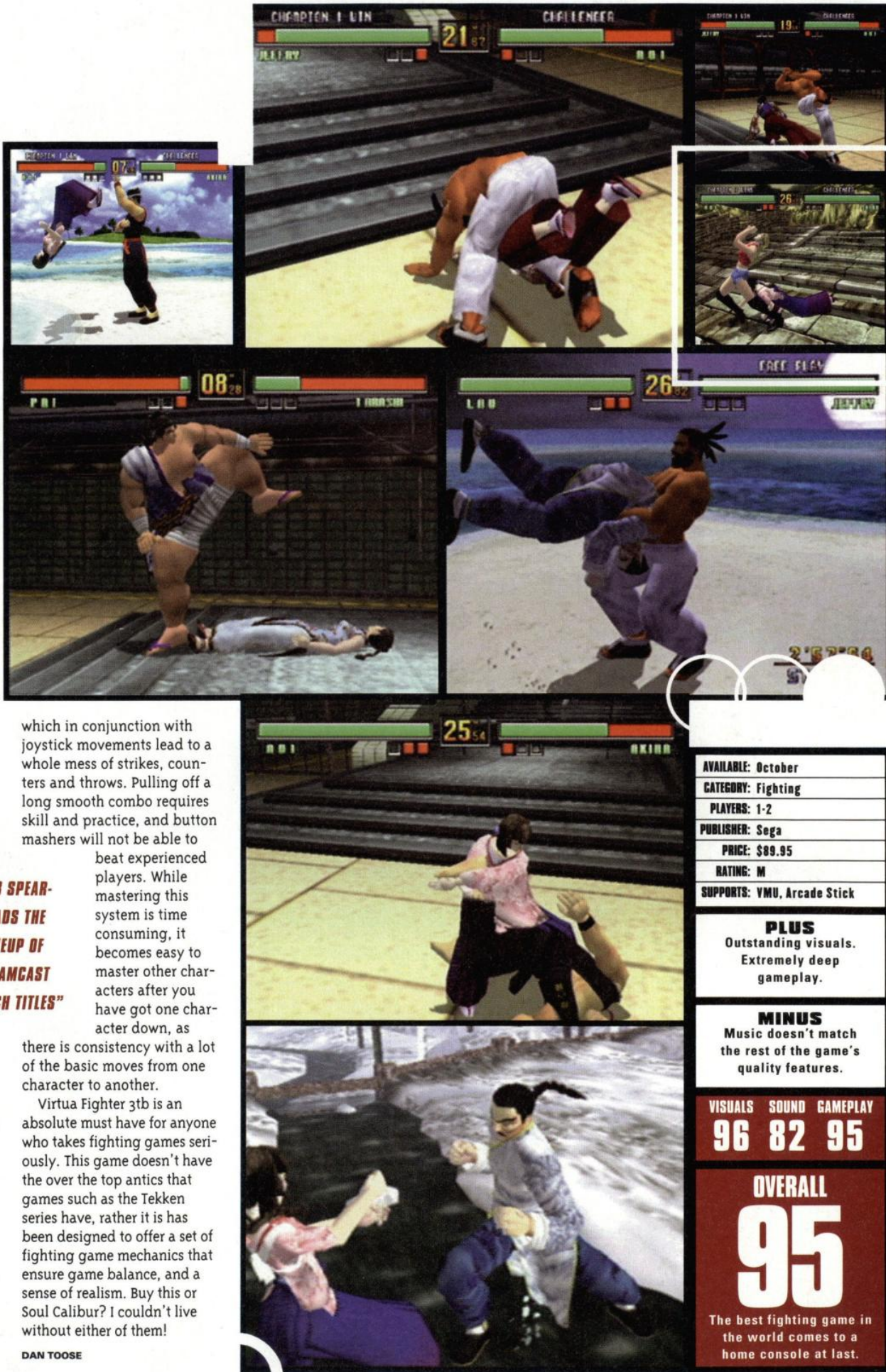
beat experienced players. While mastering this system is time consuming, it becomes easy to master other characters after you have got one character down, as

there is consistency with a lot of the basic moves from one character to another.

Virtua Fighter 3tb is an absolute must have for anyone who takes fighting games seriously. This game doesn't have the over the top antics that games such as the Tekken series have, rather it is has been designed to offer a set of fighting game mechanics that ensure game balance, and a sense of realism. Buy this or Soul Calibur? I couldn't live without either of them!

DAN TOOSE

"VF3 SPEAR-HEADS THE LINEUP OF DREAMCAST LAUNCH TITLES"



AVAILABLE: October
CATEGORY: Fighting
PLAYERS: 1-2
PUBLISHER: Sega
PRICE: \$89.95
RATING: M
SUPPORTS: VMU, Arcade Stick

PLUS
Outstanding visuals. Extremely deep gameplay.

MINUS
Music doesn't match the rest of the game's quality features.

VISUALS	SOUND	GAMEPLAY
96	82	95

OVERALL
95
The best fighting game in the world comes to a home console at last.



Soul Calibur

The best weapons-based fighting game ever has come to a home console. Is it really arcade perfect?

As far as fighting games go, nobody knows how to please crowds more than Namco. Sure, games like Tekken are nowhere near as technically perfect as Virtua Fighter 3, but it's the flashy moves and choreography that attracts the crowds. A little over two years ago, Namco achieved close to the pinnacle of excitement with the release of Soul Blade on the PlayStation. Now, with a brand new system in the market, Namco appear to have achieved even more than that with the release of the long-awaited sequel, Soul Calibur.

THE LEGEND WILL NEVER DIE

Soul Calibur is set three years after the conclusion of the original Soul Blade. In

that game, a number of warriors from around the world fought to gain possession of a magically powerful weapon called the Soul Edge. Those who've played

from the hands of the diabolical pirate, Cervantes, into the inexperienced hands of a young German knight called Siegfried. Since then, Siegfried has

Voldo, Sophitia, Mitsurugi, and Taki have all returned, as well as Rock, Hwang, Seung Mina, and Cervantes. They are joined by a host of new characters, whose col-

be destroyed. Every character who covets the blade will eventually face Inferno, the evil spirit who resides within the blade itself.



"SOUL CALIBUR IS PROOF THAT THE NEXT-GENERATION OF CONSOLE GAMING IS TRULY UPON US"



THE BEST GRAPHICS WE'VE EVER SEEN

Jaw-dropping. Drool-worthy. Astounding. These are but a few words that could be used to describe the visual beauty that is featured in Soul Calibur. The characters themselves have a very high polygon count, and are covered with some of the most unbelievably detailed textures

we've seen in any videogame. Yes, they look better than Virtua Fighter 3. And that's saying a lot. The characters are then brought to life through silky 60fps motion that never slows down, and captures the true

been transformed into the horrible demon-beast known as Nightmare. In this game, the characters of the original Soul Blade have answered the second calling of the blade.

lective goal is to gain the possessed blade for their own purposes. Some of them have evil intentions, whilst others like Mitsurugi and Sophitia want nothing more than for the terrible blade to



CUSTOMISE YOUR INTRO SCENE!

If you've unlocked the right section of the Mission Mode, you'll open up an Opening Direction option that allows you to choreograph the opening intro scene yourself! Granted, this is one of the few Namco games where the game itself actually looks better than the intro, but the idea that you can direct your favourite characters through the intro like Mitsurugi and Ivy (yeah baby!) is a fantastic little option.

KILIK PRACTISES WAGGLING HIS STICK A LOT

WHERE IT ALL BEGAN...



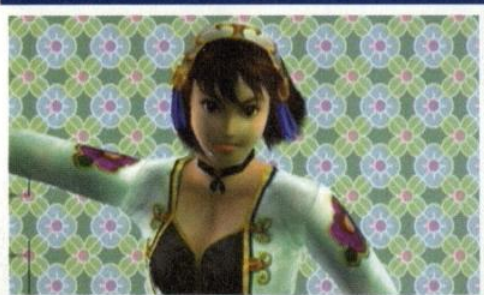
The Soul series began in the arcades as Soul Edge as one of the only 3D weapons-based fighting games on the market. The series really took off once the game was ported to the PlayStation (and renamed Soul Blade), where numerous PlayStation-exclusive additions such as the Edge Master Mode, alternate costumes, unlockable weapons, and that unforgettable opening FMV were made part of the package. To this day, Soul



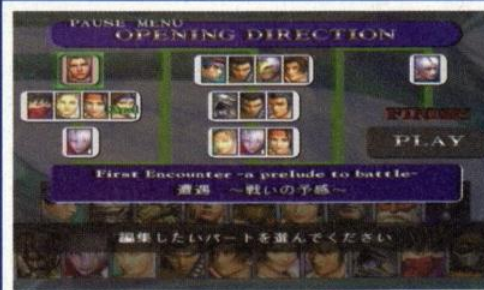
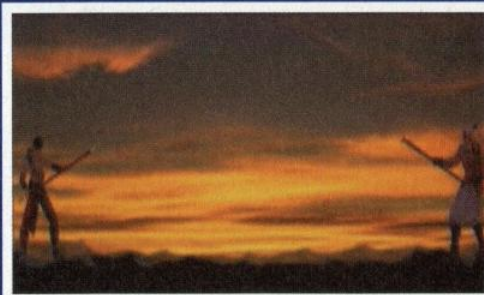
Edge is still quoted as one of the greatest PlayStation games of all time. Two years later, Namco entered into a joint venture with another PlayStation juggernaut, Squaresoft, to create the game Ehrgeiz. Essentially, Ehrgeiz was a cross between both companies' greatest fighting games: Tekken 3 and Toba 2. It is in the development of Ehrgeiz that the two companies were able to exchange



ideas. For Square, it wasn't so good, as they subsequently produced horrendous titles like Soukaigi and Bushido Blade 2. Namco, on the other hand, benefited immensely from the experience, creating what we see here now as Soul Calibur. If you've played games like Ehrgeiz or Toba 2, it's quite obvious that Namco have incorporated many of their ideas in 3D movement and combo construction.



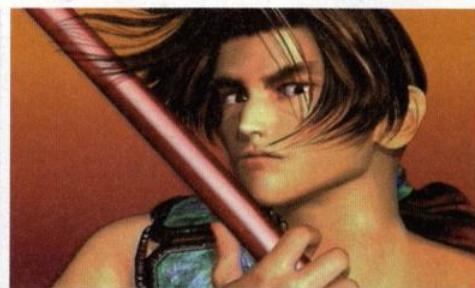
THE AWESOME INTRO SEQUENCE CONTAINS FOOTAGE OF EVERY CHARACTER SHOWING OFF THEIR MOVES



THE NEW CHARACTERS...



Ivy
 Age: 28
 Date of Birth: **December 10**
 Height: **179cm**
 Weight: **58kg**
 Weapon of Choice: **Ivyblade**
 Country of Origin: **England**



Kilik
 Age: 19
 Date of Birth: **February 9**
 Height: **167cm**
 Weight: **63kg**
 Weapon of Choice: **Staff**
 Country of Origin: **China**



Astaroth
 Age: 3
 Date of Birth: **September 3**
 Height: **193cm**
 Weight: **95kg**
 Weapon of Choice: **Giant Axe**
 Country of Origin: **Unknown**



Xiang Hua
 Age: 16
 Date of Birth: **April 2**
 Height: **152cm**
 Weight: **46kg**
 Weapon of Choice: **Twin Blades**
 Country of Origin: **China**



Maxi
 Age: 24
 Date of Birth: **May 1**
 Height: **174cm**
 Weight: **57kg**
 Weapon of Choice: **Nunchaku**
 Country of Origin: **Japan**



Nightmare
 Age: **Unknown**
 Date of Birth: **Unknown**
 Height: **168cm**
 Weight: **95kg**
 Weapon of Choice: **Soul Edge**
 Country of Origin: **Unknown**



Lizardman
 Age: 3
 Date of Birth: **Unknown**
 Height: **180cm**
 Weight: **86kg**
 Weapon of Choice: **Shortsword**
 Country of Origin: **Unknown**



Yoshimitsu
 Age: **Unknown**
 Date of Birth: **Unknown**
 Height: **170cm**
 Weight: **57kg**
 Weapon of Choice: **Katana**
 Country of Origin: **Unknown**



The Edge Master
 Age: **Unknown**
 Date of Birth: **January 1**
 Height: **175cm**
 Weight: **80kg**
 Weapon of Choice: **Every Weapon**
 Country of Origin: **Unknown**

essence of the motion-captured Shao Lin fighting styles used by each fighter.

The fighting arenas are just as unbelievable. Not only are the backgrounds fully rendered in 3D, but they are also brimming with minute details that add an immeasurable amount of atmosphere to the game. The ground you stand on, for instance, usually features bump-mapping to create a realistically textured surface; while at the same time, transparency effects are used to make the action flashier and pleasing to the eye. The obvious use of this effect is with the weapons, where transparencies are used to create the effect of motion blur.

In the end, it's really the endless list of minute details that have got the entire office watering at the

mouth. In some levels, you can see rats running around on the floor, or you'll see leaves blowing about at your feet. At other times, you'll be in a wintery stage and you can see the fog that follows with each breathe you draw. Other noteworthy visual treats include the lens flare and real-time lighting effects, which are very apparent in the night-time and indoor stages. That takes us to the shadows against the ground, which are absolutely perfect. They are completely solid, and show no signs of the cornering or seaming that even a game like Virtua Fighter 3 has. The realistic portrayal of the movement of cloth and hair is also worth a mention, and even the slight jiggle that games like Dead Or Alive are notorious for (you know the ones we

BETTER THAN THE ARCADE!

That's right, folks, and it's by a lot more than you think as well. On top of all the extra modes, unlockable characters, alternate costumes, and Mission Mode, we cannot stress enough how awesome this game's graphics are. How awesome? Let's put it this way: it runs at about double the resolution of the arcades whilst maintaining 60fps, giving the game an unprecedented level of detail and visual clarity. It quite literally shits all over the arcade version. The Dreamcast version of Soul Calibur also benefits from the Power VR technology, which allows for better texturing and superior transparency effects.

mean) look oddly realistic.

Needless to say, the sound effects and music tracks in Soul Calibur are spot on. All of the weapon impacts and battle cries are high quality samples, and the music adds a wonderful cinematic ambience to the game. The only complaint to be had of the sounds is that they aren't as comprehensive as the graphics themselves, since walking around the playing area gives you the same shuffling sound no matter how fast you're running.

AIMING HIGHER ON GAMEPLAY

Thus far, all you've heard from this reviewer is how kick-ass the graphics are; and if you're a true gamer, you should by now be questioning whether or not the gameplay features do any justice to the visual splendour. The thing is, Namco have always been criticised for the shallowness of the strategy, variety, and general gameplay that's involved in the fighting action. Games like the Tekken series,

and even the original Soul Blade, can be criticised for how they encourage you take turns with your opponent in blocking and attacking. After all, this is a limitation that's dominated the genre since the first days of Street Fighter 2. Surely, even by the time the PlayStation was released, Namco should have progressed beyond that?

It is within this context that the gameplay offered by Soul Calibur is so impressive. Having learned a few



JUST WAIT UNTIL YOU SEE HOW SMOOTH THE ANIMATION IS

THE EDGE MASTER MODE IS BACK!

Well, sort of. This time around, it's called the Mission Mode, and you don't actually unlock a whole new set of weapons. Instead, the Mission Mode requires you to collect experience points which are awarded with the successful outcome of each mission. When you've collected enough experience points, you can trade them in to unlock a series of over 300 images that can be accessed in the Museum section. "Museum?", you ask? Well, it's basically a section that shows off everything about the game. It includes such options as an exhibition theatre where each character shows off his or her moves; or a battle theatre where you can watch your favourite characters fight it out while you zoom your camera around.

The point of the Mission Mode, however, is that some of the artwork you 'buy' will unlock a new feature in the game. This could be anything from a new stage to fight on or an alternate costume to a new mission, or the bargain basement prize of a whole new set of artwork to unlock. Each of the tasks required of you in Mission Mode will test your understanding of the game's mechanics, such as performing deflections or guard-cancelling super moves. Other levels might be like a game of Hot Potato where the last character to have been hit gets poisoned. Each of these missions can be replayed as many times as you like. Soul Calibur is just loaded with options to keep you gaming for yonks.



valuable lessons about game design from Squaresoft, Namco have tailored a game with an intelligent interface and a battle system so deep that it could be called the Virtua Fighter 3 of weapons-based fighting games. The first new gameplay feature is the incorporation of 8-way movement. That is, you have complete freedom of movement along the 3D

plane, which was only successfully achieved in the Tobal games and Ehrgeiz. This is as opposed to games like Virtua Fighter 3 or Tekken 3, which allowed you a rather retarded sidestepping manoeuvre in and out of the Z-axis. Like the Tobal games, the direction of your 3D movement will also determine the kind of attack or throw you execute. This

empowers you with a vast array of attacks, the value of which is heightened by the strategy of 3D movement. The level of depth that is involved in using these moves is increased by a new physics engine that takes a particular focus on momentum and limb movements. For instance, after a few horizontal slashes, your arm might be in an ideal

position to swing down for a chop. That way, combos can be constructed through the common sense of realising which moves logically link up with each other, as opposed to tapping out those memorised magical dial-a-combos that previous Namco games are notorious for.

LEAVING THE COMPETITION CONFUSED

The most important new feature, however, is the multitude of non-offensive moves. As any true fighting game connoisseur will know, the great fighting games are not defined by flashy combos, but rather by moves that allow you to confuse, displace, and otherwise fake out your opponent. This adds an element of realism to the game because no fight is ever duked out with one barrage of hits after another.

One of the reasons Soul Calibur is such a delight to play is that defence and non-offensive moves play a key role in each fight. On one hand, you have the standard blocks, but a blocking character can still be thrown about by the sheer momentum of a heavy axe coming down on, say, a katana. Pressing a direction with the block button allows you to perform a deflection, which is the equivalent of a counter or reversal if you can take advantage of that split second where your opponent is disoriented.

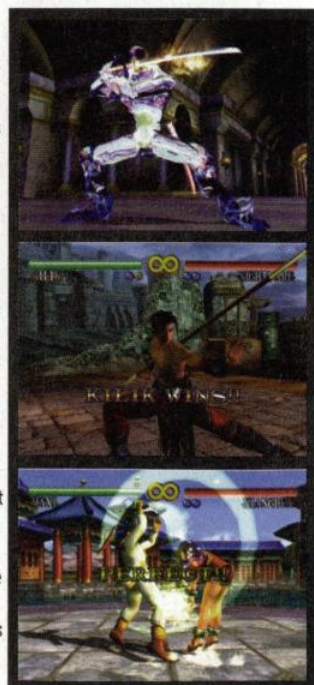
Soul Calibur also takes a feature that's only ever been used in Virtua Fighter 3, and expands on it as well. That is, if you press the block button immediately after an attack, it'll cancel the move. It's a great way of faking out your opponents. However, you can use this same technique mid-combo, which makes even the memorised combos seem less predictable, and

allows you to properly mix up your attacks.

On top of that, the control interface is slightly different from anything we're accustomed to. With digital controls, the press of a button would ordinarily result in an attack being performed. In Soul Calibur, the buttons take on some analogue properties. You see, an attack will only be performed after you've actually lifted your finger off of the button. So if you keep the button pressed down, your character might take longer to wind up and take an even bigger swing. At other times, holding down on the button might cause your character to take up a particular stance after the swing of his or her weapon, which opens up a completely new set of moves.

THE TOKEN WHINGE

No review would ever appear balanced without a few of the flaws being pointed out. To be perfectly honest, there's very little to complain about, but we'll do our best anyway.



Firstly, Soul Calibur's gameplay is limited by the level designs themselves. Namco are still using flat-surfaced arenas that allow for ring-out victories if you're knocked out. Essentially, Namco should have been able to produce the same kind of 3D landscapes as seen in Virtua Fighter 3 within the fighting areas. Since the ground is entirely flat, it leaves an entire dimension of potential strategy untouched. Secondly, the game could've been made much, much harder. With a little

practice, it's actually possible to finish the game within four minutes. The game only gets interesting once you've set it to the hardest difficulty setting. Of course, the bulk of the replay value will be in playing this game against your friends. Finally, why in God's name is Voldo still in the game? Sure, his fighting style is interesting, but he has got to be the butt-ugliest and least-played character in the entire series! And to even think this guy was the cover image for the PlayStation game is still a

ALTERNATE COSTUMES A-PLENTY

Each character has a potential of three completely different costumes and 4 different weapon appearances. It's a novelty, at best, but the variety it provides is oddly appealing. We won't tell you how long we sat there playing Barbies with Ivy...



source of utter disgust. The very least Namco could've done was get rid of him

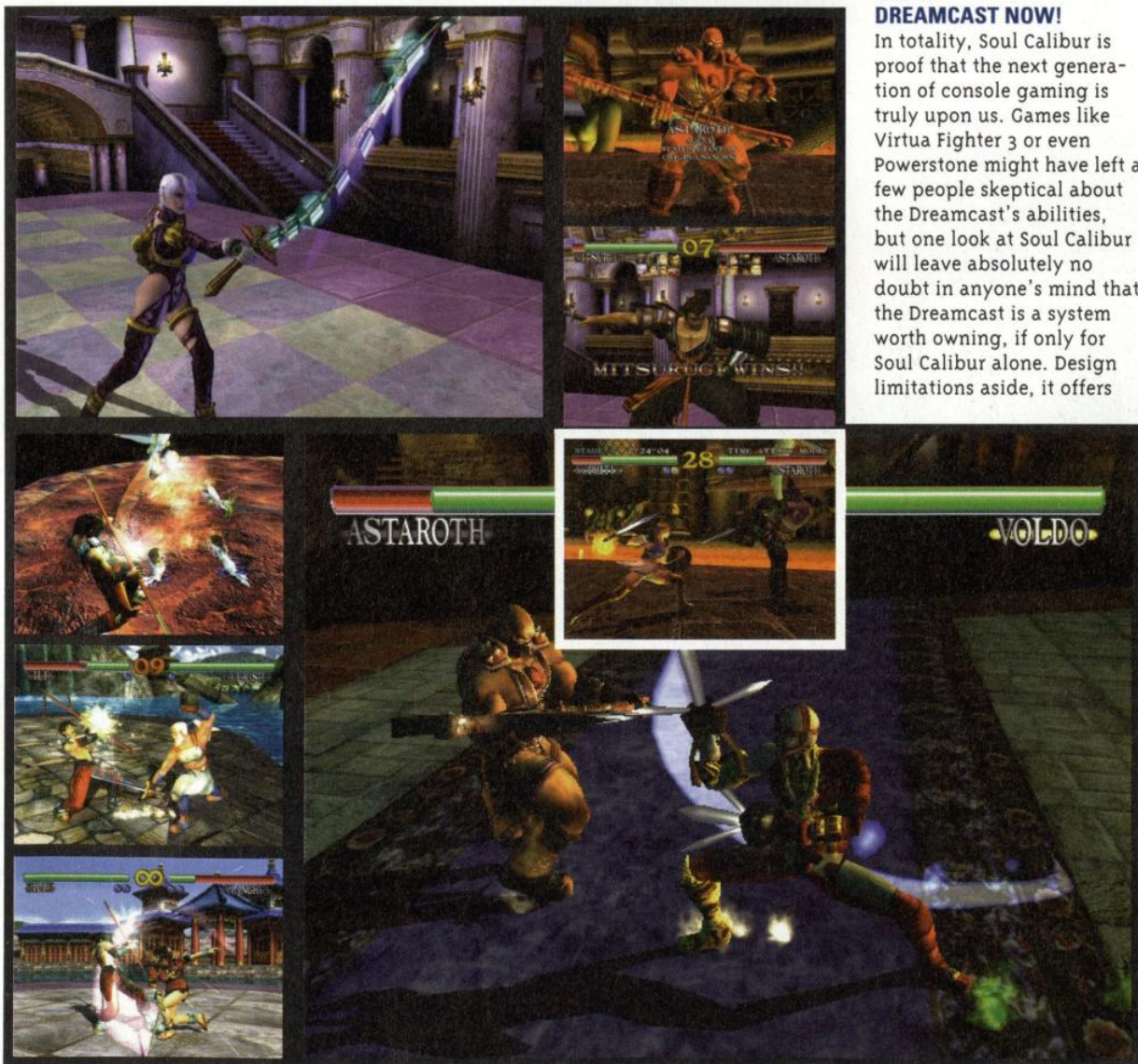
entirely and include, say, Li Long's long lost girlfriend.

GET A DREAMCAST NOW!

In totality, Soul Calibur is proof that the next generation of console gaming is truly upon us. Games like Virtua Fighter 3 or even Powerstone might have left a few people skeptical about the Dreamcast's abilities, but one look at Soul Calibur will leave absolutely no doubt in anyone's mind that the Dreamcast is a system worth owning, if only for Soul Calibur alone. Design limitations aside, it offers

the best overall package we've ever seen: great graphics, great sounds, fantastic controls and battle systems, more unlockable features than you can shake a stick at, alternative game modes, demonstration modes... this is a game that no gamer should miss.

KEVIN CHEUNG



AVAILABLE: November
CATEGORY: 3D Fighting
PLAYERS: 1-2
PUBLISHER: Namco
PRICE: \$89.95
RATING: M
SUPPORTS: VMU, Rumble Pack, Joystick, VGA Box

PLUS
Absolutely massive collection of unlockable features.

MINUS
It's a bit easy in single-player mode.

VISUALS	SOUND	GAMEPLAY
96	92	94

OVERALL
96

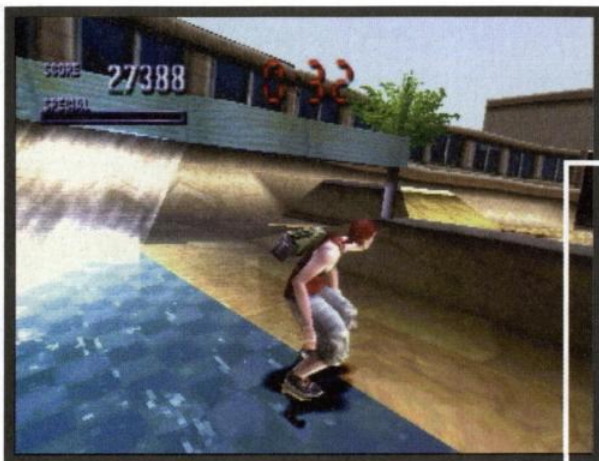
Believe the hype! Soul Calibur is one of the best games on any console.



Tony Hawk Skateboarding

Cam Shea is an expert at popping nollie sex changes. Whatever that means...

One would assume that making a skateboarding game for the current generation of consoles would be a bit of a no-brainer, but (aside from the forgettable... err, what was it called? Oh yeah, Street Sk8er) developers have been too busy pushing out snowboarding drekk to make a skate game... until now that is.



OLLIE OFF YER FACE

Tony Hawk Skateboarding was worth the wait. It embodies almost everything a skateboarder could want in such a game, and a whole lot more. It's a surprisingly mature effort, with the kind of attention to detail and play mechanics that demonstrate a true understanding of the sport.

Tony Hawk excels in every area. The trick mechanics are well thought out, placing a huge range of manoeuvres at your fingertips. Practically every move that can

be done in skateboarding today has been included, from crooked grinds, to nollie based tricks, to dark-slides and McTwists. They're all easy to pull off, but the skill comes in being able to judge when to attempt each trick/combo, and timing it correctly. The mechanics allow you to attempt unbelievable combos, and combine sequences of tricks for masterful runs.

Aside from Tony Hawk, there are eight other pros to choose from: Bob Burnquist,

Kareem Campbell, Rune Glifberg, Bucky Lasek, Chad Muska, Geoff Rowley, Andrew Reynolds and Jamie Thomas. Each skater has different strengths and weaknesses, and three of their own signature moves.

I'LL HAVE A MCTWIST WITH FRIES THANKS

The course layout is a real highlight, not just for the astounding variety, but for the sheer skateability each course possesses. Every area

has almost infinite skate potential because of the non-linear, freestyle nature of the game. Every single item in the environment can be used to trick off, and there are some amazing transitions between sections.

There are ten courses all up, including a Mall run complete with grindable escalators, downtown San Francisco featuring stairs galore, and even famous real life skate spots like Burnside. In career mode,

TWO PLAYER GRINDING

Not only does Tony Hawk provide almost limitless gameplay potential in single-player mode, it also excels in the splitscreen domain. The action suffers from the occasional (more than tolerable) slow down, but it is still quite detailed. We're praying that link cable support will be added at the last minute, because four player action would rock.

There are a couple of cool additions to the standard two player options, one of which is "graffiti". In this mode, players must attempt to "tag" more objects than their opponent. To tag a ramp, rail or other object, you must land a trick off it. For a player to take it back, he/she must land a higher scoring trick. This mode is great fun - especially once most objects have been tagged and it's a battle to pull out the intense combos.



you'll be challenged to find five "tapes" in each course, or compete in time attack contests against the other pros.

The graphics are truly special for the PlayStation, with smooth skinned skaters, a high frame rate, detailed graphics and convincing motion capture. Some areas even have huge screens on the walls with skate videos running, and the action never drops a

beat. My only quibble is that there aren't enough stack animations, and that it takes too long to recover from a stack... not that I ever stack or anything!

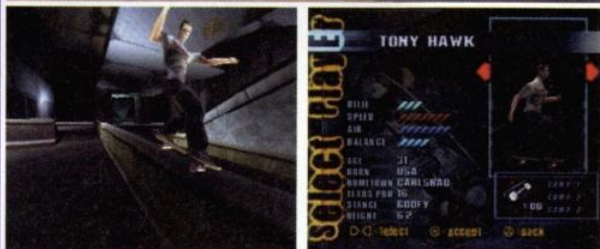
Tony Hawk is the complete skate package. The more you play, the more depth is revealed. It's not just a game for skaters either - it's a game for gamers. Gameplay this rich doesn't come along very often.

CAM SHEA

BEST LICENSE EVER?

Being huge fans of Tony Hawk and skating in general, we were a little concerned when this game was announced. We imagined another shoddy licensed game along the lines of Shane Warne Cricket '99, where Tony Hawk's name was simply tacked on to the game to lend it extra cred. Fortunately, this simply wasn't the case. He was approached early on in the development of the title, and has been involved in trick mechanics, level layout, motion capture, and playtesting. As a result, Tony Hawk really captures the sophistication and style of modern day skateboarding.

STOP HITTING ME CAM! OUCH! 



AVAILABLE: September
CATEGORY: Skateboarding sim
PLAYERS: 1-2
PUBLISHER: Activision
PRICE: \$89.95
RATING: G
SUPPORTS: Dual Shock, Mem card

PLUS
Freeform skating at its best. Well designed and varied courses.

MINUS
Very little. A track editor would have been nice, as would a hip hop/electronic soundtrack.

VISUALS	SOUND	GAMEPLAY
91	85	94

OVERALL
95

One of the standout titles of the year. Well worth the wait!

Chocobo Racing

Whip your chook to the line in this bizarre title from Squaresoft.

As part of their bid to expand into new areas of gaming outside of the RPG genre, Squaresoft came up with the ripper idea of promoting one of their more prominent mascot characters - the Chocobo - in a variety of new games. In this case, it happens to be Chocobo Racing.



THE CHICKEN OF MANY FACES

You're not missing out on anything if you don't know who or what the Chocobo is. It's basically a very large and revoltingly cute chicken with some measure of intelligence that appeared in all of the Final Fantasy games, as well as Tocal 2. In this game, the

Chocobo is taking part in a game where it must race against the supporting characters from other Squaresoft games through a series of tracks straight out of wacky land.

Anyone who's familiar with the Mario Kart games will be familiar with the drill. You race around a series of tracks on your rocket-powered rollerblades, use a variety of speed-ups and weapons to your advantage, and somehow determine the fate of the world by coming first.

Realistically, Chocobo Racing is nothing much to look at nor listen to. The visuals are very first generation. The characters are pixelated 2D sprites that race in a 3D

environment that's filled with low-res textures. The appeal of the game is in the so-called 'fun factor' where you can blow up all of the characters you recognise from older Squaresoft games. If you've played Speedfreaks or Mario Kart, it quickly becomes a mere novelty.

SQUARESOFT: MIA IN AUSTRALIA

Whilst Chocobo Racing may sound like it's only a mediocre game thus far, there is a rather disturbing 'bigger picture' that one cannot help but shake his or her head at. You see, Chocobo Racing will be the first Squaresoft

game released in Australia since Final Fantasy VII. The rest of the world, however, has seen dozens of other Squaresoft games. The reasoning as to why Sony of Australia chose to ignore clearly superior titles like Einhander, Parasite Eve, Ehrgeiz, Tocal 2, Xenogears, and Brave Fencer Musashi is a complete source of bewilderment. As if that weren't enough, the fact that they waited until now and chose to release an obviously lacklustre B-grade game like Chocobo

Racing is something that has left this particular reviewer utterly stupefied.

It's rather unfortunate that Chocobo Racing should be released in this kind of context, as it's still a good bit of fun. Kids will probably find it more appealing than Speedfreaks for the cute factor. However, without any titles save Final Fantasy VII to establish a market presence for Squaresoft in Australia, Chocobo Racing won't benefit from any of the pre-release hype that was seen in the US or Japan; and therefore enjoy a substantially smaller measure of market success, if any at all.

KEVIN CHEUNG



"CHOCOBO RACING WILL BE THE FIRST SQUARESOFT GAME RELEASED IN AUSTRALIA SINCE FINAL FANTASY VII"

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: SQUARESOFT
PRICE: \$TBA
RATING: G8+
SUPPORTS: Dual Shock, Memory Card

PLUS

Entertaining and very cartoonish. The simplified game features are a big drawcard.

MINUS

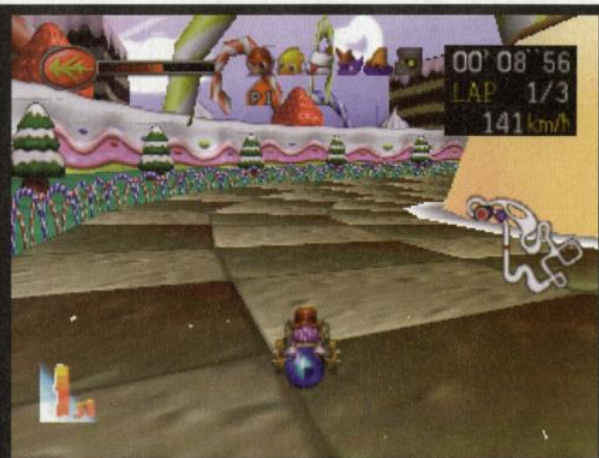
Questionable graphics, and next to nobody knows what a Chocobo is.

VISUALS	SOUND	GAMEPLAY
79	80	84

OVERALL

82

Quite an enjoyable game, but doesn't stack up to the competition.



DID YOU KNOW KEVIN'S INITIALS ARE KFC? TRUE!

Metal Gear Solid VR Missions

300 extra missions? Sounds like pretty good value to us!

Less than six months ago, Konami made its definitive mark on the PlayStation gaming scene with the release of Metal Gear Solid. Created under the guidance of Hideo Kojima, the spy action thriller is revered within the industry as one of the most innovative titles in next-generation gaming. With that in mind, Konami has seen it fit to release an expansion disc for the game, going by the name of Metal Gear Solid VR Missions.

Essentially, VR Missions is a grandiose elaboration on the

training mode found in the original Metal Gear Solid game. That is, you run around in virtual environments practising your sneaking skills. The only difference is that with this expansion disc, the number of training missions you can embark upon is around 300.

CYBER SNAKE

The disc itself is separated into several distinct sections. For the most part, you'll be taking part in missions that test your ability to use the different weapons

found in Metal Gear Solid, such as the Socom, the Nikita Launcher, the Claymore mines, the PSG-1 rifle, C4, grenades, and so on. You start out by shooting and blowing up dummy targets. Once you've qualified all of those rounds, you'll be allowed to enter the mission with live targets. You'll also be able to unlock extra features that allow you to go on turkey shoots, photo shoots (we're not kidding), and even the ability to play the game as the Cyborg Ninja.

The missions themselves take place on mini-levels that would take you around 30 seconds to completely run across. They're nowhere near as expansive, comprehensive, nor ambitious as the original game. It's more like a collection of putt-putt golf courses, presenting a few novel obstacles on each course, showing off the versatility of the game engine that Metal Gear Solid puts to work.

PSYCHEDELIC SNAKE

Aesthetically, VR Missions is surprisingly disappointing. The music and character models of the original Metal Gear Solid all remain intact, but everything else that's new is presented in the simplest imaginable form. Buildings, walls, and obstacles are all untextured, giving the game an almost wireframe appearance throughout. The game only 'looks' interesting because of the psychedelic backgrounds, which come straight out of the intro screen. The very least Konami could have done was to make the environments look a little more like an office building or a library or anything else we might be able to identify with. Instead, they've opted for an arguably lazier approach, and are hoping that the "virtual" aspect in the title will suffice for the fans.

"THE GAME ONLY LOOKS INTERESTING BECAUSE OF THE PSYCHEDELIC BACKGROUNDS"

Realistically, the VR Missions expansion disc was designed specifically to cater for MGS fans, and its overall appeal is limited as such. Only those who are familiar with Solid Snake's exploits in defeating Liquid Snake will understand the humour in strapping a generous block of C4 to a snoozing guard's back. Needless to say, MGS VR Missions will provide hours of fun to those who loved the original game. Unfortunately, like Star Wars Episode 1, it's not going to earn itself any new fans.

KEVIN CHEUNG



AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1
PUBLISHER: Konami
PRICE: TBA
RATING: M
SUPPORTS: Dual Shock, Memory Card

PLUS
Great variety of missions and bonuses.

MINUS
Simplistic backdrops, unappealing visuals.

VISUALS	SOUND	GAMEPLAY
82	84	80

OVERALL
85
A worthwhile expansion pack, but it's strictly for fans.

Tarzan

The king of jungle music, Cam Shea, takes on Tarzan...

Tarzan is a Disney game through and through. That is, it's a platformer that doesn't break any new ground whatsoever, but has a polished visual aesthetic that almost makes up for what it lacks in gameplay.

**AHH-EEAH-EEAH
EEAHHH-EEAH-EEAH**

In a refreshing change from the current 3D trend, Tarzan takes on a pseudo 3D feel, much like Namco's classic Klonoa. Movement is essentially in two dimensions, but

the appearance is that of a 3D world. It must be said that this look has been executed beautifully in Tarzan, remaining faithful to the lush environments, rich colours and top-notch animation of the film.

The jungle environments look truly alive, with nicely textured mossy trees and rocks, waterfalls in the background, and flying birds. Some sequences look so much like watching an animated film it's surreal. Indeed, although the major-

ity of the wildlife are polygonal models, there are some well-integrated animations. For instance, in the Crash Bandicoot inspired "piss-bolting towards the screen whilst being chased by elephants" level, the stampeding elephants are all animated, yet fit perfectly into the polygonal course.

However, this sequence is also a good example of the messy game mechanics that go a long way towards destroying any replayability in Tarzan. The scenario is this - Tarzan's running at the screen, with the elephants hot on his heels. He must avoid tree stumps on the track, as well as holes in the path and other animals fleeing from the elephants. As they run along though, the elephants are also knocking the tree stumps out of the ground, sending them into Tarzan's path - another



THE GUNS AND ROSES BONUS STAGE

"SOME SEQUENCES LOOK SO MUCH LIKE WATCHING AN ANIMATED FILM IT'S SURREAL"

thing for him to avoid. Where these sequences in Crash Bandicoot were simple and based around a small number of deviously placed obstacles, Tarzan has lost the simplicity, and as a result, the sequence is too chaotic to be challenging. There are simply too many

random factors involved, and the level becomes frustrating and unenjoyable.

HE'S ALWAYS HANGING AROUND WITH CHIMPS

Messy gameplay pervades Tarzan. You're constantly losing life because of unavoidable situations. One of the biggest problems is with the birds flying all over the place. They're positioned poorly, and due to their three dimensional flightpath, it's

GOOD TO SEE HE'S WEARING THE BROWN UNDIES





often very hard to tell whether they're actually doing damage or not.

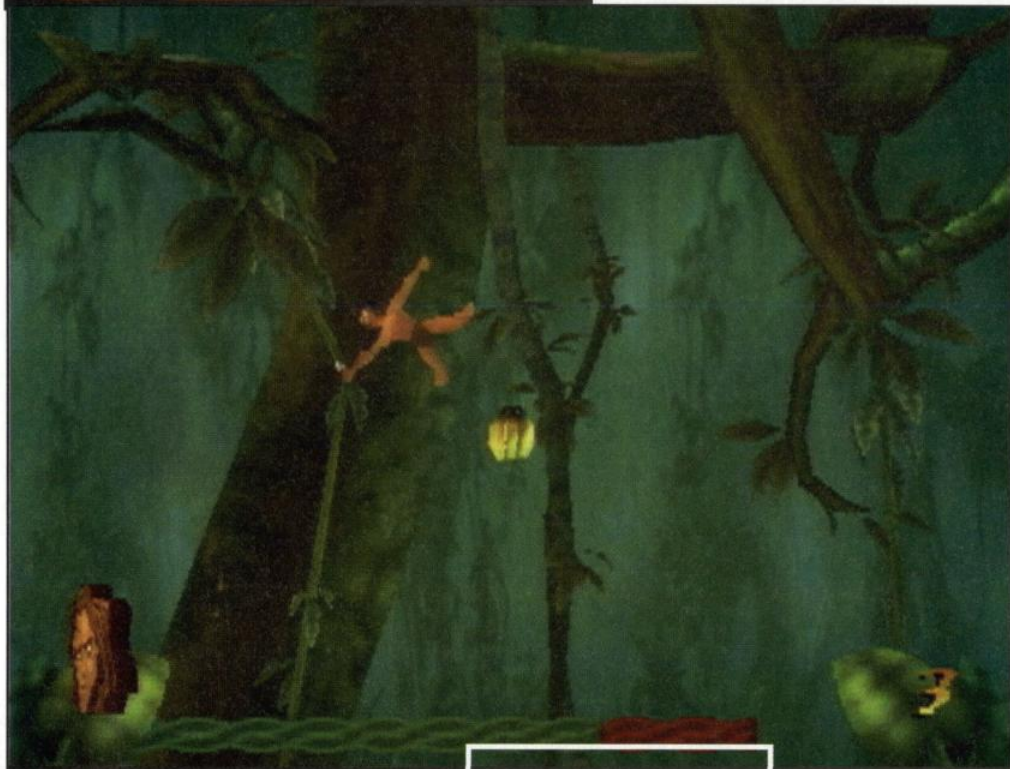
That said, Tarzan's levels are weighted nicely, with plenty of variety and well-paced action. The game follows the story of the film, from Tarzan as a young boy to Tarzan in the prime of his life. Each level is preceded by a cutscene from the film, tying the two together nicely and showing off some stunning animation.

Although rather short, for

each of Tarzan's 14 levels, there's another bonus level to unlock, not to mention plenty of secrets to discover. It's a shame though, that I found my main reason for playing on was to see whether there'd be any more cool sequences and to see the next movie clip, not because the gameplay was exciting. Indeed, if there's a lesson to learn in Tarzan it's that you will take damage, and there's little you can do about it.

Tarzan does succeed in many ways, and is an especially good purchase for fans of Disney films. The 2D gameplay is also a welcome change from all the uninspired 3D platform games coming through. Not all game concepts would work in 3D, and Tarzan's one of them. By sticking to pseudo 3D, the developers have been able to use beautifully smooth animation and nice organic art direction to win over the gamers. I'd prefer to play Tarzan, faults and all, over the ugly meanderings of A Bug's Life anyway.

CAM SHEA



THAT'S A LARGE CODPIECE FOR A YOUNG MAN

MIGHT AS WELL BE BARRY MANILOW

As far as music goes, Tarzan continues on the downhill slide that began with hiring Elton John's poxy Ray Martin haired "talents" for the Lion King. This time around it's Phil Collins' monotonous whinge that greets us with the intro sequence. The in-game music is also very forgettable, and certainly doesn't have the same polish that the graphics do. If I were to sum up the soundtrack in a few simple words, they'd be "low-res cheesy 80s Casio tunes". Ahh well, just turn the sound down and enjoy.

AVAILABLE: Now
CATEGORY: 2D Platformer
PLAYERS: 1
PUBLISHER: Disney Interactive
PRICE: \$79.95
RATING: G
SUPPORTS: Dual Shock, Memory card

PLUS
Tarzan's righteous dreads. The graphics are good too.

MINUS
Frustrating gameplay, and average music.

VISUALS	SOUND	GAMEPLAY
88	77	70

OVERALL
72

Tarzan is just what we expect from a Disney license - nothing new, but fun nonetheless.

Live Wire!

Cam Shea sticks his finger in the socket and gets wired...

Live Wire is an action oriented puzzle game that's a tad confusing at first, but with time becomes... er, a little less confusing. The player controls a weird little fish creature in a wireframe map. Your fish can only travel along the wireframes that outline the tiles on the level, and as you move, your fish leaves a coloured trail in its wake. By outlining all four sides of a tile, it flips over to become a tile of your colour. The aim is to accumulate more tiles, and hence gain more territory, than your opponents.

MAN, WHAT A BUZZ

Sounds simple, eh? Well, it rapidly gets more complicated, because battles are trickier than just out-tracing your opponents. Each game is surprisingly fast paced, and maps are covered with nasties like sharks, crabs,

pirates, grandfather clocks, and aliens, all trying to trick you, trap you and blockade you. Each map is also littered with powerup tiles, skill tiles and weapon tiles for you to pick up. Knowing each tile and how to use it appropriately is the absolute key to victory.

Live Wire has 5 different world themes – Fun Fair, Spooky, Wild West, Ocean and Space, making up 50 levels altogether. Each theme is unique, with a variety of different obstacles and opponents. The coolest maps are the space levels though, which are set on 3D globes, as opposed to flat plains.

This is a game that doesn't feel particularly instinctive at first, but has enough potential to encourage further play.



Importantly, there are a number of customisation options that will help ease newbies into the game. Game speed can be slowed, difficulty adjusted, and number of opponents reduced, which go a long way towards making the game more playable at first.

ELECTRIC BOOGALOO

Live Wire masquerades as a puzzle game, but is really

"THE SOUNDTRACK IS PERHAPS THE HIGHLIGHT OF THE GAME"

more of a hybrid. There IS a fair degree of strategy, but the speed and hectic nature of the game tends to override the strategy elements. The diffi-

cult controls are also a hindrance. You'll find that zipping your fish around the map at speed making precise turns is frustrating at times – particularly when time is running out and each turn is vitally important.

As frustrating as Live Wire can be, it's worth a look simply because it's the antithesis of the stereotypical puzzle game – glaringly bright graphics, fast-paced action and pumping tunes. It's also a blast in two-player mode, especially when you're playing a team game. The soundtrack is perhaps the highlight of the game. The 10 funky house tunes have been selected by DJ Allister Whitehead, and although nothing groundbreaking, set the pace nicely with tasty beats and funky hooks.

Live Wire is a fun title, but the puzzle elements and action elements just aren't balanced well enough to produce a satisfying game.

CAM SHEA

AVAILABLE: Now
CATEGORY: Puzzle/Action
PLAYERS: 1
PUBLISHER: SCI
PRICE: \$79.95
RATING: G
SUPPORTS: Dual Shock, Memory Card

PLUS

Funky tunes, fast paced puzzle action.

MINUS

A bit too convoluted to be a true puzzle game.

VISUALS	SOUND	GAMEPLAY
79	86	74

OVERALL

75

Live Wire is a decent puzzle title that lacks the balance needed to be a classic.



WHAT EXACTLY WERE THE DEVELOPERS DOING ON COFFEE BREAKS?

Gungage

Third person perspective shoot 'em ups are popping up like mushrooms. Is this one at all edible?

Gungage is one of those strange releases that leave you feeling neither interested nor bored. After playing through the game, chances are you're just never going to pick it up ever again. It's possible you may have some fun the first time through, but really, Gungage has nothing too exciting or original to offer.

TURD PERSON PERSPECTIVE

After romping around in Gungage for your first ten minutes, you could almost mistake the game for Duke Nukem Zero Hour crossed with Syphon Filter, fed through a sieve and then whirled through the juicer-master. This is big-time arcade action, with the odd puzzle and an army of insectoid aliens out for your skinny ass — all with that over-the-shoulder camera angle we've come to love and hate. Like the Divinyls taught us all those years ago, it's a "fine line between pleasure and pain", and so is Gungage. About a year ago, maybe we

would have loved this 3D blast fest, but the PlayStation can do better than this — we know that now.

Your character, Wakle, has a blaster that can lock onto enemies in a similar fashion to the Zelda 64 targeting system. As soon as an enemy is in range, your gun acquires a lock, doing away with the need to actually aim at what you're shooting at other than to face your character in the right direction. Whilst it functions quite well, the controls for turning Wakle on the spot are way too slow to be able to keep track of half the creatures flying around you. They really needed to include a backflip move or something to combat this problem. Maybe it's just the fact that the PAL version is excruciatingly slow, compared to the intended NTSC speed.

MAN OF ACTION

There are another three characters in the game that are all playable, but you

cannot select them all at the beginning of the story. This does little to really add much variety to the pretty standard action of shooting, picking up powerups and making your way to the

"THIS IS BIG-TIME ARCADE ACTION WITH THE ODD PUZZLE"

exit. The music sets absolutely no atmosphere and it sounds more like the New Price is Right rather than a futuristic battle against deadly aliens. The path to the "Dark Moon" is open, and those ugly beasties are flowing in like Earth is one great big rotting carcass, so there's no reason for the accompanying soundtrack to be more like a night at the local cabaret nightclub. Anyhow, Gungage is still entertaining to some degree, but is flawed by ugliness in graphics, gameplay and sound. Still, it's better than Attack of the Saucer-men, but that's another story entirely...

ANNA KYN



AVAILABLE: Now
 CATEGORY: Action
 PLAYERS: 1
 PUBLISHER: GT Interactive
 PRICE: TBA
 RATING: G
 SUPPORTS: Dual Shock

PLUS
 Strange creature design and brainless shooter action = fun.

MINUS
 Not a real challenge. Will get dull for some.

VISUALS SOUND GAMEPLAY
 67 60 65

OVERALL
67

Lots of action to keep you blasting away, but a little uninspired.

LOCK AND ROLL. LOCK ON! THIS GAME LOCKS.

Tonic Trouble

Ed the alien steps into the platformer wrestling ring. Mario and Banjo crack their knuckles and snipe, "This is gonna be easy."

Oh, the humanity! Another three-dimensional platformer for the N64; just what we were deeply craving. In relation to three-dimensional platformers, the issue boils down to this: there are just too many being developed for the system. Problemo number two; with Super Mario 64 and Banjo-Kazooie out there, all other platformers will be judged harshly and to the extreme letter of the law. Thus, Tonic Trouble has received a right flogging, having had the balls to show its face in the shadow of Nintendo's own in-house mastery of platform frolicking.

DON'T WORRY ABOUT TONIC, HE'S ARMLESS.

The story begins with Ed, a purple, dildo-shaped alien, who is busily cleaning the interior of his flying saucer. Ed also has the misfortune of not

possessing any limbs, which kinda makes you wonder if Ubi Soft's Rayman 2 is just going to be more of the same with a different look. Anyhoot, whilst dusting away, Ed manages to knock over a can of tonic (get it? Tonic Trouble! Pure brilliance, eh?). Disregarding the laws of physics, the brew of soda pop falls from space and lands on earth. The weird liquid within has a profound effect on all life forms; transforming all into evil monstrosities and spreading as wildly as German sheiza video sites on the internet. A viking who's enjoying a sunbath, takes a gulp of Ed's drink and instantly mutates into a super being, hell bent on overtaking Earth. This is where the premise of the game kicks in. Being a righteous little alien, Ed embarks on the noble journey of rectifying his stuff up.

TROUBLE? A LITTLE

The developers have obviously taken a cartoony approach to the visuals of Rayman, er, Tonic. The landscapes and characters are brimming with rich, vibrant colours and everything occupies a slightly warped state of mind. Luckily, Tonic Trouble doesn't appear to have any of that horrible blurred out look we've seen in some games, but instead, they're as sharp as Elton John's fashion sense.

Although each character only holds a below average polygon count, this doesn't seem to effect the feel or look of what the developers have tried to create. Ed, himself, shows quite a lot of vigour with his facial expressions and movement. The simple models work quite well in this game. There are some nice little touches, like when our purple-phallic looking hero enters a warp

door; he will be sucked in, piece by piece, and on the other side he will be reconstructed, hopefully in the right order. As a stunning bonus, Ed, the purple-tool, will jump into animated sequences if left unattended. Yeah, I know all games do that now, but I never get sick of it. That said, Tonic Trouble is a very nice looking game but again has to be judged against the high standards of Mario and Banjo-Kazooie, where unfortunately, it doesn't compare to their superslick, turbo charged grandeur.

The game is also lacking in the puzzle department, leading to the conclusion that this may be aimed squarely at the younger market. Ed simply beats the odd angry tomato (yeah, that's right, I said tomato) about the head and continues on his merry platform-romping way. The cam-

era work also doesn't seem to have the same silky smooth movement as in Nintendo's own offerings.

The sounds within this new title are fitting. Of course you have the usual thuds and ding-dongs all good platformers should, but with Tonic Trouble's cartoon style, the Looney Tunes sounds of 'stretching rubber' are quite cool.

At the end of the day, Tonic Trouble is quite good. For anybody who has already purchased Mario and Banjo and enjoys sitting back in their armchair and romping about huge 3D worlds, this game will fit snugly amongst Nintendo's huge library of 3D platformers. Remember, though, that this game won't tax the brain cells of anything more advanced than single-cell amoeba.

NICK O'SHEA

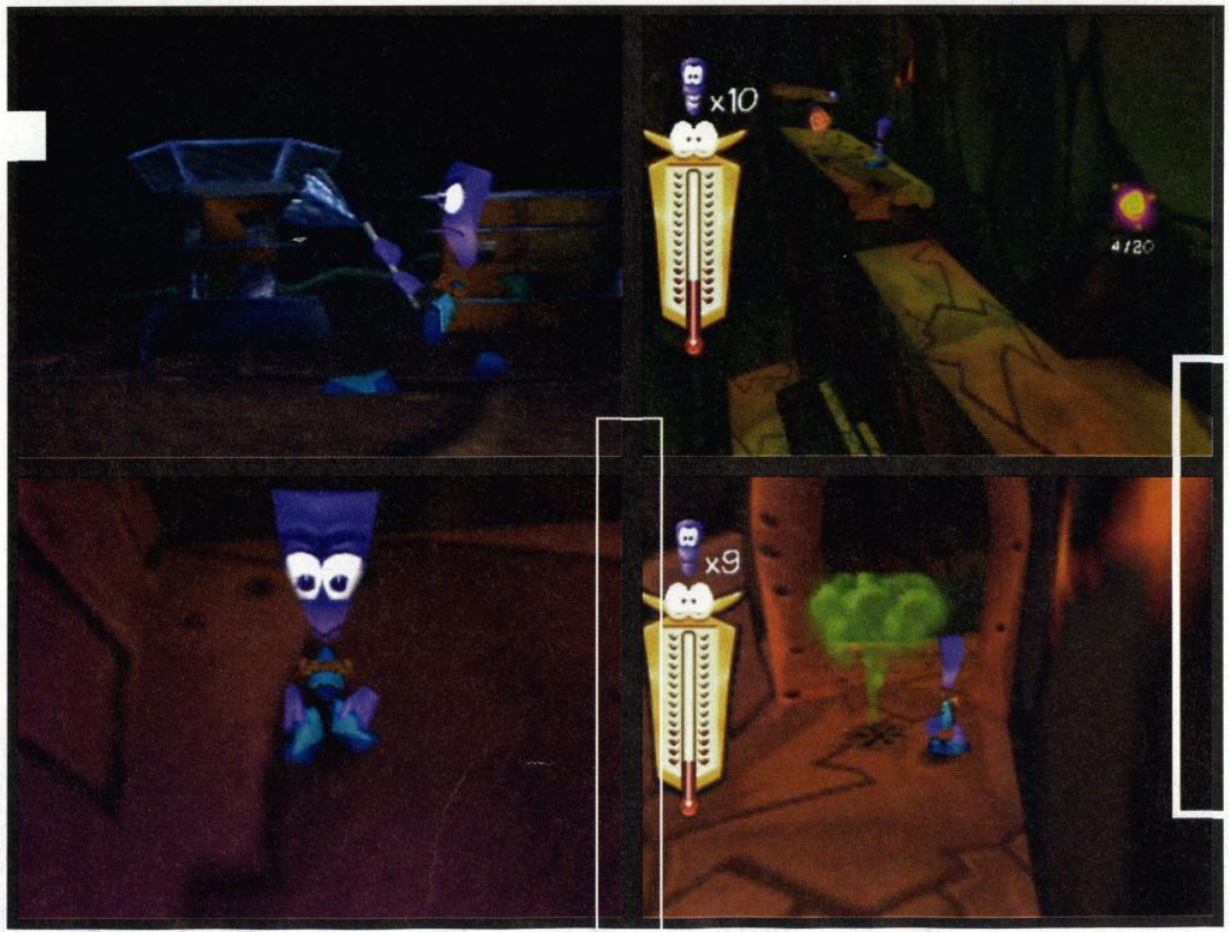
AVAILABLE: September
CATEGORY: 3D Platformer
PLAYERS: 1
PUBLISHER: UbiSoft
PRICE: \$99.95
RATING: G
SUPPORTS: Memory Pak

PLUS
Graphically impressive. It's quite fun and it's the first vegetable simulation.

MINUS
A bit too easy. Not enough moves. It's a platformer.

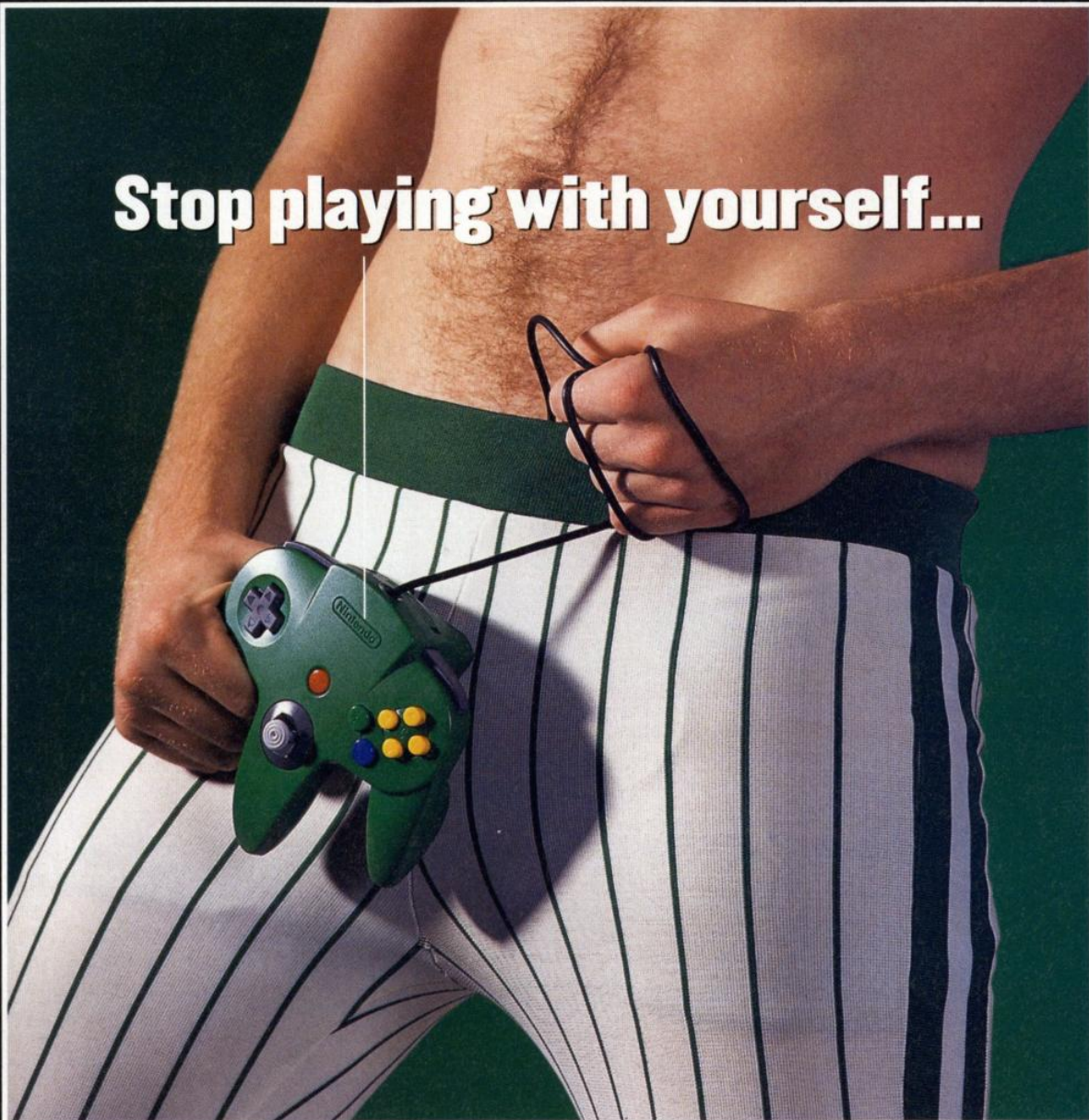
VISUALS	SOUND	GAMEPLAY
80	74	75

OVERALL
77
Tonic Trouble is a good game for platform fans only.



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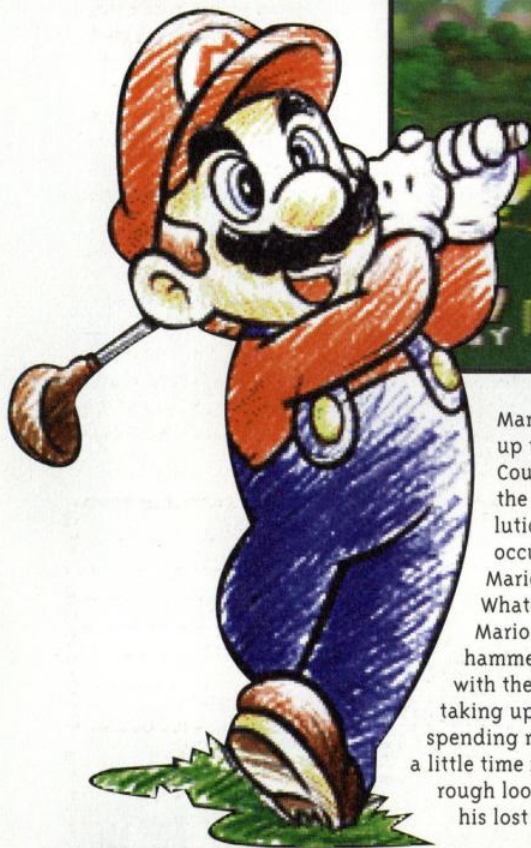


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Mario Golf

After a slew of third party Mario games, does Mario Golf make par?

After partying until the wee hours of the morning, and then beating up all his mates (that's what drinking too much will do to you), Mario turns up at the first hole, ready to tee off, with all his merry mates in tow. Peach can be clearly seen in a mini-skirt, and even Baby



Mario waddles up to the green. Could it be that the sexual revolution has occurred in Mario Land? Whatever the case, Mario's been going hammer and tongs with the one wood, taking up divots and spending more than a little time in the rough looking for his lost balls.

WEATHER EFFECTS - NO FOG INCLUDED

The graphics aren't particularly overwhelming, and you can notice that the characters have considerably low poly counts when viewed from up close. By scrimping on the finer details, Camelot have managed to allow the game to get along at a decent pace, without

even a skerrick of fog or slowdown. What is rather impressive is the use of real time light sourcing, and some minor transparency effects. When everyone's favourite plumber sinks the ball at two under par, a star circles around him (a la Super Mario 64)

"MARIO'S BEEN GOING HAMMER AND TONGS WITH THE ONE WOOD"

creating some fantastic looking splashes of light and

shadow on the moustached one - very shecshy.

The most notable features in the audio department are the numerous voice samples of the characters. They congratulate you after a 'Nice shot' and sigh in empathy as your shots go astray. The way that Toad says "Oh Bee" when you put your ball out of bounds is so cute, you'll hurl. A nice addition to the game is the ability to sledge off the other players as they are lining up a shot. Up against three opponents, all telling you to get a move on, even the most seasoned veteran will have trouble keeping their cool. The Mario tunes that accompany the action are as jolly as ever, and have a distinct Jamaican rhythm feel to them. You almost expect some guys with dreadlocks to wander onto the course and say "Nice shot, mon".

ONE, TWO, THREE, FORE!

The swinging interface is similar to the Links series, but the power bar is horizontal instead of that stupid semicircular thing. This makes it much easier to judge the exact amount of curry you want to put behind the shot. With a simple three taps of the A button, you can be consistently



HIS NAME IS TOAD, BUT HE'S A MUSHROOM. WTF?



getting birdies with a little practice. Perfectly aligned shots will go a lot further and straighter, and when combined with the 'power shot' feature, the ball resembles a meteor burning up on re-entry more than a Spalding number three.

The six basic courses (with 18 holes each - a stunning 108 holes - not including other modes of play) were devilishly designed by golf experts. This gives each course a real sense of authenticity, and if you don't take account of the wind you could well find yourself digging the ball out of a sand bunker or wearing a two shot penalty. Nice touches like fish jumping out of the creek as your ball plunges into a water hazard and the way Toad pops up waving his little flag as you put one out of bounds add

tremendously to the presentation of the game.



FINANCE TRANSFER PAK

The cart is chock full of different modes of play, from the one player tournament, to the ring shot mode, to multi-player putt-putt. There are 13 standard players (some the well known Mario characters, and a few newcomers) that you can unlock through the various modes of play, and an additional 4 that can only be transferred over from the Gameboy version of Mario Golf using the soon-to-be-released Transfer Pak. While this might seem like a good idea on paper, the extra characters are not likely to add that much depth to the game. Secondly, most N64 owners probably won't want to cough up for a Game Boy

cart after having just forked over a considerable sum of their hard-earned dosh for this game. Maybe a good marketing move, but poor game design.

All in all, Mario Golf is a solid title that betrays the usual mantle of boringness that is worn by so many sports titles. Because it only borrows aspects of realism, it doesn't weigh you down with the dull drudgery of every single insignificant aspect of the game. Instead Mario Golf gives you all the fun stuff, like tonking the hell out of a little white ball, choosing the best club to move it from the fairway to the green and the sheer jubilation of sinking a 30-foot putt. As golf games go, in single and multiplayer modes, Mario Golf is well above par - and I mean that in the best possible sense.

NICK O'SHEA



AVAILABLE: New
CATEGORY: Sports
PLAYERS: 1-4
PUBLISHER: Nintendo
PRICE: \$99.95
RATING: G
SUPPORTS: Rumble Pak
PLUS Packed full of courses and play modes, oozes lastability.
MINUS May not cater to everyone's tastes.
VISUALS 74 SOUND 67 GAMEPLAY 90
OVERALL 86
Awesome fun, but quite a few will be deterred by the 'sport sim' overtones.

AND AS A NEW DAWN RISES, MARIO SOBERS...

Pokemon Snap

Going on a safari tour of Pokemon Island is something we've all wanted to do. It's just a pity we have to leave the rifle at home and take a camera.

Everybody by now has heard the word 'Pokemon' used at least once, unless of course they've been kidnapped, chained under a set of stairs and nicknamed Spanky. After reading this review, the next time you're engaged in conversation about the Pokemon phenomenon, at least you'll have something intelligent to add instead of simply giving them a wedgie and telling them to get a life. This is, of course, only a harmless game. Well, not quite. After many late nights of pulling my hair out, trying to get a decent photograph of that Mew, I can tell you that this game is very addictive. If it were up to me, any Pokemon

title would be stamped with a large warning: 'Playing Pokemon is addictive'.

POKE-HUH WHAT?

Now, from the weirdness that can only be explained as Japanese humour, comes another instalment of the pocket monster craze, Pokemon Snap. The gameplay is quite simple but at the same time very compelling, producing a game that can be enjoyed by all ages.

Unlike the original Pokemon series, you don't

collect creatures as such, but rather capture their images via a snapshot camera. Travelling through a variety of environments, your objective is to take 'snaps' of these irregular animals in their natural surroundings, keeping in mind that the nutty Professor Oak will judge your work. Why nutty? No reason, just look at his picture. Being the dynamic photographer you are, the good professor has hired your services in the study of Pokemon in their natural environment. You're not going to do this for free though, bringing us to the scoring mechanics of this unusual title. Each photo is scrutinised by the professor and he pays you according to

the quality of the shot. Taking photographs isn't just a matter of snapping away with your camera like a pervert hiding in the bushes of an all-girl school. For a decent photo you will have to get the little turds to do something interesting, like dance or eat. Getting the premium shot is critical as you can only

gain access to other sections of the island with the right amount of cash.

GIZMOS, GADGETS AND GO GO MOBILES

Because many Pokemon are quite dangerous, you have been supplied with a multi-terrain vehicle, rather than being forced to lumber about the island on foot. From this

automated contraption that looks like a cross between a Go Go mobile and a public lavatory, you can swivel yourself 360 degrees, zoom in on Pokemon with your camera and snap like crazy. Later on in the levels, you'll be rewarded with apples and smoke bombs, which you can throw at pocket-mongrels, making them move around a bit for that better picture. You know what I mean, toss a smoke bomb at their sorry butts or maybe smack one in the head with an apple; great stuff. Let's hope there's a cheat that gives you an elephant gun or a bazooka. That'll make them move. Another implement that can be used to encourage more exaggerated movement from Pokemon is the flute. This is a hidden object and will have to be uncovered before being able to capture those 'ultimate' pictures.



CAMERA, ACTION, GO!

The first level sees you riding along a beautiful beach in your vehicle. Suddenly, from your left, a pair of Pidgeotto pass you by. As you center your camera on them and prepare to snap away, you hear the distinct (and sickeningly cute) sounds of a Pikachu. As you neglect the Pigeottos and focus your camera on the Pikachu, you'll notice a Meowth chasing another critter. So, amongst all this furious swiveling and camera snapping you'll realise that it will take more than one ride through a course before you

can safely assume that all your photos will earn top dollar. At times, split second timing is necessary to catch a Pokemon that may only be visible for a moment. It's times like this that you can thank Nintendo for creating an intuitive control system. The use of the analogue stick is perfect for turning and covering all angles from your vehicle. Pressing the Z button will zoom your camera lens and the A button will take a photograph.

During your ride around Fantasy Island, er, Pokemon Island, you may take the gorgeous graphics and smooth,

THE PERFECT SNAP

Professor Oak sets the standards for what is a 'good picture'. For that perfect shot, you will have to work on the pose of the Pokemon, positioning, technique and how close you have zoomed in on the target. Using apples, smoke bombs and the flute will also allow you to make the Pokemon do something different, thus adding extra points to your score... if not to your street credibility.



lively animations for granted, as there is so much activity and just as many things to look at. Each Pokemon

has been carefully constructed and detailed from polygons so that they're perfect replicas of their cartoon counterparts.

You may think that this game seems a little too bland, and that it would have been better to replace the camera with a sniper rifle and the Pokemon with wild dinosaurs, but in essence, the game is a unique experience. Fans of the cartoon will sim-

ply adore it and players who haven't tasted the world of Pokemon may find it a surprisingly enjoyable curiosity. Just be careful whom you talk to about your Pokemon though, I received a swift, sharp slap from a girl the other day when I asked if she wanted to see my pocket monster. Go figure.

NICK O'SHEA



AVAILABLE: September
CATEGORY: Simulation
PLAYERS: 1
PUBLISHER: Nintendo
PRICE: \$89.95
RATING: G
SUPPORTS: Rumble Pak

PLUS
Refreshingly unique and more fun than a barrel of Jigglypuffs.

MINUS
Gamers who aren't Pokemon freaks may end up shaking their heads and exclaiming, "I don't get it".

VISUALS	SOUND	GAMEPLAY
90	80	86

OVERALL
88

A great game, but probably not a hard-core gamer's cup of tea.

IF ONLY IT WERE A HIGH POWERED RIFLE



Unreal Tournament

What once looked like a simple patch-up of the old Unreal deathmatch is now a killer game in its own right... Unreal Tournament rocks!

Last year, Unreal wowed the PC gaming world with its revolutionary step forward in visuals. Unfortunately, you not only needed a beast of a PC to get it to run well, but the game also was a multiplayer flop due to poor network coding and the basic feel of the weapons. Epic have endeavoured to prove that they can produce a crack multiplayer first person shooter, and they have succeeded... and then some.

Basically, Unreal Tournament is a game designed to offer a top multiplayer experience through not only basic deathmatch gaming, but also by throwing in a variety of different game styles, whilst also offering excellent AI opponents in the form of "bots" (computer controlled players).

SLOBBER SLOBBER

Visually, Unreal Tournament is totally drool-worthy. Just like Unreal made our eyes bug out last year, UT does it all over again. Of course, to get the best results, it will require some pretty serious hardware, and while it's easy to make the game playable on any machine, only those with the truly top end systems will be able to get a really smooth game with all the details set to maximum.

"JUST LIKE UNREAL MADE OUR EYES BUG OUT LAST YEAR, UNREAL TOURNAMENT DOES IT ALL OVER AGAIN"

Epic have taken note of the criticism many made over the sound for the weapons in Unreal being too piss weak, and now all the guns sport a satisfying sound effect to help make pulling the trigger all the more pleasurable. Those with 3D capable sound cards are

in for a real treat with UT, which utilises this feature well.

Most noteworthy in terms of the sound is the excellent use of speech within the



PLEASSED TO GIB YOU...

...HOPE YOU GUESSED MY NAME



THE DEATHMATCH EXPERIENCE

game. Not only can you pull a quick comment from a pop up menu, but you can bind specific verbal responses to keys, so you can do things like tell your team you are defending your base, etc.



A good way to sum up Unreal Tournament is to say it's like Quake, with better visuals, more weapons, all the mods that ever came out as built-in features, and far more options to help customise the game as you'd like. From how big you want the weapon icons on your HUD, through to what percentage of damage team mates should take from friendly fire, UT allows you to customise pretty much everything you could want to in the game. On top of the basic preference

Being a game designed to be played by many people, it would not be fair to review Unreal Tournament without giving it the full LAN experience... and so we did. An interesting point was how there was no standout gun, rather it seemed that weapon preference came down to personal taste.

Singe "Darkshell" Graham
Favourite weapon:
Shock Rifle

Yes, Quake is good. Yes, Unreal Tournament is better. The sheer scope this game has in terms of game styles and playability is immense! CTF, Domination, InstaGib, Tournament Deathmatch, Assault... the list goes on and on. It plays like a dream too. Unreal's biggest problem when it first came out was purely the hardware requirements. It was released in a time where people were struggling to make Q2 run well, let alone Unreal. But now that technology has caught up we're all able to really experience all UT has to offer.

Jackson "ajax" Gothe-Snape
Favourite weapon:
Flak Cannon

If there is one word to describe UT it would have to be comprehensive. The title includes all those little extras that you think would make a great game, like audible teammate commands, or a fully customizable HUD. Not to mention the different game modes that are available, beyond just CTF and DM. It's these things that really bring the game together. With Quake 2, you had to download separate mods and extras to get the most of the game. The fact that UT has all this straight out of the box is truly impressive.

Dan "Armand" Toose
Favourite weapon:
Flak Cannon

Just like with Quake 1 & 2, where the mods helped expand on the concepts that the game was based upon, UT's game types help make it a game that will please pretty much any first person shooter fan. More importantly, it was awesome fun to play team games against the

computer, in several different styles of play. As a teamplay nut, I loved the ability to bind verbal responses to a single key-stroke which beats a text message both in funkiness and practicality, especially online where you can't hear your team mates.

Adam "AstraM" Duncan
Favourite Weapon:
Pulse Rifle

Brilliant visuals, AI bots who can intelligently play each of the various game-types available, and a huge range of cool maps... These are the ingredients to the perfect multiplayer FPS game, and UT has all of this! The weapons are definitely much improved over Unreal, and deathmatch really is loads of fun. Basically, there's now much less reason for the die-hard deathmatchers out there to dismiss UT as a failed attempt at dethroning Quake.

Aaron "Lemming" Gentleman
Favourite weapon:
Minigun secondary fire

I was quite amazed at Unreal Tournament. The first thing that got me was the fact that it sup-

ported 3dNow!. Not many games out there do it, and do it as well as Epic has in UT. I was quite impressed with the speed at which it ran on my computer. A surprising thing I found is the skill of the bots. They are fantastic to play against, from deathmatch to capture the flag, they do a great job. What I found interesting also was the fact that they actually seemed to work together. A rare sight among a lot of teams playing games nowadays.

Andrew "Strober" Robertson
Favourite Weapon:
Rocket Launcher

When playing with bots, normally as you turn up the difficulty level for single player, you are just increasing the accuracy of the bot. But this was different, for the first time I felt as though I was playing a person. Bots that think! Well I didn't think it was possible until now. Also, binding keys proved to be very easy... e.g. binding a key to "fov 30 OnRelease fov 90" enables you to hold the key in to zoom & when you release the key it goes back to normal... very handy.



A FISTFUL OF FIREARMS

Unreal Tournament not only has plenty of weapons, but with two firing modes for each gun, there is a ton of variety in the way you can blow your enemies to bits. Those familiar with the weapons in Unreal will find these all very familiar, but there has been some tweaking to ensure these guns offer a more free flowing, action-packed deathmatch experience.



Impact Hammer

Impact Hammer

Primary Fire: This melee weapon is extremely deadly. Hold down fire and when you come into contact with a player... BANG! Death. Unleashing the power on a wall or floor will hurt you very badly.

Secondary Fire: Rapid attacks that are far less powerful than primary mode, making it good for those who are scared of gibbing themselves.

Enforcer

Primary Fire: Plain old pistol shooting. This is extremely



CES Biorifle

green goop comes out in small globs at a fairly rapid rate. A couple of direct hits will take an enemy down, making it far more deadly than it was back in Unreal.

Secondary Fire: Holding down the button adds extra sludge to the load, and once released fires an extra large glob-o-goo. Perfect for laying a devastating trap in a narrow corridor.

Shock Rifle (ASMD)

Primary Fire: A super fast laser bolt that does reasonable damage and also knocks the target around a little.



Pulse Rifle

of. Similar to the Quake 2 Hyperblaster.

Secondary Fire: If you're good at tracking targets in your crosshairs, then firing this solid beam of green death will be a godsend for you, as it mows down anything that it touches, fast. Like the Quake 1 Thunderbolt.

Ripper

Primary Fire: Launches a razor blade which will bounce off of walls for quite some time before fading away... unless it hits something first. Will decapitate on a head shot. Great for



Flak Cannon

Secondary Fire: Lobs a short range grenade, that has a smallish blast area. Does immense damage on a direct hit, which isn't too hard thanks to the shallow firing arc.

Minigun

Primary Fire: A heavy machine-gun that fires a steady stream of bullets with reasonable accuracy at the crosshair area. Quite damaging.

Secondary Fire: Fires twice as fast as primary fire, and only half as accurate. The ultimate weapon for cleaning up in short range combat.



Rocket Launcher

Sniper Rifle

Primary Fire: Takes a shot, regardless whether or not you are zoomed in. Head shots result in instant death.

Secondary Fire: Holding this button zooms in, allowing you to use this weapon at amazing distances, and still remain accurate.

Redeemer

Primary Fire: Launches a devastating "nuke" rocket in a straight line, that will detonate to produce a huge spherical explosion

Secondary Fire: A truly



Enforcer

accurate, but the damage is low, and the rate of fire is not fast enough to scare anyone with a better gun.

Secondary Fire: Bust-a-cap or "Bruce Willis" style. The gun is turned on its side and fired much faster, but the bullets now stray off target a little.

Special: If you collect two of these, you can wield one in each hand simultaneously, which is far more deadly than most would think.

CES Biorifle

Primary Fire: The glowing



Shock Rifle (ASMD)

Secondary Fire: Slow moving plasma balls, that cause a whole mess of damage, and really knock the target about. Sending a volley of these at someone coming along a ledge is always amusing.

Special: Hitting the secondary fire with a primary fire shot results in a large spherical explosion of stupidly heavy power!

Pulse Rifle

Primary Fire: A rapid fire laser gun that is great for spraying into a busy combat that you're on the edge



Ripper

launching into an area where you can't dig a camper out from.

Secondary Fire: Fires a single blade that simply explodes on contact with anything. Good to throw in for variety while launching bouncing razors.

Flak Cannon

Primary Fire: Instantly sprays hot metal death at anything immediately, and the shrapnel can bounce off walls, even around corners, or back in your face! Perfect for chasing folks through tight areas.



Minigun

Rocket Launcher

Primary Fire: By default, holding down fire loads in rockets till you release the button. You can choose to have it fire immediately though, just like in Quake.

Secondary Fire: Holding down this button starts loading up the rockets as bouncy grenades instead. Loading up several makes this a great room clearer.

Special: It is possible to fire the volley of rockets in a spread or as a tight cluster by using combinations of both buttons.



Sniper Rifle

crafty weapon now, this enables the attacker to fly the missile by remote, meaning you can even guide it through corridors and windows for extra nasty surprise attacks. Leaves you vulnerable though.



Redeemer



adjustments, there is a feature called "Mutators" which allows you to add special conditions to a match, like InstaGib, for one hit kills, or you could lower the gravity... or even just take out a weapon that no one likes.

SMACK MY BOT UP

Bot AI is also amazingly impressive. Not only can they fight like demons if you crank the AI level up, but they also really work as a team, and can also be given orders! After just a few games of capture the flag, it becomes easy to see how well the bots react in team situations. Most impressive.

There are the usual powerups such as extra ammo, armour, and health... plus some goodies like invisibility (very effective), anti-grav boots (jump crazy!), and the damage amplifier.

Epic have also come up with a neat replacement for the common grappling hook... the Translocator. You simply lob the Translocator receiver to a point of your choice, then teleport to it when you wish to. A great way to surprise enemies by coming in through the window all of a sudden.

For those who take their performance seriously, there's the NgStats logging program, which will not only tally up every imaginable statistic about your playing, but you can also enable it to compare you to other UT players all over the world!

It runs well, it plays fantastically, the bots are great, there's tons of weapons, a huge number of maps, excellent models and skins, and there's pretty much every customisation under the sun at your finger tips. The only

MORE THAN ONE WAY TO GIB A MARINE!

Besides standard deathmatch (free for all gib fest) and team deathmatch, Unreal Tournament includes some other game modes that help make it a far more diverse game.



Domination

Domination
The object is simple. There are three "switches" around the map. By touching a switch, it turns to your team's colour. For every 5 seconds a switch is your colour, your team earns a point. This is a team game that is all about controlling the map, rather than getting kills.



Capture the Flag

Capture the Flag
Simply go get the enemy flag, and bring it back to your own flag in your base. It'd be simple if it weren't for the other team. A team based game where each player can really take on a special role to help the team as a whole.



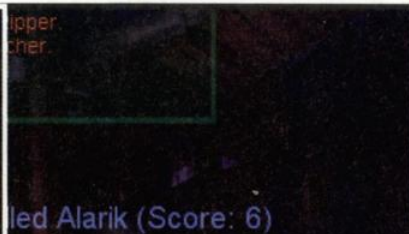
Assault

Assault
Each assault map is an "attack/defend" scenario. One team has a crack at "storming the base" while the other team defends. The teams then swap roles, and the team who was able to attack successfully in the shortest time wins.

word of warning we can give against Unreal Tournament is that to play against others and be competitive requires a 400+ MHz computer with 128

MB of RAM. Anyone who likes deathmatch games should go do themselves a favour and buy Unreal Tournament.

DAN TOOSE



Rank: 1 / 6
Spread: +2

AVAILABLE: September
CATEGORY: First Person Shooter
PLAYERS: 1 - Multi
PUBLISHER: Epic Games
PRICE: \$89.95
RATING: MA15+
REQUIRED: P166, 16MB RAM
DESIRED: PIII 450+, 128MB RAM, new model 3D card
SUPPORTS: Glide, Direct3D, OpenGL, joysticks

PLUS
Outstanding customisation features. Huge variety. Great multiplayer or single-player.

MINUS
Requires one serious mother of a PC to play smoothly and retain all the visual splendor.

VISUALS	SOUND	GAMEPLAY
96	94	95

OVERALL
95
An outstanding first person shooter from Epic. Id Software have some serious work to do to top this.

Kingpin

Budding gangsters can get macking and whacking in the controversial Kingpin...

The first-person shooter genre is undergoing a bit of a revolution at present. Developers have appeared to realise the potential in the multiplayer area, and subsequently we have seen a rise in the number of titles designed specifically with multiplayer in mind. Titles like Starsiege: Tribes and the big upcoming releases: Quake 3: Arena, Unreal Tournament and Team Fortress 2, have really taken the emphasis away from the single-player game. Commonly now, developers choose to go down one of either the single-player or the multiplayer path.

Kingpin may be one of the last titles to attempt to provide both a great single-player game with a stellar multiplayer mode.

DEADLY SECRETARIES

If you have the hardware to run the game well, the benefits are many. Beautiful use of colour and a superbly gritty environment give the game excellent character and

atmosphere. Neon signs buzz brightly, while trails of blood lead to a wounded foe. The alleys are full of rubbish, while each other location contains objects that you would expect to see there, be it a warehouse full of crates or a ship with a rat plague. If there is one way to describe the visuals in Kingpin it's that they are immersive with a real-life quality about them. However they are not

"BE SURE TO CHECK OUT THE FLAMETHROWER - FABULOUS"

without their flaws. The game uses just three player models, merely changing skin for each different character. It becomes a little tedious fighting foes that are

almost identical.

This lack of any great distinction between different characters makes it quite confusing sometimes. There were two occasions I can remember vividly. First there was a time where I entered a room that looked like a reception area. A female was standing inside the desk. I wandered around and started speaking to her. To my dismay the woman who

I believed was an innocent secretary blasted away at me from point blank range with a pair of pistols! Secondly, after blazing my way through hordes of steel-mill workers in search of a kidnapped brother of some chick in a bar, I entered a locker-room and fired off a couple of rounds at what I thought was another enemy. To my surprise it was of course the young lad who I was supposed to save.

The sound is excellent. Once again it adds to the immersion level, and gives the atmosphere even more of a 'gangland' feel. You'll

often overhear a couple of thugs chatting around the corner from you, just before you jump out and take them down. Nice meaty weapon sounds also feature. Finally, the music is done by Cypress Hill, and fits the game's gang theme quite well.

BANG THAT GANG

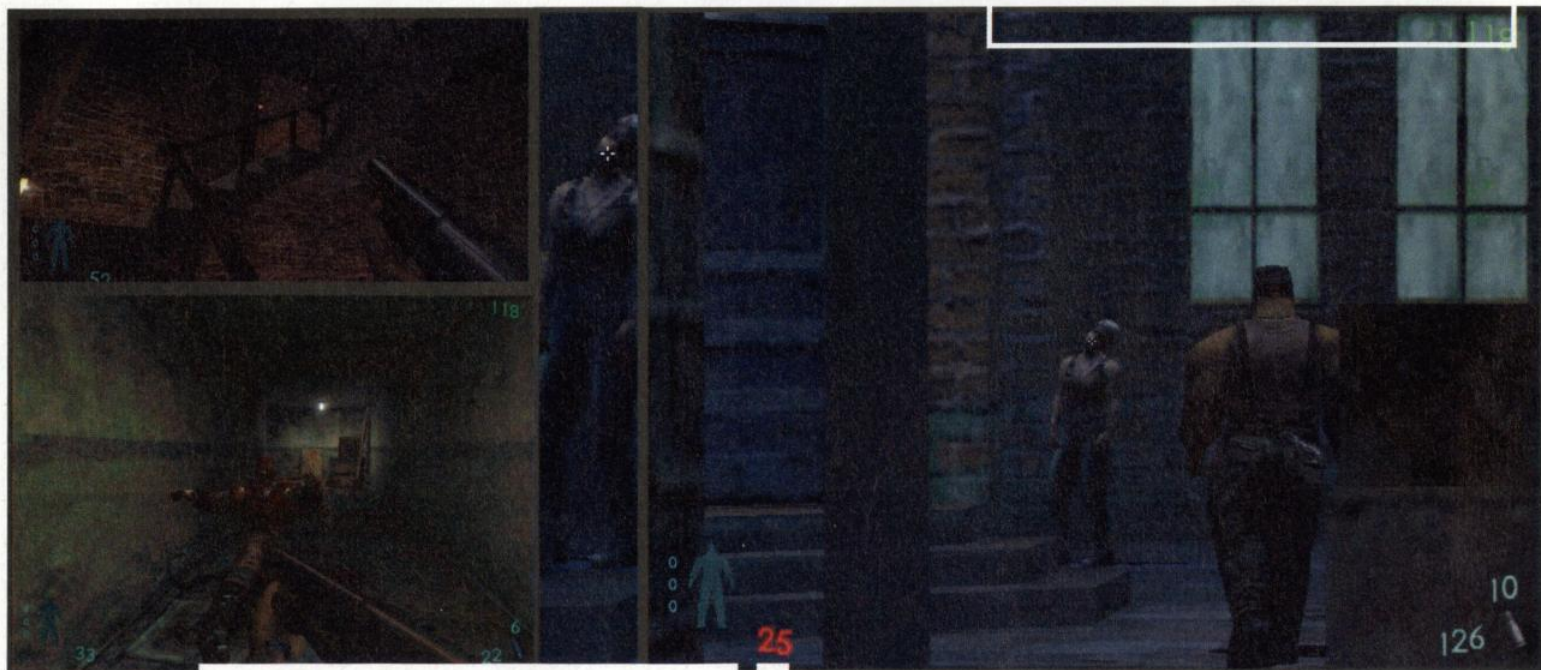
Unfortunately, despite looking and sounding great, Kingpin falls a long way short of being a great title. Sure it is good fun, but it has mostly been done before. The single-player game does have small innovative parts, but on the

whole it was more case of 'do a bit of exploring, find the locked doors, go to the local bar, talk to some people, and then go kill some baddies'. It all seemed very linear.

The enemy AI was quite impressive though. No longer are enemies restricted to single rooms. Now they can follow you through doors, down stairs and even up ladders. Most importantly however is that they'll come together effectively, making areas quite difficult to get past, and also retreat when wounded badly. There has been much talk about the



GIMMIE YOUR COPY OF HYPER, NOW!



THE VIEW FROM THE HYPER OFFICE

thugs you can recruit to be by your side. Unfortunately I found that they were a bit pointless as they died rather quickly, especially when faced with a group of enemies at close range.

Other neutral characters, such as street bums and waiters, are a nice touch, and the different traits of each one does give the game even more character.

The weapons are quite good, but I found I did have a few personal gripes about them. Firstly, there were simply not enough, and secondly there seemed to be an

accurate weapon missing. A nice feature was the ability to upgrade your pistol to prevent it from becoming obsolete. However it's accuracy could not be improved making it pointless for attempting long range attacks. Also, be sure to check out the flamethrower — fabulous.

Locational damage is present, and is done quite well overall, with a couple of minor quibbles. Firstly, the lack of any accurate weapons means strategic blowing up of the enemies' gun wielding arms is pointless. Also, any amputating that you get up

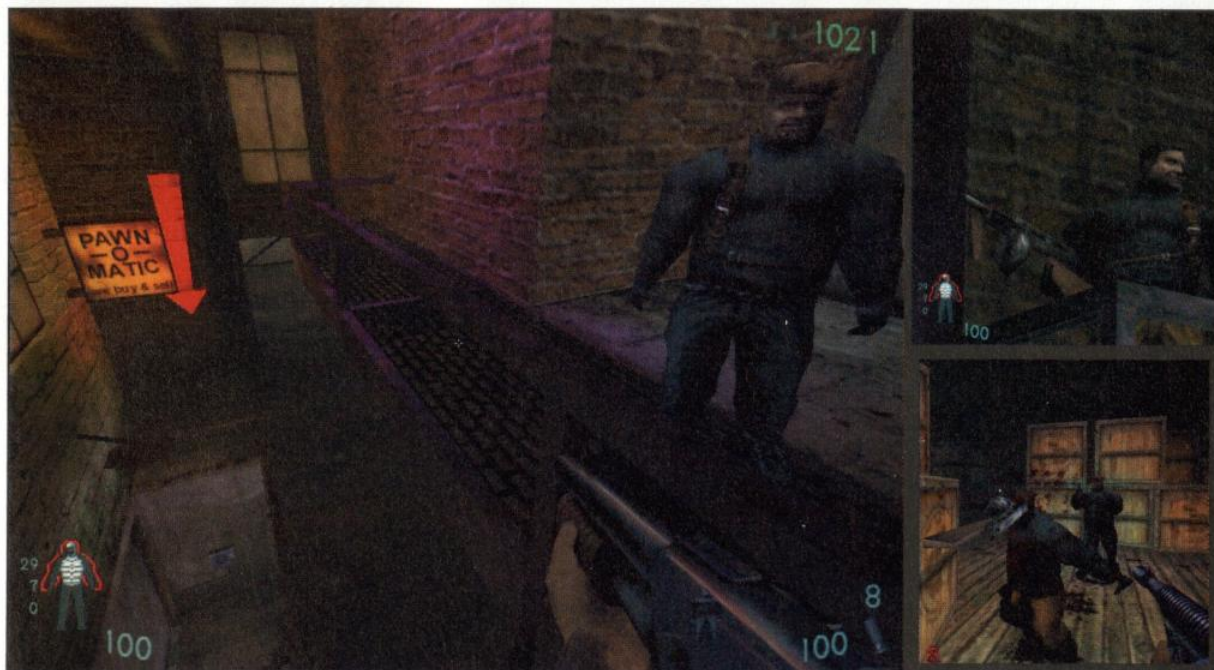
to leads to the poor bloke's death. When are we going to see a game where the guy struggles round on the floor, missing a leg and an arm?

The game does contain a fair amount of violence and swearing. However, beyond this, we see that Kingpin is essentially a well-done, straightforward first-person shooter with excellent graphics and sound. Unfortunately, it will probably only be remembered for its part in the next American high school massacre.

JACKSON GOTHE-SNAPE



YOU'RE THE PRETTIEST GIMP I'VE EVER SEEN



AHH, THE PAWN-O-MATIC. NOW I CAN COMPLETE MY CHESS SET.

AVAILABLE:	Now
CATEGORY:	First Person Shooter
PLAYERS:	1-Multi
PUBLISHER:	Interplay
PRICE:	\$89.95
RATING:	MA15+
REQUIRED:	P11 233, 64MB RAM, 3D card
DESIRED:	P11-300, 128MB RAM

PLUS
Great graphics, sound, atmosphere, character.

MINUS
Straightforward, average weapons and enemies.

VISUALS	SOUND	GAMEPLAY
92	93	84

OVERALL
86
Good fun, although not for those with weak stomachs.



Braveheart

The movie that sent the hair extensions business booming has just come to the PC. Can it do it all over again?

13th century Scotland is in chaos. The king has died and there is no heir to the throne. Scotland's nobles fight amongst themselves for the right to claim the right to rule Scotland. Meanwhile the English have other plans, seeking to take over Scotland's throne and claim it as their own. It is your task to control one of the clans and acquire control of Scotland.

THEY CAN TAKE OUR LUNCH, BUT THEY'LL NEVER TAKE OUR DINNNNNNER!

To get straight to it, Braveheart seemed to be very confused as to whether to be an RTS or a turn based strategy game. Much of the single player mission involves messing around with far too many options and far too many resources. You need to

juggle diplomatic issues, have your villages construct assorted buildings while assigning the right tasks to the right peasants. Then you need to establish trade routes with other clans in order to keep an income flowing in, on top of keeping your villagers happy, whilst still managing to



keep tabs on your neighbours with scouts and spies... the list just goes on and on. Braveheart is a

hybrid of something between Settlers and Warhammer: Shadow of the Horned Rat. If it was the developers intention to create a game that was to focus purely on the diplomatic and resource management side of things then they should have dropped out the battle engine. On the other hand, the game's

"THE BATTLE PORTION OF THE GAME HAS BEEN DONE MAGNIFICENTLY"



mode playing Mayor it really is quite a let down.

Multiplayer is perfect and how it should be. Players are given a set amount of points prior to battle in which they purchase their troops. Troops are then deployed and players have at it. The single player game however really just detracts from the

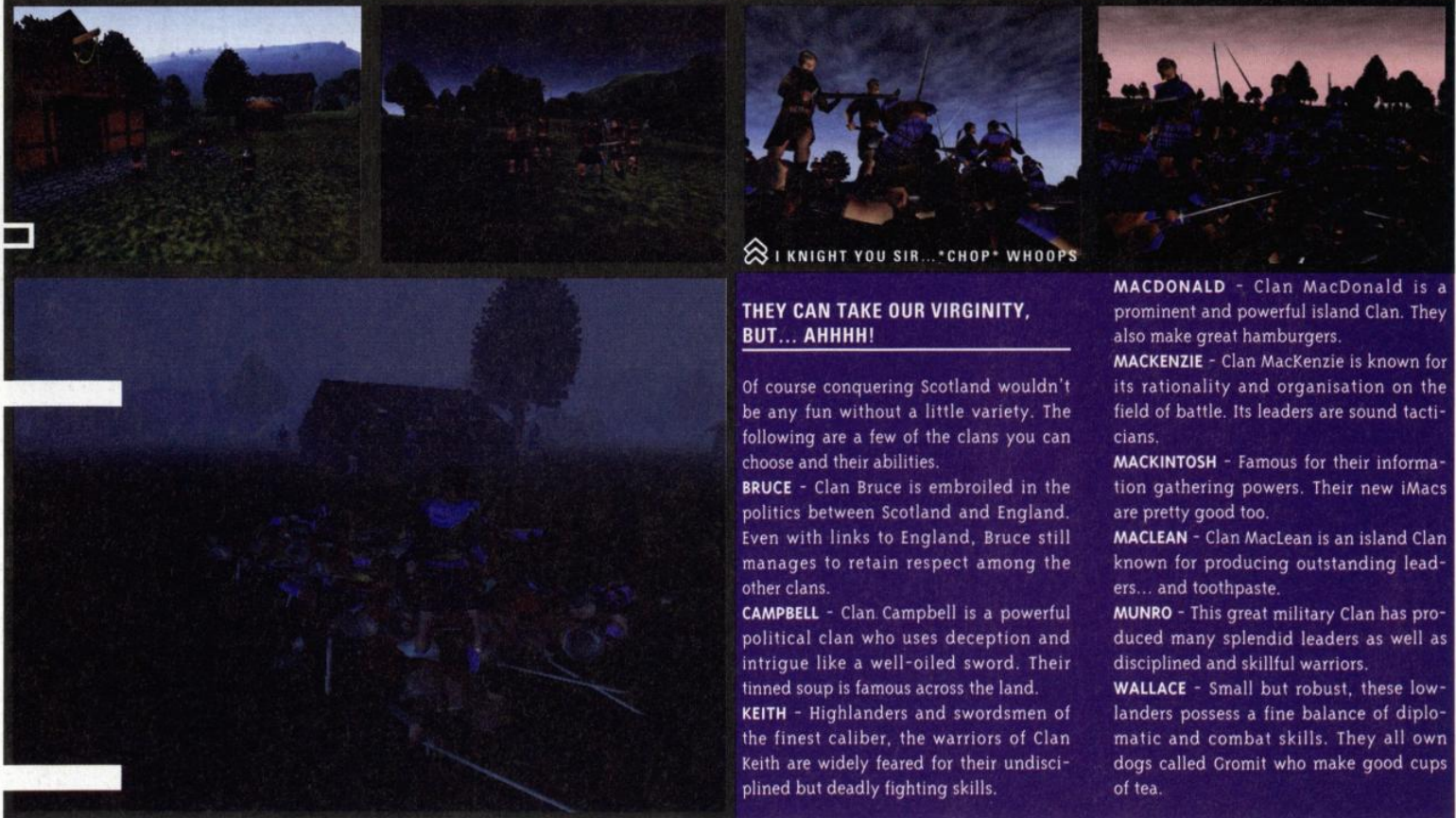
fact by pouring the time and effort used in creating the management interface then we'd have a seriously nice game on our hands here. However due to the fact that we have to spend about 75% of the single player game messing through endless screens of management we're left feeling frustrated.

THEY CAN TAKE OUR PANTS, BUT THEY'LL NEVER... HEY HOLD ON A SECOND!

Yet this game still deserves credit. The battle portion of the game has been done magnificently. There are a wide variety of units at your disposal with their varying strengths and weaknesses. All have been modeled very nicely along with a full 3D terrain. A reasonable frame rate can still be achieved, even when 60

main selling point are the epic battles that are waged, but because you spend the vast majority of your time in single player

whole experience. If the developers just had concentrated on making their battle engine tip top and per-



I KNIGHT YOU SIR... *CHOP* WHOOPS

THEY CAN TAKE OUR VIRGINITY, BUT... AHHHH!

Of course conquering Scotland wouldn't be any fun without a little variety. The following are a few of the clans you can choose and their abilities.
BRUCE - Clan Bruce is embroiled in the politics between Scotland and England. Even with links to England, Bruce still manages to retain respect among the other clans.
CAMPBELL - Clan Campbell is a powerful political clan who uses deception and intrigue like a well-oiled sword. Their tinned soup is famous across the land.
KEITH - Highlanders and swordsmen of the finest caliber, the warriors of Clan Keith are widely feared for their undisciplined but deadly fighting skills.

MACDONALD - Clan MacDonald is a prominent and powerful island Clan. They also make great hamburgers.
MACKENZIE - Clan MacKenzie is known for its rationality and organisation on the field of battle. Its leaders are sound tacticians.
MACKINTOSH - Famous for their information gathering powers. Their new iMacs are pretty good too.
MACLEAN - Clan MacLean is an island Clan known for producing outstanding leaders... and toothpaste.
MUNRO - This great military Clan has produced many splendid leaders as well as disciplined and skillful warriors.
WALLACE - Small but robust, these lowlanders possess a fine balance of diplomatic and combat skills. They all own dogs called Gromit who make good cups of tea.

THAT'S WHAT HAPPENS WHEN YOU HIRE NARCOLEPTIC TROOPS



THE LOCAL SCHOOLGIRLS TAKE WAY TOO MANY STEROIDS

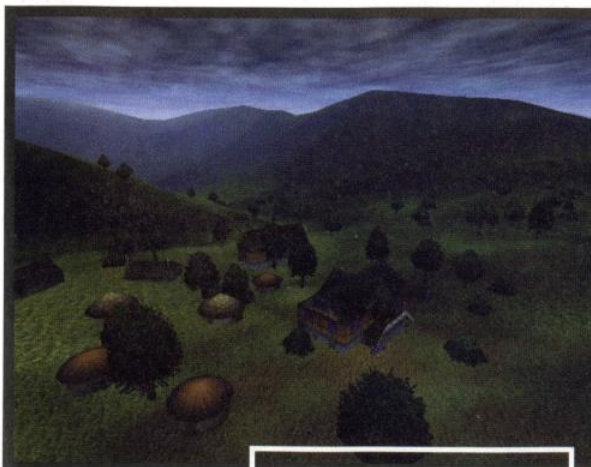
of your own units are running across the screen, provided you're playing with some sort of 3D acceleration. The units are highly detailed and the leaders have been created with excruciating

detail. William Wallace really DOES look like William Wallace. Their battle cries echo across the field as well, creating a great atmosphere.

Overall, it's a tough call on Braveheart. Single player

is a bit on the naff side, there's not enough action and too much stuffing around. Multiplayer though — wonderful.

SINGE GRAHAM



HAVE AT YOU!

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1-12
PUBLISHER: Eidos
PRICE: \$89.95
RATING: M
REQUIRED: P 233, 32MB RAM
DESIRED: PII 333, 64MB RAM, 3D Card
SUPPORTS: Direct3D, Glide, OpenGL

PLUS
Great multiplayer title. Good unit design and detail.

MINUS
Tried to be too much. Painful single player game.

VISUALS	SOUND	GAMEPLAY
90	87	84
OVERALL		
90		
A weird mixture of styles, but an epic multiplayer experience.		



Command & Conquer: Tiberian Sun

Can you believe it? Westwood have finally finished Tiberian Sun. Surely it's a sign of the Apocalypse!

Tiberian Sun. The last game in the current Command & Conquer trilogy, set twenty years from now and frequently seeming like it would be released after it was set. But, amid very little shouting and certain in the knowledge it will be an enormous hit, Tiberian Sun is finally gracing PCs 'round the world. But is it all we hoped for?

YOU SAY TIBERIAN AND I SAY TIBERIUM...

Well, does absence make the heart grow fonder? It's been three years since Red Alert took the PC world by storm and since then we've had to make do with some buggy, but hugely enjoyable network games and a few clever but hardly revolutionary extra mission CDs.

Since Red Alert, Total Annihilation has upped the user-friendly stakes, Warzone 2100 the graphical

"TO WESTWOOD'S ETERNAL CREDIT, TIBERIAN SUN WILL RUN ON JUST ABOUT ANY PC OUT THERE"



bar and Age Of Empires the base building cuteness. For Tiberian Sun to compete, it was going to have to be bloody special – and it is.

It's comfortably better than its predecessors. It's more finely balanced than

Westwood's granddaddy of them all, Dune II. It's cleverer than Command & Conquer

and the Tiberian Sun missions make Red Alert's seem like kid's play. However, the endless delays mean it's just not, well... sexy, damnit. But it is more C&C than ever. The missions are inspired, taking the time-sensitive terror fea-

tured in Red Alert to evil new depths. You'll complete some missions with seconds to spare, only to be robbed of others by the same margin but always knowing you just should have been that little bit braver. The Tiberium ore scattered about the maps is so perfectly distributed you just can't hang onto it all – if you try to you'll either spread yourself too thin or run out of time before you grab it all. It stops the 'sit back and wait' approach that dogged some Red Alert missions.

It's the units which always, and probably will always, make the C&C games special and Tiberian Sun's protracted development has allowed the testers to get every single one exactly

right. Every unit has a strength and a weakness and identifying these and exploiting them will take months to perfect. Some are accomplished defenders against air-borne units but worse than a shitty stick against a tank. Others move quickly but are vulnerable to the slightest fire. It's a masterpiece of balance and as the subtleties seep into you, you rapidly find yourself staring, unblinking at the screen, not really minding that the voxel graphics are, well, a bit rubbish.

VOXEL STEW

Yes, those dear old voxels. Those suddenly fashionable (Outcast was voxel based as well) 3D pixels that fit together like a cheap Lego set and allow you to build



LITTLE PEOPLE WITH LITTLE GUNS GET A LITTLE ANGRY AT A LITTLE PROBLEM

just about as much. Just what are they all about? To Westwood's eternal credit, Tiberian Sun will run on just about any PC out there, although the need to make this happen has changed a little because the game has taken so long to develop. The graphics are average, basically. There are some nice little touches as troops stand idly by but they're forgettable at best most of the time. They do contribute to the map design in some ways though although not to quite the same extent as the

pre-release hype would have us believe. The dynamic, changing scenery is there and it's fun to experiment with but it's hardly the gameplay innovation we were hoping for. Blowing up bridges is fun (but wait, couldn't we do that with Red Alert too?) and the icy rivers melting as tanks pass beneath is pretty cool but hardly transforms the maps. The maps themselves are so superb though they don't really need gimmicks to assist them. Every one is introduced by some quality

video-footage and offers a different challenge. Some will have a full-on assault with tanks while others will have you thinking laterally to solve a problem in the allocated time. There is a beautiful balance of base-building and hardcore tactical action but it's not like Total Annihilation where building multiple structures will benefit you greatly. Tiberian Sun will feature no tank rushes by design — you'll have a couple of weapons factories and that's your lot. After that it's up to

you, whether NOD or GDI, to use your 20 or so units (including a single super-unit) to gain victory with stealth and tactics. Go for it — it's easily the most absorbing battlefield action we've ever seen. And that's what C&C: Tiberian Sun is all about. It's a beautiful example of gameplay over everything else. Westwood got it right a few years ago with the original C&C and haven't been in any hurry to change it. When it's this much fun, why the hell should they?

FRANK DRY



AVAILABLE: Now
CATEGORY: Real-Time Strategy
PLAYERS: 1 - Multi
PUBLISHER: Electronic Arts
PRICE: \$89.95
RATING: TBC
REQUIRED: P166, 32MB RAM
DESIRED: P266, 64MB RAM

PLUS
That classic gameplay is back and better than ever.

MINUS
Looks dated and missing many modern features.

VISUALS	SOUND	GAMEPLAY
80	88	93

OVERALL
91

If it ain't broke don't fix it. Westwood haven't risked anything here but we can't grumble when the results are this addictive.

ANDREW "STROBER" ROBERTSON

SHAFTED LAN

70S STYLE ON 90S HARDWARE



it pulls chicks!

Go and be Shafted - it's fun!

If you need anything in gaming, it's a sense of humour, and these guys have it in spades. Anyone who can show up to a LAN looking like a cross between a bad 70's car salesman, Rodney Dangerfield & Superman deserves to be mentioned. As the self-proclaimed mascot of Shafted, "mu" is part of a growing breed of gamers who take computer gaming to another

level. Is "mu" the shape of gamers to come? Does he personify the very essence of what gaming is all about? We can only close our eyes and hope it will all stop. Fragging in blue polyester has its place - unfortunately no-one has found that place yet, and probably not for a long time. =>

Shafted LAN is another addition of the popular LANs run by

sinister and the team. These guys put together a great show and if you don't believe me then head down to their site and check out the writeup of their last event or www.shafted.com.au or better still - register and show up to their next LAN. If anything, you will get a laugh and a better sense of dress style.



Can you believe someone actually threw out this perfectly good puffy shirt?

GIBUS MAXIMUS IN SA

On Saturday, 31st July, SA Wonderlan headed up by Steve "trixter" Trickey teamed up with a couple of smaller Adelaide LAN groups (Valhalla, SALAN) to organise LAN-ME-UP at UniSA Magill Cafeteria where sufficient space, power and network gear was available to accommodate over 200 players. Although only three weeks notice of the event was given, LAN-ME-UP still attracted about 140 players to come and join in the 15 hours of mayhem as well as share in over \$2500 worth of give-aways including 3 latest generation video cards, a force feedback wheel, sound-cards, games, Jolt Cola, Rush dial-up accounts and assorted hardware goodies. Prizes were provided by sponsors: Jolt Cola, Activision, PC Sales, IN-PC and Omega Technology.

In order to give people a chance to see some of the latest hardware in action, a PC was setup with many of the prizes installed. In particular, the

Saitek FF Wheel proved extremely popular and was given a solid workout with many people slamming their way around various tracks on Need For Speed - High Stakes. Of course, the Diamond V770, MX300 and Altec Lansing 45.1 speakers helped provide an immersive environment before being raffled off as door prizes.

"ACTION HALF-LIFE WAS IN FULL SWING BY THE END OF THE DAY"

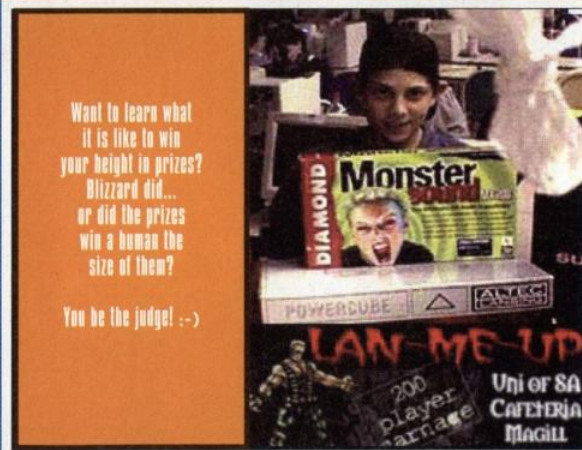
SA Wonderlan provided it's usual array of dedicated games servers to ensure any and all tastes were catered for. Despite it's age, even Quakeworld had a strong following with Quake 2 (CTF and Action), Quake 3, Half-Life, Counterstrike and Tribes servers being well frequented. Even the last minute release of Action Half-Life was in full swing by the end of the day.

The major prize of the day was

an ASUS TNT2 Ultra with stereo glasses provided by local retailer "IN-PC". A Quake 3 free-for-all competition was devised for this with about 50 people playing off in two preliminary rounds before the top dozen or so played off in a fast furious fragerama on Q3Test2. For most of the final,

young gun "Blizzard" looked to have the goods on everyone else, but a flying finish over the last two minutes saw him out-gibbed by "Runt". A large group of spectators watched on in comfort as the final was projected on a big screen located in the bar.

The next big event is being organised for mid-October in conjunction with a technology expo - keep an eye on the Wonderlan site <http://www.kastinet.net.au/sawonderlan> or email trixter@kastinet.net.au for further details as well as information on South Australia's representatives for the upcoming ACPG playoffs.



Want to learn what it is like to win your height in prizes? Blizzard did... or did the prizes win a human the size of them?

You be the judge! :-)



NEON GENESIS EVANGELION

NINTENDO 64

The Neon Genesis Evangelion series has enjoyed immense success both in Japan and overseas. The intense action of massive biomechanical mechs doing battle with extraterrestrial invaders, alongside the plotline full of twists and turns with the characters confronting their own personal demons, makes for compelling viewing. Right from the beginning, it was immediately obvious that there was potential for an Eva game, and it was only a matter of time before a smart developer snapped up the rights. Bandai have recently released their Eva title in Japan and it is bound to receive a mixed reaction from the gaming public.

The graphics in the game measure up well when considered alongside the titles currently available. Crisp cutscenes lifted directly from the show punctuate the brilliantly engineered 3D

"IT SOUNDS MORE LIKE A COW ON HEAT THAN A 100-TONNE MECH"

action of the game. Whilst the play areas aren't very big, the N64 handles the graphics well, without the slightest hint of fog or slowdown. Panning camera angles, huge explosions and superb lighting effects help to replicate the feeling of watching the show on television. The battle with the thirteenth Angel is particularly impressive in the eye candy stakes, as the rosy glow of the setting sun colours the battlefield in crimson - both metaphoric and stylish. You can tell that Bandai have been working on this title for some considerable time - the anime style visuals of the series have translated seamlessly into textured polygonal form.

As the title screen flashes into life, you are greeted with a faithful (albeit midi) replication of the Eva theme, and throughout the game you will recognise

music from the series. A great deal of speech has been crammed into the cart, as is becoming the norm nowadays, which only adds to the already rich atmosphere of the game. Misato and the NERV scientists shout commands from Central Dogma while you hurl the assaulting Angel through three blocks of skyscrapers. And while faithful to the show, the howl of a berserk Evangelion unit is nearly laughable - it sounds more like a cow on heat than a 100-tonne mech.

The saddest thing about the Eva game is that you can't help but feel that you have dusted off some old Commodore Amiga movie license. In the one-on-one battles you have a very limited arsenal of moves, and the rest of the games are either a matter of timing or button mashing. Occasionally you have to remind yourself that you are playing NGE, and not Dragon's Lair.

All in all, the 'interactive anime' structure of the game



doesn't allow it to be enjoyable enough to be played for more than about a week for your average gamer. Nonetheless, there's something special about ripping through a Gargantuan alien's AT field and carving up some Angel flesh with your progression knife that can be only gained by playing this game. The anime freaks out there will doubtlessly get jolies from jumping into the entry plug and getting behind the controls of an Eva unit.



AVAILABLE: Now (Import)
CATEGORY: Interactive Anime
PLAYERS: 1
PUBLISHER: Bandai
PRICE: TBC
RATING: PG
SUPPORTS: Rumble Pak

PLUS
You get to show how you can pilot an Eva unit far better than Shinji ever could.

MINUS
Limited gameplay means short-lived enjoyment.

VISUALS	SOUND	GAMEPLAY
89	85	50

OVERALL
61
One for the fans of the series. Others should try before they buy.

NICK O'SHEA

CAPCOM

Capcom. Their classics include 1942, Ghosts 'n Goblins and the smash hit Streetfighter franchise. Their games are ingrained in the minds of many, and have spawned more than a few web sites.

The history of Streetfighter

Surf your way over to Videogames.com to find out how the sensation began and grew to be the coin-swallowing beat-'em-up juggernaut that it is today. Other sections include information on some of Capcom's other fighters, like Rival Schools and the mysterious Cyberbots, and a cast of characters that have featured in the diverse Streetfighter universe.

<http://www.videogames.com/features/universal/sfhistory/>

Game Hunter

Amongst the material on this site, you can find some awesome images from Capcom's more recent titles in the image gallery. In the 'Zoo' section, you can also find move lists/playguides on Pocket Fighter, Resident Evil 2 and Marvel vs. Capcom.

<http://www.game-hunter.com/>

Capcom E3 Releases

While the greater part of Capcom's official sites are pretty much useless tosh, this section is somewhat more interesting. The information imparted is little more than an advertising blurb, but it gives you something to dribble over until games like Resident Evil 3 and Powerstone surface locally. Ghosts 'n Goblins on the Gameboy - woohoo!

<http://www.capcom.com/games/e3/1999/index.html>

Gouki's Page of Whatever

Named after the malevolent master of Shotokan, this page offers a myriad of information on upcoming titles, move lists and game secrets that should satisfy even the most hardened fighting fan.

<http://www.geocities.com/siliconvalley/6785/>

Dark Kin's Capcom WebPage

This page boasts an art gallery of considerable proportions, and most of them are high resolution. The images are mainly from throughout the Streetfighter series, but an assortment of pictures from other titles can be found here as well.

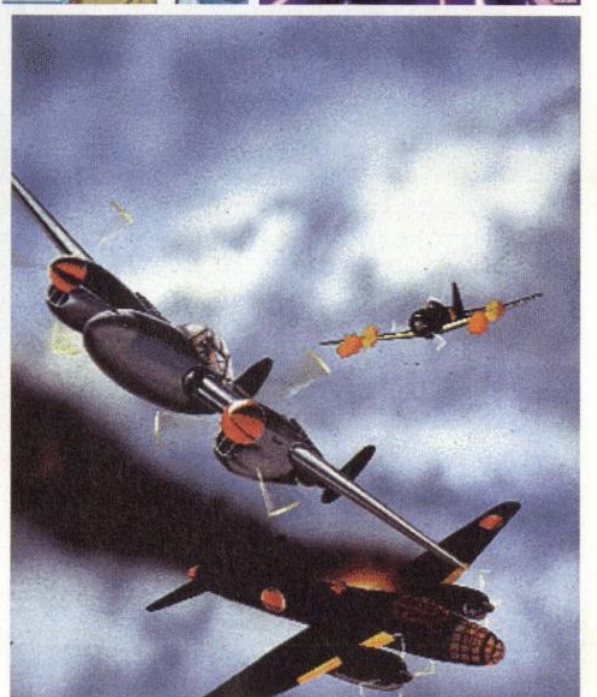
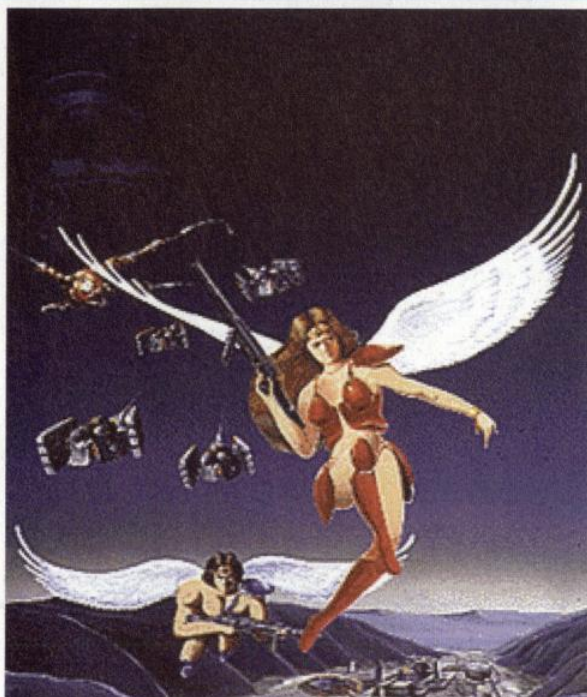
Darkstalkers wallpaper anyone?

<http://bci.com/users/tan/index2.html>

I love PS!

Whilst the layout isn't particularly impressive, this fraction of the I love PS site is a visual catalogue of some of Capcom's past titles. The images of game artwork are a veritable walk down memory lane, to the time when the big C ruled the arcades with its scrolling beat-'em-ups, like Final Fight and The Punisher.

<http://ps.iis.sinica.edu.tw/pic/capcom%2ogallery/>



REVENGE OF THE MUTANT CAMELS

COMMODORE 64 - LLAMASOFT

Jeff Minter is crazy. Just go find a picture of the guy and you'll agree. But you only really need to play his games to realise that he's not only crazy, but insane as well. Insane in a good way, though. He's the legendary programmer of the old Commodore 64 days who

started Llamasoft and created some of the most memorable computer games ever. Attack of the Mutant Camels was scary enough, but certainly the most popular in the eventual camel series was Revenge of the Mutant Camels. How does one get the inspiration

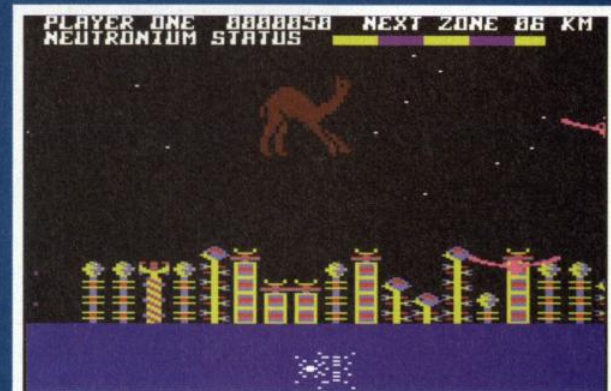
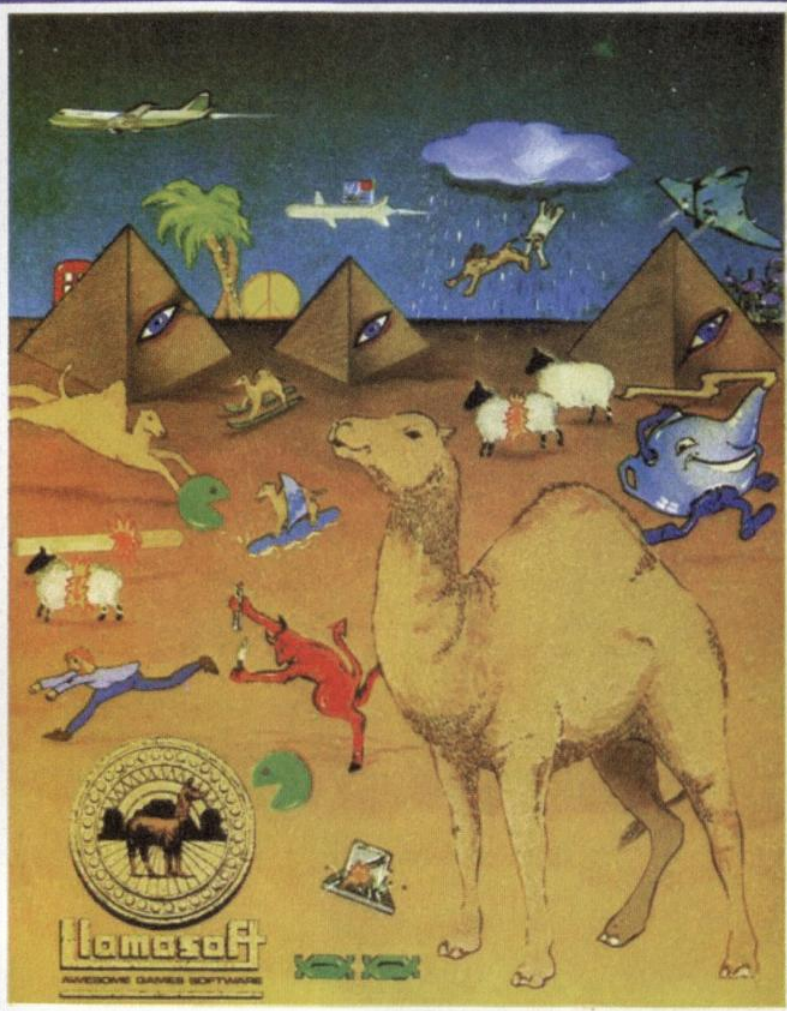
for a videogame based on... mutant camels? Well, we believe it has something to do with a love of the hairy beasts themselves and the Imperial Walker scene from the Empire Strikes Back. If you can imagine one of those big hulking metal machines sprouting hair

and an unshapely lump then you'd be halfway to visualising how the game looked in motion. Of course, then you have to give your giant alien camel psychic powers and the ability to jump like Mario. Okay. Now assail your poor camel with clouds raining cats and dogs, sticks, strange phoenix shaped birds and a host of other crazy things. Then there are the powerups, like the one with a cigarette on it which is worth picking up purely for the little ciggie which appears in your camel's mouth as he continues on his way.

Jeff Minter is such a top bloke, that in 1994 he re-released

Revenge of the Mutant Camels and a few other Llamasoft games as Freeware over the internet, announcing that games as old as those should be enjoyed by the general public for free. Top bloke, indeed. If you're dying to experience the videogaming classic which is Revenge of the Mutant Camels, then simply log on and use a search engine to dig up a host site which has the 400 odd K download. The last we heard of Jeff Minter, he was involved with the Nuon console/multimedia system. Let's hope there's a Mutant Camels 2000 game underway, eh Jeff?

REVENGE OF THE MUTANT CAMELS



TIM LEVY

THRILL DRIVE

KONAMI

In real life, car accidents are not a thing to be laughed at. You may think it a funny thing when someone loses control of their vehicle and smacks into a truck (er...Tim... - Ed), but it is not really very funny at all. Konami have tried to re-enforce all this unfunny and encapsulate it in a video game where you drive real vehicles on real roads with real accidents.

There are several things that make Thrill Drive thrilling...

1) The vehicles to choose from include buses, trucks and standard family vehicles. These vehicles are not very stable at high speeds or when cornering.

2) Each of the three continents you drive on (Europe, Asia or North America), have different rules; i.e. forgetting/not knowing which side of the road you are meant to drive on is thrilling.

3) There are many intersections with traffic lights. The traffic lights are often red. It is very dangerous to run red lights.

4) If you go too fast all the time, you usually attract police.

The Police may try to stop you, but this is a bad idea (for them), especially if you are driving a 10 tonne truck (heh heh)!

5) Roads are often full of other vehicles, each with their own agenda and direction. These vehicles - whether being computer or human controlled - are often hard to predict, which in turn can lead to some rather large accidents.

6) The city, highway and mountain sections have a wide range of realistic scenarios to test your driving abilities to their limit.

7) In multi-player mode it is hilarious to detour your opponent onto the wrong side of the road and watch them plow into oncoming traffic in your rear vision mirror.

In many ways, Thrill Drive comes off as an interactive Wildest Police Chase video. The game is a great take on real road driving. So if you fancy yourself as being a good getaway driver or a ram-raider, or just a run of the mill car thief, you can get in some good practice with Thrill Drive.



9/10

ZOMBIES REVENGE

SEGA

Continuing the popular horror theme that has swept through both the arcade and home console industries is Sega's new answer to the 3D side scrolling beat 'em up action genre. Feeling a little Spikeout, a little Die Hard Arcade and a lot like Resident Evil, Zombies Revenge lifts off where House of the Dead left off. Goldman and his experiment with getting some extra life out of the dead has once again reared its ugly head and has now overrun a city with undead. Now it is up to you and your team of neapolitan, sexy tough guys to take to the streets, subways, sewers and a factory in the vain hope of uncovering the source of all this evilness.

At first glance, ZR looks quite drab (drabness = scarier) compared to all the colourful games found elsewhere in the arcade. But don't let these muted

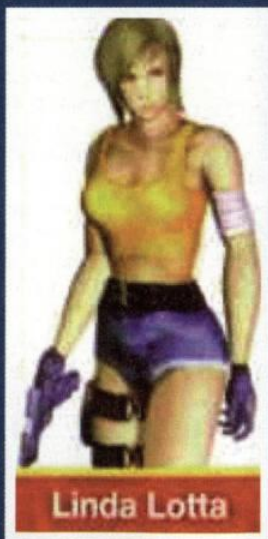
it was hard to break off the attack to deal with another enemy. Z.R seems to have solved this and you'll find yourself shooting (pistols, shotguns and sub machine-guns), kicking, punching and throwing in rapid succession in no time at all. The environment is very interactive in that you have to open doors, use computers, apply a runaway train's brakes etc. Interwoven with all this action is a highly detailed animated story line which lends a

far greater sense of depth to the game.

If you are a fan of the beat 'em up or horror genres, then grab a friend (but not too hard) - and head down to the arcade for an adventure that is worth seeing through to the end.

colours fool you as Zombies Revenge is powered by Sega's new Naomi board and it's graphically state of the art.

The gameplay is fantastic. One fault of many beat 'em ups in the past was that once you had engaged one enemy,



A BIG thank you to Galaxy World for their assistance.

9/10

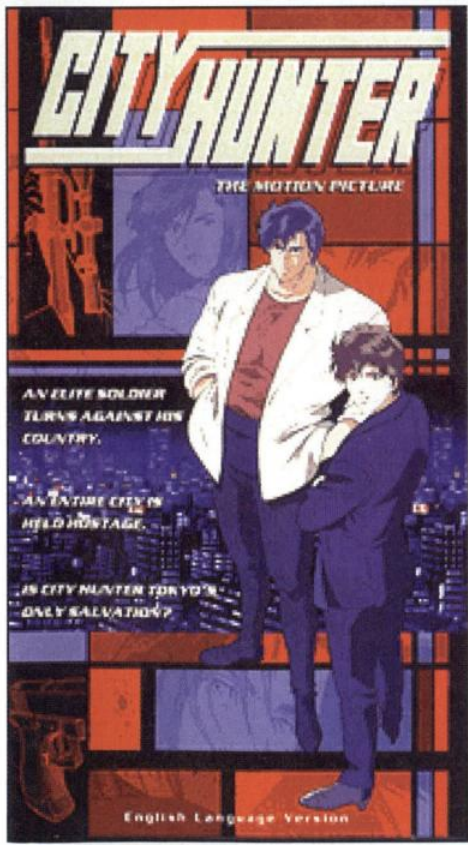
CITY HUNTER - THE MOTION PICTURE

CATEGORY: ACTION, DRAMA, COMEDY
PRODUCTION COMPANY: SUNRISE

For most otaku, City Hunter is a name that requires little introduction. Better known as the classic comic book series created by Tsukasa Hojo, the City Hunter adventures revolve around a shamelessly sex-happy but incredibly talented private investigator called Ryo Saeba. He is partnered with Kaori Makimura, a young woman who, on top of her existing duties, makes it her business to protect all women at large from Ryo. She's the one who carries the 100 tonne mallet in her pocket and thumps it on Ryo's head any time he gets too touchy-feely with a woman.

This motion picture is a self-contained story. To cut a long story short, downtown Tokyo has been put on ransom by an ex-soldier known only as the Professor. Ryo becomes involved when the beautiful young woman he is protecting becomes a target. Eventually, the task of saving all of Tokyo and bringing this mysterious madman to justice falls in Ryo's hands; and he takes to this task in the only way he knows how: with lots of guns and a woman in each arm.

City Hunter - The Motion Picture is probably the best animated production that's ever been made of the popular manga series. The artwork is crisp and detailed, and the voice acting is very well done. Compared to other anime, it's a little predictable and slow at times. However, fans of City Hunter will be very pleased by how faithfully it produces all the priceless moments that the manga is well known for. Only in City Hunter will you see a hero let his erection determine what he'll do. All fans of City Hunter should check this out. Everyone else should at least give it a shot.



■ ANIMATION: 8 ■ PLOT: 7 ■ JAPAN-NESS: LOW ■ OVERALL: 7

POWERDOLLS

CATEGORY: DRAMA, MECH ACTION
PRODUCTION COMPANY: KAGADO STUDIO/ARTMIC

It's a fairly predictable set-up from the word go. You've got giant mechs commanded by an all-girl team of mercenaries whose members give the viewer a little fan service in the form of the occasional panty flash or even one of those shower scenes. The story itself is no different: the main character is a sort of maverick pilot who suddenly has a moral problem with attacking her hometown. A few years ago, this would've been the stuff of the dreams of a no-lifer otaku. Today, with saucier titles like Agent Aika now available, Powerdolls feels more like a relic of a bygone era.

■ ANIMATION: 7
■ PLOT: 6
■ JAPAN-NESS: MEDIUM
■ OVERALL: 6

GUNSMITH CATS

CATEGORY: DRAMA, ACTION, COMEDY
PRODUCTION COMPANY: KODANSHA, TBS

Out of all the new titles to hit the local scene in Australia, Gunsmith Cats is easily the best. Based on the popular manga by Kenichi Sonoda, who was also responsible for cult hits like Bubblegum Crisis and Riding Bean, Gunsmith Cats is an OAV about a pair of bounty hunters who get tangled with a multinational sting operation.

Rally Vincent and Minnie May Hopkins are our two bounty hunters (fans will recognise them from Riding Bean), who



run a rather firearms shop to make ends meet. Rally is the nubile gunslinger, and Minnie May is the one who carries several assortments of explosives in her jacket lining.

The real drawpoint of Gunsmith Cats as always, is Sonoda's unrelenting eye for detail. In this case, the portrayal of firearms, bladed weapons, cars, and explosives are all strikingly accurate to their real life counterparts. Combined with a little choreography and Sonoda's tell-tale character designs, the final result is a slick, stylish detective caper. It's too bad that Sonoda always seems to restrict himself to contemporary styles (how out of date does Bubblegum Crisis look?), but it's still good fun nonetheless.



■ ANIMATION: 8.5
■ PLOT: 7.5
■ JAPAN-NESS: LOW
■ OVERALL: 8.5



All import videos supplied by **The Cartoon Gallery**, QVB, Sydney. Their website lists over 2,300 anime items. Phone: (02)9267-3022 <http://www.cartoongallery.com.au>



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Bugs Bunny: Lost in Time

PSX

All cheats are done on the "ERA SELECT" screen, however, you must select an era that has not yet been opened otherwise pressing X will enter the level.

All levels
hold L2 + R1 and press X,
Square, R2, L1, Circle, X,
Square, Square,
Square.

Full carrots
hold L2 + R1 and press X,
Square, R2, L1, Circle,
X, Square, Square,
Circle.

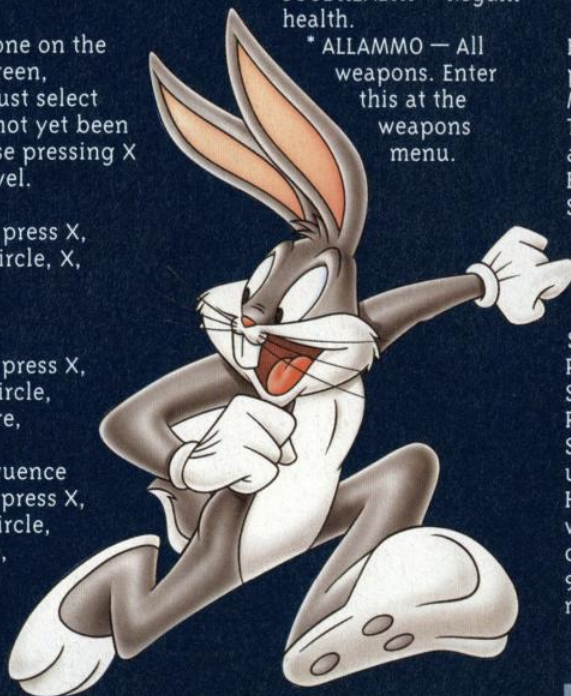
View ending sequence
hold L2 + R1 and press X,
Square, R2, L1, Circle,
X, Circle, Square,
Circle

* NOPLAYERHITS — You cannot be shot

* ZOMBIE — Enter this when you die and you will come back alive.

* GOODHEALTH — Regain health.

* ALLAMMO — All weapons. Enter this at the weapons menu.



Hidden & Dangerous

PC

Cheat Codes for Commercial Version.

While in the select campaign, press and hold the SHIFT key, then type IAMCHEATER. A click will confirm the code. You can now type these codes in any menu or during game, but remember that these codes must be entered in every mission.

* NOHITS — Limited invincibility

* ALLITEMS — All weapons

* GOODHEALTH — Restores health

* GAMEDONE — Successfully ends your current mission

* RESURRECT — When a soldier dies, you will come back as a zombie

* KILLTHEMALL — Kills all enemies

* OPENALDOORS — Opens all doors

Cheat Codes for the Demo Version

At the "Choose campaign" menu type in UNLOCKCHEATMODE. You should hear a click. Now you can enter the following codes while playing:

Civilization 2

PSX

Getting More Money!

Step 1: Ensure you have at least two cities built.

Step 2: If you are in the "move pieces" mode switch to "view pieces" mode by pressing the L2 button.

Step 3: Move the cursor over any of the city squares and press the X button to display the city screen.

Step 4: Select the rename button and delete the current city name.

Step 5: Rename the city using the following icon and letters: select the underscore icon, then upper case 'C', lower case 'a', lower case 's', upper case 'H', ie you get _CasH. As you select the upper case letter 'H' with the X button, you must press and hold the R1 button at the same time.

Step 6: After renaming the city, choose the 'done' option and you end up back at the city screen. If you've done all this correctly you will have 29874 gold in your treasury. If you run out of money, simply re-do the above procedure.

Grand Theft Auto: London

PSX

Enter the following as the persons name
MCVICAR - Unlimited lives
TOOLEDUP - Unlimited ammunition
BIGBEN - 99,999,999 points
SWEENEY - Map co-ordinates
OLDBILL - Max wanted status
GRASS - Wanted status completed
MAYFAIR - Level 2 Mods and Sods
PENTHOUSE - Level 3 Chelsea Smile
RAZZLE - Level 4 Dead Certainty
SORTED - All weapons and unlimited ammo
HAROLDHAND - All levels, weapons, ammo, lives, map co-ordinates, 99,999,999 points and 5 multipliers

WCW/NWO Thunder

PSX

Big Heads

At the title screen push R1 (7x), R2 and SELECT.

Big Heads/Hands/Feet & Weapons Mode

At title screen press R2 (7x), R1, and SELECT.

Change the Might Meter
At Title Screen Press L2 (4), R2 (4), L1 (4), R1 (4), and SELECT.
Hidden Wrestlers

At the title screen press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, Select.

Secret Rings
'The Cage'

At title screen press R1, R2, R1, R2, and SELECT to scroll through the rings.

'The Box'

At title screen press L1, L2, L1, L2, and SELECT to scroll through the rings.

HUGO

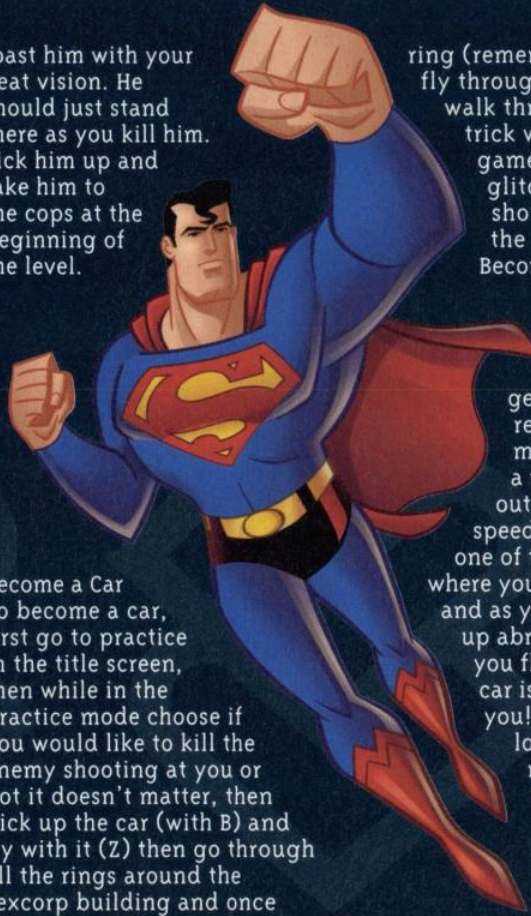
PSX

Level Select:

To gain access to all levels,

when you are on the map screen hold down L1 and L2 for at least ten seconds. This will cycle forward through the different areas of the map. (To cycle backwards use L2 and R1) Bonus Game: Complete the game and collect all the bonus items from each level as explained in the manual.

toast him with your heat vision. He should just stand there as you kill him. Pick him up and take him to the cops at the beginning of the level.



ring (remember you MUST fly through it, if you walk through it the trick won't work) the game should glitch, and you should end up in the car.

Becoming a car is pretty cool, but what if you want to

want to get out? Without restarting the mission there is a way. To get out, fly at full speed in the car at one of the poles right where you got the car, and as you hit it pull up abruptly until you fly over, and the car is no longer with you!!! This saves a lot of time. It may take 1 or 2 tries but it works! Camera Switching While playing

Superman, let go of the analog controller. Then use the d-pad to move the camera around! Pressing up makes the camera move in, pressing down makes the camera move out, pressing left makes it go left, and pressing right makes it go right. If you move the camera out i find that the controllts to the game dont feel so slow!

Heat Vision In the Lexcorp, destroy all the dark shadows. After they are gone, look behind the short stone wall with the red velvet ropes attached for heat vision. Pick it up and start setting some trees on fire.

Level Select After getting the option to save your game, save, then hit reset. Go to load game and when it asks you to put in the rumble pack, hold L + B for a few seconds, then hit A while buttons are still held. A level select screen will come up. Stop the Bombs To stop the bombs at the dam and the Daily Planet, use your freeze breath. Make sure they're frozen solid.

SuperMan 64

NINTENDO 64

Beating Darkseid Play through the eighth level until you get to the bomb in the kryptonite room. Freeze it with your freezing breath and when you walk out Jimmy Olsen should be waiting for you. Talk to him then when he leaves go out through the path where the kryptonite room is. Go all the way around. When you get back in the same place you should see Darkseid waiting for you. Stand behind him (at a safe distance) and

Become a Car To become a car, first go to practice in the title screen, then while in the practice mode choose if you would like to kill the enemy shooting at you or not it doesn't matter, then pick up the car (with B) and fly with it (Z) then go through all the rings around the Lexcorp building and once you fly through the last red

Cheats

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PlayStation

- 001 Ace Combat 2
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- 003 Actua Soccer 3
- 004 Adidas Power Soccer
- 005 Advan racing
- 006 Alien Trilogy
- 007 Akuji The Heartless
- 008 Alone In The Dark 2
- 009 Andrei Racing
- 010 Anamniacs: Ten Pin 2
- 011 Apocalypse
- 012 Armoured Core
- 013 Armoured Core 2
- 014 Army Men 3D
- 015 Aryton Senna Kart Duel
- 016 Assault Rigs
- 017 Assault: Retribution
- 018 Asteroids
- 019 Auto Destruct
- 020 Azure Dreams
- 021 B Movie
- 022 Battle Arena Tosh 3
- 023 Battle Arena Tosh 2
- 024 Beast Wars: Transform
- 025 Bio Freaks
- 026 Blast Chamber
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- 030 Bloody Roar
- 031 Bloody Roar 2
- 032 Bomberman world
- 033 Brain Dead 13
- 034 Brigadine
- 035 Bubsy 3D
- 036 Bushido Blade 2
- 037 Bust-a-Groove
- 038 Bust-a-Move 4
- 039 C. Contra Adventure
- 040 Capcom Gen. 1
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- 042 Cardinal Sin
- 043 Cart World Series
- 044 Chocobo Racing
- 045 Circuit Breakers
- 046 Code Name: Tonka
- 047 Colin McRae rally
- 048 Colonisation
- 049 Colony Wars
- 050 Colony Wars: Veng.
- 051 Command & Conquer
- 052 C & C: Red Alert
- 053 Contender
- 054 Contra: Legacy of War
- 055 Cool Boarders 2
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- 058 Crash Bandicoot 1
- 059 Crash Bandicoot 2
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- 063 Crusader: No Remorse
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- 072 Destruction derby 2
- 073 Diablo
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- 090 Formula 1 97
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- 092 Formula Karts
- 093 Forsaken
- 094 Frenzy
- 095 Future Cop I.A.P.D.
- 096 G Darius
- 097 G Police
- 098 Gex: Enter the Gecko
- 099 Gex 3: Deep Cover Gecko
- 100 Ghost In The Shell
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- 102 Grand Theft Auto
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- 104 Gullyty Gear
- 105 Heart Of Darkness
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- 125 Madden NFL 98
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- 132 Marvel's Hero's V's St. Fight
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- 138 Moto Racar 2
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- 142 N2O - Nitrous oxide
- 143 Nascar 98
- 144 Nascar 99
- 145 NBA Live 98
- 146 NBA Live 99
- 147 NBA Shoot Out 98
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Quake 2

NINTENDO 64

Bonus Level: TWISTS

To access the bonus level, enter the password "FBBC VBBB FBBC VBF7". Twists is deathmatch level with a 1:40 time limit and rocket launcher.

Extra Uniform Colors

Enter the password S3TC ooLC oLoR S??? for more uniform colors.

Higher Jumps in Multiplayer

Enter the code S3T1 NF1N 1T3S HoTS.

Low Gravity in Multiplayer

Enter the password S3TL oWGR ViTY ???? to reduce the gravity in multiplayer games.

Passwords

To access the password screen, choose LOAD GAME then press B when the list of saved games appears.

Level Password

2 PCBC VF6B MoBH X3CF
Final F6o? VQCH ?
BHF DQQL

Evil Zone

PSX

Extra Costumes

To get the extra costumes for any character, beat the game with that character. For instance if you beat the game with Danzaiver you get his extra costume in the vs mode or the 1 player battle mode.

Play as Boss and Hidden Stage

To play as boss and access the hidden stage, beat the game with 3

different characters in story mode.

Play as Ihadurca

To be play as Ihadurca, beat Story Mode with Setsuna. Ihadurca will appear

on the character selection screen.

Winning Postures and Poses

Each character you beat in story mode will earn you 7 new postures.

Rampage 2 Universal Tour

PSX

Cheat Menu

Enter BVGGY as your password to add "CHEATS" to the Options Menu.

Play as George

To access George, enter the password SM14N.

Play as Lizzie

To play as Lizzie, enter the password S4VRS.

Play as Myukus

To play as Myukus, enter the password NoT3T.

Play as Noobus Myukus

Enter SRY3D as your password to play as NOOBUS Myukus, a shadow version of Myukus.

Play as Ralph

To play as Ralph, enter the password LVPVS.

Play as Unpronounceable Alien

To play as the alien with an unpronounceable name, enter the password B1G4L.

WCW/NWO Revenge

NINTENDO 64

Huge Top-rope Special Move

Once a special is obtained with some wrestlers, it is possible to throw them into the corner (Use a weak grapple so they stay there) and then perform a heavy grapple (hold down A) and then wiggle the stick, and the wrestler will perform a special top rope maneuver. The wrestlers that can do this are : Scott Hall, Buff Bagwell, Scott Steiner, Konnan, DDP, Chris Benoit, Rey Mysterio Jr., Ultimo Dragon, Eddy Guerrero, Psychosis, Juventud Guerrero and La Parka.

The Doomsday Device

To perform the move made famous by LOD, select a tag team match or handicap match and select at least one wrestler who can climb the corner ropes. During the game, using the other

wrestler (works best if he is a big guy) grab the opponent from behind and then press C-UP. Meanwhile the other wrestler should be climbing the turnbuckle. As soon as the opponent is on the first wrestler's shoulders, you can launch the other one, clotheslining the wrestler to the mat. For spectacular results do this outside the ring.

Do Opponent's Special Move
After you get your spirit meter up to where it is flashing "Special" grapple your opponent (it can be either strong or weak) and hit A+B at the same time. You will then perform their Special Move.

Playable Managers

Go to One-on-One Exhibition match and choose wrestlers that have managers. After play begins, press Z on the 3rd and 4th controllers and you will take control of the managers.

Silver Championship Belts

To turn the championship belts to silver instead of gold: When you first turn on the game and wait for a second you will see something like a little movie, and watch it (don't hit any buttons yet) until you see the giant, bishoff, and hollywood in a room talking and hogan is talking on a mic. Then you will press the A button and then this will turn them silver. To turn them back you simply just exit the championship section and go back. If they're still not back to normal shut off the game and then turn it back on. Pointless but fun!

Do Opponent's Taunt

To do your opponents main taunt, rotate the analog joystick counter-clockwise.

Drag Opponent

The dragging controls are slightly changed over World Tour: to drag an opponent in Revenge, walk up to his head and press and hold A, then move the directional pad in the desired direction.

Get Weapon

While playing any match go out of the ring, move all the way to where the crowd is and press C-Up.

Sledgehammer

When you are picking your

character, pick Dake Ken. Then in the match go out of the ring and get a weapon, the only weapon he will get is a big wooden sledgehammer. Lots of fun!

Super Brawl Arena Trick

In the super brawl arena, throw your opponent into the black opening to back stage. After a couple seconds he will come running out like he just bounced off the ropes. Sometimes he will run back out with a weapon.

Secret Characters

If you have a GameShark, enter the code

8107Fo7C 7Fo3 to unlock all secret characters including Wrath. If you don't have a GameShark, try these.

Curt Hennig - Win all nine rounds of the U.S. Heavyweight competition to get Curt Hennig.

Rowdy Roddy Piper - Get the World Heavyweight Belt to get Roddy Piper.

Kanyon - Get the TV title to get Kanyon in the WCW.

Kidman - Get the Cruiserweight Belt to get Kidman.

Meng and Barbarian - Get the Tag Team Belts to get Meng and Barbarian.

THQ Man - Highlight AKI man and press C-Down. THQ is similar to Black

Ninja from WCW vs. NWO.

Unmask Masked Opponents

When wrestling a masked opponent, eye gouge the masked wrestler many times and the wrestler's mask will come off

Shane Warne Cricket

PC

Cheat Mode:

Enter one of the following classic match passwords to activate the cheat function below.

CMBRLARA -

Super Batsmen

NONOTOUT -

Unbreakable Wickets

TIMEWARP -

Fast Match

MEDICINE -

Large Cricket Ball

SUNSHINE -
Beach around the Pitch
PENSIONS -
World XI Team

V-Rally 2

PSX

All Cars and Trophies:
At the Game Progress Screen,
press L1, R1, Left, Right, Left,
Right, Up, Down, Up, Down, X,
X+Select. Then highlight any of
the empty squares, then press X
to open it.

Descent 3

PC

Within the game, type:
TreeSquid =
full map
Teletubbies =
type this in and look at the sun
if you're outside
MoreClang =

level jump
TubeRacer =
Ouch! (210 damage)
Shananigans =
weird textures
ByeByeMonkey =
chase view
FrameLength =
frametime display
BurgerCod =
invulnerable
DeadOfNight =
destroy all bots
Testicus =
cloak
IveGotIt =
all weapons, energy,
shields

Settlers III

PC

Faster Building :
Press [F12] to pause the game,
then immediately press [F12]
again to resume. Then, one
minute in game time will have
elapsed for all players.

POKEMON SNAP

NINTENDO 64

Once the Valley level is complete,
Professor Oak will tell you to take
more photos. Here are the
Pokemon locations:

Kingler
At the Beach level, after passing
Pikachu, turn around and take a
photo of the rock with seaweed
that resembles a crab.
Pinsir
In the Tunnel, wait
until Zapdos has hatched
and turns on the power.
Then when you pass the
Electabuzzes and Pikachu,
look to your right to see
Pinsir's shadow on the wall.
Koffing
On the Volcano level, throw
a Pester Ball into the small
volcano to the left of the first
Rapidash that appears. Then,
smoke in the shape of Koffing will
appear.
Cubone
On the River level, play the
Pokéflute in front of the sleeping

Vileplume. A tree in the shape of
Cubone will appear.

Mewtwo

On the Cave level, after hitting the
two Koffings chasing Jigglypuff
with apples, turn around to the
left while near Weepinbell to see
some bright crystals. Take a photo
and it will turn out to be Mewtwo.

Dugtrio

In the start of the Valley level,
take a photograph of the
mountain behind the
Mankey.

Unlock the Volcano

level

Throw

Pester

Balls at

the last

Electrode in

the Tunnel level,

near the exit

gate. It will then

self-destruct and

open a path to the

Volcano level.

Unlock the Rainbow

level

Successfully complete the Valley
level and take photographs of all
six Pokémon signs. Then, Professor
Oak will open the Rainbow level
with Mew.



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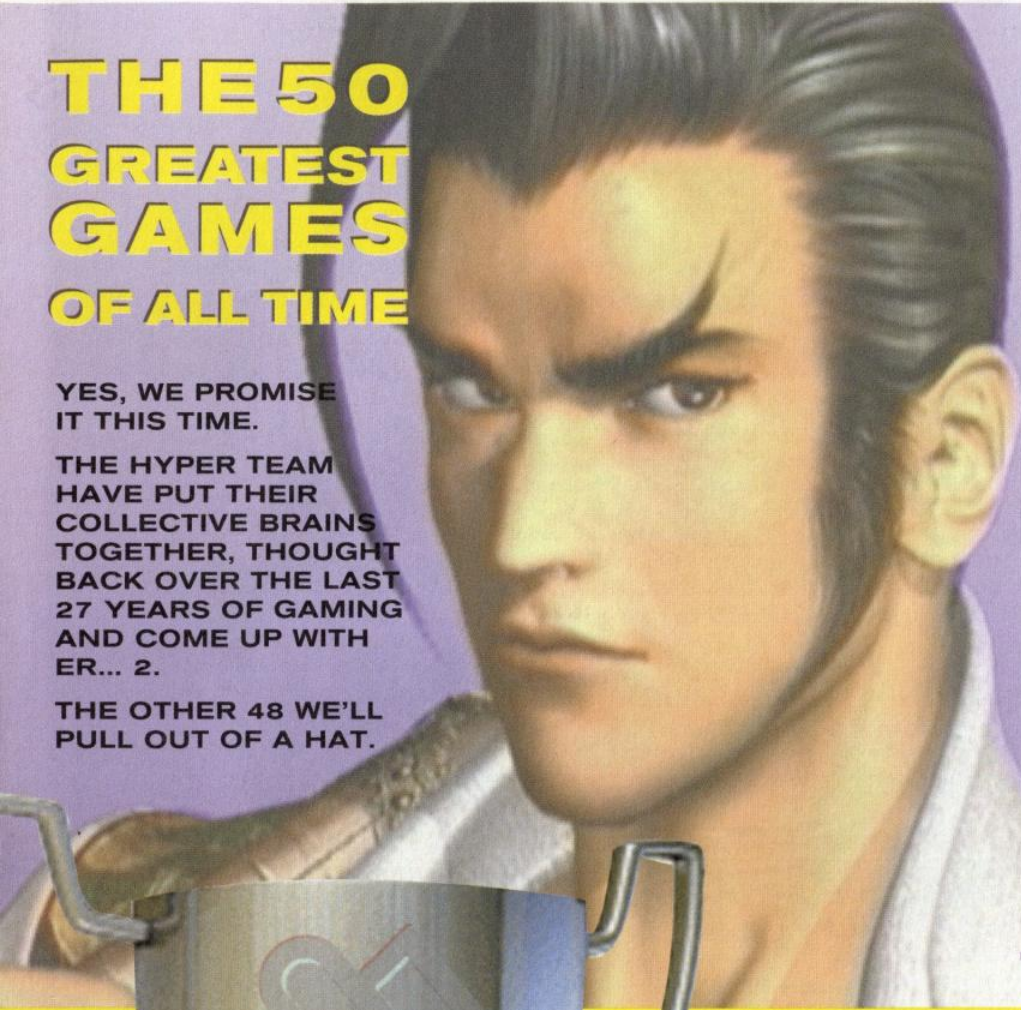
NEXT ISSUE . .

THE 50 GREATEST GAMES OF ALL TIME

YES, WE PROMISE
IT THIS TIME.

THE HYPER TEAM
HAVE PUT THEIR
COLLECTIVE BRAINS
TOGETHER, THOUGHT
BACK OVER THE LAST
27 YEARS OF GAMING
AND COME UP WITH
ER... 2.

THE OTHER 48 WE'LL
PULL OUT OF A HAT.



THE TOP 50

HYPER»

LETTERS

HYPER LETTERS

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Redfern, NSW 2016
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E-mail:
freakscene@next.com.au

MORE SPUD

Dear Hyper,
I work in a computer shop in the City and on our display computer I have had a copy of ARL 96 running. Why, you ask? Because it brings the customers in. That's right, a three year old rugby league game with dodgy commentary, tiny SVGA graphics and a red headed larkin, brings the customers in - in droves. Now I've had FIFA 99 on display running on a Diamond V770, I've had Half Life, NFS High Stakes and Grand Prix Legends running, and yet, these games with all their eye candy never got a second look. ARL 96 has attracted a lot of people, they're coming in and asking about it and if there will be another rugby league game. Basically, this letter is to ask a question to EA SPORTS. If EA are willing to develop and publish a game such as AFL 98 & 99, which is completely regional (i.e. Australia) specific, why won't they invest their money into the more international game of Rugby League. I mean, with the Sevens, you get all of the decent Australian sides, most Pacific Islands, New Zealand, England, South Africa, the USA and even Japan, plus both the Australian & European leagues, inter-nationals and the big one, THE STATE OF ORIGIN. The game could go down as an all time classic (out here at least). We have had Big Jonah, Big Warnie, Big Plugger, but no Chief, Spud or E.T.! Come on EA, give us our Footy. That's my lot. Cheers,

FATBOY
(A.K.A. Brendan Murphy)

*Hi Fatboy,
Don't burst a vein, as EA Sports are releasing Rugby World Cup for PC and PlayStation any second now.*

BUST A CAPCOM

Dear Hyper crew,
How are you all? Now I thought I'd write you all a letter because you seem really clued in on upcoming releases etc. My brother and I

are the hugest Sega fans ever! With the Dreamcast just around the corner, we can't wait. I'm female, just turned 21, and my brother is 17. Can you remember a game by Capcom named Strider? I think it's awesome. I have a version of it on Master System, C64, and 1 + 2 on Megadrive. I heard rumours years ago that Strider Deluxe was to be released for Sega Saturn, but nothing. Could you please tell me something about the above and whether Capcom have any details on a DC release. Thanks a lot.

SHELLEY BABES

Bunbury, Western Australia.

*Hi Shelley Babes,
Strider 2 is coming out soon at the arcades using the Namco system 12 board. We've had a few reports that it doesn't exactly cut the grainy mustard, but we'll know soon enough...*

VIOLENCE IN GAMES PART XXXLVIII

Dear Hyper,
After reading your August edition Letters section, I feel compelled to add my own two cents (or sense, ha) into the whole violence and computer games debate. Like Peter from WA, I am also outraged at politicians and supposed journalists sensationalising computer game violence. Current Affairs programs such as 60 Minutes rarely report only the facts, probably because the television station that televises such rubbish wants it to sell, and as we all know, the brain dead masses just love to eat up all the refuse that pours from a well dressed reporter with a shocking haircut. I bet you can all see it now, Mr and Mrs Stereotype sitting down to tea in front of the box, horrified by the evil computer game violence that teaches their young ones to kill. They don't need to ask how, or why. Mike Munroe says it's bad, so it must be awful. "No more games Johnny, they'll turn you into a psycho. Come in here and watch 60 Minutes, and after that we'll watch the news." What a joke!!! Compared to the news, Doom equates to an episode of the Care Bears taking a trip to Cute Fuzzy Town. Doom is cartoon graphics, set in a futuristic, alien world. The news is set outside, in the real

world. Where people die, wars are waged, politicians squabble, and footballers punch each other senseless. Like computer games, the Film and Television Industry has also been a scapegoat for violent people for years, and as such has been the target of many psychological experiments. One such experiment reported on what scares children in the media, to which the answers were 'cruelty to animals', 'domestic violence', and 'the news'. Hmmm, not Doom, not the Care Bears, not the Power Rangers (although I must admit the Mighty Morphin Power Rangers scare me senseless). Kids are afraid of and react violently to things that are close to home, that seem real, and pardon me, no disrespect to the creators of Doom, but hunting aliens in a cartoon land hardly seems real.

PETER HODKINSON
Clayton, Victoria.

Peter,
Just wait till they see *Kingspin*. Oh lord.

PSX UNDEAD

Hello Hyper crew, I really must apologise for complaining, but I'm starting to see history repeating again. Every time a new system is announced, everyone is happy — except one small group of people. The ones who write to magazines such as your own, with a letter along the lines of "I bought my PlayStation six months ago. Now the PlayStation 2 is coming out, my machine will become obsolete."

Wrong, wrong, wrong. In case you hadn't already noticed, authors of such letters, you decided to buy your PlayStation three and a half years after it was released. I think it would be safe to assume I won't be seeing you camped outside your local video game store the night before the new PlayStation release day.

When the PlayStation 2 is brought out, I really don't think Sony would be stupid enough to forget the fifty million systems in homes worldwide now. That would be like them saying "We have DVD movie players on the market now, we'll stop producing video cassettes." It

just doesn't happen that way.

What I am trying to say is, just because the PlayStation is getting older, and it has a new prodigy on its doorstep — the machine is far from dead. You will see PlayStation stuff in the stores long after the PlayStation 2 is brought onto the market. There is life in the old dog yet.

J.S.
Salisbury North, South Australia.

J.S.,
Well naturally, with the release of the PlayStation 2, a lot of developers are simply going to be more interested in putting time and money into making games for the new hardware, thus PlayStation 1 games will start to thin out. However, PSX2 will be backwards compatible so it will be a much slower decline, as people with the new system will still be able to buy the PSX1 games and play them.

THE CLONE WARS

Dear Hyper,
The state of PlayStation gaming and the imminent Dreamcast launch has prompted me to write this letter. Basically, I have grown sick and tired of the endless run of sequels and clones that dominate Sony's release dates. Honestly, we have all seen enough of Crash, Lara and the likes now, don't you think? Very rarely do we see innovative games on the PSX and I for one am fed up with it.

Secondly, the matter of Tobal 2. Who on earth would release dreck like Lucky Luke and Legend when Tobal 2 has the potential to sell loads. Squaresoft obviously can't be too busy to convert it to PAL simply because the last Square game we got was Bushido Blade (Feb. '98).

Along with Tobal 2, we probably won't get Parasite Eve, Xenogears and possibly even (I wouldn't be surprised, quite frankly) Final Fantasy 8. It is on the strength of Square's PAL record that I will now refuse to buy a PSX 2. Instead of good games, we will get Crash 4, Tomb Raider 4, Test Driver 6, MK 5, and many more rehashes.

PATRICK RAMSDALE
Howrah, Tasmania.

Hi Patrick,
yeah, it was criminal that Tobal 2 was never released here. However, we are definitely getting Final Fantasy VIII, no question. You can read Kevin's Chocobo Racing review this issue for his thoughts on the matter of Square's PAL record. There will always be rehashes on every system — whatever makes them money, y'know? Just don't buy it if you think it sucks, and they'll stop making it.

FINAL FANTASY FAN

Hi guys, how's it going? I'm a 15 year-old girl and I've been collecting your mag since issue 43, May '97. It was the first computer games mag I ever bought and I've been a loyal follower ever since.

Just a couple of things I'd like to mention — firstly, where have all the drawings in the letters section gone? I think you should put them back in (unless no-one can draw these days) if they're good. Also, could you do another reader survey soon?

I hope you can help me out.

NATALIE

PS I think Squall Leonhart from the upcoming Final Fantasy game is an absolute babe and could you PLEASE print a poster of him?

Dear Natalie,
Now that I'm Editor of Hyper, I'd like to encourage more of you to send us artwork. I remember back in the good old days, we used to get lots of really funky stuff. Send it in and I'll start sticking it in the letters section for everyone to gawk at. We will be doing another reader's survey soon, it's really good to hear what everyone thinks of the mag and what we can do to improve it. The Final Fantasy movie will feature completely new characters and a brand new story and should be released in 2001. Hang in there. :) I'm sure we'll do some FF8 posters, and fringe-boy will probably be in them.

A RANDOM LETTER

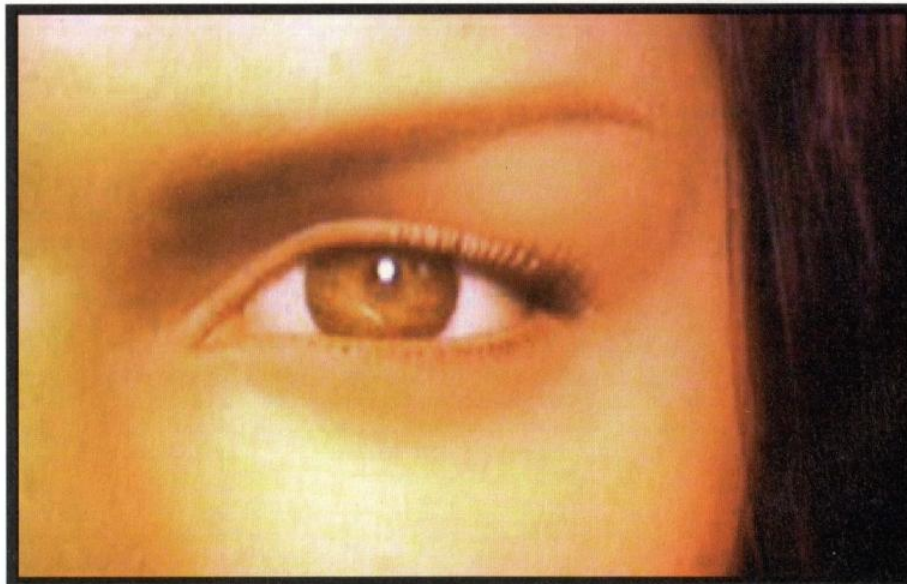
Dear Hyper,

for a much longer length of time. If this is possible, do you think publishers may be reluctant, because they may sell less games in the long run?

Anyway, keep up the good work, the mag's great.

DAVID MCMULLEN
Wembley,
Western Australia.

Dave,
V Rally 2 has a decent track editor, which extends the game's longevity substantially. As far as random changes go, Rapid Racer included a random track generator, which really didn't work. The best racing games have tracks that the developers have worked on and honed until they represent the best and most challenging courses possible for that style of racing. If the tracks are designed well enough, there's no need for random mutations. I see your point, but actual level/track editing by the user is becoming more common place.



AN EXCLUSIVE PIC FROM THE FINAL FANTASY FILM. SERIOUSLY!

It's good when people can write in and give their opinion on things.

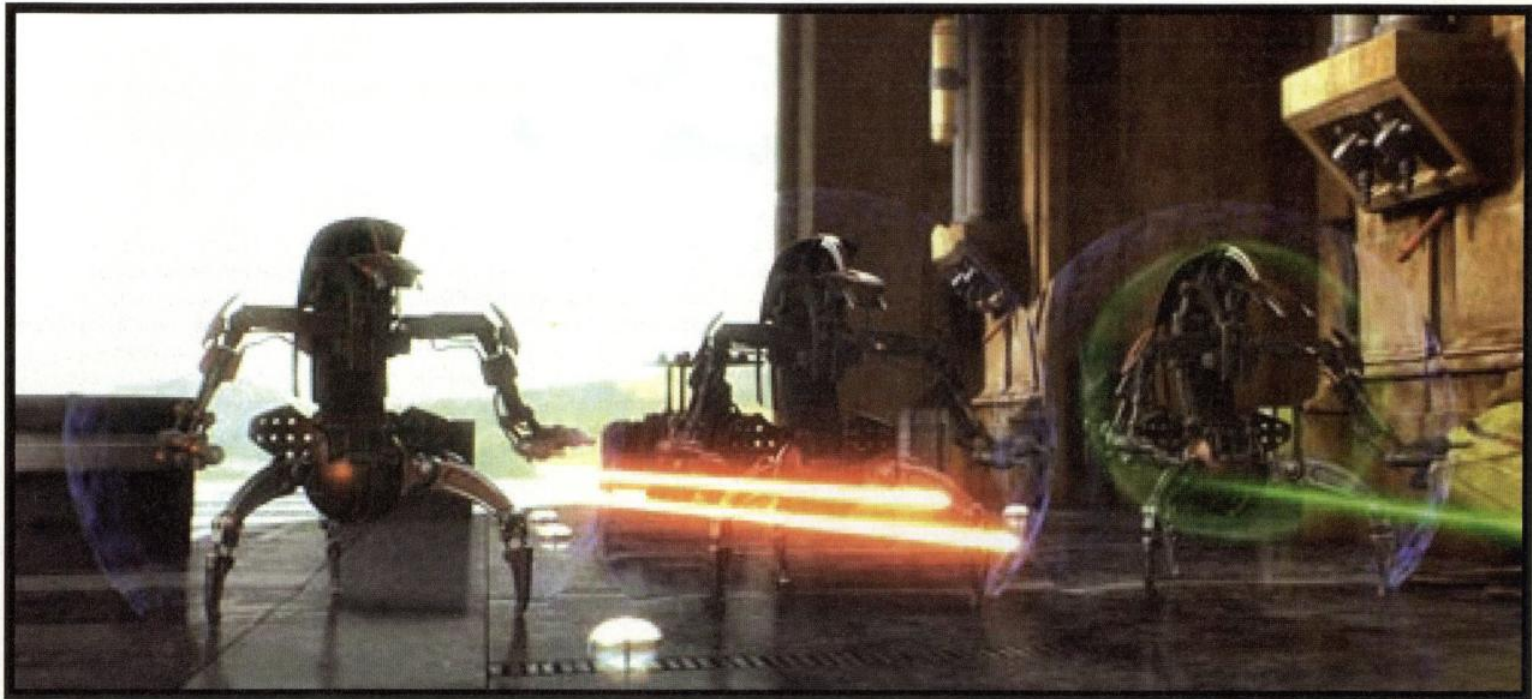
In an earlier mag, you said that the Final Fantasy movie was going to be out in like, 2002 or something. Do we really have to wait that long? I don't own a PlayStation, but I hired one recently with Final Fantasy 7 and loved it. Will the movie be based around any of the previous games or will it be entirely different?

Thanks heaps for your time,

I was reading your June issue, when I noticed the small article on Resident Evil 64. You said the items would be hidden in different positions each time you play. I was just wondering, would it be possible to add a similar function to racing games? Every time you play, the tracks shape could be warped a bit, so you never race the same track twice. This would keep the gamer occupied

G.S.T. F.U.B.A.R.

To Hyper,
The G.S.T. — Game and Software Tax. What was Howard on? Surely this will only help piracy even further. Games and applications currently not taxed will be at 10% while CDR/RW drives and media taxed at 22% will go down to 10%. This coupled with his laws on parallel imports for music CDs make me wonder whether he is in fact Short John Silver (Long's



ELIOT, CAM AND BROOKE

little brother) and that Howard is just an alias.

SHO-RYU-KEN

Airport West, Victoria.

Dear Sho,
You live in an airport?
That must suck.

SOCIAL LIFE? HA-HA!

To Hyper I live in New Zealand and was wondering if there were any LAN parties in NZ and if you could please put them in the multiplayer part of the magazine.

1. Would NZ have a server to dial into when the Dreamcast arrives?
2. Where was 12 Tales: Conker's Quest at E3?
3. Is it true that EVERQUEST is extremely addictive? I don't want to lose my social life again. Keep up the great job with the mag.

RORY M

Rory M,
Are you related to Boney M?
For the latest on LANs in NZ,
go check out this website —
<http://www.gamevault.net.nz/lan/>

1. Dreamcast launches in New Zealand on October 25th. There will be a number you can dial into for the cost of a local call. Currently, a NZ server is planned but may not be available at launch.
2. It's now called Twelve Tales: Conker 64 and is stuck in Development Hell I guess.
3. Everquest BECOMES your social life.

FILTER IT OUT

Hey guys,
How's things? Recently I purchased an NTSC copy of Syphon Filter. It's a top game, however I was a little shocked at one stage. The objective is to find some scientists and take them out by any means possible, which was fair

enough. After pursuing a scientist for a while, he dropped to his knees and gave up. Great, I thought. But after leaving him be, I couldn't complete the level. I was forced to return and couldn't understand why I had to kill this unarmed man. After attempting this, I then found he was wearing a bullet proof vest, therefore I was forced to set my target on his head, all the while he was pleading for me not to kill him and that he was unarmed. Once I killed him, the objective was completed.

Now I'm all for violence in games, however, I thought murdering an unarmed hostage in order to complete the level was a little over the top. What do you think and will this be included in the PAL version?

Thanks for your time.

CRAIG
Kewdale, W.A.

Craig,
It does sound a bit sick, but it's not very surprising. Some game developers have forgotten that not all of us are into mindless violence.

FOURSOME

Hi guys,
I just finished reading your great (though short) review of V-Rally 2, and I was surprised to see that you left out the much touted 4-player mode... what's going on there? I bought the game last month, on the back of the box it shows a 4-player game (I haven't had the time or the controllers, or even a multitap to try it out), so what's going on there??? I bought this game simply because I was led to believe that it was 4-player (and that and I love motor racing!!). What the hell is going on?

DANIEL MITCHELL

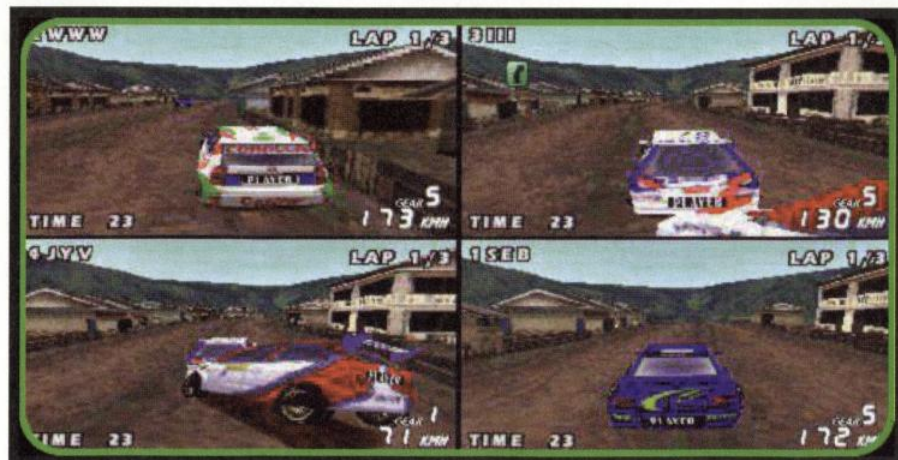
Daniel,
Hey relax dude. V-Rally 2 does indeed have a four-player option and in fact, it's currently the best four-playing racing you can get on the system. I didn't mention it in the review because I was playing a pre-release version of the game, which didn't have the option available.

MAC DADDY

To the Hyper Crew,
I am writing to tell you my views on the current and future state of Mac gaming. I

have been the proud user of a Macintosh for a long time and have seen Apple's fortunes rise and fall. When I first started using my Macintosh I was the proud owner of many great games; Doom II, The Journey Man Project 2, Myst, Sim City 2000, Marathon and others of the era when games began to boom. Soon after these games were released for Mac the gaming situation began to deteriorate. Soon the Mac had lost developers' trust and was relying on their "kindness" to develop games for it. Occasionally a good conversion was released or the faithful Bungie released a game for Mac, but aside from this the scene was dull. Now with the rise of the iMac, I have seen many great games being converted to Mac and simultaneous releases being planned with PC games. Quake 3, Half Life, Railroad Tycoon II, Diablo 2, Oni and Quake 2 have been some examples of this. Voodoo 2 cards are also available now for Mac. I believe that the Mac is slowly regaining developers trust, but need good decisions to keep its rise as a gaming machine going. Apple should, although it is beginning to, promote Mac gaming more, it should start to arrange for more competitive prices with PCs, it should design machines more specifically for games with better packages e.g. a G3 with a Voodoo 2 card, a 19 inch

V-RALLY 2 DOES HAVE A FOUR-PLAYER MODE. SEE?



monitor and a good speaker system priced like a PC. At the moment a machine like this is very expensive to buy if it is a Mac. I also believe a great asset for Apple would be to follow in the path of Microsoft and make Mac gaming a priority among staff, with some good developing staff from Apple making good games and often. I hope the Mac gaming scene continues to rise and Apple continues making good decisions.

CHARLES PASSMORE,
A happy Mac gamer

Charles,
We agree with everything you say. As we have a Mac LAN here at the Hyper office, the more good Mac games released the better! Apple are really doing everything they can to make the Mac a successful gaming platform, so things can only get better.

SUBSCRIBE SILLY

Dear Hyper Peoples,
Success with your new News presentation format. It's much more interesting. I purchase your magazine every month as I have done for a good two years, but I haven't got around to subscribing, damnit. Anyway, in many copies of Hyper I have found that you have been very good at answering questions like this.

I've been wondering if it would be worth waiting for the new Nintendo console tech and game specs to be released before I consider another console, or will reliable info be a very long time coming, or would I be missing out on something? I have been hearing that the games on Dreamcast will crap all over those on the

new PlayStation, even though it's a little early to tell. True?

1. Are you guys into fantasy novels (Tolkien, Eddings, Feist, Wurts, Jordan, their stuff)? Because some of you seem to be.
2. What are Lord Seafood's thoughts on "The Phantom Menace", seeing as how he is a Star Wars nut?
3. Where's the Australian Classification feature? Final Fantasy VIII on the N64. I'm allowed to dream. Anyway, I'll be gone.

ANON

P.S. Do you answer letters given to you at freakscene@next.com.au in the magazine?

Dear Anon,
Always a tough question. It's kind of like hanging out for the latest CPU before you buy a PC. Nintendo said they would release their tech specs for their next system in detail by the end of the year. Dreamcast will be out by then, PSX2 is about a year away and the next Nintendo system may not be here until 2001 at a guess. Both consoles will have great games. Some DC games will be worse than PSX2 and vice versa.

1. Sure. Tolkien is the master — can't wait for the Lord of the Rings movie. I've also read the Stephen Donaldson books, and last I heard, Dan was reading the Wheel of Time books.
2. Tricky question. Loved it better the second time, but it's only my fourth favourite Star Wars movie.
3. Heh. They banned us from printing it. J/K.
4. You forgot to ask me a question 4.

P.S. Yes, absolutely. I promise to read them all.

PROOF THAT THE MAC IS DOOMED



Letter of the month

99,999,999

Dear Hyper,

It was with much surprise that I noticed one of your contributors had listed the old Megadrive game Shining Force II as a game he was still playing. Ah, what fond memories I have of playing this game! With the memories of this game came many others. Playing Ecco the Dolphin for eight hours straight; achieving the ultimate score in Columns (99,999,999) after playing in shifts with a friend; playing Street Fighter II until my thumb developed a blister; and Lemmings, the bane of my life for many months. Ah, the good old days. The good old days of only four years ago.

Now I own a computer that cost me a fair bit of money two years ago. The latest games won't run on it. However, I don't care. The joy of gaming is not in keeping up with the latest in technology but in actual gameplay. Hyper occasionally reminds us of this, usually just before singing the praises of the very latest 3D card that can be purchased for only \$500, but is probably worthless if you don't have a \$3000 computer.

My advice to people that can't afford such luxuries (such as myself) is to buy a secondhand 16-bit machine and rediscover the joys of gameplay without the frills. What was the last game I bought? Why, Lemmings of course.

One last thing. Some people have been complaining that the scores you award games are not high enough. I would say that they are too high. You should use the full range of your scores; about half the games you review should get below fifty.

ADAM STROVER

Adam,

Yes, 16-bit memories, even 8-bit memories... (cue violins and hazy swirl to flashback of Eliot sitting in front of his TV, innocent grin, floppy fringe, school bag by the door).

- "Hey look! Dad, it's in colour!"*
- "What's that son?"*
- "It's called Chucky Egg!"*
- "Chuck up... What?!"*
- "Ahhh never mind! It's cool! It's a... platformer!"*
- "Alright son. Whatever."*
- "Why don't you love me Dad? Ouch! Stop hitting me! AHHHH!"*

(Cue hazy swirl back to present day.)
So as I was saying, Adam, er... what was I saying? Oh yes, the scoring issue. Well, scores are high this issue because all the games rock hard. But we're certainly going to start getting tougher on games. Grrr.



Gamester PSX Dual Force Wheel.

Don't forget to include your contact details ON your letter. You've won a Gamester Steering Wheel! For PlayStation.

FOR SALE

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Extreme G - \$25 or \$30, Dark Rift - \$5 or will swap for WWF Warzone or any worth it. Phone Robert from Hammondville NSW after 4:30pm on 9825 1096 or e-mail bobbyg13@hotmail.com

Mortal Kombat 2 in perfect condition with box and cheat booklet only \$20. Call Eddie on 08 8379 5932.

NTSC N64 for sale (play both US & JPN games), 8 games, Star Fox 64 (US), Mario Kart 64 (US), Zelda 64 (US), Quest 64 (US), NBA Hangtime (US), Mario 64 (JPN), MRC (JPN), J-League Perfect Striker (JPN), 1 Controller (black), 1 mem/rumble pak in 1. Also PAL power transformer and PAL TV converter - All for \$450. All boxed and in good condition, call Addy on 02 9401 0662. Also 6 FREE Manga VDO's 'Macross, Street Fighter, Robotech'.

Nintendo 64, perfect condition plus extra blue controller, 3 games (Goldeneye, Banjo Kazooie, Diddy Kong Racing) plus RF Switch/Modulator. All boxed with manuals in good condition. PC Games (Tomb Raider 1 + 2), Dreams to Reality, Mortal Kombat 3, Mortal Kombat Trilogy, Age of Empires, X-men: Children of the Atom, Nuclear Strike, Lion - A Wildlife Sim, Blade Runner. All in one package - \$500 price neg. Call Matt after 4pm weekdays, anytime weekends (02) 4942 2822 or e-mail dreamrider84@hotmail.com. Must pick up. NSW pref.

N64 games: Hang Time - \$40, Forsaken - \$50, Top Gear Rally - \$40, WCW vs NWO: World Tour - \$40, Quake 64 - \$40, Duke Nukem - \$50, Blast Corps - \$25. All boxed with instructions. Phone Steve on (03) 5859 0723.

Okay people. Listen up and listen good. I have a PlayStation with 2 controls, Crash B 2, Resident Evil d/c, RE2, FFVII, Worms and memory card. Also, I have an N64 with 2 controls, tremor pak, Goldeneye 007, Zelda 64. I'm not setting a price, so contact me and make an offer on either item. Phone Gareth on (02) 9596 0109 or e-mail darthmaul_13@starwarsfan.com. Best offer (if reasonable) after a month will get the goods.

N64 console, 1 normal grey controller plus one clear limited edition Sharkpad Pro 64, 1 Ultra Racer 64 (ideal for racing games), 1 memory card, RF switch, Expansion pak, Rumble Pak, Tremor Pak plus 8 games (Turok 2, Goldeneye, Super Mario 64, Mario Kart 64, International Superstar Racing, F-1 World Grand Prix). Sorry, no separate sales. Everything boxed with booklets, excellent condition - \$450. Phone (02) 9829 3874 in Ingleburn NSW and ask for Andrew.

Nintendo 64 including Goldeneye 007, Star Wars, Shadows of the Empire and 1 controller. Only \$165 or will swap for PlayStation with one game. If you are interested and live in the Melbourne area, please phone Nathan on (03) 9783 7365.

Nintendo 64 (less than 3 months old), 2 games (Banjo Kazooie and Zelda 64), 1 expansion pak, 1 rumble pak and 2 controllers. All for \$199. Call (08) 8352 5859. Adelaide only.

Sega Dreamcast comes with PAL Booster, 1 Control Pad and 1 Virtual Memory System for only \$470!

Urgent Sale!!! Also 2 games available for \$70.

PlayStation Games: Gran Turismo - \$40, Need for Speed - \$30, Small Soldiers - \$40, Adidas Power Soccer - \$30, Wrestle Mania - \$20, Extreme Games - \$35, Madden NFL '97 - \$40 or all for \$200. Call Jonno on (03) 5989 2224, Red Hill VIC.

PC Games: Interstate 76 (3D accelerated) - \$20, Crime Killer (3D accelerated) - \$10, Grand Touring - \$20, Andretti Racing - \$20, Time Commando - \$5, MDK - \$10, Conquest Earth - \$15, NBA Action '98 - \$15, Dungeon Keeper mission disk - \$10, Carmageddon - \$10, Redneck Rampage - \$10, WCW Nitro - \$20, Mechwarrior 2 Mercenaries - \$10, Hyperblade - \$5, Test Drive Off Road 2 - \$10, NBA Hangtime - \$20, Agent Armstrong - \$10 or the lot for \$150. All original games, in excellent condition. Call (03) 9572 1264 and ask for Damien.

Sega Saturn Games: NFL QB '97, World Series Baseball II, Fighting Vipers, SF Alpha, Athlete Kings, Die Hard Arcade, Breakpoint, Daytona USA, NBA Action, Black Dawn, World Wide Soccer '97, FIFA '97, Command and Conquer, NBA Live '97, Crusader No Remorse. All \$30 each with boxes and manuals. Saturn console with 2 controllers - \$70. Will C.O.D. anywhere. Phone: (0418) 731 235. All offers considered.

Rosco McQueen for PlayStation in mint condition with cheats and a demo disk, all for \$30. If interested, phone (02) 6559 9069 between 5 - 8pm or e-mail frosty_104@hotmail.com

SWAPS

I want to swap a normal analogue Sony PlayStation controller (see-through black) for an analogue Dual Shock controller. Willing to pay five dollars extra. Phone

Matthew Perkins on (07) 3201 2638 or write to 12 Apurla Crt. Karana Downs QLD 4306.

I would like to swap any one of my PlayStation games, Metal Gear Solid, FIFA '99, NHL '99, Madden '99 or World Cup '98, all in great condition, for any one of the following games, Toca 2, Wargames: Defcon 1 or Alien Trilogy. Call Sam on (03) 5474 2462. Must be within Victoria.

Wanting to swap Lego Island, IRC Rally and Sonic CD for either: Starcraft, GTA Mission Pack, Klonoa, Rollcage or will swap all games for Sega Game Gear with any Sonic game. Games must be in good condition and come with boxes (except the Game Gear). I would also like to swap MK Trilogy and Total Drivin (in perfect condition) for either MegamanX4 or Megaman Legends OR will swap either one for Sonic 3 and Knuckles. Games must have their manuals and come with their cases. E-mail supersonic114@hotmail.com

WANTED

Atari 400 console with two or more joysticks, games optional. Will pay up to \$30. Email me at medq21@hotmail.com.au

I am desperately seeking Command and Conquer for PC. Must be cheap and in reasonable condition. E-mail me at harrybathurst@hotmail.com or my address is 5 Water St. Ulverstone TAS 7315.

PC Game 'Daggerfall - The Elder Scrolls II'. Will pay 'as new' price for game in good condition - C.O.D. Call Regina on (03) 6224 7181.

I'm looking for the Japanese versions of the following PSX games. Must be originals, NO COPIES, Tekken 2, Ridge Racer, Ridge Racer Revolution and the US version of Resident Evil. Phone (02) 6555 8452 and ask for Alex.

I am looking for Burning Rangers and Panzer Dragoon Saga for the Sega Saturn. Also, anyone with good 2nd hand games to sell, I'd be interested to see what they are. If you live outside Adelaide, you must be willing to post. Contact Adam on (08) 8265 4817 after 4pm, or e-mail nightsehkh@geocities.com

Panzer Dragoon Saga for Sega Saturn. Will pay good price. Also wanted: Saturn memory cartridge, Sonic R, Burning Rangers, Last Bronx, House of the Dead, Shining Force 3, Evangelion videos (especially episodes 1 - 6). Phone Nick on (07) 5465 1979.

PENPALS:

Hi, I am looking for a pen-pal who likes Sega Games. I own a Sega Saturn, Mega Drive and Master System. My favourite games are Sonic the Hedgehog, Red Alert (PC), Daytona USA 2 and Sega Rally 2. If you're interested, write to Alan at 1/8 ETTY St. Castlemaine VIC 3450.

Are you bored with playing endlessly with your controller? Is your rumble pak just not doing it for you any more? If this is the case, get off your butt, put down that controller and write to me!

Hi, my name is Sara, I'm a 14 year old girl seeking a pen-pal to yarn with. I'm a regular Goldeneye freak, I love anime (Evangelion especially). My other interests include cars (major petrol head), music, sport, Star Wars (yes, another sad, devoted fan), martial arts and anything Japanese.

I own an N64, the old SNES and the faithful Commodore 64 still holds a place in my heart. So if you are M/F (or both!) of similar age and are willing to put pen to paper, write to me at: Sara Franklin, Lot 13, Capricorn Crt. Eumundi 4562 or sazza10@hotmail.com.au

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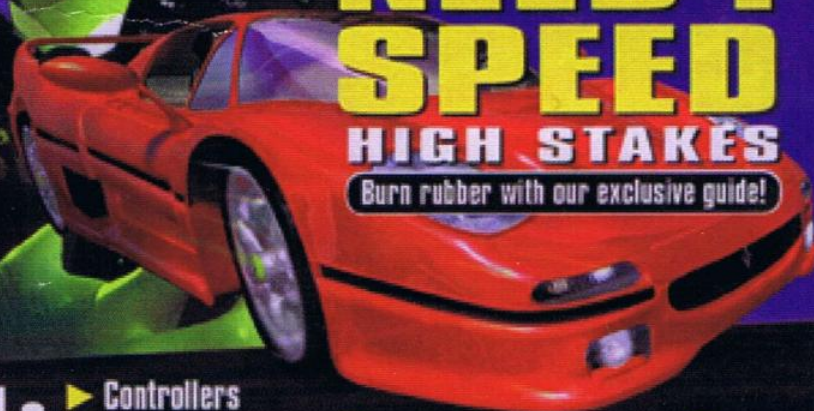
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PlayStation 2

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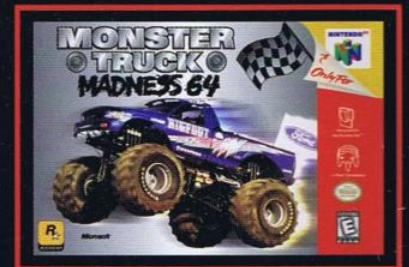


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