

DREAMCAST - PLAYSTATION - N64 - PC - GAME BOY

**FREE PC CD!**  
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# **HYPER**

**SPECIAL!**

**116**

PAGE  
ISSUE



**JET FORCE  
GEMINI**

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**THE LAST REVELATION**

Lara saves her  
best for last!

**41** PAGES OF  
REVIEWS!

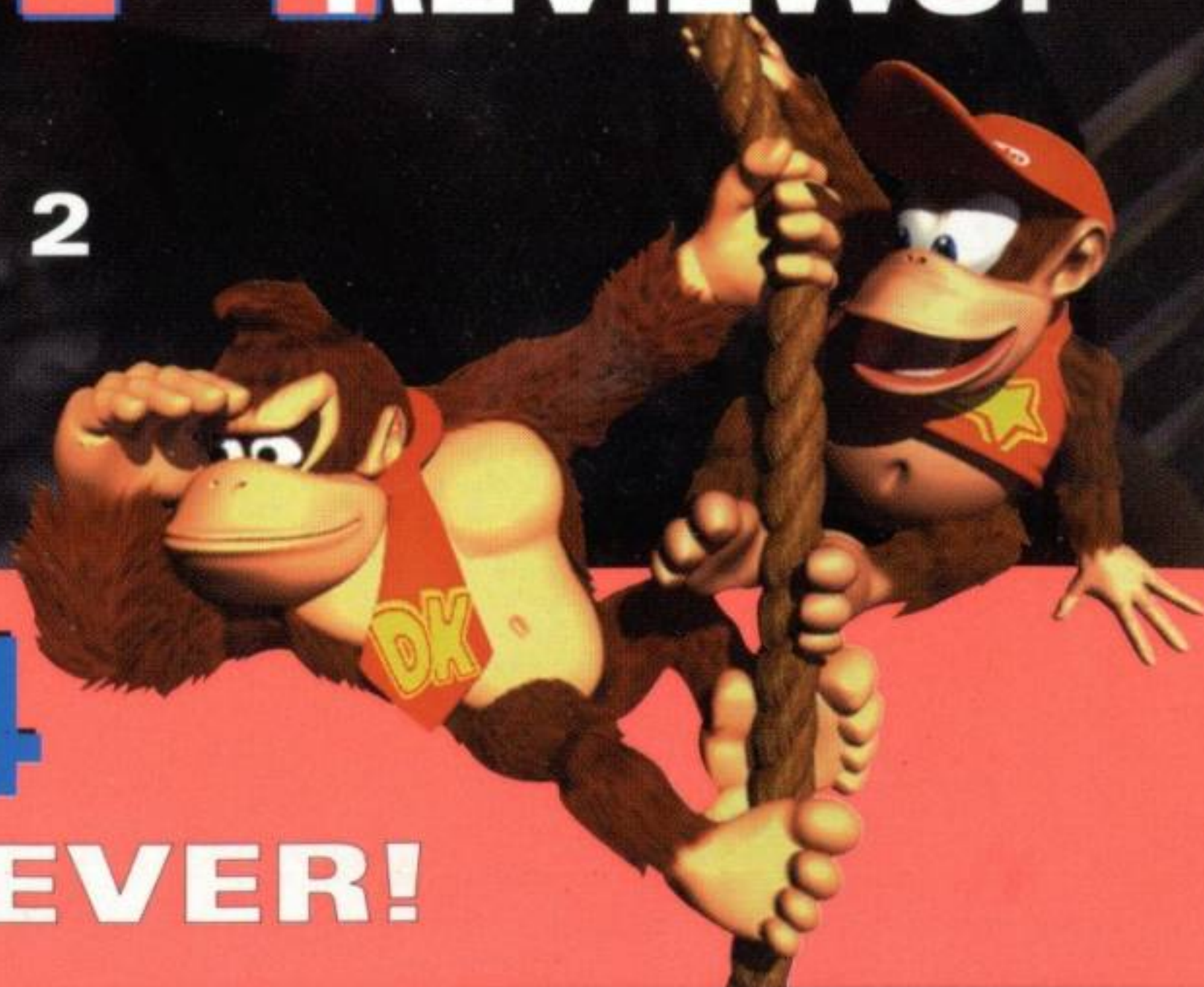
**next**  
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# DIABLO

# contents

## editorial

Thanks to all of you who have sent in cool letters and lots of email praising us on the new chock-a-block Hyper. We're as proud as new parents and it's not just readers who are slapping us on the back. We've had lots of encouraging email from games developers and publishers who all think that the new look rocks hard, even if we are getting a little tougher on their games. Well, we're feeling so good, we made Hyper bigger this month for a big bumper Christmas issue! Yep, more pages! There are so many great games this issue y'see... Donkey Kong 64, Jet Force Gemini, Crash Team Racing, Tomb Raider 4, Nomad Soul, Freespace 2, Winback, Worms... phew, there's enough there to keep you gaming until the Nintendo Dolphin arrives! Now, don't be shy, go to page 49 and fill out the Hyper Reader Survey so we can see what you think of all the different bits of the mag. After you've posted that off, reward yourself with the rest of this massive issue. It's all good.

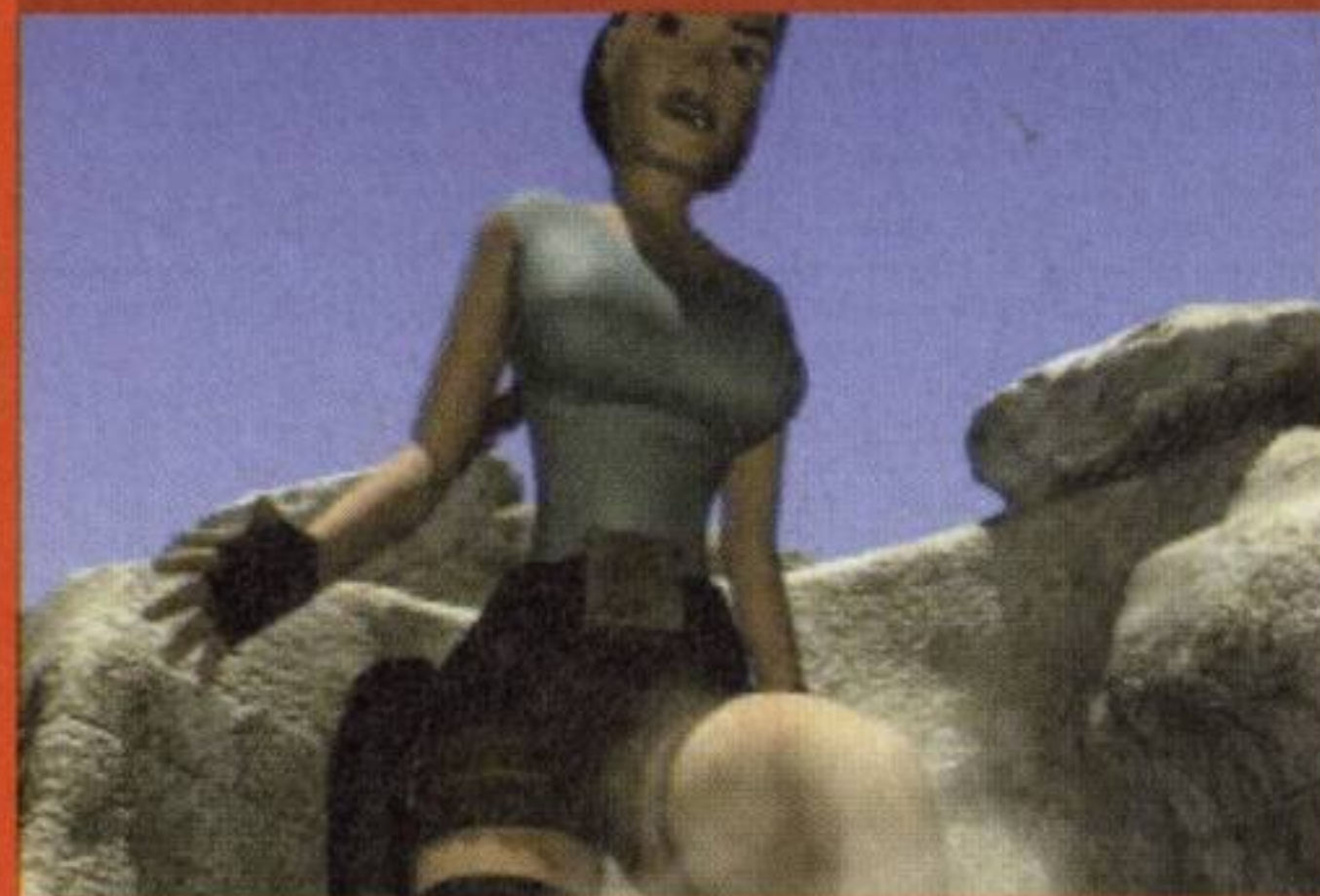


**ELIOT FISH**  
EDITOR

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SUBSCRIBE TO HYPER THIS MONTH FOR A CHANCE TO WIN A GORGEOUS GUILLEMOT PC HARDWARE BUNDLE THANKS TO UBI SOFT. ALL THIS STUFF IS WORTH OVER A \$1000 SO DON'T DELAY, TURN TO PAGE 46!

ALSO WIN A MICROSOFT PRECISION RACING WHEEL ON PAGE 16,

GTA 2 FOR PLAYSTATION ON PAGE 21, A GAME BOY

PACK OF FIVE GAMES ON PAGE 99 AND A

GAME OF YOUR CHOICE ON PAGE 49!

IT'S CHRISTMAS YOU SEE!!



# win win

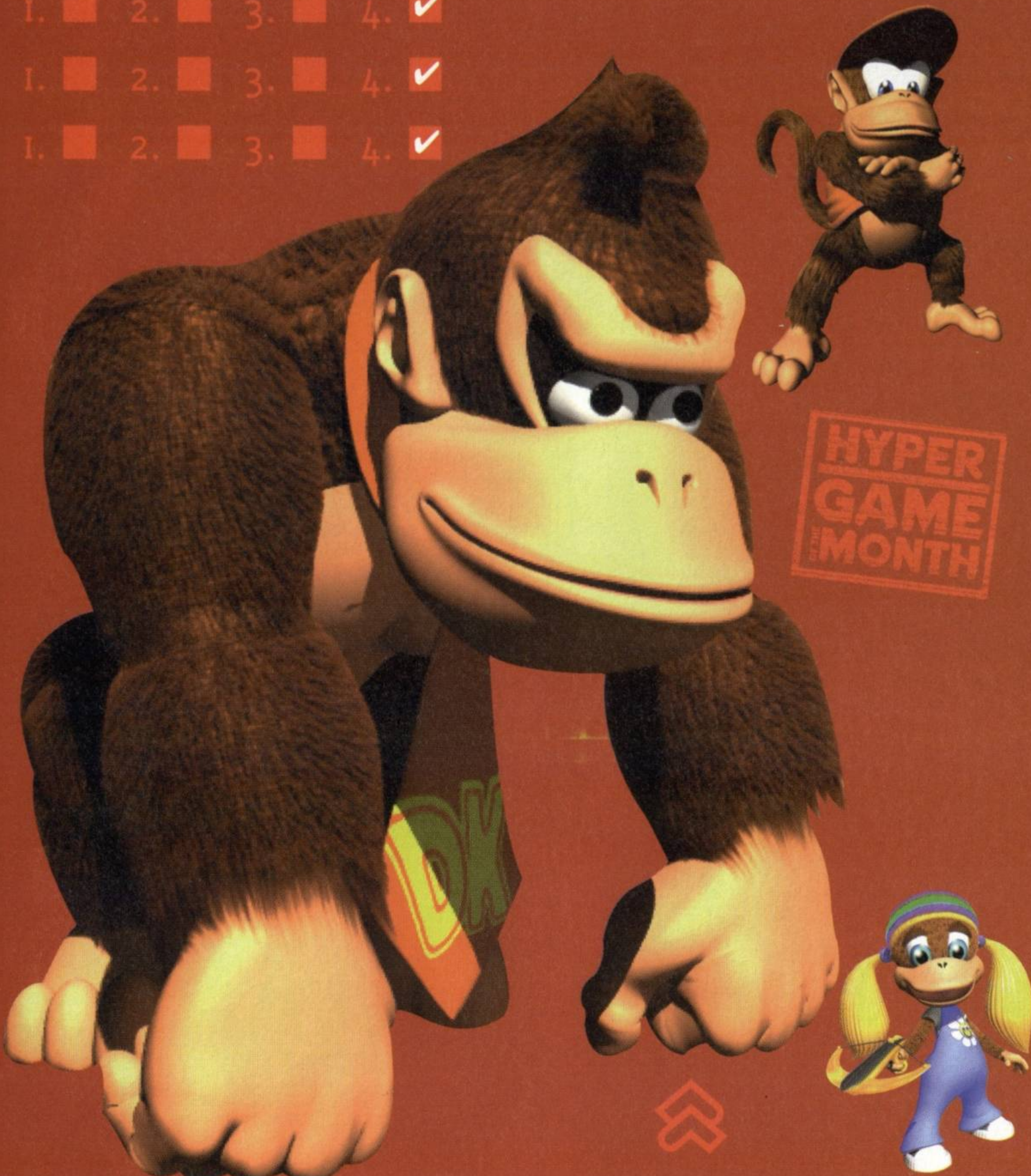
## 49 ..... THE HYPER READER SURVEY

HERE'S YOUR CHANCE TO LET US KNOW WHAT YOU THINK OF OUR MAGAZINE. DON'T BE POLITE NOW, LET US KNOW WHAT YOU REALLY THINK! OF COURSE, IF YOU SIMPLY LOVE US TO DEATH, WE UNDERSTAND...

1.  2.  3.  4.

1.  2.  3.  4.

1.  2.  3.  4.



## 54 ..... DONKEY KONG 64 – GAME OF THE MONTH!

THE BIG LUG IS BACK. NINTENDO BRING US ANOTHER RARE MASTERPIECE, AND THIS ONE'S GOT HAIRY MONKEYS!

WE SENT ARTHUR ADAM ALL THE WAY TO MELBOURNE TO VISIT NINTENDO FOR AN EXCLUSIVE REVIEW!!

## issue

# 75

JANUARY 2000

Editor: **Eliot Fish**

Art Director: **Brooke-Star Elliott**

Deputy Editor: **Cam Shea**

Publisher: **Jim Flynn**

### ADVERTISING

Advertising Manager: **Anthony Hennessy**

Sales Executive: **Kylie Evans**

Advertising Production Co-ordinator: **Dylan Fryer**

Ph: 02 9699 0333

Fax: 02 9310 2012

Production Manager: **Melissa Doyle**

Circulation Director: **Karen Day**

Finance Director: **Theo Fatseas**

Assistant Accountant: **Mick Molloy**

Managing Director: **Phillip Keir**

### Subscriptions Enquiries

ph: 02 9699 0319

Fax: 02 9699 0334

email: subs@next.com.au

### CONTRIBUTORS:

Dan Toose, Arthur Adam, DMC, Kevin Cheung, Ewan Corness, Tim Levy, Strober, Hugh Norton-Smith, Singe Graham, Jackson Gothe-Snape, Tim Colman, Frank Dry, Thom McIntyre, my dad, my mom, my budgie Graham, the neighbour with the funny nose and God.

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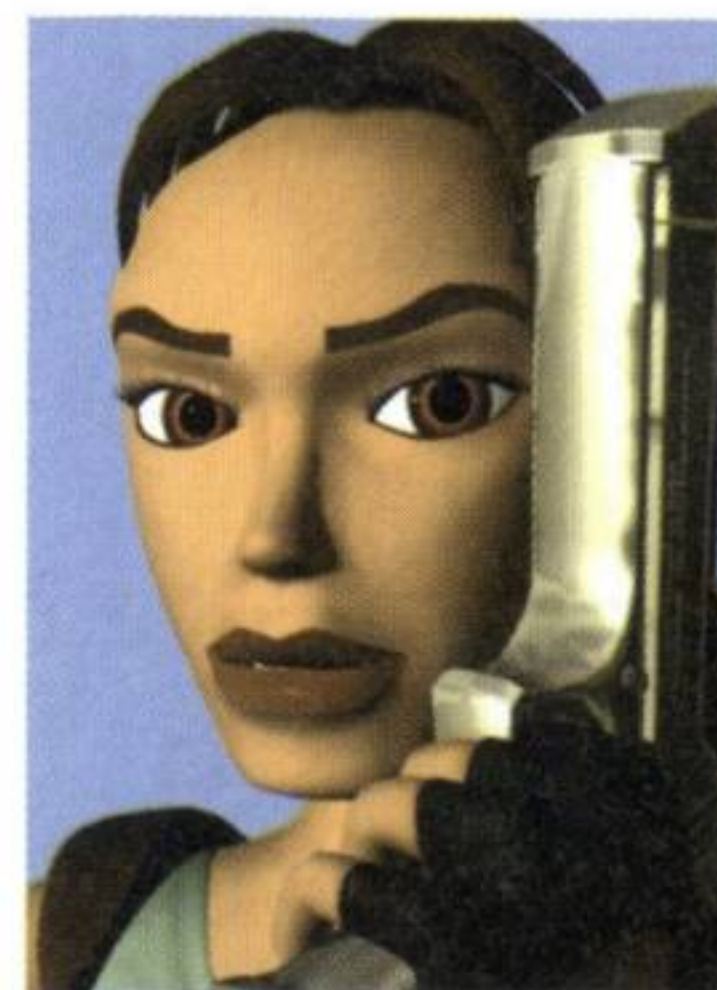
78 Renwick St,

Redfern, NSW 2016

Fax: (02) 9281 6188

E-mail: freakscene@next.com.au

Hypermart: hypermart@next.com.au



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LARA CROFT & TOMB  
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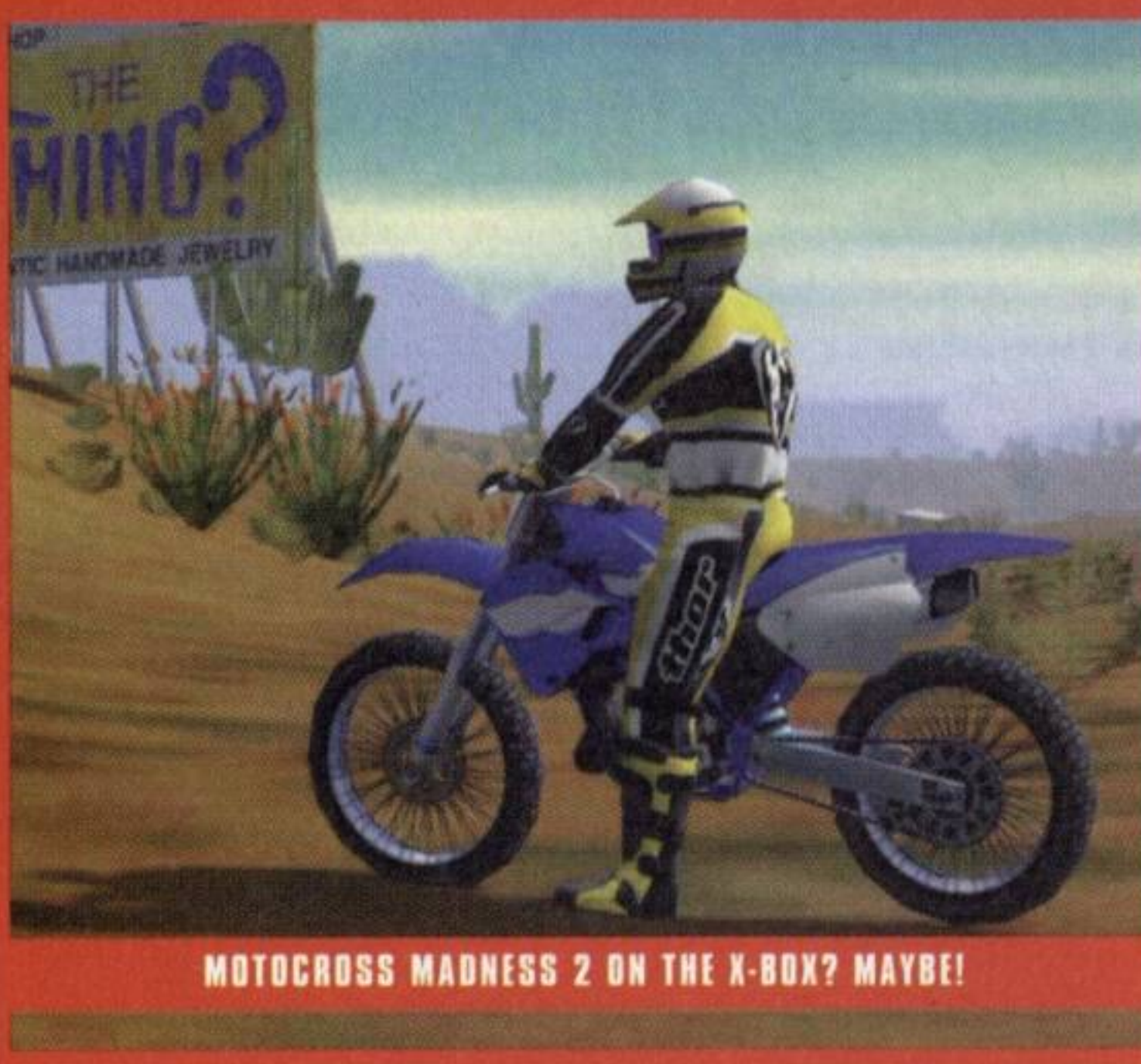
## MICROSOFT X-BOX GETS HANDHELD?

Just to make things even more interesting, the rumours are now spreading that Microsoft are working on a handheld gaming device to somehow pair with their top secret X-Box gaming console project. Apparently, the handheld will link up to the X-Box, much in the same way that a VMU links up to the Dreamcast. However, this is not going to be any ordinary PDA – the Microsoft handheld will sport a 3D graphics chip, possibly putting it in the same league as Nintendo's upcoming Game Boy Advance.

The X-Box itself is still "unannounced" although the rumours circulating on the project are snowballing into something huge. The machine may use a Windows 2000/NT hybrid Operating System which excludes Windows CE which is funnily enough the O/S Microsoft gave to Sega for their Dreamcast. Good enough for the Dreamcast but not good enough for their own console? Hmm. The X-Box could easily be some frightening competition for Sony and their PlayStation 2. This is Microsoft we're talking about here after all...



LET'S HOPE STARLANCER GETS THE X-BOX TREATMENT



MOTOCROSS MADNESS 2 ON THE X-BOX? MAYBE!

## DOLPHIN HOT\$ UP

Nintendo of America have happily been blabbing about their next console, still code-named "Dolphin". Howard Lincoln, NOA president, has offered up the juicy news that Nintendo would like more RPGs and Sports titles on their "Dolphin" console. To tie into this news, he hinted that the "Dolphin" will indeed have online features for multiplayer gaming. Could we see an online RPG on the Dolphin, like Ultima Online or Everquest? That would rock if it were true. By E3 next year, we can expect to possibly even see some first signs of "Dolphin" software too, so let's keep our fingers crossed.

## PLAYSTATION 2 NEWS!

Apparently it has been discovered that playing some old PlayStation games on the PS2 could cause a few problems. Basically, PlayStation 1 titles that had Link Cable support, will not have the Link Cable feature functional on PS2 as there is no communications port for the old cable. Also uncovered, is the fact that the new Dual Shock 2 – which is completely analogue – will only function like an old Dual Shock controller when used with the old PlayStation games. It may have 256 degrees of sensitivity in the buttons for new PS2 games, but the old games will just play the same as they do now. However, these are minor quibbles when you remind yourself that there will be a whole new library of games to play anyhow! For instance, check out how lovely Tekken Tag Tournament is looking on the PlayStation 2! The characters look all smooth and muscley and the detail in the environments is stunning. We just thought you'd like to stop and drool for a while.



## PLAY SNES AND NES GAMES ON YOUR N64!

A small company in the USA called Ultimate Video Game Accessories, have developed a funky peripheral for the N64 which allows you to actually play SNES and NES games! Called the Tristar 64, the device plugs into the N64's cartridge slot, so you can piggyback SNES and NES carts. The device isn't foolproof though and there's a

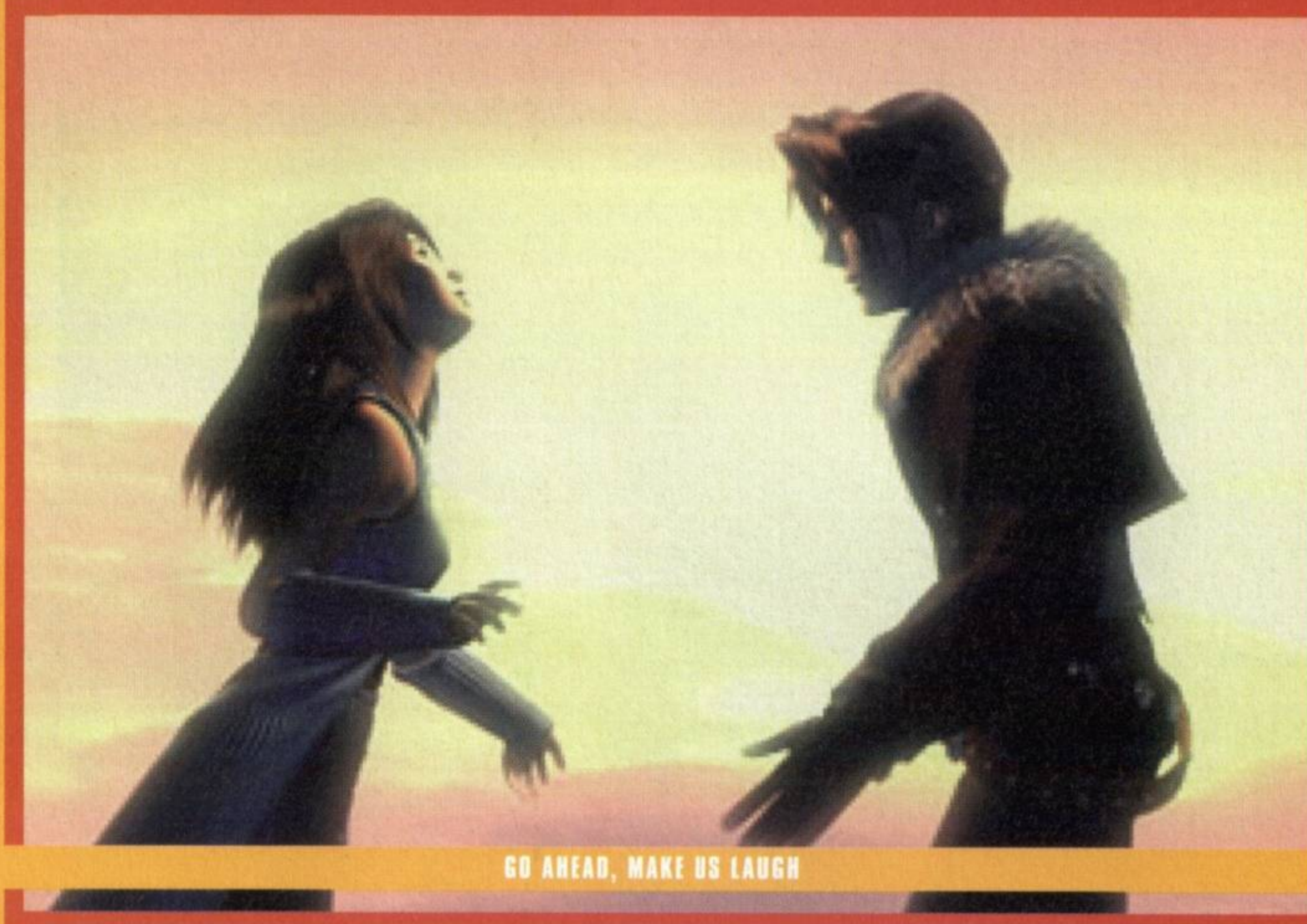
failure rate with some carts (usually those which had special lock-out chips). There is also an in-built game shark style cheat system, so you can even hack the games you want to play! The TriStar will retail for about \$90 US, with a local release unconfirmed. How will Nintendo react?!





**CAPTION THIS! PART 2**

We're still collecting hilarious responses to our first official "Caption This" which we began in last issue, so look forward to reading the winning entry in our next edition of Hyper. For now, get cracking at a new screenshot! Just think up a funny caption for this screenshot, write it on the back of an envelope with your name and address, and post it off to: **CAPTION THIS! Part 2, Hyper, 78 Renwick St, Redfern, NSW 2016.** Yeah baby, we're giving away games!



GO AHEAD, MAKE US LAUGH

**DUKE NUKEM (IN DEVELOPMENT) FOREVER**

Wow! We're bowled over! Signs of life have emerged from 3D Realms regarding Duke Nukem Forever which has been in development about as long as Hyper has been published. These new screenshots are proof that the game is closer and closer to being finished (or so they would have us believe). After abandoning the Quake 2 engine (good idea) to use the Unreal engine (maybe not so good an idea), it seemed that the switch bogged down development of the game. However, now that we can see how it's looking, we're more excited than ever to get our hands on Duke all over again. The detail in the characters' faces, the complex environments, the big Dukey biceps... Yes, Duke, we want some!



LET'S HOPE THE DUKE PUTS THIS GUY OUT OF HIS MISERY

**OVERFLOW**

**The PlayStation version of Gauntlet Legends and the long awaited Jackie Chan's Stunt Master, have both been delayed until the year 2000. It looks like they'll be released at the earliest in February 2000.**

A hotel chain in the USA has installed Nintendo 64 consoles in 50,000 of their hotel guest rooms. Check in, order some room service, raid the mini-bar and kick back for some Goldeneye! Huzzah!

**Climax Entertainment, whilst sounding like an adult film studio, are actually developing a one to four player RPG for the PlayStation 2 which will allow for online multiplayer. Currently titled Symphony of Light, the game has been in development for almost a full year already, so hopefully all will be complete for the Australian launch of the PS2.**

Is it true that Reflections are working on Driver 2 for PlayStation and PC, whilst the simultaneous development of Driver 3 takes place for PlayStation 2? The truth is out there...

**Sony are apparently preparing to release a special TV set and speaker set-up specifically for use with the PlayStation 2. The Sony TV set will provide an image resolution more along the lines of a high quality PC monitor, with full digital features. The speaker set will simply complete the package for the ultimate gaming set-up yet!**

Just in case you were wondering, Turok Rage Wars will not be available on the PC. Why is this so? Acclaim have been honest enough to say that on PC, the title would not be able to compete with the lush delights of Unreal Tournament and Quake 3 Arena.

**Resident Evil 2 for Dreamcast will not be released in the USA, which possibly makes an Australian release a little shakey also. Not to fret though, as Bio Hazard: Code Veronica – the actual Dreamcast specific Resident Evil title, is still on schedule.**

Can you believe it? The Nintendo Game Boy sold 2.68 million units in the US alone in the first eight months of 1999. That's more than both the PlayStation and Nintendo 64 combined for that period! Since 1989, it's sold 80 million units!!

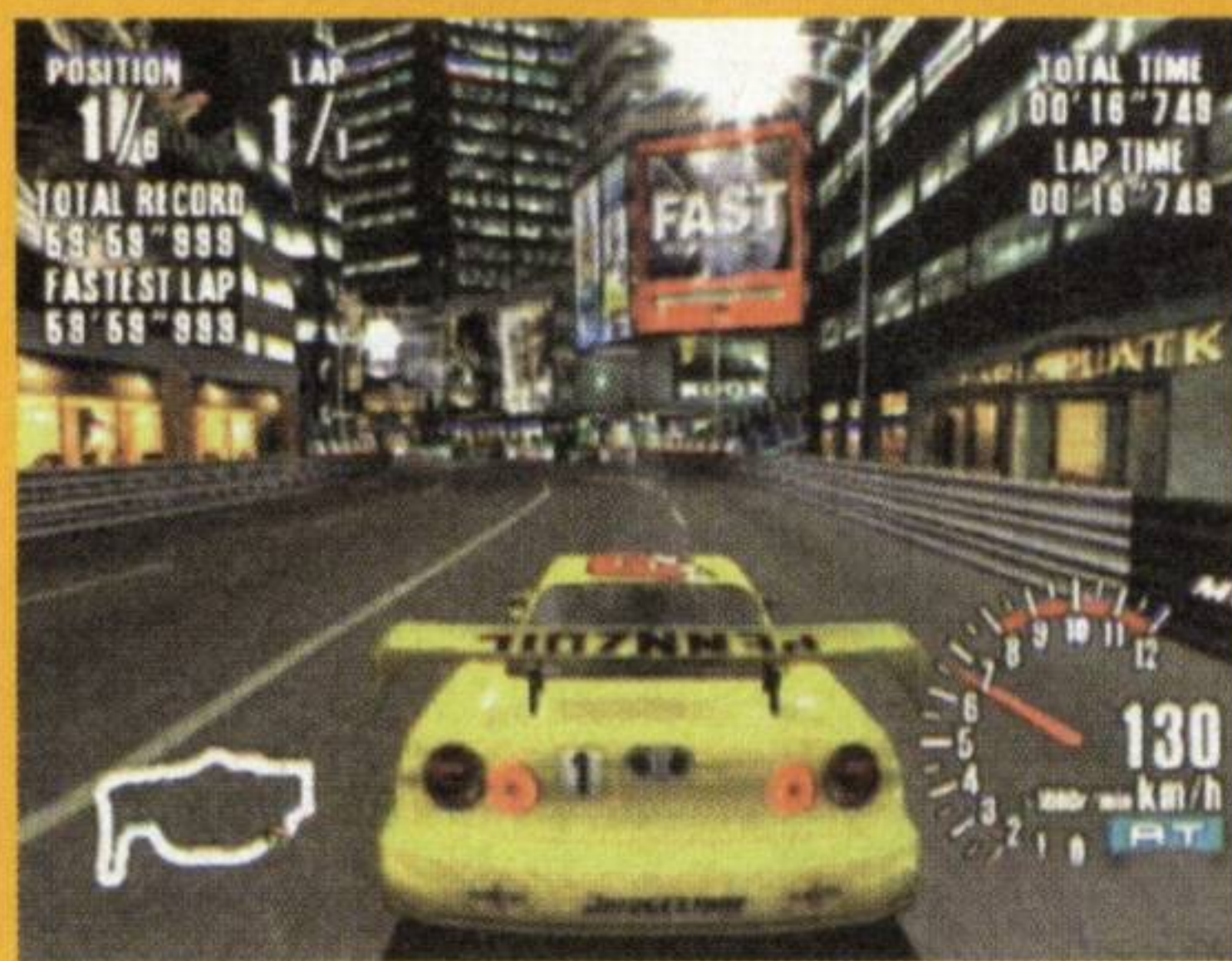
**THE BLAIR WITCH PROJECT**



Gathering of Developers have signed a deal to produce a series of games based on the Blair Witch Project! Set to be released early in the year 2000 for PC and one of the current consoles, the game will use Terminal Reality's Nocturne engine. Haxan Films will be working closely with the Blair Witch Project game's developers to ensure that the vibe of the film remains intact. Look forward to an eerie, atmospheric gaming experience and go see the film NOW!

**SEGA GT SET TO TOPPLE GRAN TURISMO 2000?**

Sega are sweating blood over a new Dreamcast racing game called Sega GT, which has the potential to beat the PlayStation's Gran Turismo at its own game. The game will feature Championship, Single Race, Time Attack, Dual Race, Replay Booth and an internet mode for downloading new cars and other features! The internet mode will not support online gaming, although the Dual Race is a split-screen mode for two-players. Packed with about 100 car models, Sega GT doesn't quite match Gran Turismo 2's 400, however what they do have so far look gosh-darn purdy. Much like Gran Turismo, you race your way through certain events, earning yourself money and upgrading your car — with the emphasis on a driving simulation as opposed to just arcade-style racing. The release date is expected to be mid-2000, roughly when the PlayStation 2 is out and about.



**DREAMCAST DUAL SHOCK??**

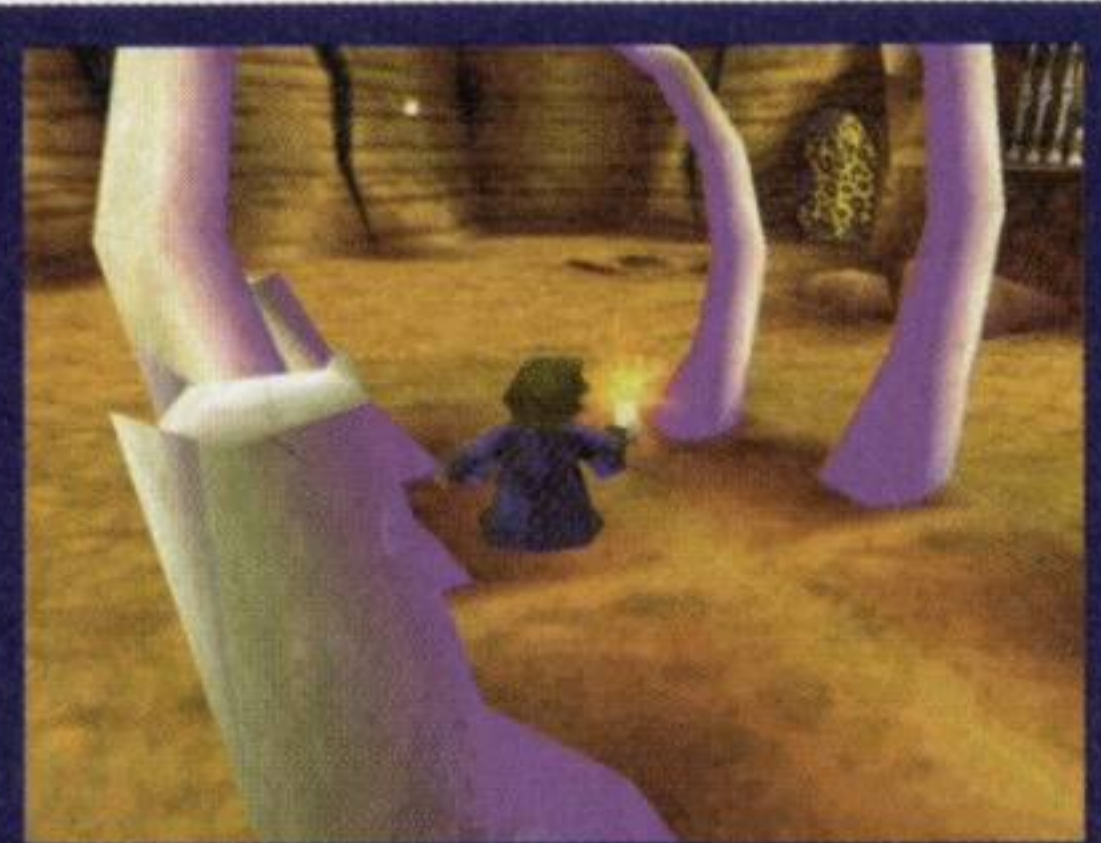


What you're looking at here, is an adapter for your Dreamcast which allows you to plug in a PlayStation Dual Shock controller! For those of you who absolutely do not like the Sega controller, your dreams may just have come true. It could be hard to track down though, as we're sure this isn't an authorised product!



**WOLFENSTEIN 2000!**

Bizarre but true! The id software game which preceded their incredible Doom franchise, Wolfenstein 3D, is finally being revived! The company that brought the world Kingpin on PC, Xatrix, are modelling 3D Nazis as we speak for a Christmas 2000 release. Will they use the Kingpin engine? We hope so!



**OOOPS!**

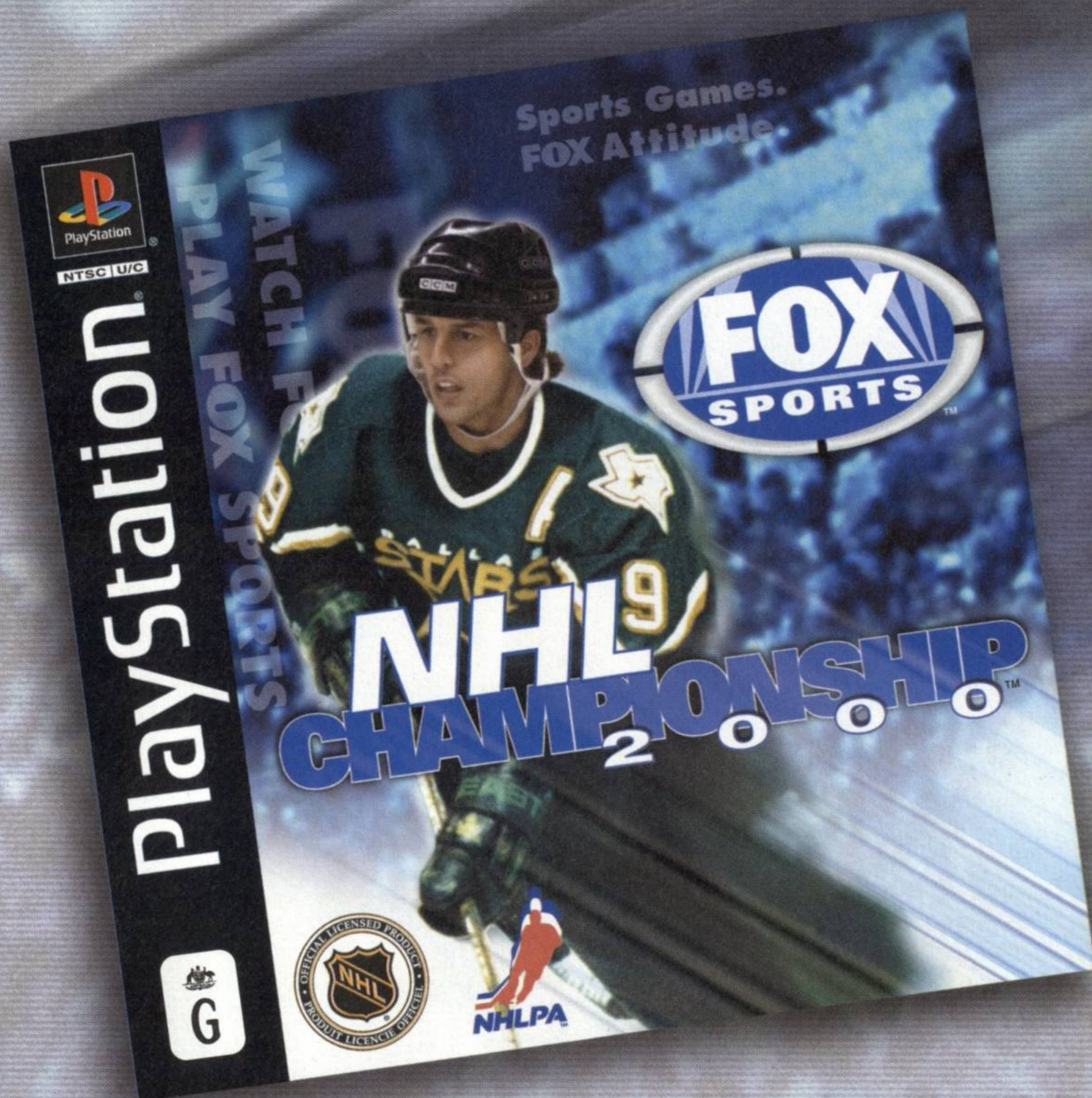
**40 WINKS GETS A FACELIFT**

Back in our November issue, we reviewed 40 Winks on the Nintendo 64. What we didn't realise, was that the version we were sent was unfinished. Since then, the Hyper crew have jacked in to the finished cartridge version of 40 Winks and are happy to report that some glitches and wobbly bits have been patched up, and the final result is a more polished product. Go check out the platforming adventure that is 40 Winks at your local store to see if it's up your alley.





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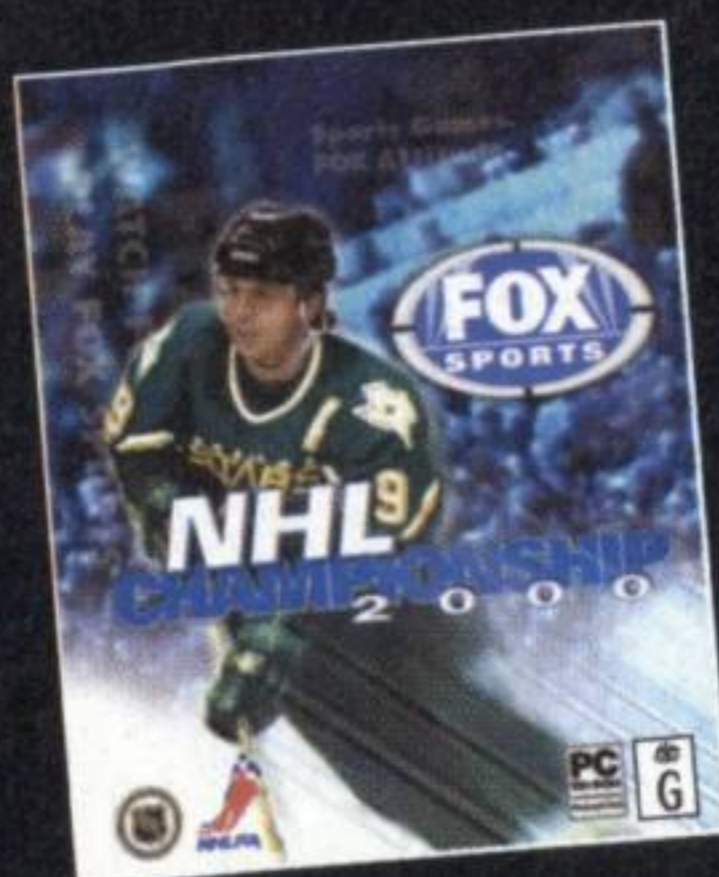
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PETT 992865



## COMPETITION WINNERS

Yeeeah! You just scored free stuff!

### CRAYON CRISIS WINNERS

We couldn't believe the standard of the entries in our Crayon Crisis competition to win copies of Dino Crisis on PlayStation. These were so good, we're hanging them here in news... be proud!



## MORE WINNERS

But we won't forget...

### HYBRID HEAVEN COMP

Marcus Timms, QLD  
Tony Rugari, SA  
Thomas Mills, NSW



MATT FELICE, NSW



ANDREW SMITH, NSW



ASHELEY LAWSON, QLD



ANNETTE KWOK, NSW



RICHARD DE CARVALHO, NSW

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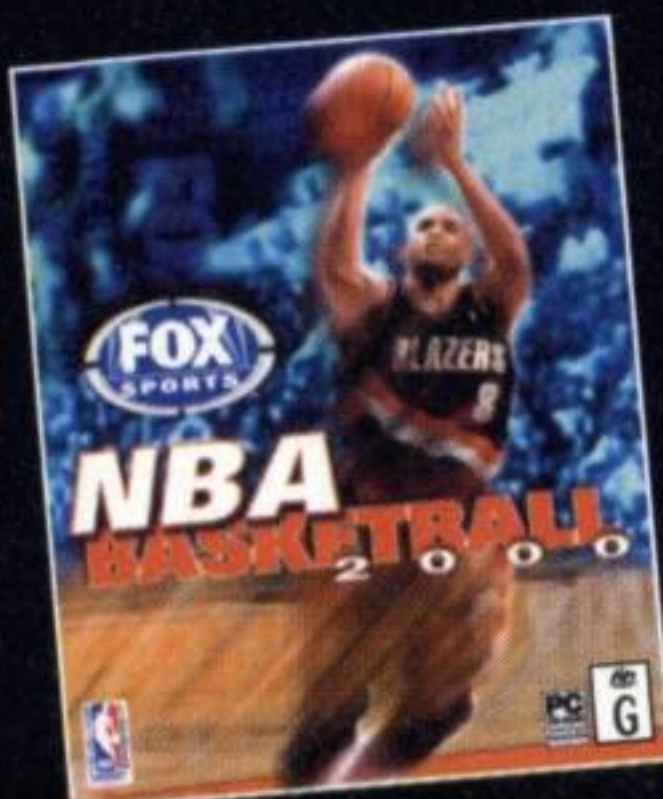
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## DREAMCAST ZIP DRIVE

Last issue, you may have noticed a big chunky box sitting underneath the Dreamcast on this page. That, my friends, was the Dreamcast zip drive (which you could dump your digital images on – hence the pic). The drive handles 100MB zip disks, much like the drives available for PCs, and even has a USB port possibly for the attachment of future digital cameras or printers. Once you've plugged the zip drive into the base of the



Dreamcast, it doesn't need another power-supply, it happily chugs away thanks to the DC. Uses for the zip drive include being able to store stuff you download off the internet whilst browsing using the Dreamcast network. In the future, we assume that developers will utilise the zip drive for some game functions, although no games will actually come on zip disk.



## MIYAMOTO DESIGNS SONY HANDHELD

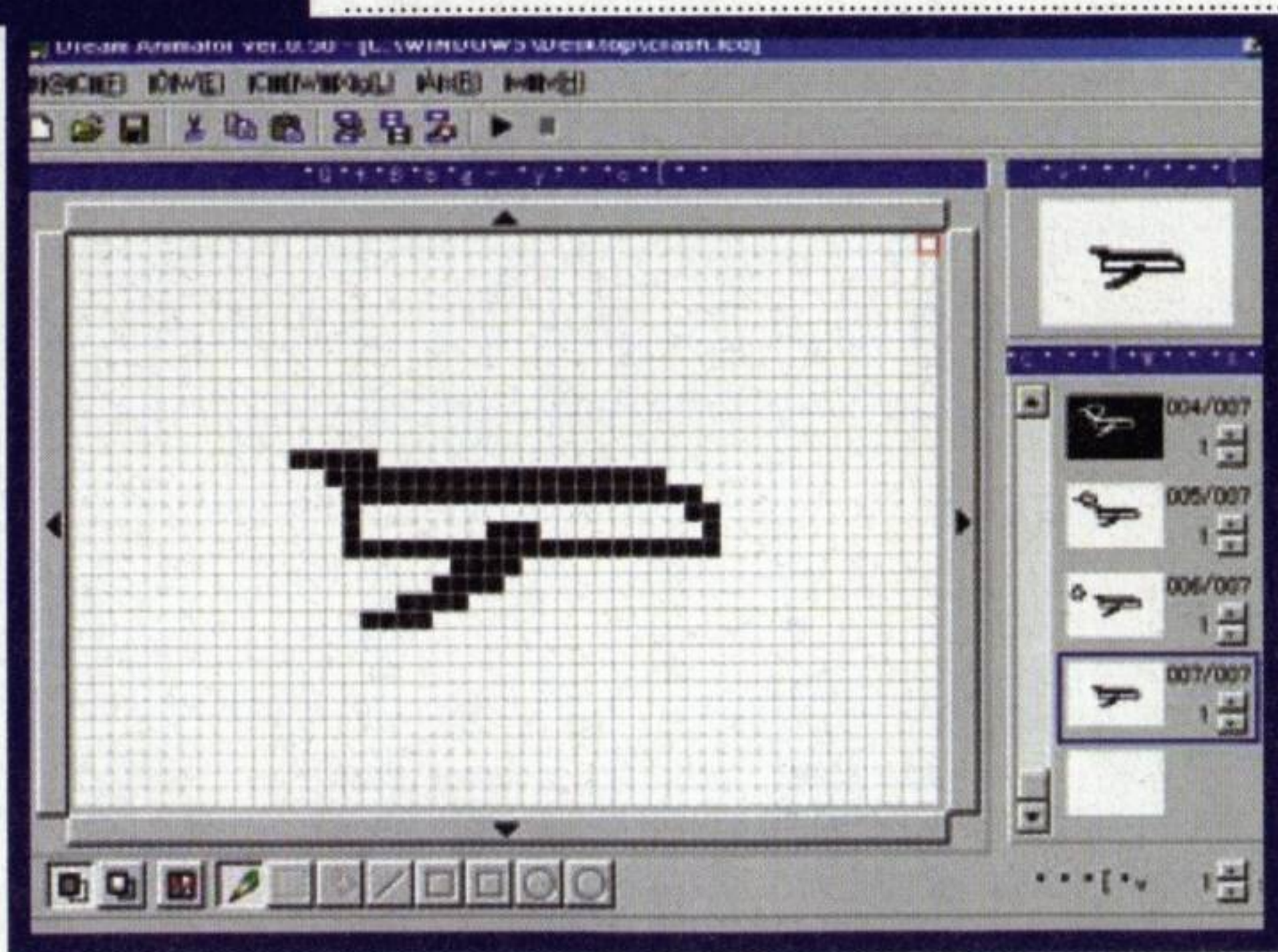
Shigeru Miyamoto has split from Nintendo over issues with the next Mario title on the "Dolphin". To get back at his former employer, Miyamoto has defiantly gone straight to Sony to help design their secret handheld gaming device which is in development to be used along with the PlayStation 2. Dubbed the "Sony Shockslot", this new handheld will reportedly use a unique controller akin to what Miyamoto had been designing for the Nintendo "Dolphin". The first game to be rumoured to be in development is a Crash Bandicoot title called Super Crash RPG, again with Miyamoto's help. What's next? Sega publishing games for the PS2?

## MORE ON GAME BOY ADVANCE

Nintendo's next Game Boy handheld, the Game Boy Advance (effectively a Game Boy 2), will surprisingly sport a horizontal case design, which breaks away quite radically from the last three incarnations of the Game Boy. This is to provide us with a larger screen than what is currently in the Game Boy Color, and also to provide for a more comfortable grip, as the gamers hands will be further apart. Other features include backwards compatibility with current Game Boy titles, and internet access via mobile phones. Looking cool Nintendo...

Here are the official specs.  
CPU: Memory embedded 32-bit RISC CPU (CPU core design by ARM)  
LCD: Reflective TFT Color LCD  
Display Size: 40.8mm x 61.2mm  
Resolution: 240 x 160 pixels  
Maximum colours to be displayed simultaneously: 65,000  
Size: Approximately Height 80mm / Width 135mm / Depth 25mm  
Weight: Approximately 140g  
Power Supply: 2 AA Alkaline batteries  
Battery life: 20 hours continuous play  
Launch date: August 2000 in Japan

## CREATE YOUR OWN VMU ANIMATIONS

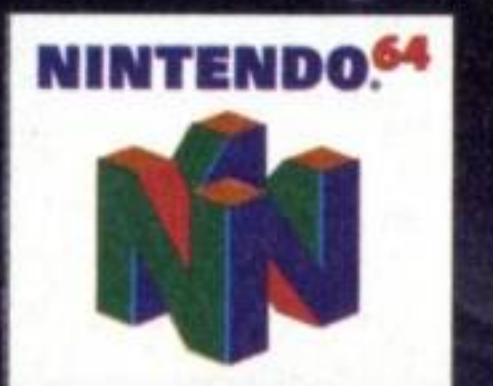
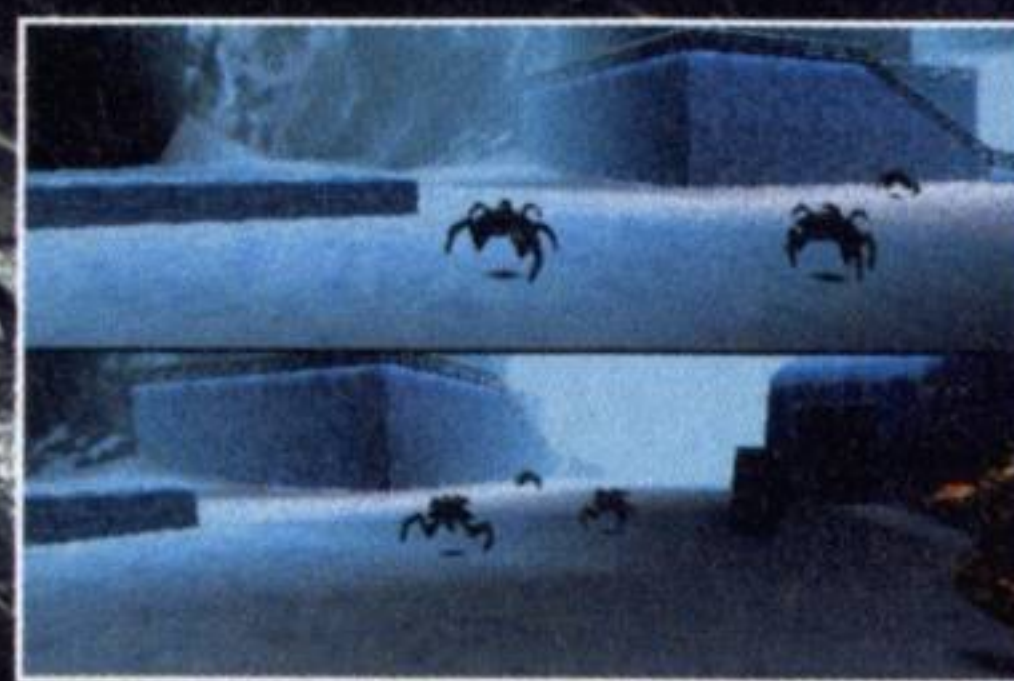


A freeware program has been released in Japan, which allows you to create your own Dreamcast VMU animations! Called Dream Animator, it features an incredibly easy to use collection of tools that literally allows you to draw each frame block-by-block. The program is all in Japanese of course, so you'll have to do a bit of translating if you want to download it and give it a try. The one thing which has us baffled for the moment, is how exactly you're meant to get the VMU animation off your PC and into the Dreamcast's VMU!



# ARMORINES

PROJECT S.W.A.R.M.



LANDING DECEMBER 1999 [WWW.ARMORINES.NET](http://WWW.ARMORINES.NET)

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## RECORD OF LODOSS WARS: CHRONICLES OF THE HEROIC KNIGHT

<b>i</b> CATEGORY:	Fantasy/Action/Adventure
PRODUCTION COMPANY:	Bandai Visual
ANIMATION:	8
PLOT:	10
JAPAN-NESS:	Low
OVERALL:	8.5

For anime veterans, the Record of Lodoss Wars should need no introduction. The original series remains one of the all-time

favourites amongst discerning fans, and continually gains more fans within the Western audience for its strong RPG influences. The Chronicles of the Heroic Knight is the long-awaited follow-up which brings us to a new adventure with Pam and Deedlit, 3 years after the death of Chim.

In this new story, Pam still wanders the land as the "Legendary Free Knight", accompanied by the spell-wielding elf,

Deedlit. They eventually discover that Ashram, the Black Knight of Marmo, survived the Great War that was chronicled in the original series. Ashram is apparently out on a quest to acquire the Sceptre of Domination, which is being closely guarded by one of five powerful dragons. His plan is to carry out the Marmo legacy of uniting Lodoss with this sceptre. Numerous parties become tangled in the web of destruction left behind by the Marmo forces, and so Pam mobilises his own party to stop Ashram before the mistakes of the past can be repeated.

If you are even remotely a fan of fantasy, you simply cannot miss this series. In spite of the drawn out dramatic sequences, Lodoss Wars boasts something that few other series have: a brilliantly scripted and perfectly balanced storyline. There are so many twists and turns in this incredible tale, which is artistically supplemented by talents who have previously worked on Slayers and El Hazard; as well as one of the most enchanting musical scores to be heard in a long time. ■



## COWBOY BEBOP -Volume 1

<b>i</b> CATEGORY:	Action/Drama
PRODUCTION COMPANY:	Bandai Visual
ANIMATION:	10
PLOT:	8
JAPAN-NESS:	Low
OVERALL:	9.5

Nevermind the fact that Cowboy Bebop is the most successful anime series since Evangelion and Escaflowne, Cowboy Bebop is a series that offers a completely new and original approach to what the future will hold. Unlike Giant Robo or Macross, whose portrayal of the future is based on the effects of a singular event, Cowboy Bebop looks more like the logical progression of things to come. The end result is a spell-binding combination of the slick visual design of Blade Runner and the rugged personality of Tarentino films like Desperado and From Dusk Till Dawn. 100% style.

Cowboy Bebop surrounds the adventures of a freelance bounty

hunter. If there's a fugitive on the loose, it'll be broadcasted on an intergalactic TV game show, and a substantial reward is offered for his or her capture. Why "Bebop"? Well, that's the name of his ship.

It's not really as gay as the title implies.

This opening tape is merely a taste of the incredible series to come, slowly bringing the main characters together, and eventually painting an incredible picture of all the action, excitement, and high-tech gadgetry of the future. And that's not to mention Faye Valentine, who's developed quite a reputation for being the strongest female lead since the Lupin series. With a funky jazz-styled musical score from Yoko Kanno as the icing on the cake, Cowboy Bebop is a series that everyone should check out. ■



### TOP 5 RENTALS OF THE MONTH

1. Ninja Resurrection
2. Pokemon series
3. Neon Genesis Evangelion series
4. Sonic the Hedgehog
5. Voltron: The 3rd Dimension (for a good laugh)

NAMCO

# FINAL FURLONG 2

NAMCO

# GUITARJAM



Driving sim, fight sim, flying sim, sniper sim, fishing sim, sim sim... and just when you've thought you've seen them all, along trots a horse racing sim which gives you all the excitement of being a jockey without the countless hours of having to hang at horse meets. What is even stranger than a horse racing sim, is a sequel to a horse racing sim. So for those of you who missed this sim first time round then this is how the game operates...

You choose one of three tracks (Million Dollar Downs, Broad City or Green Meadows). Then select either a one mile sprint, a two mile race or a 1 & 5/8ths mile steeple chase. Once the track is decided, it's time to find a filly (average, strong finisher, mid division...). And now it's time to race.

The trick to the game is all in the rocking motion. Sitting on the horse is not good enough — you must stand up. Place your feet firmly in the stirrups and hold on tight to those reins. The horse speed is controlled by the degree of rocking the horse. i.e. small rocking = slow — large fast swings = fast. BUT — don't think you can just go for it and rock hard for the

whole race, cause that horse has only so much energy (indicated by carrot icons) to complete each race.

The dilemma of only having limited carrot power is complicated by the type of horse you are racing. Which ever horse you choose, make sure you read the on screen prompts which precede each race. For example, if you choose a strong finisher, you should stay near the back of the pack and go for it at the finish, while if you choose an average horse, try to stay with the first 4 horses and gallop for gold at the final furlong (eighth of a mile).

Accompanying all this rocking is a little bit of steering and whipping. Only whip at the final furlong and depress both whip buttons to jump on the steeplechase course.

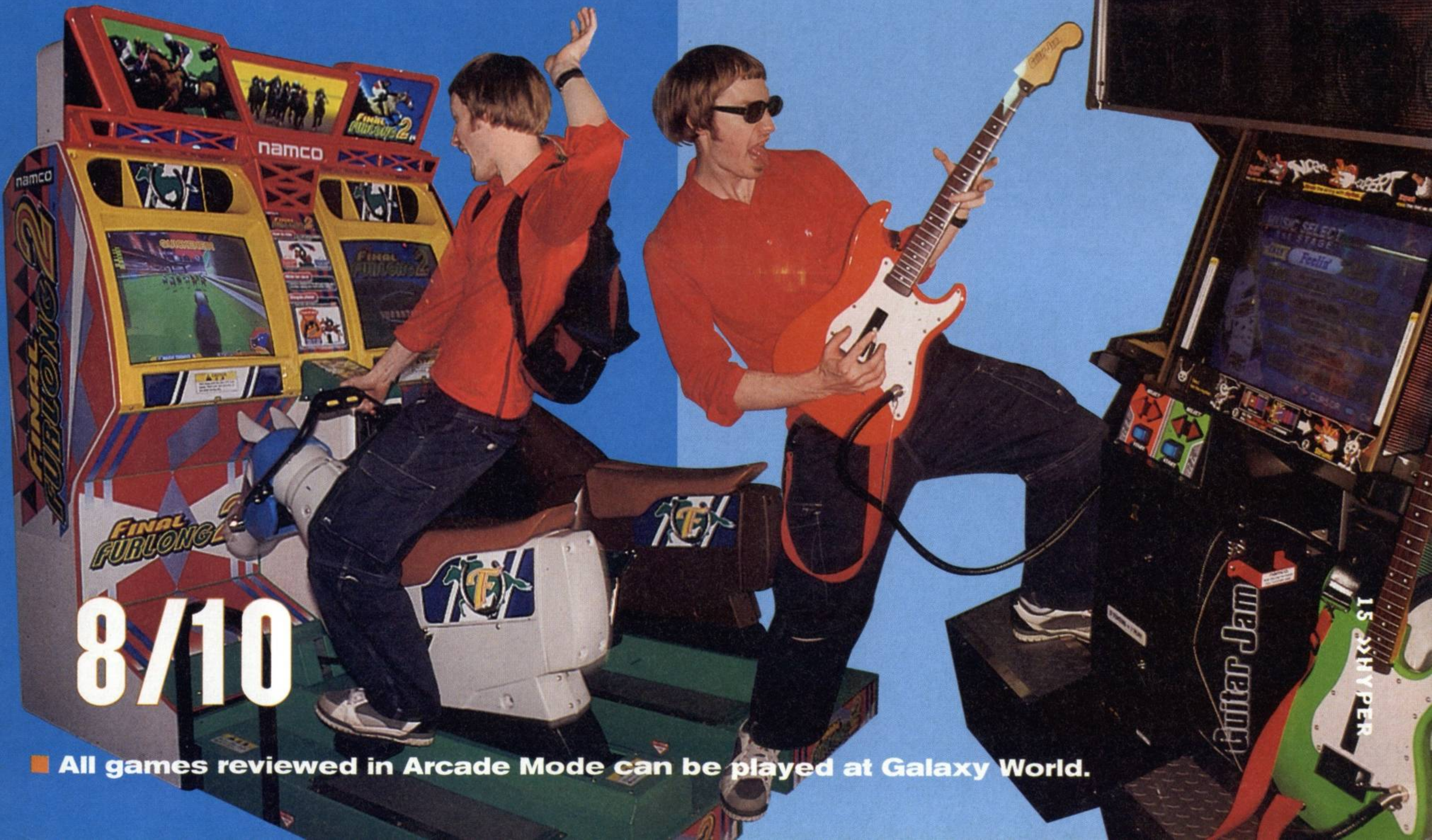
So although FF2 can be seen as a novelty type of game, there is still plenty of potential with the innovative horse interface. For example, fancy a game of polo or jousting perhaps? Or a wild west shooter, or a game of plough the field (using a draft horse) or best of all, maybe a Ben Hur multi-player chariot racing sim. But whatever happens, FF2 is a funny multiplayer game and a definite barometer of one's self-consciousness. ■

Recently Konami has released the innovative Dance Dance Revolution and Guitar Freaks only to find that Namco has followed suit with imitations of their own. Konami has unsuccessfully tried to sue Namco over DDR's floor interface, but seems to be letting the Guitar Freaks patent go. Fortunately, Guitar Jam and Guitar Freaks similarities seem to split in their expert modes. Whilst GF had 3 keys on the guitar neck, GJ has a whopping 12 keys to contend with.

After selecting one of the 17 tracks (v easy, easy, normal, hard, v hard), you grab the guitar interface and strum along to the musical score as it flows from right to left on the screen. You have to time your strumming and key changes precisely with the score so as to keep your 30 notch health bar from depleting to a fat zero (otherwise it is game over). If you play on time, your health bar will actually increase slightly. The trick to the game is all in being able to feel the music as opposed to trying to visually strum with the indicators. So with this in mind, knowing the tracks will help a lot.

Although there has been no more attempts to bring in any other musical instrument sims to the arcade, it is good to see that the level of realism has been increasing. So in other words, if you were to master this game in expert mode, you will know that you are on your way to becoming a true guitarist. ■

7/10

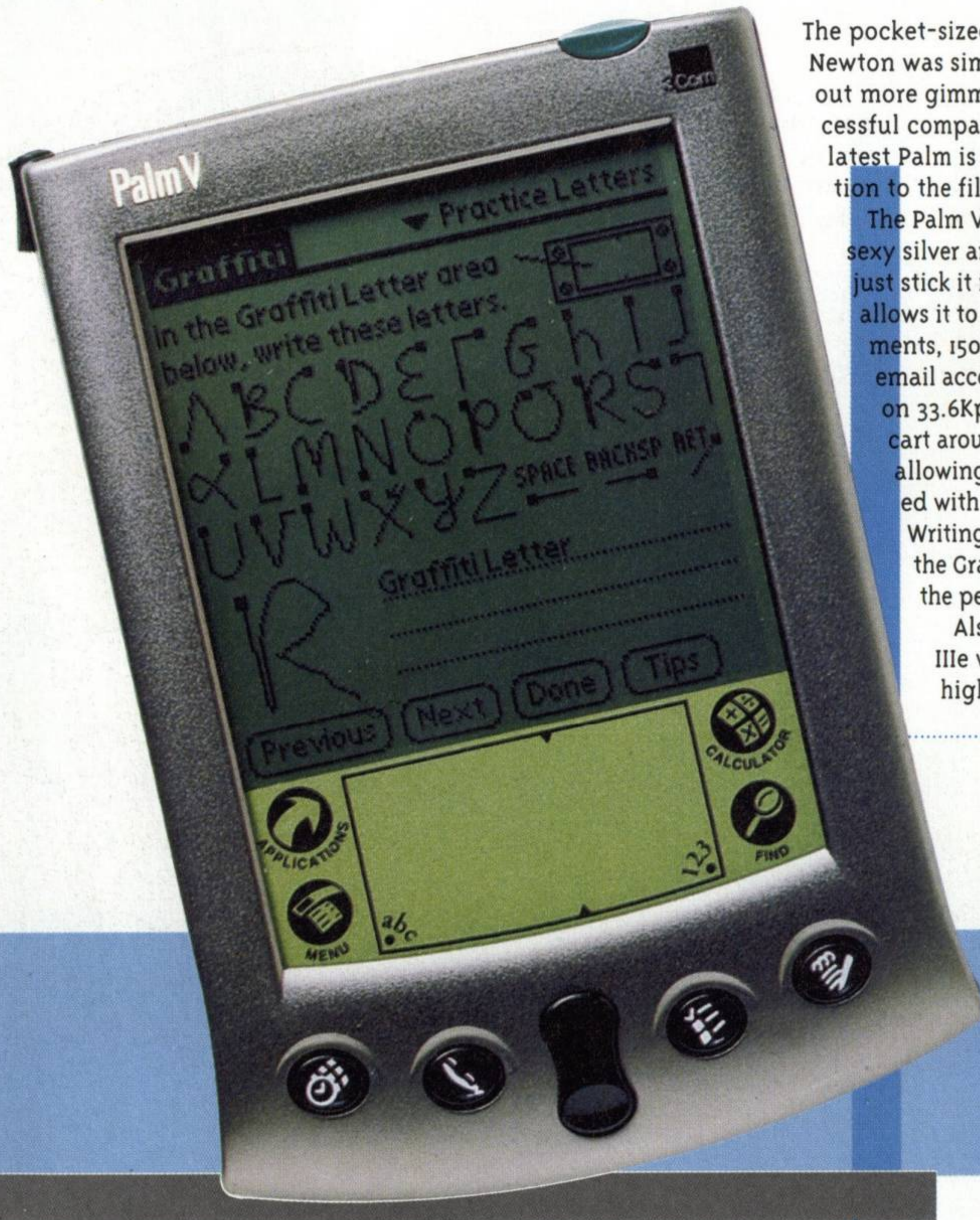


8/10

■ All games reviewed in Arcade Mode can be played at Galaxy World.

## PALM V

TYPE: PERSONAL ORGANISER  
DISTRIBUTOR: 3COM  
R.R.P.: \$799



The pocket-sized personal organiser has never really taken off in a big way. The Apple Newton was simply too clunky, and other so-called electronic notepads have turned out more gimmicky than practical. Palm Computing have clearly been the most successful company at producing a functioning and convenient personal organiser. Their latest Palm is probably the closest thing yet to a perfect pocket-sized electronic solution to the filofax.

The Palm V is the top of the range "palmtop computer". The casing is light, thin and sexy silver and yet the internal battery lasts for an entire month. Once used, you can just stick it in a "cradle" and recharge it in minutes. The 2MB of on-board memory allows it to store massive amounts of simple data — 6000 addresses, 3000 appointments, 1500 memos and 200 e-mail messages. Yes the Palm V can connect to your email account using an infrared beam and a mobile phone, or using its own snap-on 33.6Kps modem. Check your email whilst sitting on the train, without having to cart around a laptop. You can also download applications from the Palm website, allowing you to do anything from play games to run apps which keep you updated with movie session times, sports results and the latest newspaper headlines. Writing messages in the Palm, simply requires you to grab the stylus and learn the Graffiti Alphabet — a slight variant on the normal alphabet which requires the pen to not be lifted off the pad whilst writing.

Also available is the Palm IIIx which has double the memory and the Palm IIIe which comes in a funky clear case. If you can afford it, the Palm V is highly recommended.

## GUILLEMOT SHOCK 2 RACING WHEEL

TYPE: PLAYSTATION WHEEL  
DISTRIBUTOR: UBI SOFT  
R.R.P.: \$99.95



Last issue we told you about Guillemot teaming up with Ferrari to bring the world a classy wheel... well here it is. The Shock 2 Racing Wheel for PlayStation (also available for N64) is a full Force Feedback equipped wheel, with plush rubber grip and the elite Ferrari endorsement. The wheel has 10 action buttons, d-pad and three option buttons for Start, Select and Mode select. The four modes are Shock Mode (with the rumble effect), analogue mode, digital mode and racing mode (which is NegCon compatible). With its four suction pads and central clamp, you should have no problem getting the wheel solidly in place for some intense gaming sessions. This is a wheel for those of you who want to do your console racing in style.



## SIDEWINDER PRECISION RACING WHEEL

**TYPE: PC STEERING WHEEL**

**DISTRIBUTOR: MICROSOFT**

**R.R.P: \$169**

If you're the type of gamer who would prefer solid, no-frills, trusty hardware, then you should consider the Microsoft SideWinder Precision wheel. Forget about Force Feedback, bonnet statuettes and drink holders, the Precision is just a good sturdy wheel for those who just want to get down to business without fiddling about with fancy features. Hey, it's cheaper this way too! Complete with USB support, eight programmable buttons including two gear-shifting triggers, a set of pedals with well-designed grip, and a nice easy-to-use clamp, the Precision is good value.

The Hyper crew plugged this baby in and gave it a test-drive with TOCA 2, and we're pleased to report back that the Precision did everything it was meant to and felt good in the process. Whilst the wheel isn't padded or anything (it's just hard black plastic), it's still comfortable to grip and the wheel tension seemed pretty accurate if only slightly springy. This really is a no-frills wheel that's easy to set-up and use straight away.



### WIN!!

Do you like the look of the SideWinder Precision Wheel? Maybe you'd like to win one then! To be in with a chance to have this wheel sent to your very doorstep for nada, answer us this question...

**HOW MANY WHEELS DOES A CAR HAVE?**

Think about it, then send your answer to:  
**WHEELY GREAT PRIZE, HYPER, 78 RENWICK ST,  
REDFERN, NSW 2016.**

## SCREENBEAT SOUND STATION

**TYPE: CONSOLE & PC SPEAKER SET**

**DISTRIBUTOR: LOGIC 3**

**R.R.P: \$TBA**

If you like the thought of a pumping stereo sound set-up for your console gaming, but can't be bothered to plug the TV into the stereo, then this could be your solution... the Screenbeat Sound Station. Compatible with the Dreamcast, PlayStation, PCs and even walkmans, discmans, mini-disc players and MP3 players, the Screenbeat consists of a whopping 300 watt sub-woofer and twin satellite speakers. The set even comes packed in a sleek iMac style clear casing or a classic purple colour. The Screenbeat will probably retail around the \$100 mark.



10 QUESTIONS WITH ...

# RATBAG



Ever wondered about Australian games developers? Who they are? What great games they've made that you probably unwittingly played and loved? Hyper would like to introduce you to Ratbag, the clever bunch behind the awesome Powerslide and the brand new Dirt Track Racing. Let's see what we can discover from Ratbag's CEO Greg Siegele, in 10 questions...

**1. Who are Ratbag and what games have you made?!**

We are a game developer based in Adelaide. We have a staff of eighteen developers, although we are about to add another ten to fifteen. We released our first game, Powerslide, to critical acclaim last year. The US voted it Racing Game of the Year on PC and runner up Best Graphics – second only to Unreal. Powerslide was also one of the best selling PC games in Europe. Our new racing title, Dirt Track Racing, has just gone gold and we're working on two other titles, Leadfoot - Stadium Off Road Racing, and an action title we

can't disclose. Yes, we're moving into genres other than racing!

**2. Is it hard working here in Australia? How aware is the industry of Australian games developers?**

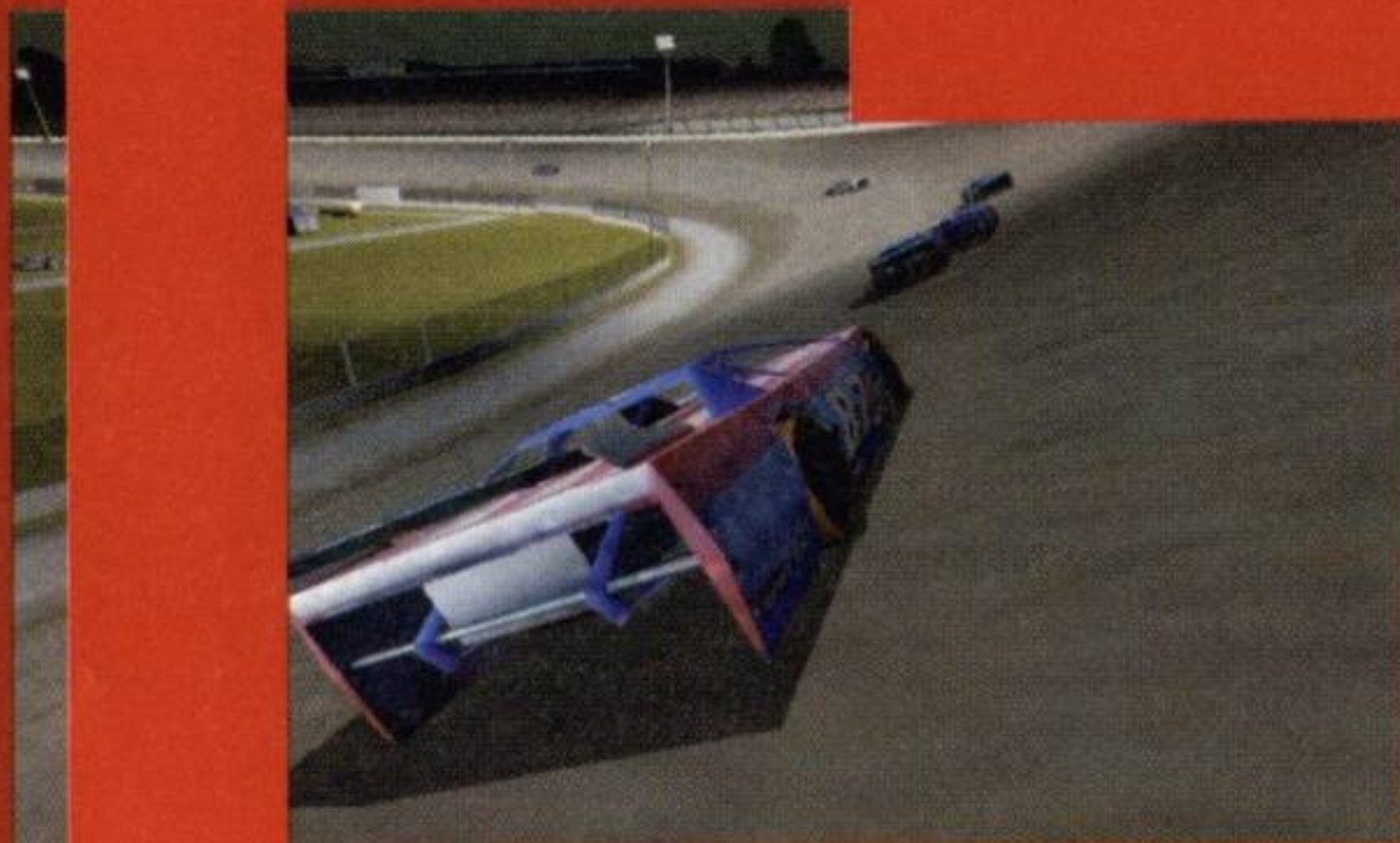
We found it very difficult trying to attract finance from publishers when we started the company. But now that we've had a hit, they're literally throwing money at us. The best thing about working from Australia is the calibre of the people. I

believe Australia has the best artists and programmers anywhere. Publishers are now coming to Australia in droves. (Read about Electronic Arts' Gold Coast studio next issue! – Ed)

**3. Tell us about Dirt Track Racing!**

DTR is the world's first speedway simulation. We have had numerous professional speedway drivers consult on the physics, and in their opinion the end result is very close to the real thing. Driving 800 horsepower vehicles on dirt

tracks is a unique experience. DTR features three distinctly different classes of vehicle, Hobby Stock, Pro Stock and Late Model. It has a career mode with financial management. You start out with \$1,000 and must work your way through the classes by winning prize money and attracting sponsorship to the professional late model series.

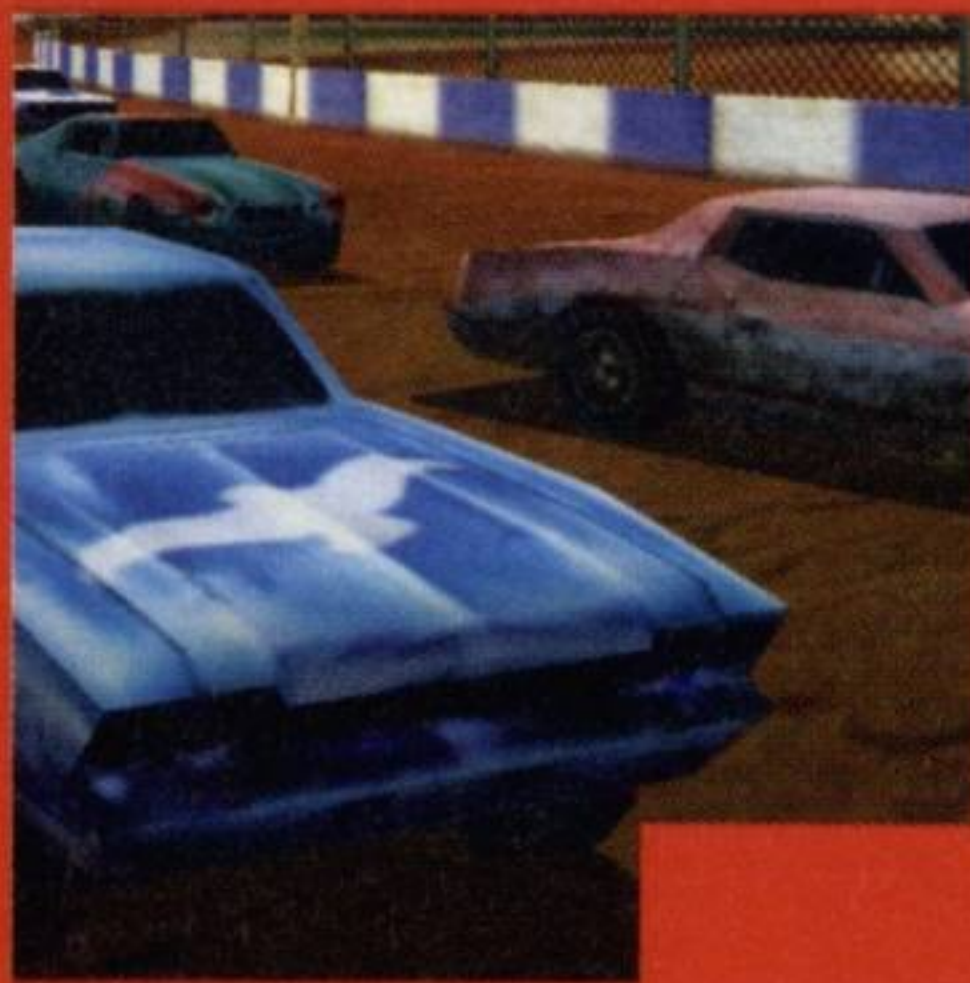


There are 18 different vehicle types, with a total of about 100 skins. There are thirty tracks, with great variety in each. There are Ovals, D ovals, Tri-ovals, Eggs, and figure eights with collisions in the cross overs. The tracks vary in length from 1/8th to a full mile and banking from 0 to 30 degrees. Speedway tracks might sound boring to some, but once you get into the game, you appreciate that it has incredible depth. People will be playing this game a lot longer than they did Powerslide.

We expect DTR will be very successful overseas.

While speedway is not the highest profile motor-sport, it is definitely the most popular form in the US. There are over 700 tracks in the States, and millions of

people go to the track each week. Since we announced that we were developing DTR, there has been a huge response from gamers. Now four other publishers have speedway titles in development, for release next year.



**4. How does it differ from your great title Powerslide?**

DTR is a simulation. The physics are more realistic, there are plenty of vehicle adjustments to be made. Plus all the stuff I mentioned above.

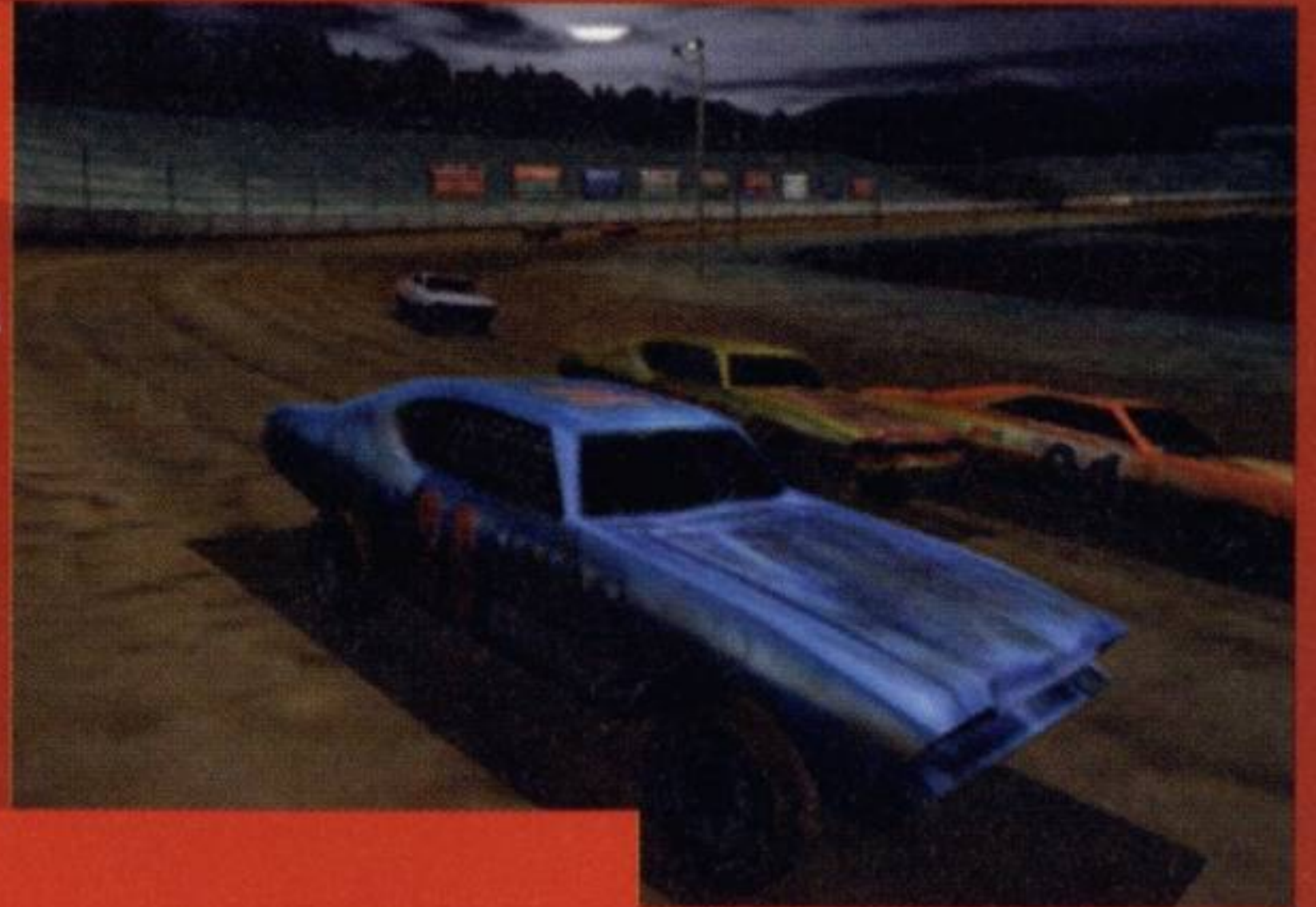
**5. What features in Dirt Track Racing lift it out of the pack?**

The best part is really close racing. The tracks are short, and all of the opponents cars, up to 15 of them, use the same physics engine as the player. This results in packs of cars sliding round turn after turn, dicing for position.

**6. What's Leadfoot?**

Give us the gory details!

Leadfoot is stadium off road racing, over tight indoor tracks with plenty of jumps. It is a lot like supercross, except that you race 4 wheel drives and buggies. We use the power of the Difference Engine to put incredible detail into the track surface, resulting in very realistic tracks. Not like Motorcross Madness at all. I can't tell you any more at this point.



**7. Are you making any games for consoles at all?**

We are considering development for the Dreamcast, and we will definitely be releasing titles on PlayStation2. You can expect to see at least one console title from us next year, and two or three in 2001.

**8. What do you think of the PlayStation 2 and Dreamcast?**

The Dreamcast is definitely the most impressive console available right now. The PlayStation 2 will blow people's minds and dominate the console market.

**9. Are you planning on making something other than a Racing title next?**

We're developing a console title right now that is an action title.

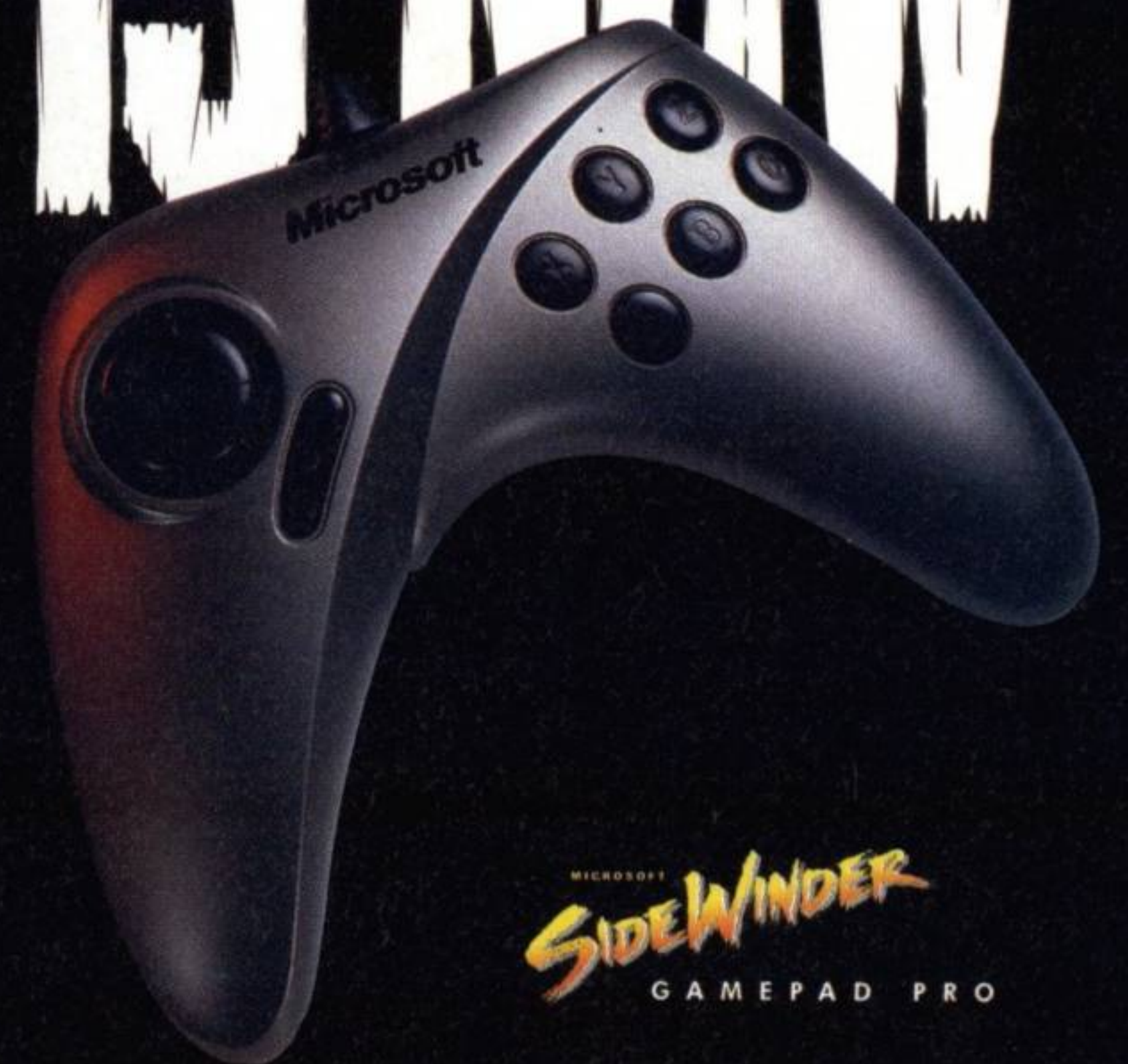
**10. Do you guys read Hyper?**

Oh yeah! And we love what you've showed us of your new format.

Thanks Greg!



HEAD-HIGH TACKLING, TRIPPING  
AND BRAWLING IS NOW  
TOTALLY PC.



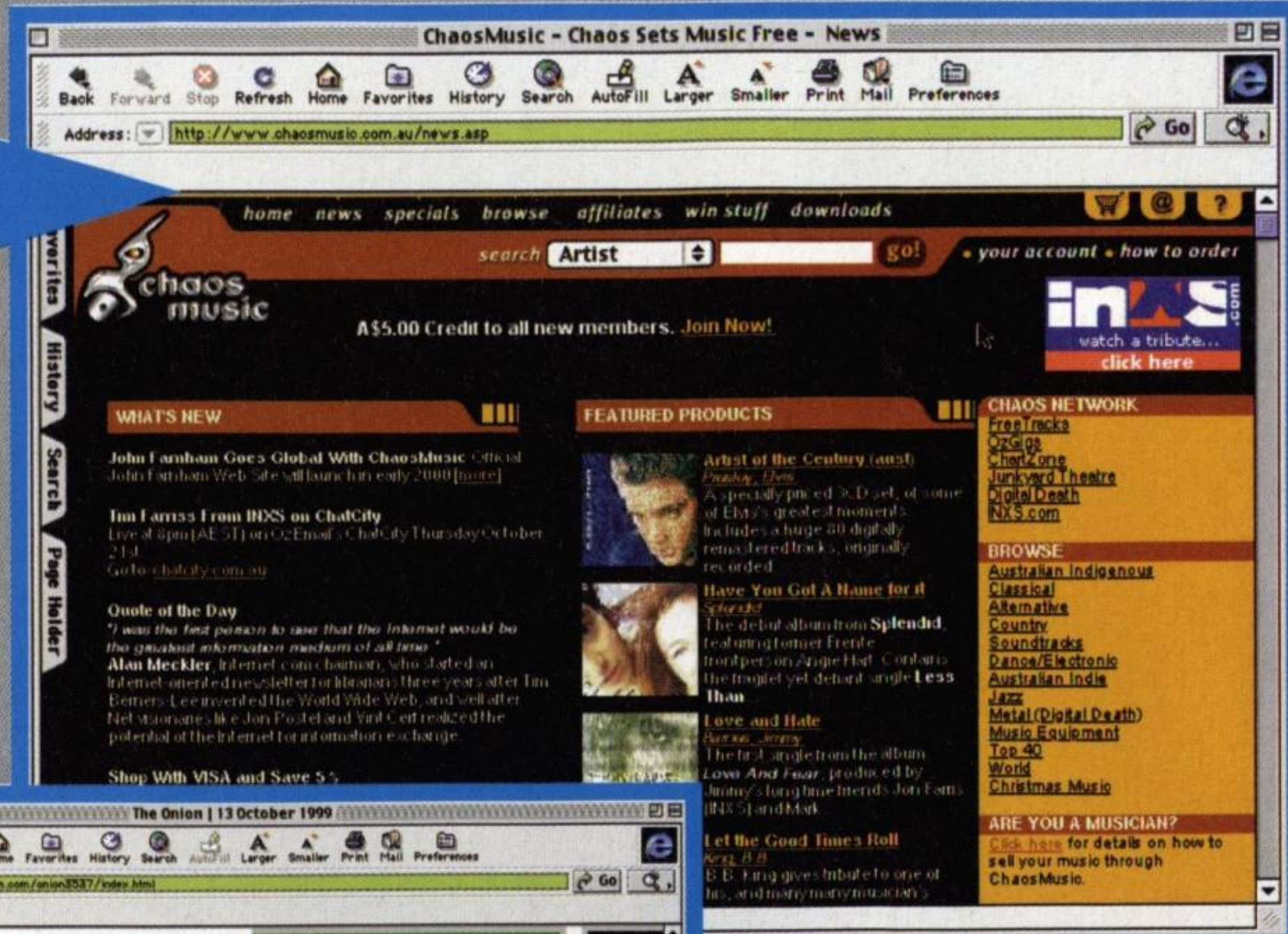
With the new SideWinder Game Pad Pro, you can be guaranteed a hard hitting game. With both proportional and digital control you can have the fastest response combined with perfect precision handling - making every match one to remember. [www.microsoft.com/sidewinder/](http://www.microsoft.com/sidewinder/)

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## CHAOS MUSIC

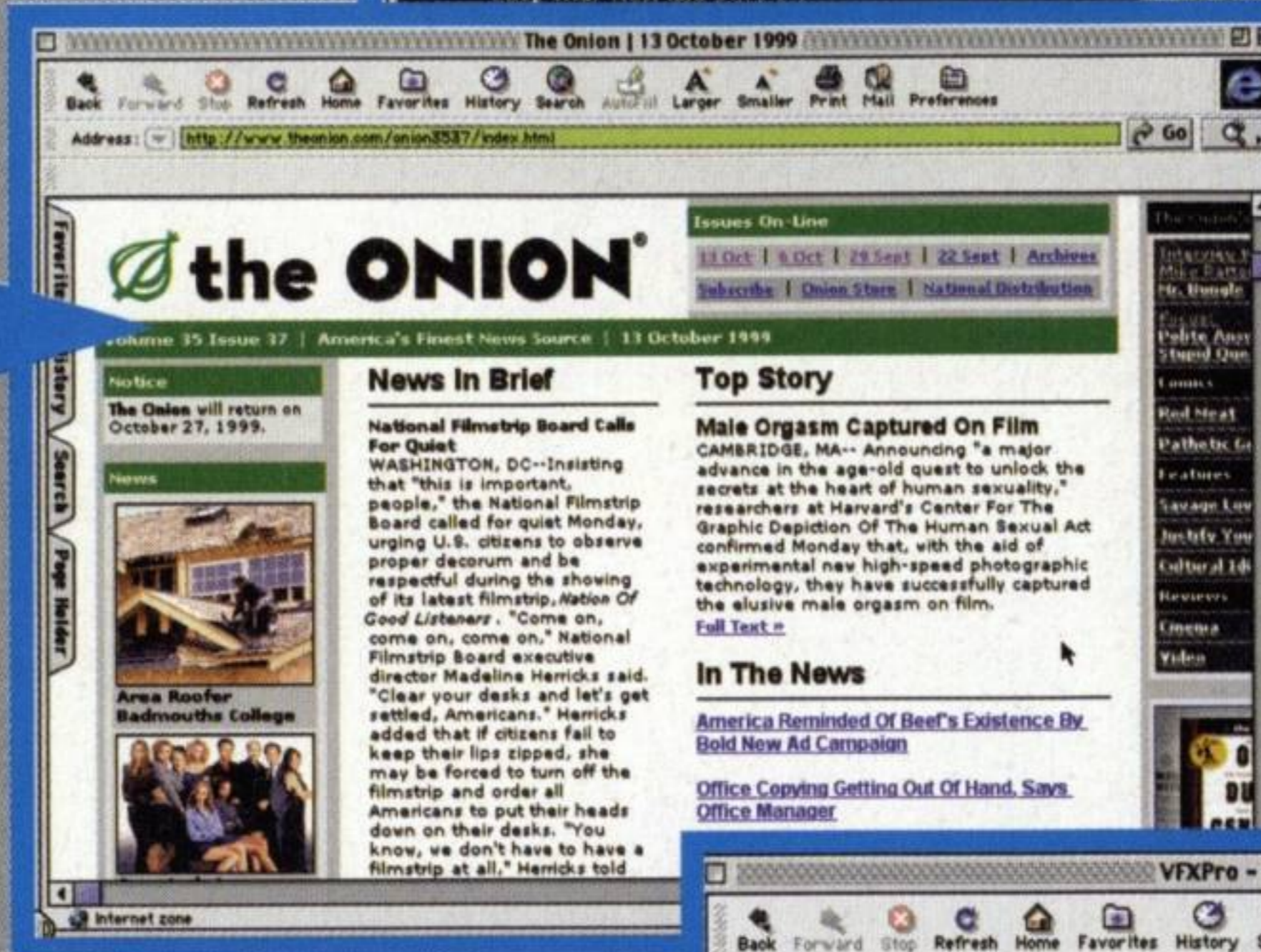
Chaos Music is an online CD store based here in Australia. Besides offering a huge array of music styles to browse through, you can also check up on local gigs, charts and join in on live chats with music celebrities or even enter some competitions. Hyper was very pleased to see that you could order Big Heavy Stuff from Chaos Music... Heheh.  
<http://www.chaosmusic.com.au/>

TAKE A BREAK FROM GAMES AND POINT YOUR BROWSER AT SOME OTHER FUNKY HTML. THERE'S MORE TO LIFE THAN DOWNLOADING PATCHES...



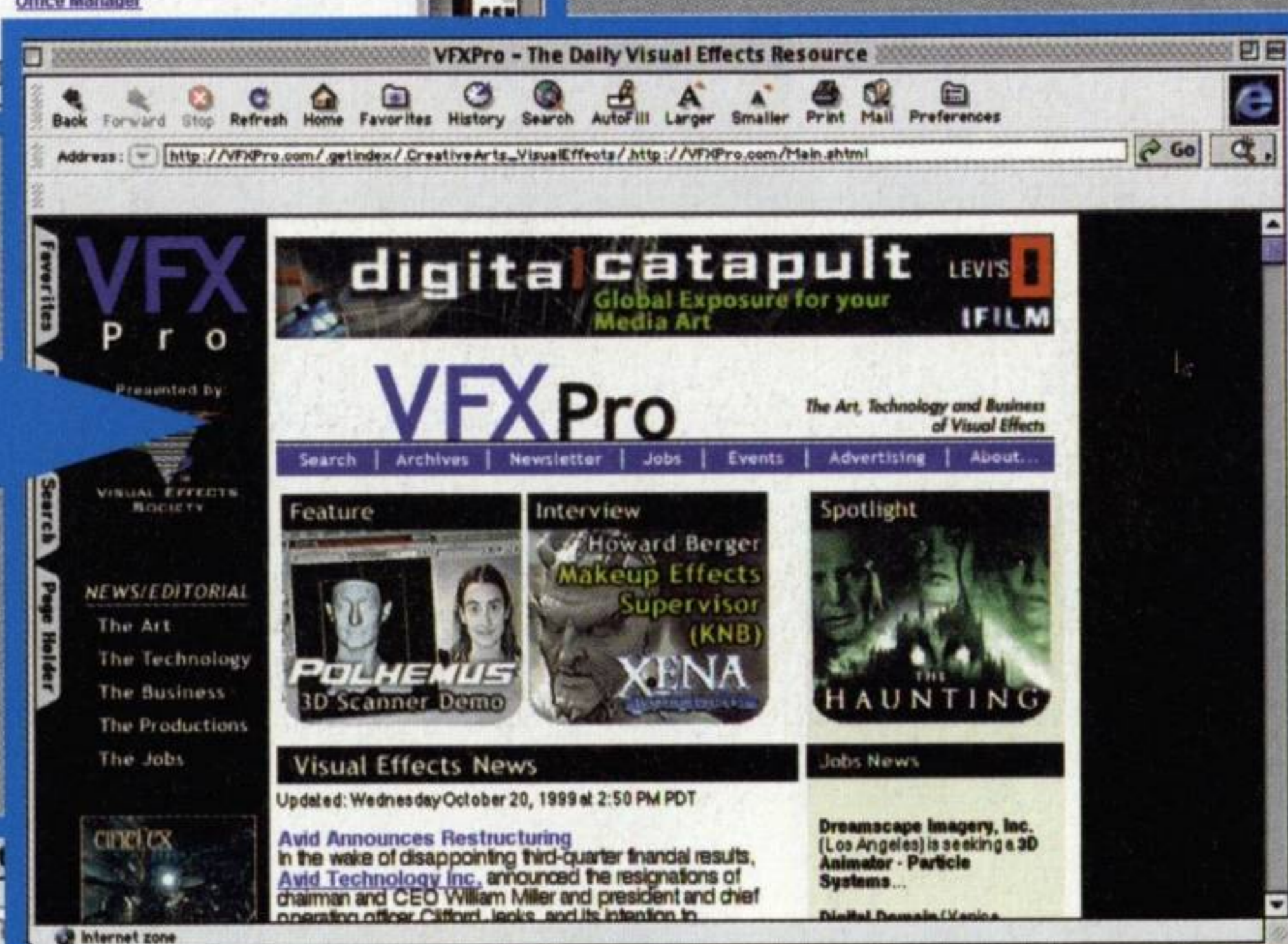
## THE ONION

It's amazing how many internet-equipped people still don't know about the funniest website on the planet! This is where you can read the latest news headlines such as "New E-Toilet to revolutionize Online Shitting" and "Disgruntled Ninja silently kills 12 co-workers". The Onion rocks. It's that simple.  
<http://www.theonion.com/>



## VFX PRO

The standard of computer graphics in film is advancing relentlessly, and you only have to go see the Phantom Menace or Toy Story 2 to see how mind-blowing computer generated effects can be. If you're interested in keeping up to date with upcoming releases that involve sick CGI, then pop over to VFX Pro to see what the latest is on the films, software and companies involved. This is fascinating stuff.  
<http://www.vfxpro.com/>



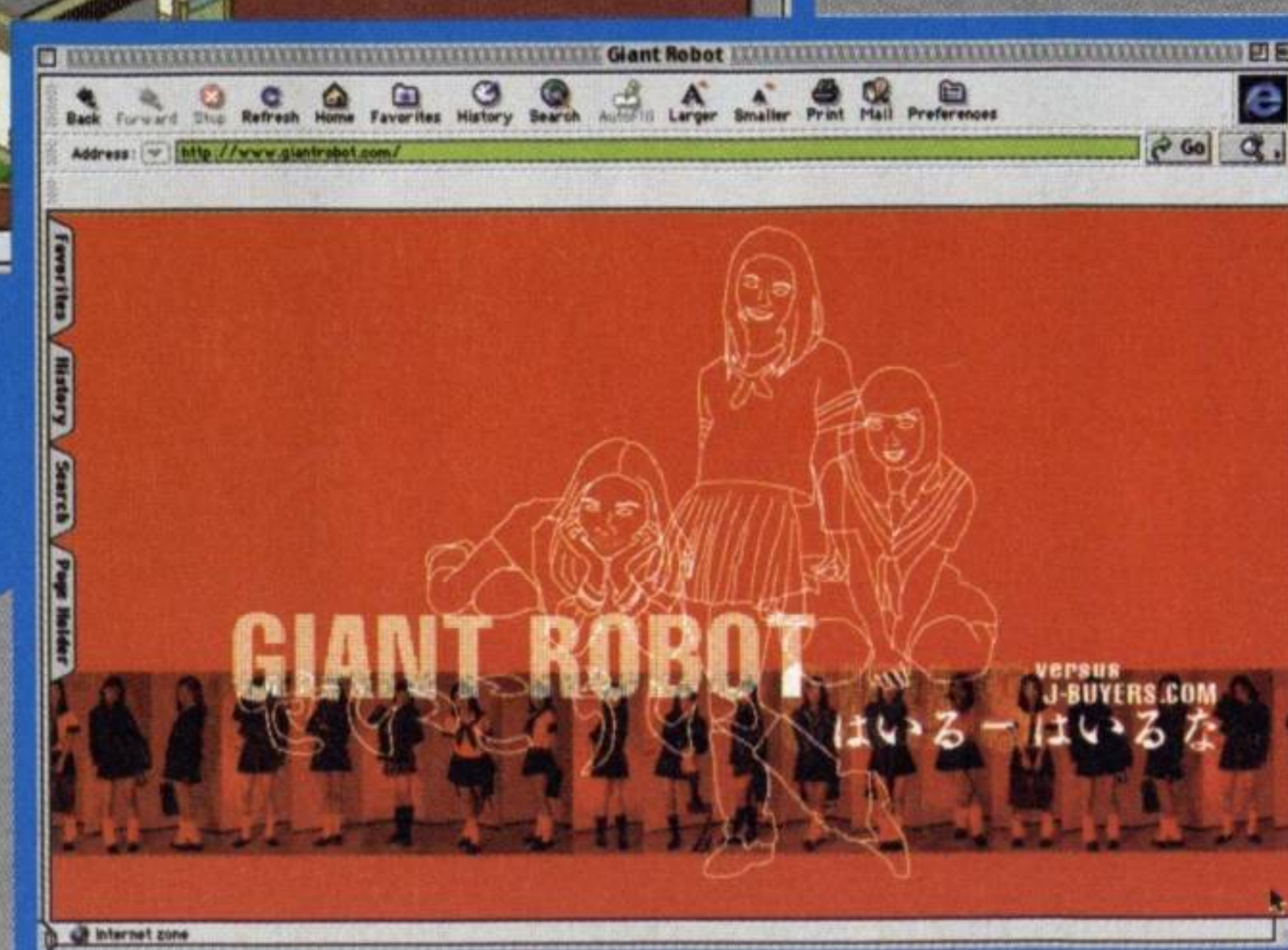
## NETBABYWORLD

What is Net Baby exactly? Okay, so maybe it isn't totally unrelated to gaming. So sue me. Besides the fact that this site looks cool, has funky little animations and weird midi music, it features a bunch of browser-based games which are very, very addictive! Cool puzzles. The whole afternoon passed by whilst I played "Post Office" until I realised the office was empty and it was time to go home.  
<http://www.netbabyworld.com/>



## GIANT ROBOT

Underground music, culture, art and fashion. Giant Robot is eclectic and downright groovy. The web counterpart to the print magazine, you can read about everything from skateboarding to martial arts, videogames and Ultraman. It won't take you very long to figure out that it's worthy of a big fat bookmark.  
<http://www.giantrobot.com/>





# WIN GRAND THEFT AUTO 2 FOR PLAYSTATION!

Yo, grab yer boomstick and hop in the cab, we're headin' down to pig central to create havoc and mayhem. Grand Theft Auto 2 is out for PlayStation and those lovely folk at Jack of all Games have contributed five copies to the Hyper Christmas barrel. If the thought of car-jackings, complete carnage in the streets and general criminal activity sounds like something you'd like to know more about, go seek some professional help! Otherwise, send in an entry to win a copy of this hilarious action game, Grand Theft Auto 2!

First, answer us the following question...

What perspective is GTA 2 played in?

Top down perspective; B) Pants off perspective;

C) First person perspective or D) Out of perspective.

Stick your answer on the back of an envelope along

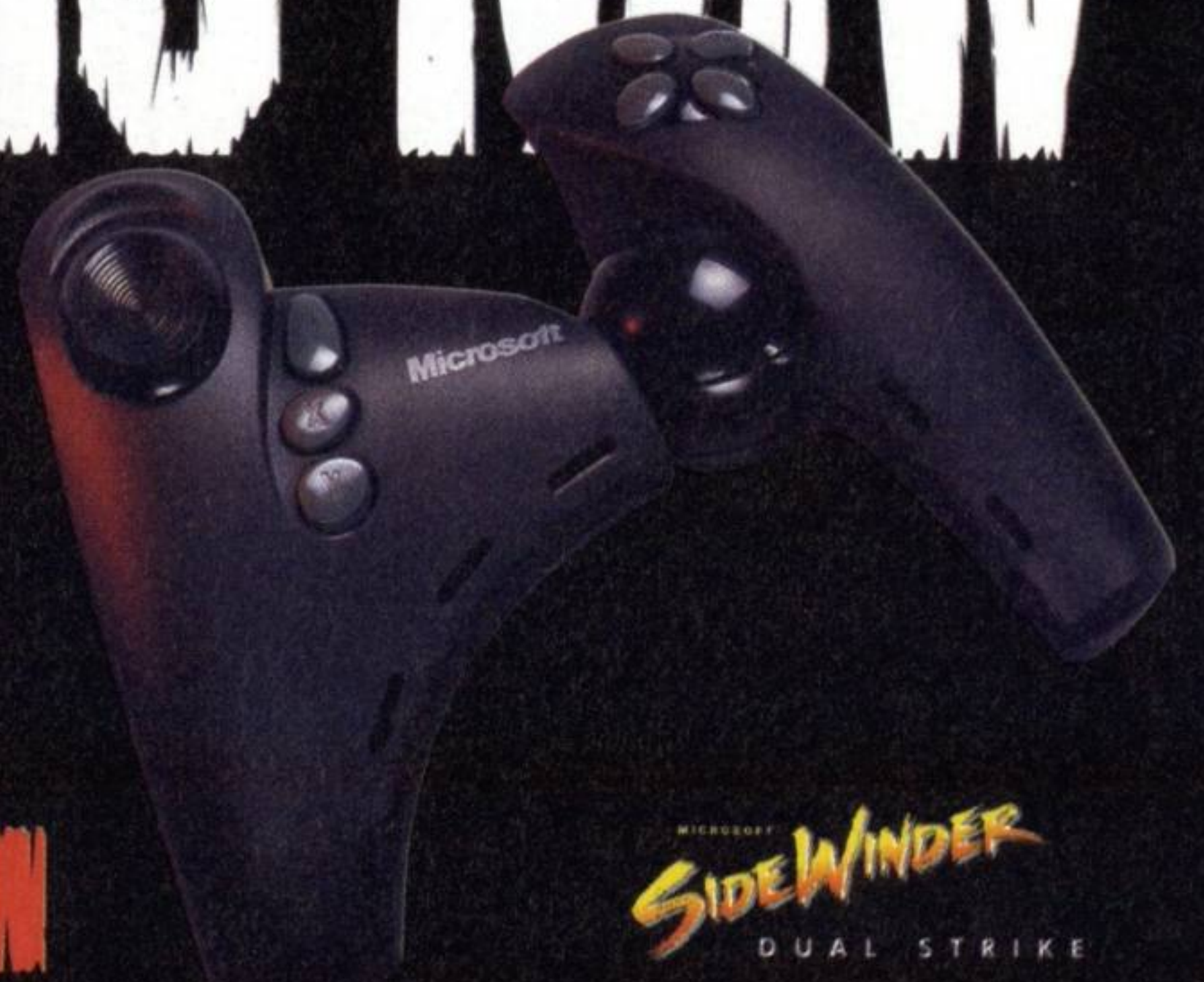
with your name and address and post it off to -

Chetto Boyz, Hyper, 78 Renwick St, Redfern, NSW 2016. Yeeah.



# WIN WIN WIN WIN WIN

# HUNTING, SHOOTING AND DESTROYING IS NOW TOTALLY PC.



The new SideWinder Dual Strike will satisfy your appetite for fragging. Now you can perform complex lethal moves like circle strafing while still shooting. It combines the control of a mouse with the agility of a gamepad. You're not just holding the controls. You're holding a grudge. [www.microsoft.com/sidewinder/](http://www.microsoft.com/sidewinder/)

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# PAC-MAN

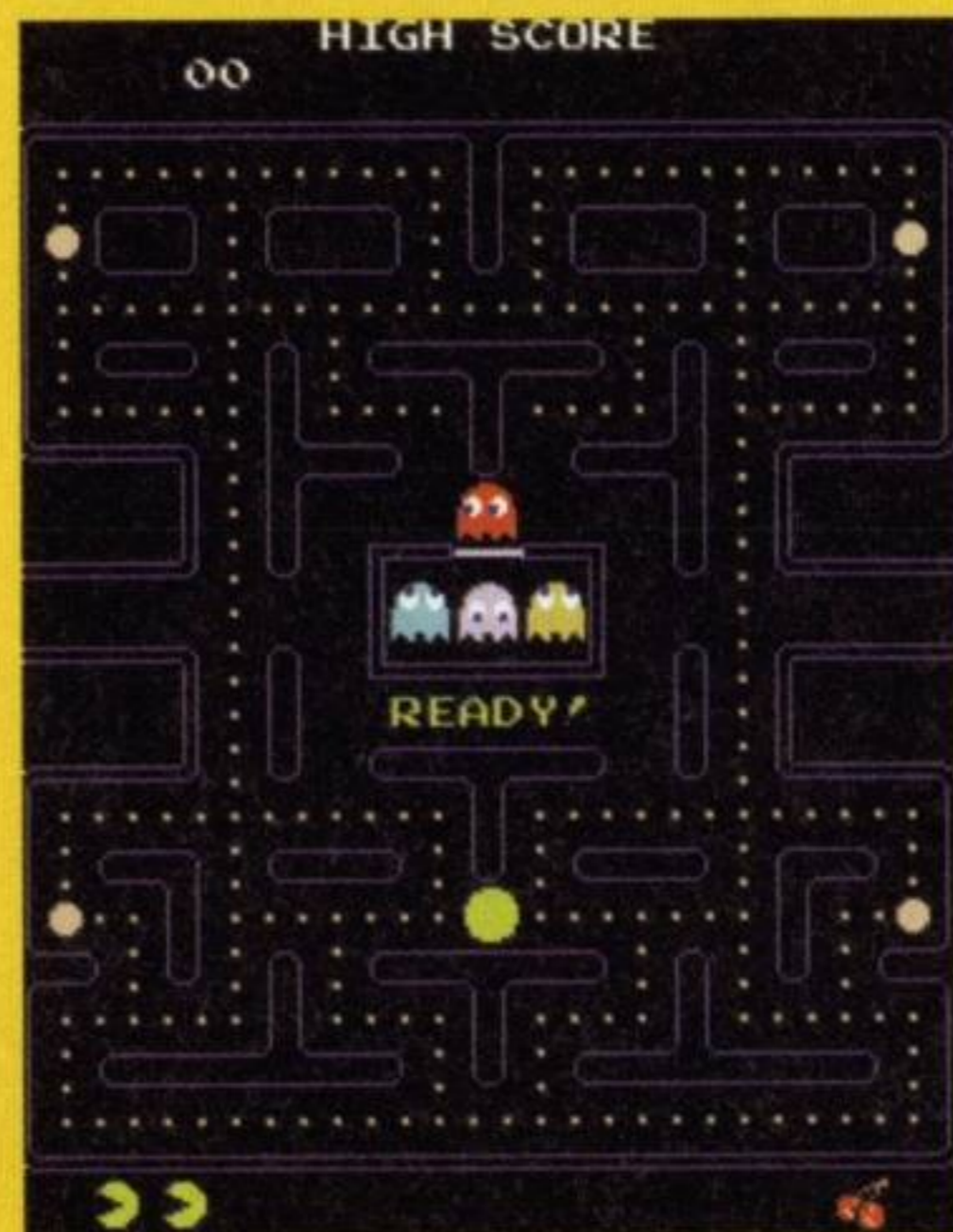


## 2D PAC-MAN

Pac-Man was the original Ghost Buster. He's kicked ghost booty more times than I've whipped Eliot at Quake (heh heh... a likely story! - Ed). He may be fatter than Cartman, and make a living out of chasing "girly" ghosts (their names are Inky, Pinky, Blinky and Clyde for gawd sake), but Pac-Man is blessed with charisma.

His inane grin and that glorious "wokka wokka" spoke volumes to an entire generation of kids.

However, 2D Pac-Man could have done so much more for the wider society. His original Japanese name was actually "Puck-Man", but this was changed to Pac-Man for the Western audience to prevent vandals from scratching part of the P away to make an F (I kid you not). What were they thinking? Why take such a defensive measure? Why not just call him F\*\*k-Man and be done with it? With a few tweaks, F\*\*k-Man could have been the original Custer's Revenge. Better yet, F\*\*k-Man could have been the first gay gaming icon, taking vicarious delight in nibbling on numerous balls and downing the odd Pac power pellet, all

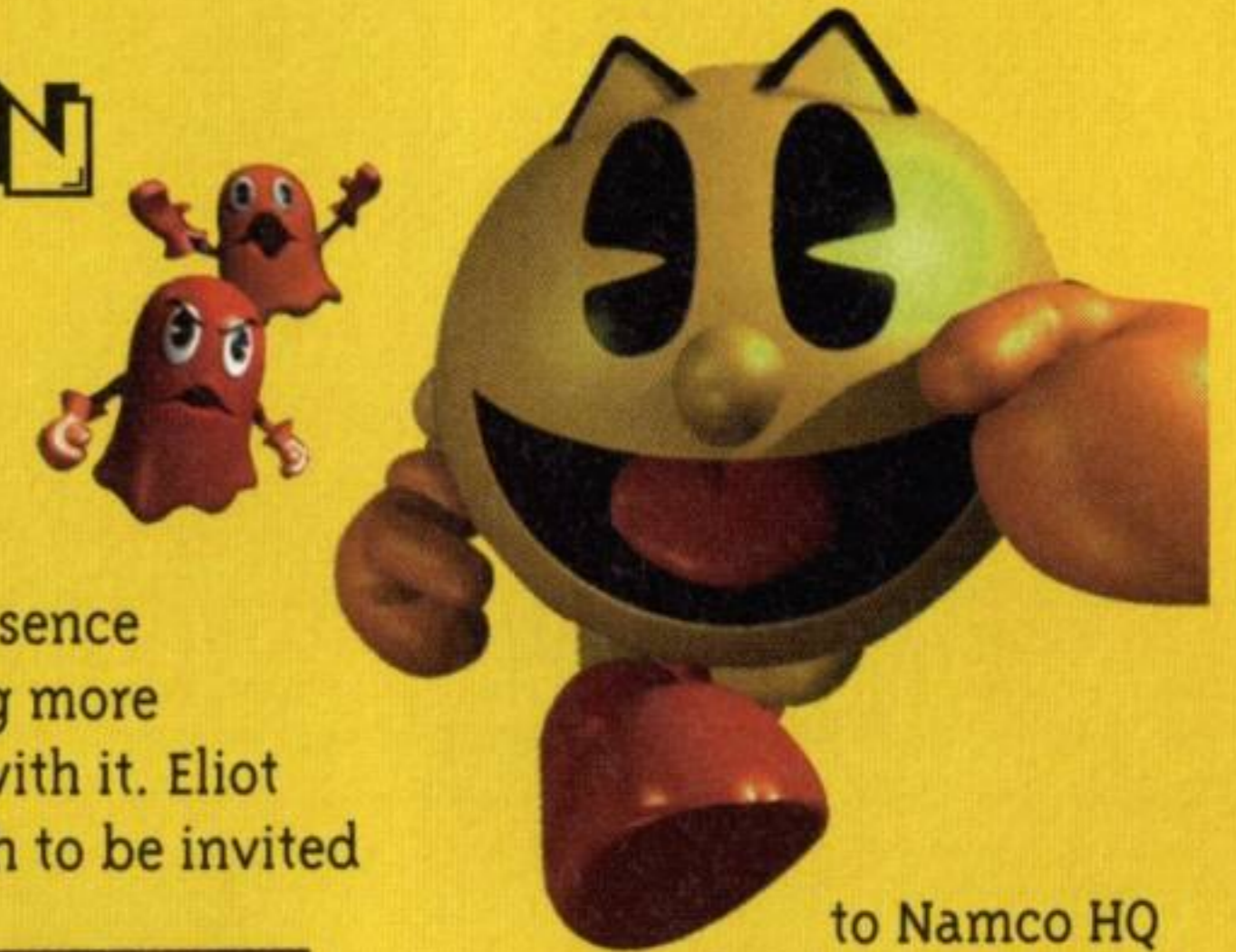


whilst avoiding the rabid conservative "ghosts" who haven't yet discovered their true selves but are fixated on preventing others from living their lives. Instead, Namco decided to play it safe, and make millions of dollars in the process. Oh well, we still loved him.

Now that he's turning 3D though, Namco have had a chance to catch up with the times and make 3D Pac-Man the icon that he always longed to be... so did they?

## 3D PAC-MAN

Pac-Man is back, and is as smiley as ever. Unlike most mascots, his transplant into a 3D body has been very successful, keeping alive the Pac-essence we know and love, and revealing more of his quirky personality along with it. Eliot and I were actually lucky enough to be invited



to Namco HQ for Pac-Man's birth as a 3D entity. Amazingly, his first words were: "Geez I've got a fat ass... get me a power pellet fix quick!", and then "Why the bollocks didn't you call me F\*\*k-Man? You know I shag like an animal".



Now that he's used to a 3D existence, however, Pac-Man is happy with his new form. He's now got arms and legs that allow him to have interests

outside gobbling pellets and ghosts. In fact, he's searching for a Pac-partner, and has just recorded a video for a dating service. Here's the transcript:

Camera man: So, Mr Man tell us something about yourself.

**Pac-Man:** I'm the original "Long Dong Silver".

Camera man: No, no, tell us about yourself, what you like doing.

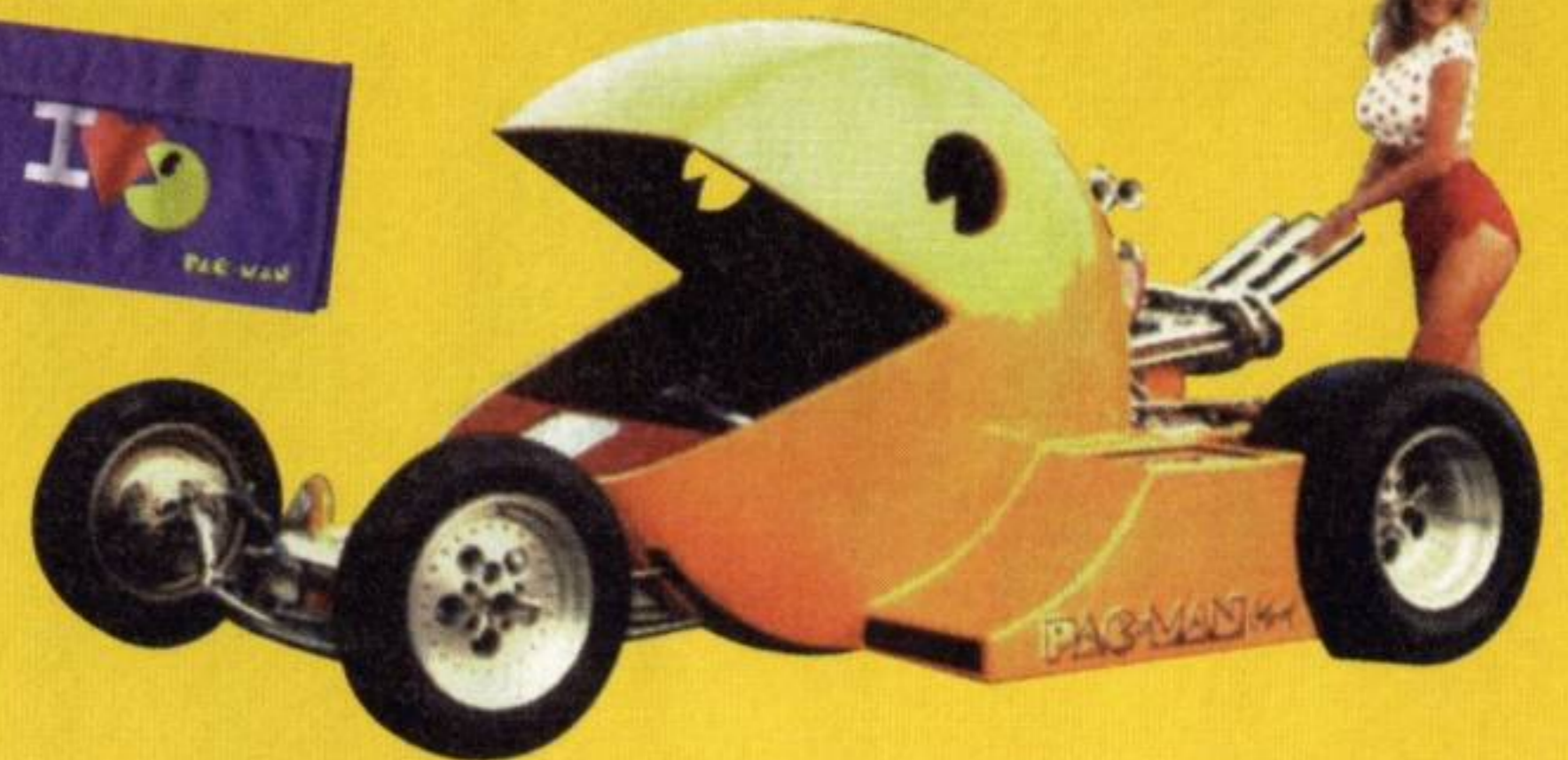
**Pac-Man:** Well, I'm 20 years old, but I'm experienced, if ya know what I mean (winks at camera). My interests include eating, swimming, butt bouncing, rolling around, and getting off my Pac-gourd on power pellets.

Camera man: And... er, what are you looking for in a partner?

**Pac-man:** I like curves baby. Preferably just the one that goes all the way round. Oh, and ghosts need not apply.

Well, there you have it. 2D and 3D Pac-Man in a nutshell.

As fond as we are of the old Pac-Man, 3D Pac-Man has the attitude and style to become the new ambassador for the land of Pac.



## CCCCCCCCCCCC FUTURE PAC-MAN CCCCCCCCCCCCCC

So, what's on the horizon for Pac-Man? After a successful arcade career spanning over 10 billion plays, a licensing career of 430 products, and an eventful journey into the 3D realm, we hope he'll find himself a nice Pac-Wench and settle down. Perhaps he'll move back to the tropics (where else did he get that healthy yellow tan from?), or perhaps he'll end up like other washed up celebrities in infomercials advertising hair transplants. Yeah yeah!

## A PSYCHOANALYTIC ANALYSIS OF THE "PAC-MAN"

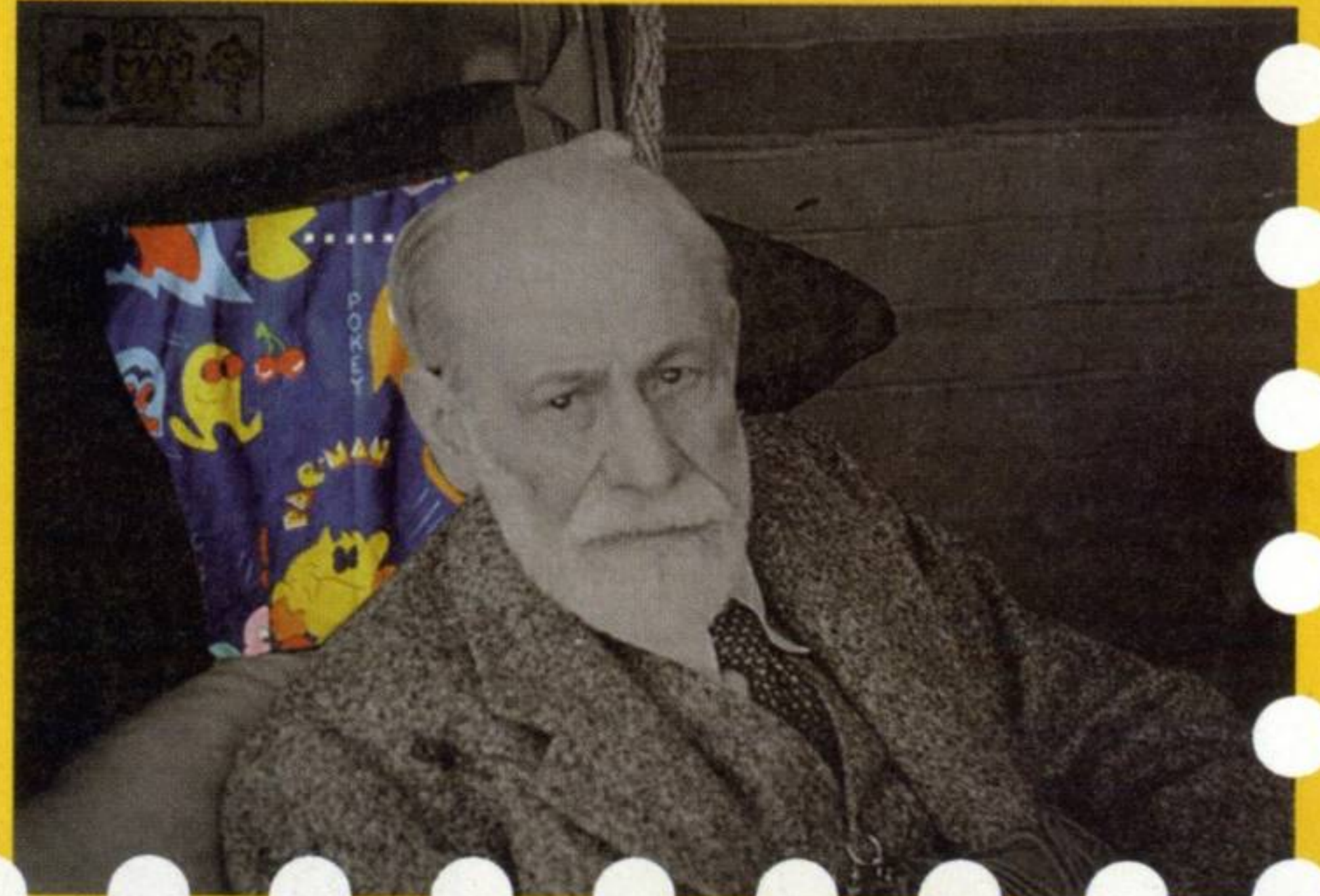
SIGMUND FRAUD

The Pac-Man is a highly repressed individual. The normal development of a young child sees it go through several stages of fixation — the oral stage, the anal stage and the phallic stage. At each stage, the relevant area becomes an erogenous zone, and the child must resolve the developmental conflicts associated with this stage before moving on to the next one. Poor Pac-Man has remained in the oral stage for 20 years now. His all consuming passion has been eating, the pleasure of eating and sensations involving the mouth, for an abnormally long time period. Granted, Mr Man has little more than a mouth, but was this the way he was born, or an evolution resulting from his fixation?

In any case, after 20 years with an unhealthy fixation on the oral, Mr Man seems to be making progress. His transition into the 3D world that you and I take for granted is a positive one. He has learnt how to make facial expressions and has even grown arms and legs. It seems as if he may even have entered the anal stage. He still has the same oral urges but these have a lesser prominence, and are combined with decidedly "anal" activities. His butt stomp and the pleasure he seems to derive from it are indicative of this.

It's doubtful, however, whether Pac-Man will ever make the transition to the phallic stage. Indeed, even the name Pac-Man may be a misnomer. It's likely that Pac-Man is indeed asexual — neither a man nor a woman. His/her genitals have never actually been seen, and given his lack of clothes and other body parts, it seems doubtful that they exist. Ms Pac-Man also appears to be nothing but a cunning ruse by Pac-Man to impress upon the clamouring public some degree of masculinity. It's my contention that Pac-Man and Ms Pac-Man are one in the same Pac-person. After all, they've never been seen in the same room or game together (okay, they have once, but it's all done with mirrors I tell ya!), and if you positioned a bow, fake eyelashes and lipstick on Pac-Man they'd be spitting images of each other. He's less a "Pac-Man" than a "Pac-Shit" (she/he/it = shit).

Thus, Pac-Man is an unusual case study, akin to a ball of lard wrapped in an enigma. He is making slow, but steady progress. He will never be normal, but at least he's not as weird as Mario.



# SPEEDING, RAGING AND RAMMING IS NOW TOTALLY PC.



MICROSOFT  
**SIDEWINDER**  
PRECISION RACING WHEEL



With more features than you could poke a gear stick at, the SideWinder Precision Racing Wheel is designed especially for precision handling and performance that racing fanatics demand. Fine-tune the set up of your wheel to your own disturbing needs and drive yourself insane. [www.microsoft.com/sidewinder/](http://www.microsoft.com/sidewinder/)

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## TEAM FORTRESS

David Kempe (aka exekewta) is one of the organisers for TFLannage, Australia's largest Team Fortress only LAN ever. Held over the weekend of the 3rd of December, it will see over 100 players from some of Australia's biggest & best clans coming together to battle it out.

"All comps are a social event these days", said David with a smile. "However, everyone loves LANs and the TF community in Oz should be strengthened and united as players who have played against or with each other for up to 3 years finally get to meet each other." With TF2 just around the corner this may be the last big event for Team Fortress as we know it today.

"We have people from all over the country coming, and WA is no exception." The WA people are making considerable effort to get over here, however funding is short, and the money they make from begging on the streets of Perth is scarce.

If you want to check out what the boys are doing, head over to:  
<http://solutionsfirst.net/tflannage>



## RUMOUR MILL

Caring Rewarding and Personal (CRAP) Entertainment have released the long awaited version of its much-talked-about game titled "Romeo - the confused guy on a Donkey holding a brown stick".

"It was a working title that just grew on us" director of development Toby Carmichael said. The game starts where you have to convince your current girlfriend that you need to head out in search of yourself. The object of the

game is to use the minimum amount of "talking" with your partner to get to the next level. Once there you use the tools you gathered to move through.

The HUD consists of several graphs, which show current level of commitment, amount of insults left, Attractiveness and my personal favourite the Man level.

As your MAN level grows it gives you more strength to



Graphic by Leigh Bartlett

jump higher and run faster, whilst the Attractiveness gives you more confidence.

The correct balance of the 4 elements is required to pass each level. For example, to complete the break-up map in level 2 you need to have high Insult & Man levels, while keeping your Commitment & Attractiveness at the lowest point possible.

Its like a cross between Frogger, Everquest and a vacuum cleaner.



**ASK STROBER**  
Send your questions to [strober@fl.net.au](mailto:strober@fl.net.au)  
Don't be shy now!

## ASK STROBER

Dear Strober,  
I was out with my girlfriend on the weekend and she kept looking at other guys all the time. She says she is just admiring the view, but I think it is something more.

DIP\_HEAD - BY EMAIL

Dear DiP-Head,  
Do you look at a totally decked Pentium III 550 games machine sporting the new 28" monitor and just admire the view? Of course

not, you want to get in there and frag like you have never fragged before. I would suggest that she is thinking the same. I think the time has come to upgrade dude.

Strober

Dear Strober  
I'm a kickass Quake player - one of the best... but the girls think i'm a computer nerd. How do I use my fragging skills to attract chicks?

ANONYMOUS - BY EMAIL

Dear anonymous,  
Yeah, there's nothing worse than fraggin' your guts out to win, only to turn around and be surrounded by guys looking at you in awe. What you need to do is get good at a non-violent, non-political, non-gender specific, snag game like the pinball version of "Enchanted April". This will impress the opposite sex no end and keep your gaming skills quick at the same time.

Good Luck. Strober



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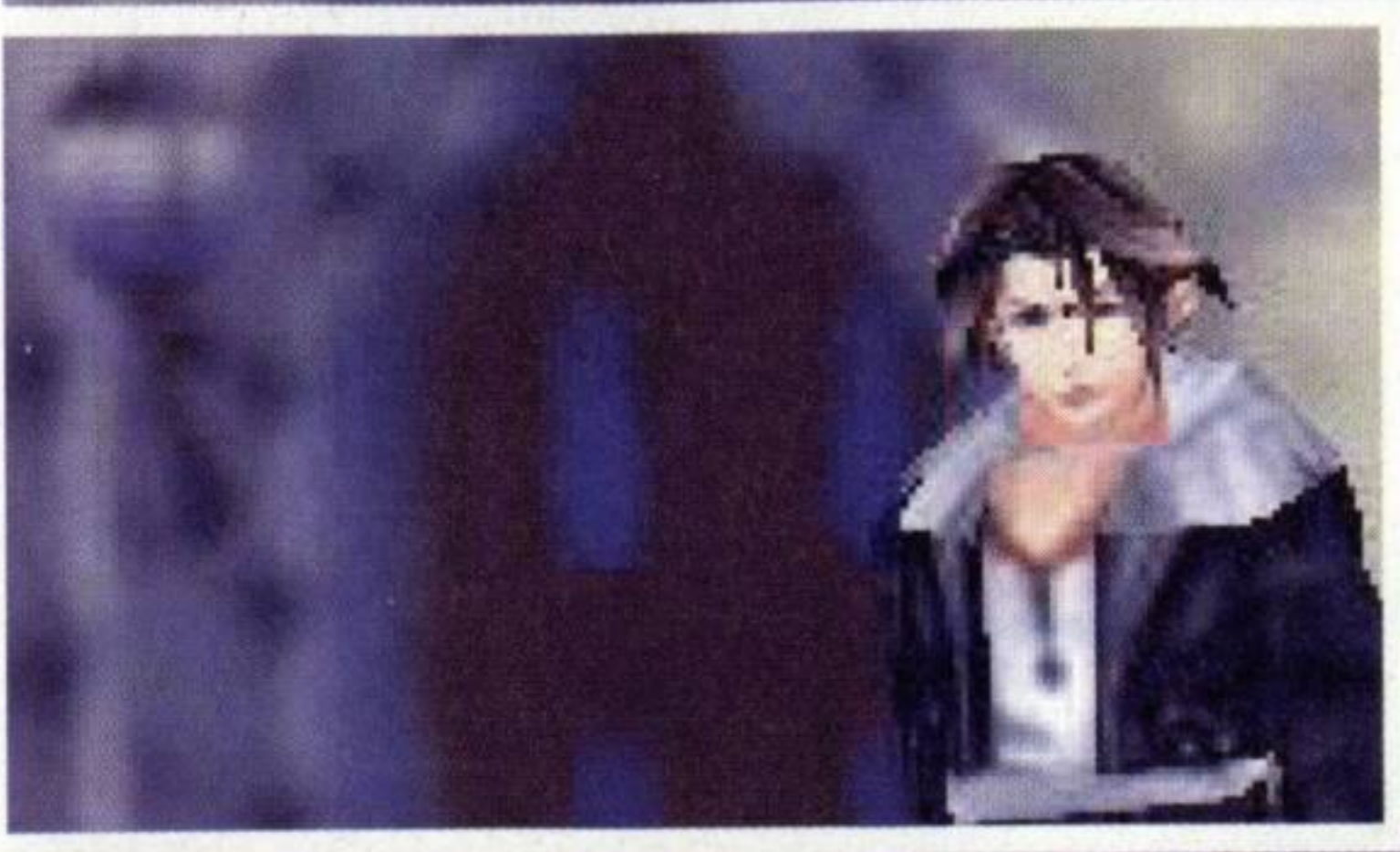
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**Final Fantasy VIII**

PC

EIDOS

Good news for PC gamers! Final Fantasy VIII is coming to your 3D accelerated machines, just like FFX did. Eidos have had time in-between Tomb Raider 4 and all their other spooey new titles, to work on this port of the PlayStation RPG. It's obvious that some of us would rather play this game in a nice high resolution, with the speed and smooth animation that only a 3D card can supply. Coming soon!

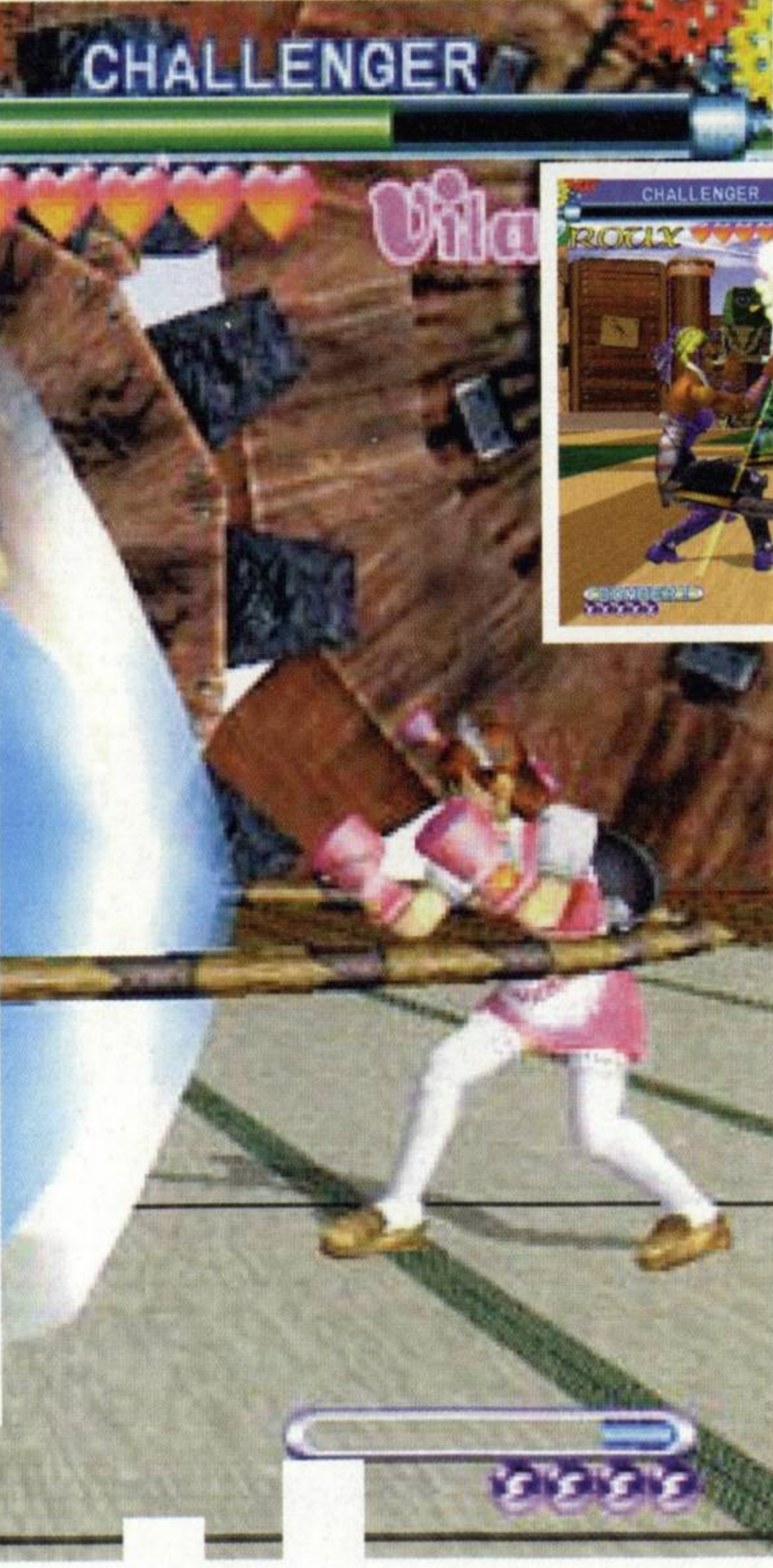
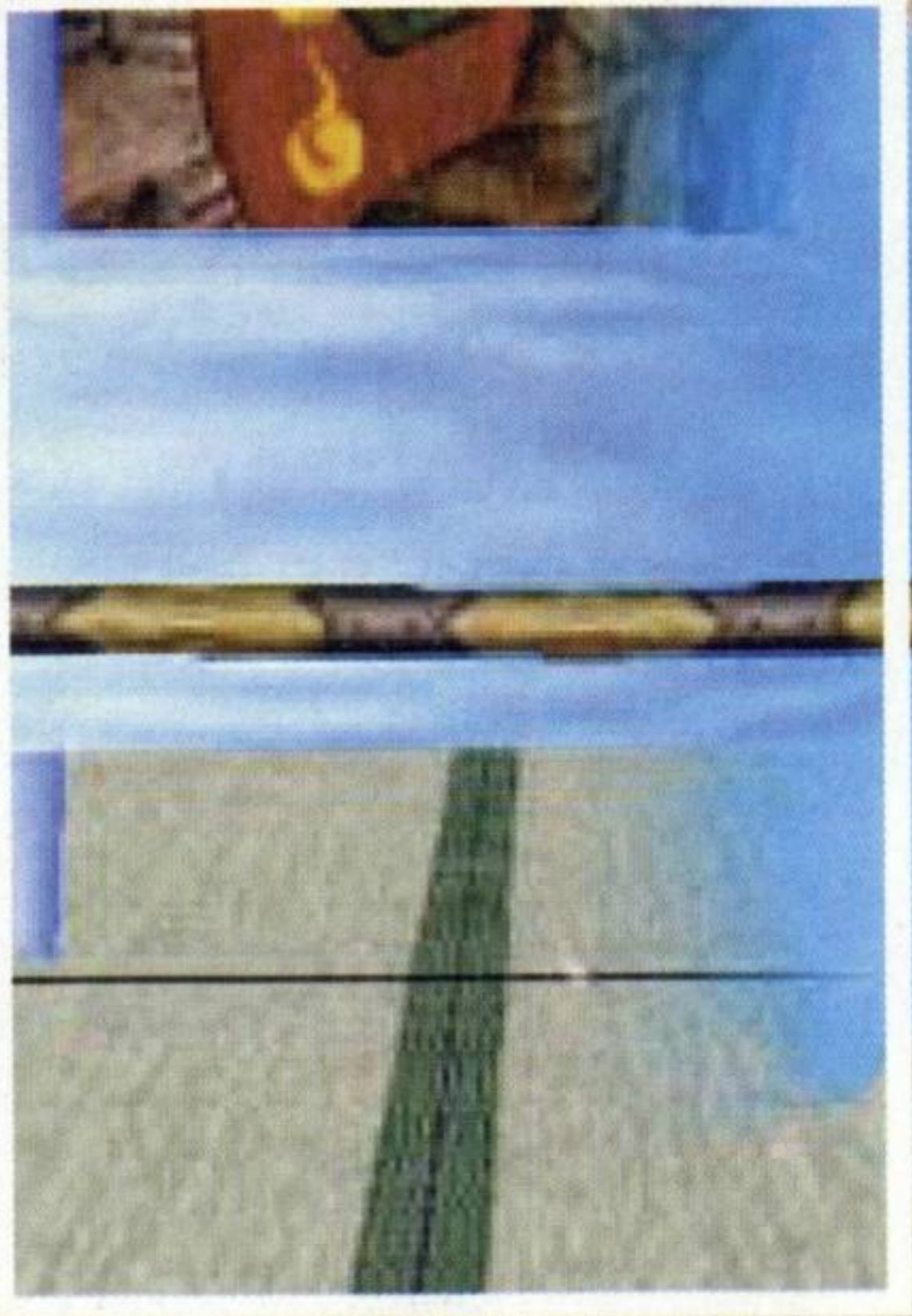


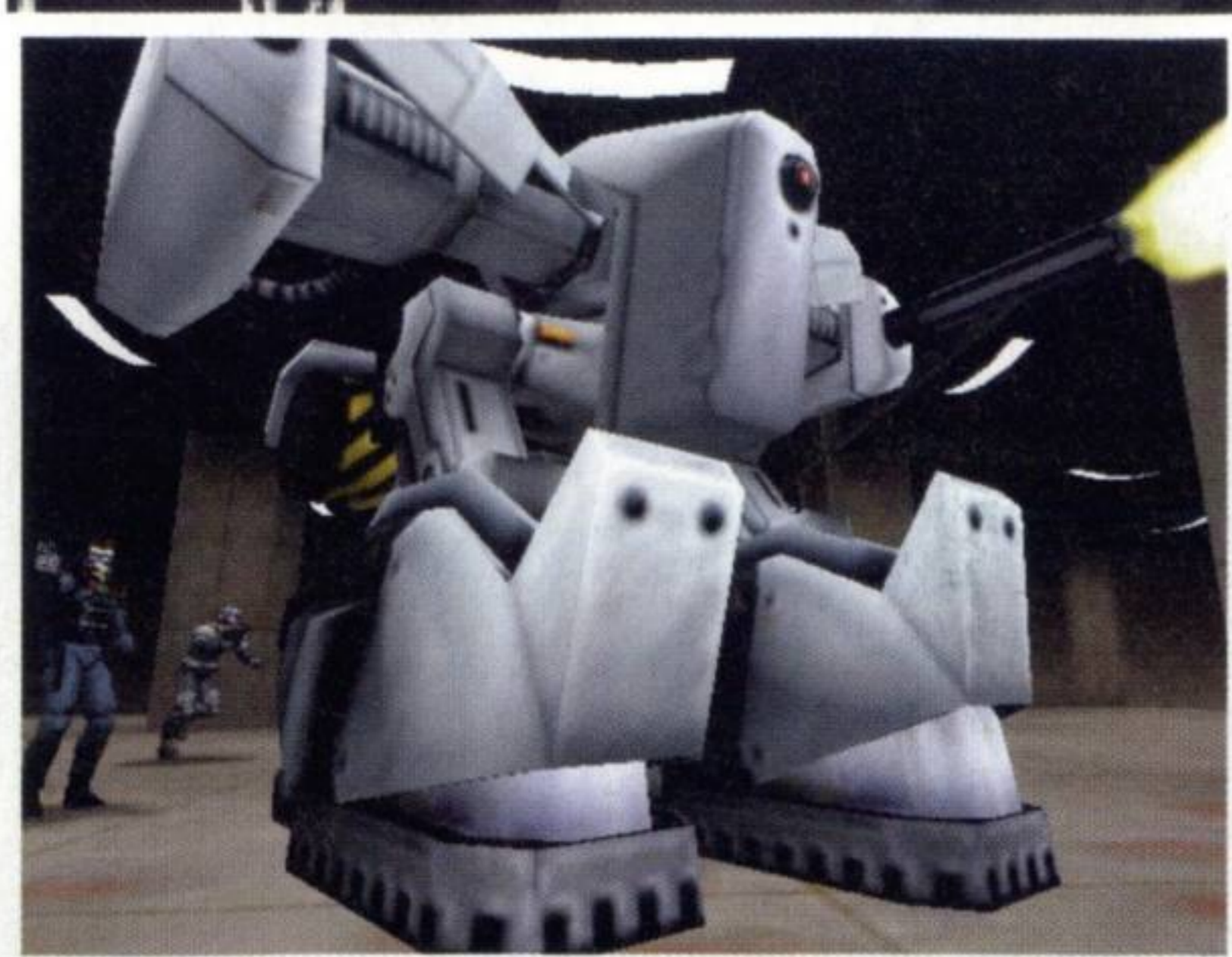
**Toy Fighter**

DREAMCAST

SEGA

Looking like a cross between Street Fighter and Star Gladiators, Sega's Toy Fighter could be the bright, colourful fighting game some gamers are after. The Dreamcast could soon have a glut of fighting games... but so far they're all pretty darn good!





Oni

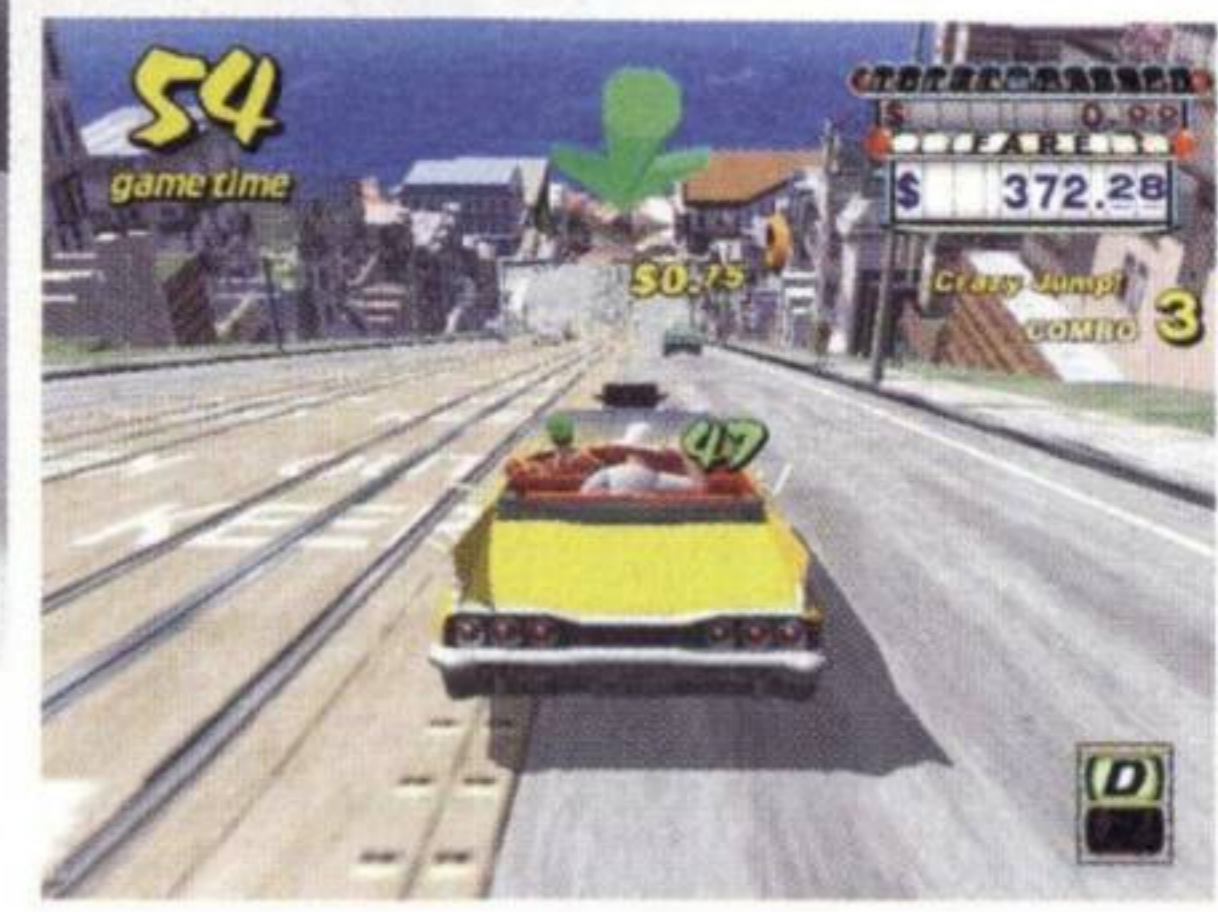
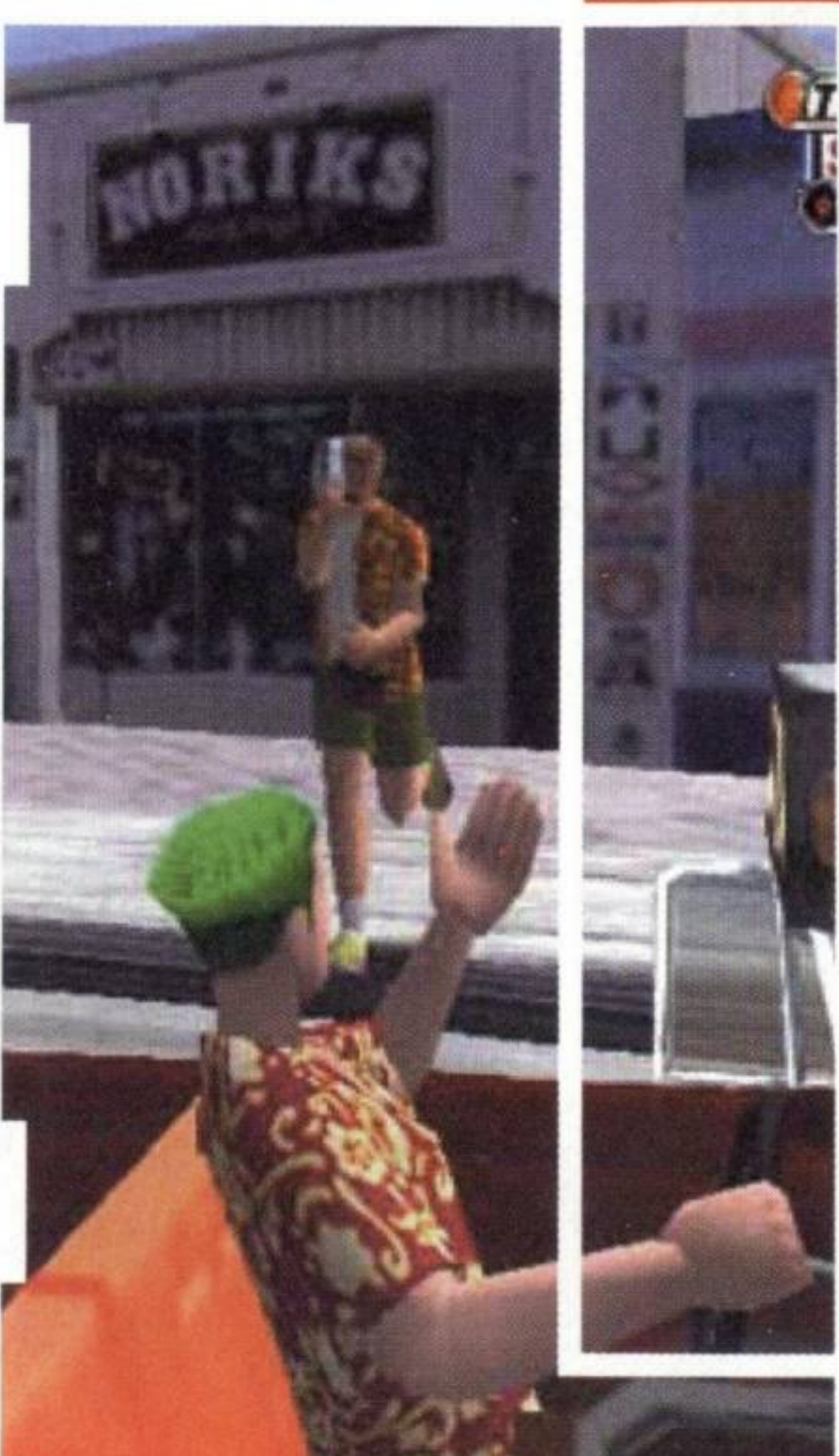
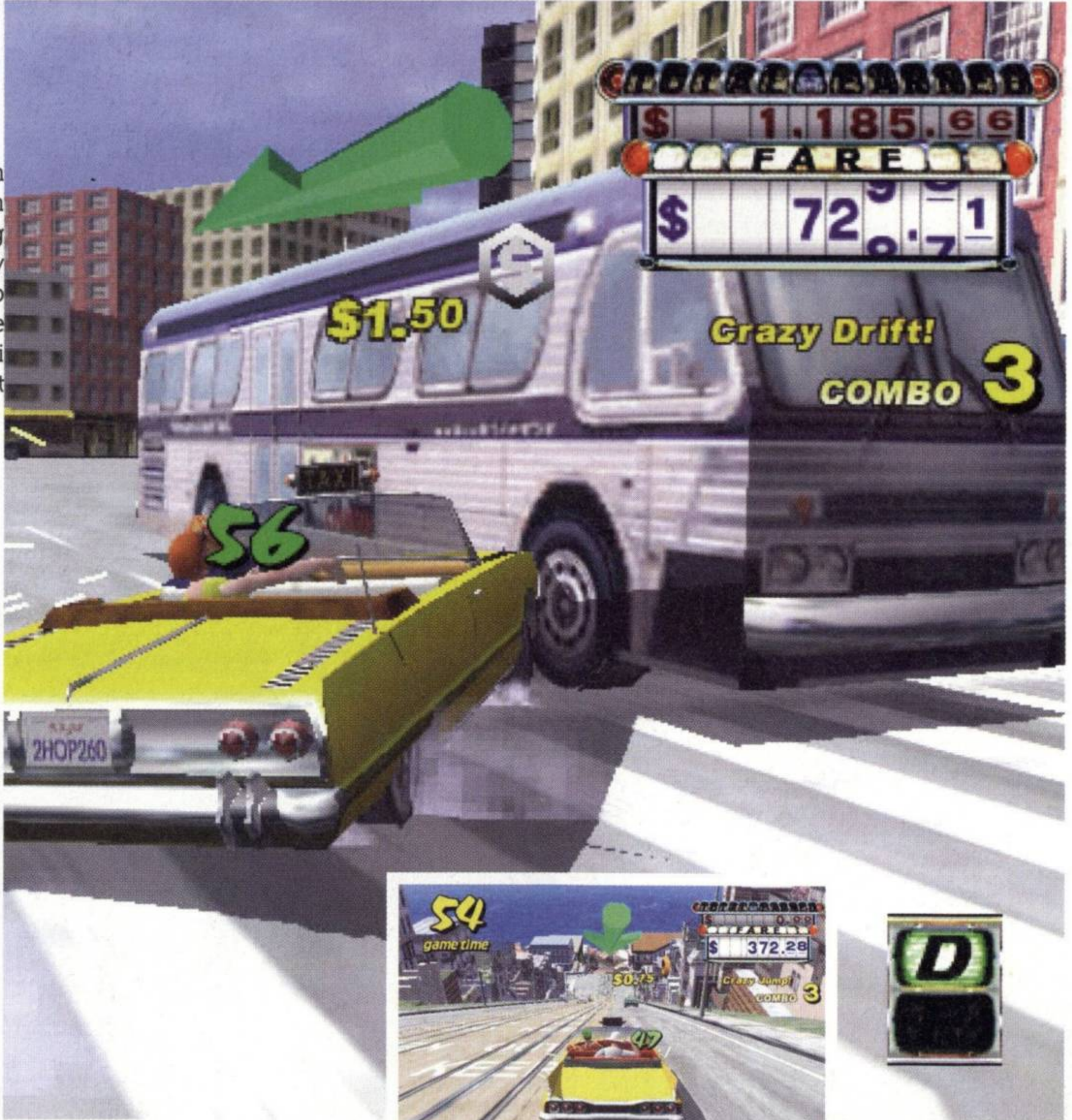
PC/MAC  
BUNGIE

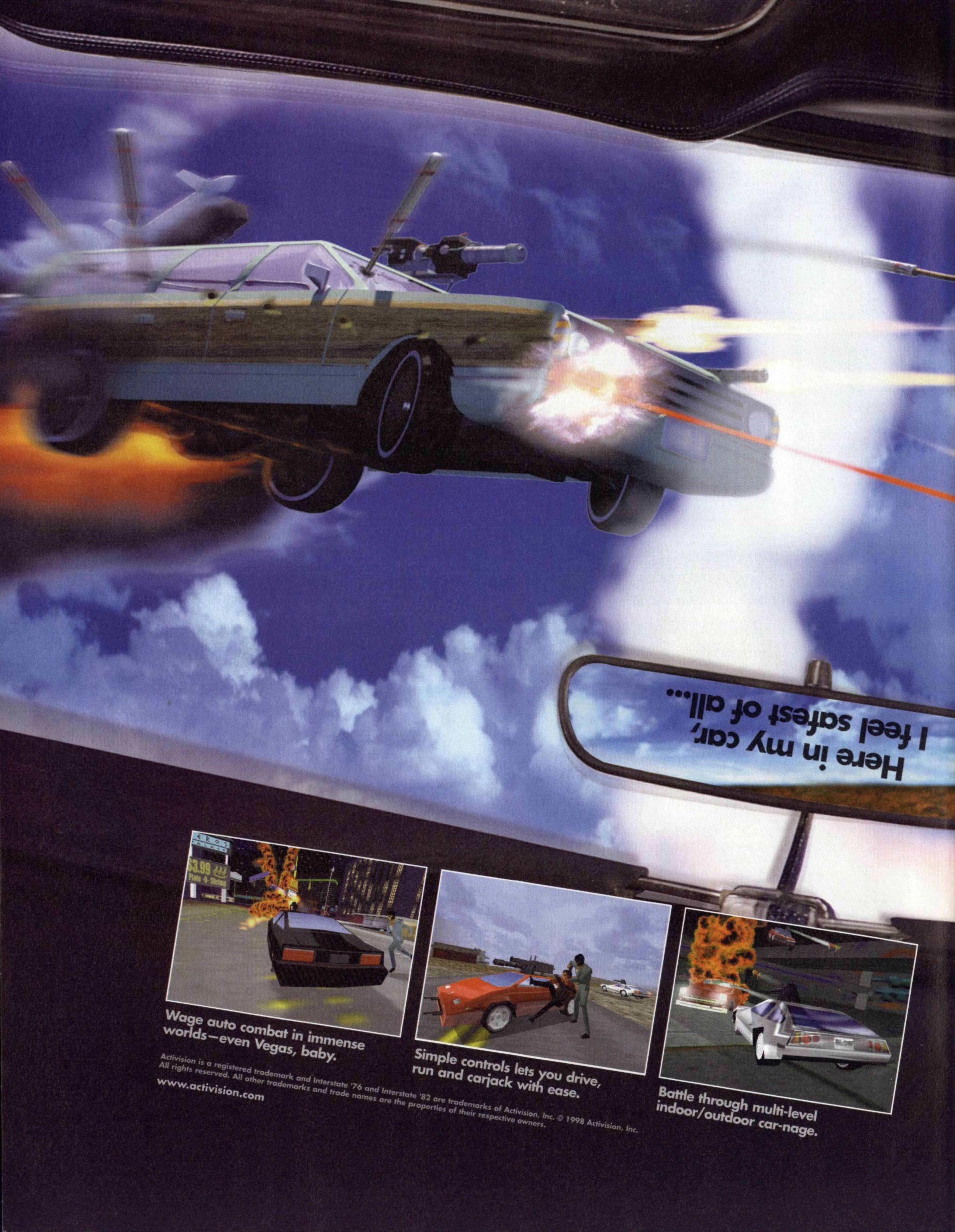
We showed you a peek at Bungie's Halo a few issues ago and now take a gander at Oni. Oni is a 3rd-person action adventure that puts you in some hand-to-hand combat situations as opposed to an all-out gun-fest. Stealing ideas from Anime, the Matrix and Perfect Dark, it's looking droolworthy! Hopefully, Oni will make it to the PlayStation, Nintendo 64 and Dreamcast... there's a good chance from what we've heard.

Crazy Taxi

DREAMCAST  
SEGA

Take to the streets and wreak havoc in your charged-up cab – smash, bash and crash your way through sprawling cityscapes, much like most Sydney cab drivers. Deliver passengers to where they want to go – much unlike most Sydney cab drivers. Crazy Taxi should be a blast on Dreamcast, and it looks so niiiice...





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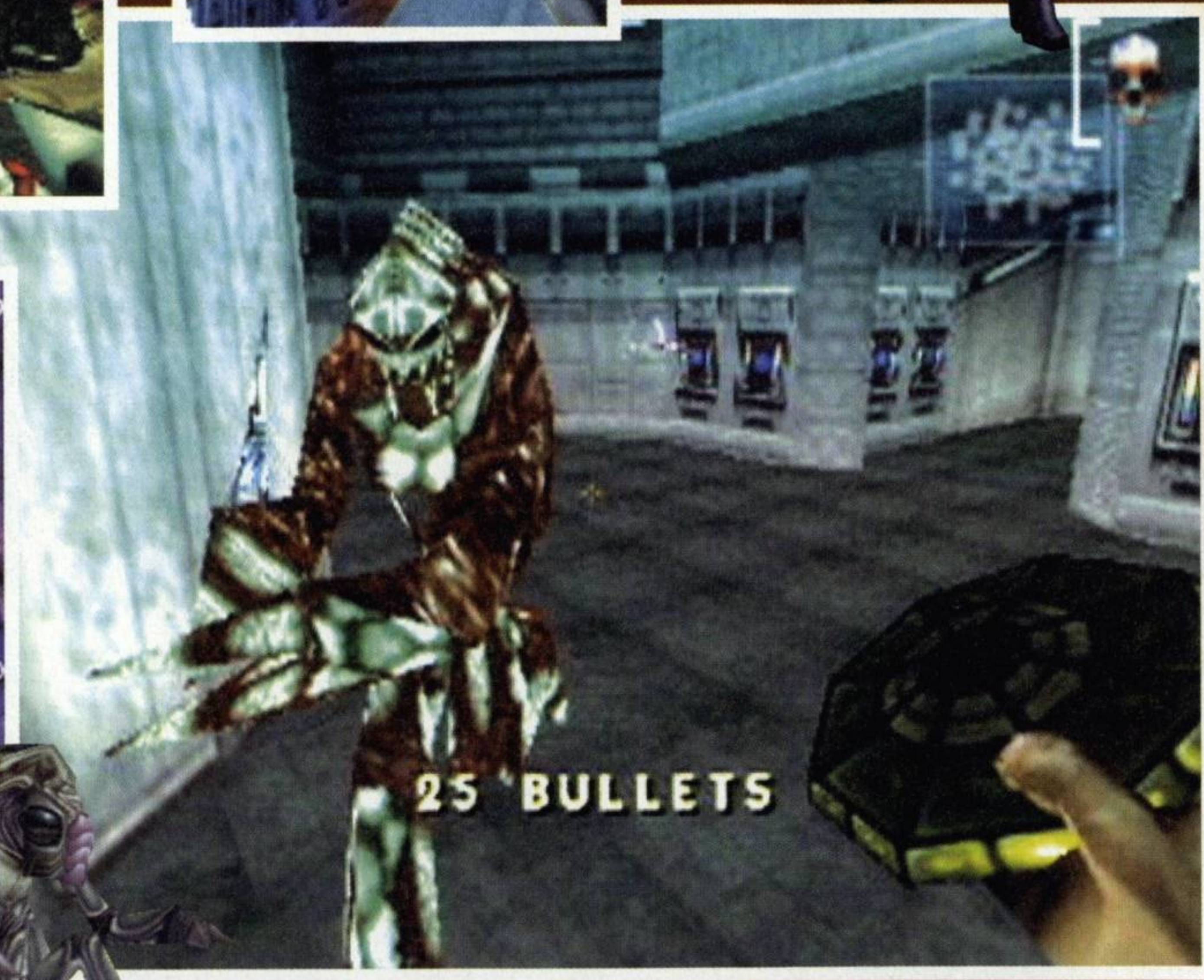
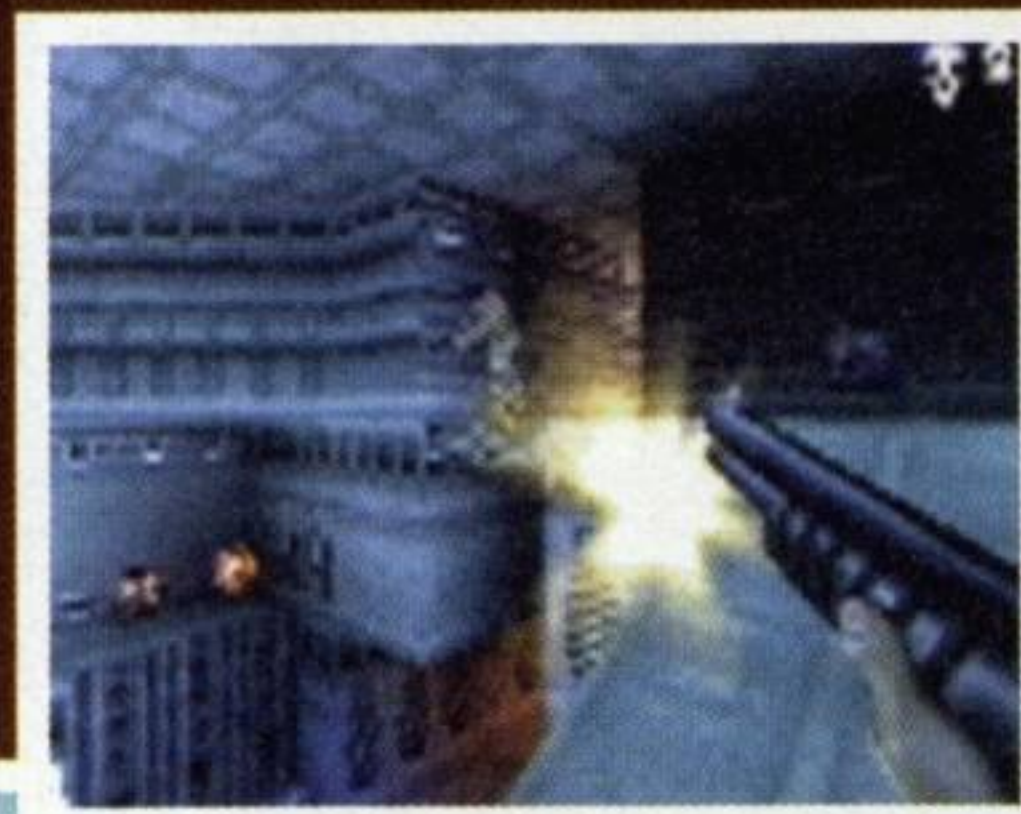
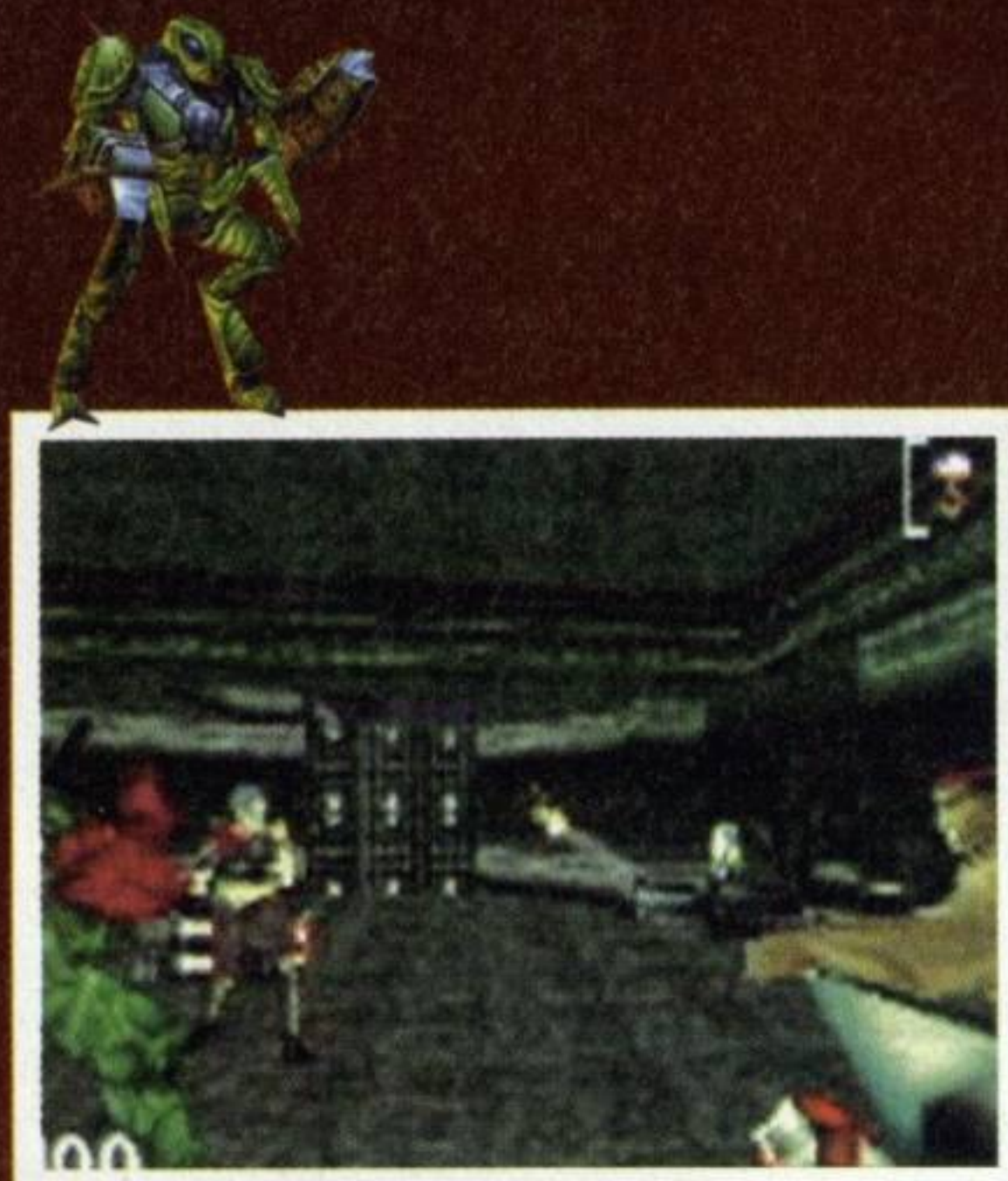


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# TUROK: RAGE WARS



## HAVE WE SAID GIB YET? GIB!

But what about the guns, I hear you cry! As you'd expect, Rage Wars comes packing a heavy arsenal. There will be sixteen weapons and five pick-up weapons. Pick-up weapons are single use only. Thus, excessively powerful weapons that may give a player an unfair advantage, such as the Cerebral Bore, will now be pick-up weapons. The normal weapons are also cooler than ever with some interesting secondary fire modes to make bouts more unpredictable. If you thought the Cerebral Bore was cool, wait till you see the "chestbuster"! There will also be universal power-ups scattered throughout the levels that give players one of thirteen different abilities.



**i** PLATFORM: Nintendo 64  
 AVAILABLE: TBC  
 CATEGORY: Multiplayer Fragfest  
 PLAYERS: 1-4  
 PUBLISHER: Acclaim

**WOW-O-METER**



Being the jammy buggers that we are, we recently got our grubby gaming paws on a preview build of the hotly anticipated Turok: Rage Wars. For those who've been locked in a broom closet for the last year (your parents aren't legally allowed to do that by the way), Turok: Rage Wars is a multiplayer based approach to the first person shooter game, like Quake 3 Arena and Unreal Tournament on PC. Given the difference between the capabilities of consoles and PCs, Acclaim really have their work cut out for them. Where PC owners have access to powerful hardware and other players online at any time of day, Rage Wars will need a damn good multiplayer mode, as well as some serious hooks in the one player department to make it worthy of our hard earned cash.

Fortunately, Acclaim realise this, and are packing the title with enough options to feed a small third world country... if options were food that is... ahem. In any case, the expansive options certainly are good enough to eat. How's this for a start? Seventeen playable characters, thirty six multiplayer maps, and four multiplayer modes: Bloodlust, Team Bloodlust, Frag Tag and Capture the Flag.

**WHAT WE'D LIKE TO SEE**

A rival to the multiplayer goodness of Goldeneye... oh wait, that's Winback!



**WAR OF THE LATE NIGHT VIDEO SHOW?**

When you're not fragging your friends, there's a one player scenario mode which is basically a series of training matches against bots. By playing through these you'll learn those all important deathmatch skills, as well as unlocking fourteen hidden characters and several mission trees. Better yet, after missing out on a co-operative mode in Turok 2, you'll be able to play through the scenario mode with a friend.

Other one player options include the Time Trial mode which is a race to rack up those frags, and Frag Fest mode which is a series of predetermined challenges where the level, character and weapons are chosen for you. There will also be three difficulty levels for the bots, and you'll have extensive bot customisation options for every possible type of game you'd like to play.

To keep tabs on your skills, Rage Wars will track all sorts of statistics during the game, from your shooting accuracy to how many times your opponents wet their pants. More important is your overall ranking - tonk your way through nineteen skill levels from "pathetic new-

bie" class all the way through to "Lord Seafood" class (named in honour of the legendary quake skills of Hyper's beloved editor). One player mode will also reward the player with medals and twenty five player skins to be unlocked.



**HAVE AT YOU AND YOU AND YOU**

After an extended knob twiddling session with some friends, we finally got around to playing the game, and it's shaping up okay. At this stage the bot AI is still very primitive, with bots getting stuck on walls and attacking in an unconvincing manner. Even if we'd never faced off against the superlative bots in Unreal Tournament, Rage Wars would still be disappointing. Given that the believability of the bots is paramount to the one player options having any lasting appeal, Acclaim need to improve them fast. Another problem is



that the game tends to slow down an unacceptable amount in four player games when playing with more than one or two bots.

That said, the split screen component is much improved over Turok 2, but that title had a decent one player mode to back it up. At the moment, Rage Wars needs a hell of a lot of work before release, so if Acclaim are really aiming for a Christmas release, they're facing an uphill battle. Perhaps they should take a page out of Rare's book and delay the game until it's truly ready.



# FURBALLS



**i** PLATFORM: Dreamcast/PC  
 AVAILABLE: April 2000  
 CATEGORY: 3D platformer  
 PLAYERS: 1-4 (TBC)  
 PUBLISHER: Acclaim

WOW-O-METER

Ever wanted to see cuddly little critters toting massive weaponry? Well, midway through next year, you'll get your wish (freaks!)... and then some. Furballs is a brand spanking new title from Bizarre Creations and

it's an "innovative genre busting adventure game". Well, according to the press release, at least. We're not convinced just yet, but it does sound very promising.

Furballs seems to be part 3D platformer, part shoot 'em up and part Care Bears. The visual style is very cool, with disturbingly cute creatures that (perhaps more disturbingly) don't take no shit from no one. Bizarre Creations are

promising comical puzzles and adult humour, so Furballs should appeal to gamers of all ages.

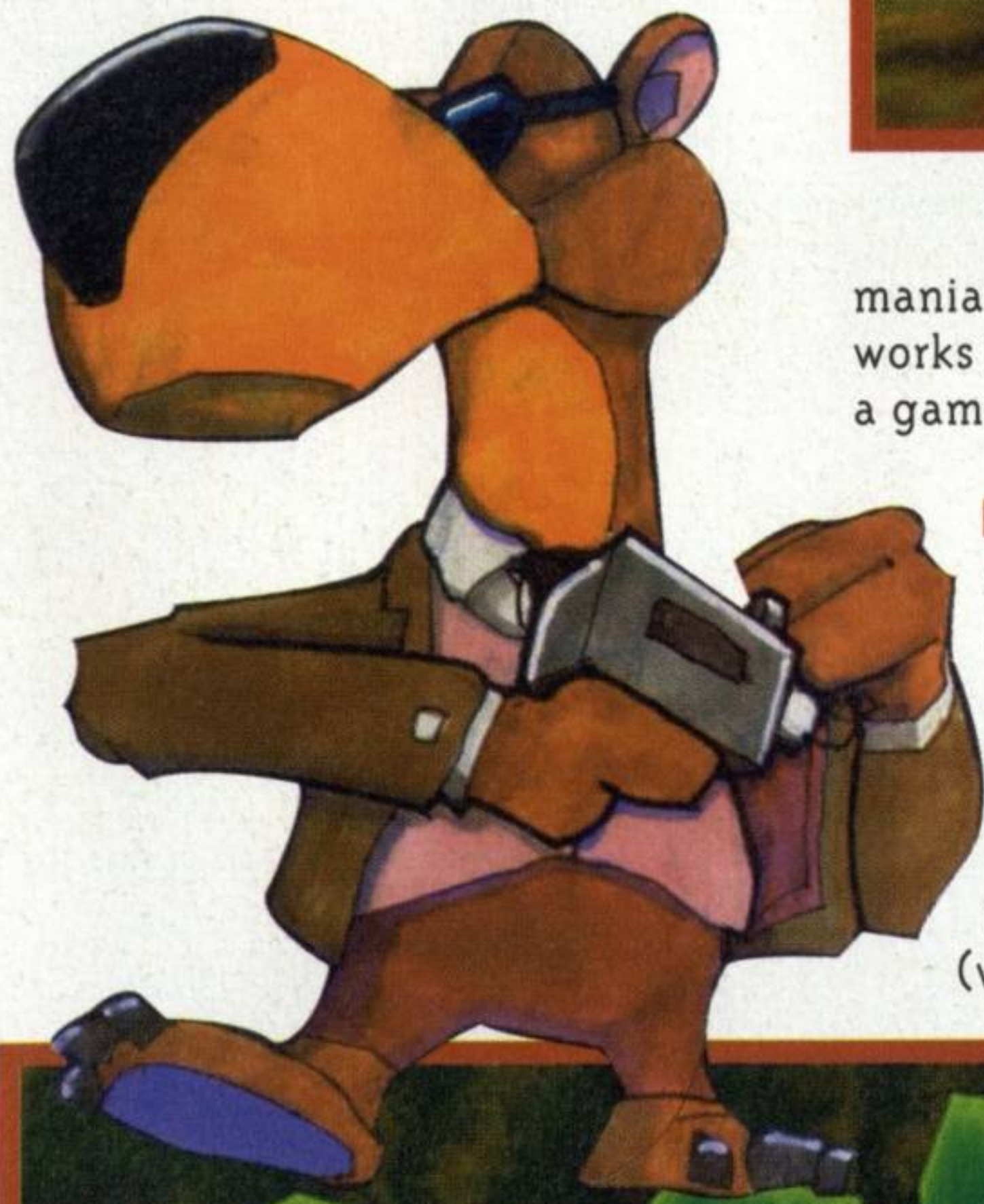
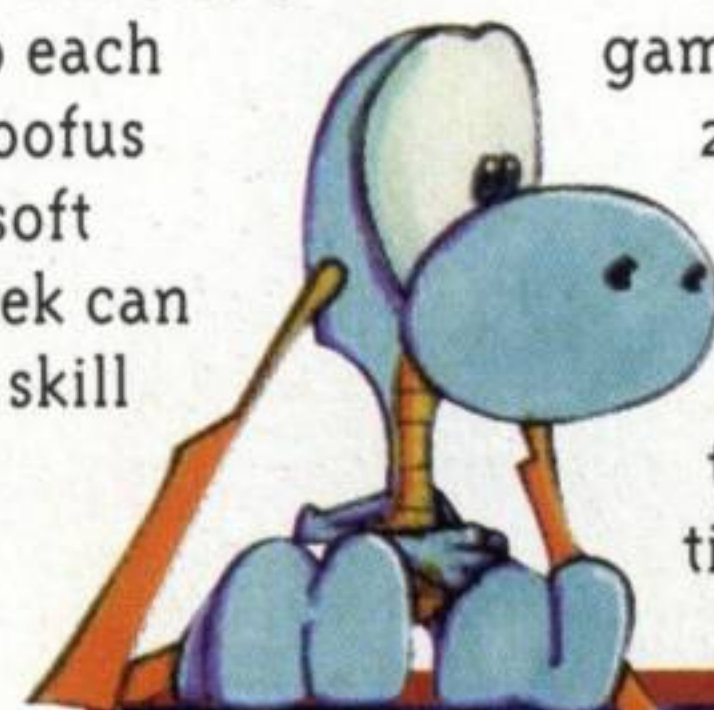
The basic premise of the game is that the evil General Viggo wants to cut himself a slice of sweet, sweet, world domination, so he kidnaps the families of our six heroes in an attempt to stop them from getting in the way of his



ing resemblance to Scooby Doo), Rico the penguin, Chang the panda and Tweek the dragon. The twist is, however, that each character has their own special skill that enables a different approach to each level. For instance, Roofus can burrow through soft ground, whereas Tweek can glide in the air. Each skill is unique and could give Furballs some

serious longevity, especially since each character has equal focus and can finish the game in their own right.

Furballs won't be coming to a games machine near you until April 2000, but it's looking hot. If Bizarre Creations can balance the skills of the six characters without the game becoming too congested, then we may still be playing it this time next year.



maniacal plans. Quite how this works is beyond us, but hey, it's just a game right?

### KICKING HAIRY ARSE

As you've no doubt surmised, Furballs offers players the chance to kick arse with six different characters. There's Roofus the dog, Juliette the cat, Bungalow the kangaroo (who bears more than a pass-



### WHAT WE'D LIKE TO SEE

Stimpy (of Ren and Stimpy fame) style furball projectile attacks, with "coughing up your lungs" sound effects to boot.





# TUROK

## RAGE WARS

Turok: Rage Wars is the ultimate deathmatch style game for the Nintendo 64. Fight it out in deathmatch battles, cooperatively in teams, or go it alone single player against the bots. Awesome new weapons and old favourites, 4 multiplayer modes, 19 ranks to achieve, 25 player skins to unlock, 50 medals to attain, 17 playable characters, 16 weapons, 36 multiplayer maps.

[www.turok.com/ragewars](http://www.turok.com/ragewars)



AVAILABLE DECEMBER

**Acclaim**

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# DARK REIGN 2



PLATFORM: PC  
 AVAILABLE: TBA  
 CATEGORY: 3D Real Time Strategy  
 PLAYERS: 1-8  
 PUBLISHER: Activision

**WOW-O-METER**

Ever since Dark Reign captured our imaginations a few years ago, the Hyper team have been waiting patiently for the latest on a sequel. It's not just a Hyper favourite either, as Dark Reign was one of the most

innovative RTS titles in a long time, and strategy gamers everywhere hope that Dark Reign 2 will push the boundaries even further.

Functioning with a brand new 3D engine, Dark Reign 2 focuses on the war between the Sprawlers and the Jovian Detention Authority, set before events in the original Dark Reign. Warfare is now waged during day and night, with the world existing in real-time — so completing objectives before the sun goes down could be vitally important. The 3D terrain comes into play far more this time around also, with some water units being submersible, and troops gaining higher ground for a firepower advantage. Squad management is also now complete with all-new tactical commands and formations, for greater detail in executing strategies.

**DROOL**

Visually, the game looks utterly engrossing, with spectacular lighting effects and gorgeously detailed units.

Very, very slick. Along with Battlezone 2 (also from Activision and Pandemic Studios), Dark Reign 2 is going to be one of the prettiest games around. From basic units like the JDA's Guardian infantry to the Sprawler's Rumlbers, gameplay can be viewed from right up close to each unit for some incredibly entertaining battles. See them wade through swampy water, converge on an enemy tank or take cover behind an outcrop. Stunning.

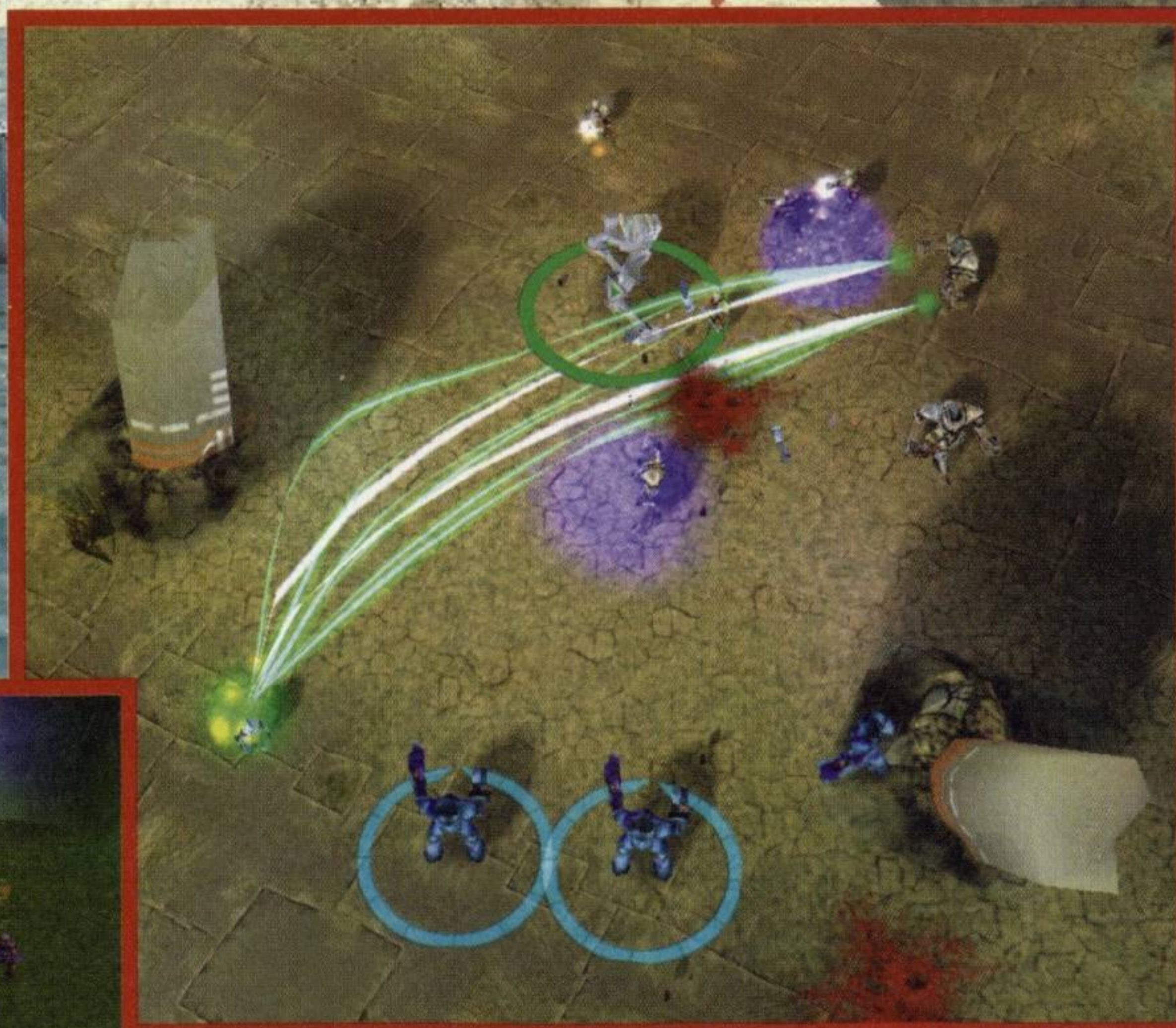
The Multiplayer options are very promising, with the ability to have

games of Capture the Flag, King of the Hill, standard all-out warfare or even play co-operatively against the computer or other friends in teams. The game Editor which will ship with Dark Reign 2 sounds rather Godlike also — it's basically a friendly version of the

freaks out there, still using their lowly Pentiums for bouts of Myth 2 or Total Annihilation. Dark Reign 2 is certainly equipped to blow most other current RTS titles out of the water, and we'll give it a rigorous playtesting when it surfaces.

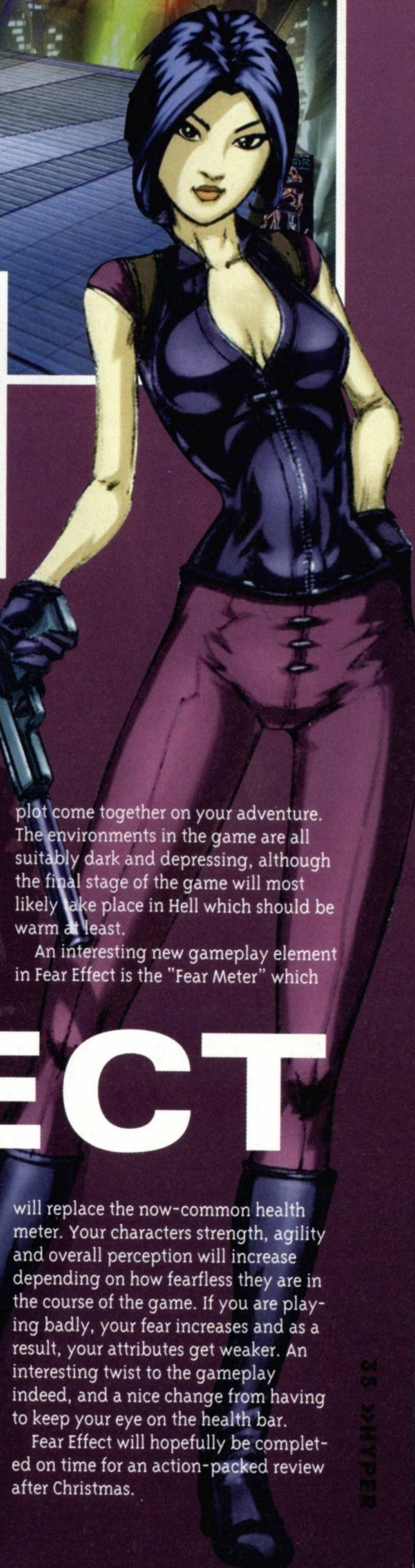
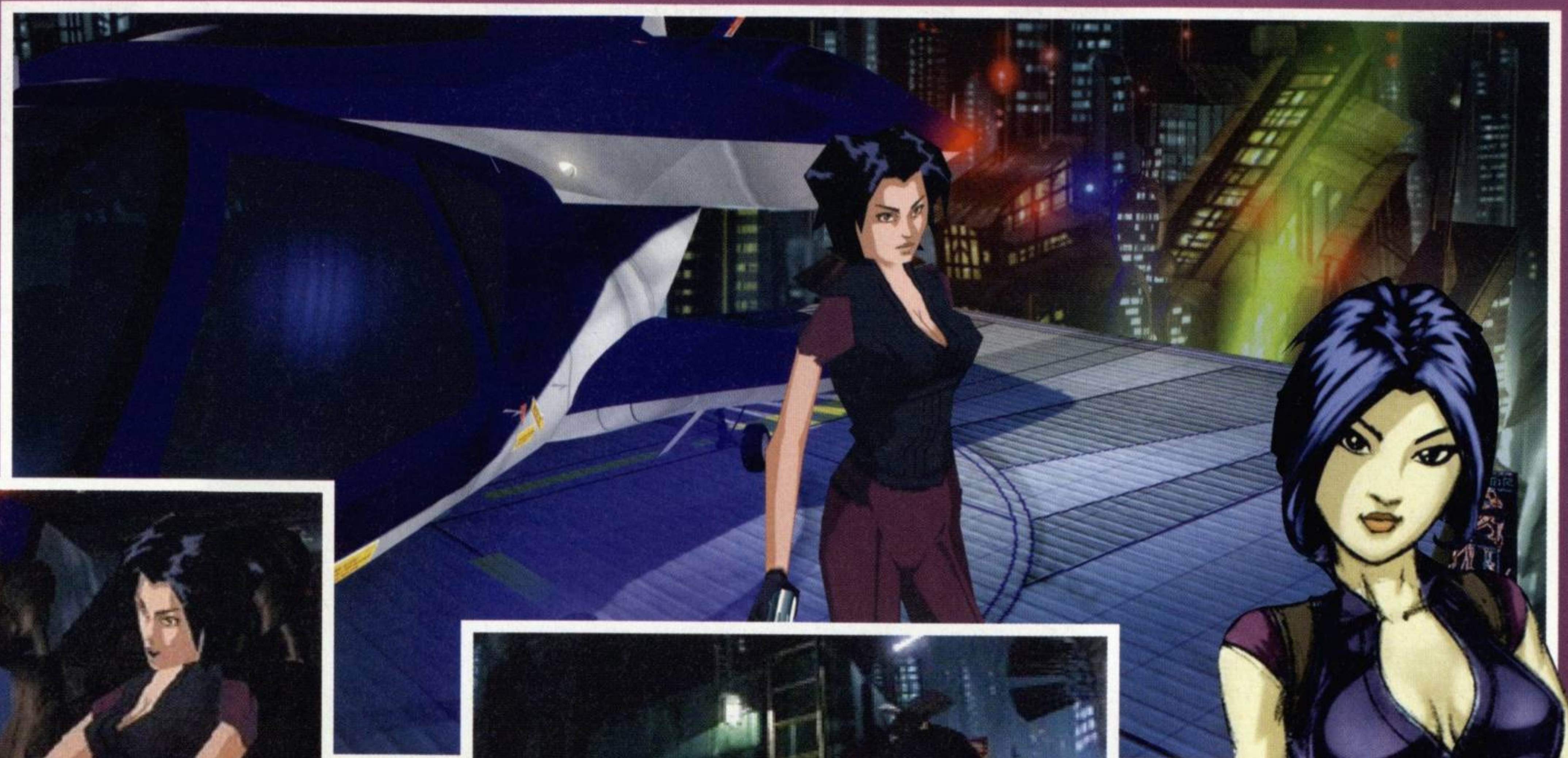
**WHAT WE'D LIKE TO SEE**

A very careful balance of the 'super weapons' which essentially end a battle rather quickly once developed. Hopefully, they will speed a battle to conclusion without ending it too abruptly.



**WHAT WE'D LIKE TO SEE**

Eidos have the tricky task of ensuring that the fixed camera angles in the game are best suited for whatever happens on screen. Even though a lot of the video is streamed, a camera perspective option – between maybe two fixed points – will alleviate some frustration.



**PLATFORM:** PlayStation

**AVAILABLE:** January 2000

**CATEGORY:** Action/Adventure

**PLAYERS:** 1

**PUBLISHER:** Eidos

**WOW-O-METER**



It looks like the movie Blade Runner is still having an influence even to this day. Fear Effect is an intriguing new Action/Adventure from Eidos, set in the gloomy industrial futuristic city of Hong Kong. Whilst investi-

which is powerful enough to equal that of Final Fantasy VII.

**MOODY MAYHEM**

The gameplay functions in a unique way... the focus is certainly more on the adventure side of things, though the visuals constantly flow from the 4 discs

totally on rails though, so don't worry about just clicking at the appropriate time like the old classic Dragon's Lair. There's still enough Resident Evil style gameplay to satiate your urge for hands-on action. The streaming video and audio actually means that loading times are non-existent, even though you

plot come together on your adventure. The environments in the game are all suitably dark and depressing, although the final stage of the game will most likely take place in Hell which should be warm at least.

An interesting new gameplay element in Fear Effect is the "Fear Meter" which

# FEAR EFFECT

gating a kidnapping and poking around inside the criminal underworld, you unfortunately discover that Satan himself is opening the gates of Hell to cleanse the world with fire. Not exactly the kind of thing you really want to find out whilst earning your minimum wage, considering it's now up to you to put a stop to it. Fear Effect's story is absolutely engaging, with a twisting and turning plot



which come with the game for a realistic living cartoon effect. Gameplay isn't

will traverse from one "area" to another whilst playing a mission in the game.

Rather than getting intimate with a central character, players will actually take control of a number of characters throughout the game, although there seems to be a focus on the sexy Hana, who looks like she's straight out of Ghost in the Shell. Each character has their own backstory which is revealed to the player as all the pieces of the

will replace the now-common health meter. Your character's strength, agility and overall perception will increase depending on how fearless they are in the course of the game. If you are playing badly, your fear increases and as a result, your attributes get weaker. An interesting twist to the gameplay indeed, and a nice change from having to keep your eye on the health bar.

Fear Effect will hopefully be completed on time for an action-packed review after Christmas.

# THE LEGEND OF ZELDA: GAIDEN



**i** PLATFORM: Nintendo 64  
 AVAILABLE: TBA  
 CATEGORY: Action/RPG  
 PLAYERS: 1  
 PUBLISHER: Nintendo

**WOW-O-METER** If you've been kneeling at the foot of your bed every night praying to the great gaming God to deliver you another Zelda game, then it looks as if it's done the trick! Zelda: Gaiden is an actual full sequel to Ocarina of Time and should arrive in stores sometime late in 2000. As we reported in news a few issues ago, Zelda: Gaiden will utilise the Nintendo memory expansion pak, so the land of the TriForce is crisp, colourful and more detailed this time around, even though the basic game engine looks to be fairly identical to the first game. Surprisingly, even though Shigeru Miyamoto has been hovering around their office, Zelda: Gaiden will be the result of a Zelda team working without Miyamoto's constant influence, as the man himself is hard at work on Super Mario 2. However, the game looks far more challenging and deeper in terms of puzzling gameplay than it's predecessor, so it seems those Nintendo wizards are doing a fine job on their own.

**THE LEGEND OF LINK**  
 The intro to Gaiden goes like this... Link has been soaking up the sun and enjoying the evil-free landscape, until he stumbles through a portal in the forest whilst being taunted by a mysterious stranger. On the other side, Link finds himself in a strange alternate Hyrule where familiar faces aren't quite what they seem, and some don't even appear very familiar anymore anyhow! Again, more planet saving, magical item hunting and frolicking through flowers is needed to be done, so Link will be run off his feet.

A lot of the gameplay in Gaiden will revolve around using masks to transform Link into another type of character. For instance, you could morph into one of the Gorons and hulk around to achieve tasks you couldn't complete without the extra strength, including rolling into a ball for a high-speed chase through a canyon! There seem to be a total of 20 masks in the final game for Link to play with which should make for some very interesting — and hopefully humorous — puzzle solving. It's not going to help that the world needs to be saved within a time limit either. A moon is coming crashing down out of the heavens, and the game needs to be solved within a time frame which passes in real time. The pressure of a time limit is never very welcome, but in Gaiden you will be able



**WHAT WE'D LIKE TO SEE**  
 No annoying Navi! Whilst we loved the Legend of Zelda: Ocarina of Time, Navi's constant helpful advice sometimes slowed down gameplay and became tiresome. Maybe this time she'll be an option you can disable.

to purchase extra time from a shop keeper. If only we could do that in real life... \*sigh\*.



## ZELDA: THE MYSTERIOUS ACORN

The Zelda games just keep on coming! The Mysterious Acorn will be another great Game Boy Color adventure to follow up Link's Awakening, but it will be the first of three Zelda GBC games in total! The three games will echo the TriForce — Power, Wisdom and Courage, each game continuing on from the last. There is talk of some sort of Game Boy camera feature being included in the game, and expect the game to possibly have a rumble feature like many other new GBC games. The Mysterious Acorn should be finished by early 2000 and available mid-year.



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# TRIBES EXTREME



PLATFORM: PC  
 AVAILABLE: TBA  
 CATEGORY: First Person Shooter  
 PLAYERS: 1-Multi  
 PUBLISHER: Dynamix

**WOW-O-METER**  
 Surprising everyone with its dynamic and gritty multiplayer warfare, Tribes was a surprise hit amongst hard-core gamers. The mention of Tribes

Extreme, a single-player game based on the Tribes engine, is enough to have any serious First-Person Shooter nut leaping out of their chair in glee. An official release from Dynamix, Tribes Extreme should keep us gibbing away until Tribes 2 is released early in 2000.

Tribes Extreme still offers enhanced multiplayer Tribes action, but the focus will be on single-player campaigns. Facing off against bots (enemies with Artificial Intelligence), players can go it alone or play co-



operatively with a friend. The bots will play roles of Skirmisher, Sniper, Bombadier, Assault and Defender, providing the player with plenty of challenge. The new bots will take form as the Griever, a group of scavengers from outer space who have come to spoil your day, and

the campaign will progress "chapter" style, training the player to become a robust online warrior ready to face any squad-based battle they take part in.

In a way, Tribes Extreme is going to train us all for Tribes 2, so that the official sequel becomes one of the most-played team-based multiplayer games on the internet. Sounds good to us!



**WHAT WE'D LIKE TO SEE**

Hopefully in Tribes 2, there will be support for huge team battles with something like 60 players per side! Team games are great, but we want online army warfare!



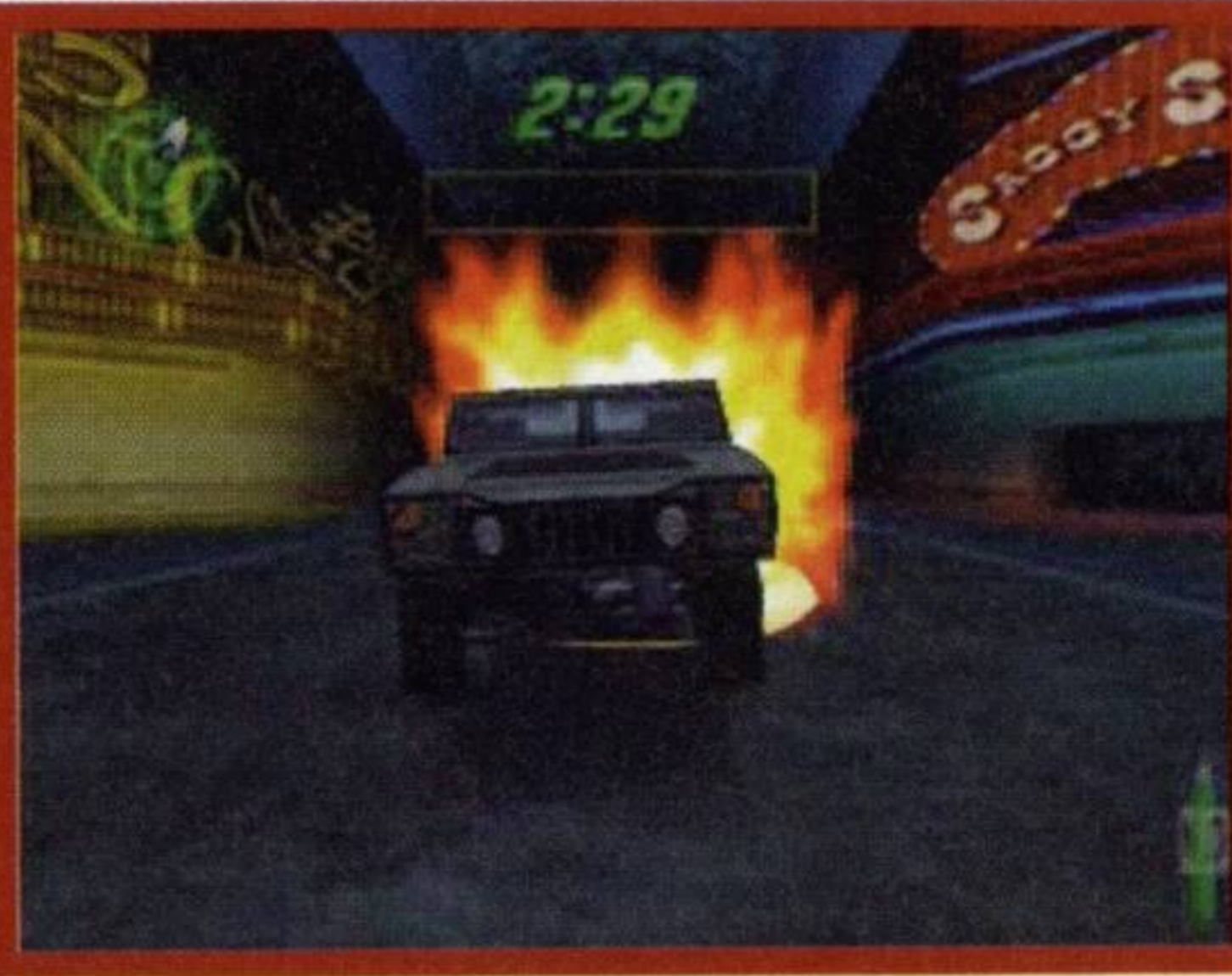
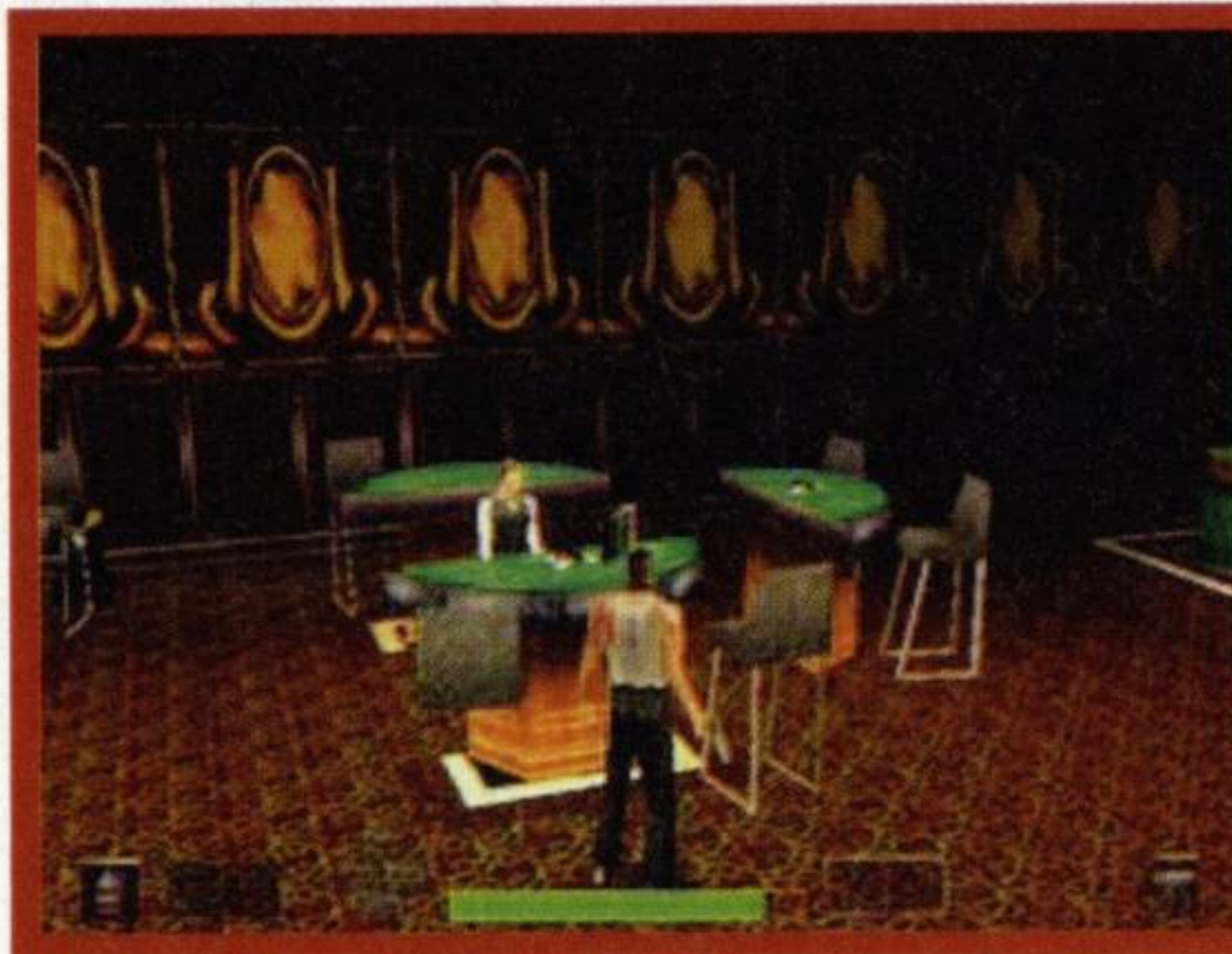
# DIE HARD TRILOGY 2: VIVA LAS VEGAS



PLATFORM: PlayStation/PC  
 AVAILABLE: January 2000  
 CATEGORY: Action  
 PLAYERS: 1  
 PUBLISHER: Fox Interactive

**WOW-O-METER**  
 John McClane is da man. Well, actually he's Bruce Willis, but we'll try to put that out of our minds. For now, he's a gun-toting, singlet-wearing, terrorist-butt-kicking dude, and he's back for more... so we are

too! Die Hard Trilogy combined three different gameplay styles in the one title — first-person shooting, driving and third-person perspective action — and Die Hard Trilogy 2 is set to repeat the same approach. Hey, it's a winning formula, so why not?



This time the action takes place in Las Vegas. On the streets, in the casinos and in the back alleys of this gambling mecca, John McClane has to wield around 12 different weapons to dispatch all the no-good crims who are spoiling his day. The Las Vegas setting feels strangely Duke Nukem-esque, and in fact the game was developed by N-Space who made Duke Nukem: Time to Kill, so maybe we're in for a barrage of one-liners and some polygonal strippers too. Die Hard Trilogy 2 can be played in either a movie-mode where the different game engines are joined together by an overall story with cutscenes or in arcade mode where you

can select which of the three styles you feel like playing. What's cool is that there will be support for wheels, light-guns and of course the Dual Shock so that each style of game can be experienced fully with the appropriate peripheral. Yippie-ki-yay!

**WHAT WE'D LIKE TO SEE**

Come on Bruce, do you really need another 10 million for your bank account? Be a cool guy and record some voices for this game on the cheap! Please?



# ECCO THE DOLPHIN

**i** PLATFORM: Dreamcast  
 AVAILABLE: Late 2000  
 CATEGORY: Dolphin sim  
 PLAYERS: 1  
 PUBLISHER: Sega



**WHAT WE'D LIKE TO SEE**  
 In-game advertising from a tuna company.



plain amazing underwater environments ever, as well as the most unique game-play this side of Jumping Flash. Appaloosa

are trying to make the experience as realistic as possible, so there won't be levels per se. Instead, Ecco will be able to traverse the various worlds without taking a linear path. You'll be able to interact with all the other denizens of the sea, as well as swimming around just for fun. Ecco's animations are simply amazing, and the huge undersea worlds are teeming with life.

Whilst Ecco 'Dreamcast style' will feel familiar to fans, the move from 2D to 3D has prompted radically different game-play mechanics. Appaloosa are working hard not only on realistic looking and moving creatures, but also on believable creatures. The illusion of living in an underwater world is paramount, so Ecco won't feature cliched puzzles or hot tonking action. Instead, it will draw the player in by encouraging interaction and exploration in a hypnotic underwater playground.

**WOW-O-METER**  
 Y'all remember Ecco the Dolphin, right? It was one of the hottest games for the Mega Drive, and had you guiding Ecco through a beautiful side-scrolling underwater world. We thought that Ecco said "so long and thanks for all the fish"

long ago, but Appaloosa are getting Ecco back on its fins for a Dreamcast edition. It's going to be much more than just an update though, as Ecco will feature some of the most immersive and just

# ETERNAL ARCADIA

**i** PLATFORM: Dreamcast  
 AVAILABLE: TBC  
 CATEGORY: RPG  
 PLAYERS: 1  
 PUBLISHER: Sega

**WOW-O-METER**  
 Eternal Arcadia. No, it's not a deluxe arcade parlour with unlimited free games, it's actually a new RPG from Sega. One of Eternal Arcadia's most unique aspects is the setting. The entire game takes place in the sky. The world's inhabitants live on giant floating islands, so Gulliver's Travels eat your heart out (High school English DID come in handy!).

Eternal Arcadia has a distinctly ye olde vibe. People travel between lands in airships that are reminiscent of the galleons that explorers of old took to the seas on.



Much of the world is uncharted, and you'll have to look out for the many nomadic pirates. Sorry, I should have said "Ahoy mateys, keep a hard eye

astern for there are pirates about says I, arrgh".

Not all the pirates are the nasty, rum swilling, raping and pillaging type. Well, okay, most of them are, particularly the Black



Sky Pirates. They're ruthless cutthroats who'll attack anyone in search of gold, treasures and debauchery. You can identify them because they fly black skull and crossbone flags (that is so, like, 16th century).

Then there are the Blue Sky Pirates. They fly blue skull flags, and are more noble, only attacking worthy opponents. Indeed, the main characters - Vyse, Aika and Fina are Blue Sky pirates.

Eternal Arcadia already looks delightfully rich in character and detail, which bodes well. Significantly, several members of Sega's Phantasy Star team are involved in the development of Eternal Arcadia, which is great news for fans of the classic series. More details soon.

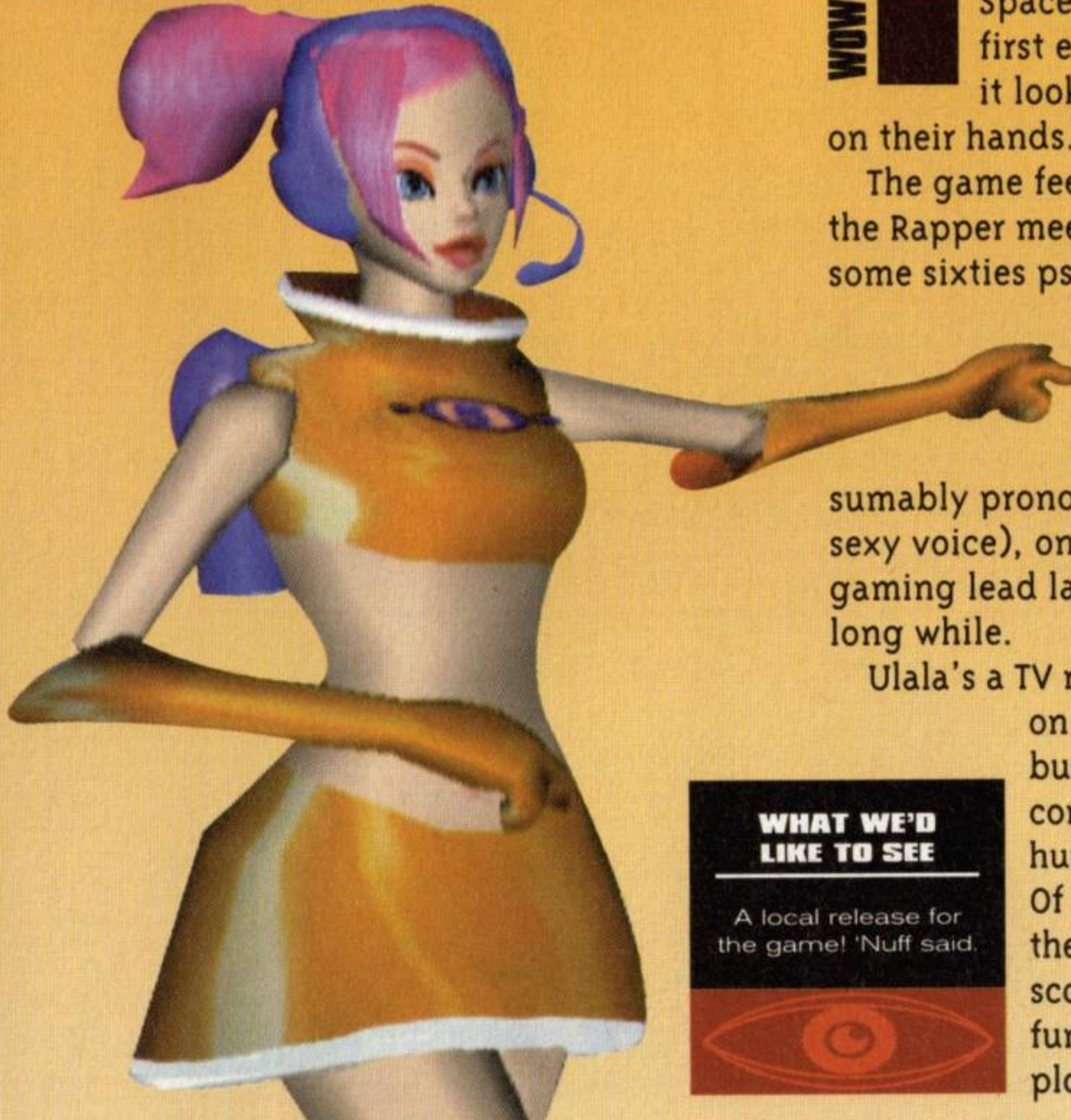


**WHAT WE'D LIKE TO SEE**  
 A cheat where you play as Snoopy and explore uncharted realms in a Sopwith Camel.



# SPACE CHANNEL 5

**i** PLATFORM: Dreamcast  
 AVAILABLE: 1st Quarter 2000  
 CATEGORY: Action  
 PLAYERS: 1-TBA  
 PUBLISHER: Sega



Yeah baby yeah! Space Channel 5 is coming to funk with your mind. Yet another entrant in the "music/dance" videogame genre, Space Channel 5 is Sega's first effort in this area, and it looks like they've got a hit on their hands.

The game feels a little like Parappa the Rapper meets Bust A Groove, with some sixties psychedelia, Funkadelic and Star Trek thrown in for good measure. The player takes on the role of Ulala (presumably pronounced "ooh la la" in a sexy voice), one of the spunkiest gaming lead ladies we've seen in a long while.

Ulala's a TV reporter out for a scoop on why a whole crew of bumpnoxious aliens have come to bust a cap in humanities collective ass. Of course, the way to beat the aliens and get the scoop is by dancing up a funk storm. Not much of a plot eh? Oh well, at least

**WHAT WE'D LIKE TO SEE**  
 A local release for the game! 'Nuff said.

George Clinton would be proud of this sort of elaborate space-funk opera. The coolest part of the game is that it's not simply a one on one contest — quite the opposite in fact. As you rescue humans from the grip of the aliens, they join your dance, so after a while there's a whole posse of dancers gettin'

busy! This works especially well given the retro styling of the environments — it's all very groovy baby. This title is looking very refreshing, and the sooner we can get our groove on the better. Unfortunately, whether we'll ever see it out here is doubtful, but fingers crossed eh?



# RIDGE RACER 64

**i** PLATFORM: Nintendo 64  
 AVAILABLE: TBA  
 CATEGORY: Racing  
 PLAYERS: 1-4  
 PUBLISHER: Namco



After four successful outings on the PlayStation, Ridge Racer is finally on the way for the Big N... yipee! It's being developed by Nintendo of America, and looks to be a hybrid of Ridge Racer and Ridge Racer Revolution, with all the course variations from these two games included, as well as several brand new tracks.

Ridge Racer 64 won't support the

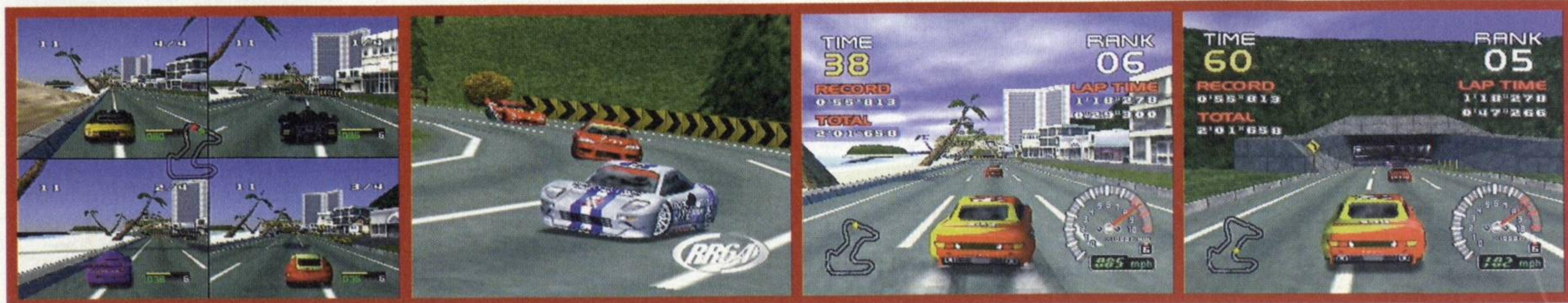
RAM expansion pak, but from what we've seen it won't matter. The game looks crisp and runs at a fast pace, capturing the essence of the series without the aliasing and pixelisation of the PlayStation version (although Kevin Cheung's a bit worried about overfiltering). More importantly, however, it looks like there'll be plenty of long term play (in contrast



to R4), with an extensive Championship option and heaps of cars to unlock.

So what will Ridge Racer 64 offer PlayStation owners who've been playing the Ridge Racer series since day one? Well, aside from three new courses, Ridge Racer 64 will have a four-player splitscreen multiplayer option! Mmm... powersliding with friends! It looks great and will undoubtedly be one of the system's multiplayer highlights in its twilight years.

**WHAT WE'D LIKE TO SEE**  
 As great as this title is already looking, there's still one piece of the puzzle yet to be announced... will Reiko make an appearance? We await your response Nintendo.





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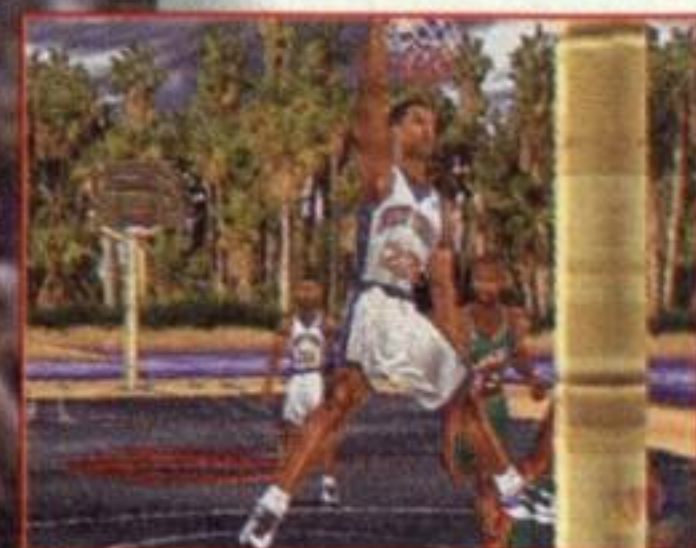
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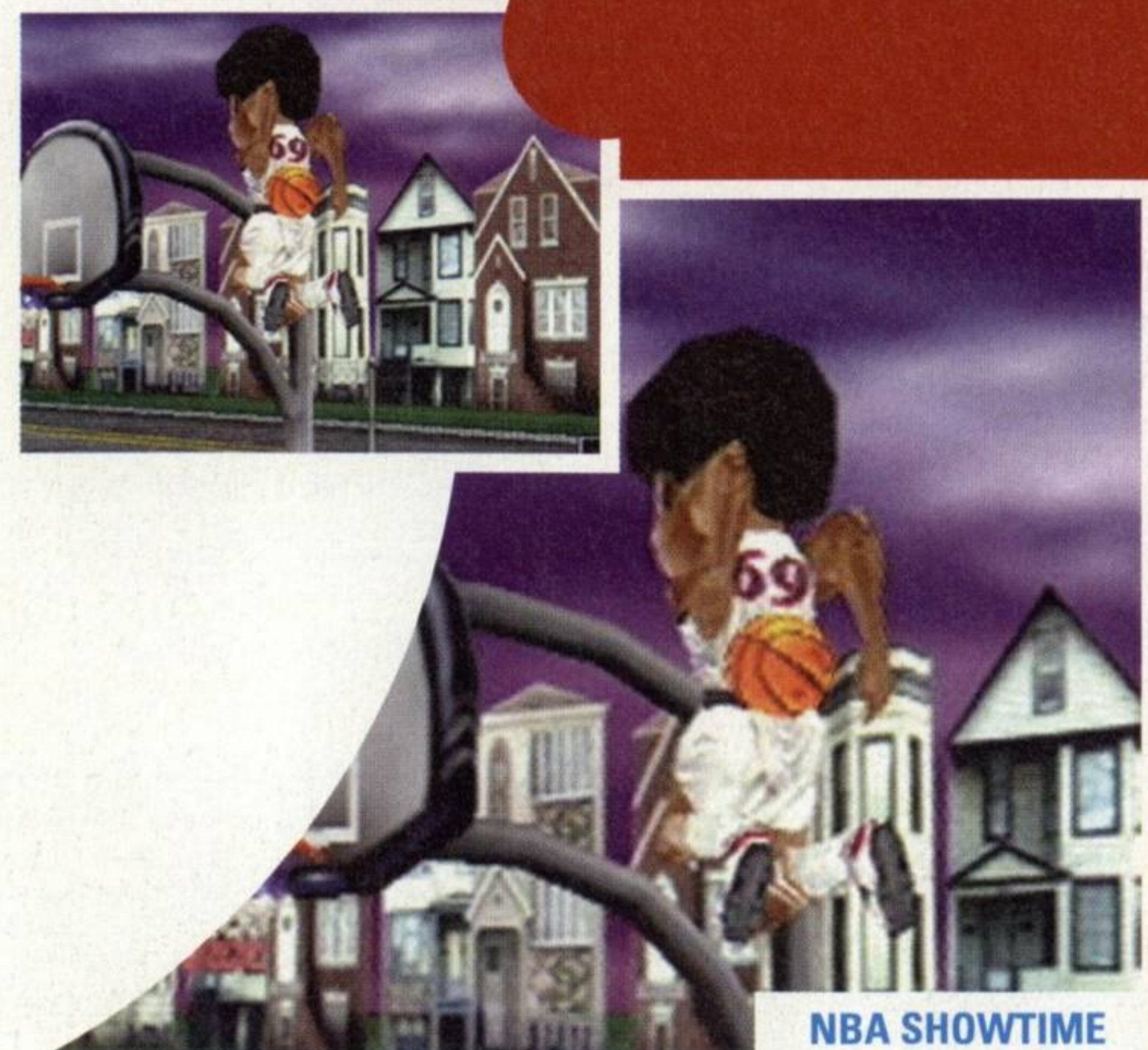
★ Stuff to get sweaty over!



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### N64

#### DECEMBER

- Armorines ★
- Cyber Tiger
- HSV Adventure Racing
- NBA Live 2000
- Rat Attack
- Rocket
- South Park Luv Shack
- South Park Rally
- Supercross 2000
- Toy Story 2
- WCW Mayhem
- WWF Wrestlemania 2000
- Xena 64

### Gameboy

#### DECEMBER

- All Star Tennis
- Armorines
- Azure Dreams
- Casper
- Croc
- Disney Magical Tetris
- Halloween Racer
- Muppets
- Taz Devil Munching Madness
- Tom and Jerry
- Total Soccer 2000
- WCW Mayhem
- Yoda Stories

### PlayStation

#### DECEMBER

- Amerzone
- Baldur's Gate
- Barbie Race and Ride
- Commandos 2
- Crash Team Racing ★
- Discworld Noir
- Dragon Valor
- Earthworm Jim 3D
- Fighting Force 2
- Fox Sports NBA Basketball 2000
- Fox Sports NHL Champion 2000
- Glover
- Hell Night
- Jet Rider 3
- Medal of Honor
- Missile Command
- MTV Snowboarding
- Muppets Racing
- Music 2000
- NBA Live 2000
- Official Formula 1 Racing '99
- Q-Bert
- Rat Attack
- South Park Luv Shack
- South Park Rally
- Space Debris
- Toy Story 2
- Urban Chaos
- War of the Worlds
- Warpath: Jurassic Park

### PC

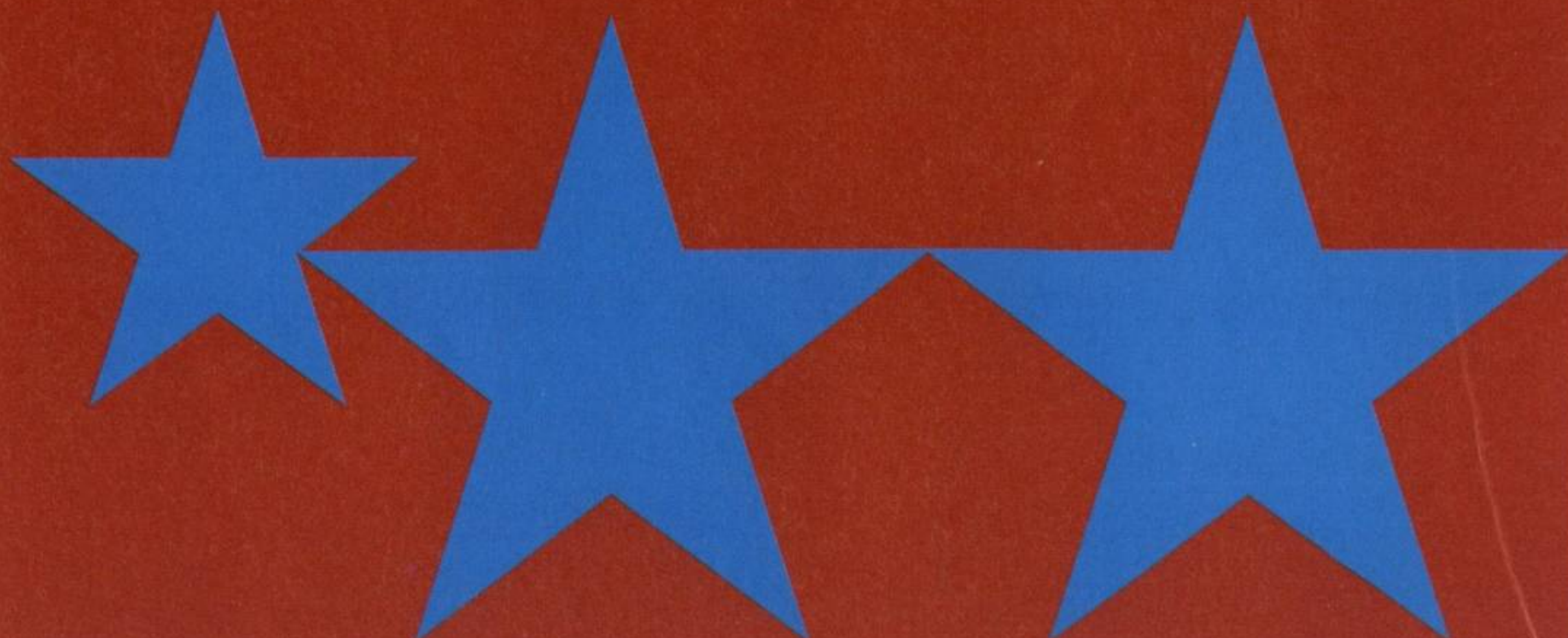
#### DECEMBER

- Close Combat 4
- Croc 2
- Daikatana ★
- Deep Fighter
- Ford Racing
- Fox Sports NBA
- Fox Sports NHL
- Giants ★
- Half Life: Battlechess
- Interstate '82 ★
- Karting World Championship
- Klingon Academy
- Official Formula 1 Racing '99
- Planet of the Apes
- Pro Pinball: Fantastic Journey
- Q-Bert
- Quake III Arena ★
- South Park Luv Shack
- South Park Rally
- Supercross 2000
- Urban Chaos
- World Football Manager 2000

### Dreamcast

#### DECEMBER

- Buggy Heat
- Dynamite Cop 2
- Evolution
- Metropolis
- NBA Showtime
- NFL QuarterBack Club 2000
- Ring
- Roadsters
- Soul Calibur ★
- South Park Luv Shack
- Star Trek: New Worlds
- Worms Armageddon ★



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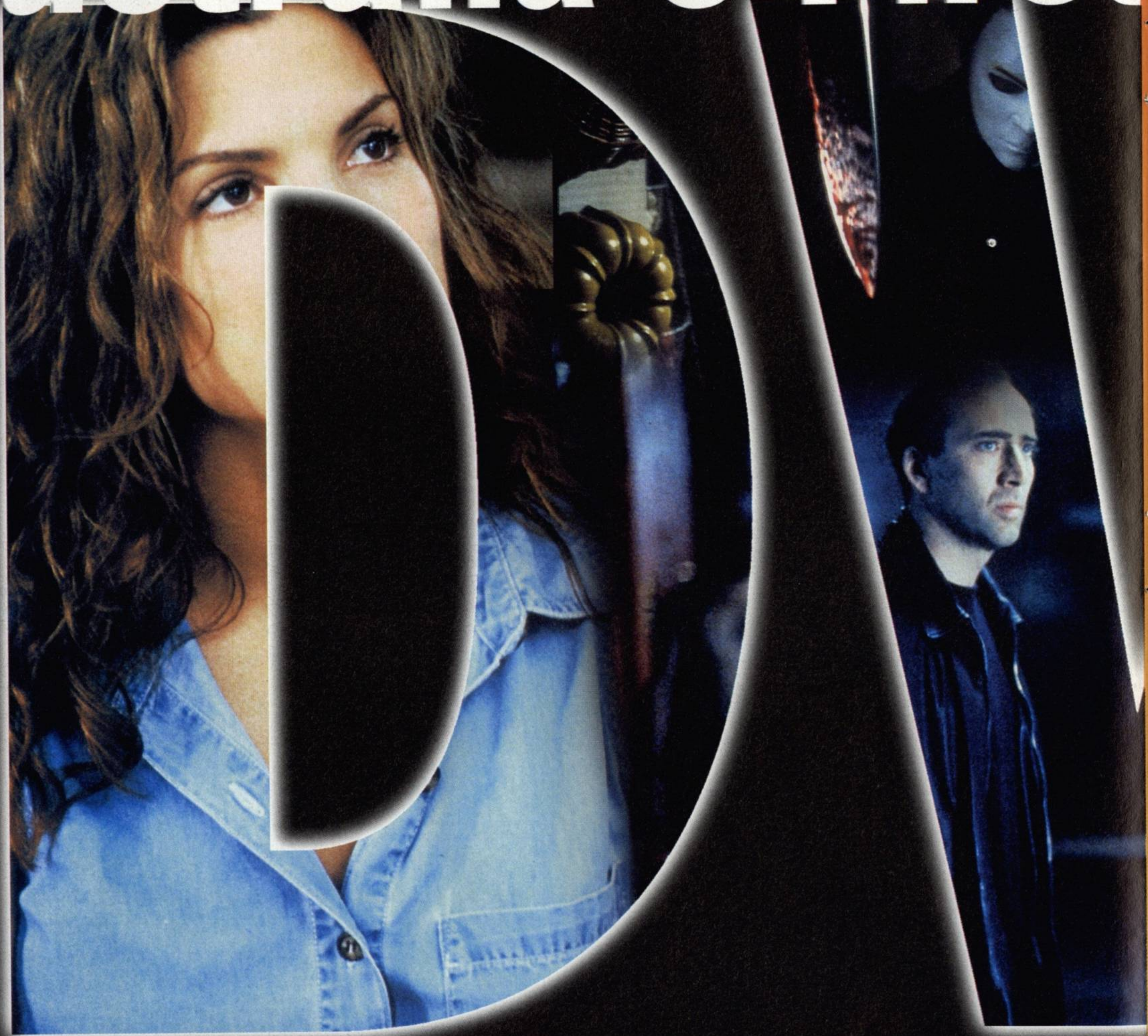
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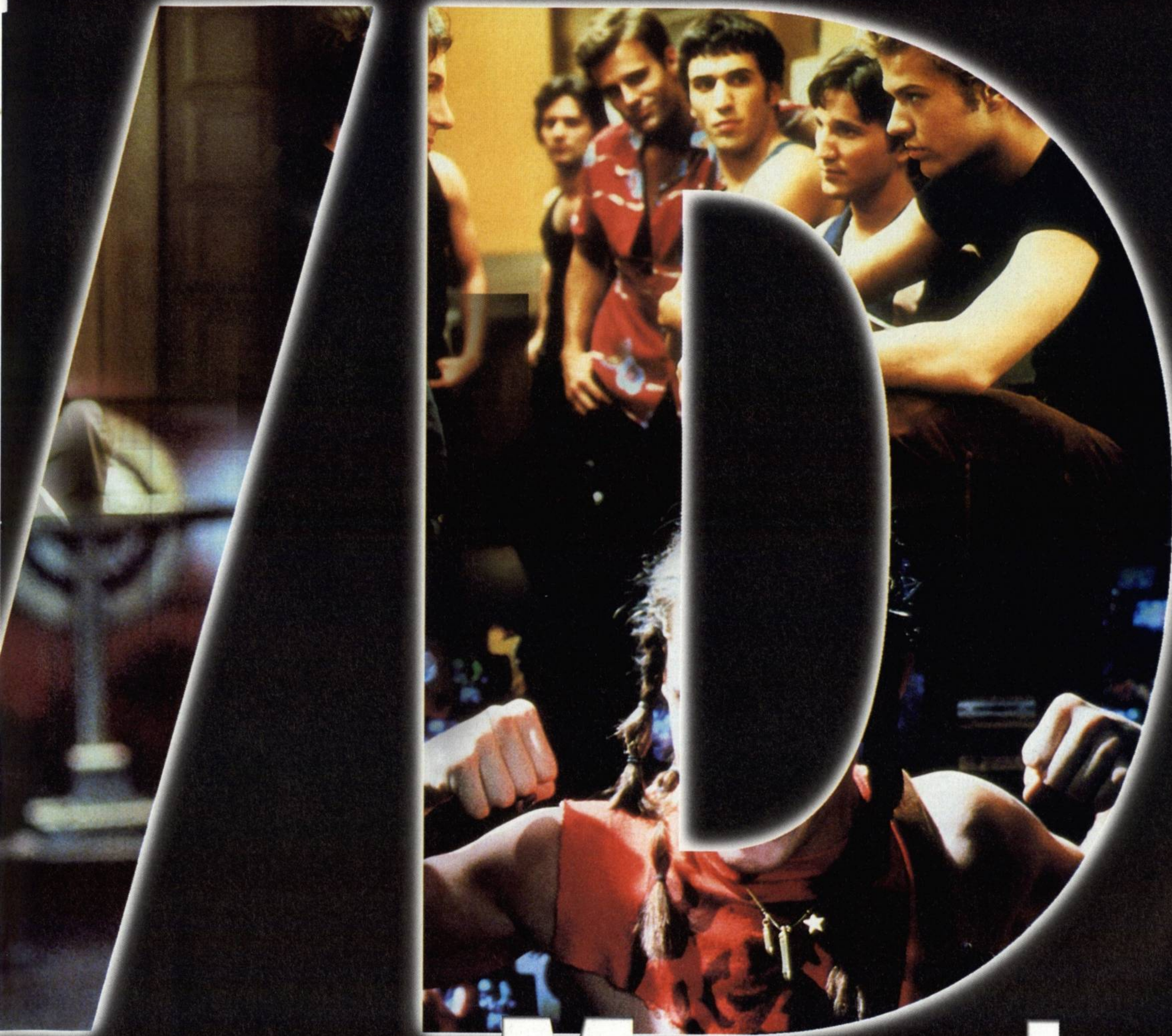
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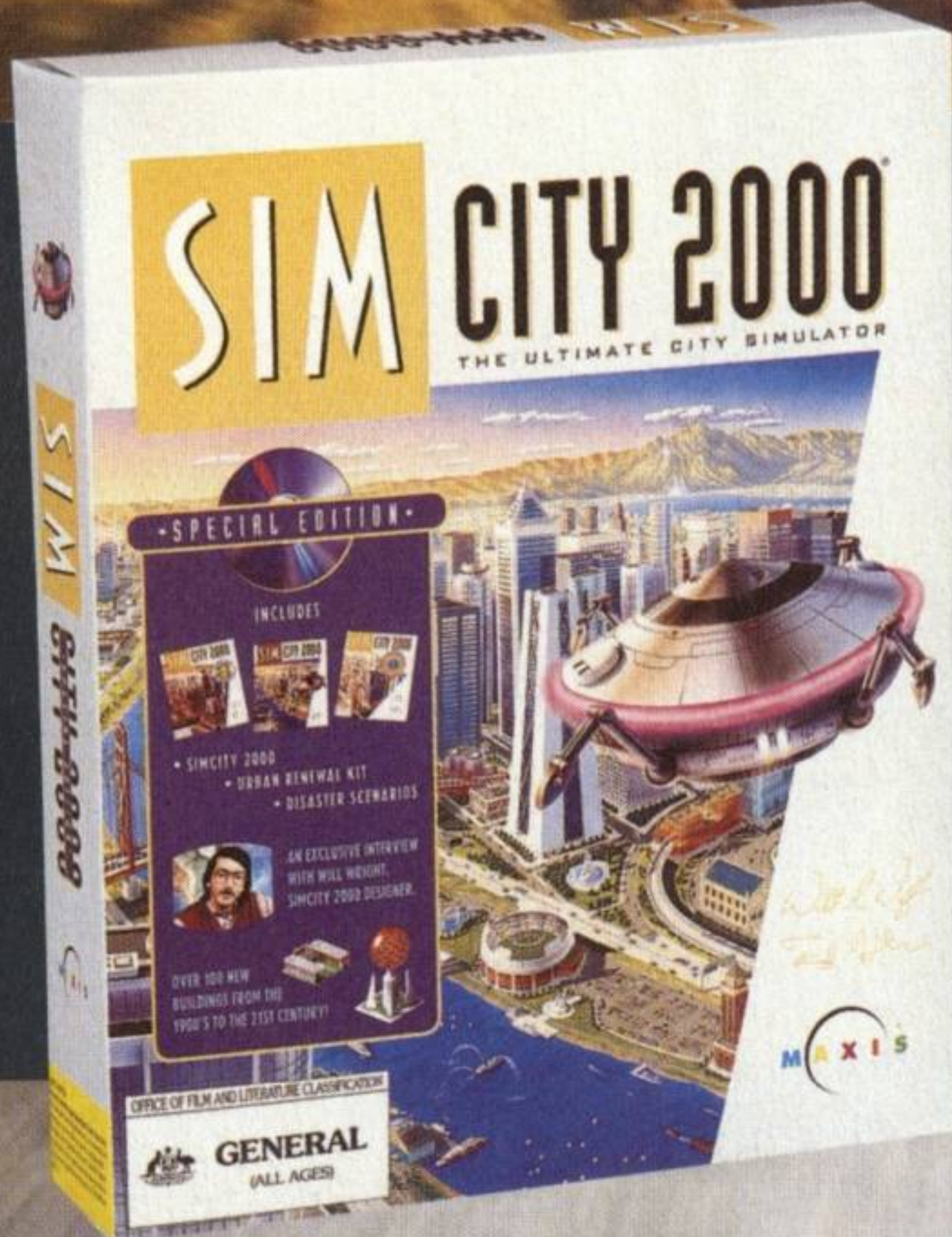
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- No
- Yes (If so, how?)

Do you enter all the competitions?

- Yes
- No (If not, why?)

What would you like more Features on?

- Interviews with the people who make games
- Gaming hardware
- Gaming history
- Other (please specify)

If you had to choose between posters or more reviews, which would you choose?

- Posters
- More reviews

Do you like the new look?

- Yes
- No (If not, why?)

## ABOUT YOU

Sex

- Male
- Female

How old are you?

- Under 10
- 10-13
- 14-17
- 18-24
- 25-30
- 30+

Work Status

- Student
- Unemployed
- Part Time
- Full Time

If you are employed, what income bracket are you in?

- Under \$20,000
- \$20,000 - \$29,000
- \$30,000 - \$39,000
- \$40,000 - \$49,000
- \$50,000+



# »» reader survey

## If you are not employed or work part-time, how much do you receive each week?

- Less than \$20
- \$20-\$50
- \$50-\$80
- \$80-\$100
- \$100+

## What gaming system(s) do you own?

- PC
- PlayStation
- Nintendo 64
- Dreamcast
- Game Boy
- Other (please specify)

## How often do you play games?

- Every day
- Every few days
- Once a week
- Every few weeks
- Rarely

## How long have you been gaming?

- Less than 6 months
- 6 months - 1 year
- 1 - 2 years
- 3 - 4 years
- 5 - 6 years
- 6 - 7 years
- 8 years +

## How many games do you own?

- Less than 5
- 5-10
- 11-20
- 21-30
- 31-50
- 50+

## How many games do you buy per month?

- 1-3
- 4-6
- 6-8
- 10+

## Where do you buy your games?

- Department Stores
- Specialist games shops
- Online
- Other (please specify)

## Do the scores in Hyper influence you when purchasing a game?

- Yes, all the time
- Yes, sometimes
- Rarely
- No

## How long have you been buying Hyper?

- Less than 3 months
- 3-6 months
- 6-12 months

- 1-2 years
- 3-4 years
- 4-6 years

## Do you subscribe to Hyper?

- Yes
- No (If not, why?)

- I intend to

## Do you pay for Hyper yourself?

- Yes
- No

## How many people read/see your copy of Hyper?

- 1
- 1-3
- 4-6
- 7-9
- 10+

## Do you collect Hyper?

- Yes
- No

## What other gaming magazines do you buy?

- (please specify):

## What non-gaming magazines do you read?

## Do you have internet access?

- Yes
- No
- I intend to get it

## Do you play online games?

- Yes
- No

## Do you visit game-related websites?

- Yes
- No
- If so, which ones?

## Do you shop online?

- Yes
- No

## List a few of your other hobbies besides games

# »» READER »» DETAILS

COMPLETE THE SURVEY FORM & YOUR DETAILS TO WIN THE GAME OF YOUR CHOICE  
SEND TO THIS ADDRESS: HYPER READERS' SURVEY, 78 RENWICK STREET, REDFERN, NSW, 2016

NAME: .....

ADDRESS: .....

STATE: ..... POSTCODE: .....

CONTACT PH: .....

EMAIL: .....

GAME OF YOUR CHOICE: .....

FORMAT (PC, PSX, N64, DC): .....

# HYDRO THUNDER

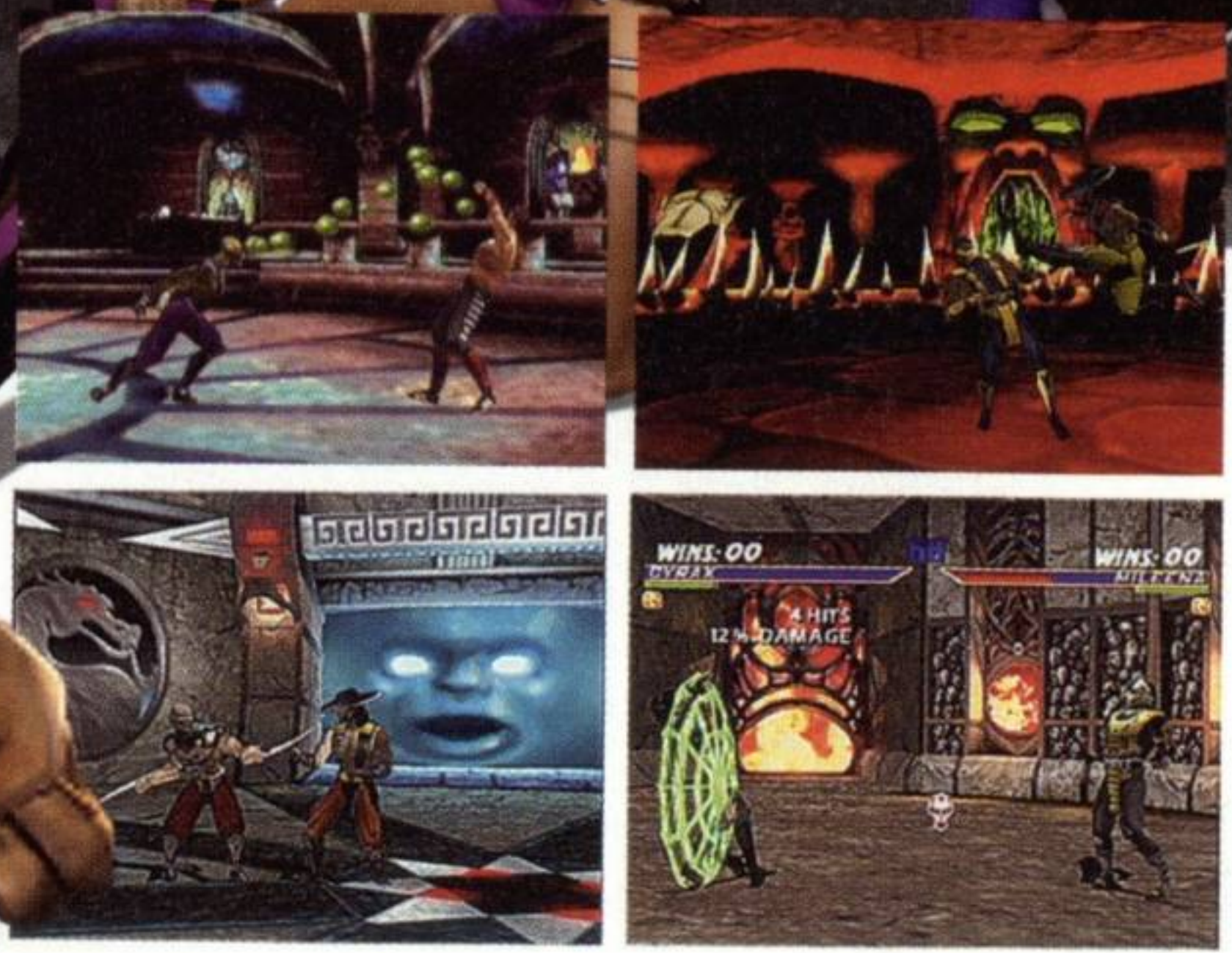
BURN WATER.



DANGEROUS WHEN WET!



# Dreamcast



# MORTAL KOMBAT GOLD

Dreamcast

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GAMES

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NINTENDO 64

# DONKEY KONG 64



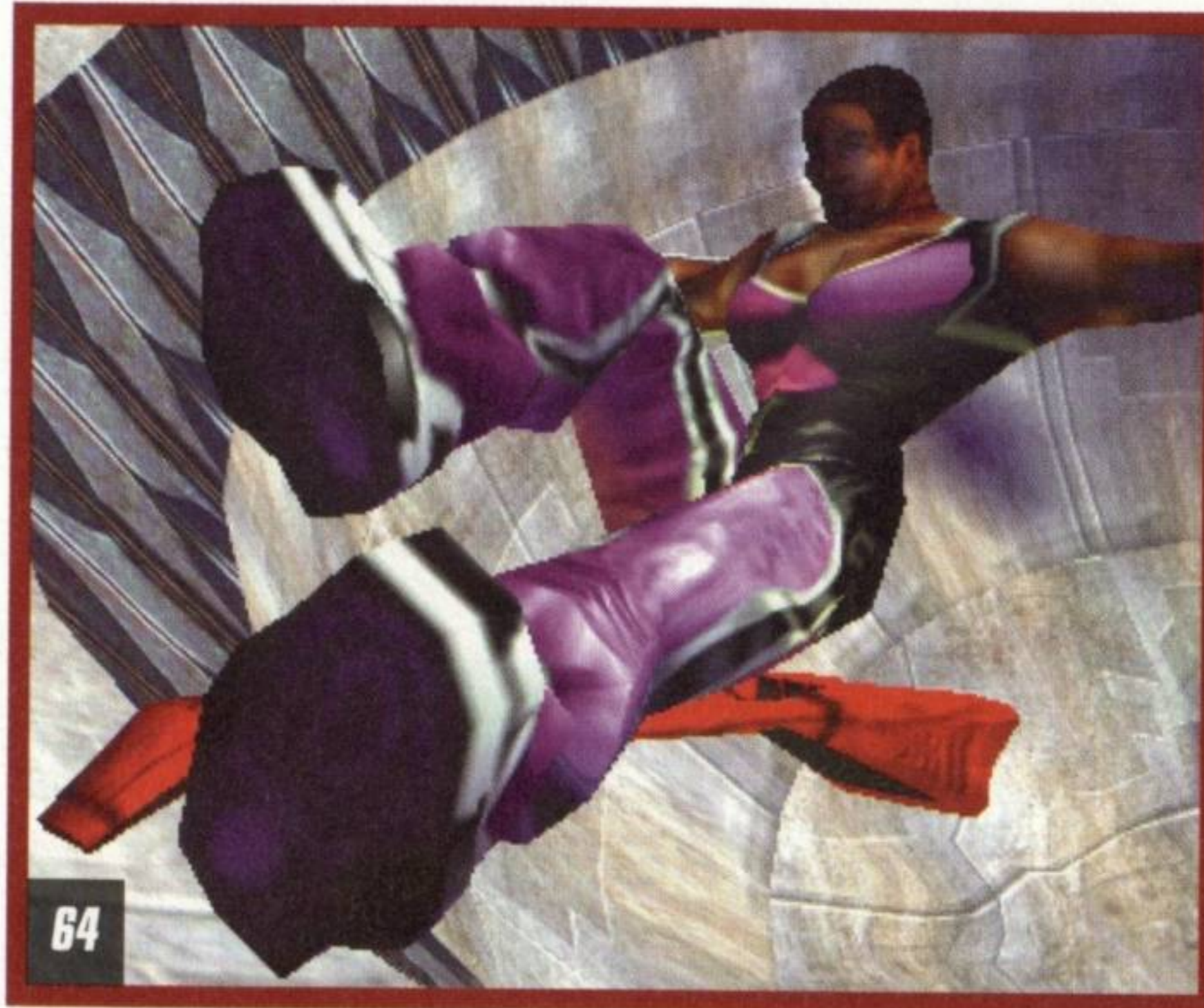
52 »HYPER

It's one of the best 3D platformers you'll ever get to play and it beats out all the other games this month for the coveted Hyper Game of the Month stamp. That's Rare for the Nintendo 64 wouldn't you say?



## REVIEWS

- 54.....DONKEY KONG 64 - NINTENDO 64
- 58.....TOMB RAIDER: THE LAST REVELATION - PLAYSTATION
- 62.....FREESPACE 2 - PC
- 64.....TRICKSTYLE - DREAMCAST
- 66.....TOP GEAR RALLY 2 - NINTENDO 64
- 68.....CRASH TEAM RACING - PLAYSTATION
- 70.....SMURFS 3D - PLAYSTATION
- 71.....KNOCKOUT KINGS 2000 - NINTENDO 64
- 72.....DEMOLITION RACER - PLAYSTATION
- 74.....DESTRUCTION DERBY 64 - NINTENDO 64
- 75.....QUAKE 2 - PLAYSTATION
- 76.....NHL 2000 - PLAYSTATION
- 77.....WORMS - NINTENDO 64
- 78.....BATTLETANX 2 - NINTENDO 64
- 80.....NBA SHOWTIME - DREAMCAST
- 82.....FIFA 2000 - PC
- 83.....RAINBOW SIX - PLAYSTATION
- 84.....HYDRO THUNDER - DREAMCAST
- 86.....ARMAGEDDON'S BLADE - PC
- 87.....MTV SNOWBOARDING - PLAYSTATION
- 88.....JET FORCE GEMINI - NINTENDO 64
- 92.....NO FEAR DOWNHILL MOUNTAIN BIKING - PLAYSTATION
- 94.....THE NOMAD SOUL - PC
- 96.....WINBACK - NINTENDO 64
- 98.....NBA LIVE 2000 - PC



64



68



98

## THE HYPER CREW'S TOP 5

What we play when we get home from playing games.

Eliot Fish - Editor

1. Half-Life - PC  
Don't ask me why, but I played through this all over again. What a masterpiece!

2. Final Fantasy VIII - PlayStation
3. Hydro Thunder - Dreamcast
4. Quake 3 Arena test - PC/Mac
5. Gabriel Knight 3 - PC

Cam Shea - Deputy Editor

1. Quake 3 Arena test - PC  
It's coming. Every cell in my body can sense the approaching shockwave.

2. Worms Armageddon - Nintendo 64
3. Mario Kart - SNES
4. Homeworld - PC
5. Wave Race 64 - Nintendo 64

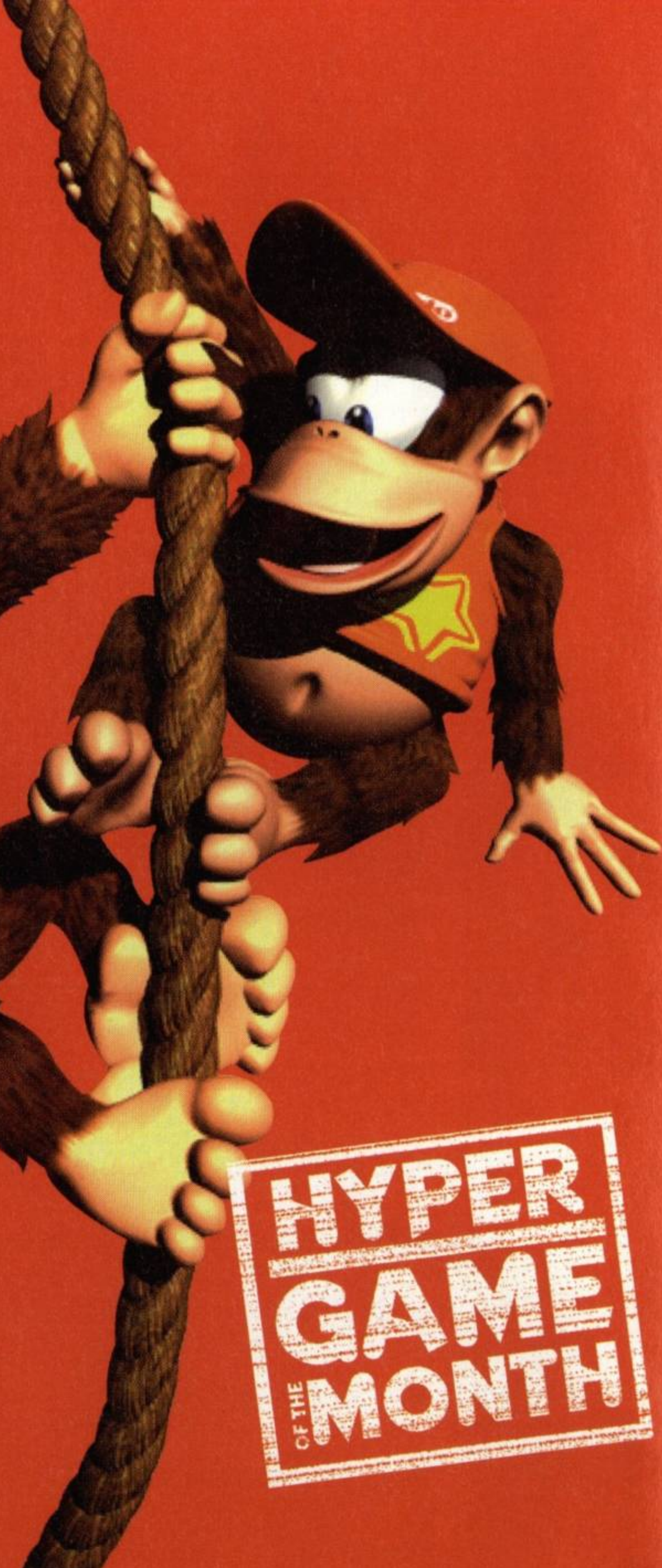


THE NEW HYPER REVIEW SYSTEM!

TAKE A LONG HARD LOOK AT THE COLOURS AND THE CONTROLLER ICONS. THESE ARE YOUR GUIDES TO THE PLATFORM FOR EACH REVIEW...



YOU SHOULDN'T HAVE WOUND THEM UP LIKE THAT, TINY!



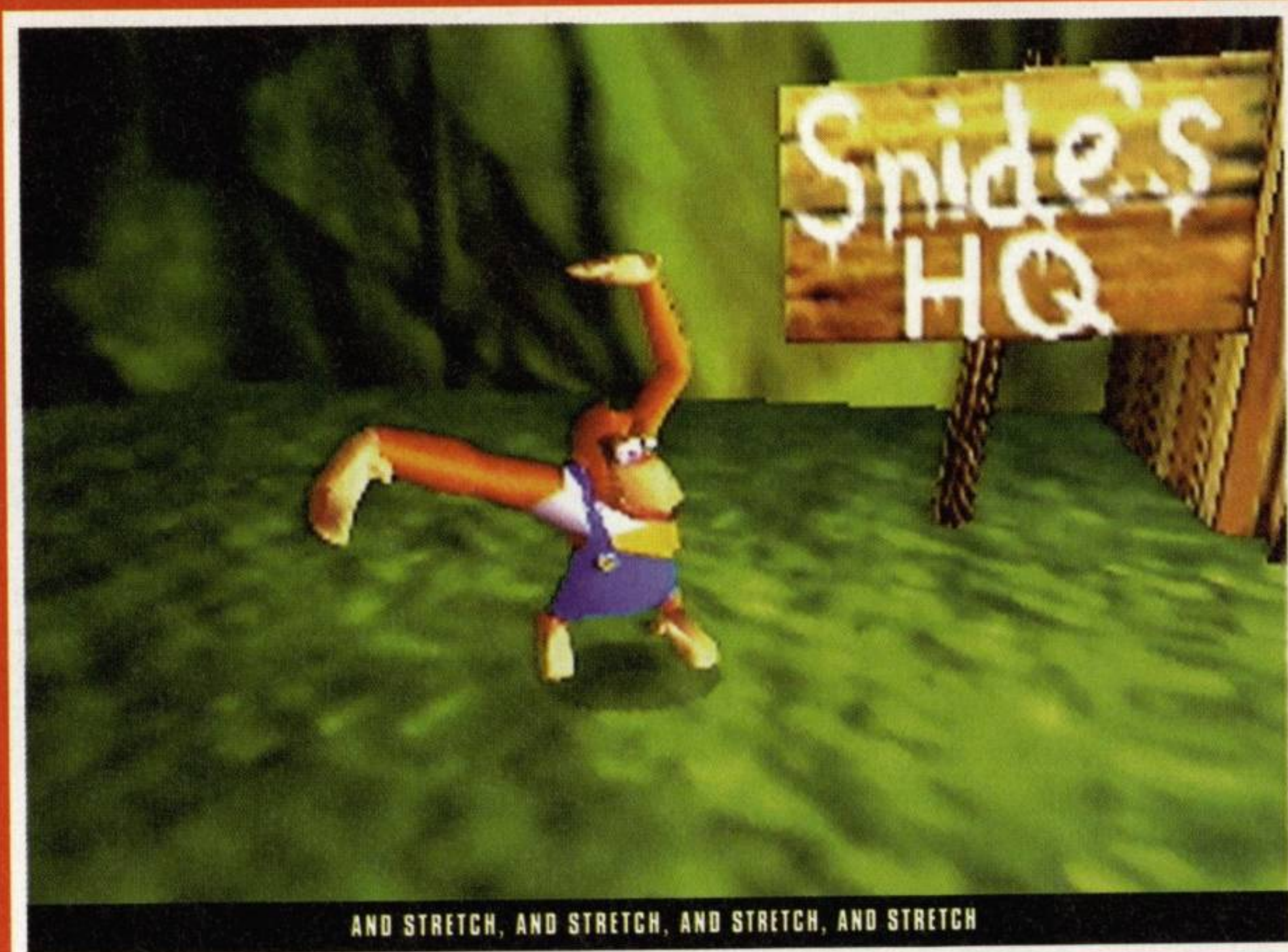
**HYPER  
GAME  
MONTH**  
OF THE  
GAME

# DONKEY KONG 64

Is Donkey Kong 64 the greatest 3D platformer in the world? **Arthur Adam** puts on his jungle boots and readies himself for some monkey business...

AVAILABLE:	Now
CATEGORY:	3D Platformer
PLAYERS:	1-4
PUBLISHER:	Nintendo
PRICE:	\$99.95
RATING:	G
SUPPORTS:	Rumble & Memory pak

Nintendo owns more mascots than you can poke a multi-million dollar franchise at. Zelda, Mario Bros, Pokemon and Donkey Kong are just a few that have managed to hoodwink the misguided youth of past and present. Whenever these faces are stamped onto a game box, money is sucked from parents' wallets around the planet. Nintendo executives are reaping the benefits of these creations as they spend most of their time in cigar smoked rooms, frolicking about in wads of cash, guzzling Saki and perverting at geisha girl's private bits. From these money-spinning mascots, others have spawned. Yoshi, Wario and Diddy Kong have all earned the rights to their own titles. Without a doubt, the most interesting mascot of the rabble is the love child of Grape Ape, and this banana-ingesting bag of muscle is of course, Donkey Kong.



AND STRETCH, AND STRETCH, AND STRETCH, AND STRETCH

## HAIRY

Beginning his life as Mario's arch-enemy, Donkey Kong appeared as a mish-mash of pixels on a mono-coloured screen. His original name was supposed to be Monkey Kong, but the translation into English from Japanese saw the primitive sprite tagged with another animal's name, far from his own knuckle-dragging species. More

trouble was brewing for the flea-bitten primate as Warner Bros. dragged Nintendo over hot coals in a heated court case concerning Donkey Kong, claiming that the character and name were all too close to their own gorilla, King Kong. After bribing the judge with a Game & Watch and a large brown paper bag, Donkey Kong was ready to take on the world.

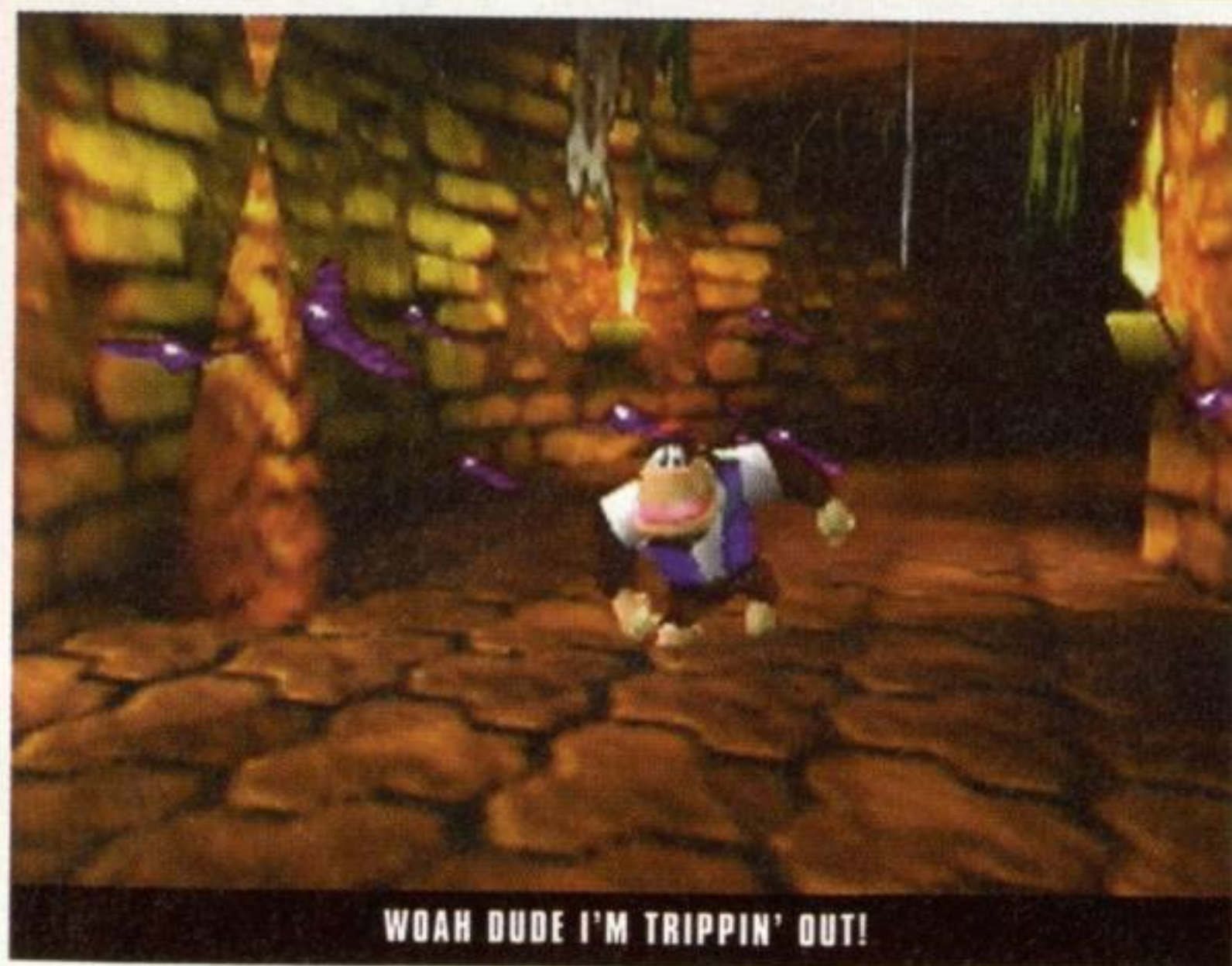
Kidnapping Mario's hussy and hurling barrels at the poor Italian sod saw the enormous ape's first step into stardom. It wasn't long before the lumbering lard-arse and Mario went their separate ways and Bowser took the role of evil in Mario's universe. After buying 51% of the English software house Rare, Nintendo handed over Donkey Kong as part of the deal and Donkey Kong Country made its way into millions of gamers' homes with his banana gathering antics. Now, Rare's latest offering, Donkey Kong 64, is set to climb to the top of the charts as the giant gorilla is released into a three-dimensional world.

## SMELLY

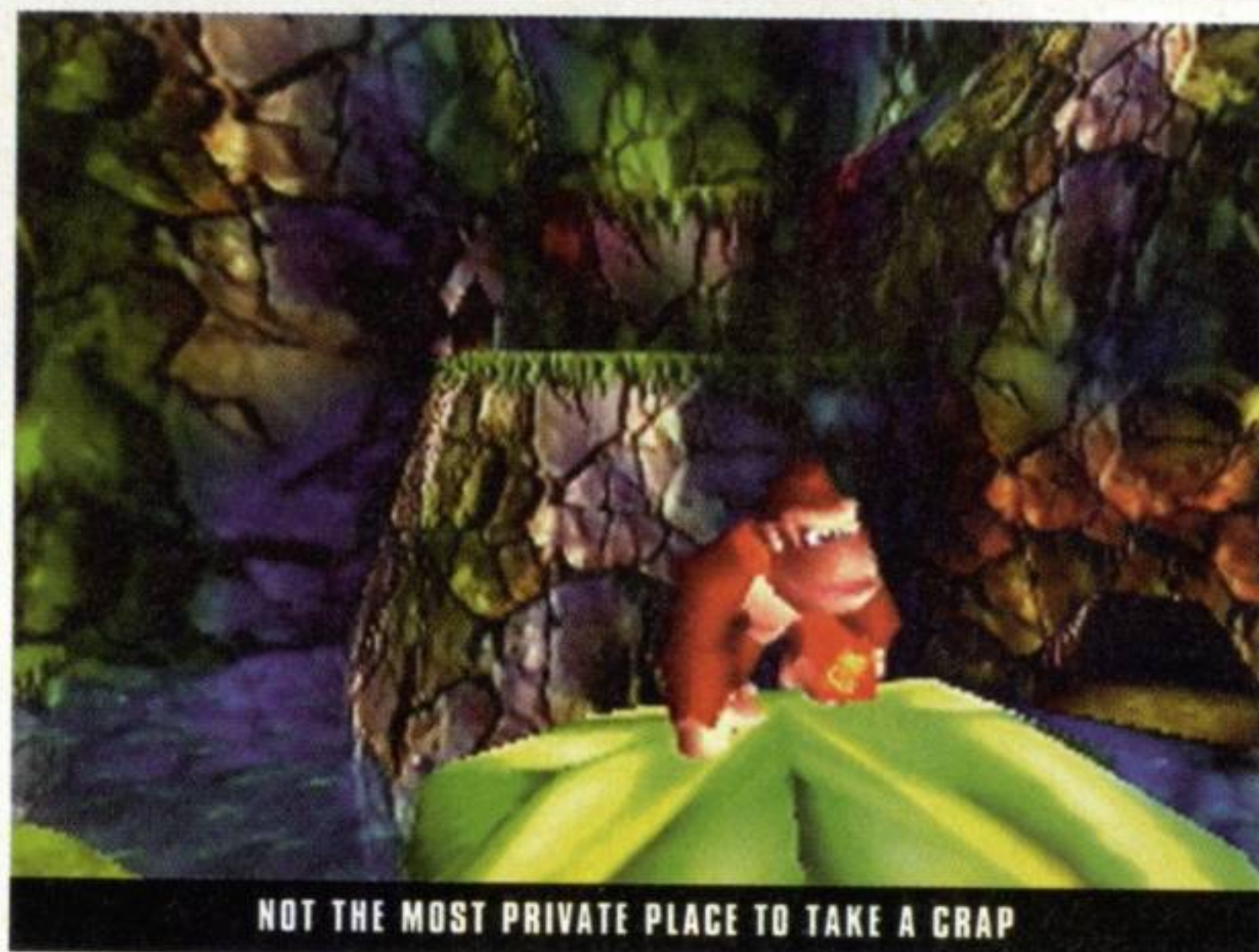
Somewhere in Nintendo land lie a cluster of islands where the Kongs live a life of flea picking and the occasional monkey spanking. Donkey Kong's rival, K-Rool, a crocodile pirate king, has docked near the tropical islands and intends to take control over the apes' utopia with his band of bone-headed minions. This vile killer is no fool and is one tough-as-nails opponent. He's the type of obnox-



CHANCES ARE, DONKEY IS GOING TO JUST SMACK RIGHT INTO THAT WALL...



WOAH DUDE I'M TRIPPIN' OUT!



NOT THE MOST PRIVATE PLACE TO TAKE A CRAP

ious character that goes out of his way to punch dolphins in the face and lay the boot into baby fur seals. He makes Adolf Hitler look like a flower-sniffing hippy and puts out cigarette butts on the foreheads of Labrador puppies. Regardless, K-Rool has crossed the line and has really pissed Donkey Kong off by kidnapping the other Kongs. Donkey Kong must rescue his family of baboons and with the help of Diddy Kong, Big Dong (I made that one up), Tiny Kong, Chunky Kong and Lanky Kong; he is determined to

bend K-Rool over and give him a right rodgering, sending him back from where he came. Of course, each of the Kongs has their own special abilities and weapons. For instance, Chunky Kong is super strong while Tiny Kong uses her ponytails as a helicopter, similar to that seen in Rayman. All Kongs are required to progress through the game, as their skills vary considerably.

There's only one word that can describe Donkey Kong 64, and that word is fudging COLOSSAL. Each level is absolutely MAMMOTH, leaving you

gaping at times as you hang from a tree and look across a great vastness teaming with life and brilliantly detailed levels. One incomprehensible issue that does arise whilst gawking at some landscapes is that there isn't a hint of fog. All this space, movement and fluid frame rates with no fog? We can thank some special techniques implemented by Rare for this. Firstly, the 4 Meg ram pack has been used wisely (the extra ram is required to run Donkey Kong 64 and is given away free with the purchase of the game). Rather

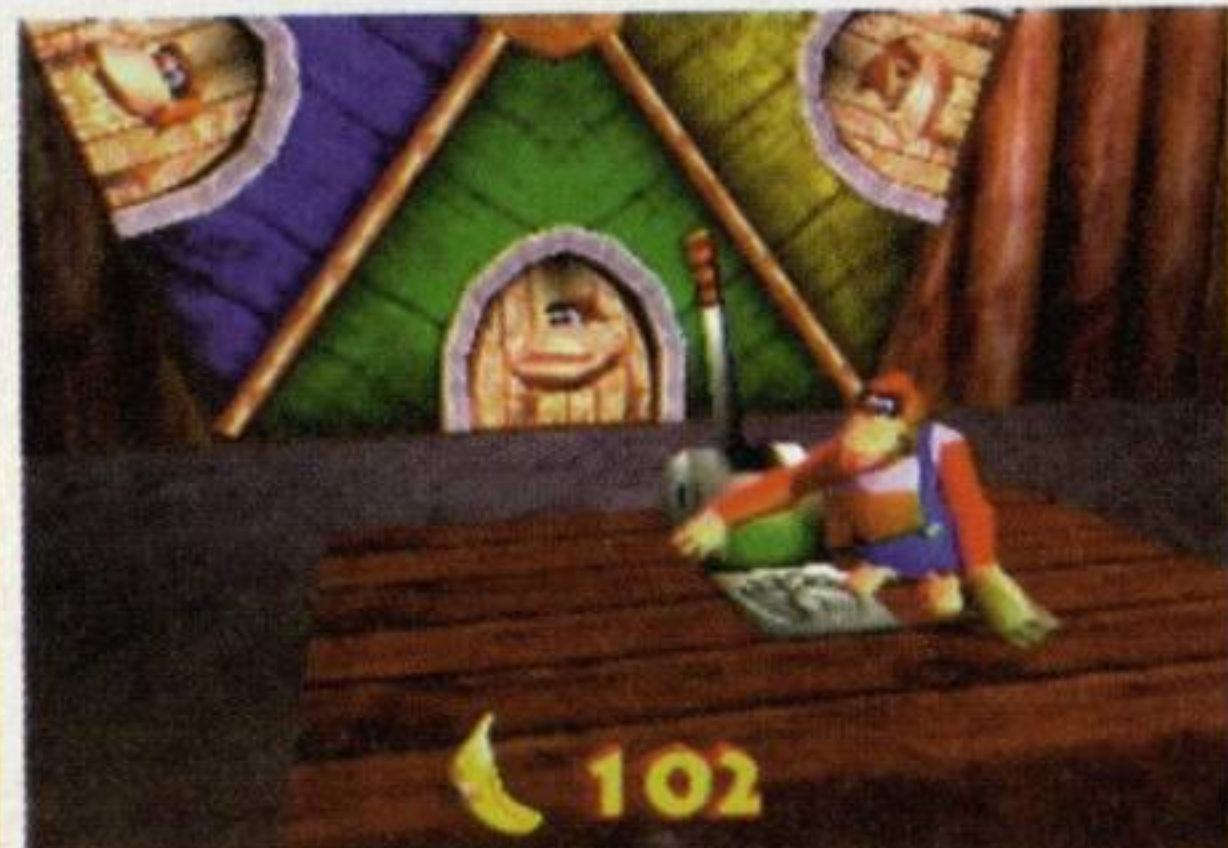
than using the power primarily for high-resolution graphics, the extra memory casts fog aside, makes for some awesome lighting effects and silky-smooth frame rates. Rare also has a secret compression technique, allowing for FUDGING huge games. This can be seen in the introduction, where the Kong rap is sung with a FULL digitized voice. This would have to be one of the best intros seen on the N64 with the rap song introducing each Kong as they dance about the screen. It's like a music video clip without tits!



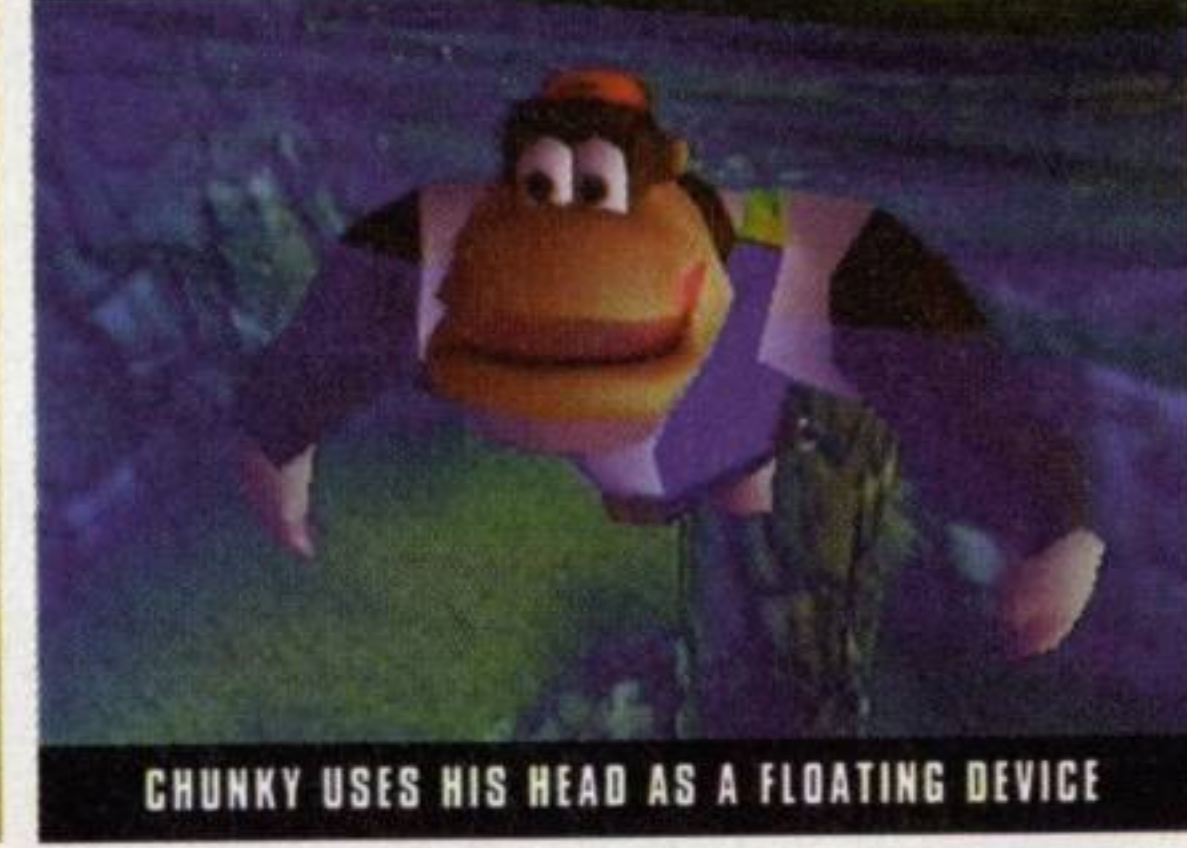
TAKIN' OUT THE TRASH



DIDDY REFLECTS ON HIS FAILED RACING CAREER



102



CHUNKY USES HIS HEAD AS A FLOATING DEVICE

### WHERE'S THE DONKEY?

The underpinning concept of game-play in Donkey Kong 64 is exploration, collection and puzzle solving, with little, if any, linear romping at all. You'll be backtracking to previous levels with other Kongs, remembering that an item or door can be opened only with a newly found Kong. For example, you may stumble across a large door, which can only

be opened using Chunky Kong's pineapple shooter. After locating the chimp, you'll have to find enough money to buy your gun and return to the spot, thus accessing a new area. In order to eliminate the tedious experience of backtracking as seen in Turok 2, Rare have certain teleports sprinkled about the levels marked with numbers, allowing the gamer to move from point to point quickly.

Each Kong also has their own colour-coded bananas and coins to gather in order to open bonus stages and for purchasing weapons, items and special moves. Collectable items can be found on treetops, underwater and in well-hidden spots. You may not be able to reach some items at first, but when you have enough money to buy a jetpack, you can hover about to your heart's content, getting to

places impossible previously. Keeping close to its Donkey Kong Country roots, you'll also be able to use a variety of other jungle animals, including the rhino, snake, ostrich and parrot.

### BANANA FLAVOURED VISUALS

The visuals in Donkey Kong 64 are astonishing to say the least. The levels and characters are



Donkey Kong



Chunky Kong



Tiny Kong



Lanky Kong



Diddy Kong

### A BARREL OF MONKEYS

#### Donkey Kong

When not spanking the monkey (Diddy Kong), Donkey Kong spends his time protecting Kong Island from murderous crocodiles and Nintendo executives wanting a piece of his bank account. He carries a coconut blasting shotty and won't hesitate to step over you if you're in his way.

#### Chunky Kong

This fat bastard spends his time injecting steroids and pumping weights. He can move large boulders and carries about a heavy pineapple gun. Chunky enjoys looking at his reflection in the mirror and in his spare time relishes in feeling his muscles in private using a tub of vasoline.

#### Tiny Kong

This cheeky chimp can squeeze into small areas the others can't. She can also hover about with her helicopter-like ponytails. Her feather shooter is quite accurate and she looks pretty good for a monkey in a wig.

#### Lanky Kong

This long armed freak is useful in water and will pop a cap in your ass using his lubed-up grape gun. Looking quite different with his orange hair, Lanky is a much-needed orangutan. He may look like an imbecile, but when it comes to fighting, he's one of the toughest.

#### Diddy Kong

This piss-small monkey is a try-hard homeboy. With his baseball cap and lame street-wise pose, he looks like a complete tit. Regardless, he's quick and agile and has a cool cartwheel move. Along with this, he carries two peanut shooters.



## MULTI-MONKEY MADNESS

Unlike Jet Force Gemini's nauseating multi-player attempts, Rare have achieved something quite special with Donkey Kong 64. There is a range of multi-player options, including a deathmatch consisting of Quake-like arena sections. Up to four players can tonk it out with their jungle weapons in large arenas. Other games include Diddy Kong Racing-like events and if you have three friends, you're going to soil your pants at the fun on offer.

flawless and hold an overabundance of detail that'll massage your eyeballs like some buxom Swedish blonde. Rock faces and jungles are littered with in-depth designs and vibrant gob-smacking colour. Wondering around the jungles will

reveal the great lengths gone to bring to the gamer the jungle-like atmosphere of Donkey Kong's world. There are huge lakes and rivers teeming with aquatic life, vines to swing on and a variety of jungle fauna. Some of the colours applied are typically Rare, with vivacious palettes seen in Banjo-Kazooie and Diddy Kong Racing. Lighting effects add significantly to the feel of the game. In some sections you will wonder through tunnels with lanterns swinging from the ceilings. The colours of the lanterns sway across the walls and ground in vibrant shades. The lighting even washes over characters, casting shadows appropriately. Some enemy attacks use lighting effects as they stamp the ground releasing a wave of light that moves outward in an extending circle. Mmmm... Slap me hard and call me princess.

The characters themselves are also detailed and are unspoiled by clipping or jerky animations. Other than the Kongs, there are a multitude of creatures to interact with, from hippopotamuses, pigs, parrots, weasels, aardvarks, crocodiles, wasps, beavers and much, much more. All enemies possess their own attack methods. Wasps will dive at you from all angles, beavers will run into you and crocodiles will snap and shoot. But, fear not readers, for our pack of knuckle-dragging champions are well armed. Sure, Donkey Kong and the others have their own hand-to-hand fighting style, but for that extra grunt, each packs their own firearm. Donkey Kong has a coconut gun (shotgun) while Diddy Kong dons a pair of peashooters (revolvers) and Tiny Kong carries a lethal feather bow. Now taking out enemies from a distance is possible.

The best part though, is the first-person shooter mode with a cross hair, making pinpoint shooting a breeze. This whole weapons based affair inserts a new angle to the gameplay. There are many other goodies to play with, like hand grenade oranges, jetpacks and a plethora of power-ups.

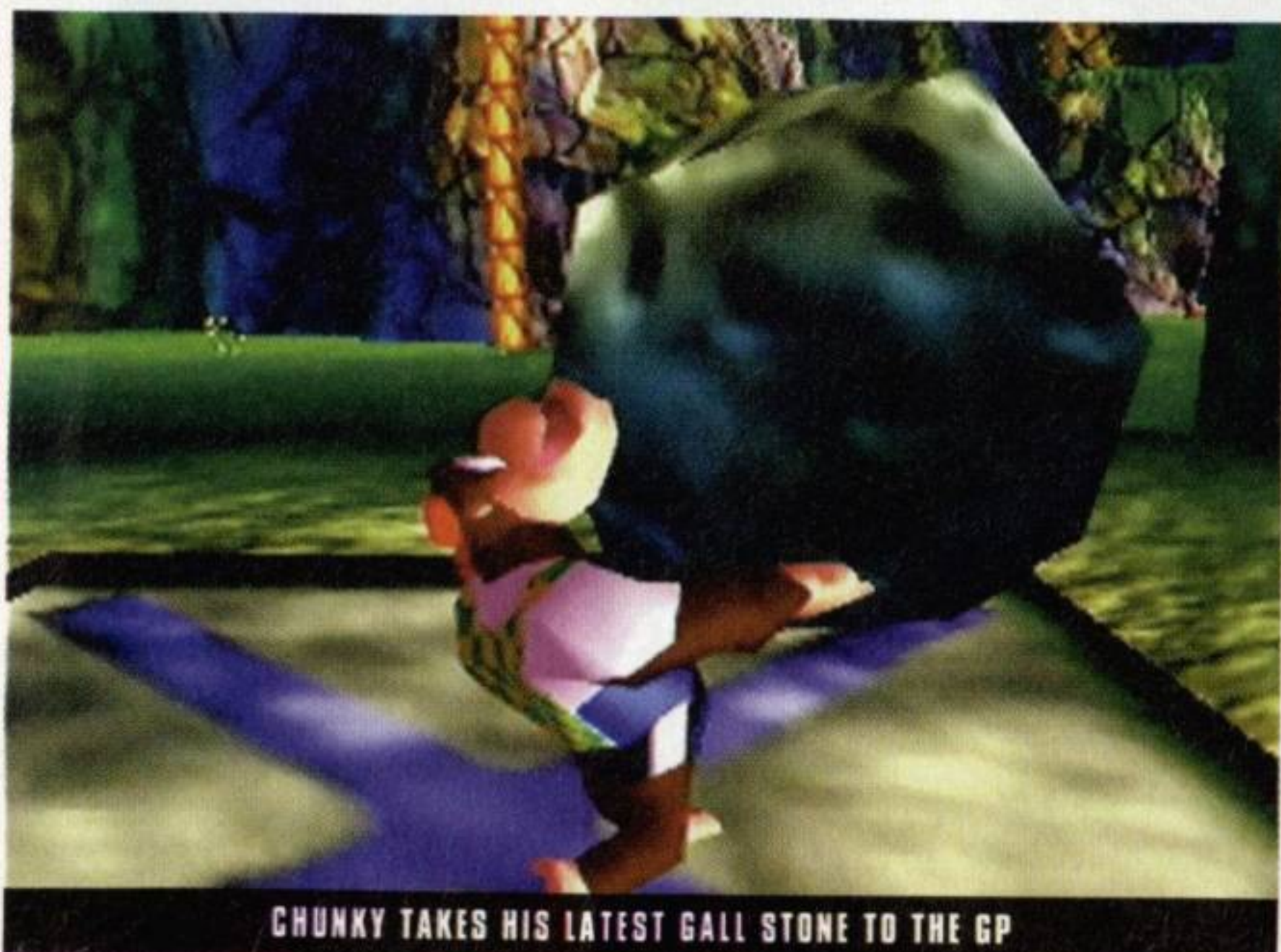
### OOK-OOK!

The sound in this game is also worth mentioning, and again, is remarkable. The fundamental theme song from the Super Nintendo's Donkey Kong Country is there, but when in different sections of the game, the music changes aptly. The tunes aren't the repetitive irritating type that see gamers forcing philip-head screwdrivers deep into their ears, but upbeat jungle tunes intertwining agreeably with the whole Donkey Kong universe ambiance. Top stuff readers.

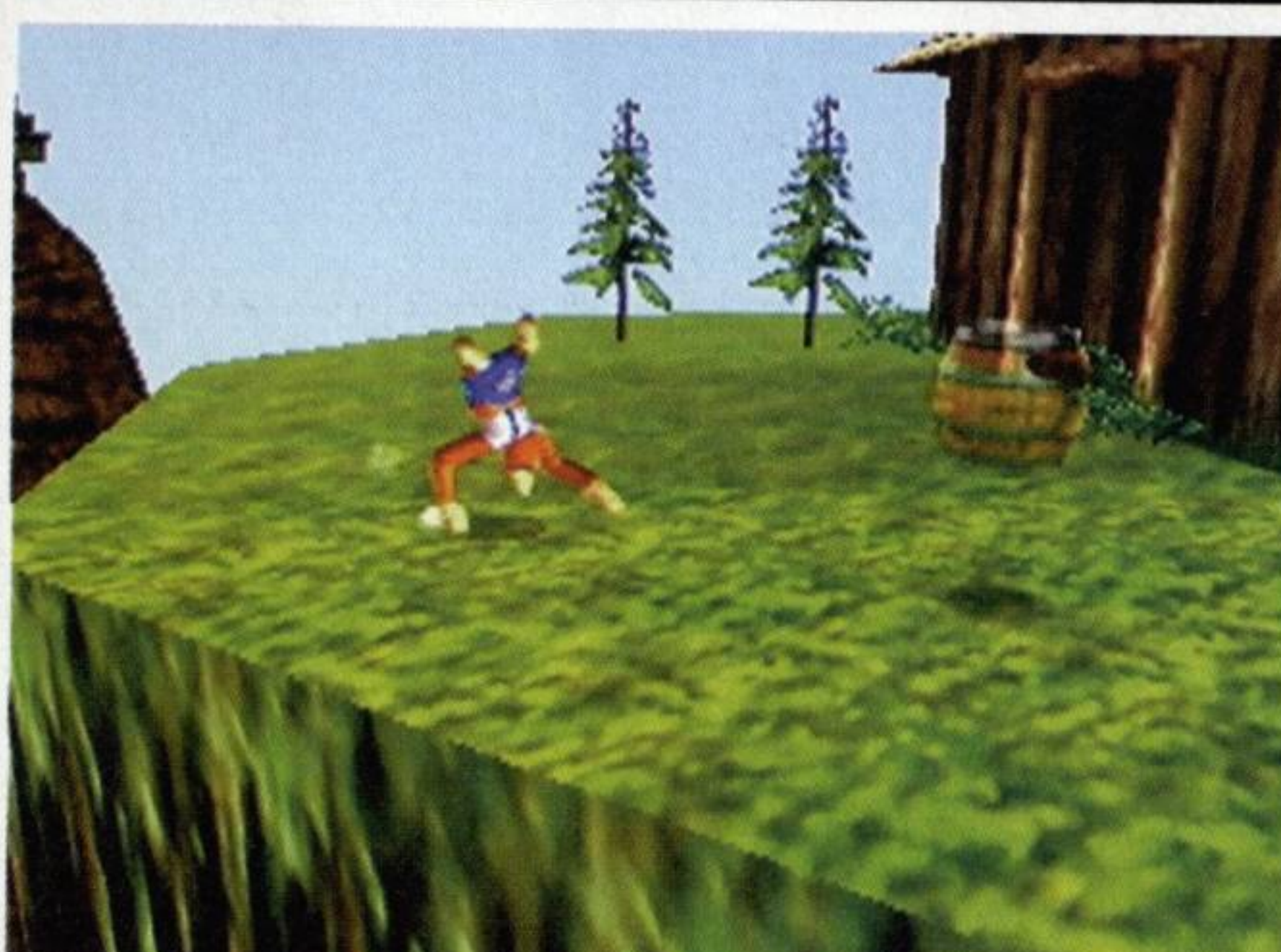
By and large, Donkey Kong 64 is the BEST platformer available on any machine. This game is tremendous, detailed and smooth. Coupled with the fact that it parades energetic graphics, cool music and sound and tons of gameplay, this is an ESSENTIAL purchase. If you don't own an N64, buy one now damnit! ■



WE WOULD MAKE A JOKE ABOUT HOW DIDDY SHOOTS HIS LOAD AT A BEAVER, BUT THAT WOULD BE CRASS



CHUNKY TAKES HIS LATEST GOLL STONE TO THE GP



### FRUIT-O-METER



#### PLUS

Pure gameplay in tandem with awesome graphics and sound!

#### MINUS

That we had to wait so long!

VISUALS **94** SOUND **90** GAMEPLAY **96**

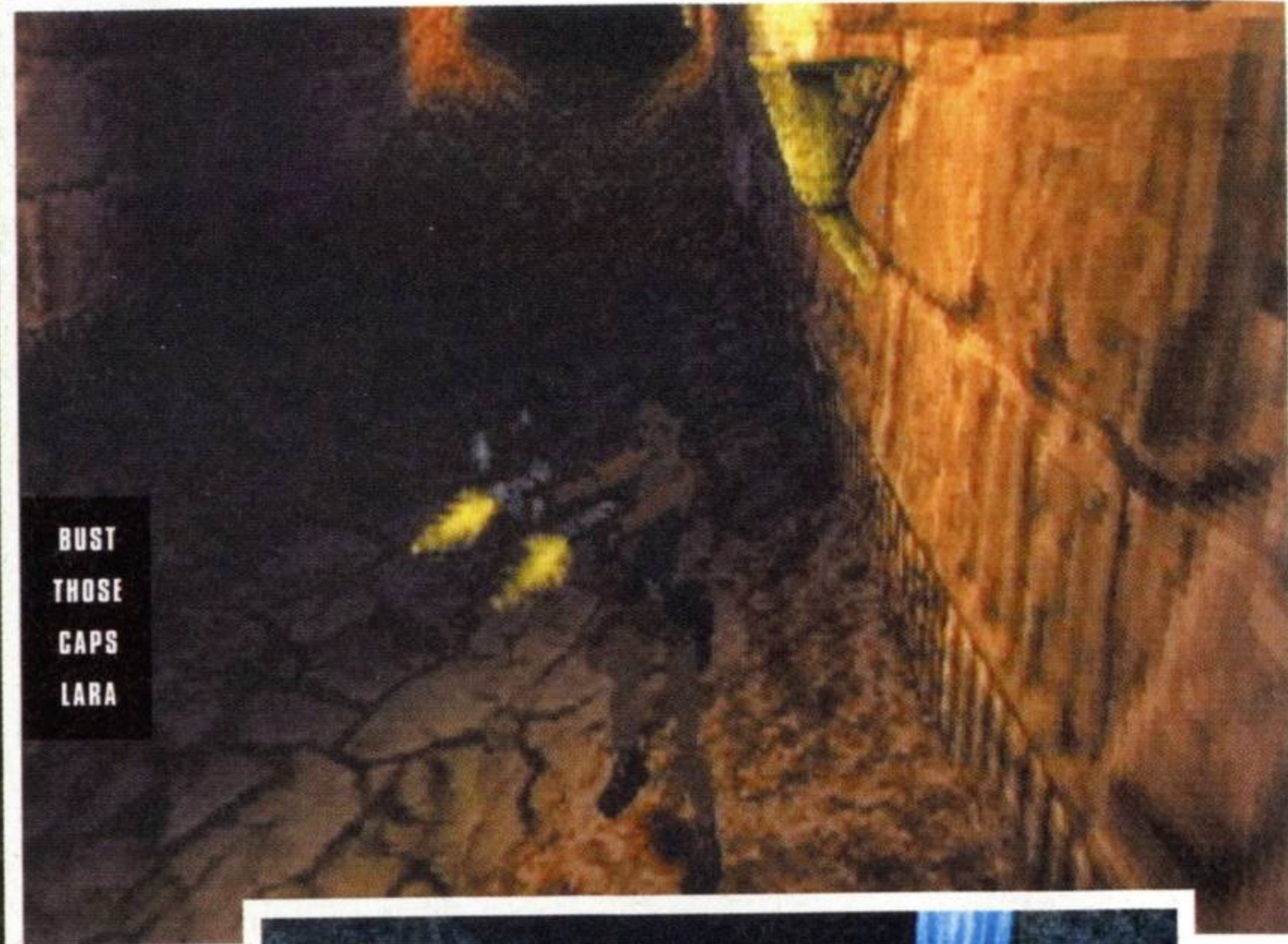
### OVERALL

# 96

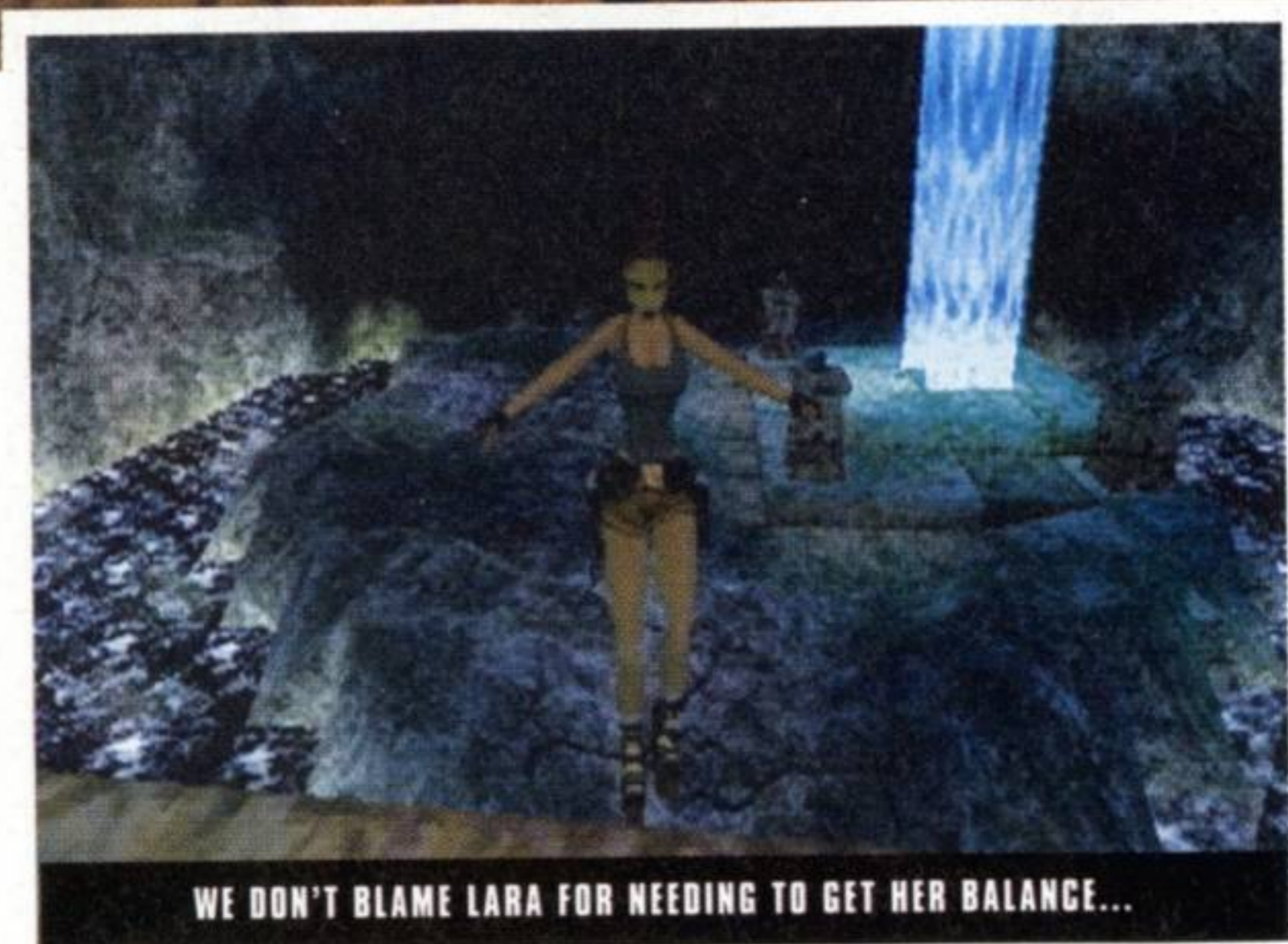
Easily the best 3D platformer available on any system so far.



WHO CAN I SEE THROUGH THE MAGIC MIRROR TODAY?



BUST  
THOSE  
CAPS  
LARA



WE DON'T BLAME LARA FOR NEEDING TO GET HER BALANCE...

# TOMB RAIDER: THE LAST REVELATION

Our resident archaeologist, **Hugh Norton-Smith**, seemed like the man to give Lara the once over...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Action/Adventure
<b>PLAYERS:</b> 1
<b>PUBLISHER:</b> Eidos
<b>PRICE:</b> \$89.95
<b>RATING:</b> M
<b>SUPPORTS:</b> Dual Shock

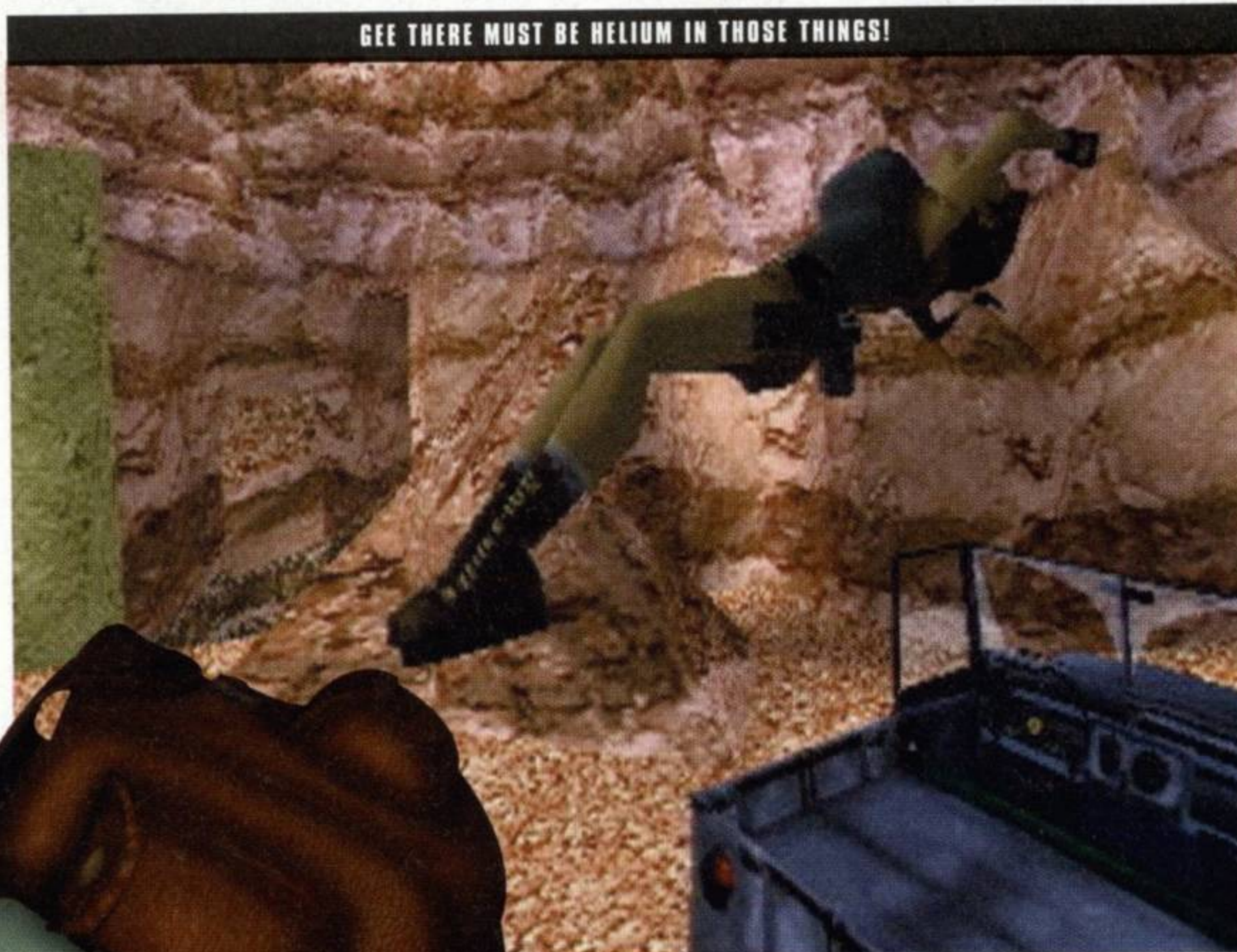
Raider IV is a true comeback for our anatomically impossible. Sleep patterns have been altered, thought processes have been dominated, and numerous deadlines have been missed all because of Tomb Raider IV: The Last Revelation. It's been completely worth it.

seamless integration of full motion video clips into gameplay. Included are over 20 minutes of beautiful pre-rendered animation. Gameplay will also routinely dissolve into lush cut-scenes, essentially eliminating loading screens. Like any good film, the storyline

plunges you into a world of mystery, adventure and horror. The plot unfolds in present day Egypt, where Lara finds an ancient amulet. Unwittingly, she has released the evil god Set, who is the Egyptian god of bad harvests and plagues. There is only one way to banish

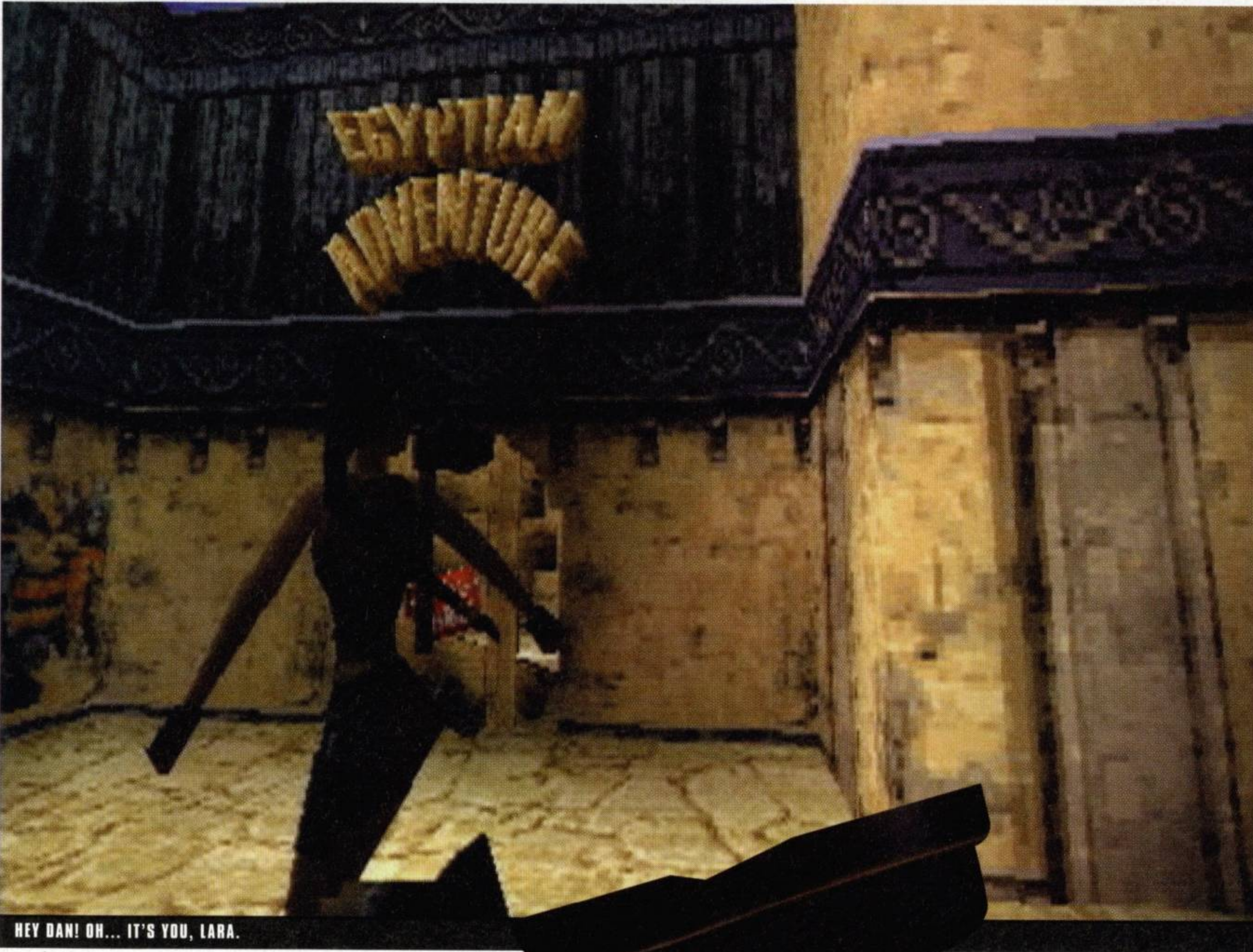
» What can be said about Tomb Raider that hasn't already been said? When Tomb Raider came out near the end of 1996, it was considered by many to be revolutionary. Everything from level design to control was practically flawless. It was, essentially, a skilful mesh of the classic Prince of Persia and an Indiana Jones movie. A token female character was tossed in, and the game sold by the truckload. But more so than that, a virtual pop-icon was born. The game's main character, Lara Croft, became an international star, gaining magazine covers and mainstream press across the world. There is even a Tomb Raider film in the works. Naturally, all subsequent instalments of the franchise have capitalised on the successful gameplay recipe and the huge hype surrounding the gun-toting, acrobatic Miss Croft. Cynics have already dismissed the licensed series as a substance-free exercise in lazy, money grabbing economics. Thankfully, Tomb

**LARA HAS A COMPANION? NOOOO!**  
Eidos have attempted to make The Last Revelation a truly cinematic experience. The storyline is driven by the



GEE THERE MUST BE HELIUM IN THOSE THINGS!





Set from the Earth domain: A series of ancient artefacts must be brought together and aligned with the Constellation of Orion above the Great pyramid at Giza. This will release Horus, the Sun God, who can re-imprison Set. In this way, Lara must travel across Egypt solving puzzles, crushing adversaries and collecting the arcane artefacts. Lara, however, is not completely alone in her mission: she will have recourse to her old travelling companion, Jean Yves throughout.

The gameplay, as the title suggests, revolves around raiding large trap-laden 3D tombs for their treasures. Anyone who's watched the first five minutes of Raiders of the Lost Ark

knows what to expect: There are rolling boulders, spike-filled pits, walls and ceilings that slowly close in, and a lot of running, jumping, and lever pulling

required to keep from meeting up with all of them. In this, the Last Revelation is much like the first Tomb Raider in that there is an increased emphasis on puzzle solving, rather than just mindless shooting. Fortunately, the old levers from previous games are now obsolete — the Last Revelation now incorporates trip wires, breakable walls, fulcrums, pressure pads, timed levers and other fiendish mechanisms. For those who want to shoot their way through waves of enemies, stick to Quake 2 or Tenchu. The Last Revelation favours puzzle solving and skilful manoeuvring (making the right jump, finding the right key, searching every corner of a cave) over shooting and conflict. Nonetheless, it's a completely mesmerizing experience, with atmosphere and suspense playing central roles. One of my chief gripes about the old Tomb Raider games were the vast levels, and the subsequent difficulty in finding par-

ticular items. The Last Revelation sees much tighter and highly focused objectives, with all of the items necessary to solving a puzzle in the close vicinity. Although the game is as large as the original, with a total of 16 levels, smaller individual locations result in less time aimlessly wandering about.

#### PIGTAILS AND PITFALLS

A criticism of the past Tomb Raider games was the rather crude combat system. The major problem was that Lara automatically tracked targets: players could simply escape to a safe distance and shoot the target with little skill. Mercifully, the targeting system has been completely revamped. Lara will no longer automatically lock onto targets. In its place, players can toggle between targets.

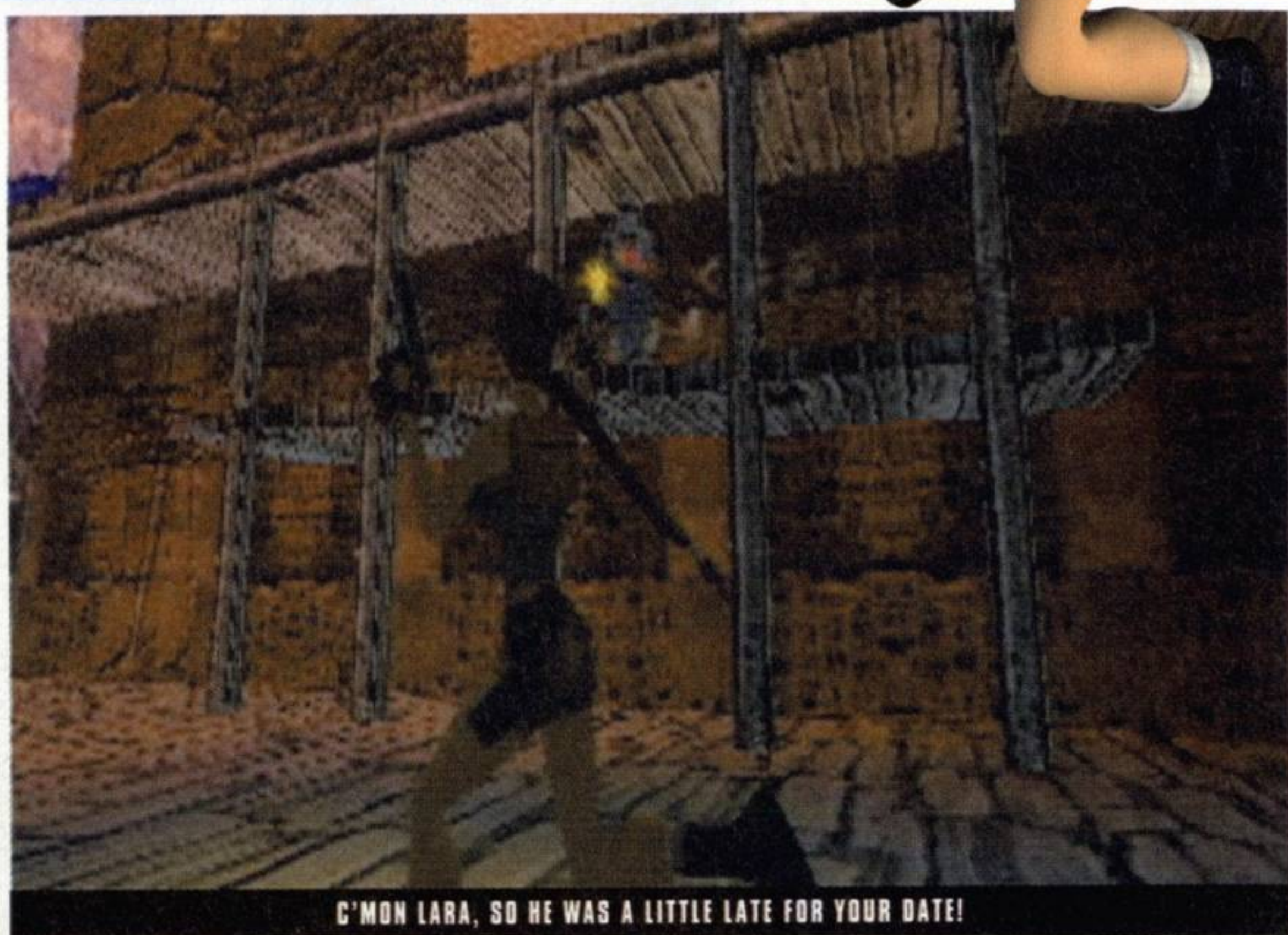
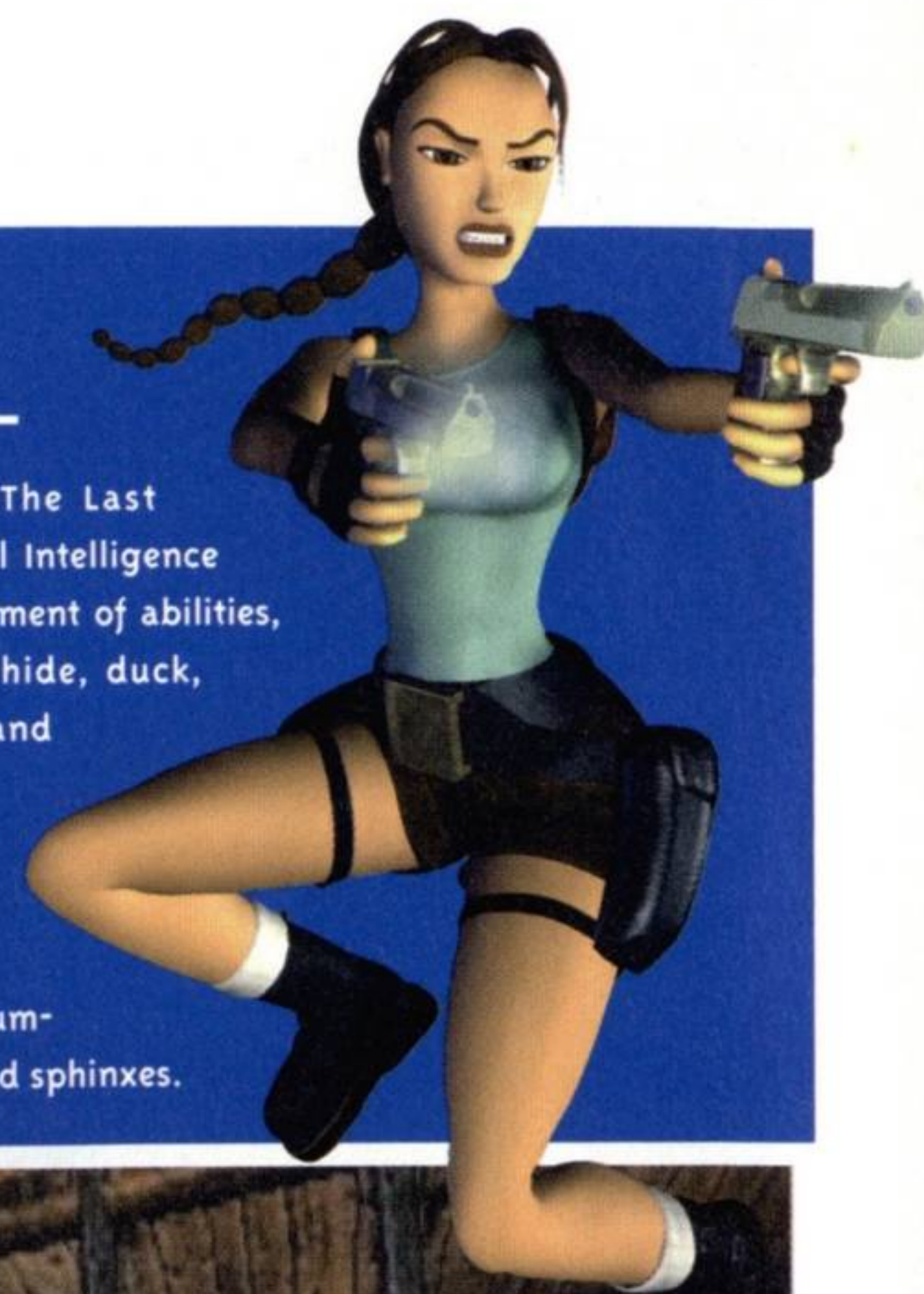
Tomb Raider veterans will be quick to notice that the Croft Mansion is no longer featured as a training level. Instead, basic training takes



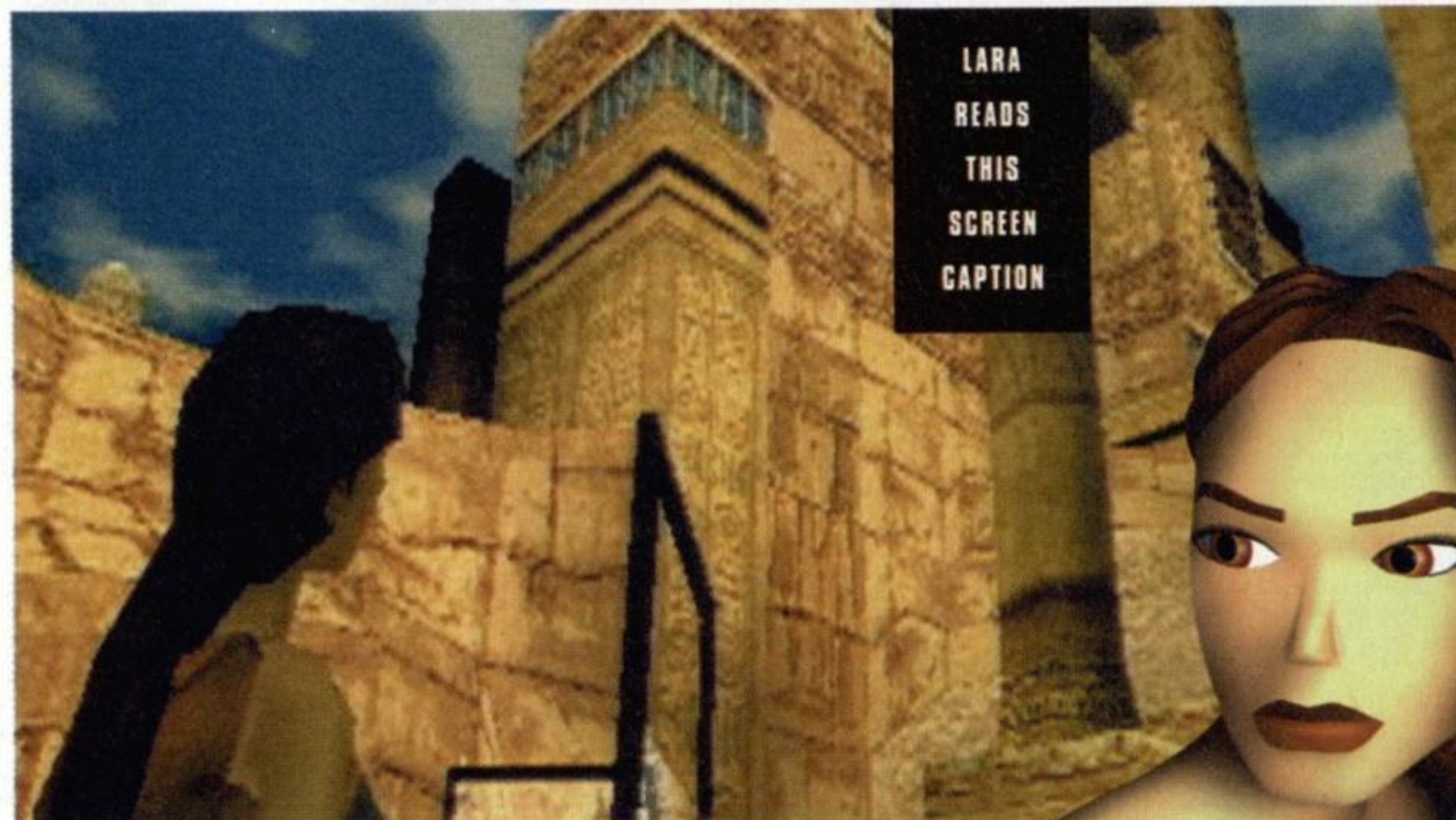
LARA HAS NEVER SEEN MEN THAT BIG BEFORE

## HEY, ARE THOSE ARTIFICIAL?

Along with the graphical improvements, *The Last Revelation* incorporates highly evolved Artificial Intelligence technology. The enemies have a far wider assortment of abilities, including the ability to search for weapons, hide, duck, smash objects, follow Lara around the maps and copy some of her own moves! Lara will no longer be able to reach a distant point and simply shoot enemies from safety, as they will pursue her or counter her moves. Enemies include reanimated statues, giant scorpions, mummies, followers of Van Croy, skeletons, wraiths and sphinxes.



C'MON LARA, SO HE WAS A LITTLE LATE FOR YOUR DATE!



LARA READS THIS SCREEN CAPTION

place in a 'flashback' level. Set in Cambodia, we are introduced to Lara's mentor, the wily archaeologist Van Croy. As a 16-year old Lara (oh yes!) we must race against Van Croy to complete the level. In doing so, you pick up all the most essential combat skills and

gymnastic feats you will require later in the game. The flashback also provides an invaluable insight into the history of Lara Croft, and why she is such a devoted adventurer.

The venerable *Tomb Raider* game engine has been overhauled in all areas. While the game might look similar to its precursors on first glance, it does contain a bevy of large improvements. There is far greater detail, sophisticated environmental interaction and a far superior

interface. Unlike many PlayStation games, *The Last Revelation* has a very clean presentation, running at a respectable resolution. All of this is done at a terrific frame rate, allowing for silky smooth gameplay. Also, the textures are much better looking and more widely varied. This translates into a better gameplay experience, as it's now much easier to identify ledges and jump-off points. To further the atmosphere, *Last Revelation* features all new lighting routines, now supporting spotlighting and environmental mapping. Essentially, these improvements make surfaces accurately reflect light sources. For example, Lara's flare will now flicker and throw light in a highly realistic manner. The levels themselves are enormous and packed with almost endless detail. This is where *The Last Revelation* really shines graphically. I don't think I can relate to you the sheer magnitude of the levels. They all have the most impeccable design and scenery. You'll be pleased to know that Lara herself has been completely remodelled: I have to say that it is something of a relief that this year Lara has a more normal, rounded shape (if you can call 38-22-36 "normal"). Besides being better detailed, Lara can now blink and her

## TOMB RAIDER: THE MOVIE!

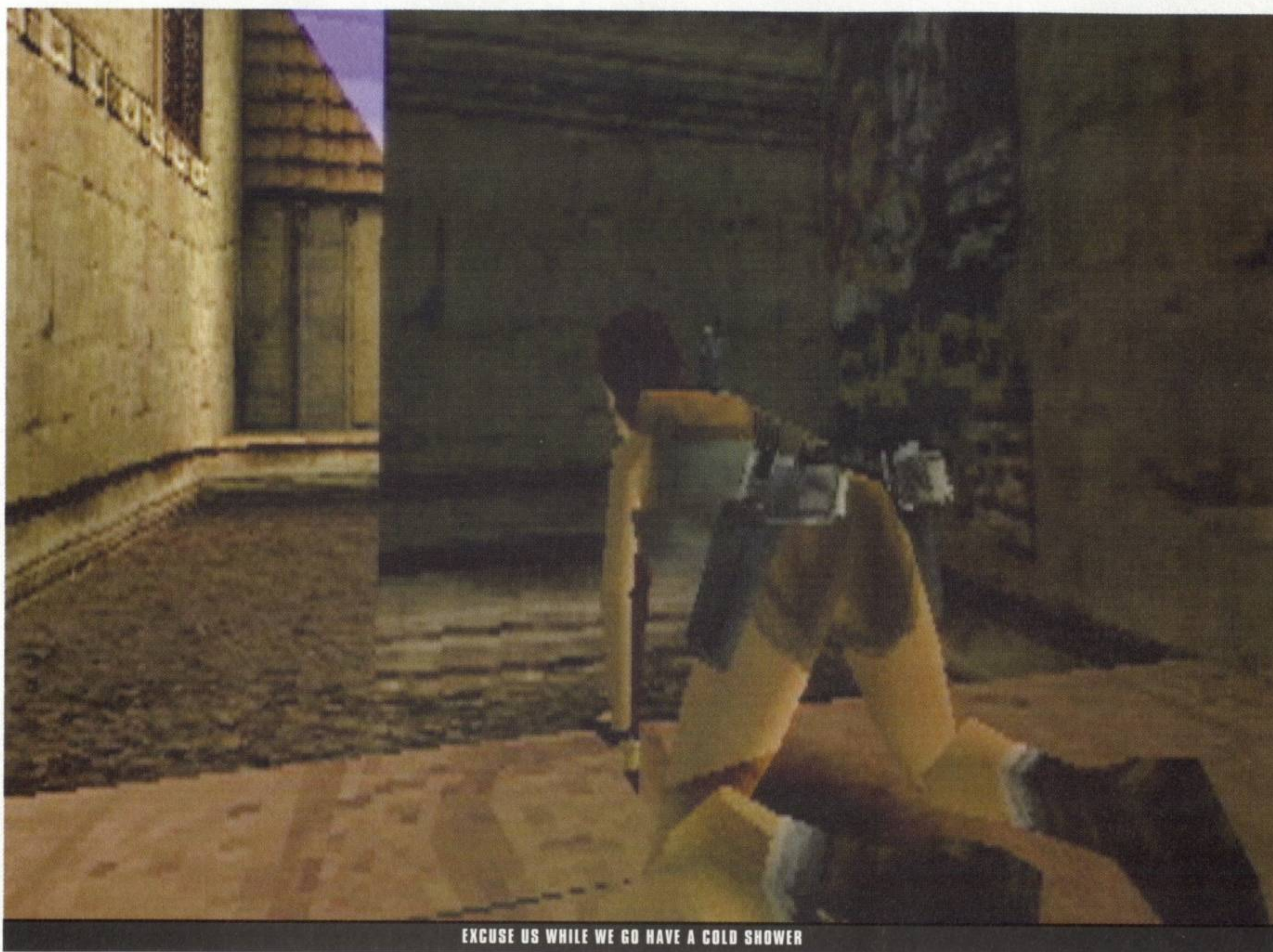
Lara has cellulite? No, listen more carefully! Lara's on celluloid! Well, she will be eventually. The *Tomb Raider* film is still in development, though it seems to be taking an eon to get moving. Lara has still not been cast, although people's opinions on who should be cast are still flying around like hot potatoes. Catherine Zeta-Jones could be the most appropriate, although people still seem to be hung up on Elizabeth Hurley.

mouth can move in synch with her speech. Players may also notice that she has a new voice for The Last Revelation! Finally, an array of new character animations has enabled the developers to create some challenging new puzzles for Lara to tackle.

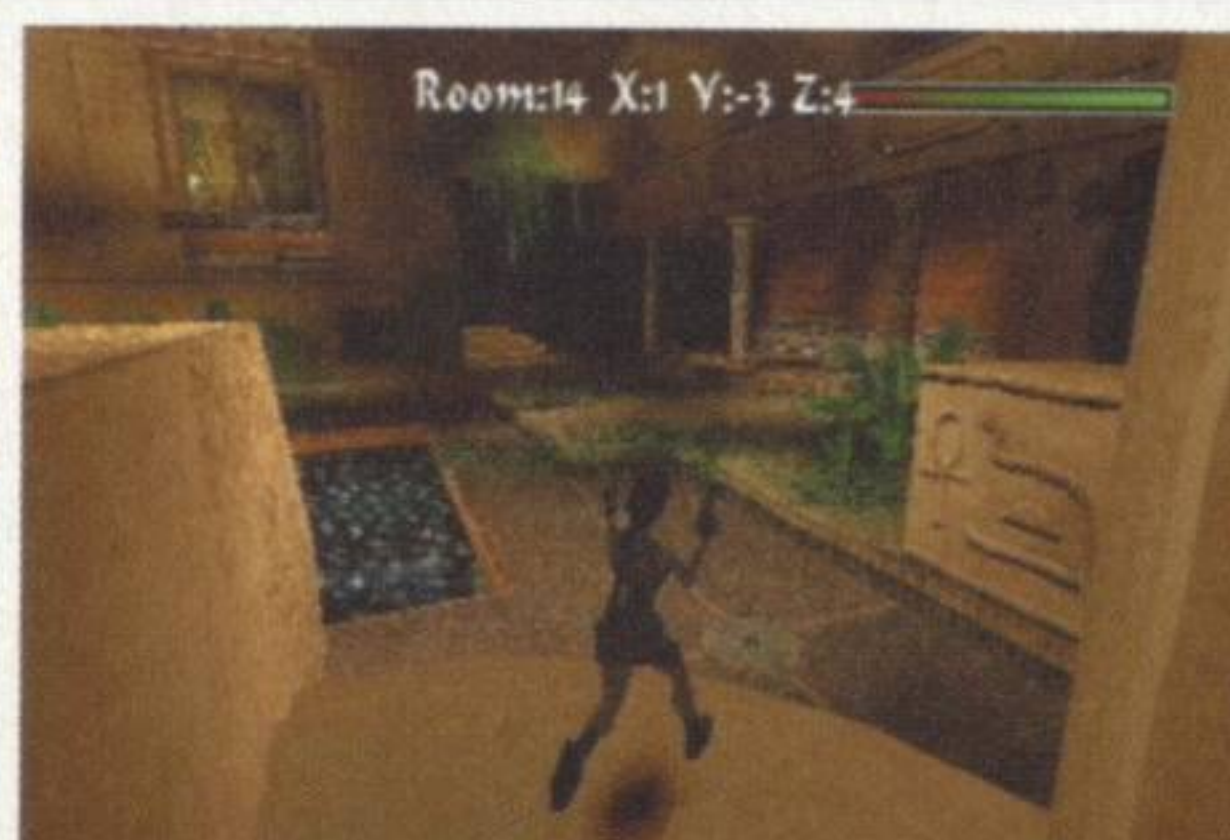
### SEXY GIRL, SEXY GUNS

Lara is aided in her quest by a revised arsenal of weapons. Due to the storyline and setting, Lara is equipped with relatively low tech weaponry: there is the standard pair of Colt pistols, the Uzi submachine gun, a revolver, grenades (stun, smoke and standard) and a crossbow. The crossbow is a unique weapon, as it is a fully targetable long-range weapon, great for sniping. When you use it, the in-game perspective will automatically shift to a 'first-person' perspective. Fully zoomable binoculars are also available, which aid Lara in reading distant inscriptions. Tearing a leaf from the Resident Evil games, players can now combine weapons with other equipment. For instance, the revolver can be coupled with a laser scope, making aiming much more precise. Combine a torch with the shotgun, and you will be able to illuminate the area that you are aiming at. The guns can also be fitted with a variety of different rounds. The Uzi can accept both standard and tracer bullets, while the shotgun can use standard or spread shot ammunition. The intelligent selection of weaponry adds a whole new dimension to the game, and is completely vital to your survival. Lara can also commandeer a number of different vehicles throughout her adventure. One level, for example, is a Jeep chase, where Lara must evade her enemies and eventually make it to her destination. Another level involves using a World War II era motorbike to escape Van Croy and his cronies. Also featured is a moving train level, where much of the action will take place on the roof of the speeding train. The vehicles are used to link geographical areas featured in the storyline through gameplay. As such, they are essential to reaching the next stage in Lara's adventure.

Dispensing with the collective hype, sinister marketing campaigns and the bizarre personality cult surrounding Lara, there's no denying that Tomb Raider IV is a solid game, worth the time of anyone who enjoys a good adventure title. The bottom line: With so many additions and refinements, those who lost interest in the series with Tomb Raider III may want to give it another look. Viva Lara! ■



EXCUSE US WHILE WE GO HAVE A COLD SHOWER



WITNESS LARA'S BIRTH ON LEVEL 16



### MAMMARY-O-METER



#### PLUS

Great graphics and atmosphere, with an engrossing storyline.

#### MINUS

Shabby load times. No nude code (j/k).

VISUALS	SOUND	GAMEPLAY
86	83	90

### OVERALL

# 89

A first rate title recommended for drooling adolescents and adventure enthusiasts alike.



YOU KNOW WHAT THEY SAY ABOUT GAMES WITH BIG SHIPS

# FREESPACE 2

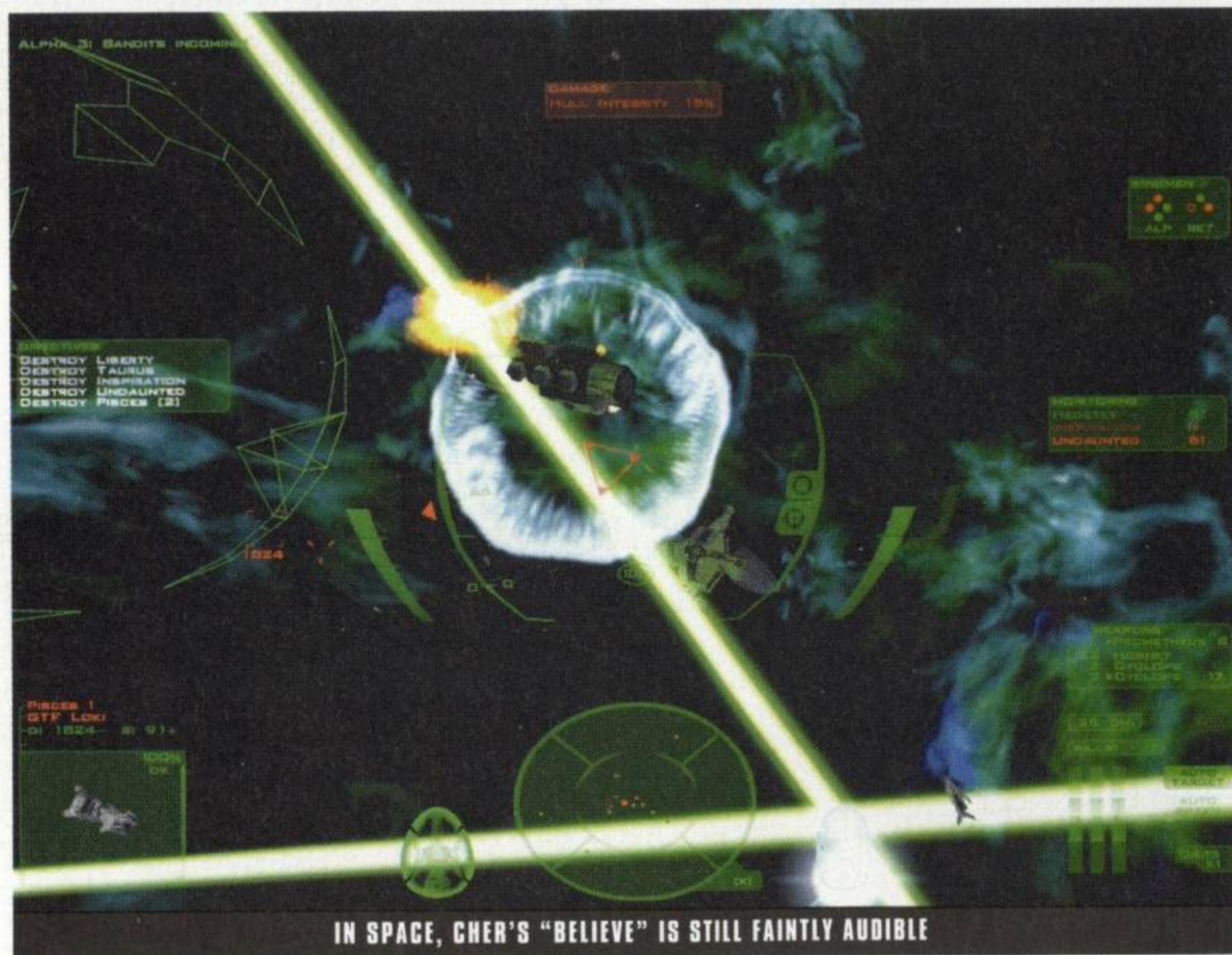
There's a universe to be saved!  
**Dan Toose** hops in the cockpit and sets shields to aft...



SCIENTIFICALLY SPEAKING, THAT HYDROGEN CLOUD SHOULD BE RED

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Space Combat
<b>PLAYERS:</b> 1-12
<b>PUBLISHER:</b> Interplay
<b>PRICE:</b> \$89.95
<b>RATING:</b> M
<b>REQUIRED:</b> P200, 32MB RAM, 3D accelerator
<b>DESIRED:</b> P2-333+, 64MB RAM, Joystick
<b>SUPPORTS:</b> Glide, D3D, A3D, EAX, Force Feedback

For years, all PC gaming space cadets were devout Wing Commander junkies. The X-Wing and TIE games also developed a strong following for obvious reasons, and it soon became a case of these two franchises being the only ones PC gamers wanted to touch... until 1998. Besides I-War, which is more of a true simulator than a dog fighting game, Descent Freespace was the stand out game in this genre. Volition's little masterpiece was a true gem thanks to sharp, smooth graphics, a fantastic interface, and a decent plot. Freespace 2 is very much an update with a new plot, but that's not a bad thing, as Freespace wasn't a game that needed fixing.



IN SPACE, CHER'S "BELIEVE" IS STILL FAINTLY AUDIBLE

agenda with the Shivans, the alien race who came so close to annihilating the Terran and Vasudan races in one fell swoop. The Shivans are back, and this time they're

ulas, both near and far. Formerly just a fuzzy green thing that was out of jump range, the nebulas are now a myriad of colours, and damn pretty. Volition

## IN SPACE, NO ONE CAN HEAR YOU WHINGE ABOUT YOUR C.O.

If you were hoping Volition were going to add a whole bunch of characters and have you deal with them in the mess room, ala Wing Commander, then tough. However, a large amount of character is added to the game due to clever use of pilot chatter during missions. You soon get a very clear picture of how your squad members feel about what is going on with the war.

Not only is the speech well done, but so too are the music and sound effects. Particularly impressive were the beam turrets from capital ships. When the big boys open fire at one another and you're nearby, you sure as hell know about it!

Those of you who expected big changes from Freespace 1 may be disappointed, as all the ships and weapons available to you all look and feel very much the same. As noted, that isn't really a bad thing,

"PUT SIMPLY, THE GAME IS GORGEOUS..."

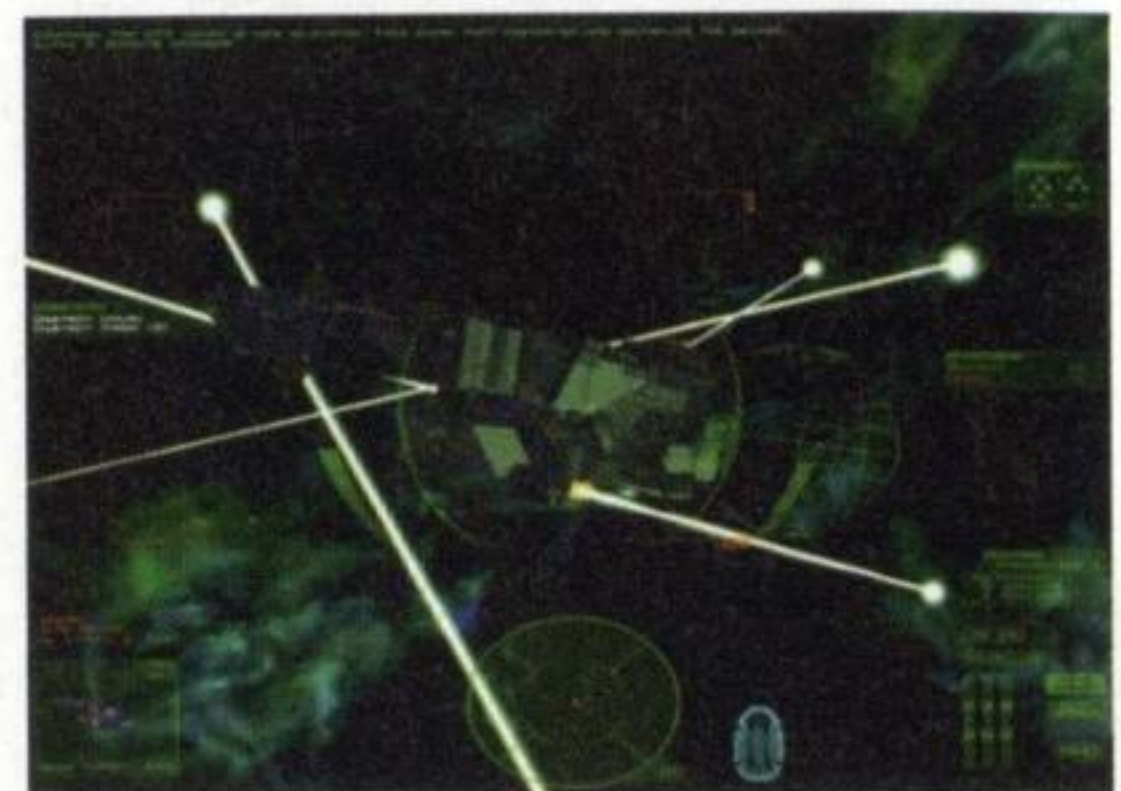
## THEY'RE BACK, AND THEY'RE PISSED

32 years after the Great War (Freespace 1), the Terran-Vasudan alliance is in the middle of a civil war against the NTF (Neo-Terran Front), who have some hidden

pissed that you destroyed their scouting force 32 years ago (Gee, talk about carrying a grudge! — Ed).

The most remarkable visual change from Freespace to Freespace 2 is the colour that has been added to the neb-

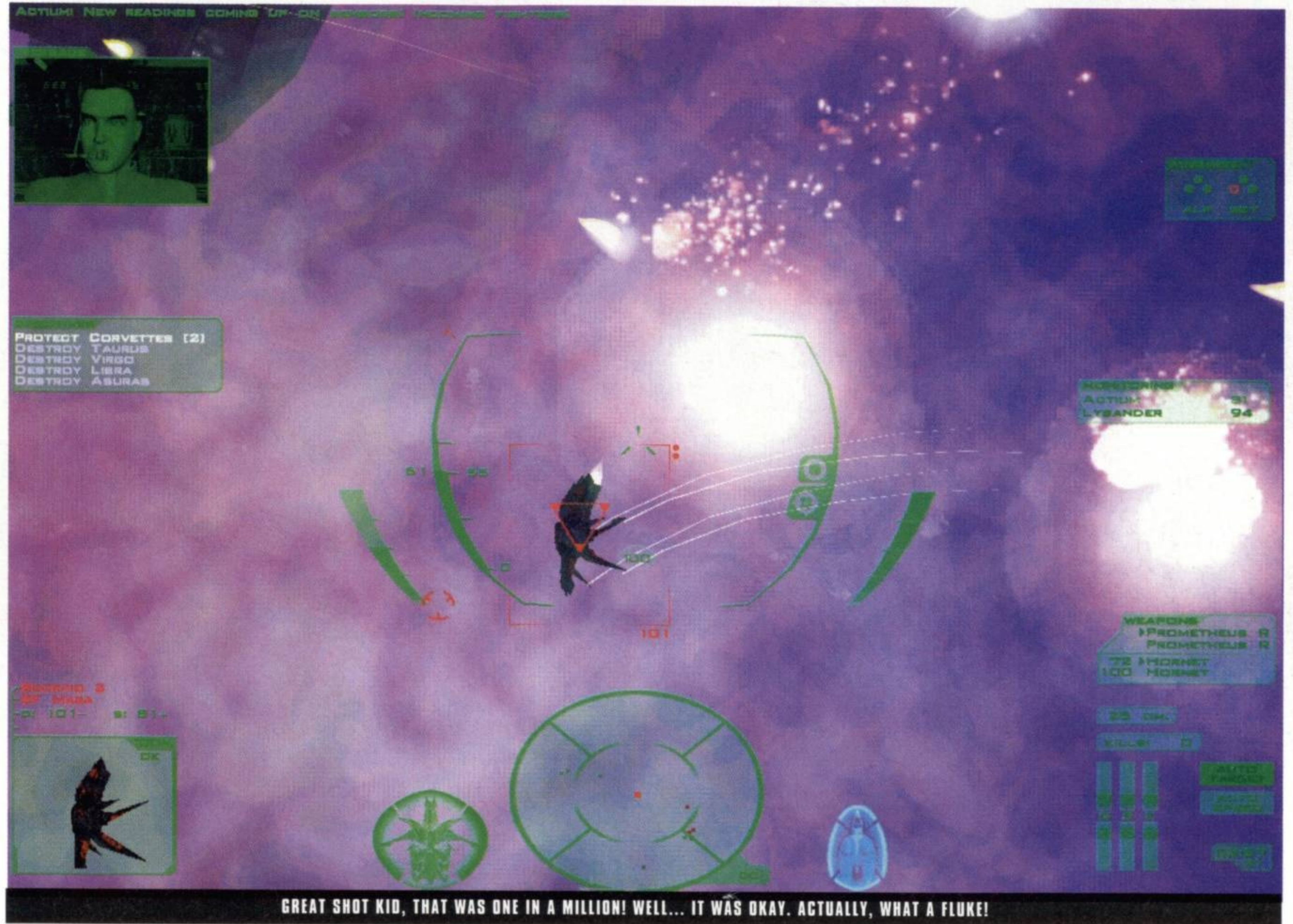
have also catered for those with kick-arse PCs and allow for 32 bit colour and high-res textures if you're capable of supporting these features. Put simply, the game is gorgeous, far more so than any other game of its kind.



## CHECK THE TECH SPECS

Freespace 2 presents us with the classic dilemma, of weighing up whether or not the new visual improvements or features actually help, or hinder the game. In this case it is the dense nebula that numerous missions take place in. While the effect looked quite convincing, especially when it came to stumbling across a capital ship appearing bit by bit through the haze, it also slowed the game down a bit, both in terms of hardware chugging (at high-res anyway), and stumbling around looking for various ships. Those of you with totally up to date PCs will probably not mind this so much, but on my P2-400 with 64MB of RAM and two Voodoo 2 cards, I found the non-nebula missions notably smoother. This is more of a warning to those with non-legendary PCs, rather than a real gripe.

and there is one major area of the game that feels different, and that's capital ships. Someone at Volition noted that a capital ship wasn't as awe inspiring as it should be due to the lack of effective weaponry it boasted. Now the cap-ships feature beam turrets to tear great holes out of one another, flak turrets to stop pesky fighters from just hovering around and shooting at them, as well as plain old laser turrets, and missile turrets. If a capital ship decides to aim a beam turret your way, it's either take immediate evasive action or be blow to bits in seconds.



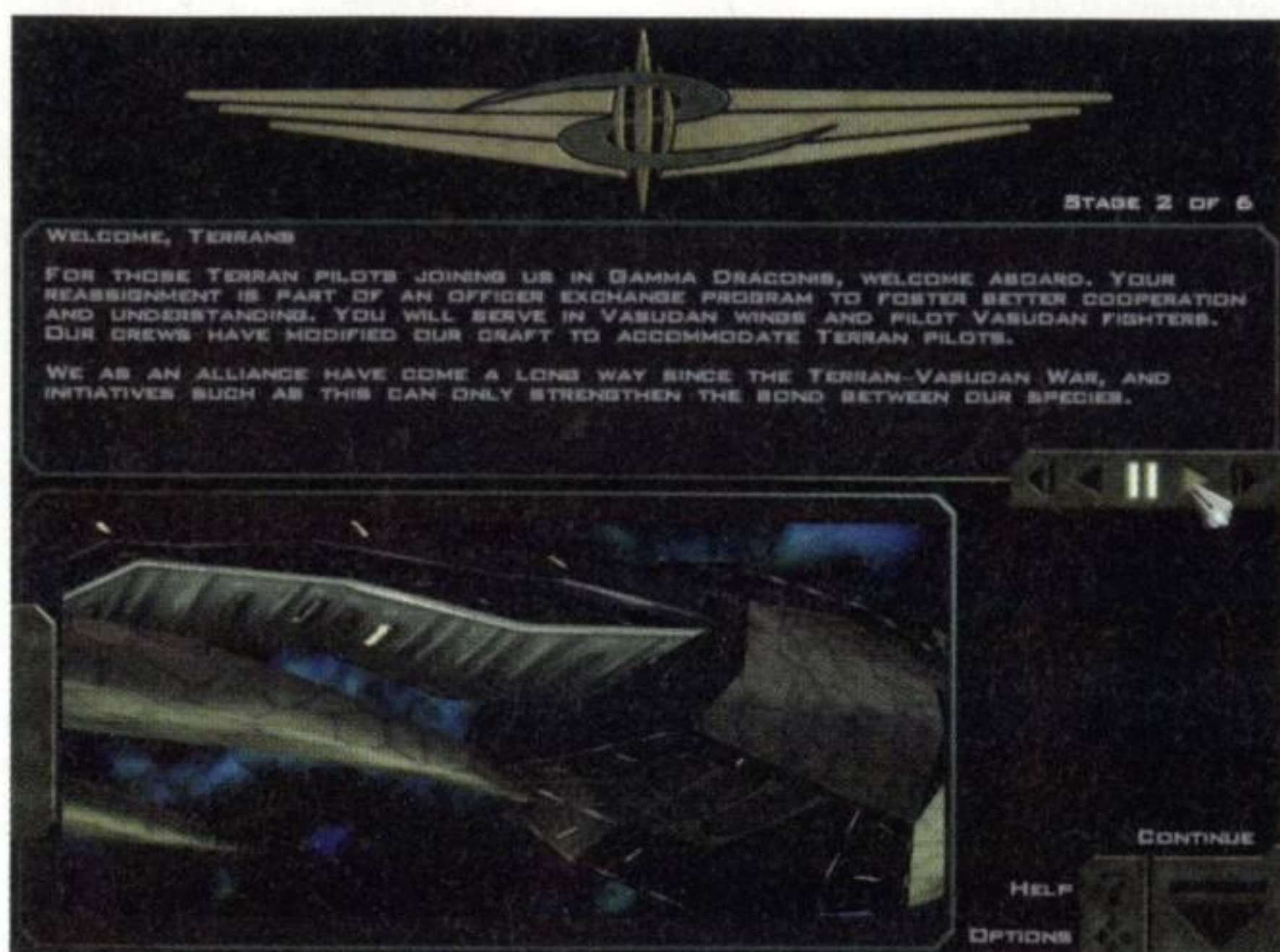
### IS THIS THE END?

A real gripe exists with Freespace 2's ending. Freespace 1 ended in a fashion that was fitting for such an epic game – very little was left unanswered, as you had taken down the enemy flagship and saved Earth. This time, it's not so neatly tied up. The ending screams,

"Mission pack or sequel to come". In fact, this game ended up feeling like "The Empire Strikes Back" part of a trilogy.

Freespace 2 is an outstanding space combat sim, that really only fell down with the ending. It is the first game of its kind to actually make capital ships the true power

play ships that you've always wanted, and does this without compromising the quality of the skirmishing of the fighter craft. Great stuff. ■



### DOGFIGHT-O-METER



#### PLUS

Colourful graphics.  
Excellent improvements to capital ships.

#### MINUS

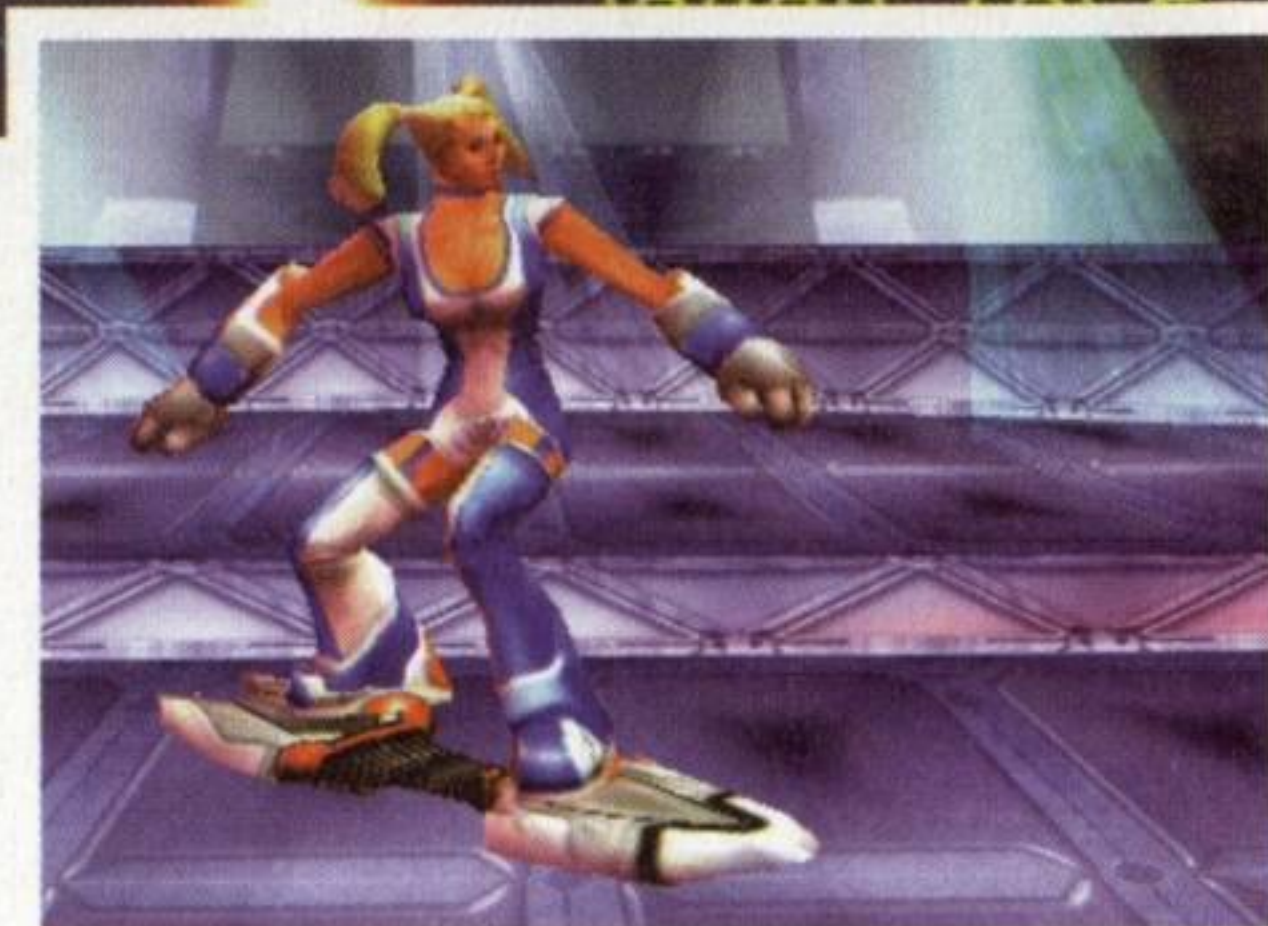
Crappy ending. Too hard to get a playable multiplayer game online.

VISUALS 91 SOUND 88 GAMEPLAY 91

### OVERALL

# 90

Improves on an already outstanding game.  
If you want to be a spaceship fighter pilot,  
this is your thing.



THEY ARE SOME SERIOUS SHOES

# TRICKSTYLE

Cam Shea takes a look at the latest "paint by numbers" futuristic racing game.

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Hoverboard racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Acclaim
<b>PRICE:</b> \$94.95
<b>RATING:</b> G

Although we generally cringe at the prospect of another futuristic hoverboard racing game, our hopes were high for TrickStyle. Up until now the genre has been one dud game after another, but there really is great potential for mixing a touch of Wipeout with a bit of Tony Hawk and a huge dose of adrenaline to make a very tasty gaming concoction indeed. Unfortunately, TrickStyle is not the game to invigorate the genre and bring spice to your life.

## DOPE STYLE, OR JUST DOPEY STYLE?

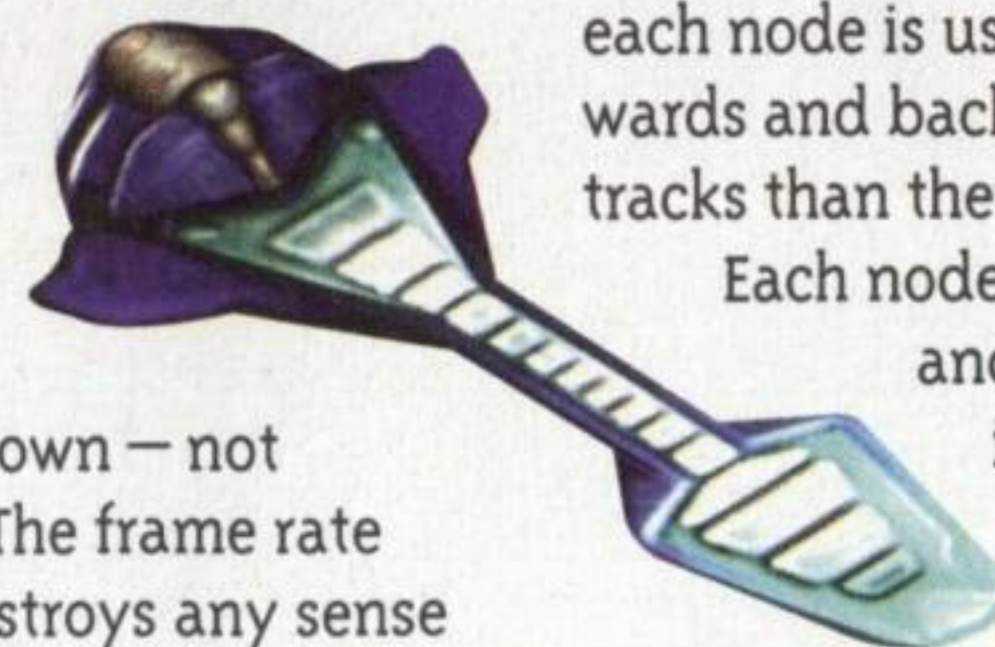
Races are set across three cities: neo-London, neo-Tokyo and neo-New York. Acclaim have mixed a healthy dose of clichéd futuristic city design with a few familiar landmarks to come up with some very attractive courses. You'll glide alongside hovercars, turbo boost up vertical walls, burn through twisting, branching tunnels, streak through parkland and even smash through the clock



UH-OH, THE PUKE-O-METER IS GOING OFF

usual tradeoff between strength, speed and skills. There's a stack of stunts to unlock for each character, not to mention extra challenges and better boards. Easing the player into the game is an instructor who will teach you the basics (and tut tut when you screw up), and then it's up to you to beat the races and unlock all three cities.

these mean diddly squat (to quote Casey Casen) when a game chugs this badly. Races in TrickStyle suffer from constant slowdown – not occasional – constant. The frame rate fluctuates wildy and destroys any sense of speed that would otherwise be pre-



ing timing certain turns and jumps all the more frustrating.

## GLEEMING THE CUBE...

Aside from the problems of jumpy frame rates and sloppy controls, the track design simply isn't up to scratch. It seems to have been designed with looks in mind and gameplay coming a distant second. There's just so much that could have been done with the concept that hasn't been explored.

Each race is node based, meaning that it's comprised of several runs linked together. Thus, each city has a large number of ways it can be raced, depending on which branches are open. Unfortunately, what this means is that courses have a pieced together feel and it's often confusing working out where to go and which branch is open. The use of nodes also means that although there may be five courses in each city, each node is used several times – forwards and backwards, so there are less tracks than there appear to be.

Each node has a few alternate paths and shortcuts to discover, including the magnorails which are beams of energy that you can grapple to for a brief

"THE GRAPHICS ENGINE SIMPLY HASN'T BEEN OPTIMISED TO A PLAYABLE POINT"

face of Big Ben to get the edge on your competitors.

There are nine characters to choose from, with the



It all sounds quite convincing on paper, but the game elements simply aren't pieced together well. For starters, despite the high-resolution graphics, nice lighting effects, excellent viewing distance, and funky design, none of

sent. The graphics engine simply hasn't been optimized to a playable point. Complicating matters further, the controls are sluggish and the camera tracking lags behind badly, so that it's often difficult see where you're facing, mak-

rollercoaster-like ride. There are some moments of inspiration in the course design, but they're mostly either poorly planned or just plain frustrating. The frequent use of small walls in the path that you need to jump over are really



The music is just what you'd expect — a collection of techno and drum'n'bass tunes that aren't bad, but don't suit the racing all that well.

annoying since half the time you don't see them coming until it's too late. The anti grav vehicles zooming around the tracks are also a pain in the posterior, frequently taking you out with no



warning. One of the biggest downers though, is the opponent AI. Make a tiny mistake and you'll go from first to last in the blink of an eye. They are always hovering right on your tail, and there really isn't any sense of competition.

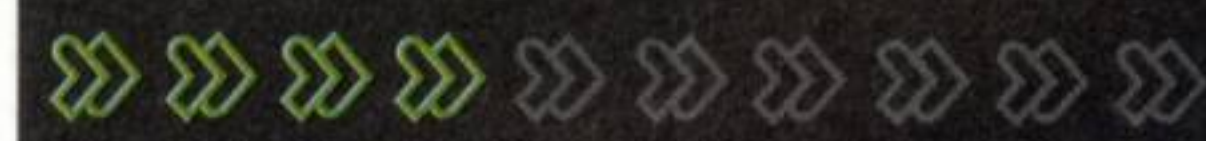
TrickStyle isn't the worst racer in the Dreamcast's lineup — there is some fun to be had, it's just ultimately unrewarding. I really wanted to love this game, but after several extended plays I still hadn't discovered the hook that this title desperately needs to immerse the gamer in its world. It's particularly embarrassing given that titles like Wip3out and Tony Hawk Skateboarding on the PlayStation are showing off far more competent graphics on far less powerful hardware... and the gameplay's there too. TrickStyle struggles in both departments leaving the player disappointed. ■



BASIC TRICKS		RACE STANCE	
OLLIE	☆☆☆☆	☆☆☆☆	
SPEEDLUGE	☆☆☆☆	☆☆☆☆	
BOOGIEDRILL	☆☆☆☆	☆☆☆☆	HOLD UP TO STALL
HAMMEROILL	☆☆☆☆	☆☆☆☆	HOLD UP TO STALL
360 SPIN	☆☆☆☆	☆☆☆☆	
720 SPIN	☆☆☆☆	☆☆☆☆	
1080 SPIN	☆☆☆☆	☆☆☆☆	
MID AIR		MID AIR	
BACK FLIP	☆☆☆☆	☆☆☆☆	
DOUBLE FLIP	☆☆☆☆	☆☆☆☆	
TRIPLE FLIP	☆☆☆☆	☆☆☆☆	
KICK FLIP	☆☆☆☆	☆☆☆☆	



### MARTY MCFLY-O-METER



#### PLUS

It's better than Streak...

#### MINUS

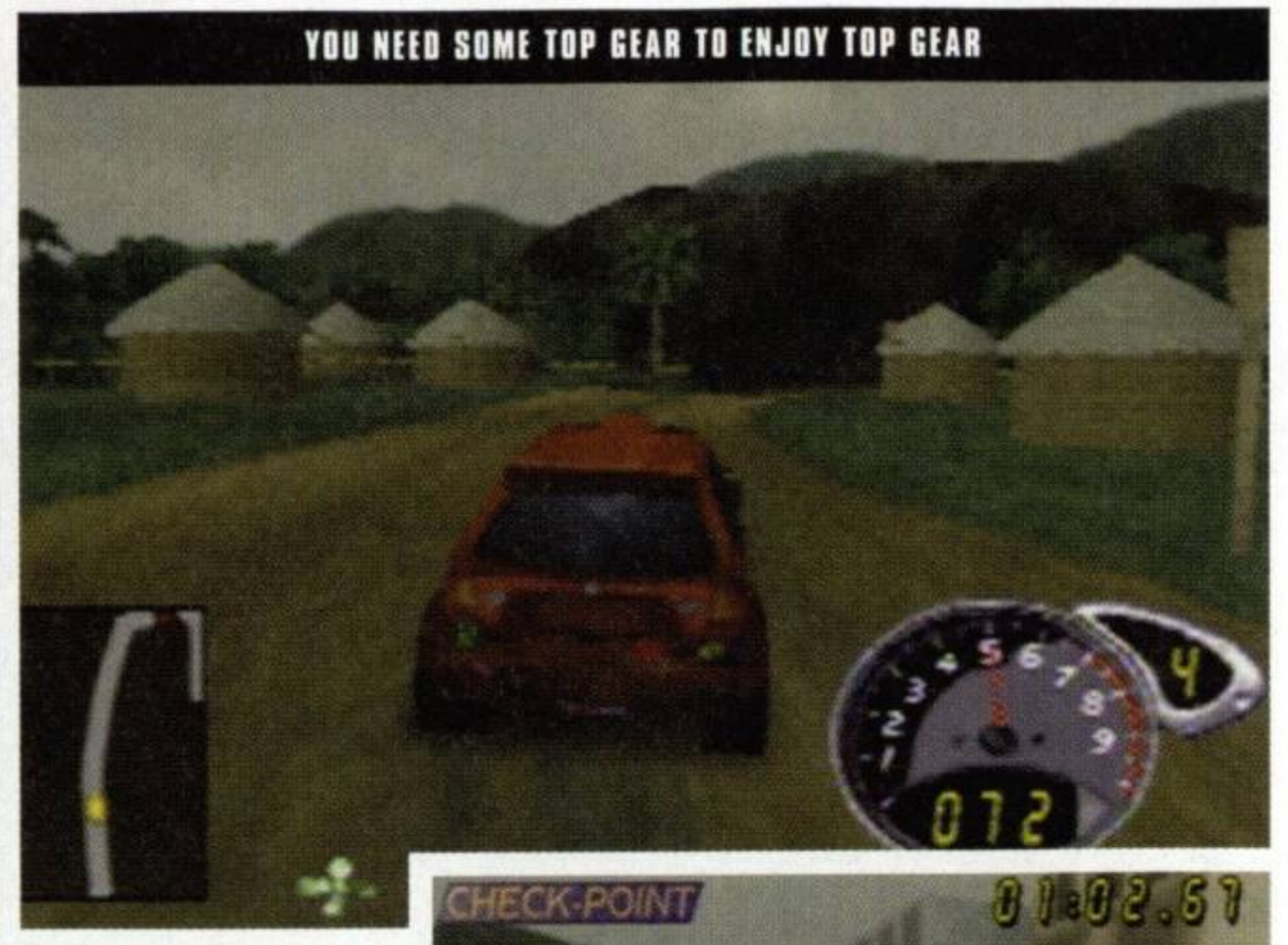
Gameplay, gameplay, why hast thou forsaken me?

VISUALS	SOUND	GAMEPLAY
84	82	69

### OVERALL

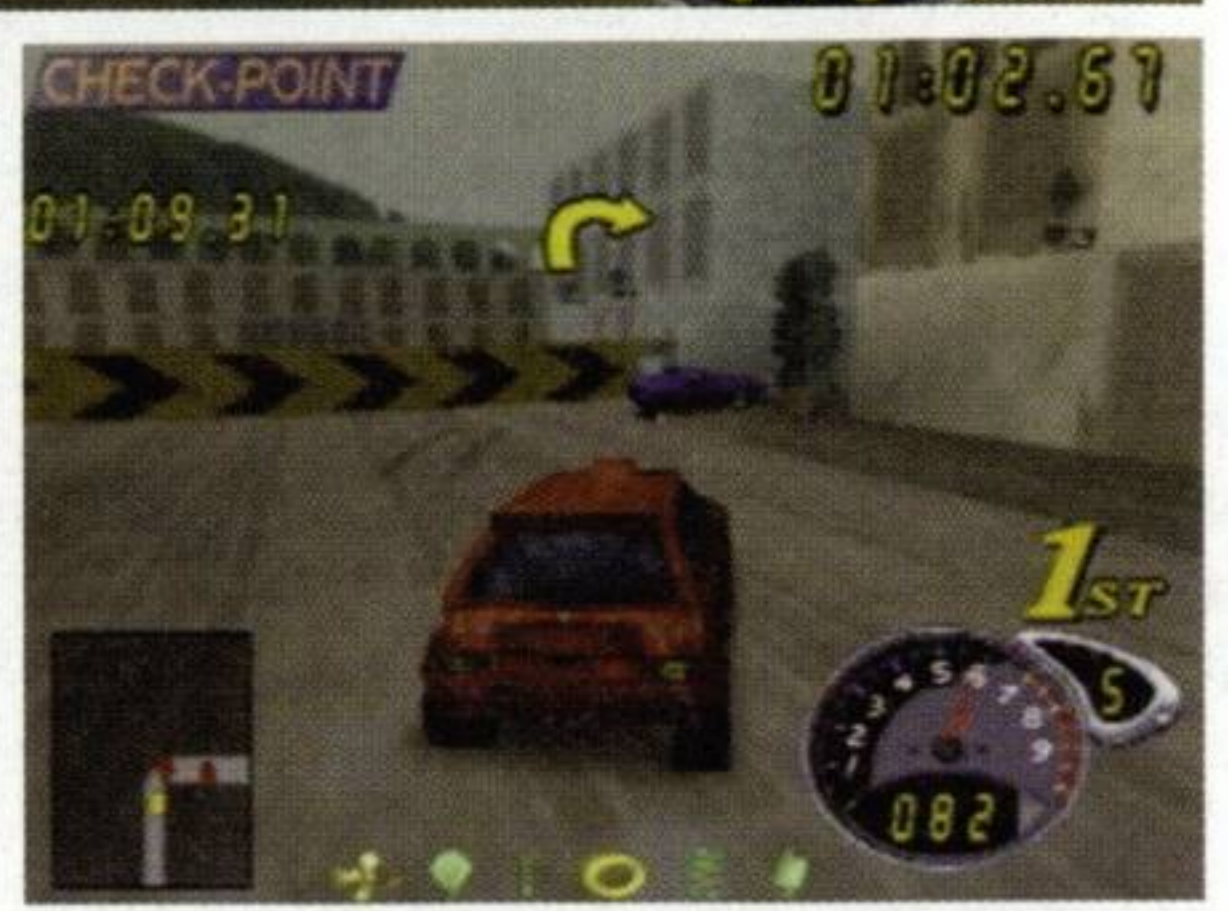
# 72

Sadly, TrickStyle could have been sooooo much better. Not at all what we were expecting.



# TOP GEAR RALLY 2

DMC slips into gear and tries to get rally, rally excited...



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Rally Racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Kemco
<b>PRICE:</b> \$99.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Rumble Pak

The word 'Rally' in the title of a game always gets my blood pumping, and my lips slathering in anticipation. There's something about all those mud smeared rear ends swinging from side to side that reminds me of many fun nights watching 'adult' cable. So I got behind the wheel of this game hoping that finally we might have a decent racer for the N64 that doesn't involve Karts or anti-grav vehicles. Sadly, it was not to be, as Kemco clocks in yet another supremely average racer for the platform. An improvement on the first instalment, but a step backwards after Top Gear Overdrive.

## WE RALLY DON'T LIKE THIS GAME...

First up, it must be said that there are some interesting features to the game, an attempt to give 'realism' to the Rally experience. If you don't stay on the road, your car suffers damage, and can

lead to broken drive shafts, shock absorbers, or flat tyres. These take time to repair, either during the race, or through suffering a time penalty in between stages. And even if racing in 3rd person, when adventuring off road, mud and stones will kick up into the screen. But apart from these bells and whistles, TGR2 does little other than go through the motions. Attempts at realism don't count for jack when the core gameplay is so woeful.

The game suffers terribly in the speed department. It feels more like a license of Driving Miss Daisy that the heart pounding fang through impossible terrain that a rally game should be. I've experienced more adrenaline watching lawn bowls. The framerate is very low, and there is often appalling slowdown and glitching when you start jostling with your opponents. The sense of speed is also not helped by sound

effects that have less grunt than a fat guy taking a ride-on lawnmower trip around Australia.

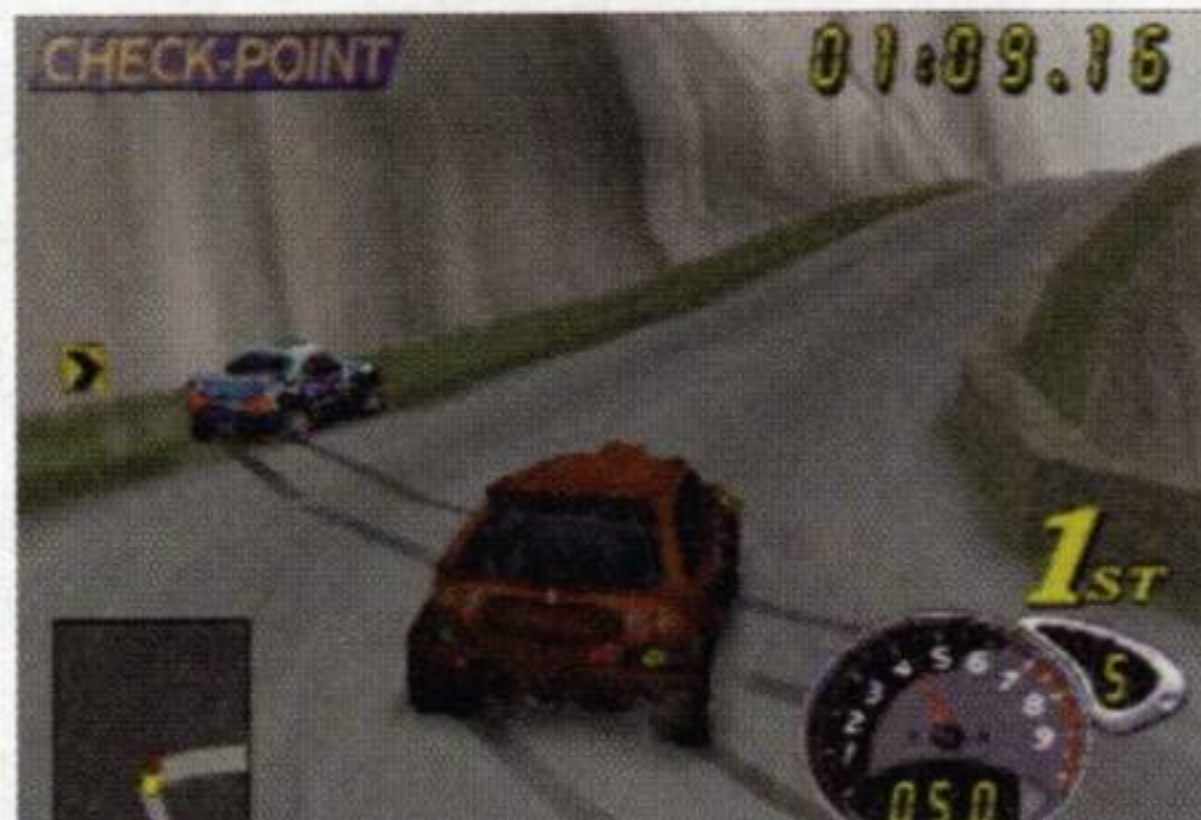
## TOP GEAR INDEED

Graphically, Top Gear Rally 2 is better than the original, but still a few notches below average. As we've come to expect on the system, it suffers dramatically from fogging and draw-in. The physics engine has been improved over TGR, but this is no difficult feat, considering they handled like bricks on wheels.

There is more swingin' an' a swervin' to be had this time around, but it lacks the important 'on the edge' feel that a rally game requires.

TGR 2 follows a traditional rally game format. You race against the times of four opponents

through three stages in each of 20 courses. Wow! 60 tracks to race on, I hear you say. If only this were the case.



Lamentably, TGR 2 demonstrates perhaps the laziest programming we've seen in a long time. The tracks are essentially made from a minimal number of "pieces" that are simply pasted together in a different order to create "different" tracks. After driving through the same hairpin bend or over the same bridge for the tenth time, you'll be ready to hop in the car and take this game back.

If you're after a game that combines ugly graphics with a dreadfully slow pace and sixty tracks that look basically identical, then you've come to the right place. ■



## MUD-O-METER



## PLUS

More fun than eating a block of lard... maybe.

## MINUS

There goes that bridge again... and again... and again... ad infinitum.

VISUALS	SOUND	GAMEPLAY
63	68	55

## OVERALL

# 60

We can hear Colin McRae laughing from here...

It's something you can't prepare yourself for  
 you just have to ride with it"  
 scott owen - The Living end



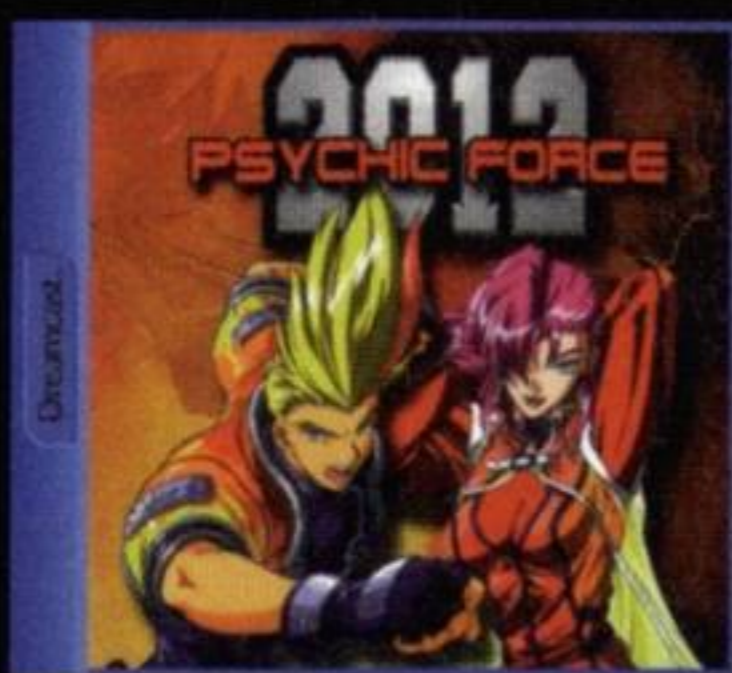
Race high above futuristic cityscapes on state of the art hover boards. Features an exceptional physics engines and state-of-the-art character animations.



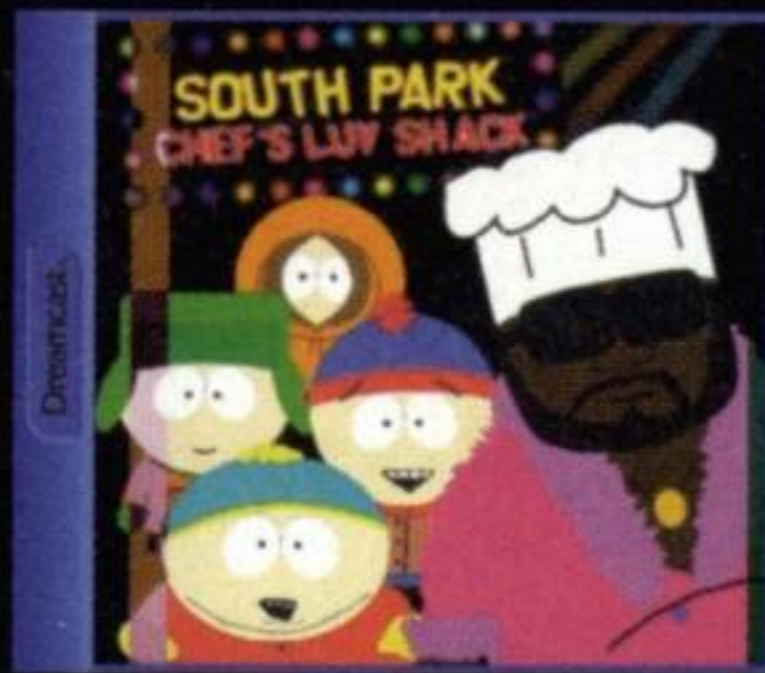
Acclaim's dark prophecy. As the player and Shadow Man gamers descend together into the very heart of darkness itself, they must confront the unimaginable horrors that exists at the edges of our perceived reality.



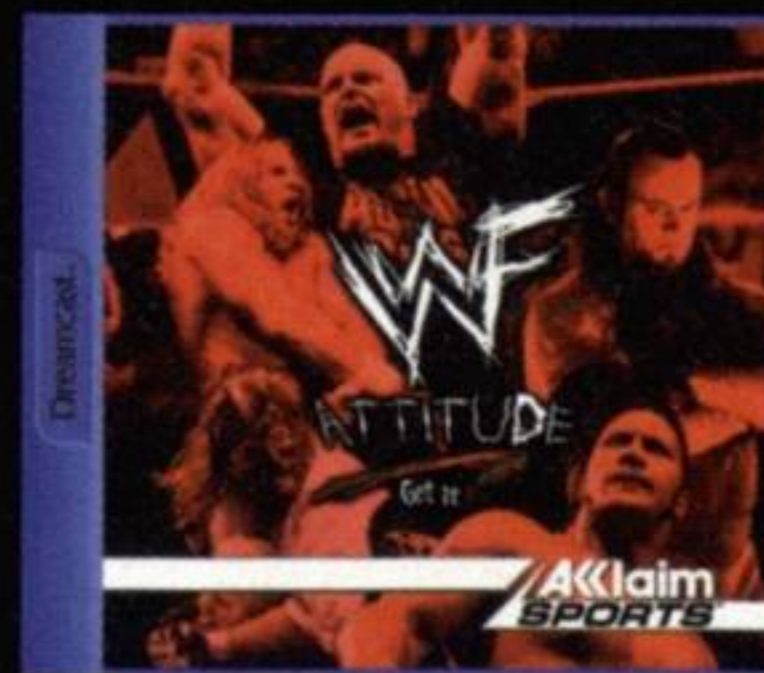
Acclaim's R/C racing game takes the genre and turns it on it's head. Race through museums, supermarkets - go where you've always wanted to and create your own tracks with the track editor!



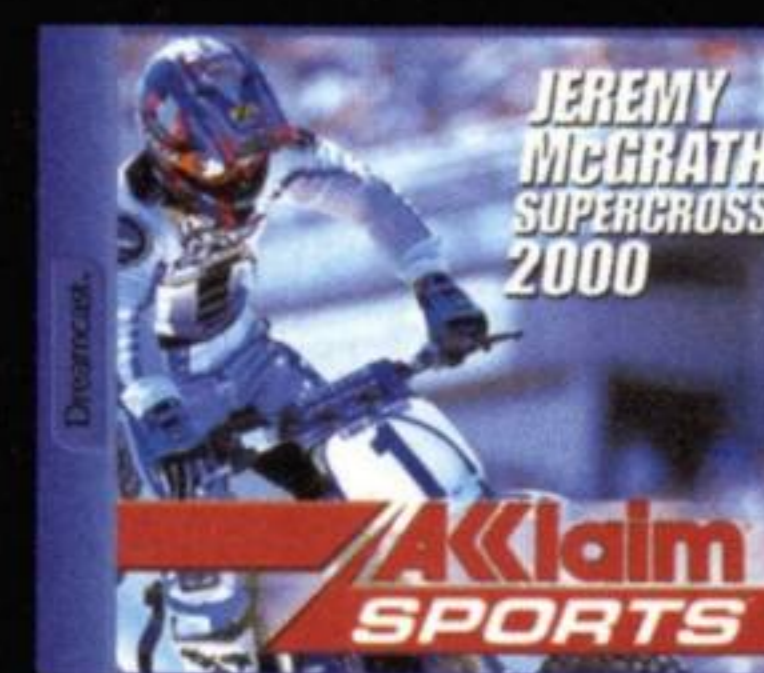
This unique fighting title puts gamers in a 360 degree suspended fighting arena and lets them square off using wind, magic, lightning and the earth's elements!



Join your favourite South Park characters in this crazy trivia game hosted by everyone's favourite chef. Compete in dozens of mini games that test your South Park skills!

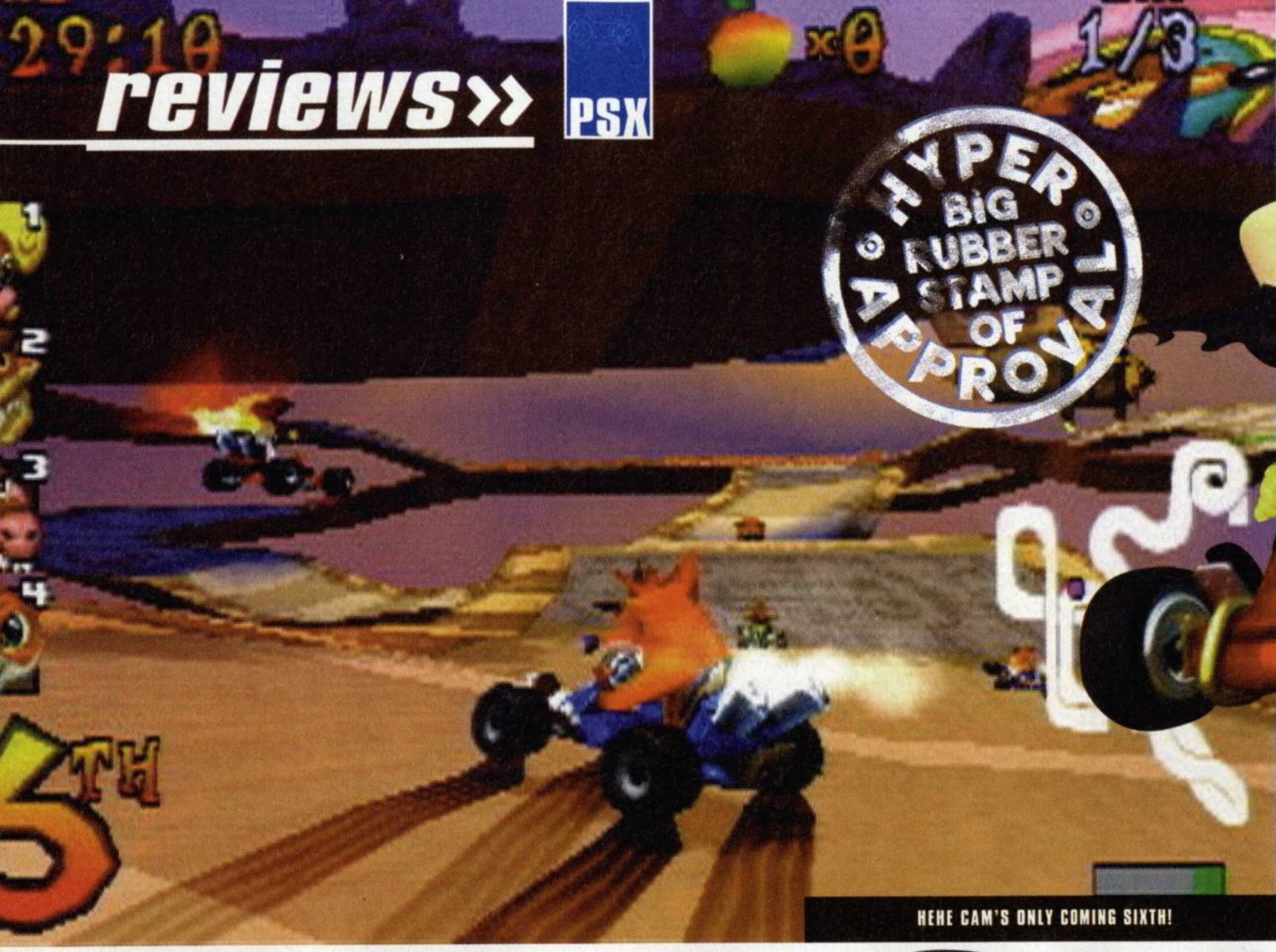


With all-new features that will blow your mind plus the tried and true classic features you've come to expect from the #1 wrestling video game franchise!



Combines the extreme intensity of arena supercross with endurance draining motorcross racing! All the thrills and spills of supercross action with the sport's all time winner - Jeremy "Showtime" McGrath!

[www.acclaim.net](http://www.acclaim.net)



# CRASH TEAM RACING

The Hyper crew's original crash test dummy, **Cam Shea**, throws himself at the TV



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Kart Racing
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> Sony
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Dual Shock

» In spite of an ever-increasing cynicism about developers cashing in on successful franchises/licenses with lackluster spinoff titles, my gut instinct told me that this wouldn't be the case for Crash Team Racing. Despite being less than enamoured with the previous Crash games, the idea of the colourful, cartoony vibe and kooky characters of the Crash world making the leap to kart racing seemed a good fit. This was a title that Naughty Dog had the talent to make work... and boy they didn't disappoint. Crash Team Racing obliterates all previous efforts on the PlayStation, as



Indeed, CTR owes no small debt to Mario Kart and Diddy Kong Racing. The entire structure of the game is

and the visual aesthetics. Fortunately, it fits the Crash world very well, and has enabled Naughty

**I WISH THE MILKMAN WOULD DELIVER MY MILK IN THE MORNING...**  
 Naughty Dog have really emphasised speed and style in Crash Team Racing. It's all about milking every turn and track undulation for all the speed it's worth. Sure, there are speed pads that you can run over for a boost, but it goes so much further than that. Powersliding has been raised to even greater prominence than in Mario Kart. Launch into a power-slide, and after a moment the exhaust from the kart will momentarily turn black. Hit the L1 button and you'll get a boost. Hold the slide for long enough and you can boost three times, and literally rocket out of the slide. Crash Team Racing also rewards catching air.

**"CRASH TEAM RACING OBLITERATES ALL PREVIOUS EFFORTS ON THE PLAYSTATION."**

well as many upcoming efforts (South Park Rally I'm looking in your direction) and is even within projectile vomiting distance of the classic Mario Kart series.

based on these two titles. From Mario Kart comes the handling, character selection, weapon selection, and battle mode. From Diddy Kong comes the Adventure mode

Dog to take everything that was great about the classic kart racers and improve on them. Simply put, Crash Team Racing just gets it all right, and is amazing fun.

The more air you get, the bigger the boost upon landing. Put all these elements together for insane speed boost chains. For instance, you can hit a speed pad, launch off

Be the first person to tell us the name of the artist and album that the lyric "I wish the milkman would deliver my milk in the morning" comes from, for a copy of Crash Team Racing. Send the answer on an envelope marked "Quirky Electronica" to the usual address. Oh, and there's a bit of a hint just below...

## THE MOTOR BOOTY AFFAIR

The computer opponents in CTR provide some stiff competition, but as always, multiplayer is where it's at. Naughty Dog have packed in the best splitscreen racing yet seen on the PlayStation. Four players, and all the frills. I'd still heartily recommend this game even without this option, but the fact that they've nailed it puts CTR in the must buy category. Aside from straight racing, there's also a Battle mode with seven arenas and excellent configuration options. You can choose what weapons will appear (so you can weed out unfair or dud weapons), choose teams, and alter the scoring system. Kart racing is back baby!

a jump, then land in a triple boost powerslide! Woo hoo!

Whilst not quite as tight as the handling in Mario Kart 64, the racing mechanics are top notch and are yet another indication of Naughty Dog's intentions to create a splash (or should that be Crash?) in the kart racing genre. The tracks are designed so that the better you get, the more boost potential there is to exploit. Each course is designed to allow for maximum fanging potential, with wide paths and long arcing corners. It's all about chaining folks. There are heaps of courses, and the design is fantastic – each track is immensely playable, and has its own distinct look and feel. As far as weapons go, CTR has that covered too. The Mario Kart influence is blatant, but the weapon range is perhaps the most useful yet.

## IT'S THE LOVEMATIC GRAMPA...

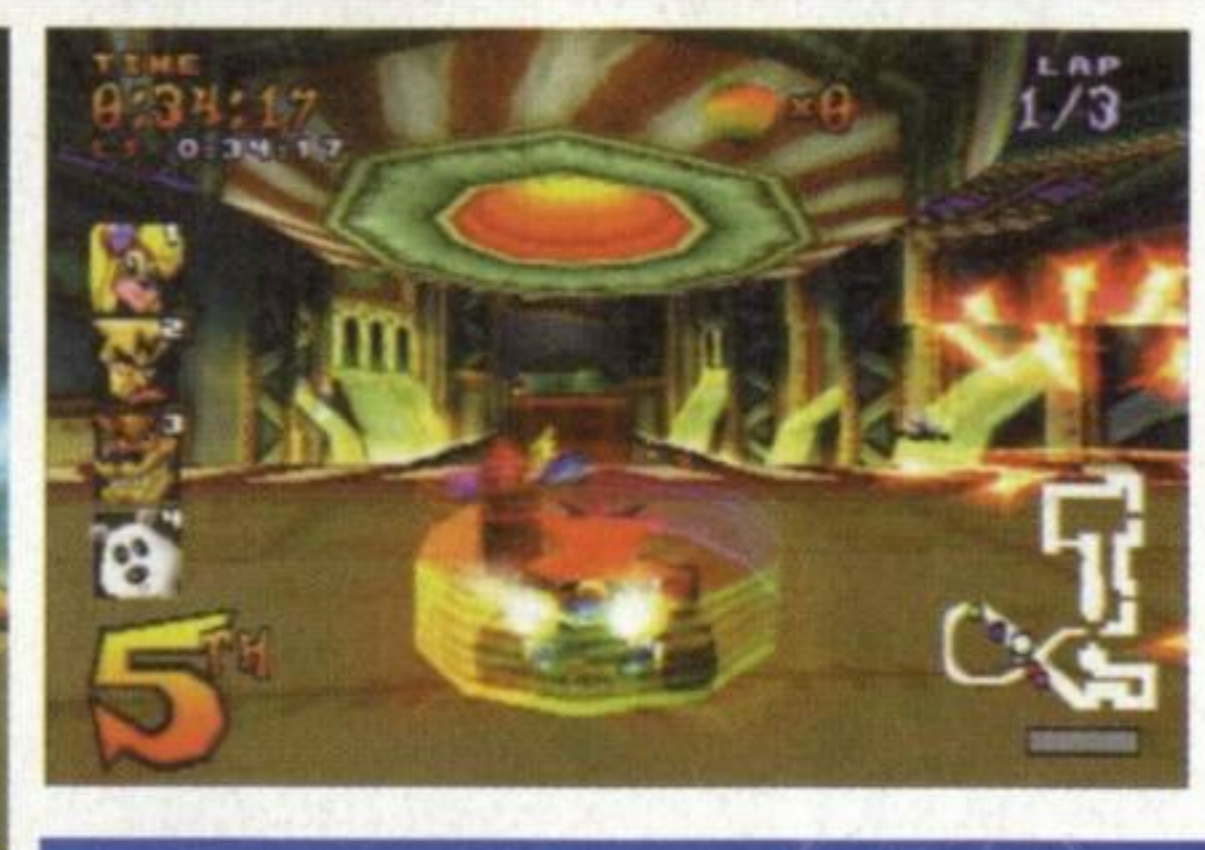
The meat of the single player game is the Adventure mode. As in Diddy Kong there's an excellent mix of straight races, boss battles and challenges. As you collect trophies, keys and many other trinkets, different areas and styles of race are unlocked. This mode isn't as difficult as in Diddy Kong, but it's a hell of a lot of fun, and it will take some serious hours in front of the box to collect everything.

Graphically, Crash Team Racing is just what you'd expect from a Crash title – crisp, colourful and detailed. The cartoony vibe of the series is here in full effect, and the graphics engine is fantastically smooth, running at a frantic pace without slowdown or draw-in – even in four player mode.

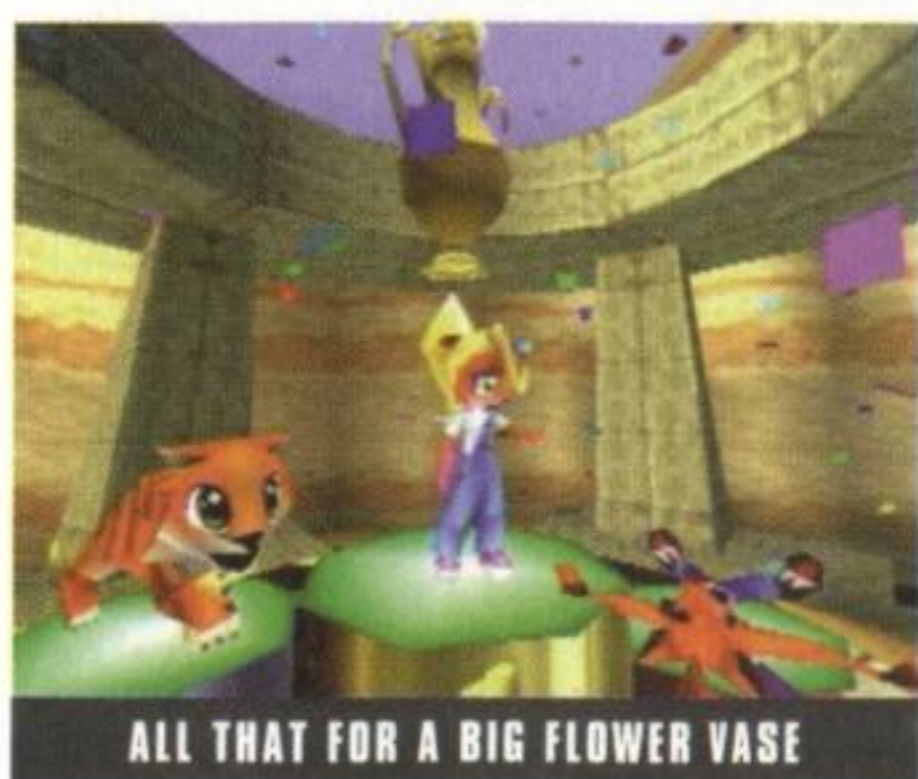
I'm not a huge fan of the Crash franchise, but this is a fantastic play. Damn fine racing mechanics, Crashalicious graphics, superb track design, serious depth and a cranking four player mode make Crash Team Racing one of our top picks for Christmas. ■



HEY, THESE CARS HAVE STRAFING BUTTONS!



DIDDY MUST BE TURNING IN HIS GRAVE



ALL THAT FOR A BIG FLOWER VASE



IT'S BOWSER'S CASTLE... NOT



## MARSUPIAL-O-METER



### PLUS

Superb racing mechanics and design.

### MINUS

They made us wait so long!

VISUALS **89** SOUND **85** GAMEPLAY **91**

## OVERALL

# 90

It'll blow your Neo Cortex...

Those squiggly bits are in the way of this informative message.



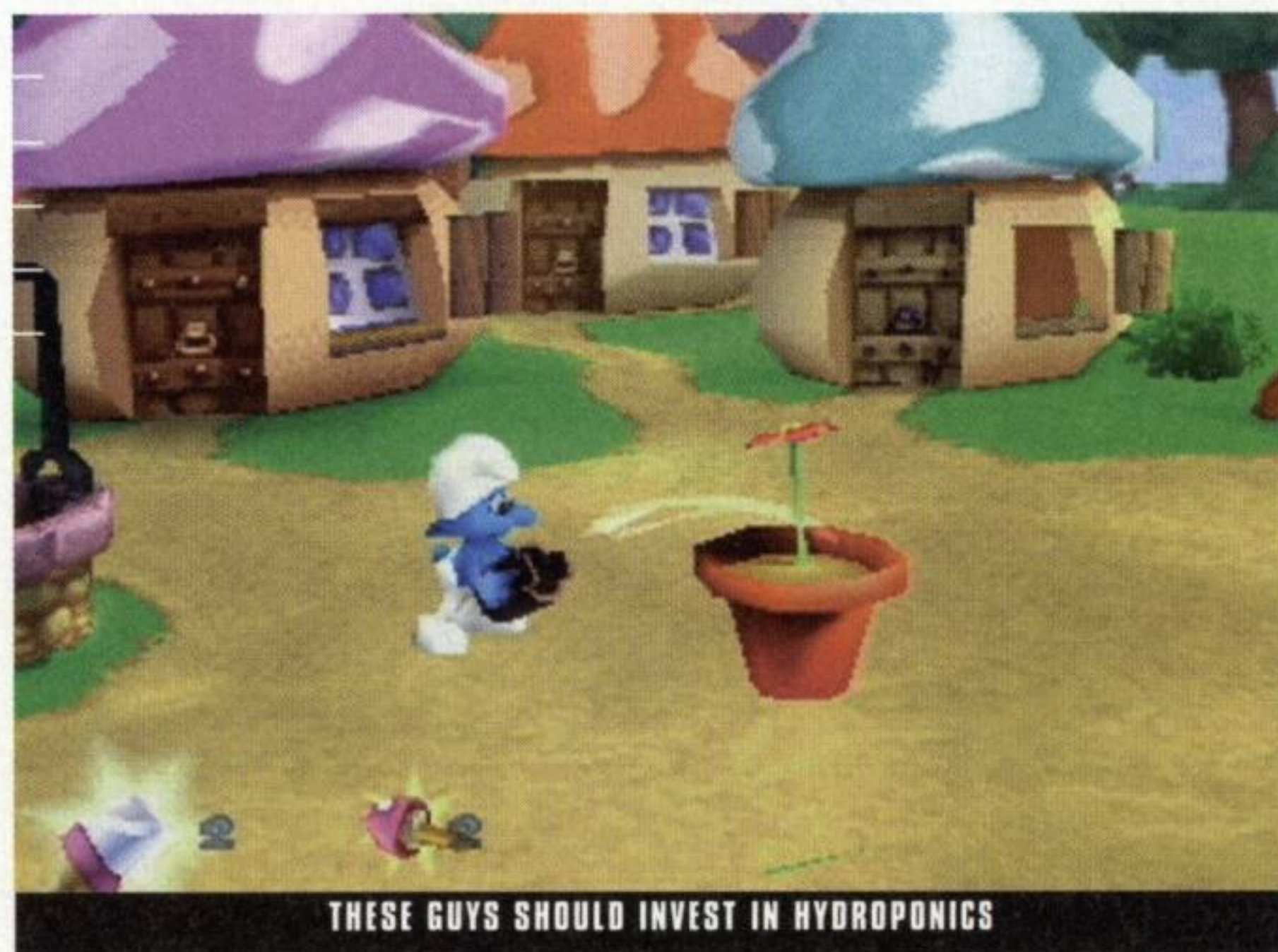
# SMURFS

Tim Colman said he was feeling blue, so...



**AVAILABLE:** Now  
**CATEGORY:** Action  
**PLAYERS:** 1  
**PUBLISHER:** Infogrames  
**PRICE:** \$TBC  
**RATING:** G  
**SUPPORTS:** Dual Shock

» La la lalala la lalala... or something like that. You all remember the Smurfs, those sweet little creatures who graced our television screens every morning before we raced off to primary school? Papa, Greedy, Hefty, Brainy and the ever desirable Smurfette would



THESE GUYS SHOULD INVEST IN HYDROPONICS

pros and cons of a game based on characters who were a guiding force during all our formative years. The game is very simplistic, but I hear Infogrames feels gamers of all ages will enjoy this Smurf adventure. I'm

There are hidden levels, cute little baddies to squash, rabbits to ride and things to jump over. Everything you would expect from a platform game.

Graphically the game is nothing special. Hefty doesn't even have his tattoo which basically destroyed the game for me (only kidding). The Smurfs look real enough and the background is well designed but nothing really jumps out at you. The real problem - and this is probably because it is a kid's game - is the sluggish controls. It is extremely slow, resulting in complete boredom. ■

"EVERYTHING YOU WOULD EXPECT FROM A PLATFORM GAME."

entertain us until gam, the last in a long line of unmemorable cartoons.

Unfortunately, I no longer have the inclination to spend my mornings in such a way - not because the show is no longer running

or because when you look back on it, it truly was a nauseating program - but because Infogrames have released Smurfs.

### SMURF MIRTH

To be 100% honest with you, this is a child's game and should be reviewed accordingly. Considering I basically have the mentality of a child I feel I'm more than qualified to weigh up the

not sure I agree. If you want a comparison, think Crash Bandicoot crossed with Sonic the Hedgehog crossed with those crazy Mario Bros without any of the excitement or difficulty.

You are given two levels to choose from in this Smurfy adventure, a beginners/practice and the full challenge where you take on the role of Hefty and must rescue your Smurf brothers and one sister from the evil Gargamel. The beginners level sees you taking on a babysitting position as you tend to Baby Smurf's needs. Basically you are responsible for feeding and entertaining the little brat, but if it were up to me I'd sell him to Gargamel and be done with the hassle. Unfortunately, this option is not open so you either persevere with the little tyke or move onto the harder levels.

The adventure level sees you rescuing your fellow Smurfs from Gargamel who believes Smurfs make quite a tasty dish indeed. Considering he's never caught a Smurf or for that matter eaten one I don't know where he got that idea from. Anyway, you negotiate through platform levels picking up as many purple balls as possible.



### MERCHANDISE-O-METER



#### PLUS

Little kids will love it.

#### MINUS

Big kids will be bored.

VISUALS 65 SOUND 67 GAMEPLAY 59

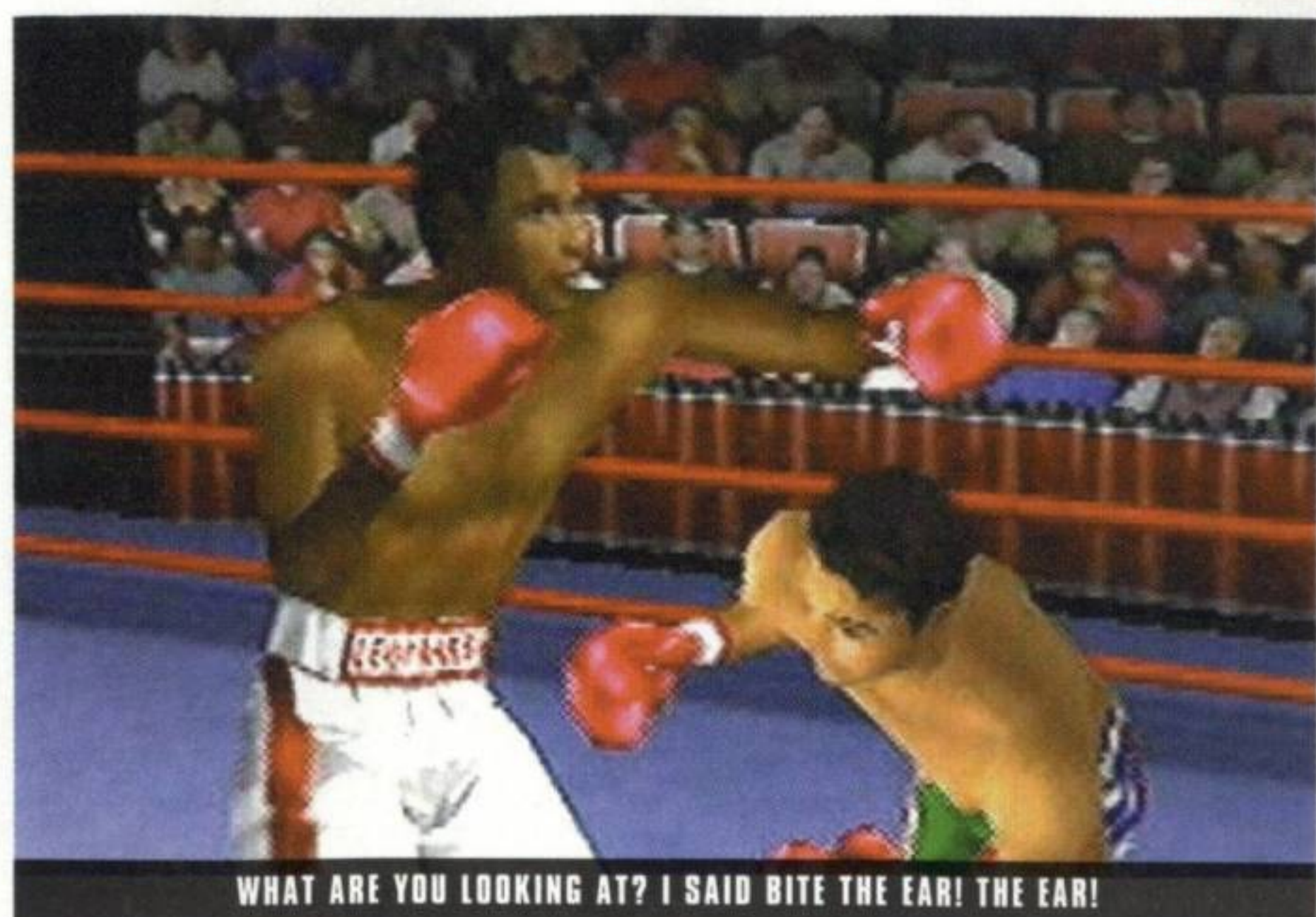
### OVERALL

62

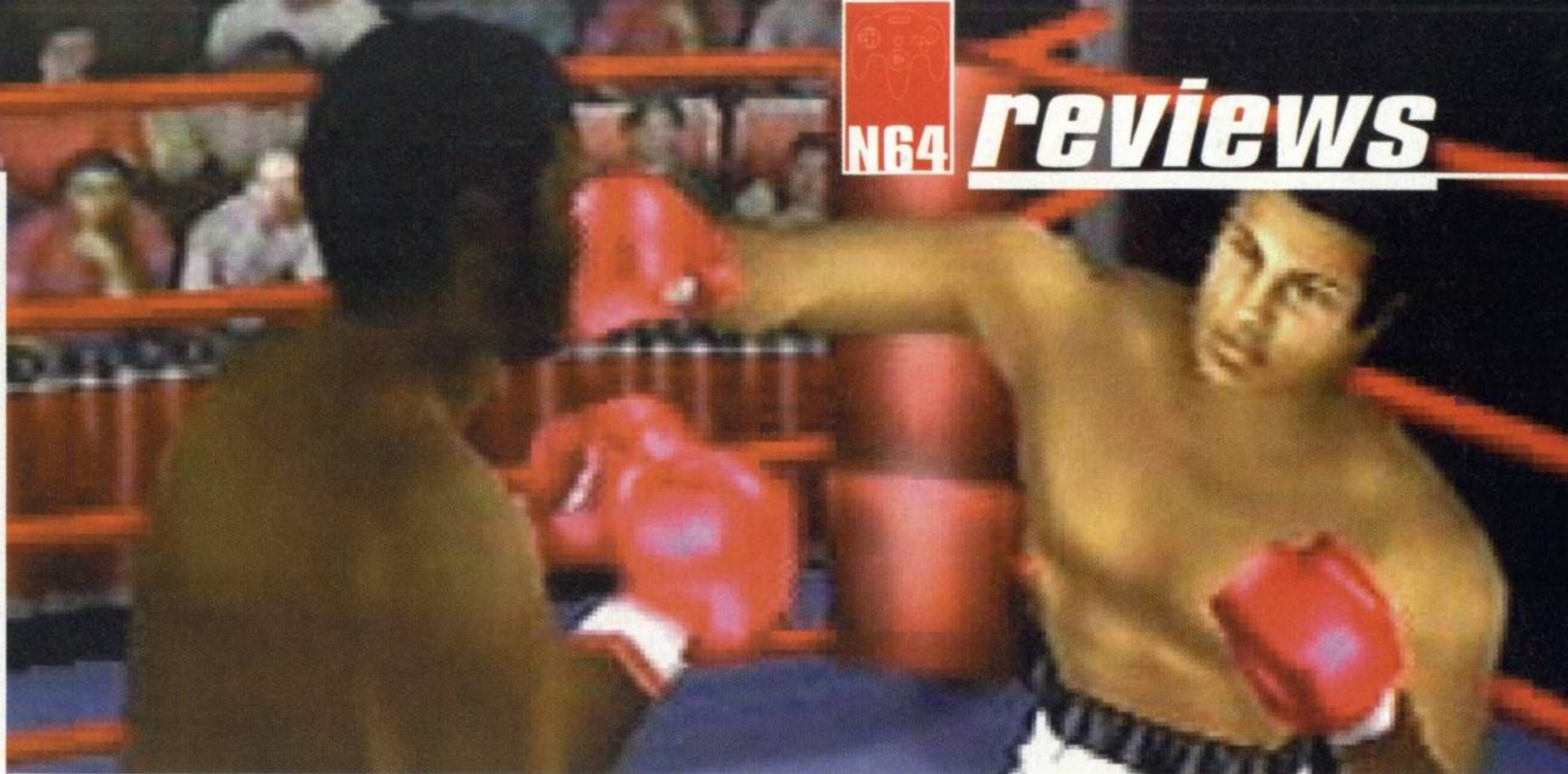


It's not really worth going the smurf.

"It's just a job. Grass grows, birds fly, waves pound the sand. I just beat people up." — Muhammed Ali



WHAT ARE YOU LOOKING AT? I SAID BITE THE EAR! THE EAR!



# KNOCKOUT KINGS 2000

In the left corner, **Hugh 'Clay' Norton-Smith...**

Knockout Kings 2000 is the latest in EA's new boxing franchise. The N64 is still almost completely devoid of decent fighting games. While there are countless wrestling games on the system, there have been very few attempts at realistic, visceral fighting games. With the ability to select from a range of famous boxing 'heroes', including Muhammed Ali, Joe Fraizer and Evander Hollywood, Knockout Kings 2000 will be a hit amongst boxing enthusiasts.

ture of these two moulds that fails to satisfy either the die-hard boxing fanatics or the fighting game fans. It just looks plain bizarre seeing Muhammed Ali pulling off a Streetfighter-esque uppercut.

The most neglected element in Knockout Kings 2000 is control.

## ...SO I'M GONNA KNOCK YOU OUT

Boxing is a fast game that demands lightning-fast reactions and reflexes. This necessary illusion of speed is completely destroyed by the ponderous movement of the fighters in Knockout Kings. Attractive visuals routinely dissolve into a stuttering mess, and attractive player models are

AVAILABLE:	Now
CATEGORY:	Boxing
PLAYERS:	1-2
PRICE:	\$99.95
RATING:	M
PUBLISHER:	EA
SUPPORTS:	Rumble Pak

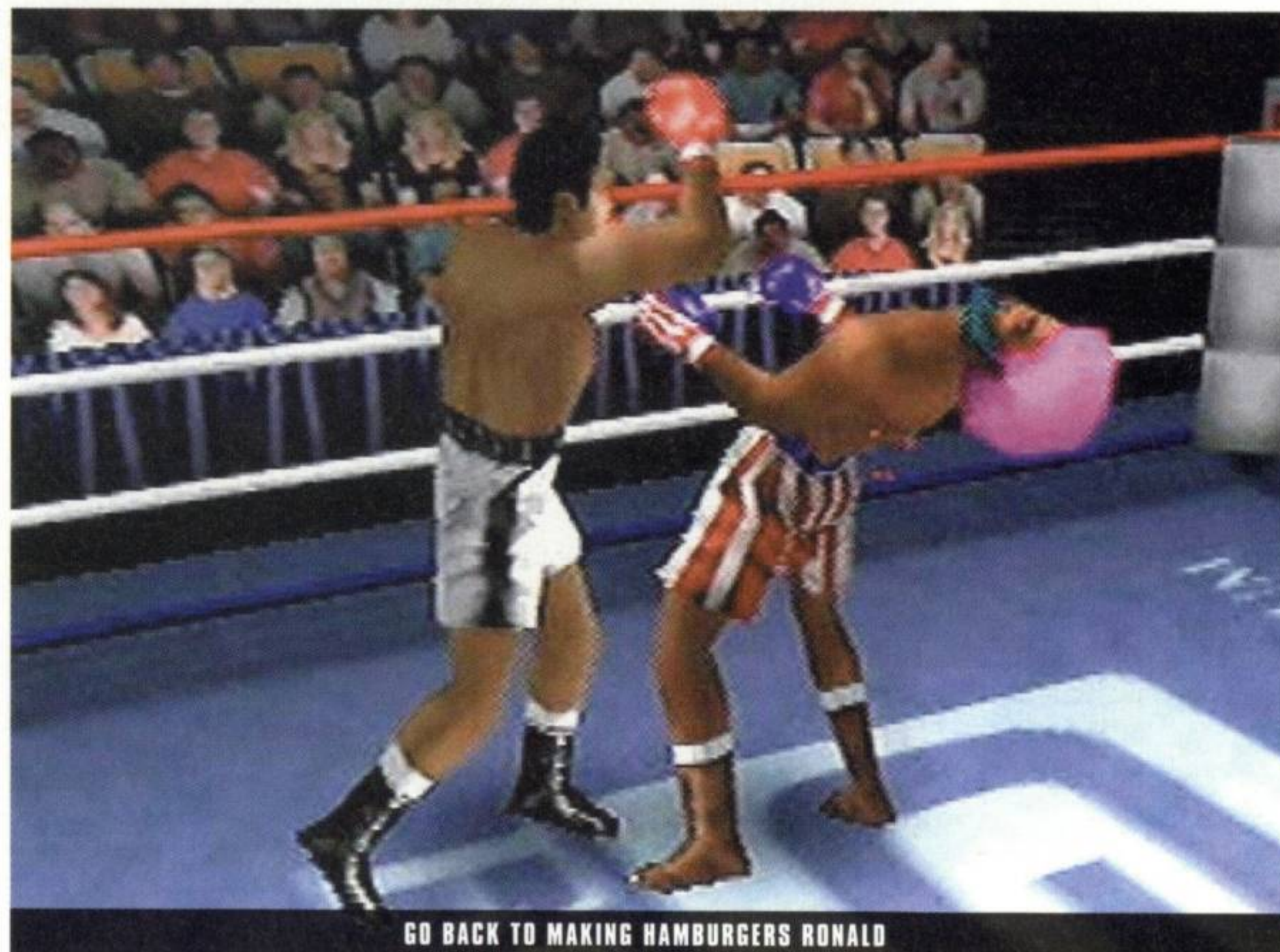
"ATTRACTIVE VISUALS ROUTINELY DISSOLVE INTO A STUTTERING MESS..."

Unfortunately, that's about the extent of this game's rather limited appeal.

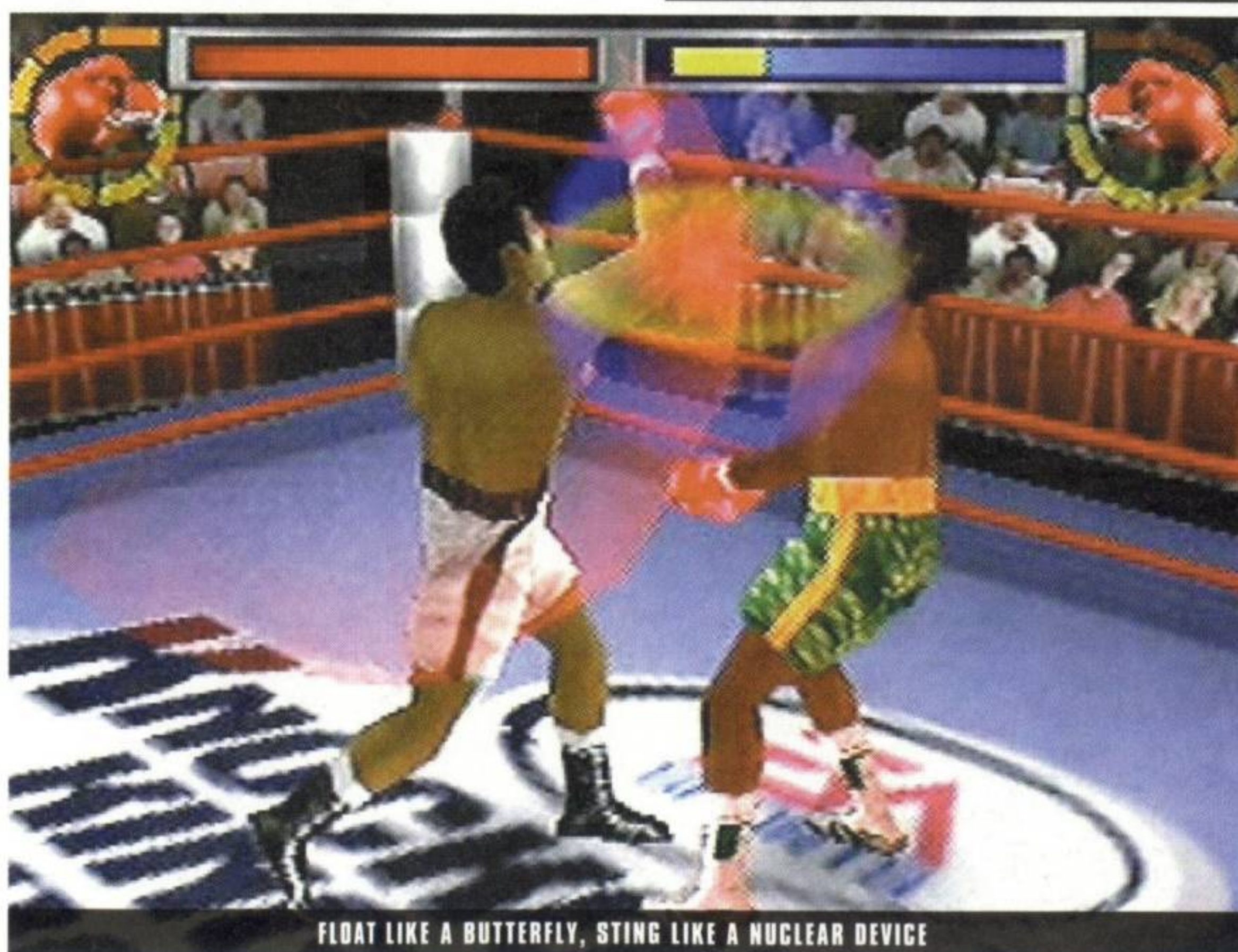
### MAMA SAID KNOCK YOU OUT

With their latest release, EA have attempted to mesh a realistic boxing simulation with arcade elements. Seriously, EA, just give us one or the other. What we DON'T want is a mix-

Although all the basic punches are included (uppercuts, swings, jabs), players can't string together interesting or effective combinations. Instead, you must rely on a series of canned combination routines, which removes much of the science from boxing. Essentially, this reduces much of the game to retarded button mashing - a beginner player can easily overwhelm a far more experienced opponent by random button presses. Knockout Kings 2000 also features some of the worst AI routines ever. Before long, you will be able to anticipate every move of your computer adversary. Obviously, this makes the game tremendously easy to complete, even in the lighter weight classes.



GO BACK TO MAKING HAMBURGERS RONALD



FLOAT LIKE A BUTTERFLY, STING LIKE A NUCLEAR DEVICE

besmirched by a complete lack of convincing animation. Aurally the game fares no better - okay, we're not really after television quality commentary, but seriously EA! The play-by-play commentary is, without doubt, the most tiresome and moronic I have ever had to endure. Commentary is completely generic and totally out of sync. The sound of punching and the roaring of the crowd gets the job done, but... To make matters worse, the game's soundtrack reverberates like test-card music from when you've fallen asleep in front of the telly and your surroundings have seeped into your nightmares. That bad.

Feeding on the current worldwide enthusiasm for boxing, this tawdry cash-in should be avoided like a ravenous Mike Tyson. Give yourself an uppercut, EA. ■

### UGLY-O-METER



#### PLUS

Large array of fighters.

#### MINUS

Shonky animation, pathetic AI and dull gameplay.

VISUALS SOUND GAMEPLAY

53 47 58

### OVERALL

57

Knockout Kings 2000 ain't a contender.

# DEMOLITION RACING

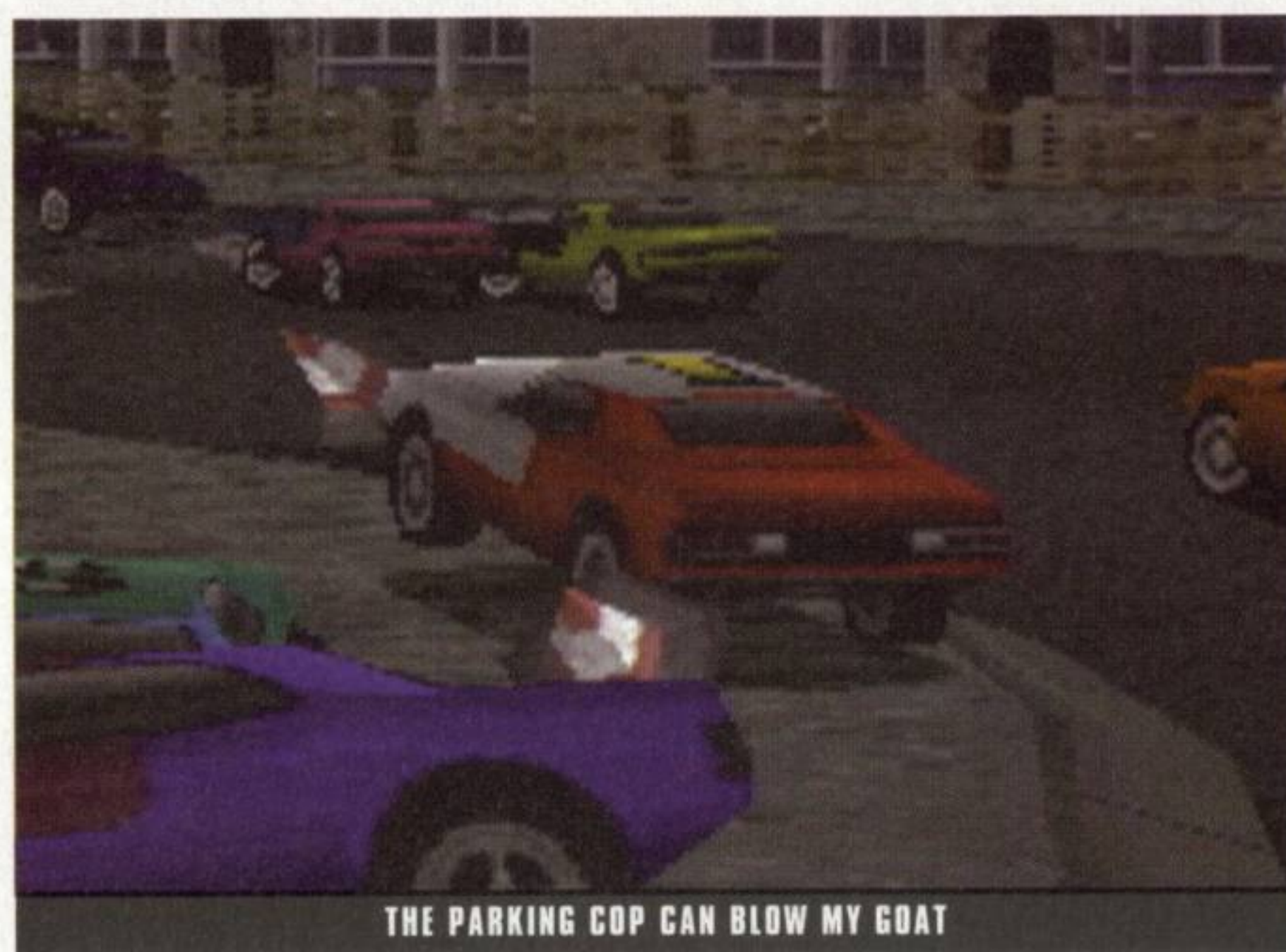
Yeah Baby. **DMC** shows us how to rip shit up...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Destruction Racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Infogrames
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Memory Card, Dual shock

Demolition Racing successfully explores an aspect of the racing game genre that is all too often neglected: smashing into things very fast. Usually, hitting another car in a racing game is cause for much annoyance, and possibly losing the race. Uh-uh. Not in Demolition Racing. Here you are positively rewarded for it. The harder, faster, and more stylishly you do it, the more kudos for you.

### HEY MAA!

Winning is not based on a 'first past the post' criteria, but by a points tally. Your final position is determined by multiplying together your position in the race, and the number of points gained along the way by trashing your opponent's cars. Racing thus becomes a fine balancing act, and you must prioritise between destruction and actually finishing the race, a prospect that often becomes very precarious on the final lap



THE PARKING COP CAN BLOW MY GOAT

as your car takes a beating every time you dish one out to an opponent. There are four racing leagues, each comprised of four tracks, varying from the countryside, to construction sites and parking stations. Also included is the joyous 'Arena' league. This abandons all pretensions of real racing and opts instead for pure and unadulterated destruction.

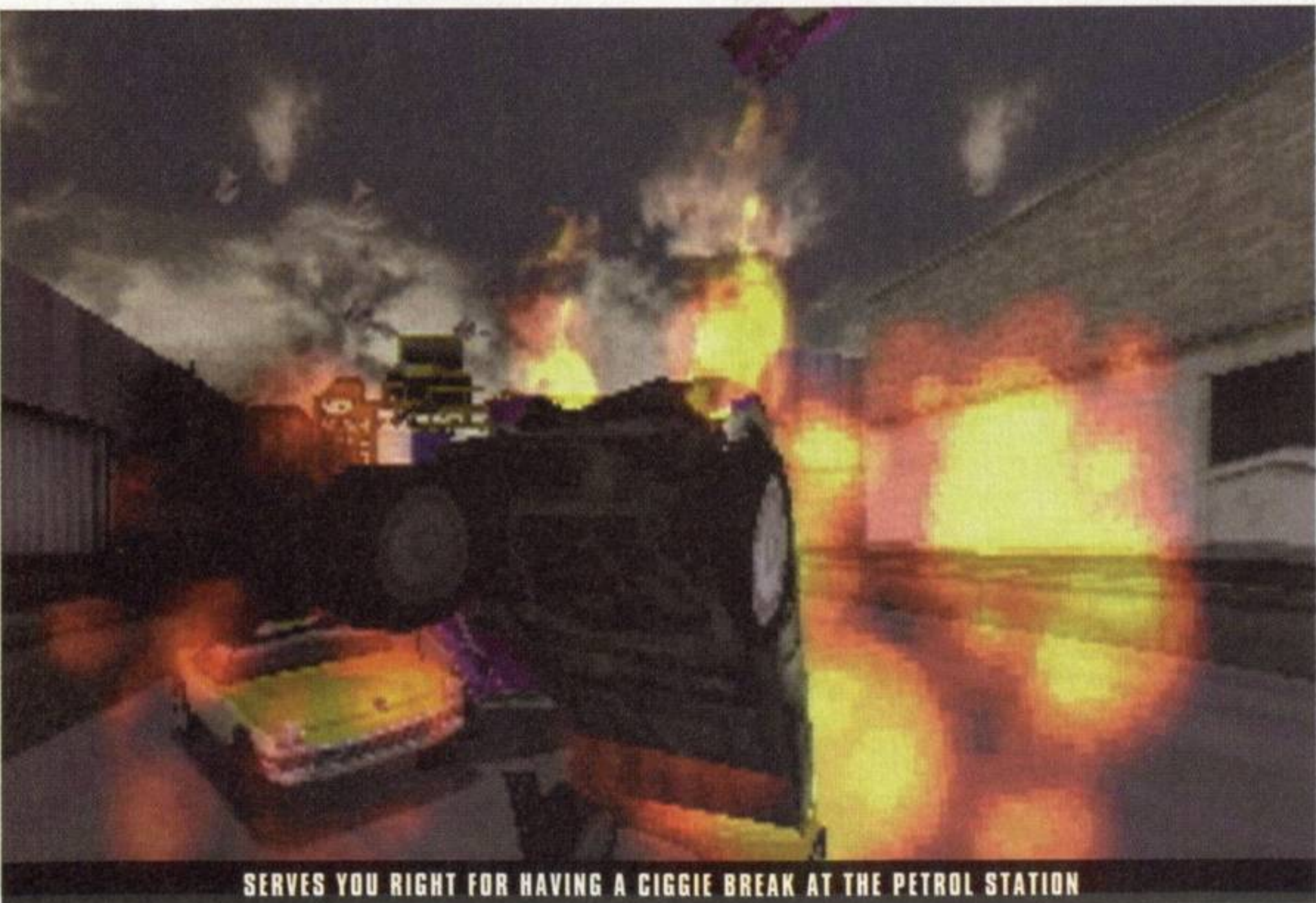
### INSERT "CLETUS THE SLACK-JAWED YOKEL" REFERENCE HERE

These cars have the best handling of any demolition derby game I've played. They handle somewhat like the '70s muscle

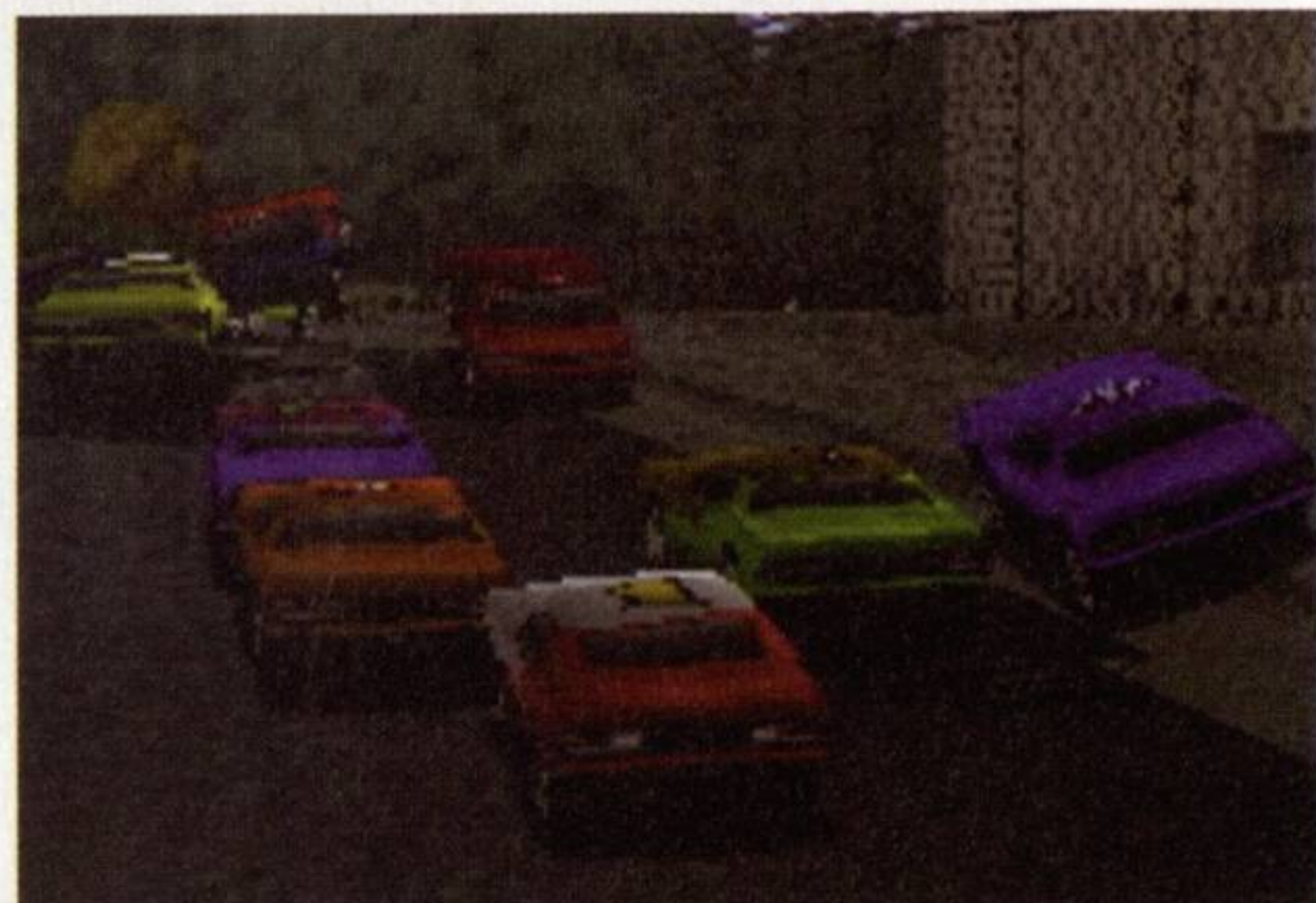
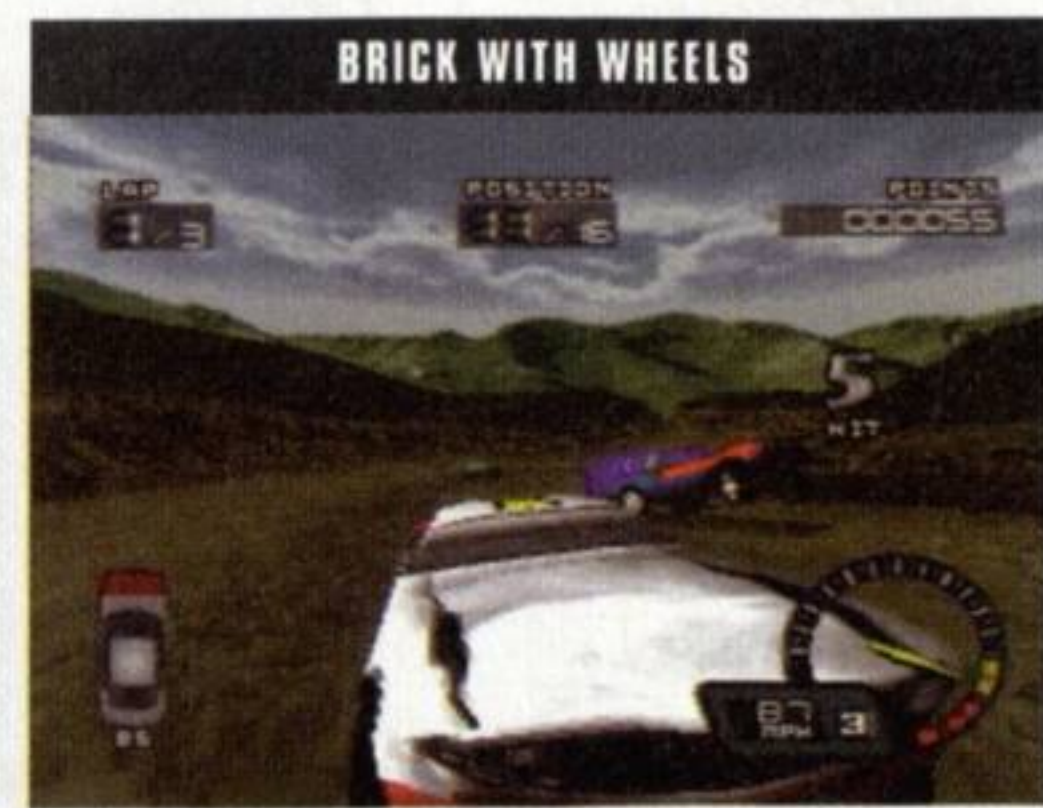
cars of Driver: incredibly fast and heavy. It's like barrelling down the highway in a very responsive turbo charged fridge on wheels. The beauty of the game is that it gives you the sensation of racing 'on the edge'. The whole time you feel like you're about to lose it and careen into an embankment, but very rarely do. The tracks are designed to facilitate this, with lots of strategically placed uneven ground and banked corners.

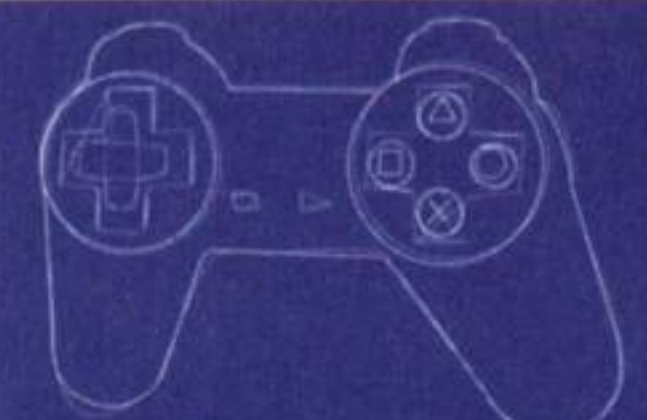
Graphically the game is fairly standard for a PSX title, but this is more than compensated for by the speed of the game. This takes a slight hit in the split screen two player mode, but can't diminish the fun of lining up a friend's car in your sights and mowing them down.

The handling, the track design, and the sheer speed of the game make this a fantastic racing game in its own right. Add the brilliantly executed demolition aspect, and you're in for a whole heap o' redneck style destructive fun. ■



SERVES YOU RIGHT FOR HAVING A CIGGIE BREAK AT THE PETROL STATION





## YOB-O-METER

**PLUS**  
Fast, furious destruction.  
Appeals to the redneck in all of us.

**MINUS**  
Graphics could be improved,  
especially in two player.

VISUALS	SOUND	GAMEPLAY
81	86	87

# OVERALL 85

Brings Parramatta Speedway into your own living room!

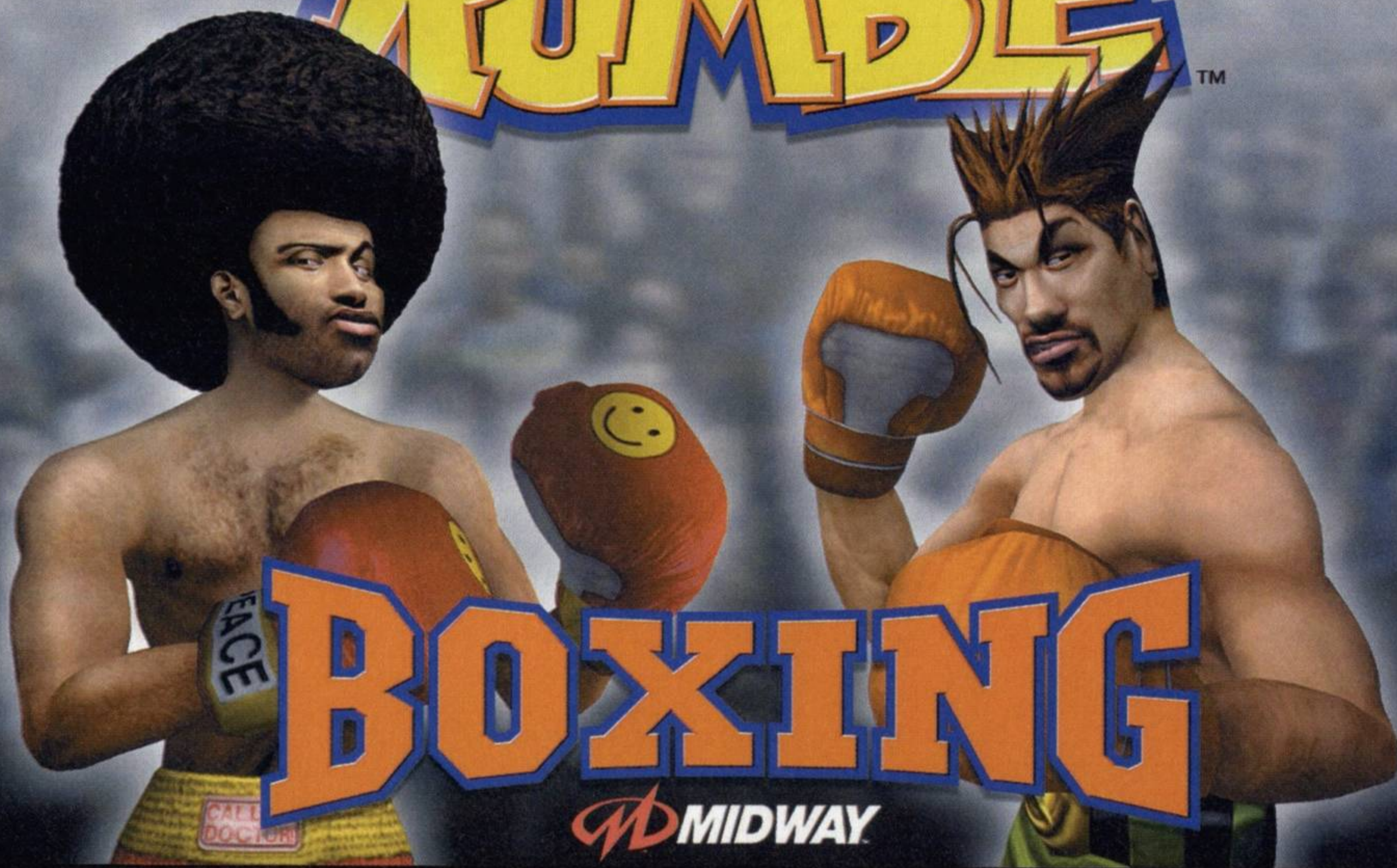


are YOU ready?  
PUT UP YOUR DUKES

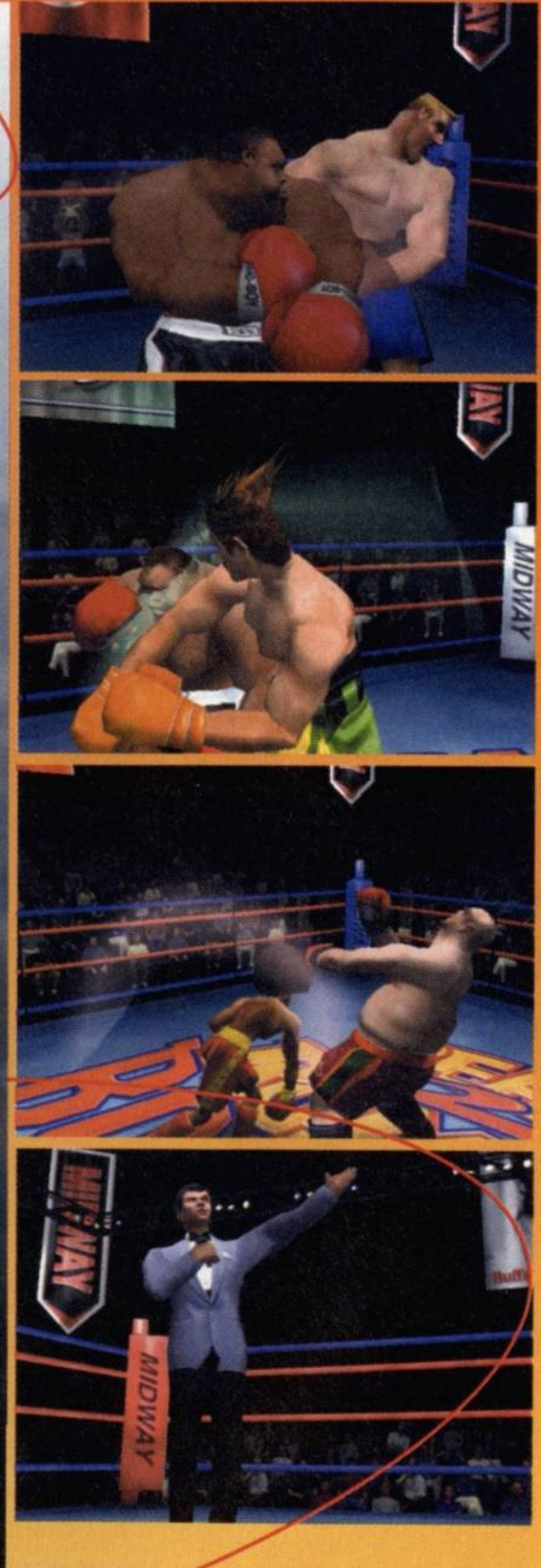


PAL

# READY RUMBLE<sup>2</sup>



MIDWAY



# PlayStation®

GameSUpPlay

\$89<sup>95</sup>

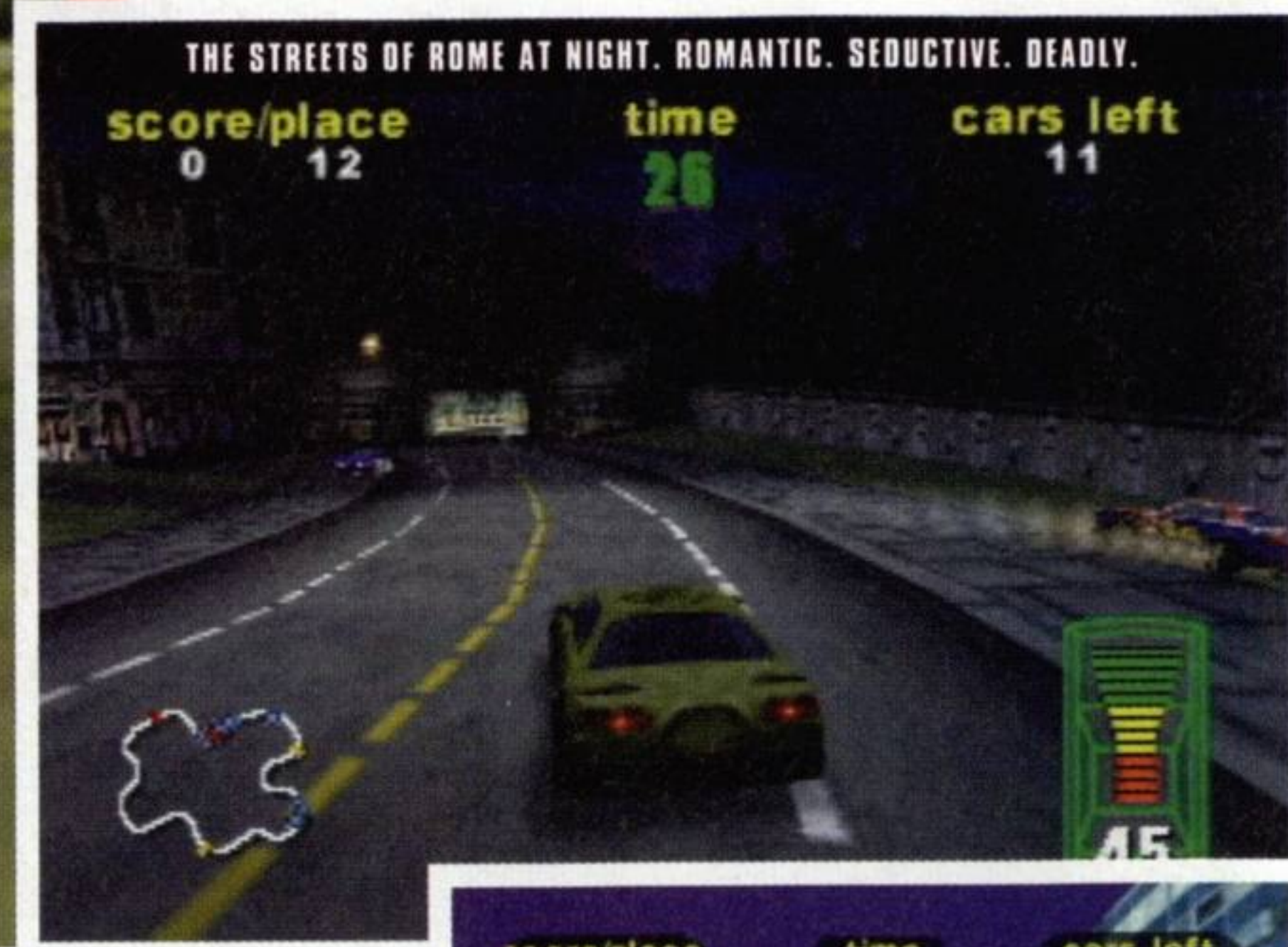
Ready to Rumble Boxing PSX N64 & Dreamcast (G).

Compete as one of 16 boxers, each with their own fighting style, in this exciting game of skill. Each boxer is hyper realistic with an unlimited number of punch combinations for both realistic and over-the-top boxing styles. Choose either Arcade mode or Championship mode and train your boxer for the class title fight.

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# DESTRUCTION DERBY 64

With plenty of donk under his bonnet, **DMC** goes the tonk...



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Destruction Racing
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> THQ
<b>PRICE:</b> \$99.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Memory Pak, Rumble Pak

Like Wipeout 64, this is a Nintendo port of one of the Psygnosis developed classics in the PlayStation library. Destruction Derby was one of the games that first turned me on to the possibilities of the 3 dimensional gaming world. Many a lazy summer day was spent ignoring

league (and there are 4 of them) consists of 5 tracks. Qualifying is based upon a points system, rather than placing within a more conventional 'race' from start to finish. Points are awarded for passing checkpoints, and destroying other cars, and you keep racing until no-one is left standing. Your car also takes a battering as you slam into walls and other cars. The last track of each league is an arena level, always the most fun of any game, because it dispenses with the niceties of racing, and lets you focus on the important work of being violent and destroying things.

### IT'S ALL ABOUT WHETHER YOU CAN SCORE

Points are seemingly not awarded on the basis of the style with which you hit an opponent. You can slam into someone at 100kph, spin them in a 360 degree circle, and receive minimal points. Instead it seems to be based on the amount of damage you cause, and the length of time you are in contact with the other car... duh! The lack of points awarded for conventional 'race elements', ie lasting the longest, or finishing a certain number of laps, drains the game of tension. There is no incentive to keep racing. Instead, the

Destruction derby cars are built like bricks on wheels, so they can take hideous punishment before they keel over. Unfortunately Destruction Derby 64 cars aren't built like that at all. They handle like nimble, weightless racing cars. Add to this brew graphics that are very confused and indistinct beyond middle distance, and sound effects that have little to no grunt, and you have a recipe for a boring game. ■

"THE GAME FOCUSES ON HEAD-ONS WHICH YOU CAN RARELY SEE COMING..."

the sunshine and instead barrelling around courses in cars that weighed a ton and handled like bricks, but were just perfect for bashing the snot out of your competitors. Now Psygnosis have licensed the title to THQ for an N64 update.

### CAR WARS

As with the original, the game is based upon running into and destroying every other car on the track. Each

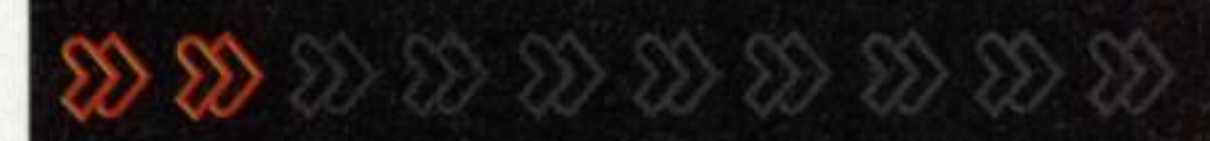
Unfortunately this adaptation lacks almost all the excitement and psychotic aggro of the PSX original. The first fundamental structural flaw of the game is that in each race is that there are two lots of cars racing in opposite directions. So the 'destruction' aspect of the game focuses upon head-ons which you can rarely see coming, rather than stylishly and skilfully battering opponents as you jostle and compete with them.

best way of scoring points seems to be to total your car as quickly as possible: 3 or 4 high speed head ons collisions and you finish first.

The game also fails to obviously indicate when you receive points, and what for. The score appears in a small font in the corner of the screen. You have to simultaneously watch what you are doing, and the points total, to work out how you are racking up the points.



### PINKSLIP-O-METER



#### PLUS

Smashing, trashing action.

#### MINUS

Poor handling, graphically dull, unexciting all round really.

VISUALS  
**60**

SOUND  
**70**

GAMEPLAY  
**55**

### OVERALL

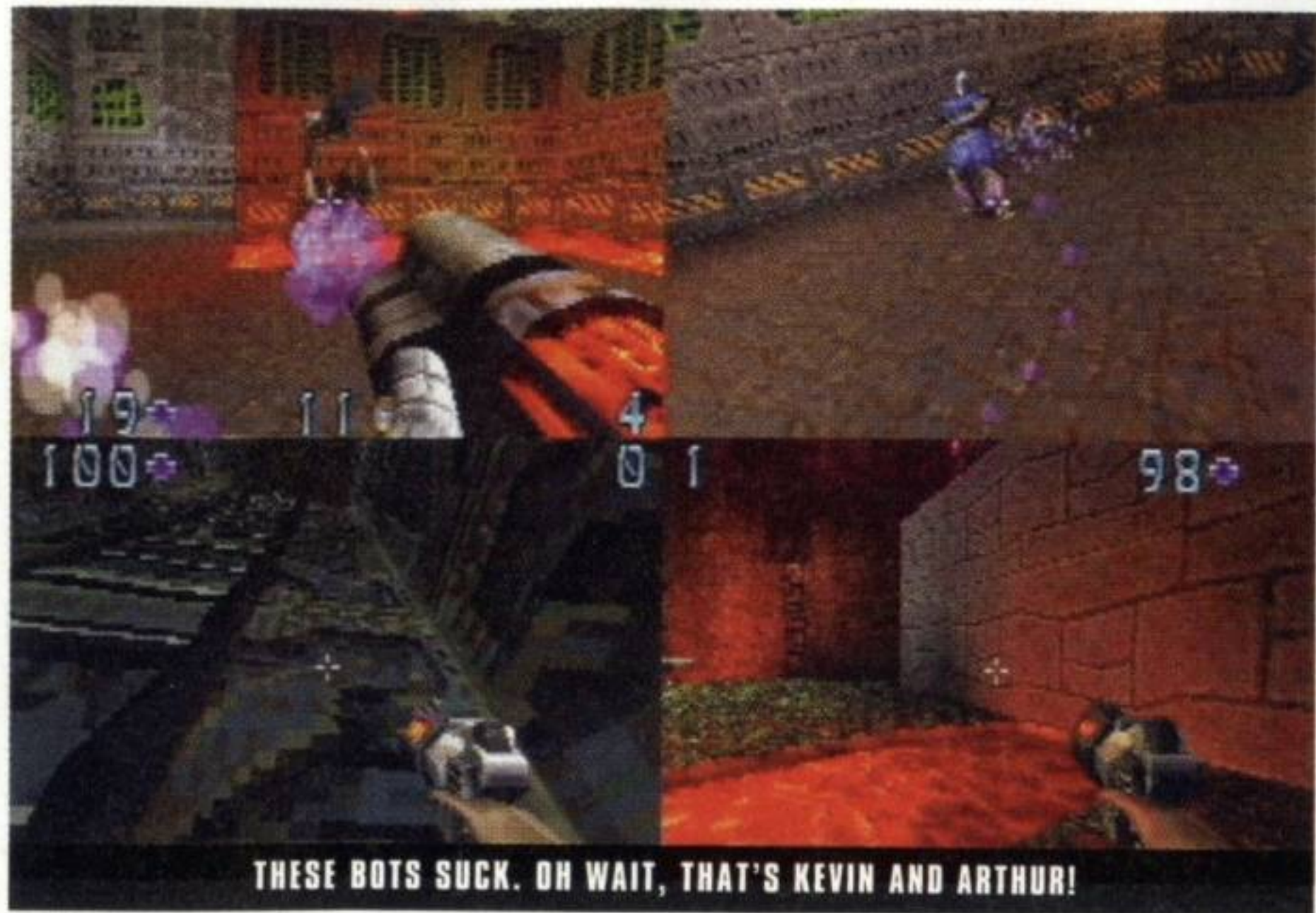
# 59

A disappointing title that suffers from some terrible design decisions. Fun for about five minutes.

Quake 3 Arena should be reviewed in Hyper next issue! Whilst we aren't going to hold our breath, id Software have confirmed that the game will be available for Christmas!



REVIEWS



THESE BOTS SUCK. OH WAIT, THAT'S KEVIN AND ARTHUR!



# QUAKE 2

Getting gibby with 2MB of RAM? **Eliot Fish** can't believe it's not butter...

» The PlayStation has been last on the list for a Quake 2 port, but finally the beast has arrived. Whilst Quakin' on the Nintendo 64 is very good, in some ways the PlayStation version is better. It's quite astounding that the PlayStation can handle this sort of game at all considering what a pathetic amount of RAM it has onboard. Very surprisingly then, Quake 2 on the PSX is more than playable — it's really good fun!

## I FEEL LIKE GIBBIN' TONIGHT, LIKE GIBBIN' TONIGHT...

What the PlayStation has managed to do is display nice rich textures, bold colours and sharp edges to give Quake 2 some real life and a visual edge over the Nintendo 64 version. The Dual Shock controller works perfectly well with the First-Person controls, and there are a number of set-ups to suit players of all styles. The

sensitivity of the analogue stick feels just right, as opposed to how fiddly it can be in games of a similar nature, like Rainbow Six. Even better though, you can use the PSX mouse! It won't take you long to get settled in and immersed in the familiar and yet entirely fresh land of Strogg. The smoothness of Quake 2 on PlayStation helps to make it the enjoyable fraggin' experience it is, and from your very first mission you'll slip into the atmosphere like a rocket into a pile o' gibs. Activision have brought us a game almost exactly like the PC version, bar a few level design

all four-players can enter a game of Deathmatch, Team Deathmatch or Versus and whilst the four-way split is always a bit squished, the game is still a barrel of laughs. You can't really compare it to Quaking on the PC, but for what it is, it's entertaining. All the multiplayer maps have been designed specifically for the PlayStation, and they work well. What is odd though, is that there's no textual confirmation or grunting sound effect when you actually kill someone in a match. Whilst players are

AVAILABLE:	Now
CATEGORY:	First Person Shooter
PLAYERS:	1-4
PUBLISHER:	Activision
PRICE:	\$79.95
RATING:	M
SUPPORTS:	MultiTap, Dual Shock, Mouse

"SLIP INTO THE ATMOSPHERE LIKE A ROCKET INTO A PILE OF GIBS"

changes and a completely different multiplayer setup. In terms of the single-player experience, all the weapons, monsters and sound effects are here to give you a frightening frolic through some seriously frenzied firefights. Oh, and look out for the Arachnid!

## HYPER BLASTER MASTER!

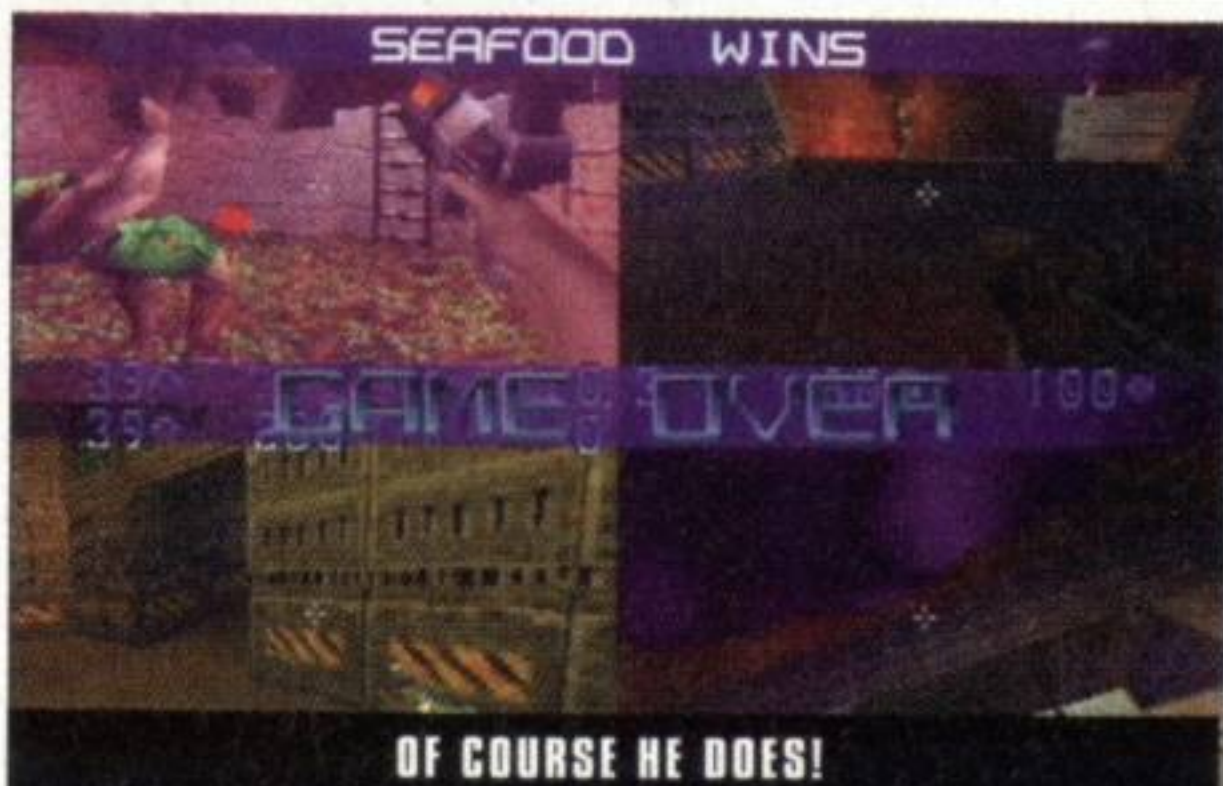
Rejoice, for Quake 2 allows for four-player deathmatch. Using a MultiTap,

groaning and moaning when they get hit by bullets, they just kind of fall over silently when they die which is a bit of an anti-climax. Sometimes it's a little hard to tell that you actually got a kill.

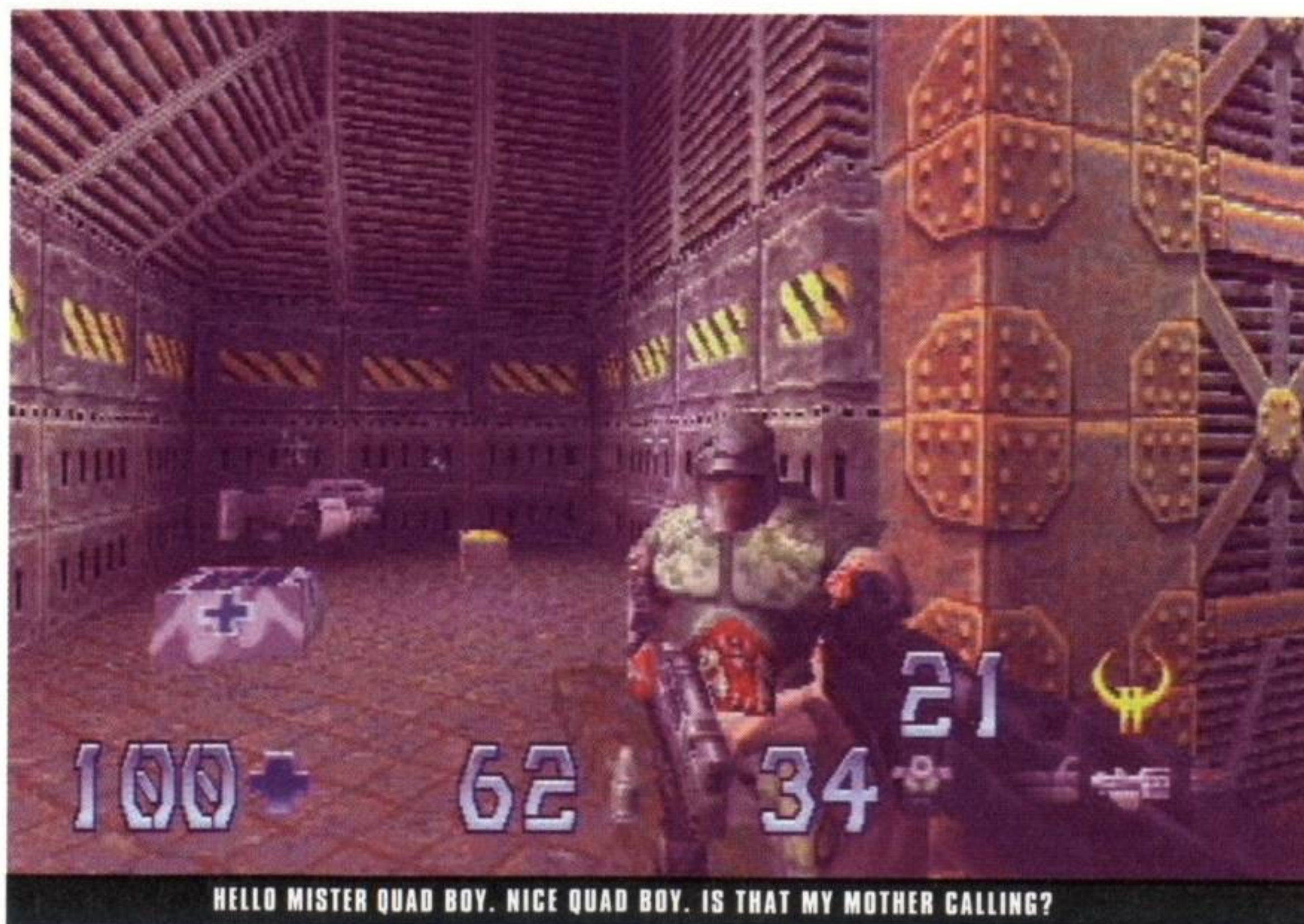
Quake 2 on PlayStation was a nice surprise, and it's certainly worth checking out if you think you need some more gratuitous violence in your life. ■



WARM ARTERIAL SPRAY. MMM.



OF COURSE HE DOES!



HELLO MISTER QUAD BOY. NICE QUAD BOY. IS THAT MY MOTHER CALLING?



## PIXELISEDGIB-O-METER



### PLUS

Eerie single player action.

### MINUS

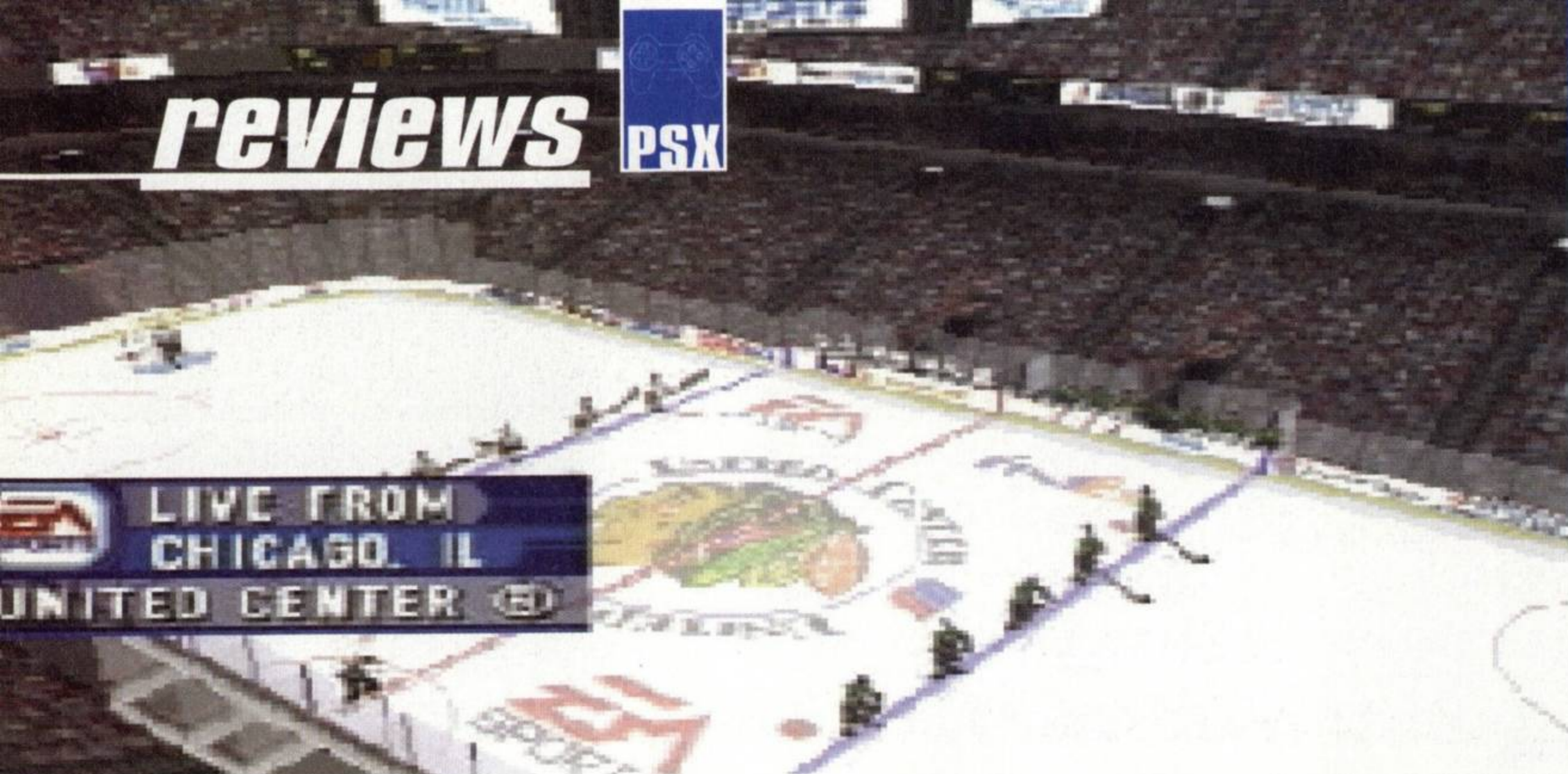
No link cable option.

VISUALS **81** SOUND **75** GAMEPLAY **83**

## OVERALL

# 83

A very good version of Quake 2, considering the limitations of the PSX.



! Did you know that a goal CANNOT be scored by an attacking player who uses a DISTINCT KICKING MOTION to propel the puck into the net? Fascinating.



# NHL 2000

He's always pucking about, so **Ewan Corness** seemed like the man for the job...

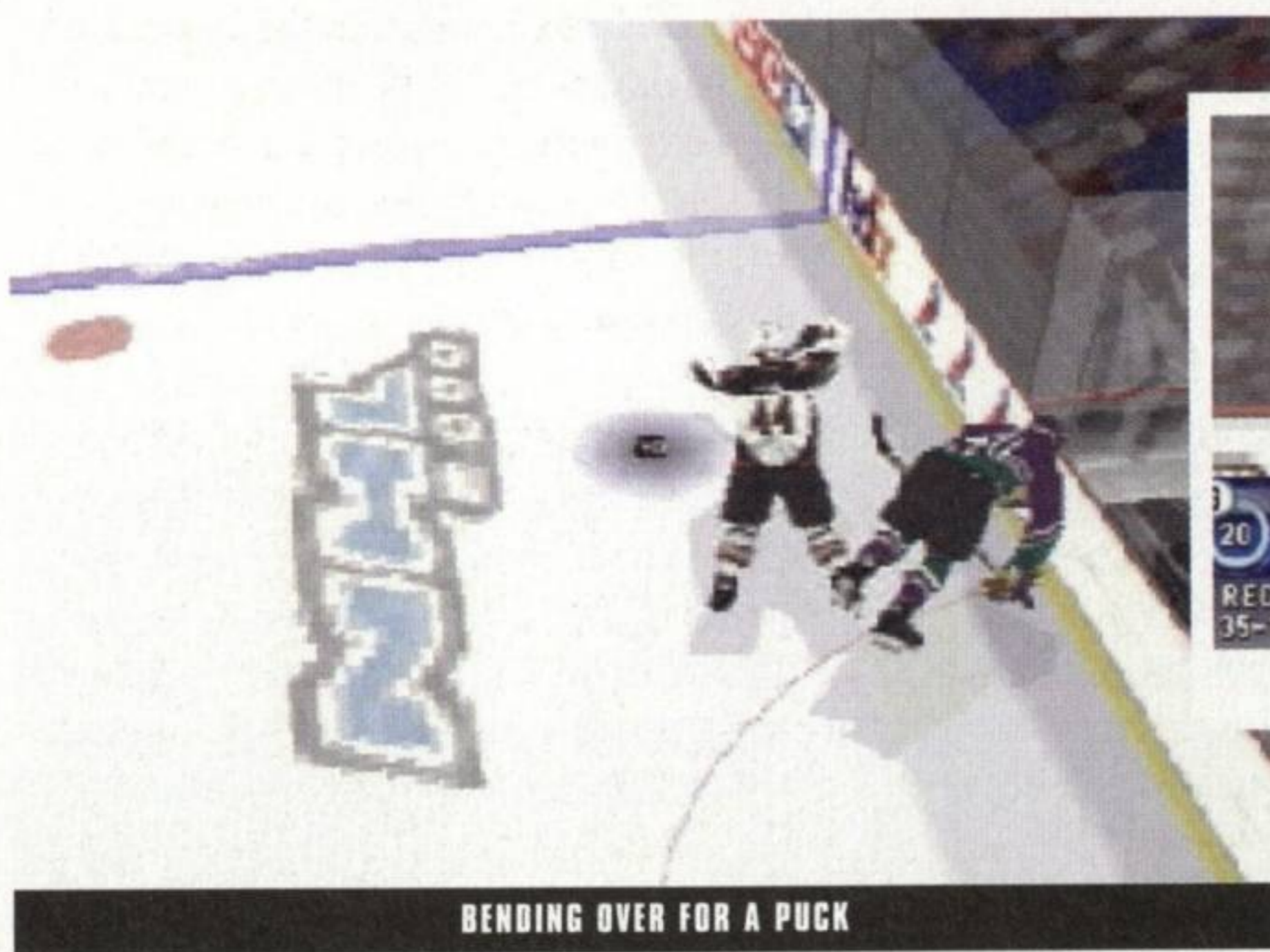


**AVAILABLE:** Now  
**CATEGORY:** Sports  
**PLAYERS:** 1-8  
**PUBLISHER:** EA Sports  
**PRICE:** \$89.95  
**RATING:** G  
**SUPPORTS:** Dual Shock, Memory Card, Multitap

Ice hockey. No one in Australia knows the rules to this sport, yet there always manages to be quite a few PlayStation ice hockey titles every year, mainly EA Sports' NHL series and 989 Sports' NHL Face Off franchise. NHL 2000 has just hit the stores, and while it hasn't changed all that much from last year (or the year before, for that matter), it's still one of the best sporting experiences you'll experience on your PlayStation.

## SPORT ON THE ROCKS

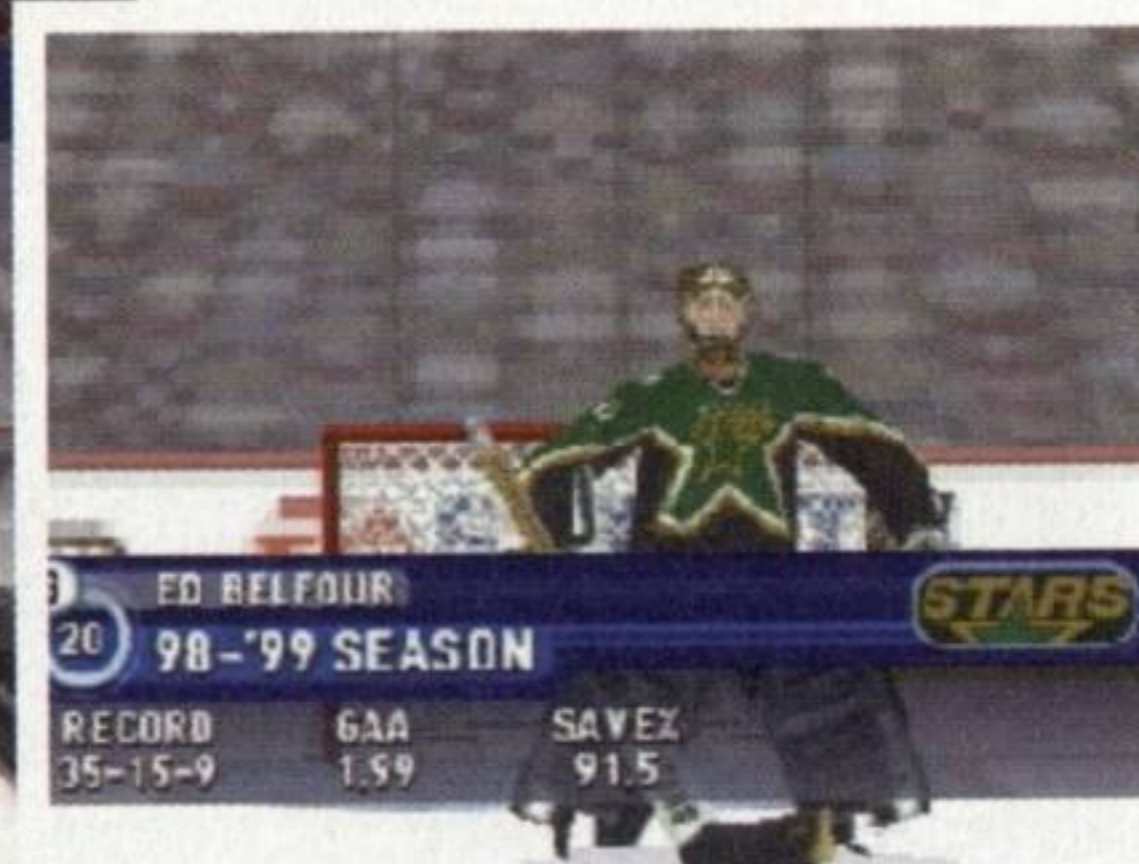
The best thing about NHL 2000 is actually the main thing that separates it from NHL '99, and that is the addition of a "big hit" button. In the past, if you wanted to body-check an opponent into the glass you'd have to just use the



BENDING OVER FOR A PUCK

turbo button and try to time your hit perfectly. Now, with a simple tap of a button, you can smash anyone at any-time. This also leads to more fights, and it also sometimes leads to the player you are big hitting being thrown through the safety glass into the crowd!

NHL 2000 also has a much smoother frame rate than NHL '99 (which was significantly slower than NHL '98). When taking a fast-paced sport like ice hock-



ey and turning it into a PlayStation

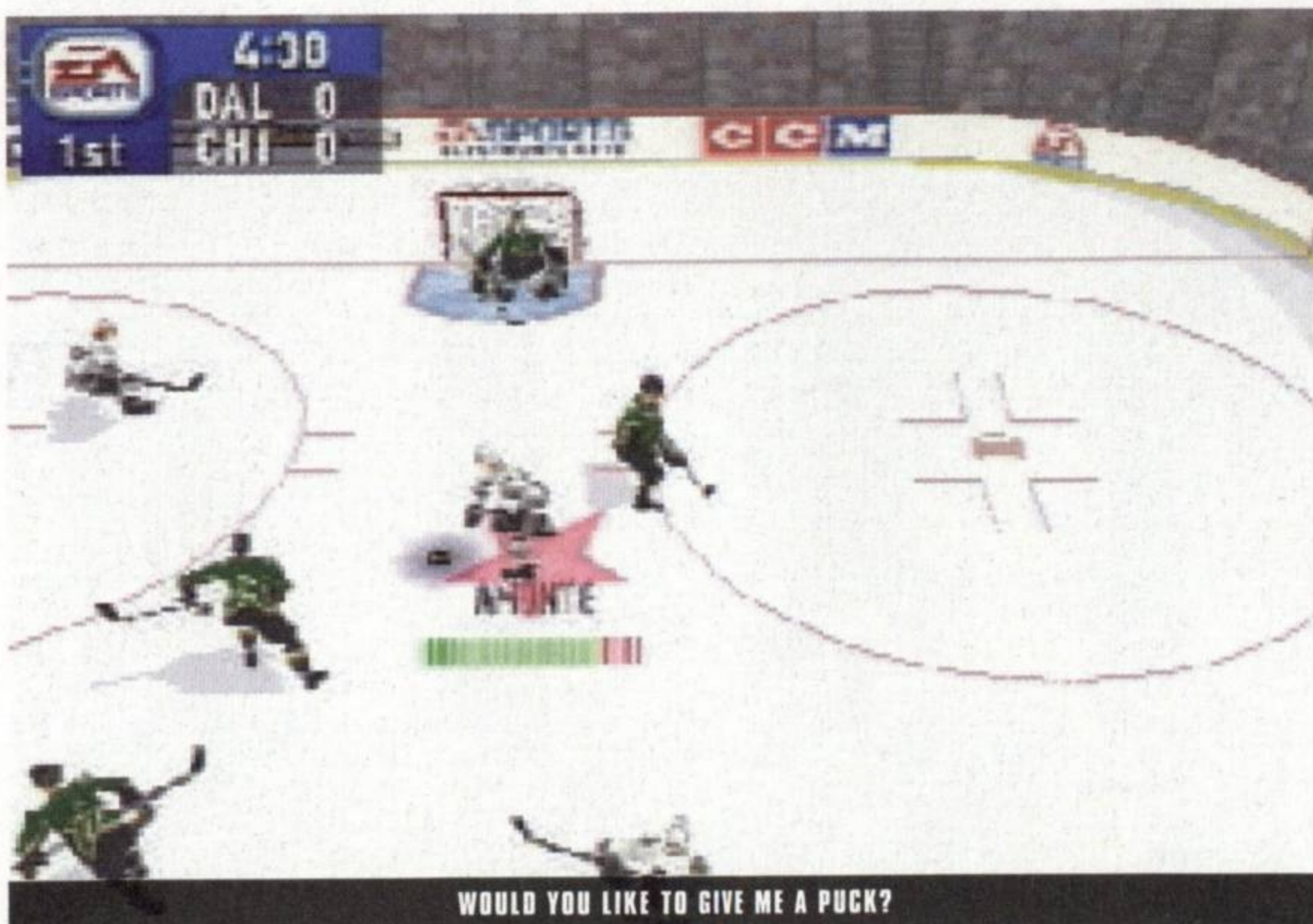
game, you really need the frame rate to be nice and smooth so you can accurately judge your slap-shots, so this was a much-needed improvement.

Graphically, the stadiums and players look pretty much identical to last year's game. Each player does look a little smoother, but if you were to play NHL '99 then NHL 2000 straight after it, you wouldn't be blown away by any graphical enhancements, that's for sure.

without hesitation, as should fans of fast-paced sporting sims. ■

## PUT YOUR FACE "IN THE GAME"!

When you're updating a gaming franchise on a yearly basis you need to try and find a new feature to try and re-attract gamers who have just shelled out \$90 for an almost identical game 12 months prior. NHL 2000's new feature is "Face In The Game" technology, where you can scan in a pic of your own head (or someone else's for that matter) and have a clone of yourself skating around the ice, matching it with NHL legends. Of course, you can't really see your own face under your helmet all that well, and it goes without saying that this feature is only applicable in the PC version of the game. Unless Sony have a camera and scanner attachment that we haven't heard of yet.



WOULD YOU LIKE TO GIVE ME A PUCK?



## THUG-O-METER



## PLUS

Intense, fast-paced arcade sporting action.

## MINUS

What exactly are the rules of ice hockey anyway?

VISUALS	SOUND	GAMEPLAY
86	90	85

## OVERALL

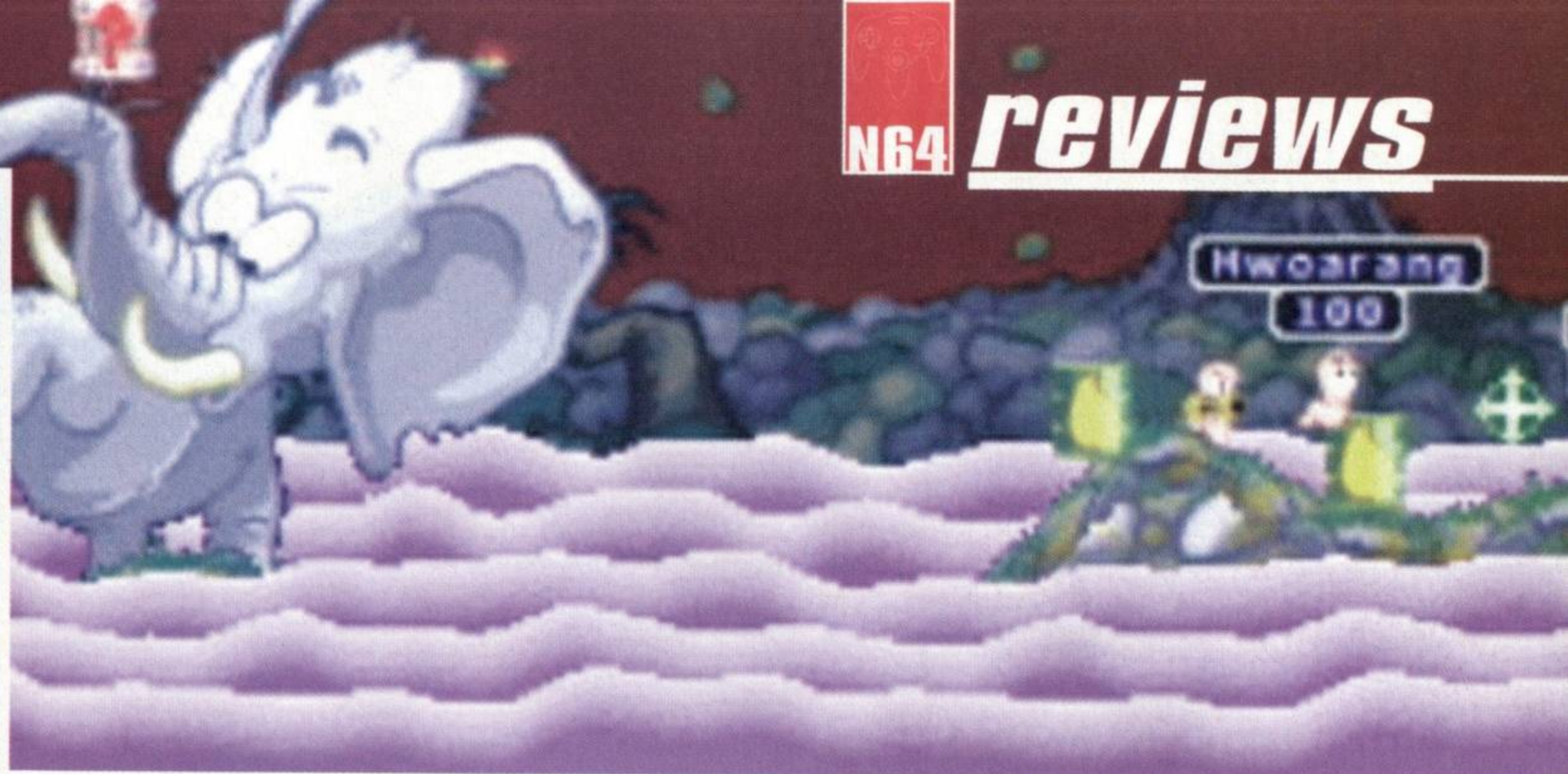
# 86

More arcadey than usual but still has more than enough "simmy" elements for the die-hard NHL fans.

The best part is, they're hermaphrodites (true). Worms can reproduce on their own!



FROM THE FRUITY BOWL TO THE FRUIT BOWL



# WORMS: ARMAGEDDON

When **Arthur Adam** said he had worms, we asked him to leave the office...

People have underrated worms for far too long. Our segmented friends are found in gardens, apples and possibly even in our bowels. Indeed, women have called me a worm, dammit! Worms are champions. European developer, Team 17, have realised this and are releasing their successful PC title, Worms: Armageddon, onto the N64. This strategy game has proved to be dynamite on the N64, making it possibly the best multi-player title for the console.

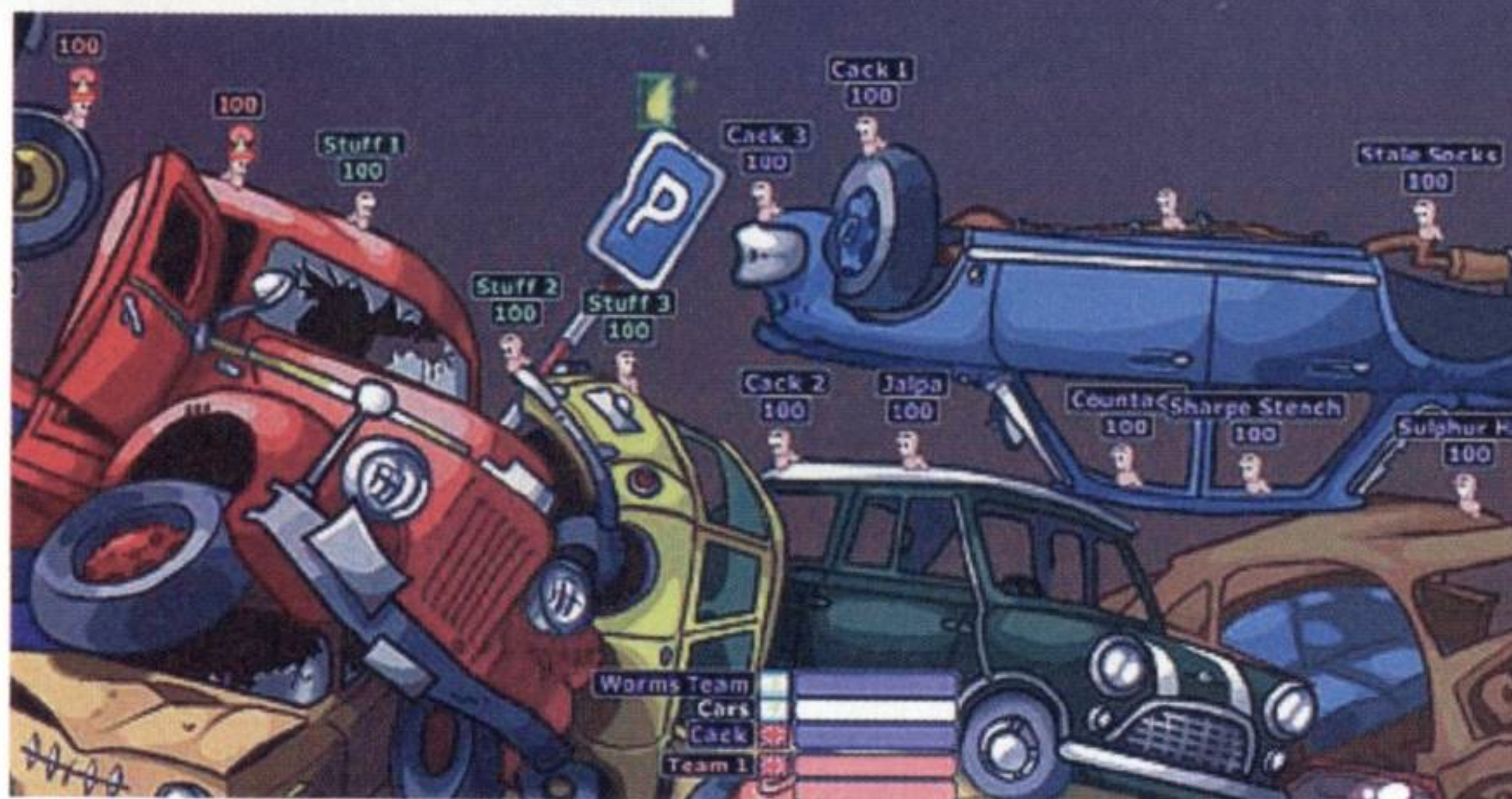
## MY BUTT IS ITCHY

The premise is simple; you take charge of four beer-swilling, unshaven worms that make Rambo look like a pencil-selling Jehovah Witness. They are randomly placed onto a large 2D landscape with opposing worms. You can choose from preset levels or use a menu that randomly generates terrain. From here, you battle it out in a turn-based sequence using a variety of impressive

moves and weapons. For example, you may want to send an enemy off a cliff face for an easy kill. You can use a jet-pack to hover over to him or alternatively a ninja-rope to scale walls. Once there, you may want to send a load of lead into

his slimy backside using a shotgun or simply place a grenade at his feet, er, his segmented moving bit. Then watch as his sorry little hide is launched into the air and he finds his way to the bottom of the sea. However, the best fun is watching your adversary's attempts backfire. A Holy Hand Grenade (yes, from Monty Python's Holy Grail) may bounce back if not careful and send you into orbit.

AVAILABLE:	Now
CATEGORY:	Action/Strategy
PLAYERS:	1-4
PUBLISHER:	Infogrames
PRICE:	\$99.95
RATING:	G
SUPPORTS:	Memory Pak, Rumble Pak

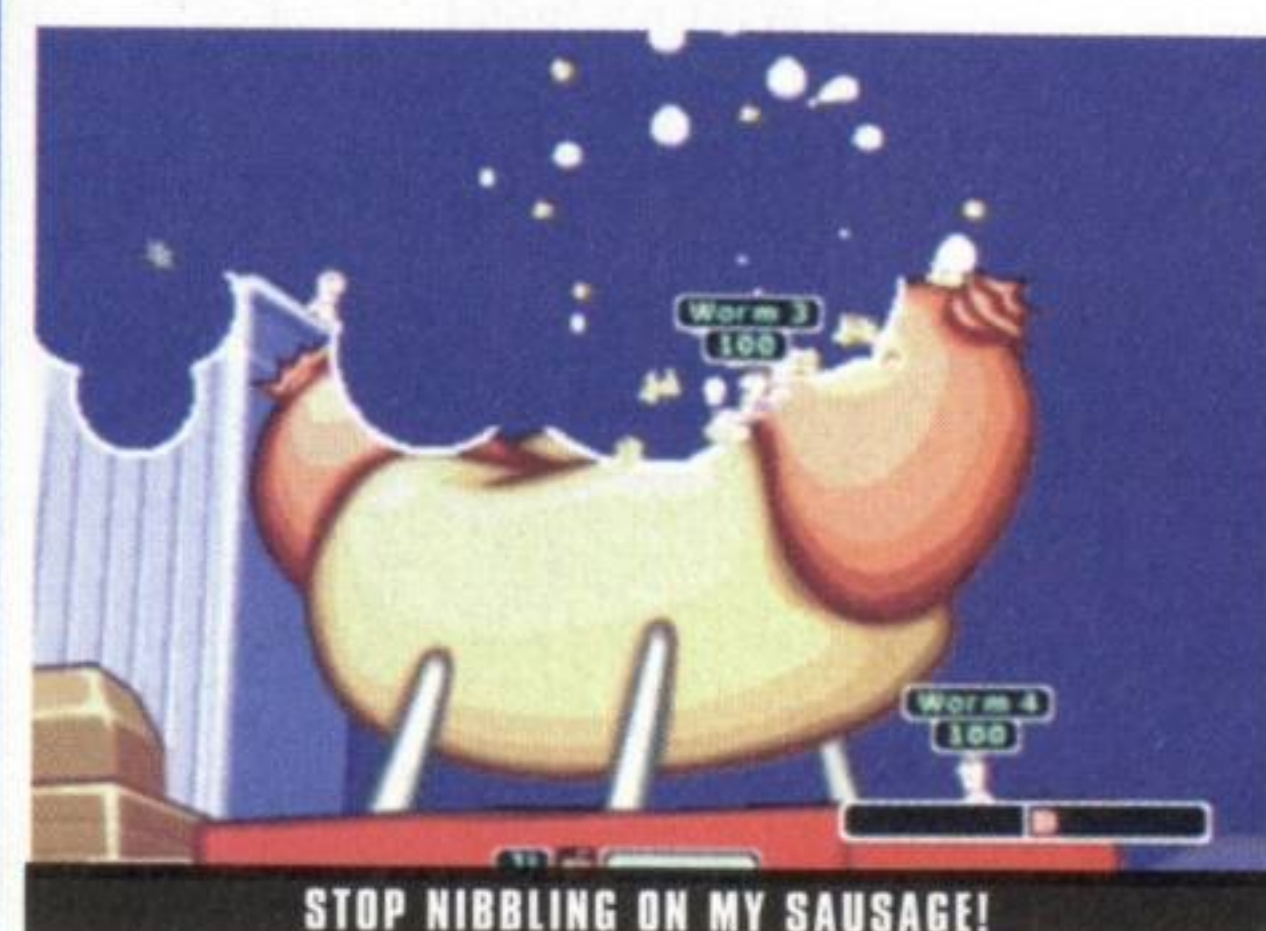


I HAVEN'T SEEN THIS MANY WORMS SINCE MY HIGH SCHOOL CHANGING ROOM

## GERBILS & HOLY HAND GRENADES

The graphics are quite simple and 2D, but at the same time colourful and clever for a game of this style. The backgrounds also have a variety of different themes, which are destructible! The weapons encompass butt-smacking military hardware, but the better ones are amusing devices of destruction. There's a choice of basic weapons such as mortars, bazookas, machineguns and even air strikes. But, for a more humiliating death, you can use Street Fighter moves like fireballs or dragon punches. The fun doesn't stop there. There are exploding gerbils (that's gotta hurt), the atomic Holy Hand Grenade, blowtorches, dynamite, gas-releasing skunks, homing ducks, charging cows and much more. Fan-fudging-tastic!

Worms: Armageddon is dynamite and perfect for the four-ported N64, which allows cooperative or competitive modes. You can even customise your team, name worms and choose a special weapon. This along with cool squeaky voice samplings such as, "I'll get you for that!" or "you'll be sorry", and the fact that Worms possesses tons of the most important ingredient, gameplay, makes this title a must-have game. I told you they were champions. ■



STOP NIBBLING ON MY SAUSAGE!

## COMBANTRIN-O-METER



### PLUS

A solid title with multi-player goodness.

### MINUS

You need friends to get the most from this game.

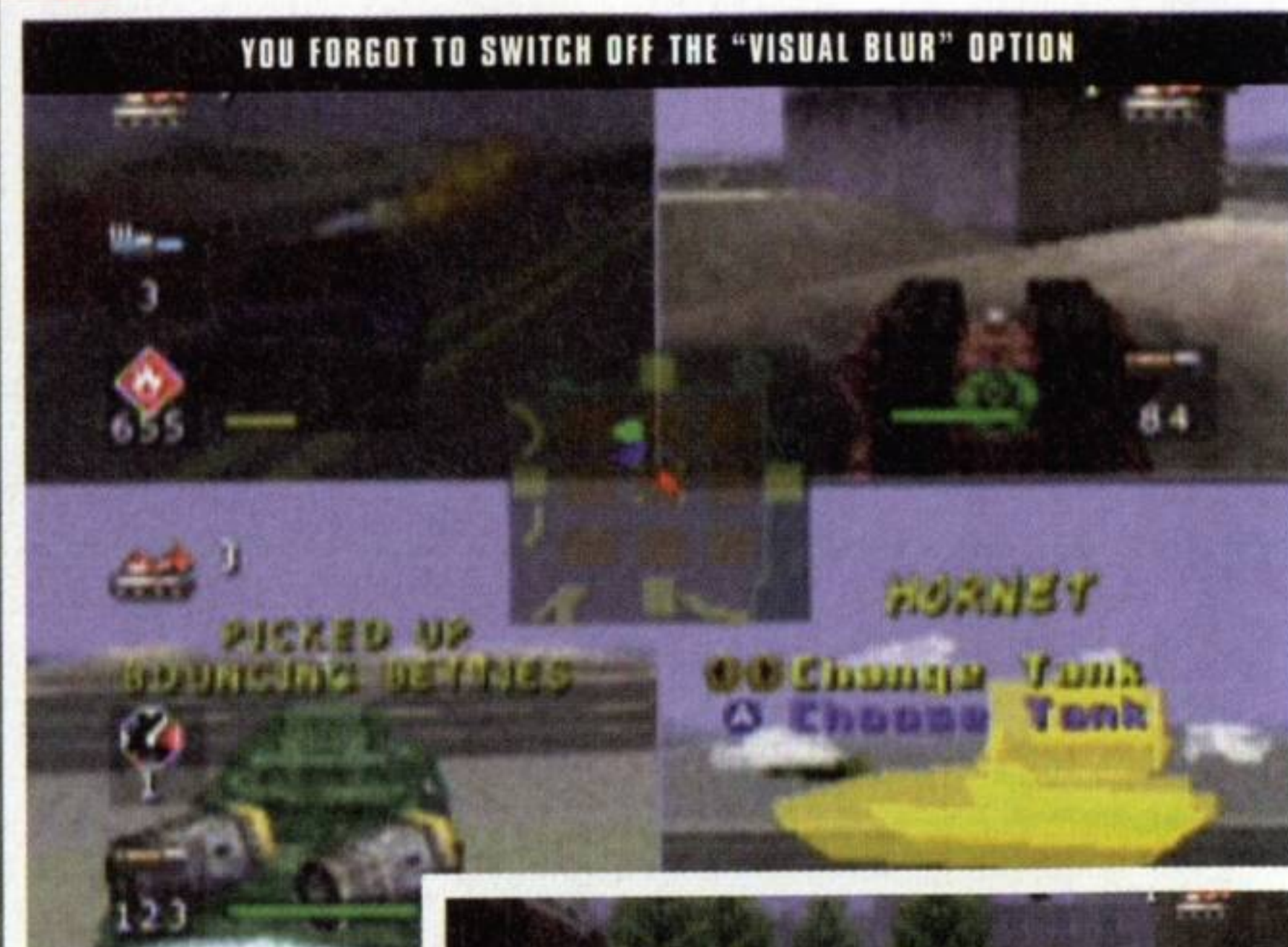
VISUALS **75** SOUND **70** GAMEPLAY **90**

## OVERALL

# 89

More fun than a gerbil and three meters of gaffer tape.

Did you know that the Leopard Tank can be sealed for biological and nuclear warfare?



## BATTLETANX 2: GLOBAL ASSAULT

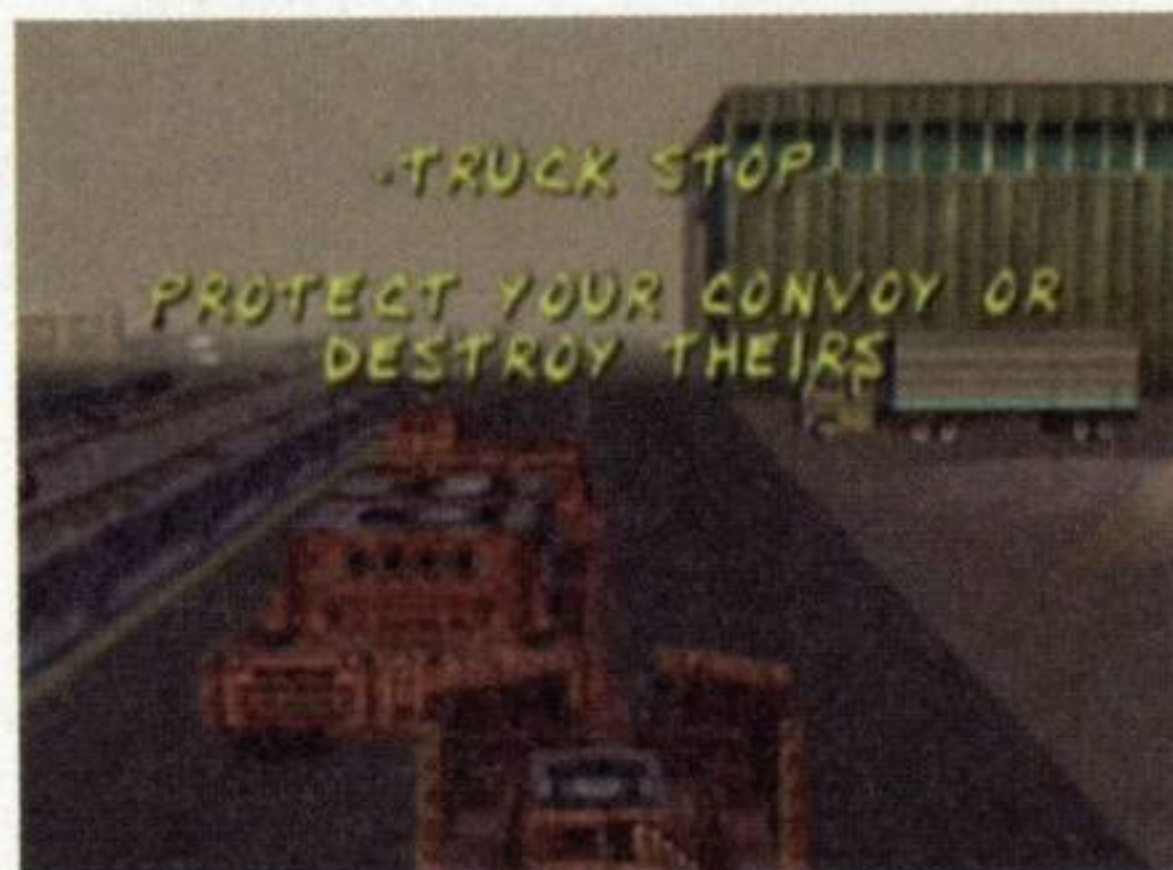
Life is short. The question is whether life is short enough to endure a game of Battletanx 2. **Hugh Norton-Smith** investigates...

<b>AVAILABLE:</b> TBA
<b>CATEGORY:</b> Action
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> 3DO
<b>PRICE:</b> \$99.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Rumble Pack

Ever played the awesome Tokyo Tanks at the arcade? Basically, 3DO Studios have attempted to replicate the arcade experience on the N64 with the Battletanx series of games. Sadly, the original game was utter tripe. With frightful graphics and mind numbingly repetitive gameplay, Battletanx was soon relegated to bargain bins across the country. This time around, 3DO studios have pledged to fix up some of the more outstanding problems with the original. The premise of Battletanx 2 is inspired by any one of countless b-grade post apocalyptic sci-fi movies: Your wife has just given birth to a psychic baby, who is destined to become the next world leader. An insane old chrone, known simply as the Wise Woman, has learnt of your baby's existence and plots to kill him. When her troops (in tanks - no one seems to question this) are sent to kidnap your psychic offspring, a huge battle ensues. Protect him, at all costs.

### TANKS FOR THE TANK JOKES AGAIN

In single player, missions usually involve capturing an enemy leader, or destroying a set number of enemy vehicles. Whilst there are a few different types of objectives, don't expect complex Goldeneye-esque tasks or goals. Players are able to pilot one of eleven different types of tanks. Each different tank has different capabilities, vital statistics and armament. For example, the 'Rattler' is a light, high-speed tank used for reconnaissance. It is armed with a Gatling gun. On the other hand, the aptly named 'Goliath' features thick armour and a massive cannon. Naturally, your choice of tank is critical to success. What is mildly entertaining in Battletanx 2 is the interactivity of the levels. Players can blow up almost everything - walls can be smashed, parked cars can be run over and famous monuments razed to the ground. As amusing as this might sound, the sin-



gle player game is seriously flawed. The problem is that it all gets boring very quickly. For instance, the later levels are merely lame rehashes of the earlier ones. The game is also excessively easy.

### TANKS FOR BEING MY FRIEND

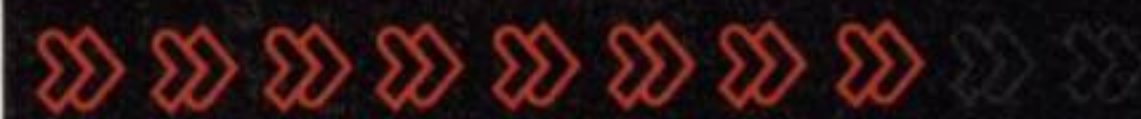
The multiplayer modes were the main attraction in the first title. Depressingly, they seem to have fallen behind a little bit in the sequel. The main problem is the pace of action - the game plays at a painfully slow speed. This is compounded by the excessive power of the available weapons. Gameplay really becomes a matter of finding the largest weapon and bringing it to bear on the enemy. The games retinue of problems continues with the visuals. Eschewing Expansion Pack support, the game sports the sort of graphics that stops town clocks and scares children. Primarily, the incredible amount of fog makes your



tanks very difficult to navigate. When in an open area, you can't see more than maybe fifty feet in any direction. The developers have attempted to atone for this, thankfully, with the radar power-up, which will help you keep track of enemies. Two other major problems that should be mentioned are the lack of any real light sourcing and the fact that some of the destruction animations, like running over cars, look lamentable. Grainy textures, choppy frame rates and low resolution seal the graphical coffin of Battletanx 2. All up, Battletanx 2 is a regressive, sub par and ultimately disappointing sequel. ■



### FOGOFWAR-O-METER



#### PLUS

Comes with a manual. Easily disposable.

#### MINUS

Graphics, sound, gameplay!

VISUALS	SOUND	GAMEPLAY
44	58	52

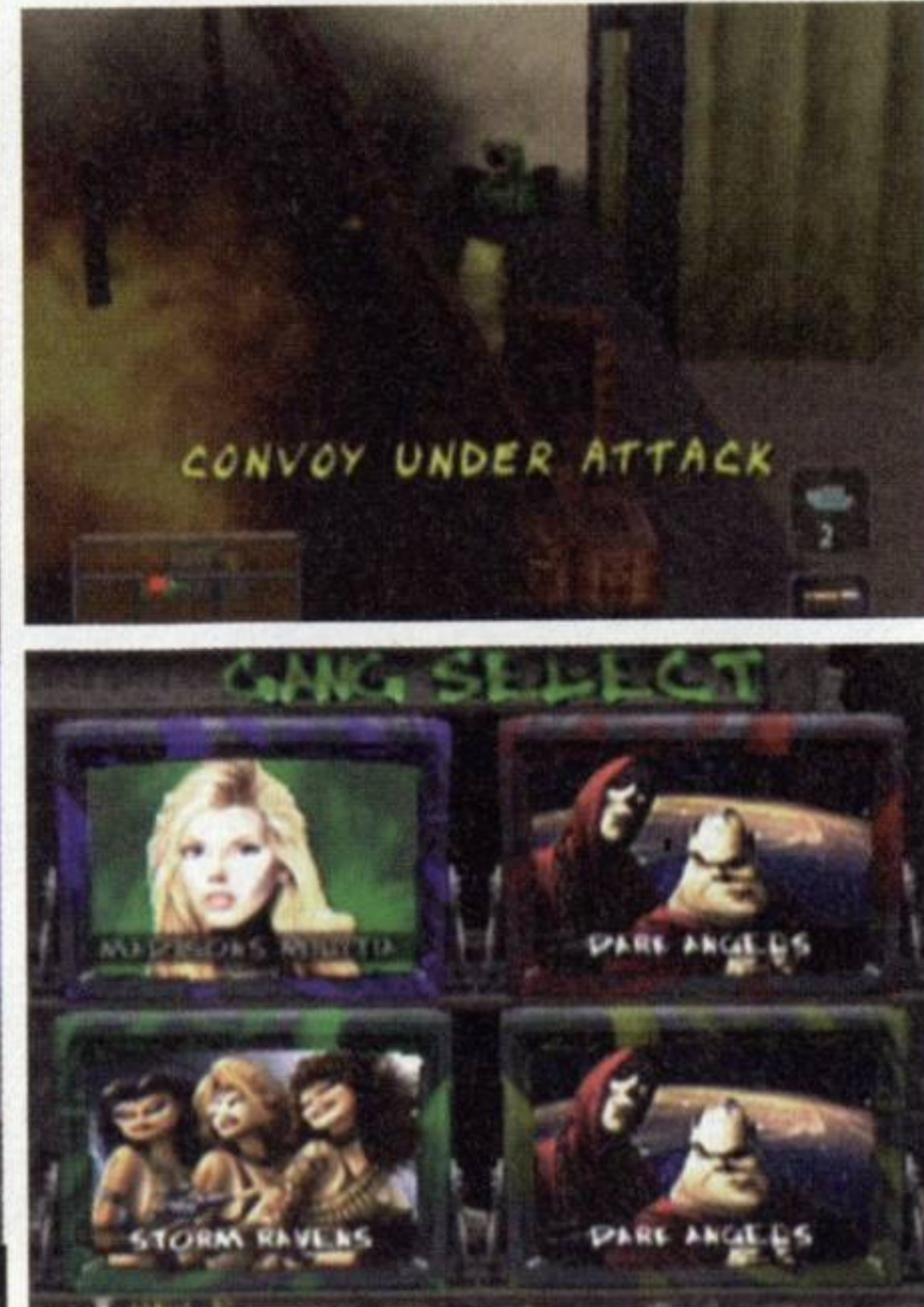
### OVERALL

# 51

Extremely disappointing. Tanks for nothing.



YOU'LL TANK US AFTER READING THE REVIEW



# Games UpPlay



\$79<sup>95</sup>



**No Fear Downhill Mountain Biking (G).**  
Fear is not an option if you want to win. Race to the limit against computer-controlled opponents, each other or the clock. Rocket down mountainsides at break-neck speeds and hurl yourself over jumps and valleys.



## Harvey Norman

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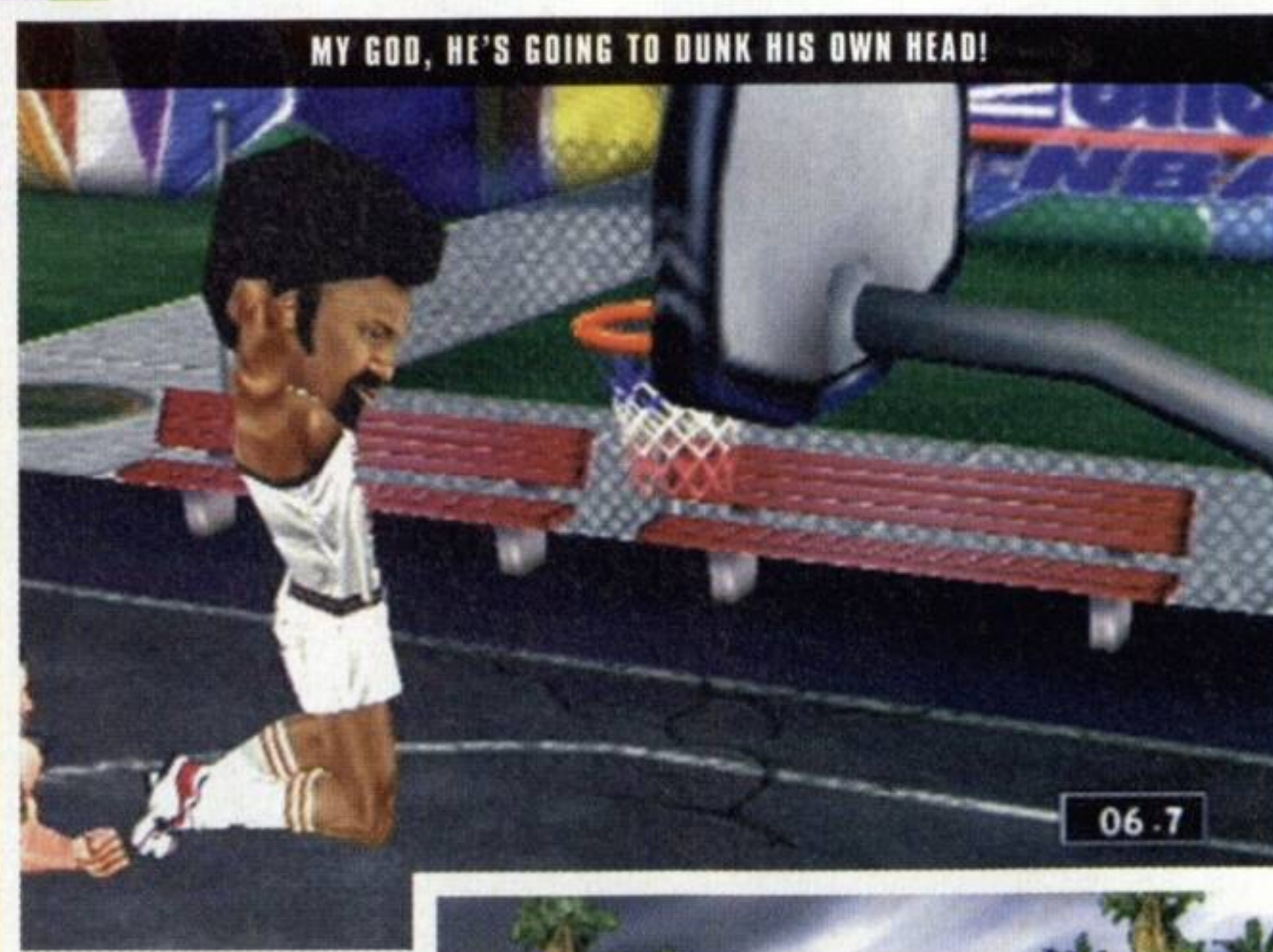
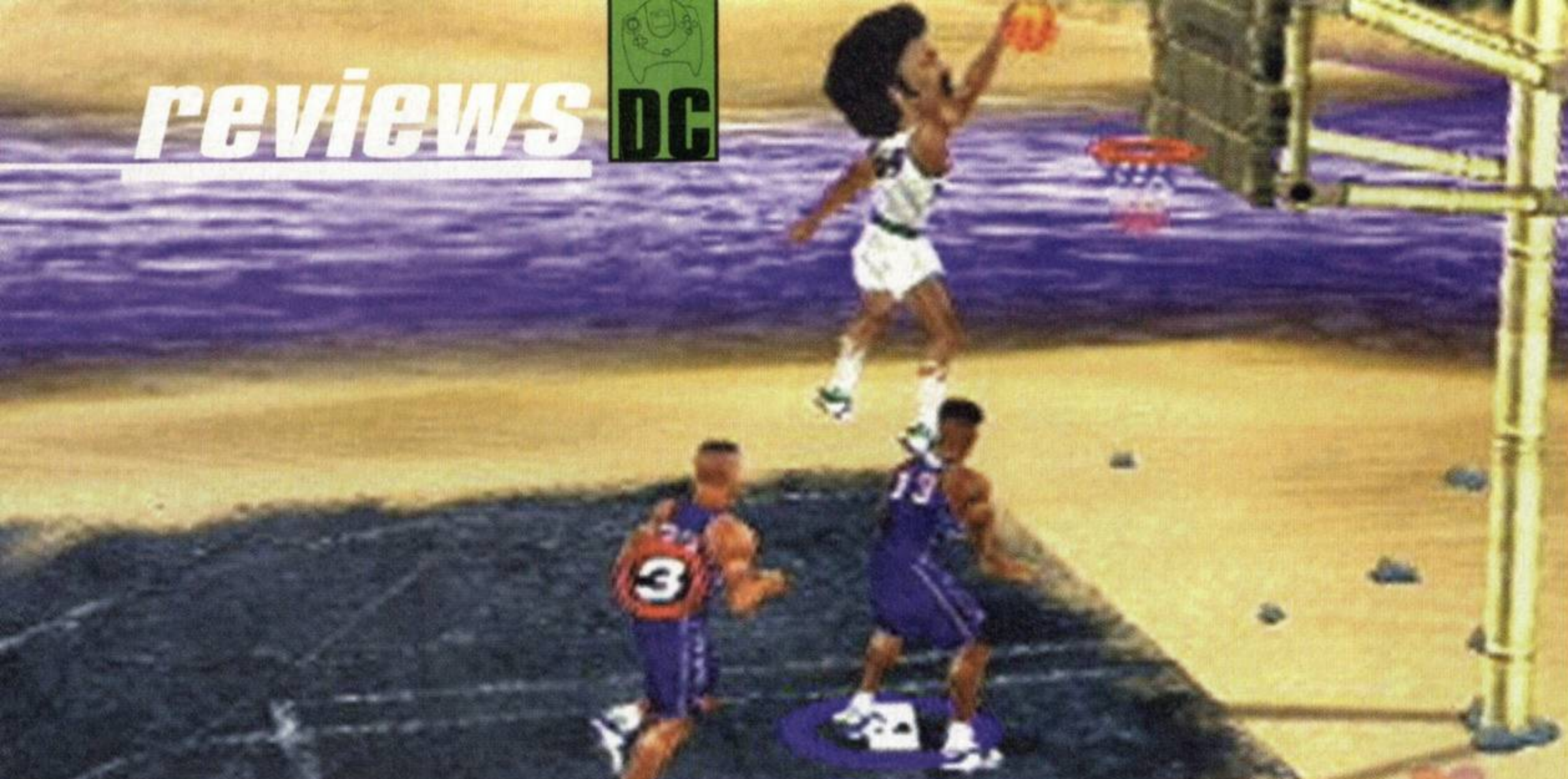
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OziSoft  
PTY LIMITED

Codemasters





# NBA SHOWTIME: NBA ON NBC

Ewan Corness dunks on the Dreamcast...



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Basketball
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> Midway
<b>PRICE:</b> \$94.95
<b>RATING:</b> G
<b>SUPPORTS:</b> VMU



» Arcade basketball has always been a favourite genre of mine. If I ever had a group of people over at my place and they wanted to play a game, NBA Jam (in the MegaDrive days) or NBA Hangtime (in the N64 days) would always be the first game I'd put on. I'd enjoy it because I'm a basketball freak, and my friends would enjoy it because they'd get to do lots of flashy dunks and beat each other up.

After playing NBA Showtime, the Dreamcast's very own NBA Jam, it makes me long for the good ol' days. Yes, the graphics have improved and there are new players in there, but there's something missing. Actually, there are a few things that have been added that bring the game down.

### IT'S SHOWTIME

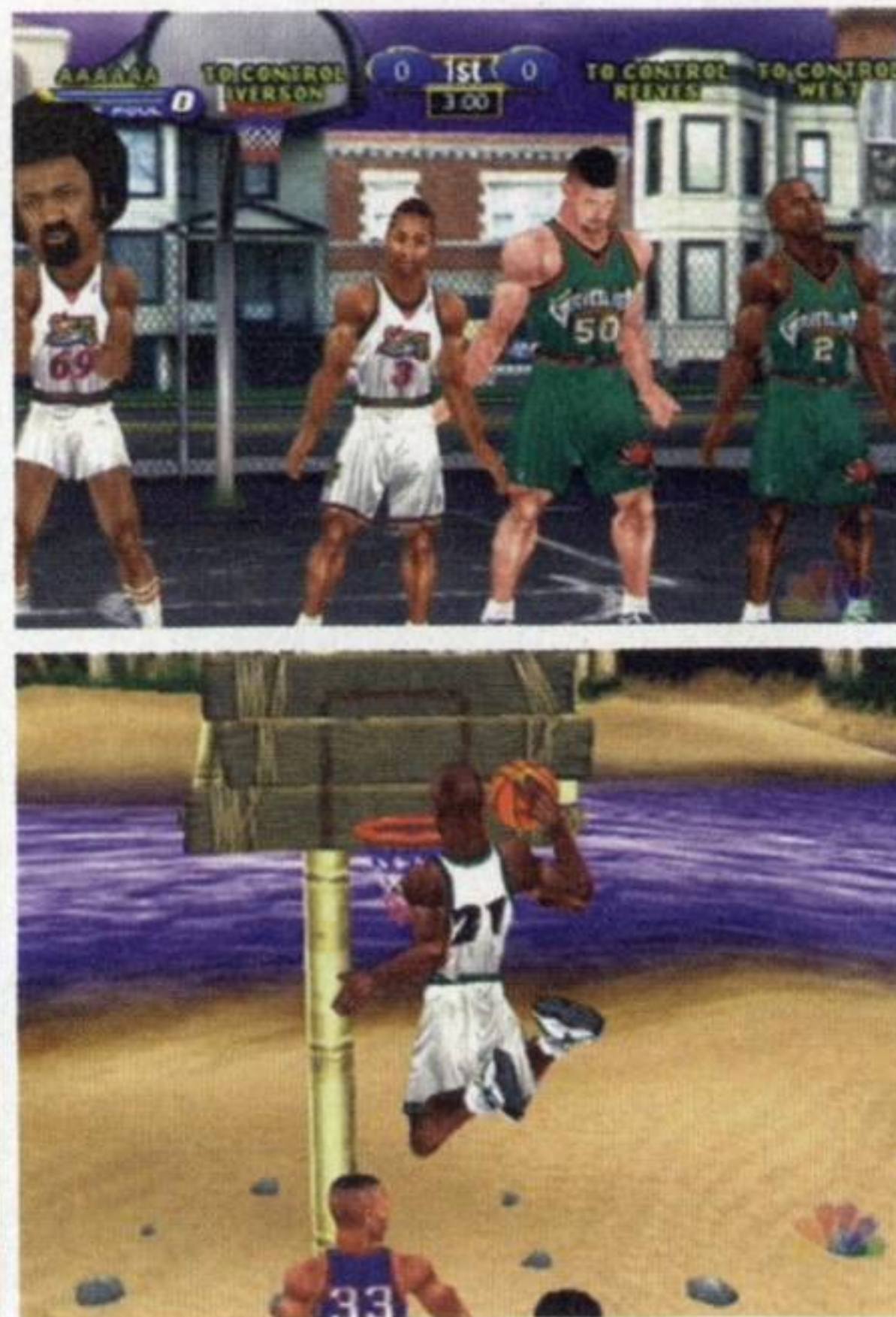
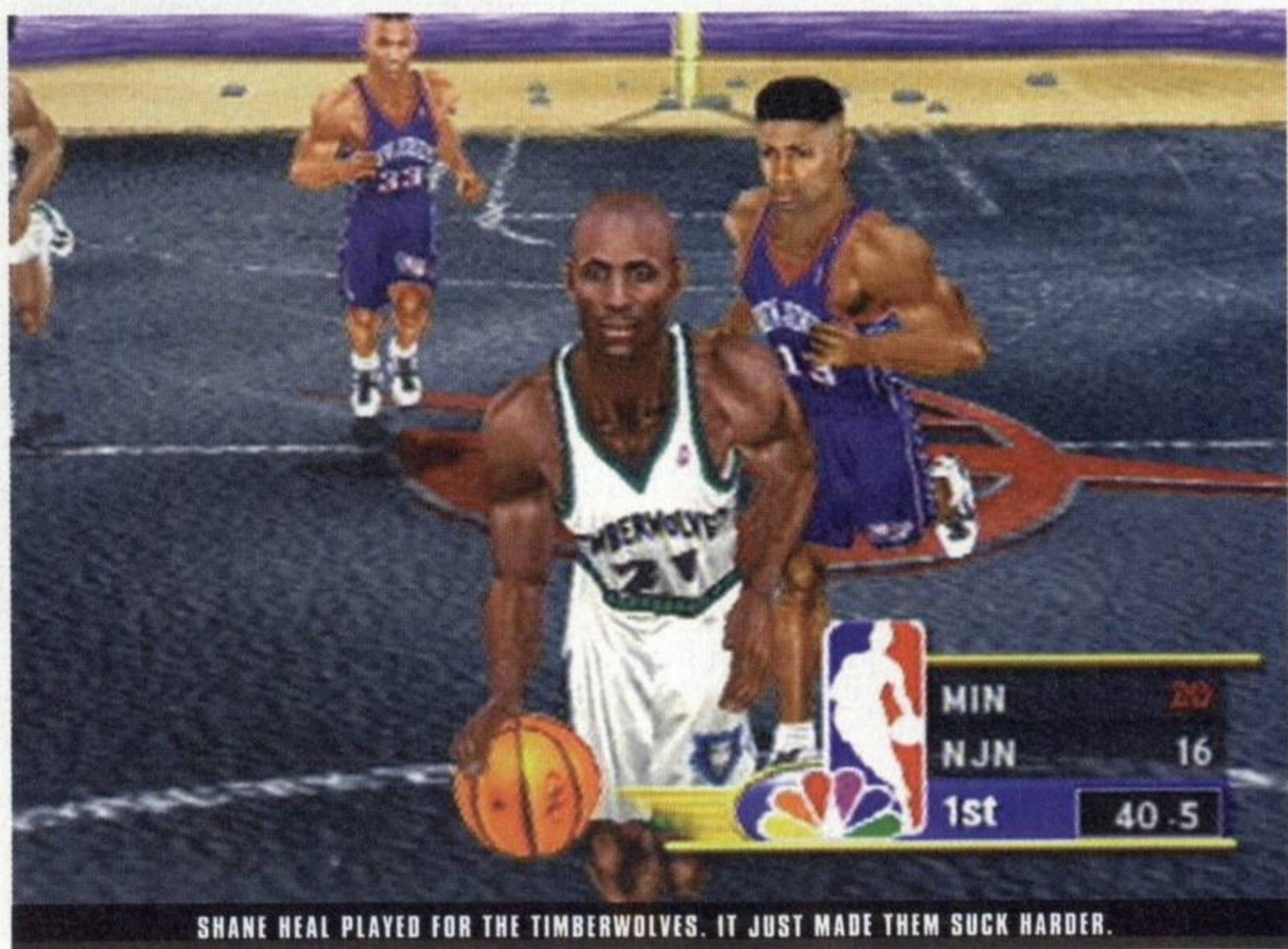
Firstly, the biggest gripe I have with NBA Showtime is that you now shoot FREE THROWS. This is blasphemy in my opin-

ion. NBA Jam and Hangtime were all about two things - dunks and uncalled fouls. Where is the fun in an arcade basketball game if you can't take people out in mid-air, or punch a guy without the ball? It would be like playing NFL Blitz with pass interference on.

The second problem I have with Showtime is the auto-replay feature. In a game like this, the quick, frenetic gameplay is what makes the game

great. Auto-replays just slow the whole game down, and for what? To show off a bit of the polygon-pushing power of the Dreamcast. Midway, you should be making games for consumers, not to put on a graphical display.

Also, while the graphics are of a very high quality, the fact that the players don't have facial expressions makes the game quite creepy - it's as if each player has been infected with Resident Evil's T-Virus.

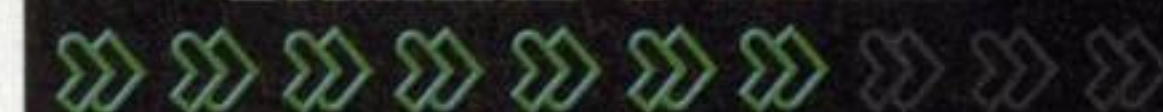


When was the last time you saw someone jump 15 metres in the air and do a somersault without changing facial expression?

I'm probably sounding very harsh towards NBA Showtime, but that's because my expectations are so high. I still play NBA Hangtime to this day, and while Showtime has the same basic gameplay, adding features like free-throws just ruins the whole arcade experience. If you've never played an older Midway basketball game you should be very happy, but otherwise, knock your expectations down a peg or two before playing this one. ■



### BIGHEAD-O-METER



### PLUS

It's what NBA Jam 2000 should have looked like.

### MINUS

You'd wish you were playing NBA Jam.

VISUALS	SOUND	GAMEPLAY
90	84	78

### OVERALL

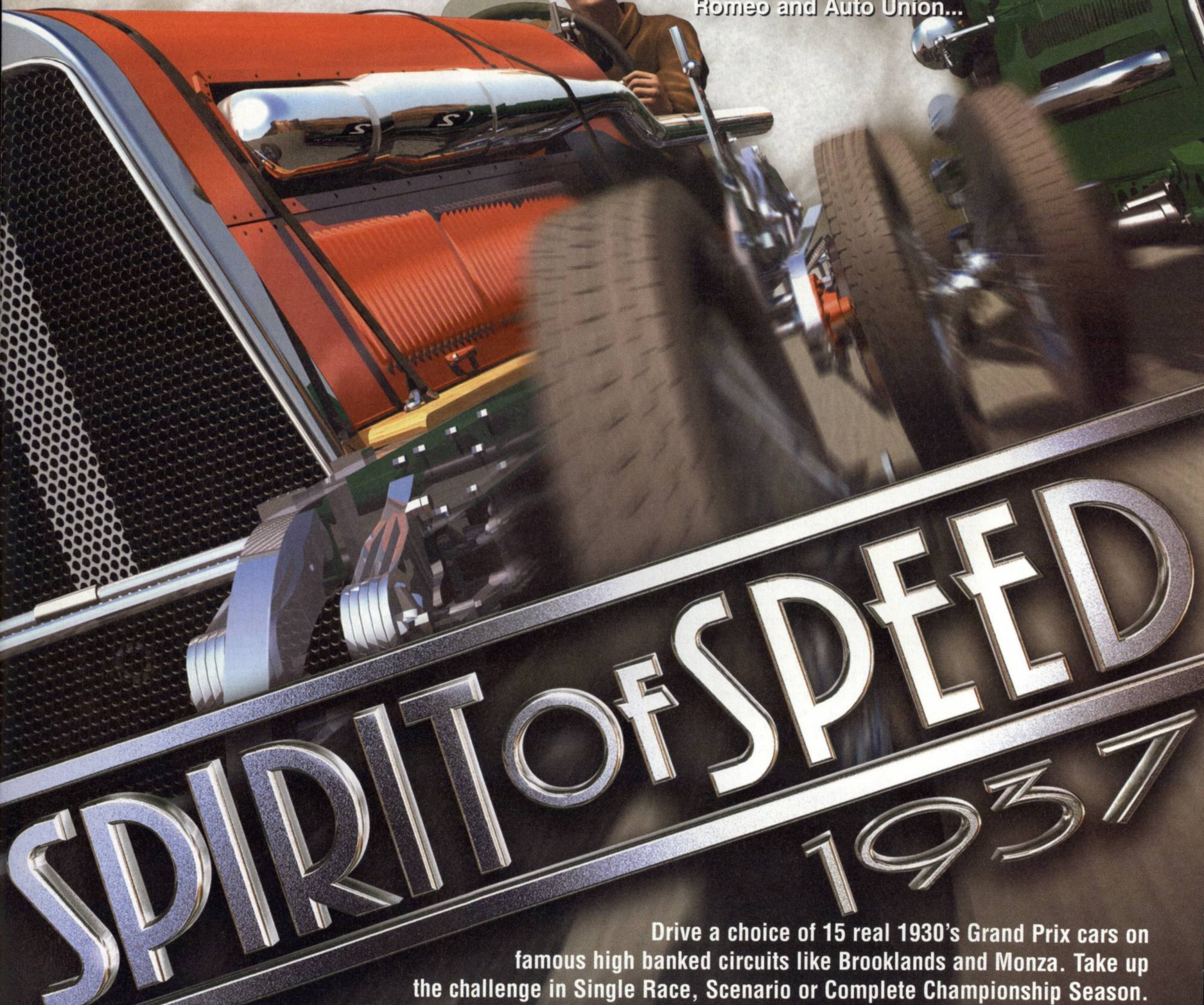
# 79

If it ain't broke, don't fix it. I didn't think that NBA Hangtime was broken, Midway obviously did.



# Capture the Spirit of Speed 1937...

This is a racing simulation like no other, recreating the classic years of legendary racers such as Mercedes, Bugatti, Alfa Romeo and Auto Union...

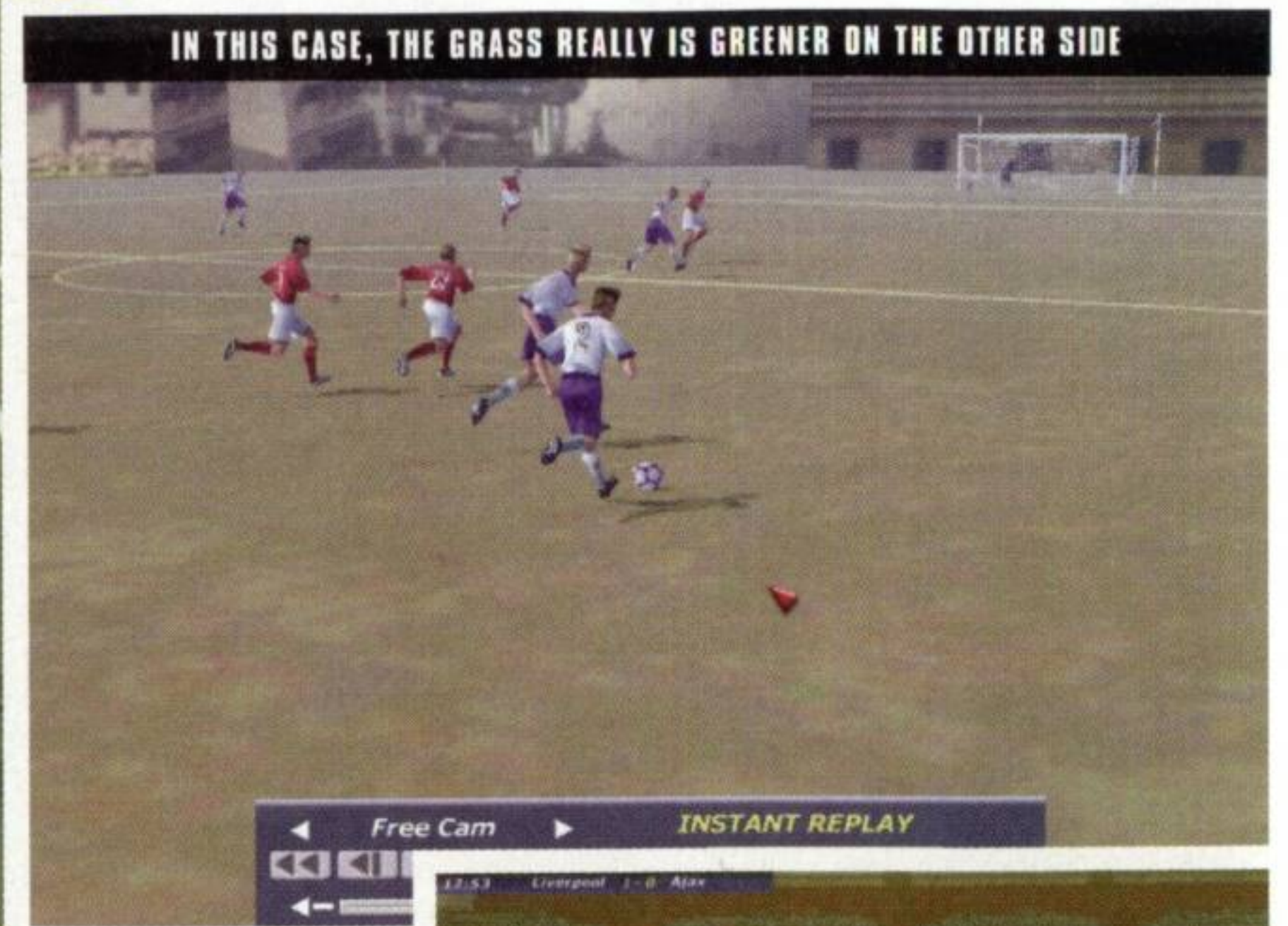


# SPIRIT OF SPEED 1937

Drive a choice of 15 real 1930's Grand Prix cars on famous high banked circuits like Brooklands and Monza. Take up the challenge in Single Race, Scenario or Complete Championship Season. Once, you could only imagine the speed, danger and thrill... now you can live it!



! Did you know Ronaldo liked Star Wars? Check it out... muahah.  
<http://www.ronaldo.com/>



# FIFA 2000

Jackson Gothe-Snape almost hands out the yellow card to EA...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Soccer
<b>PLAYERS:</b> 1-20
<b>PUBLISHER:</b> EA Sports
<b>PRICE:</b> \$89.95
<b>RATING:</b> G
<b>REQUIRED:</b> P133, 32mb RAM
<b>DESIRED:</b> P11+, 64MB RAM, 3D card

The FIFA series has always provided many hours of enjoyment, with every new version always adding something new to keep us interested.

system, with the most realistic looking players ever seen. Yet this improvement seems to have come at the cost of overall crispness, particularly in terms of player textures when using a 3D card. On the other hand, the stadiums, weather effects, and general overall feel of a football match is replicated nicely. The sound is also top notch, with solid commentary, quality in-game effects and a great soundtrack. The commentary does suffer from the old repetition syndrome, but is still on par with the best, while the in game effects are

the ball straight into the face of an attacker, who is sent sprawling.

Another new element is the addition of a passing indicator, which tells you if off screen teammates are unmarked or crowded by defenders. In theory this is an excellent idea but in the end it just doesn't work as you can still get the ball to players who are apparently marked tight, while lateral passes which are given the all clear are easily intercepted. This isn't helped by disappointing teammate AI. Your teammates are more or less in static positions until the ball is

wing back runs you could assign your teammates mid-game in FIFA 99 are now gone! A tragedy in my opinion, as now more than ever your style is likely to resemble that of Wimbledon, famous for their use of the long-ball strategy.

FIFA 2000 is highly recommended — especially to football fans — but with a warning that you may not quite enjoy it as much as you have enjoyed previous FIFA titles. Also, if my suspicions are correct and EA release a European Championship title in about six months, it might be wise to see how that plays before making any hasty purchases. ■

“YOU MAY NOT ENJOY IT AS MUCH AS PREVIOUS FIFA TITLES...”

FIFA 2000 continues the tradition, yet the improvements add only slightly to the game. Without some drastic increases in the standard of attacking AI or an overhaul of the engine, EA Sports may just lose their footing on the summit of the football gaming mountain soon if they're not careful.

### RONALDO MCDONALDO

The game's visuals are probably the best for a football title available on any

impressive. Worth mentioning is the use of crowd noise, which builds tension and excitement to a climax when a team approaches a goal.

As a football game, FIFA 2000 plays relatively well. Since last year's installment, EA have implemented 'solid' players and ball, so now things like mid-air collisions and the use of shielding to protect the ball come into play. This creates some classic gaming moments like when a centre-half clears

directed to them. This means that they don't run towards passes, and therefore often you hand possession to the opposition on a plate.

### SOCCER IS AN ART!

The most annoying gameplay shortfall however is the lack of inspiration by your teammates when you're attacking. They provide little or no movement, drastically inhibiting your creative streak. Also, the special tactics such as



### POSHSPICE-O-METER



**PLUS**  
Visuals, sound.

**MINUS**  
Poor attacking AI.

VISUALS	SOUND	GAMEPLAY
91	91	87

**OVERALL**  
**89**

Another year, another quality FIFA title.



# RAINBOW 6

DMC still owns a 486, so this was a much anticipated console port..

» In the post-Cold War era, terrorists are on the rampage, and poor helpless states like the US can no longer maintain their military and ideological stranglehold over the world by using the threat of international communism to bully everyone into submission. Instead, they have to resort to the more subtle tactics of a highly trained anti-terrorist strike force. This is where you step in.

## SOMEWHERE OVER THE RAINBOW

Rainbow 6 is a unique first person shooter. You play not one gun toting marine, but a squad of three... all at the same time (well, kind of). The game commences with the rescue of the Belgian ambassador from

terrorists who have occupied the embassy. Your task is to rescue him using your team. If successful, you progress through further missions, revolving largely around hostages and bombs. Generally each mission involves exploring the game map using the combined skills of your squad, with a minimum of violence, and a maximum of stealth. Confrontations do often occur, but be sure to make them as clean and discrete as possible.

This game is nothing if not com-

prehensive, and is useful for close quarters or stealthy work. You can also choose where each of your three marines will enter the area, which can be an important strategic factor.

## FOR EVERY ACTION, THERE IS AN EQUAL AND OPPOSITE REACTION... SOMETIMES

While Rainbow 6 is conceptually brilliant and comprehensive, the implementation falls flat. The concept is too ambitious for the now flagging

AVAILABLE:	Now
CATEGORY:	1st person squad warfare
PLAYERS:	1-2
PUBLISHER:	Red Storm
PRICE:	\$79.95
RATING:	M
SUPPORTS:	Memory Card, Dual shock

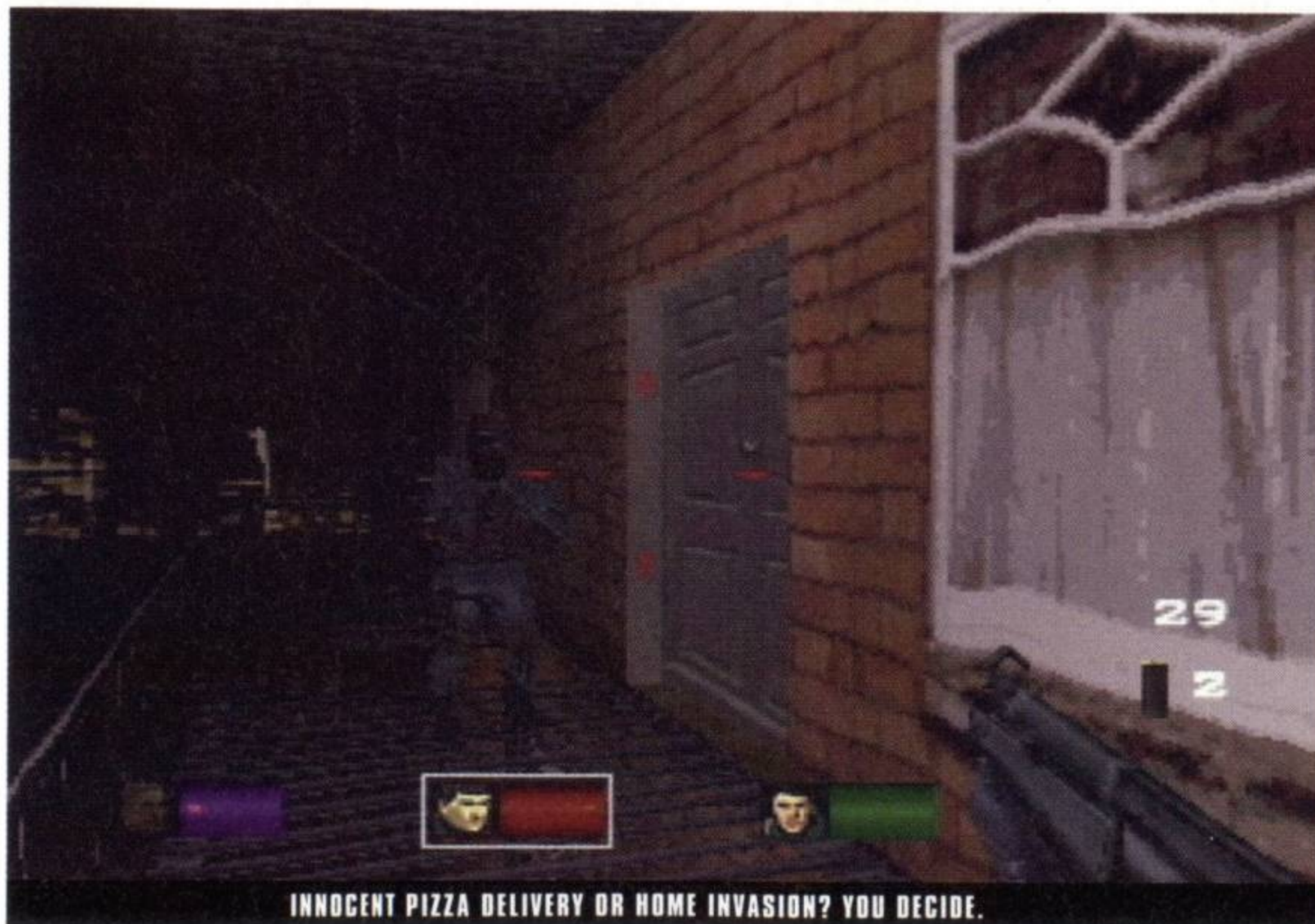
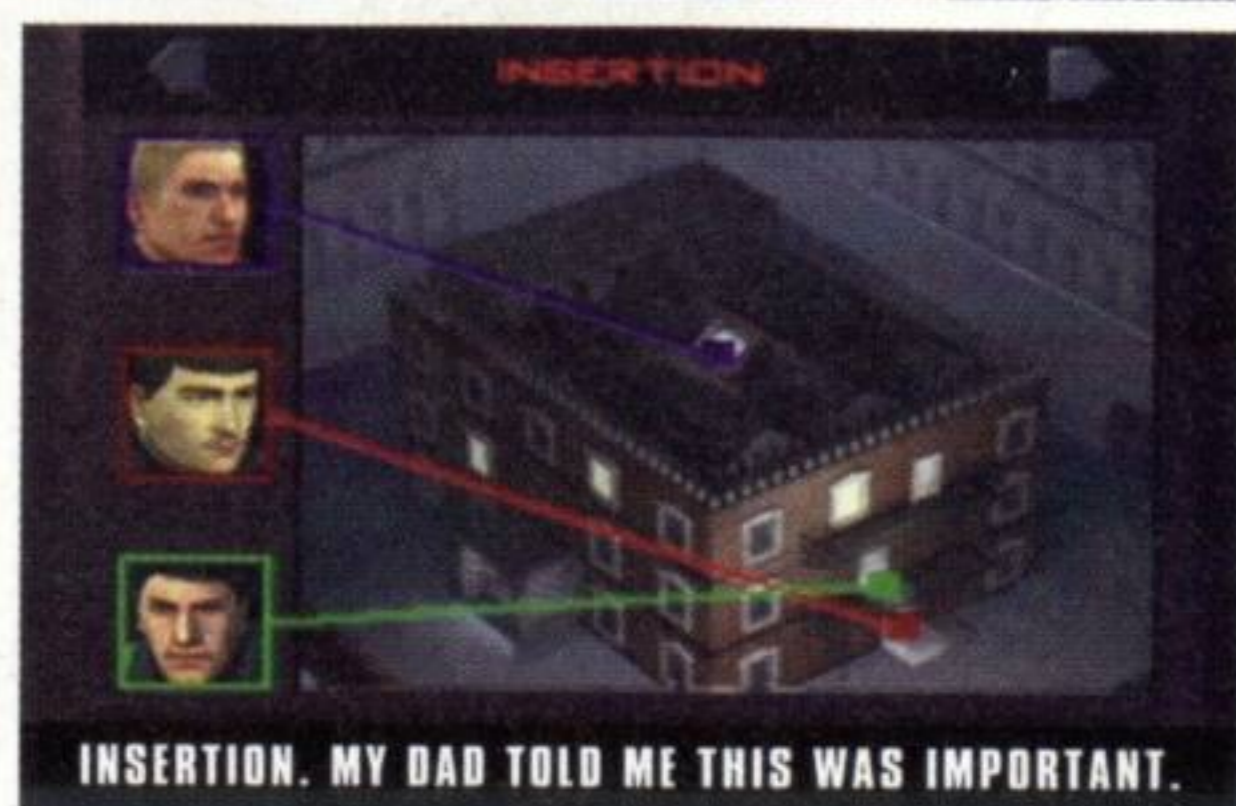
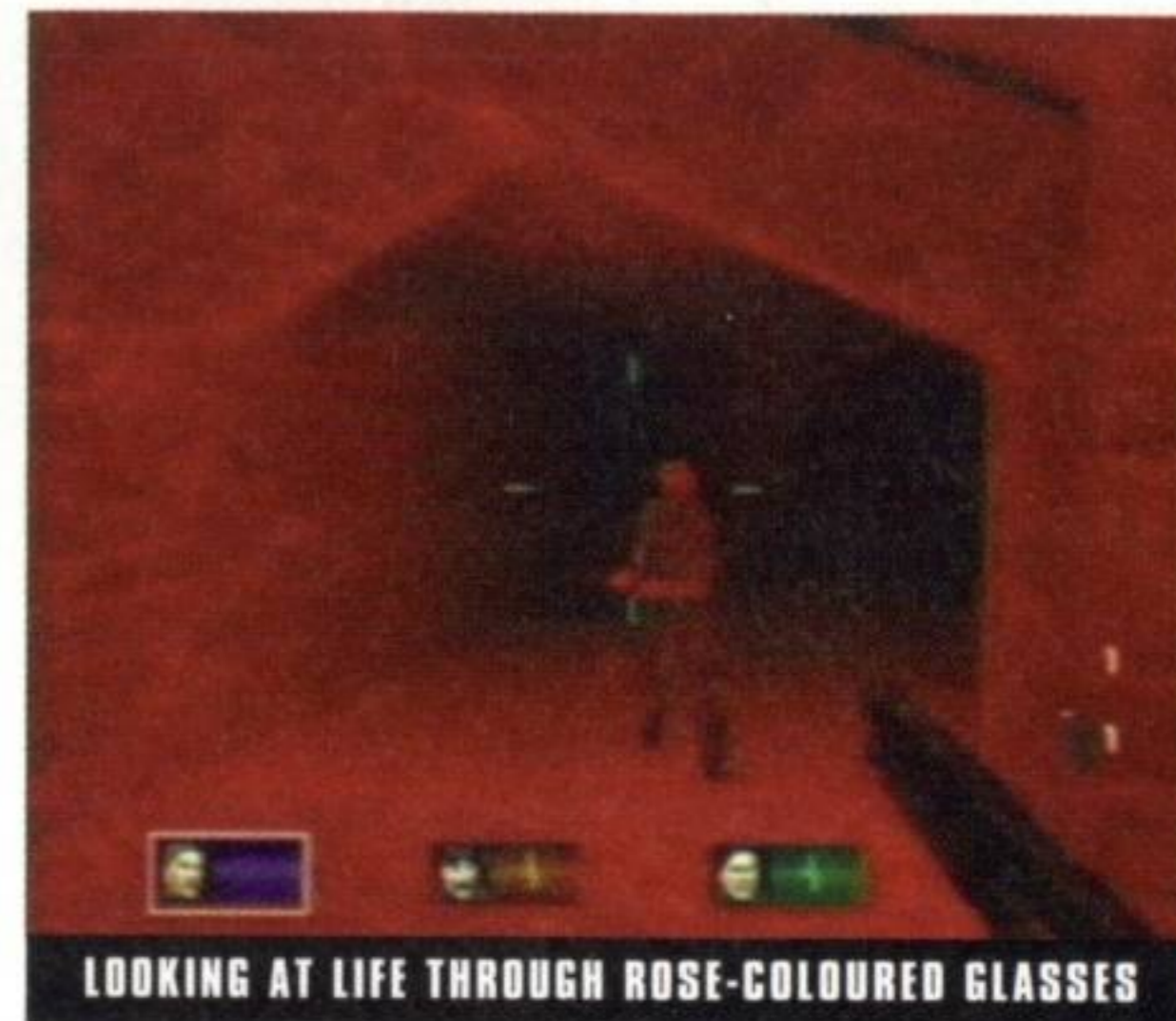
Rainbow 6 falls short. If you can handle the shoddy graphics, it has great depth and detail, and has the potential to keep you playing for hours. ■

"THE CONCEPT IS TOO AMBITIOUS FOR THE NOW FLAGGING 'POWER OF PLAYSTATION'."

prehensive. Before commencing a level, there is a thorough series of 'select screens' allowing you to customise every aspect of your mission. There is a large selection of soldiers, weapons, equipment, and armour to choose from, including cammo gear, MPS machine guns, berretas, silencers, fragmentation and flash grenades. These all come in handy in different ways. For instance, equiping silencers draws less attention to

'power of Playstation'. Rainbow 6 was a PC game first, and it suffers on the PSX. The graphics are simple, but messy, indistinct and lacking depth. The movement also tends to be jerky and unwieldy. Another problem with implementing 1st person shooters on consoles is the variety of buttons needed. While Rainbow 6 makes good use of the analogue controller, it does takes some getting used to.

Partly due to system limitations,



## BROWN-O-METER



### PLUS

Comprehensive and detailed. An innovative take on the 1st person shooter.

### MINUS

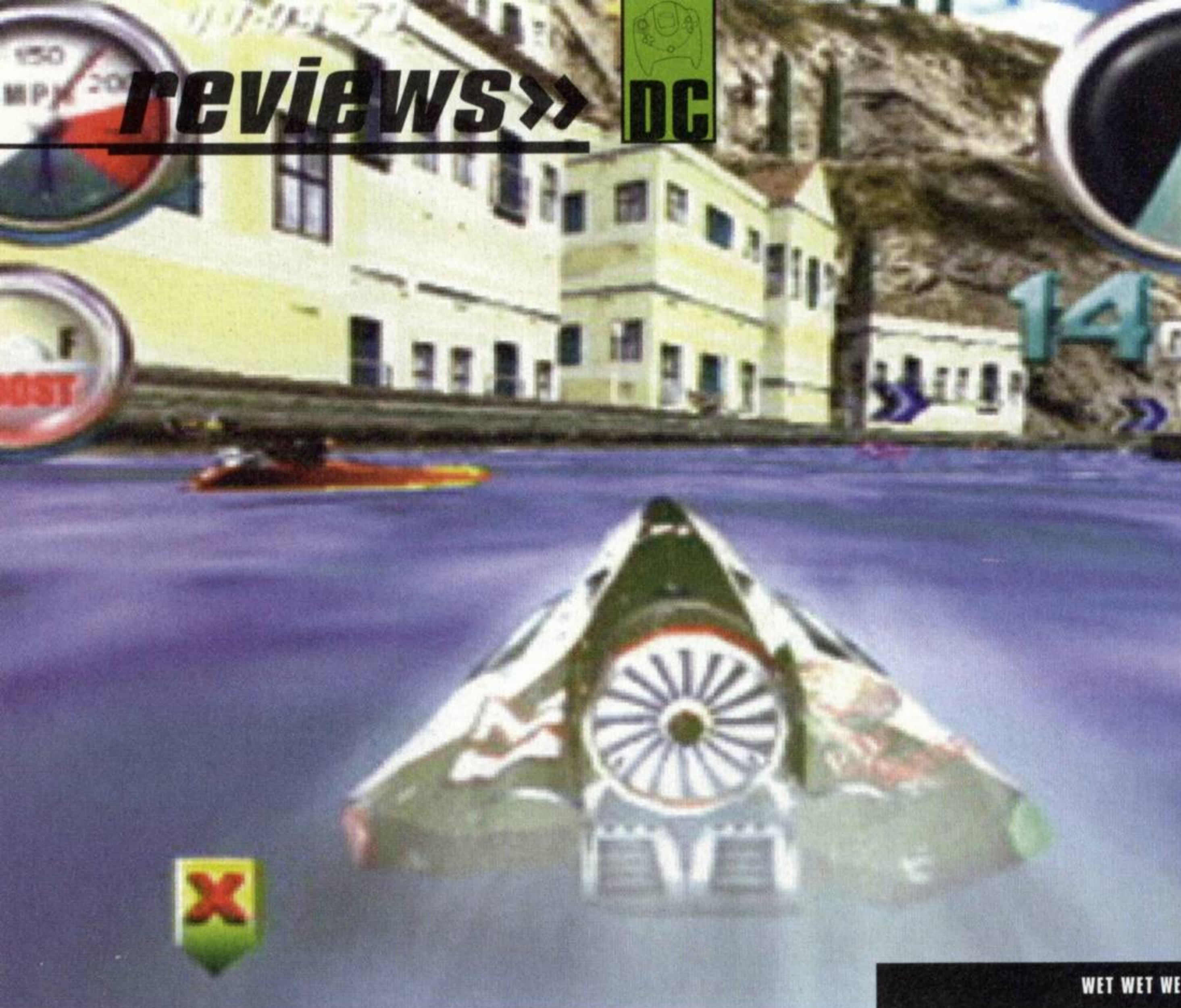
Graphically dull, jerky movement.

VISUALS 64 SOUND 71 GAMEPLAY 74

## OVERALL

# 72

Rainbow 6 is worth a look, but the PlayStation is beginning to show its age...



WET WET WET

# HYDRO THUNDER

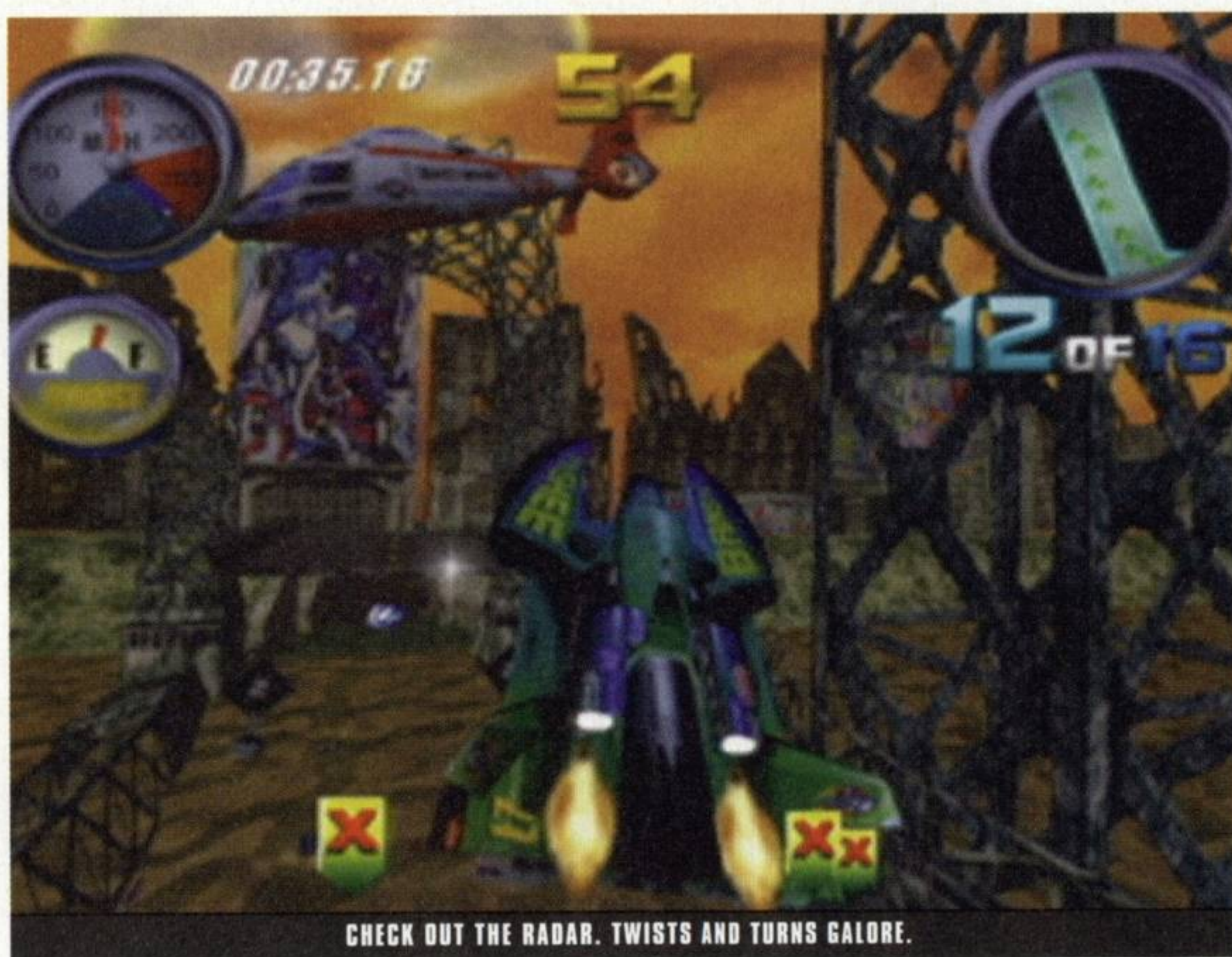
Attention arcade freaks!

Cam Shea gets busy with the Dreamcast port of Hydro Thunder...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Arcade Racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Midway
<b>PRICE:</b> \$94.95
<b>RATING:</b> G

Fresh from success in the arcades, Hydro Thunder is a ballsy jet boat racing game with speed, shortcuts and mad air in abundance. The racing is shallow, but dang it's good! Hydro Thunder will undoubtedly appeal to the more arcade-inclined gamers with its over-the-top racing style.

One of Hydro Thunder's biggest strengths is the variety and clarity of the environments you skid through. The graphics are flashy and brimming with life and movement. Lost Island for instance, takes place in a rich tropical setting. You race between towering green mountain ranges, with an active volcano in the distance belching up huge quantities of black smoke from its belly. You'll notice monkeys swinging from overhead passes, waterfalls, rainbows, huts along the riverbank, and birds circling above in the clear blue sky. You'll also navigate through cool sections like a mini volcano spewing out



CHECK OUT THE RADAR. TWISTS AND TURNS GALORE.

with pollution choked skies, decaying skyscrapers, busted train lines, and submerged streets with cabs and cars visible on the bottom. Courses are also interactive with jet skiers, whales and plenty of other boats. Indeed, law enforcement crafts will often appear to try and stop the race. It's kinda cool having another boat barneying along

transparency effects. Unfortunately, the code hasn't been optimised as much as we'd like, as there is noticeable slowdown on occasion. Still, when you're ramming a helicopter in mid-air after launching off a 100 meter drop, a little slowdown is excuseable.

The courses make good use of ramps, jumps and alternate paths. The courses

this means that you're essentially racing a similar line each race regardless of what the competitors are doing. In a high powered, fast paced sport like this, it's a pity that there's no real sense of competition with the other boats. This title may have worked better if there were more circuit based tracks where you must gradually creep up through the field.

Quibbles aside, it's a lot of fun trying to discover all the possible routes and get to all the powerups. Just to keep things interesting, Midway have included a "boost jump" that catapults your boat up into the air. Thus, plenty of bonuses have been hidden with this in mind. Not only that, but your racing style is largely dictated by the craft you've picked, as each has its own unique feel and strengths. Some constantly skid across the water and won't hold their line, whilst others fly straight and fast. The boat design is awesome, and each craft does a small mecha transformation when you run over a turbo boost.

### WISE OPTIONS?

Options wise, however, Hydro Thunder betrays its arcade heritage and reveals an unwillingness on the part of the

"THE GRAPHICS ARE FLASHY AND BRIMMING WITH LIFE AND MOVEMENT."

lava inside a hollowed out mountain. Launch yourself up through the lava to hit an invisible speed boost. **IMPRESSIVELY EQUAL...** Other courses are equally impressive, including a post-apocalyptic New York

beside you while a jackass with a megaphone shouts "Pull the boat over and put your hands on the hull!"

Hydro Thunder is a sumptuous visual package with the waves undulating very nicely and some excellent reflection and

are also littered with speed boosts that, once picked up, can be used anytime during the race. Indeed, the secret to winning races is to hit every speed boost icon and to take as many of the alternate paths as possible. Unfortunately,

developers to add important features for the console translation. The lack of a championship option, the lack of a restart option in the pause menu during races (screw the start up and you'll have to go through several screens before you

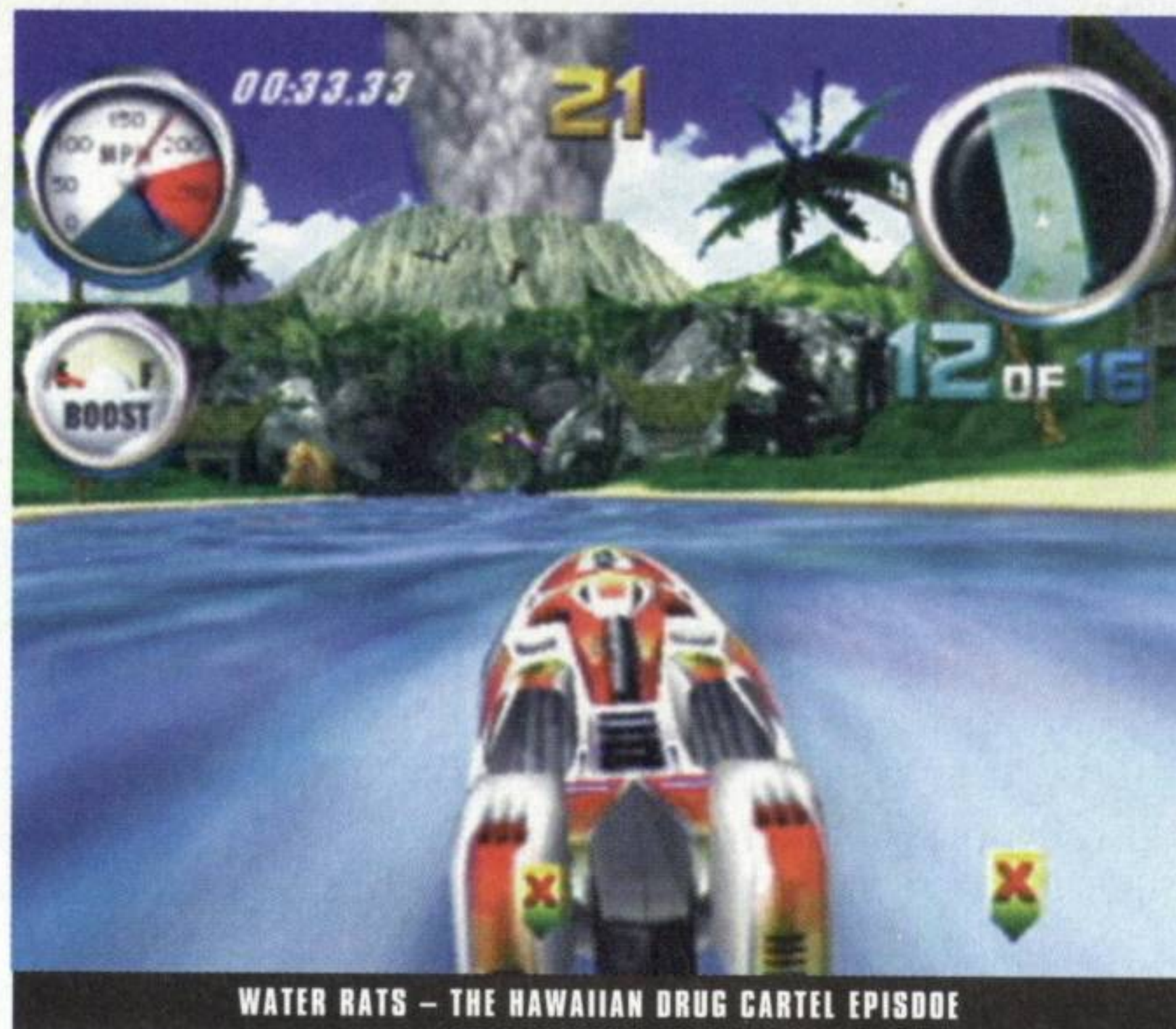
can try again) and the frustrating two player setup are a couple of the more pertinent examples.

After playing the arcade edition, it has to be said that Hydro Thunder is a very faithful port. Graphically this is a good thing, but in terms of replay value, the Dreamcast version suffers for its arcade heritage. It may come packing all the graphics, boats and courses, but it's very much a no frills port that ultimately has a similar replay value to the original. ■

KEEP AN EYE OUT FOR SEBULBA



VIDEOGAME PIRACY



WATER RATS – THE HAWAIIAN DRUG CARTEL EPISODE

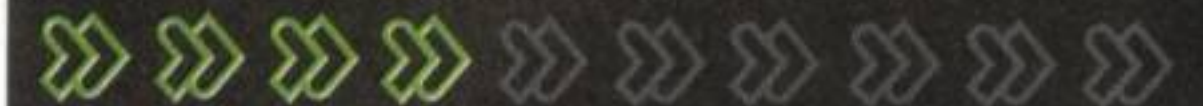


### GARNISH VERSUS GAMEPLAY

Many of Hydro Thunder's 11 tracks are impressive, but it's the garnish (or eye candy, if you will) that impresses the most, as opposed to the track design itself. Whilst competent, I feel that there was more that could have been done to make Hydro Thunder a more compelling race. Higher waves and currents to battle would have rocked as well. Hydro Thunder 2 maybe?



### SWELL-O-METER



#### PLUS

Tasty graphics and fun brainless racing.

#### MINUS

Missing important options. Greater depth would have been appreciated.

VISUALS	SOUND	GAMEPLAY
<b>87</b>	<b>77</b>	<b>79</b>

### OVERALL

# 84

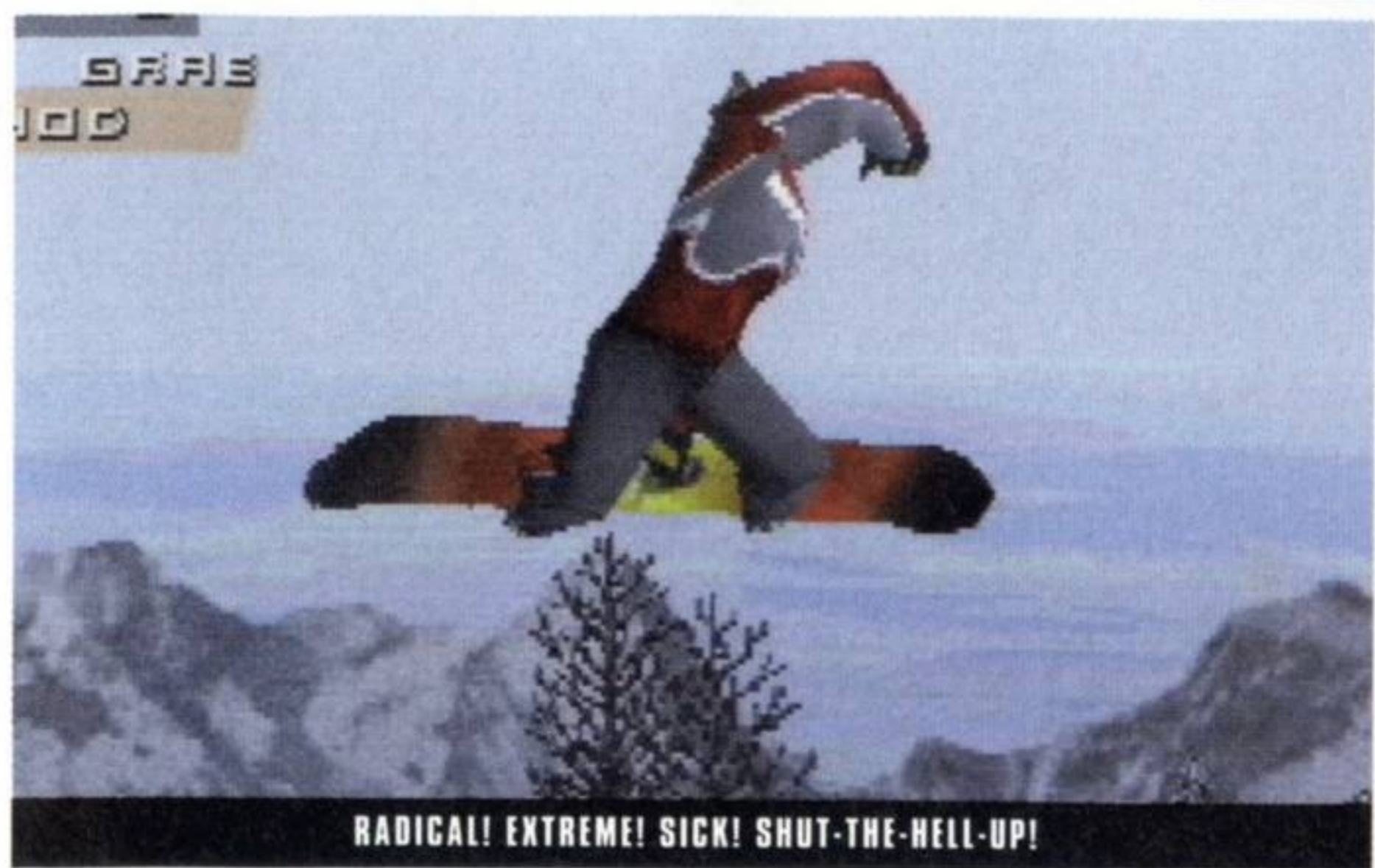
Recommended, but don't expect the fun to last that long.



Of course, what MTV has to do with snowboarding is anyone's guess. This is what it's really about... <http://www.mtv.com/>

PSX

reviews



RADICAL! EXTREME! SICK! SHUT-THE-HELL-UP!

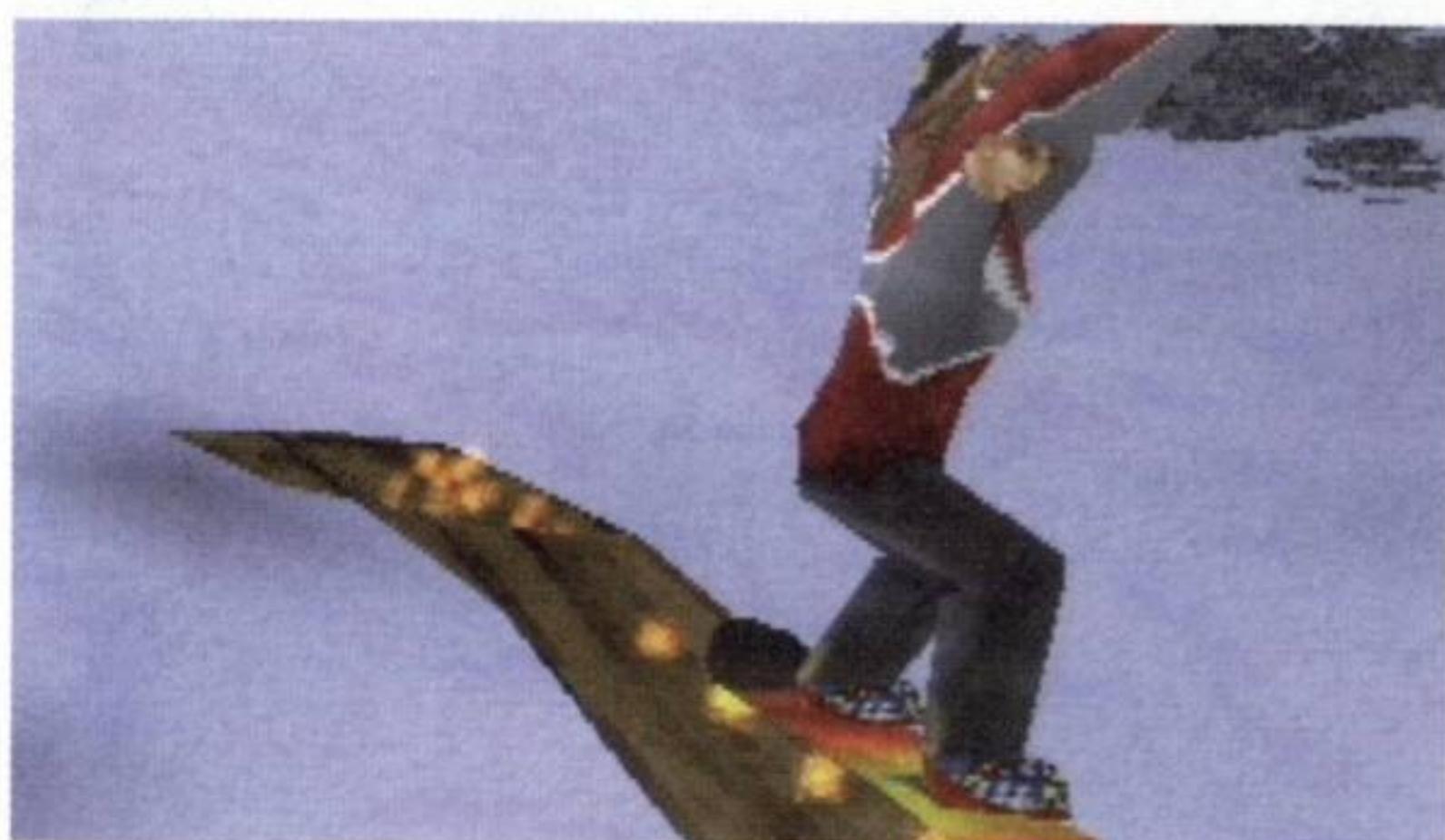


# MTV SNOWBOARDING

DMC wants his MTV, and his chicks for free...

Since the success of the CoolBoarders series, developers seem to have somewhat of an obsession with snowboarding. Is it that this stereotypically pale and nerdish breed have a secret fetish for the great outdoors? Or is it that in the footsteps of one successful game follows a legion of others, hoping to find similar success. Quite frankly, I'm waiting for an Xtreme croquet game, but that's just me...

Whatever the case, MTV snowboarding was going to have to be pretty special to stand out amongst the pack. Thankfully, while this is no gaming revolution (after all, the revolution will not be televised), THQ have put in a solid performance to produce a very playable game.



### SAY HELLO TO MY LITTLE FRIEND

As per normal, this title features a wide range of ski slopes from around the world through which you have to progress.

Considering the importance of stunts within the game, a more diversified trick system would have been appreciated.

The characters in the game are quite small, but thankfully this allows for a good sense of perspective.

Graphically the game, while not particularly crisp or clean, has a fair bit of speed, and the backgrounds are reasonable. Unfortunately the price for this speed is jerky graphics at times, par-

AVAILABLE:	Now
CATEGORY:	Snowboarding
PLAYERS:	1-2
PUBLISHER:	THQ
PRICE:	TBC
RATING:	G
SUPPORTS:	Dual Shock

expecting copious advertising and blaring rock. While this prediction was partly fulfilled, the advertising is not too in your face, and there is a smattering of mo' funky tunes in amongst otherwise angsty whiteboy rock. Considering the typical snowboarding demographic, I guess both are appropriate. What is more, the

"MTV SNOWBOARDING IS ONE OF THE BETTER SNOWBOARDING TITLES FOR THE PSX."

Tricks form an important part of the game. Through the Slopestyle and Big Air courses, there are plenteous rails and big jumps to pull off (the sense of getting huge air when launching off these jumps is pretty impressive). Unfortunately the implementation of these tricks leaves something to be desired. Compared to Cool Boarders, or even Tony Hawk Skateboarding, the range of moves is quite limited, confined to multidirectional spins and a couple of grabs.

particularly when turning corners. Perhaps this is a result of poor camera implementation — the game simply can't cope with all the terrain whizzing by as the camera pans around, and the frames start dropping out.

### CARVING UP PHAT LINES

Thankfully, the MTV sponsored nature of this license hasn't detrimentally affected its presentation. Based on a cliched image, rather than actual research, I was

option screens are presented in a very tasteful, almost Wip3out-esque, minimalist presentation. An interesting, but shallow option that has been included is the ability to create and edit your own track, providing for a little more depth and variation.

There is little that is outstanding about this game, but it's solid enough to entertain. Coolboarders it ain't, but MTV Snowboarding is one of the better snowboarding titles for the PSX. ■

### CLICHE-O-METER

#### PLUS

Lots of variety, good sensation of speed.

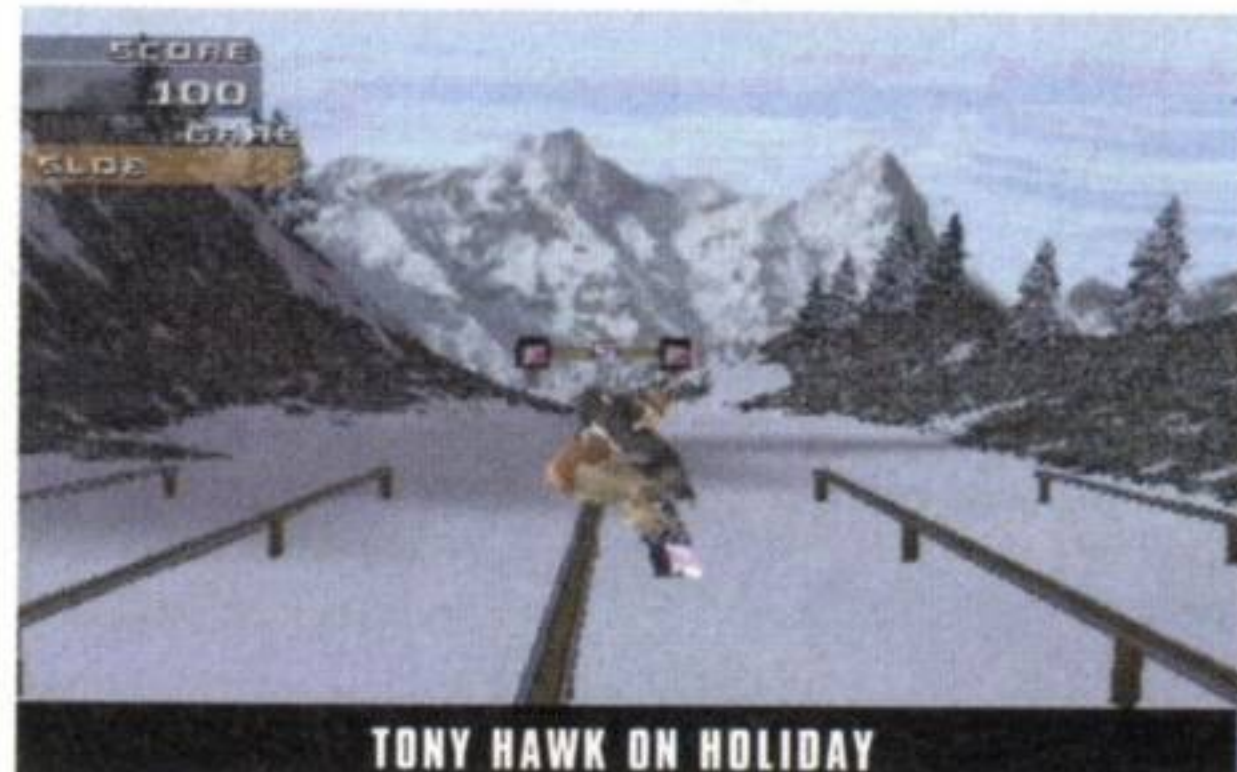
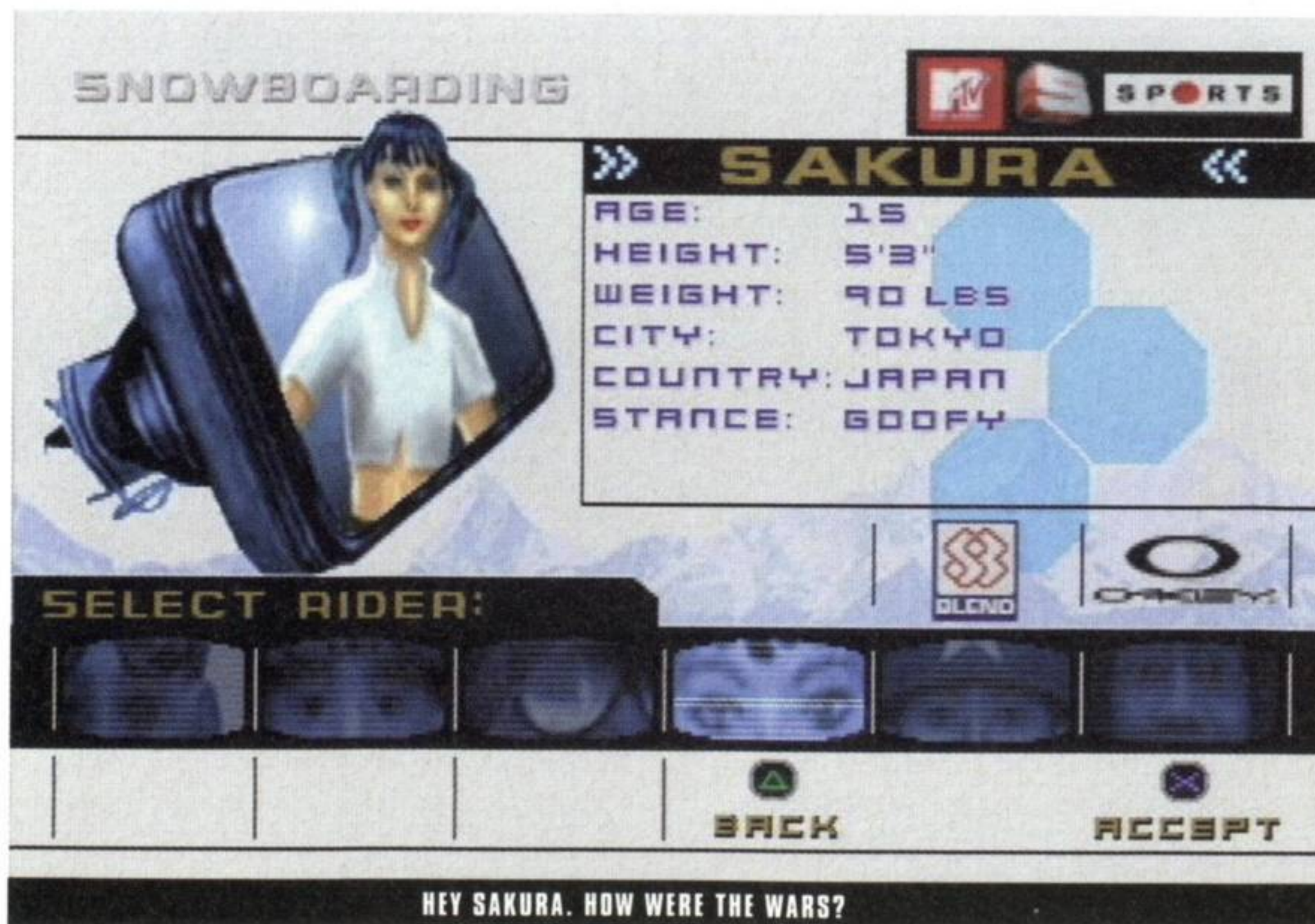
#### MINUS

Jerky graphics, limited range of tricks.

VISUALS **73** SOUND **80** GAMEPLAY **74**

OVERALL **74**

Roll up them dollar bills: this is a title for the powderhounds out there.





HEY! WHAT DID THAT BIG RUBBER STAMP EVER DO TO YOU?



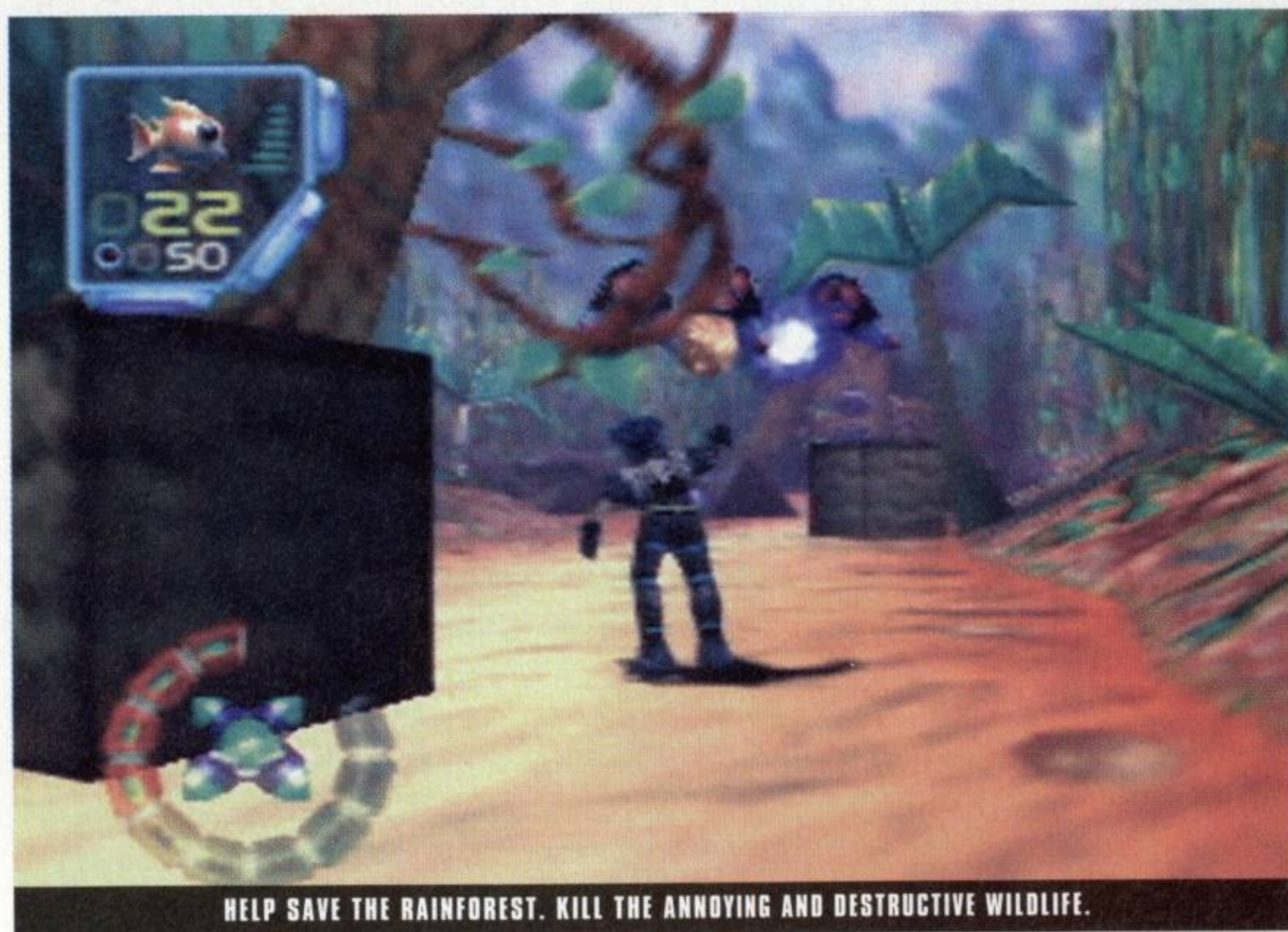
# JET FORCE GEMINI

Y'know it's funny, **Arthur Adam** is a Gemini. It must have been in the stars...



AVAILABLE: November  
 CATEGORY: Action  
 PLAYERS: 1-4  
 PUBLISHER: Nintendo  
 PRICE: \$99.95  
 RATING: G  
 SUPPORTS: Rumble Pak, Memory Pak

✂ The universe is a terribly large place. So big in fact, that taking a stroll across it would have you go through seventeen billion pairs of sneakers and quite a lot of deodorant. However, some argue that the universe isn't at all that big, it's just that everything inside of it is so small. Regardless, the universe and outer space have played an important part in the video gaming industry, from the fundamental Space War, Moon Patrol and Space Invaders to the recent Star Wars video game conversions. The latest offering from Rare, Jet Force Gemini (JFG) is a futuristic third-person shooter, which has you planet hop-



Rare and bought out half the company, ensuring that these classy games remain exclusively on the big N's system. Rare have brought to us games that have literally shaped the

more gameplay than you can poke an alien anal probe at.

**IS BUCK ROGERS A STARSHIP TROOPER WHO'S LOST IN SPACE**



Juno, Vela and Lupus the Dog all wear large bulbous helmets, space-suits and planet-hop in a ship that's all reminiscent of a 1960's budget space flick. This retro atmosphere works well, which ties in nicely with the corny story line that goes something like this: The universe, as you would expect, is in grave danger. An alien race of insecticoid beings (Starship Troopers anyone?) are invading planets in a brutal crusade of rape and pillage. The worst bit is, by the time INTERFET arrive with their giant cans of bug spray, everything

"RARE HAVE BROUGHT US GAMES THAT HAVE LITERALLY SHAPED THE N64..."

ping and is looking to set new standards in the genre.

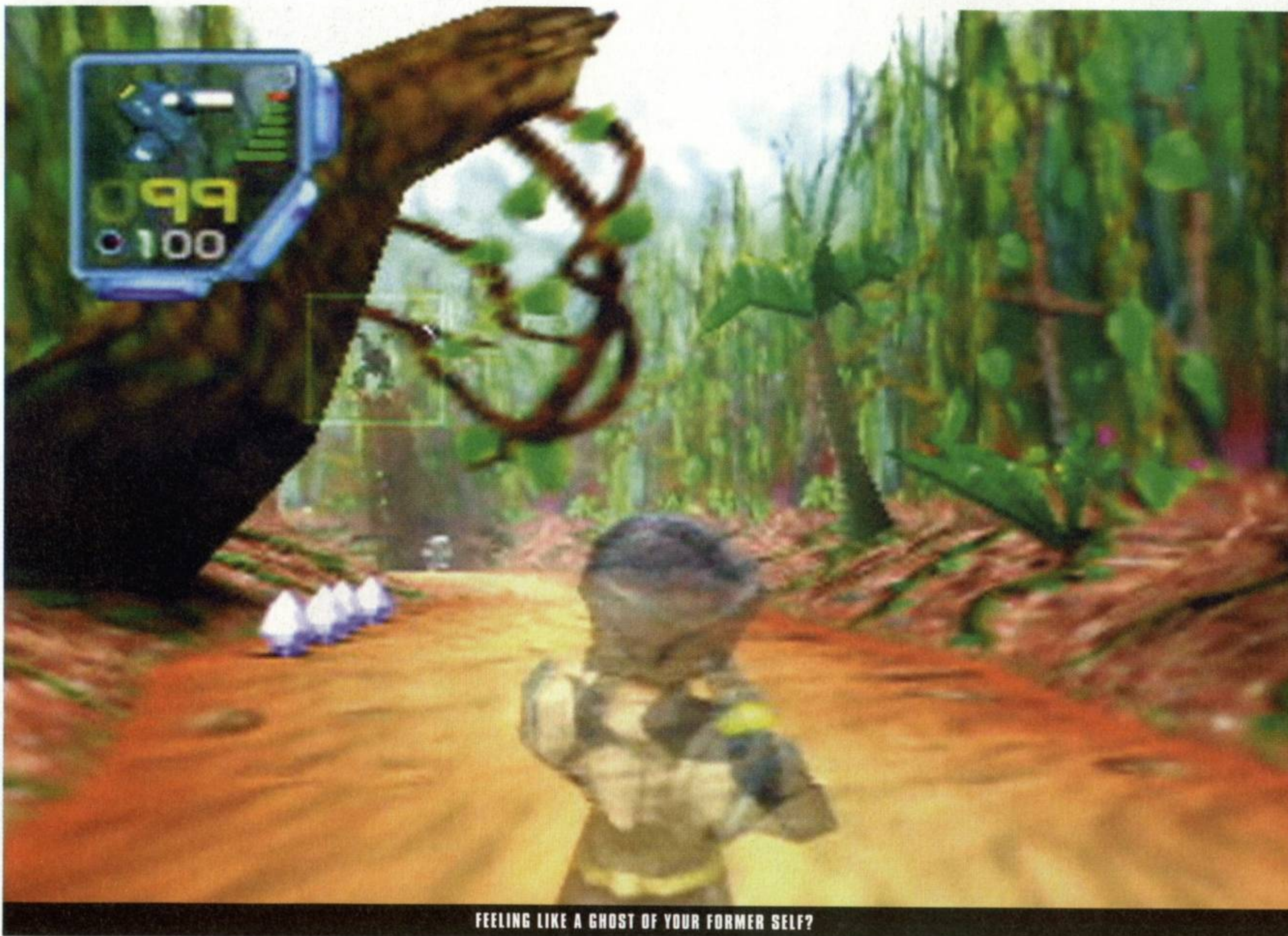
It's no wonder that Nintendo snapped up the English developer

N64, from GoldenEye, Banjo-Kazooie, DK Racing and now JFG. In true Rare style, this title boasts mouth-drooling visuals, enormous levels and

**ENJOYING ALIEN ANAL PROBES?** From the opening scenes, JFG leaves an impression of some B-grade sci-fi movie ala Lost In Space. The heroes,

will have been decimated. So, it's up to our three heroes who are on school holidays, to step in and teach these aliens what hard times are all about.

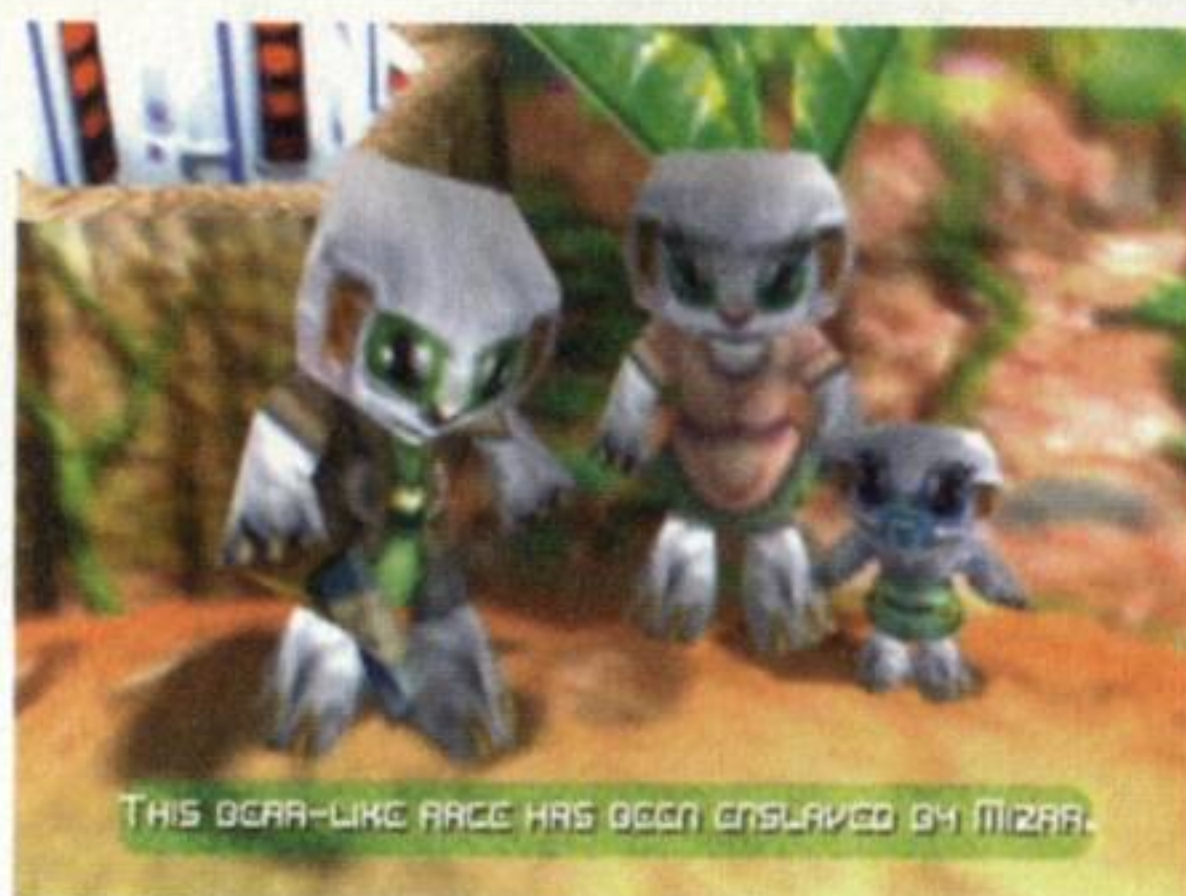




FEELING LIKE A GHOST OF YOUR FORMER SELF?



ROSE? ROSE!



JUNO AND A LONELY NATIVE GET TO KNOW EACH OTHER

You begin the game in charge of the male character, Juno, who travels to the friendly planet of Endor, where the result of ewoks and koalas cross breeding have brought about a new inhabitant, the Tribal (we like to call them butt-monkeys). The first mission involves Juno working himself through tropical jungles and villages, saving these bashful (and useless) creatures from imminent alien peril.

Naturally, your character embarks on his mission with a flimsy laser gun, which leaves you

with as much power as Monty Burns wedged beneath a bus tyre. Fear NOT readers, as along the way,

you'll build up your arsenal with butt-slapping shotguns, tri-rockets, laser-powered



machineguns and grenades that explode and release smaller explosives, which

float down on mini-parachutes. You'll even find a devastating container of fish food (note sarcasm).

Use this to throw and distract aliens or to make friends with fanged monsters who are hell bent on pulling out your testicles with their bare teeth. Using your toys of destruction on the aliens will leave their bodies wafting in a fine green mist. A cool effect is that their green blood splatters across walls depending on where they were hit and body parts are flung in all directions. If that wasn't enough, you can collect their heads for bonus points. One of the most satisfying weapons though, is the shuriken, a ninja star device that slices the heads off your foes. Very cool indeed.

### TRIBALS SUCK HARDER THAN MONICA LEWINSKI ON STEROIDS

The control method used in JFG is quite different to anything else. At first you'll be blundering about like an intoxicated bum while trying to get used to the difficult layout of the controls. Nevertheless, when mastered you'll realise that the controls are cleverly layed out and allow for a multitude of manoeuvres. The characters can crawl, roll sideways whilst on their stomachs and hang from ledges. You'll have to get used to alternative control methods. Normally, the analogue stick will move your character about, but by pressing the R button and keeping it down the analogue can now be used to

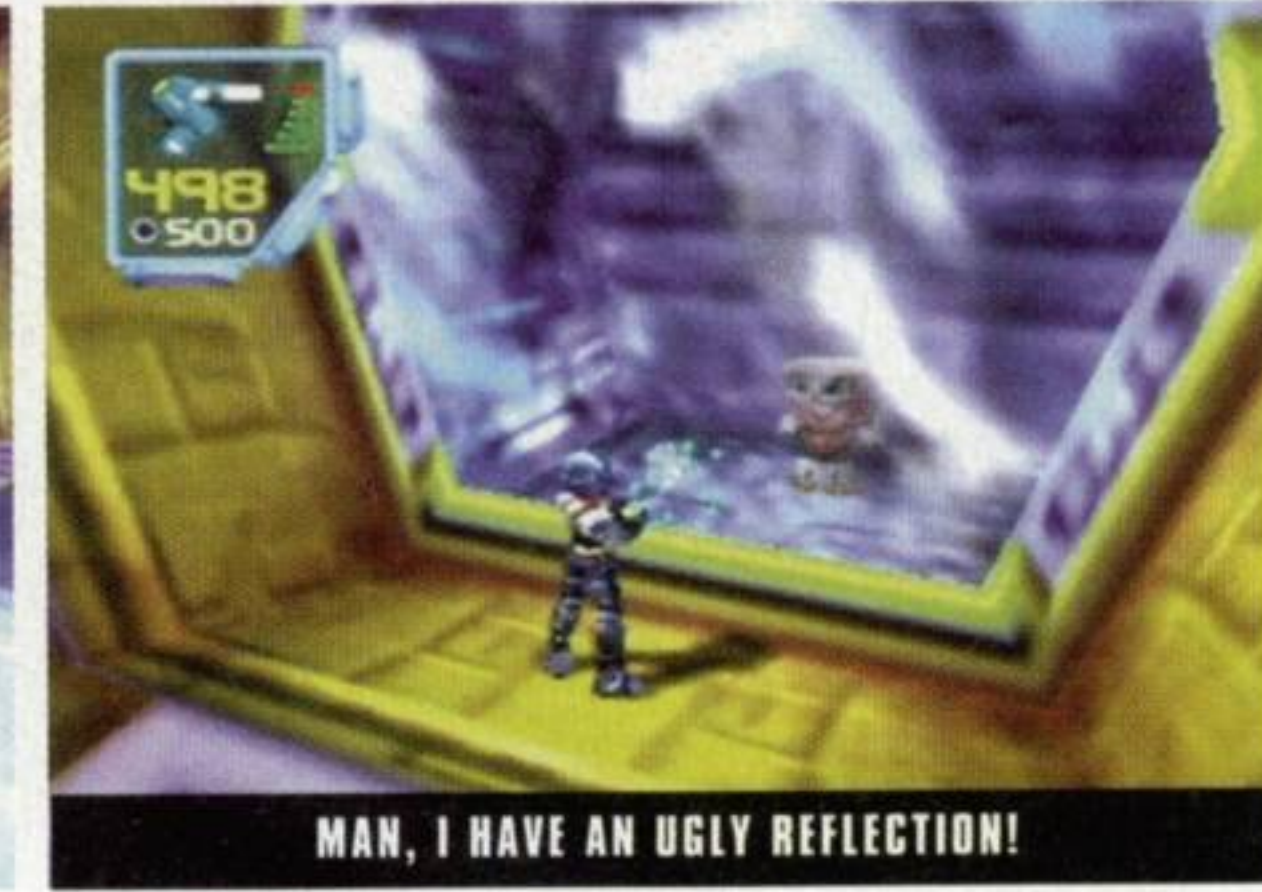




MY GOD! IS THAT THE CARAMELLO KOALA? THIS PRODUCT PLACEMENT IS OUT OF CONTROL!



YOU MIGHT AS WELL... JUMP!



MAN, I HAVE AN UGLY REFLECTION!

move a crosshair on screen for sharper aiming. The c buttons will then take over your character directional movement. The aiming mode is imperative for picking off those sneaky sniper aliens hidden on cliff tops and trees. The gameplay isn't entirely about running along in a half-assed rage, blowing living beings to bits like some

American school student. Sure, at times it's necessary, but most of the time you're going to have to strafe behind crates and trees

for cover and work out the best way in taking out the army of aliens. Sometimes your hero will be faced with swarms of hovering bots, and the best move here is to retreat and find cover while repeating those famous Monty Python lines of, "Run away, run away!". This adds a little more tactical thought rather than being just a banal blast-fest. There are also other objectives to consider, like saving Tribals. This is no easy feat, as these innocuous little shits will be well hidden at times. To make matters worse, the insect alien hordes will level their weaponry at the Tribals and blow them to fluffy bits if they think you're trying to help out. Saving the little vermin becomes somewhat tedious. It will be commonplace that you find yourself swearing explicit (that would make a truck driver blush) at your cartridge as you replay certain levels for the

umpteenth time trying to save every single one. The aliens also have clever AI, making them duck for cover or run to a more secure ground when injured. Some aliens may surrender and throw down their weapons, begging for mercy. There's only one option here; bullet to the head.

#### EYE SLAPPING FINESSE

The visuals in JFG are remarkable, with vibrant sharp colours that jump right out of the screen and slap your eyeballs about. The colours applied are bright and somewhat aqua-ish for the best part of the game. The levels hold a plethora of goodies for you to appreciate and attach an extra depth of visual eye-candy. There are huge waterfalls, lakes thriving with fish and sometimes, cool rain effects. Fogging isn't an issue, as it is kept down to a minimum, even when looking across great expanses. Another nice touch is the lighting effects. Explosions will light up areas in brilliant orange and yellows while laser fire will send empty cartridges flying and streaks of blues and greens racing past walls. Using a jetpack also emanates groovy glowing effects. The





THAT WAS WHEN VELA NOTICED THE FUZZY DICE AND DECIDED THE DATE WAS NOT GOING WELL



attention to detail is a trademark for Rare and we grovel at their knees for their excellence. The characters themselves are well constructed and quite detailed. There's no clipping and all and the animations are fluent, except of course when frame-rates drop (but more of that later). The aliens are more comical in style rather than childish and the main aliens resemble large ants although there are varied species including mantis, cockroach and zombie ant species.

#### THE NOT SO GOOD BITS

Unfortunately, JFG is not perfect. Rare has attempted to push the N64 to its limits, but seemingly have crossed the line. At times, the frame-rates drop noticeably. Those who are pedantic about these things may be a little disappointed when faced with a horde of aliens. Although noticeable, the game is not ruined, but indeed could have been much better if the graphics were more uncomplicated.

The biggest disappointment more-



#### LISTEN HERE!

The sound in JFG is worth mentioning, in that it takes the N64 up a notch in the scope. Rare has opted for Dolby Surround Sound bringing clear, crisp sound effects. Weapon fire and ricocheting lasers can be appreciated in stereo and explosions are gratifying. Aliens screech when being fired at and the sound of their blood can be heard as it splatters across objects (yeah baby). Similarly the music fits the game well, bringing the gamer a thicker atmosphere throughout the levels. For example, in the jungle, a mixture of didgeridoo and drum beats tie into the level suitably.

over is the multiplayer mode. This was unexpected seeing that most of GoldenEye's charm derived from this aspect. There are various games in multiplayer. The first (and the worst) is the deathmatch. You'll instantly find it lacking in any decent frame-rates at all. Casting more horror to the experience is that the control system is shoddy. Trying to face your enemies is disastrous and burdensome at the best of times. It seems as though Rare polished the single player mode but slapped together the multi-player at the last minute. The other multi-games are quite fun. There's a Knife Edge type game where you move along a set course and shoot cardboard aliens that pop up. Tribals also pop up and points are deducted if you lay into them, which is too tempting at times. The third game is a Diddy Kong Racing style game.

JFG would have scored considerably higher if these problems were rectified, but the single player mode is still enough to make it a monumental game. If you like action packed third-person shooters with giant levels, brilliant visuals and a corny plot, JFG won't fail to impress. It is notably better than most other similar games such as Shadow Man and Duke Nukem: Zero Hour. Another classic from Rare. ■



#### CUTESYPIE-O-METER



#### PLUS

A woven masterpiece of action, great visuals and gameplay.

#### MINUS

Multiplayer has about as much gameplay as an Irish cheese rolling contest.

VISUALS	SOUND	GAMEPLAY
94	88	91

#### OVERALL

# 91

As smooth as I am with my pants off.

Sean McCarroll the number 2 mountain biker in OZ says that "DMB compares to the real thing". We're not sure if we agree,



# NO FEAR

## DOWNHILL MOUNTAIN BIKING

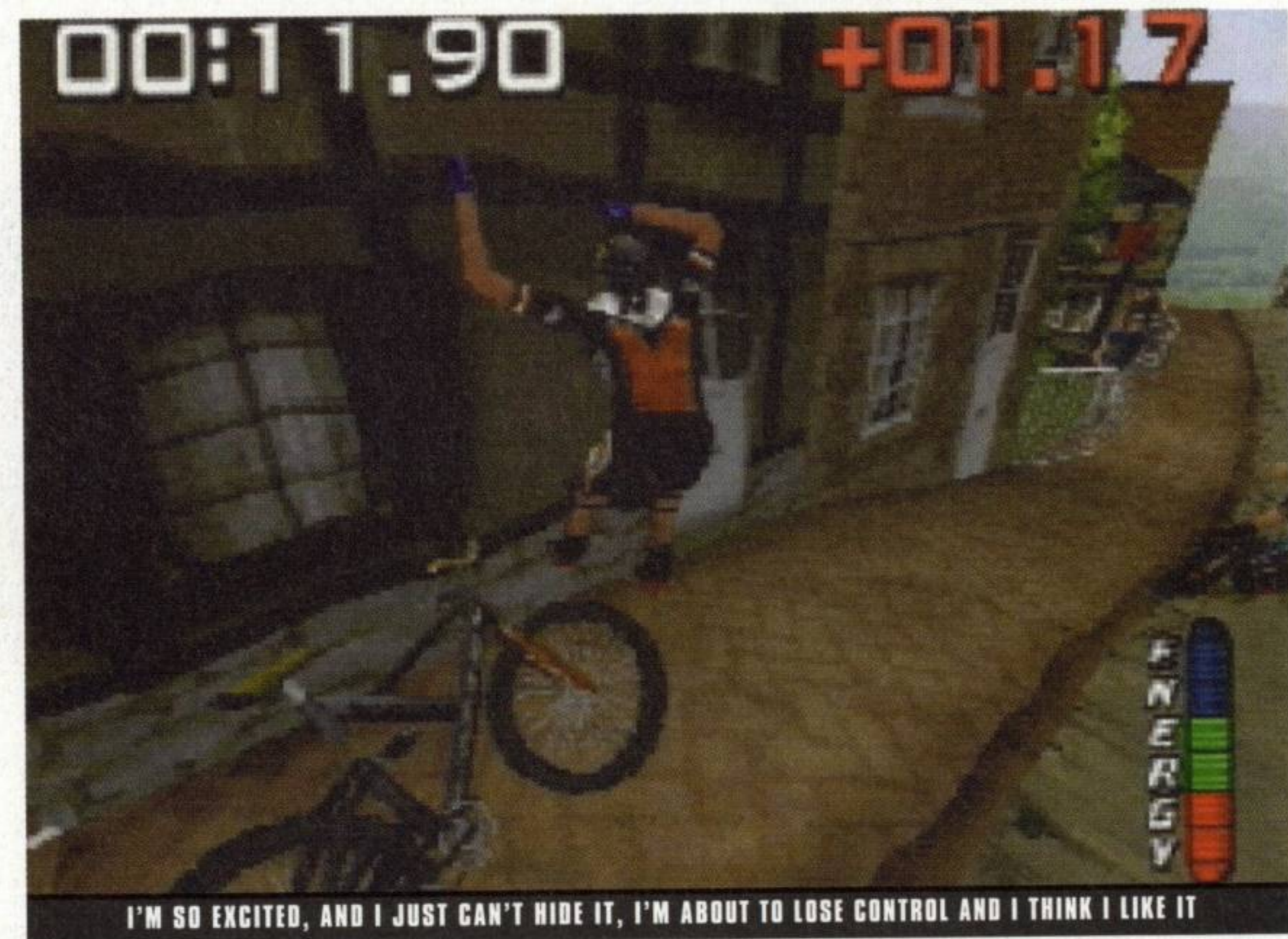
If only it was Cypress Hill not Downhill.  
Ewan Corness heads into the hills...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Mountain bike racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> OziSoft
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Dual Shock

For some reason, two-wheeled racing games have never really taken off on the PlayStation. When it comes to four-wheeled racing, the choices are endless - Gran Turismo, Ridge Racer, Colin McRae, V-Rally 2... sheesh! But for our biking brethren there's basically a whole load of mediocre motorbike / motocross games. For fans of the old fashioned pushbike, there's nothing (I'm not even going to mention 2Xtreme). Or make that, there was nothing. No Fear Downhill Mountain Biking has now filled the gap in the market, and far from being a good game only because there's nothing else like it, it's a quality title in its own right.

### PUSHBIKE HONEY

Being a biking game that's based on pedalling and not controlling a vehicle with a motor, the control system is a little different than what you'd be



used to. Yes, you still accelerate and brake, but now there's another variable that comes into play - fatigue. If you go hell for leather all game, hammering the crap out of your rider, half-way into the race you'll find that they'll die of exhaustion. Well, not quite die but they'll be bloody bug-

gered regardless. You really need to conserve energy and use your acceleration bursts wisely - for instance, there's no need to pedal when you're going down a nice slope. Just chill out and enjoy the scenery for a while.

Ahh, the scenery. The graphics in NFDMB isn't going to stop people from

pre-ordering copies of Gran Turismo 2, but the visuals do the job. They do look a little sloppy in places, but generally they're spot on. Mud looks like mud, water looks like water, dirt looks like dirt. Yes, the pixels might be huge, but if making the graphics any better meant a drop in frame rate, then I'm very happy at what Codemasters have done here.

If there's any problem with NFDMB, it's that the game is a little on the easy side. Every race is only you versus one other opponent, and you can generally win these races on the first or second attempt, every time. The two difficulty settings, pro and amateur, don't really make much of a difference unfortunately.

There are plenty of fans of two-wheeled racing out there. If you're one of them, I'd recommend that you seriously consider checking out No Fear Downhill Mountain Biking. Yes, the bikes don't have motors, but the gameplay is top-notch and that's all that counts, right. ■



### CRAMP-O-METER



### PLUS

It's the only mountain biking game on the market.

### MINUS

Does racing one guy on a pushbike really compare to a horde of sports cars?

VISUALS	SOUND	GAMEPLAY
76	74	86

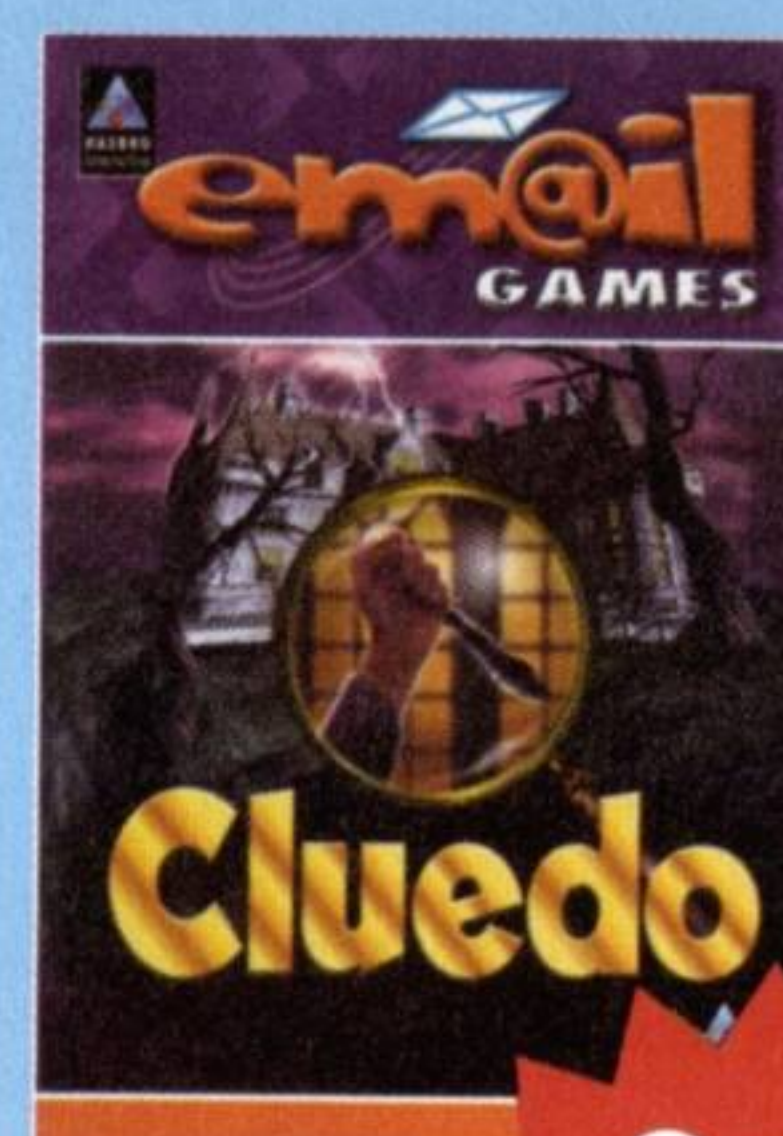
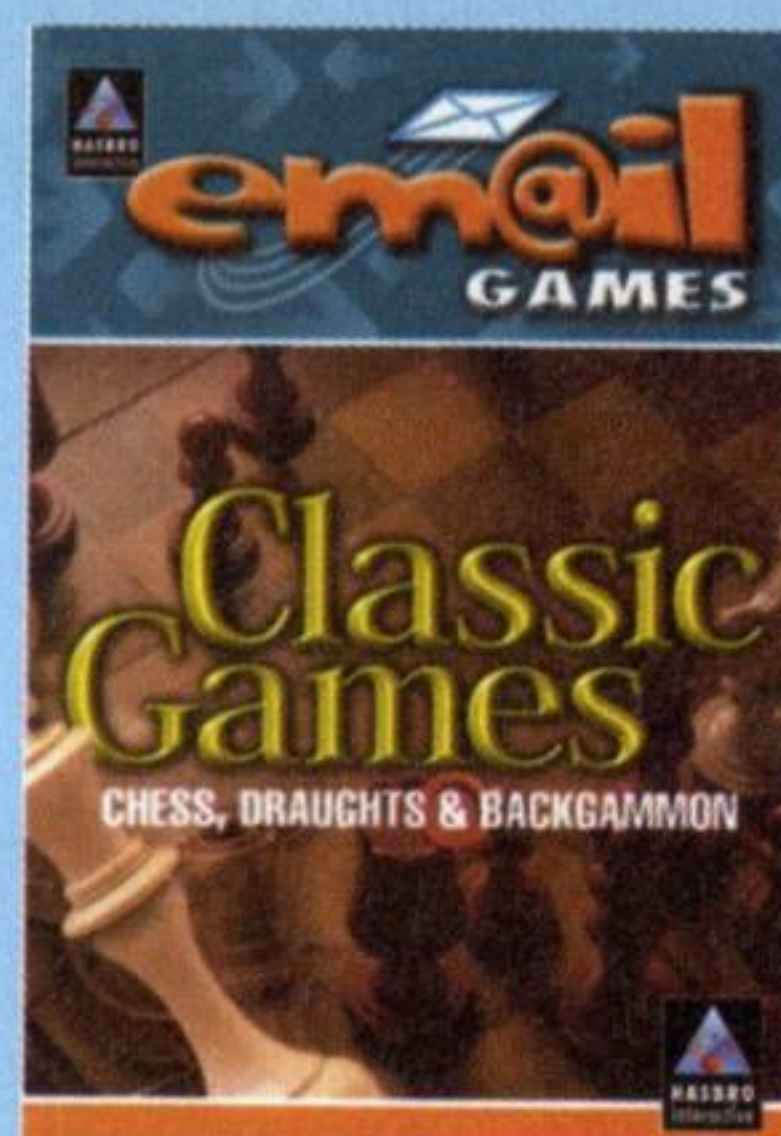
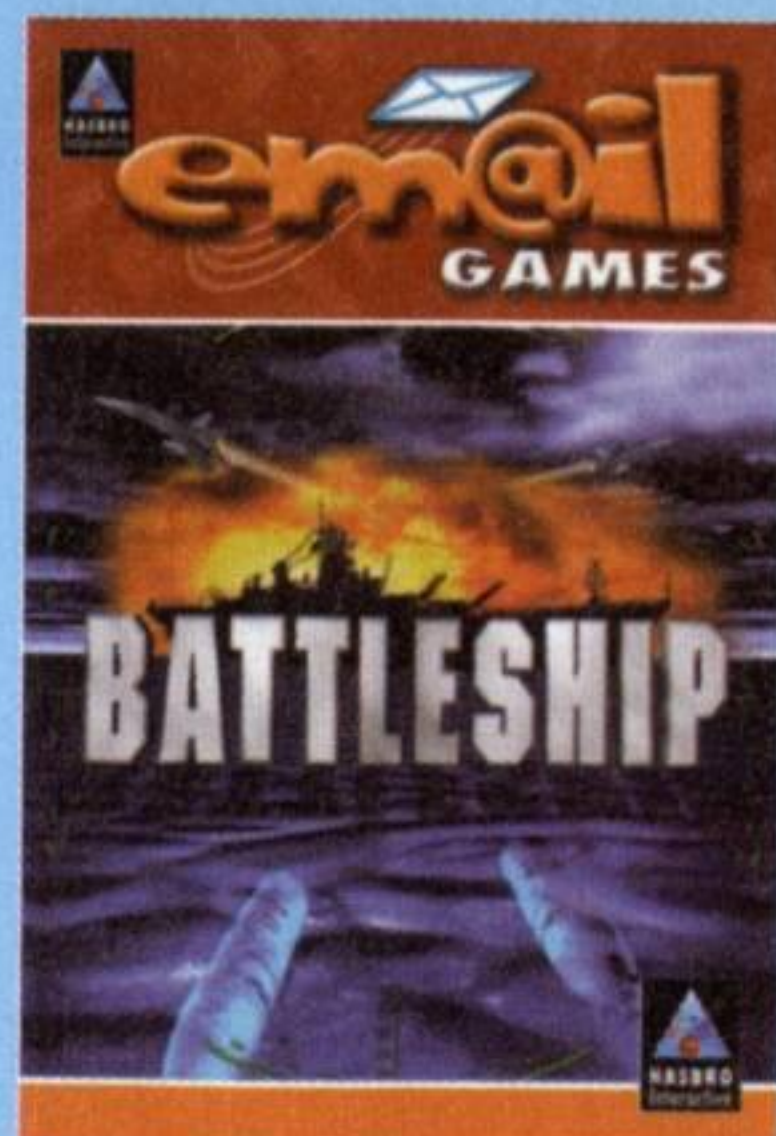
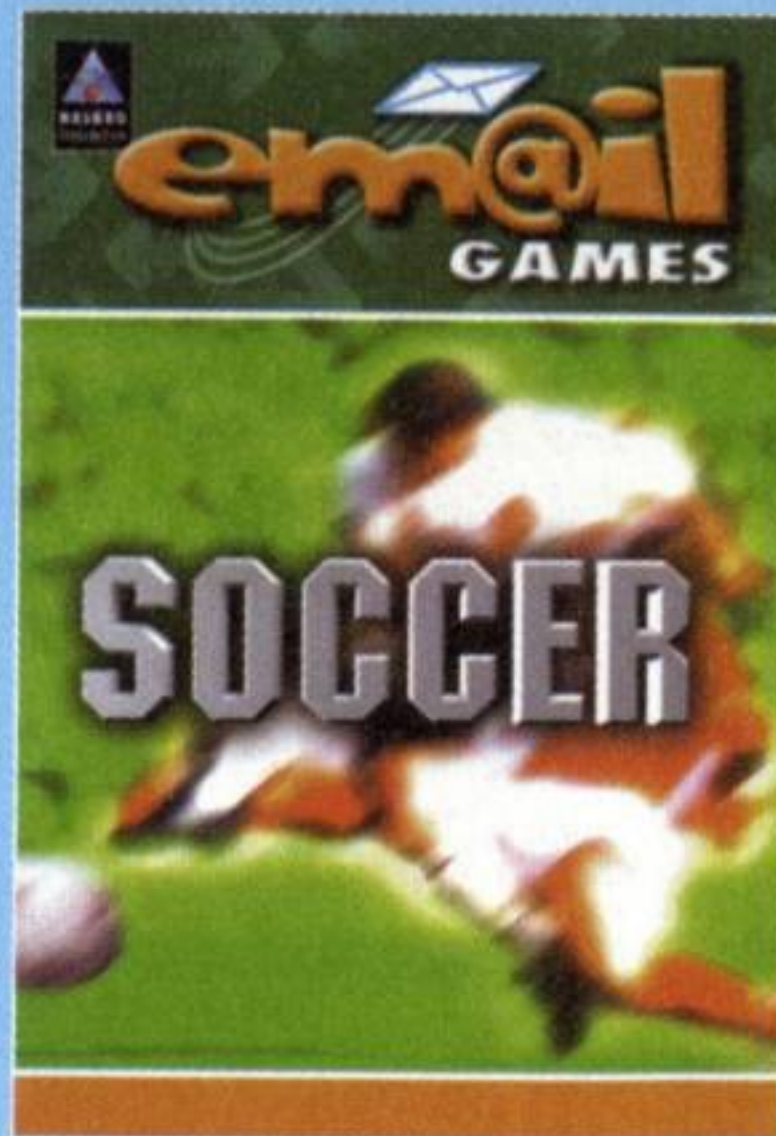
### OVERALL

# 81

Not the most polished game in the world, but a lot of fun.



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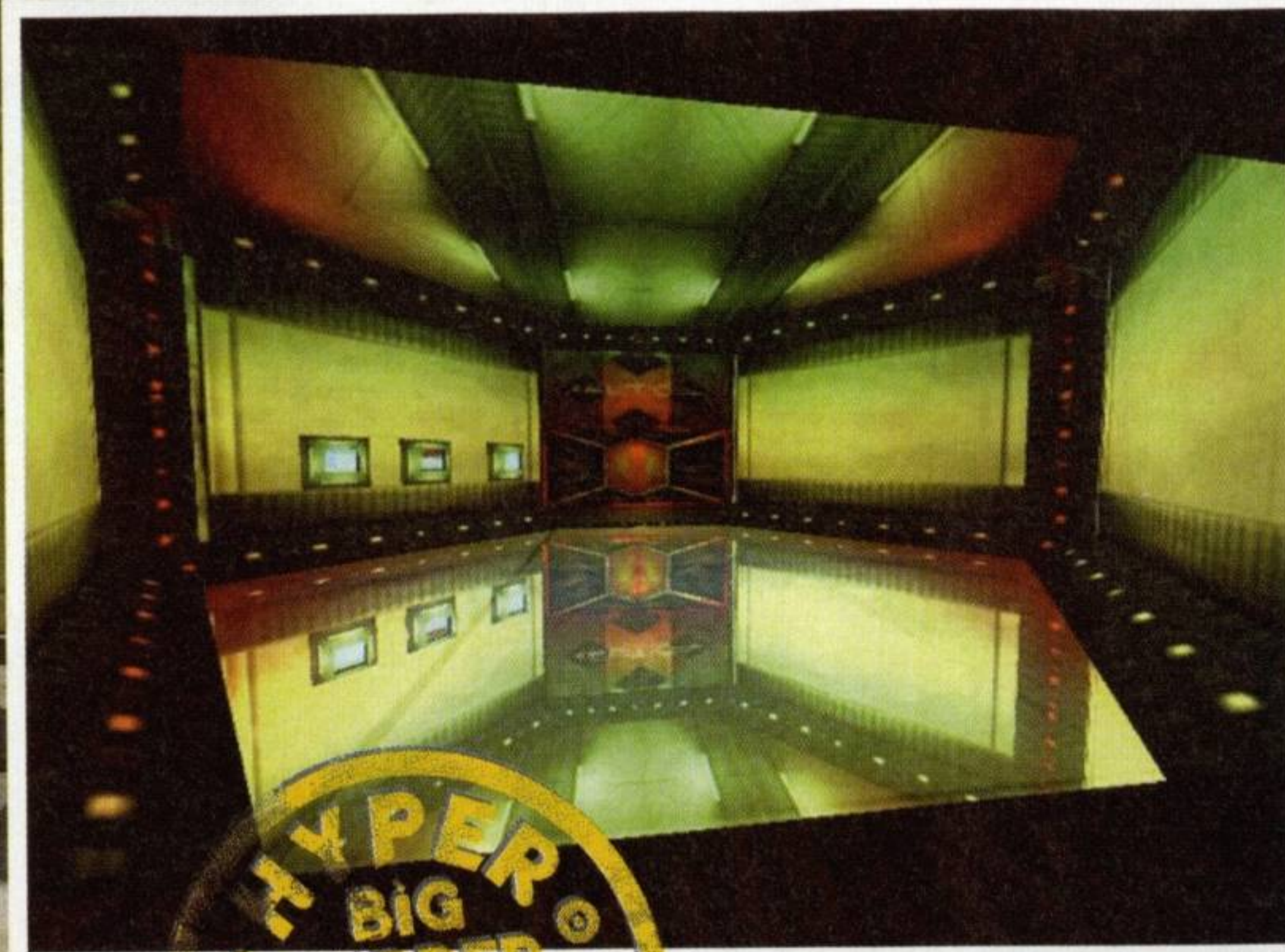


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YOU SHOULD SEE A DOCTOR ABOUT THOSE EXPLODING ANKLES



THE HYPER REDFERN OFFICE. THANK GOD WE LEFT THAT PLACE!

# THE NOMAD SOUL

Singe Graham goes in search of himself...



AVAILABLE:	Now
CATEGORY:	Action/Adventure
PLAYERS:	1
PUBLISHER:	Eidos
PRICE:	\$89.95
RATING:	M
REQUIRED:	P2-233, 32MB RAM
DESIRED:	P2-300, 64MB RAM, 12MB 3D Card

When a game boasts David Bowie on the soundtrack, I must admit, I get a little sceptical about just what kind of game I'm about to play. However... The Nomad Soul's graphics, its gameplay, its atmosphere and its gripping storyline make for one Hell of a gaming treat. You take the role of Kay'l 669 — a detective in the city of Omikron who has suffered a mild case of amnesia. You start the game trying to piece together your memory of the events of the last few days in order to find out just what exactly happened to



SO THIS IS WHAT IT'S LIKE INSIDE THAT SCIENTOLOGY BUILDING!

to-hand combat game, or a first person perspective shooter. Although these may sound a little odd and awkward when they're pieced together, the mechanics of the entire game are pulled together beautifully and it doesn't feel awkward and clumsy at all.

It was impressive the way in which Nomad Soul loads each new "sector" when playing. Rather than adopting a strategy such as System Shock 2 (Where you need to wait for about 20 seconds for each new sector to load whenever you cross over into it), The Nomad Soul is taking the increasing popular approach of loading the sector that you're about to enter whilst you still play without interrupting gameplay at all. When you reach the new sector the game may pause for about 1 or 2 seconds, then resume as normal. Nomad Soul can be a resource glut-ton at times though. A full install of the game requires 1.6 GB (Anyone got a spare ORB drive?), and when moving through the city, the action can sometimes get a little bit chuggy on a reasonably specced machine (P2-350, 2 x 12MB Voodoo2). These however, are not fundamental foibles within the game, as most of the

"THE NOMAD SOUL IS REALLY QUANTIC DREAM'S FLAGSHIP TITLE..."

you and why your partner is now dead. Trouble is, some very powerful people wanted YOU to join your partner six feet under as well, and now you've got to watch your back at every turn to make sure no-one puts a bullet through it.

### TEKKEN RAIDER

The easiest way to describe how the Nomad Soul plays can only be something to the effect of Tomb Raider with elements of Tekken and a first person shooter. The majority of the game is

played from a third person perspective while you guide Kay'l through the streets and underground of Omikron looking for clues as to what happened to you. When the action heats up though, gameplay can either switch to a Tekken style hand-

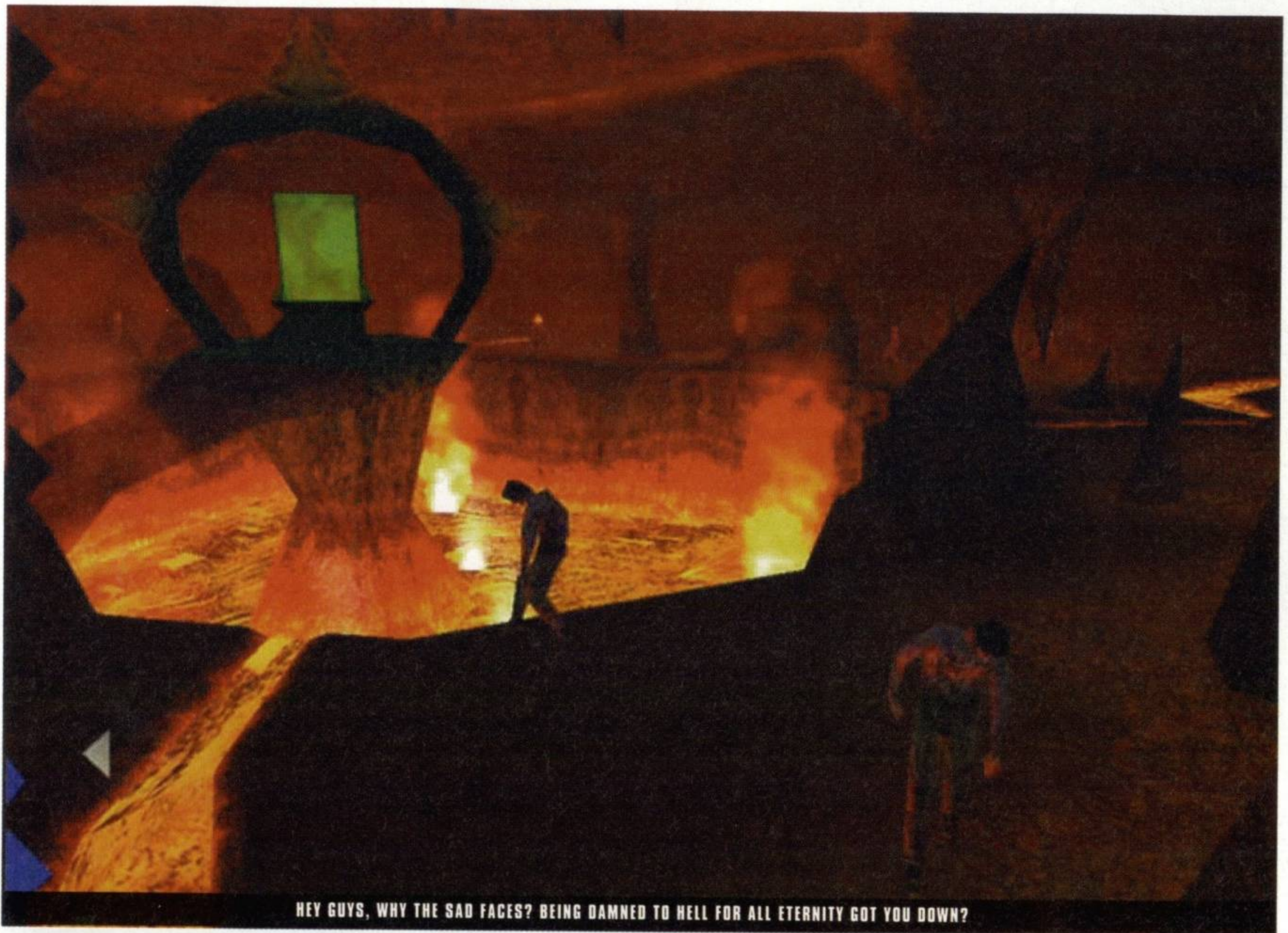
intense sequences occur within indoor environments.

### TAKE YOUR PROTEIN PILLS...

As mentioned earlier, yes, David Bowie does feature on the soundtrack to

## SEXIKRON?

Omikron is now finally the mature gamers thinking game. Sexual references and acts are scattered all throughout Omikron, as to whether or not these are actually applicable to the game is debatable, but they certainly make for a much more interesting gaming experience. Hell, when you walk through the doors of the drug store the ads over the PA even start advertising penis enlargements. There's also many scenes where Kay'll's wife, Telis, is clad in little more than a couple of clinging undergarments. Do try and control yourself boys, she's not real ;)



HEY GUYS, WHY THE SAD FACES? BEING DAMNED TO HELL FOR ALL ETERNITY GOT YOU DOWN?

Nomad Soul. I may regret saying this later, but it honestly isn't half that bad. A short while after you begin, a credits cut-scene begins where the camera flies throughout the city to the tunes of "Omikron" (funnily enough) from Bowie. I found myself completely absorbed by this sequence as the camerawork coupled with the strange ambience that Bowie seems to have discovered fit the bill for this sequence perfectly. Perhaps had Trent Reznor (Of Nine Inch Nails fame) worked on the soundtrack it might have been much better, but in hindsight the game isn't quite so dark as to fit Reznor's style of music. The sound effects are nice, but nothing to write home about. The background babble when walking around on street level is very nice though, and really makes you feel as if you're immersed inside the city. Nomad Soul boasts a full-speech soundtrack, and the character models have very authentic looking mouth movements based upon what they're saying at the time.

The Nomad Soul is really Quantic Dream's flagship title. They've been working on it for almost three years now and it really shines. This is a fresh dose of goodness to counter all of the generic,



cliche-ridden third-person action adventures that are swamping the market. The game just oozes brilliance and class, and raises the bar another notch for other developers out there. Don't let this one slip through your fingers. ■



### ZIGGY-O-METER



#### PLUS

Very pretty. Excellent gameplay.  
Top music score.

#### MINUS

Can get a little chunky at times.  
Fairly average SFX.

VISUALS	SOUND	GAMEPLAY
91	87	92

### OVERALL

# 92

This is just one of those games that you need to buy. Excellent.



IT LOOKS BLURRY... BUT... WELL ACTUALLY IT IS



THE GUY IN THE CUT-OFF PINK T-SHIRT IS THE BOSS?



# WINBACK

What? The PlayStation traitor! **Kevin Cheung** is almost converted...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Action
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> Koei
<b>PRICE:</b> \$99.95
<b>RATING:</b> M
<b>SUPPORTS:</b> Rumble Pak, Memory Pak

the analogue thumbstick to navigate your way through the enemy compound. Pressing the Z button allows you to crouch, and pressing the A button while doing so will also let you perform a barrel roll. Weapon controls are surprisingly easy. Pressing the right shoulder button will lift your

weapon, and a set of green crosshairs will automatically set its sights on the nearest target within your weapon's range. Even if a target is out of range, there's a very useful laser pointer that allows you to perform some pinpoint-accurate shots.

Beyond those basic functions are a

set of strikingly realistic actions and manoeuvres that places Winback well above the usual humdrum adventure game. Pressing the A button while close to a wall will cause you to press your back up against it. You can then edge yourself along the wall, get closer up to the corner, and then use the

With all due respect to the game, GoldenEye has ruled the roost with spy action/thrillers on the N64 for far too long. Two years of the same over-filtered corridor shooting cannot be healthy. It's heartening to know, then, that owners of the N64 should finally be getting a game that offers something a little different and every bit as fun. Winback is the name of the title, developed by Koei, which is known better in Japan for games like Destrega or the Romance of Three Kingdoms saga.

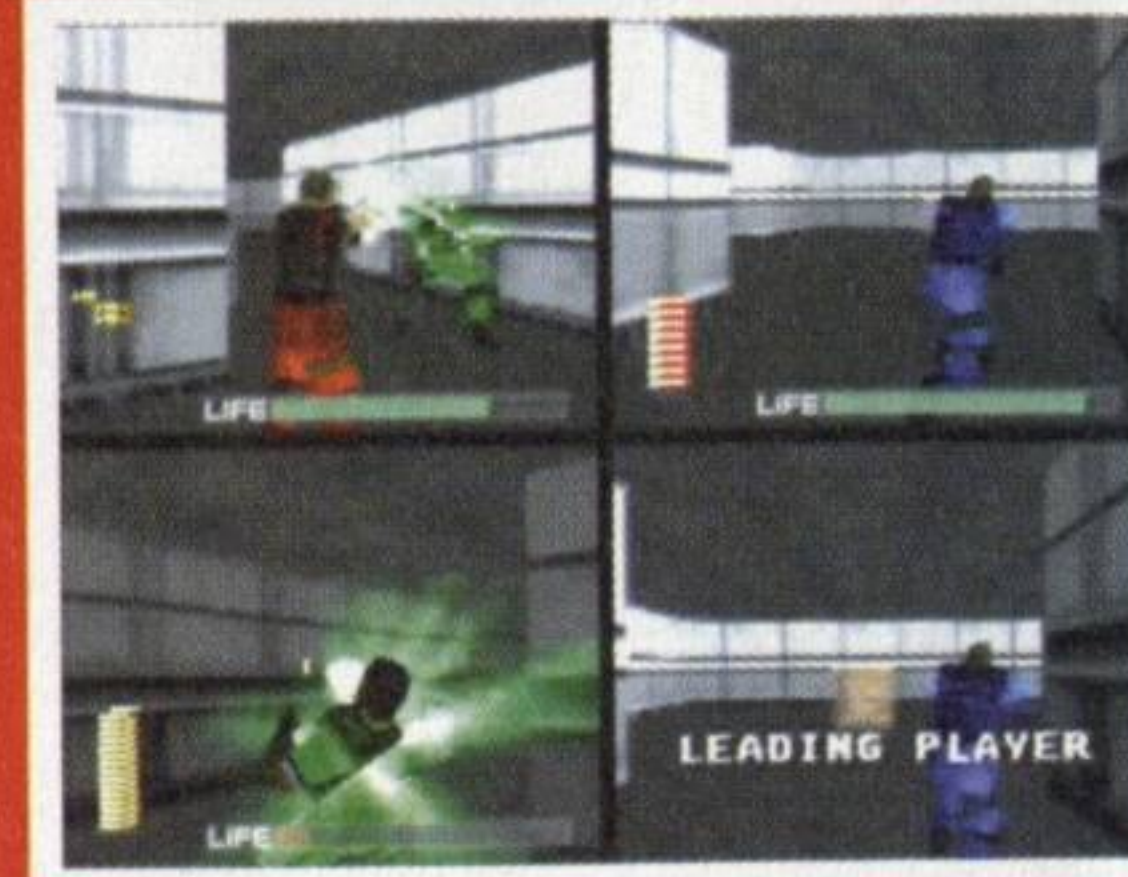
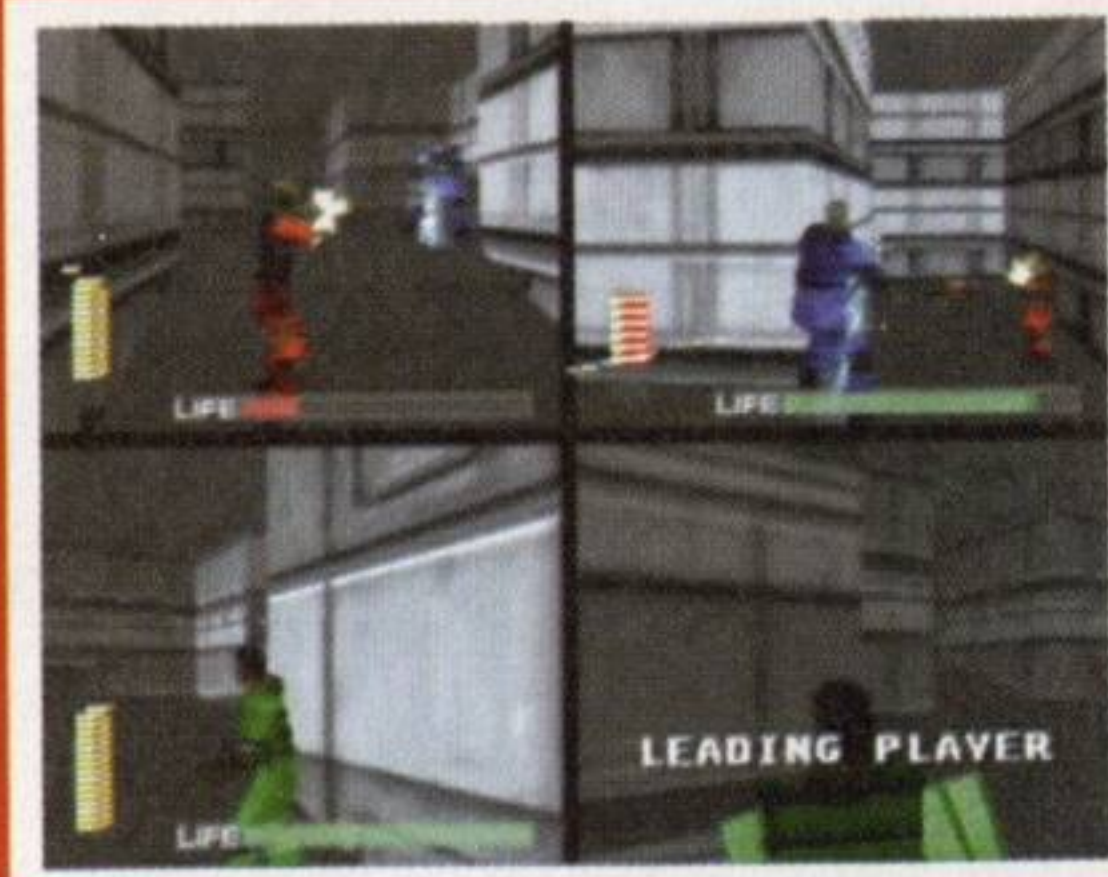
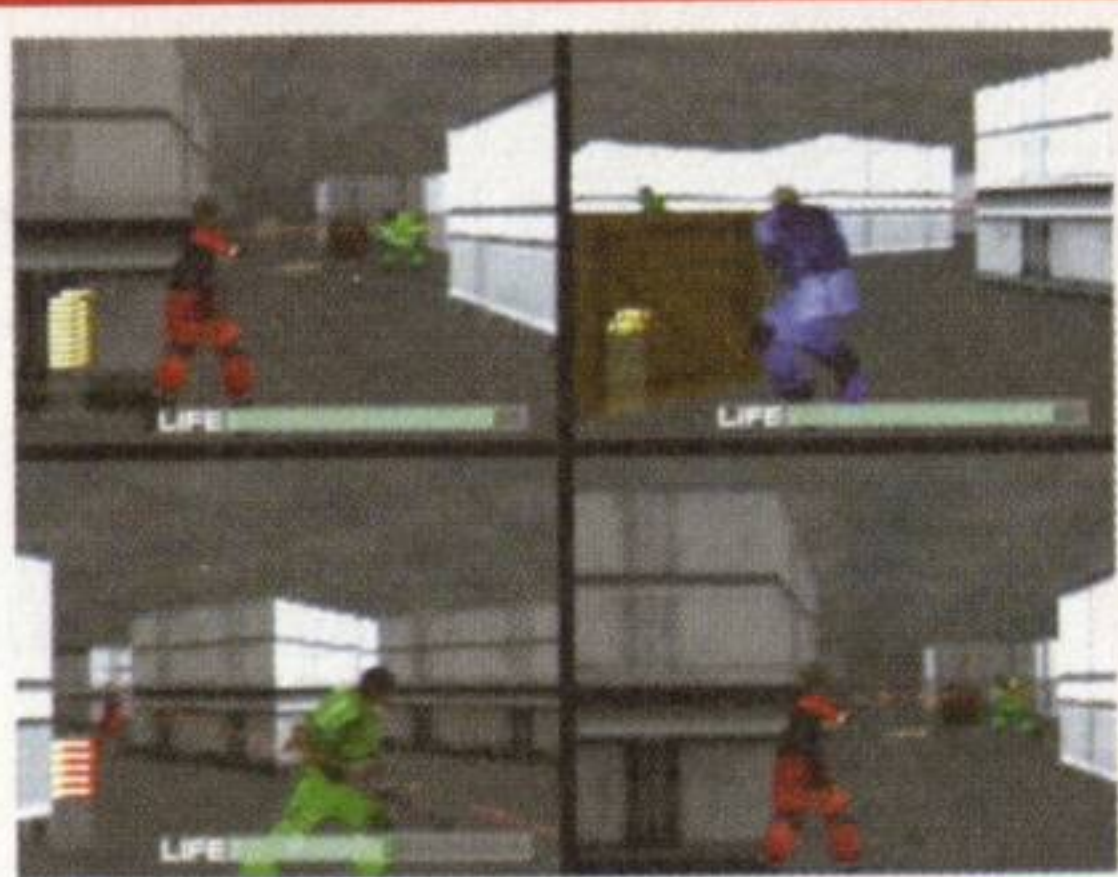
### SPIES IN SPACE!

Winback puts you in the shoes of Jean-Luc, a young and talented member of a specialist tactical response group that's been deployed to neutralise a terrorist group. The threat: these terrorists were able to hijack a satellite equipped with a powerful laser cannon (who said the Star Wars project was dead?) and are threatening to level every major city on the planet unless their demands are met.

The adventure that ensues is a thrilling super-spy adventure straight out of the movies. Viewed from a third person perspective, similar to Tomb Raider or Shadowman, you must use

### GET THE GANG TOGETHER

Winback offers a multiplayer mode that allows you and up to three other friends to go head-to-head with each other. Each map offers numerous obstacles, exploding barrels, shotguns, and machine guns with which to defeat your opponents. In addition to the usual deathmatch, the game also offers teamplay options, time limits, and so on. The added value of this mode is immeasurable, being the most addictive N64, multiplayer game we've played next to GoldenEye and Worms: Armageddon.





Could this mean that those N64 Gamer boys will stop playing GoldenEye, every single goddamned day?? Not quite. They reckon it still doesn't beat Bond and pals. Geez!



camera controls to peer around the corner to see if there are any enemy soldiers lurking about. From that position, you can press the right shoulder button, step out from behind the corner in true Hollywood fashion, and take out whoever's standing in front of you.



#### MGS RIPOFF?

It should be apparent from the above description alone that Winback borrows many ideas from games like Metal Gear Solid and Syphon Filter. Granted, it doesn't speak volumes for the creativity of the game's developers, but the game nevertheless stands out as a great game in its own right. Graphically, the game provides a very decent mix of outdoor urbanity and industrial designs for the indoors, which surprisingly doesn't have any of the fog or over-filtering that the N64 usually has.

Winback also has many features that elaborate on the ideas of Metal Gear Solid. The ability to jump out from behind the wall and shoot is the

main drawcard. The other is how they've factored ammo management into the game, where you can actively change clips and magazines whilst running around – which incidentally slows you down as well.

The only serious gripe to be had of Winback is that it's not a very "smart" game. Those of you who are familiar with Metal Gear Solid might gawk in disbelief at how utterly stupid the

enemy AI is. If you kill a guard, the guard standing around the corner won't notice. If you wound a guard from a distance, he'll bend over, rub his leg a little, and then carry on as though nothing happened! These are just some of the silly things that happen in the game. The puzzles and level designs will hopefully make up for the shortfall. Even then, the levels remain quite linear until around Level 5.

Is Winback a game worth getting? Definitely. It's got plenty of smart ideas, and the multiplayer mode is a gift that keeps on giving. And in spite of its similarities to games on other systems, it is the most thrilling spy game on the N64. Hopefully, N64 owners won't have to think too hard in choosing between this and Jet Force Gemini! ■



#### BLUR-O-METER



#### PLUS

Excellent multiplayer mode, great control and overall execution.

#### MINUS

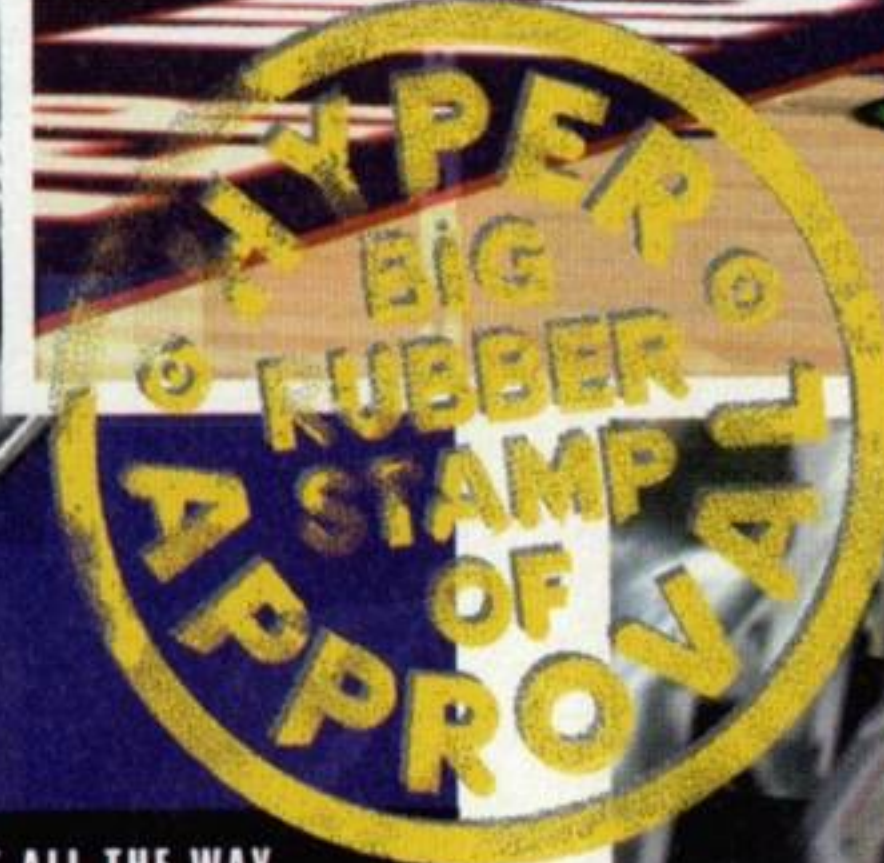
You wouldn't trust these terrorists with a potato gun. They're that stupid.

VISUALS	SOUND	GAMEPLAY
90	86	93

#### OVERALL

# 92

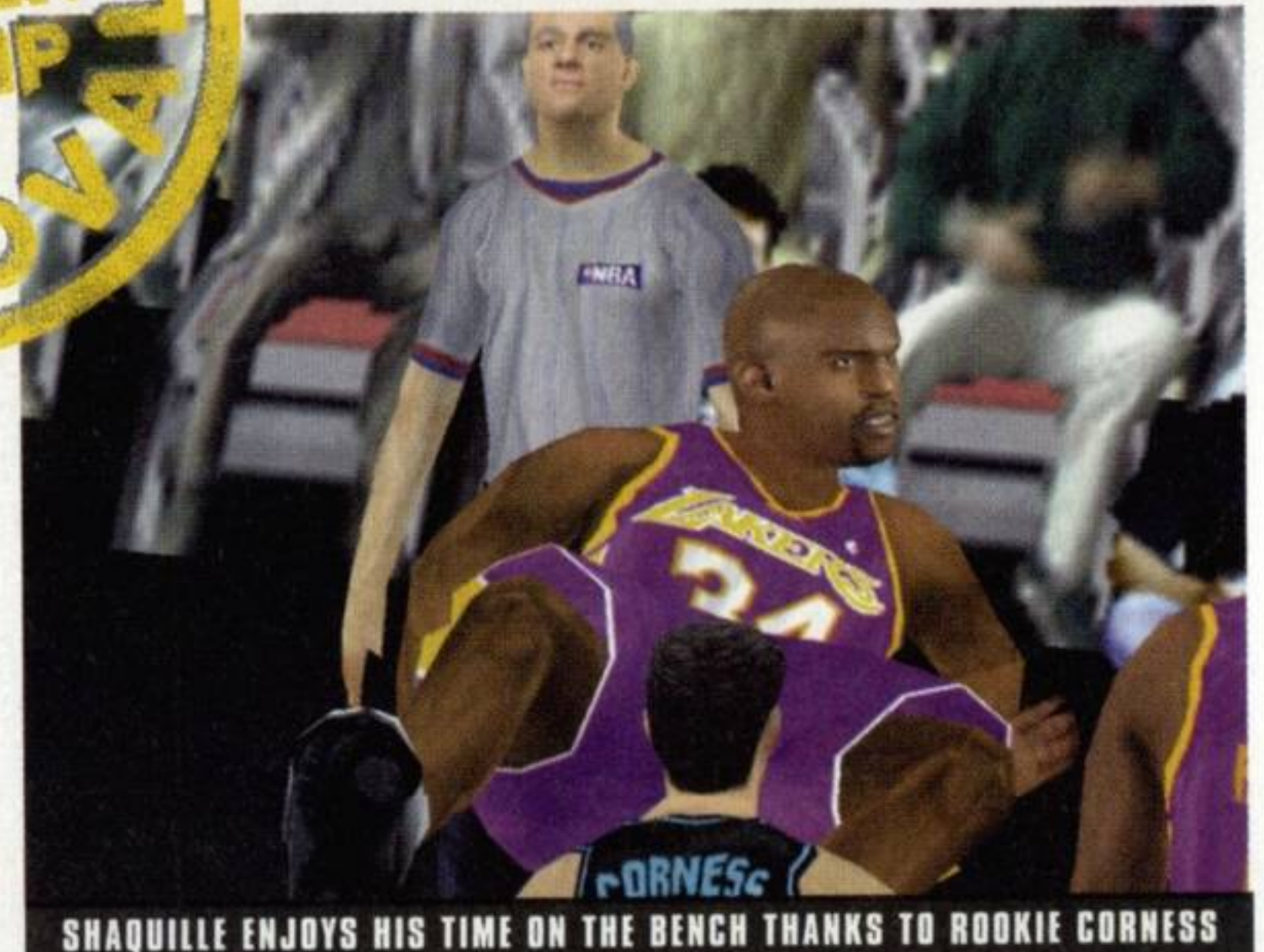
Not entirely original, but the best spy game on the N64 yet.



CAM'S VIRTUAL SELF TAKES IT ALL THE WAY

# NBA LIVE 2000

How much basketball can one man handle?  
Ewan Corness tests his limit...



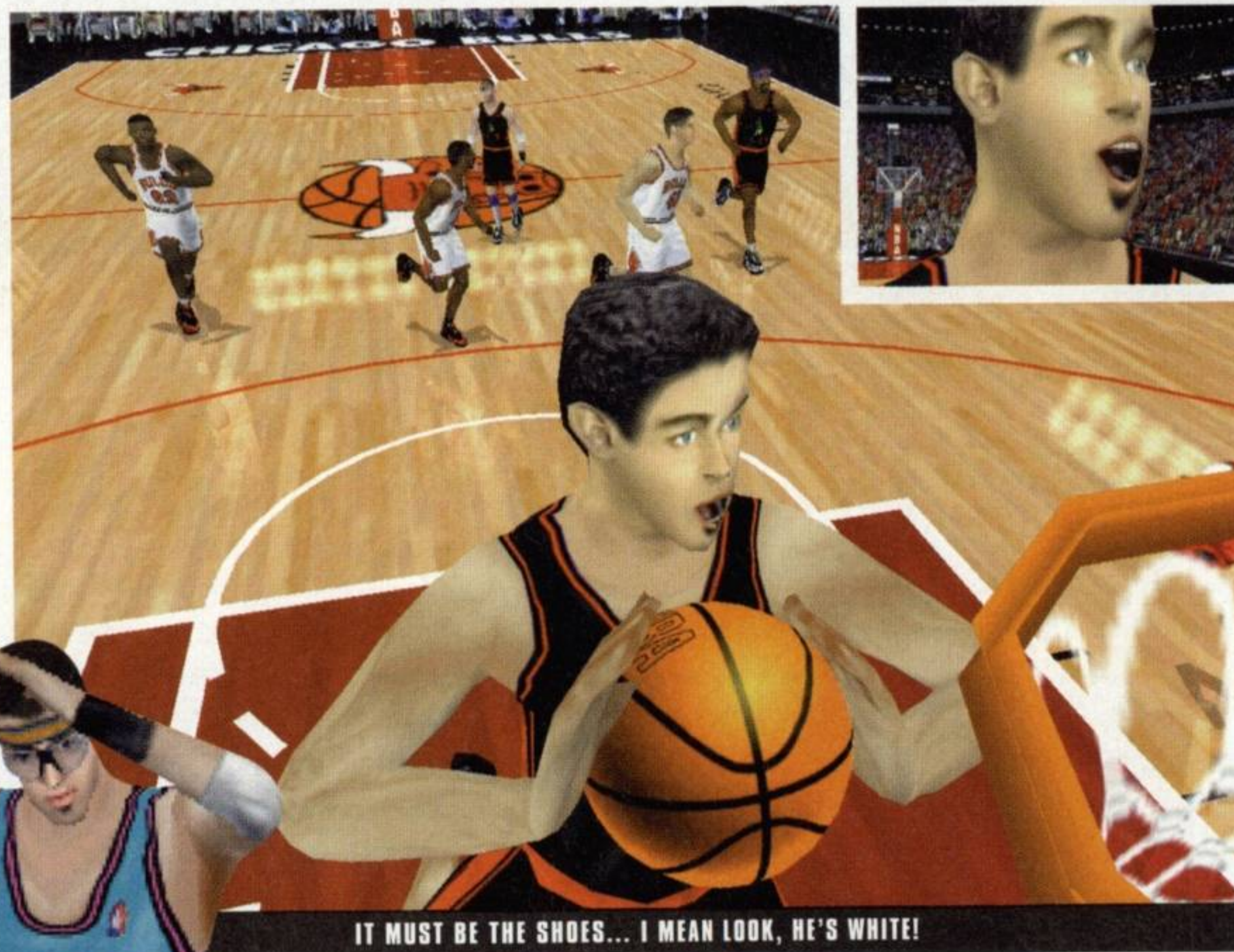
SHAQUILLE ENJOYS HIS TIME ON THE BENCH THANKS TO ROOKIE CORNESS

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Basketball Sim
<b>PLAYERS:</b> 1-8
<b>PUBLISHER:</b> EA Sports
<b>PRICE:</b> \$89.95
<b>RATING:</b> G
<b>REQUIRED:</b> P166, 35MB RAM
<b>DESIRED:</b> P300, 64MB RAM, 3D card

Everyone knew that NBA Live 2000 would be good, just not this good. EA Sports are the undisputed kings of the sports videogame industry, and after Madden 2000, NHL 2000, FIFA 2000 and now NBA Live 2000, no one can argue. NBA Live 2000 has taken the basketball sim to the next level. Oh, and they've also secured the rights to use Michael Jordan in the game. Not bad, eh?

### IT'S IN THE GAME!

When you first load up NBA Live 2000 and get past the (awesome) FMV intro, the first thing you'll notice is that there's a new game mode on offer this time, and that is the One-On-One mode. Now you can take control of any NBA player (including several from the 1950's through to the 1980's) and match them up in your own little grudge matches. Want to find out if Michael Jordan could keep up with Allen Iverson? Or would you rather see how Shaquille O'Neal would have per-



IT MUST BE THE SHOES... I MEAN LOOK, HE'S WHITE!

formed against the big guys from the 1970's? Or even try Andrew Gaze versus Luc Longley — now there's a matchup made in heaven. The second feature that you'll notice is that the graphics are absolutely amazing. Every year you hear people throwing around terms like "photo realistic" and

"television quality graphics" and NBA Live 2000 comes just about as close as any sporting game I've seen. The movement of each player and their facial animations are awesome, even right down to the tiny little details of being able to see the BACK TEETH of the players if you zoom in far enough. Which brings me to the third new feature of NBA Live 2000 — the "Face In The Game" technology. What this means is that if you have a picture of yourself, taken from directly front-on, you can import it into the game and map it onto the head of a NBA Live 2000 character, so you are actually in the game. It's a little tricky to do, but if you can't find a way

### MICHAEL JEFFREY JORDAN

MJ. His Airness. God in Shorts. Black Jesus. Whatever the hell you want to call him, Michael Jordan is one of the biggest names in sports ever. And now EA Sports have the rights to use his likeness in their games for the next few years. Without Jordan, NBA Live 2000 is only "excellent". With Jordan, NBA Live 2000 is THE basketball game to own this year, without any shadow of a doubt. The only downer is that Jordan is now in the game only after he's retired, so you won't be able to use him in standard NBA action (unless you want to rebuild one of the old Bulls teams). Being able to create yourself and playing Jordan one-on-one on an outdoor streetball court is just as good though.

to make a character that looks like you from the preset heads to choose from, then this is the only way to create yourself in NBA Live 2000.

Those three features are what should grab the casual basketball fans, or the first time buyers of the Live series to this game. The hardcore basketball fans though, like myself, are only interested in two things — depth and realism of gameplay. Thankfully EA Sports haven't forgotten about these two aspects of the game.

### BALD-HEADED SUCKA

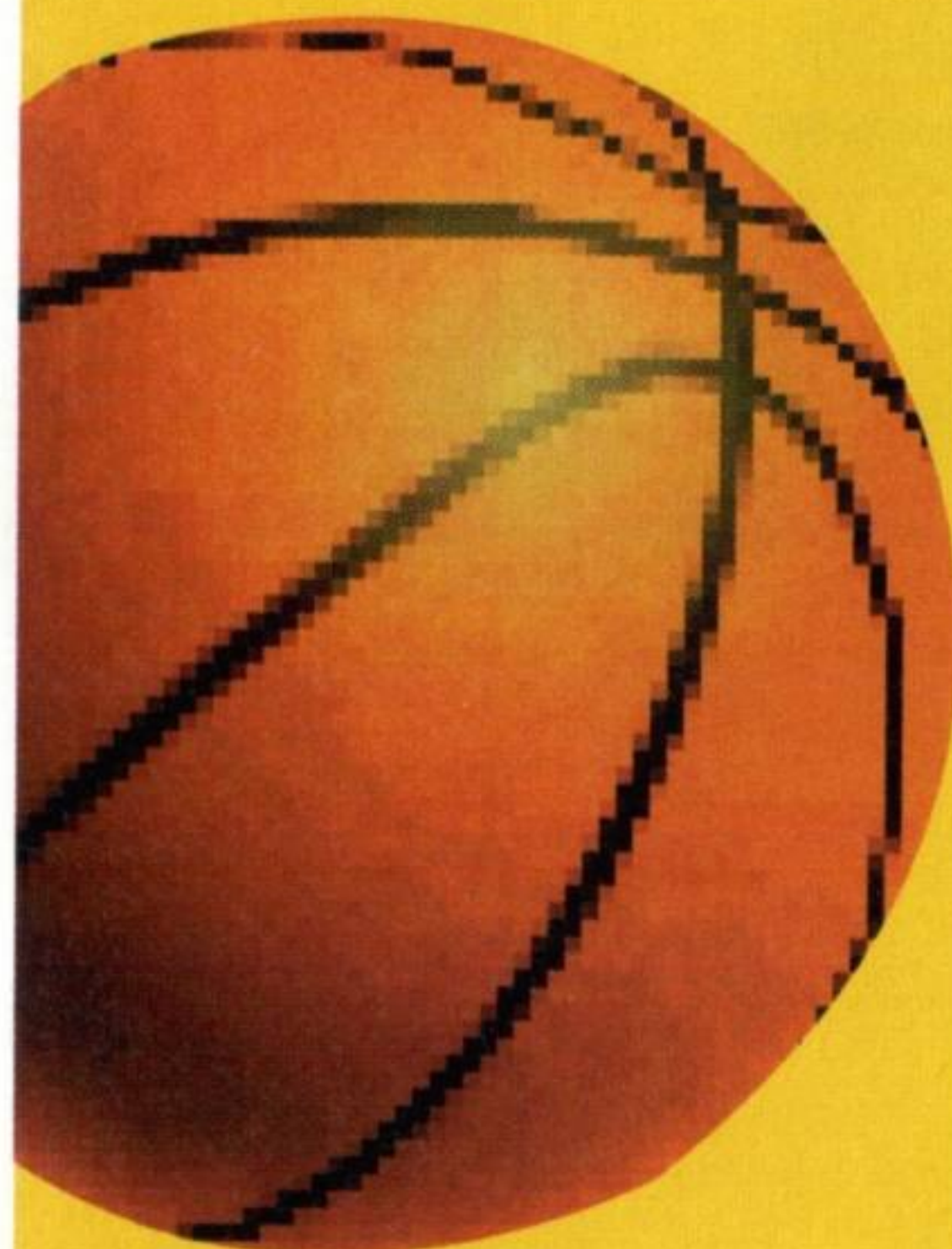
NBA Live 2000 now comes with a full franchise mode, and it's not just a

## CREATE A PLAYER

Basketball is one of the most visual sports around. By this, I mean that when you watch a game of basketball you're very close to the action, and the players have very little obstructing their faces, or even their whole bodies. Which is why the Create A Player mode in NBA Live 2000 rocks. You can customise your created player any number of ways. Here's a look at Cam, Eliot and Ewan...as you can see, the likenesses are so lifelike, it's scary (especially in Eliot's case).



FROM CAM'S BEANIE-STUFFED MULLET, TO ELIOT'S FLY HEADBAND AND EWAN'S AFRO, THE HYPER CREW ARE STYLIN'



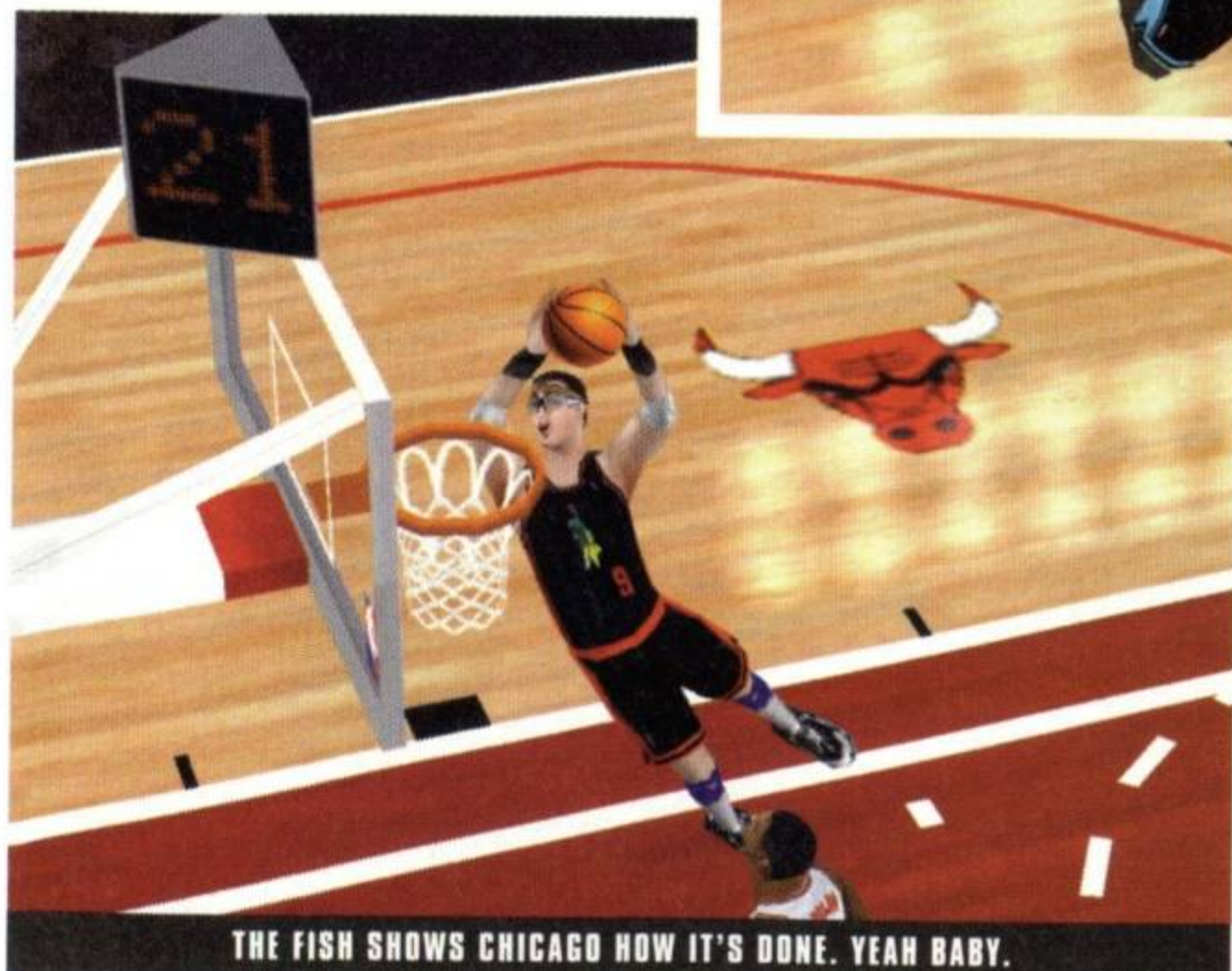
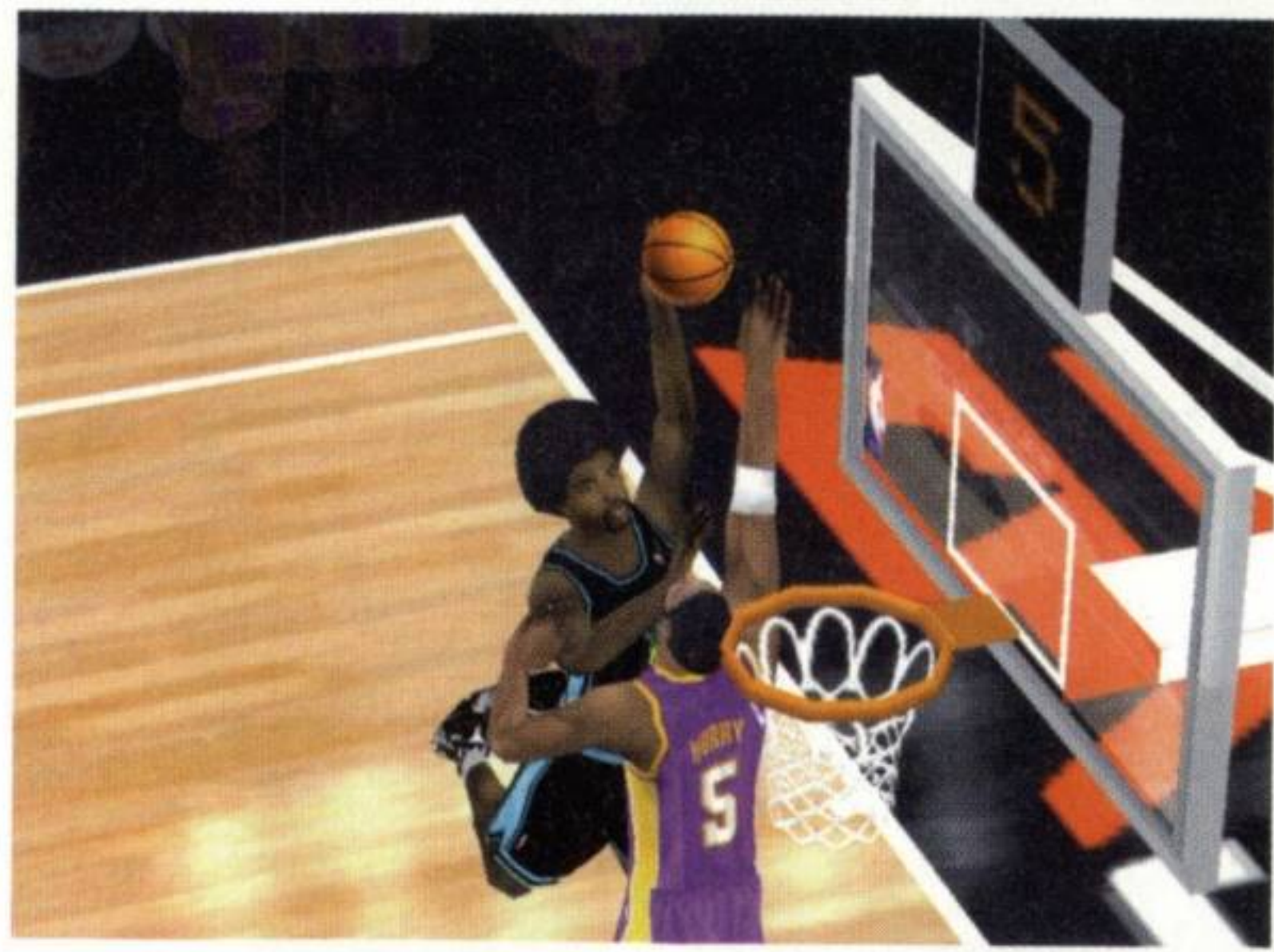
sellout franchise mode where you just string a few seasons together. You'll now find that players will lose skills and retire, and at the end of each season there's a rookie draft, just like in the NBA. Of course, real rookies are available to draft at the end of each season — this isn't a crystal ball feature after all — but it's still fun to see the randomly created rookies progress after each season.

AI is another big improvement on past NBA Lives. If opposing players had an open path to the basket before, sometimes they'd get to within

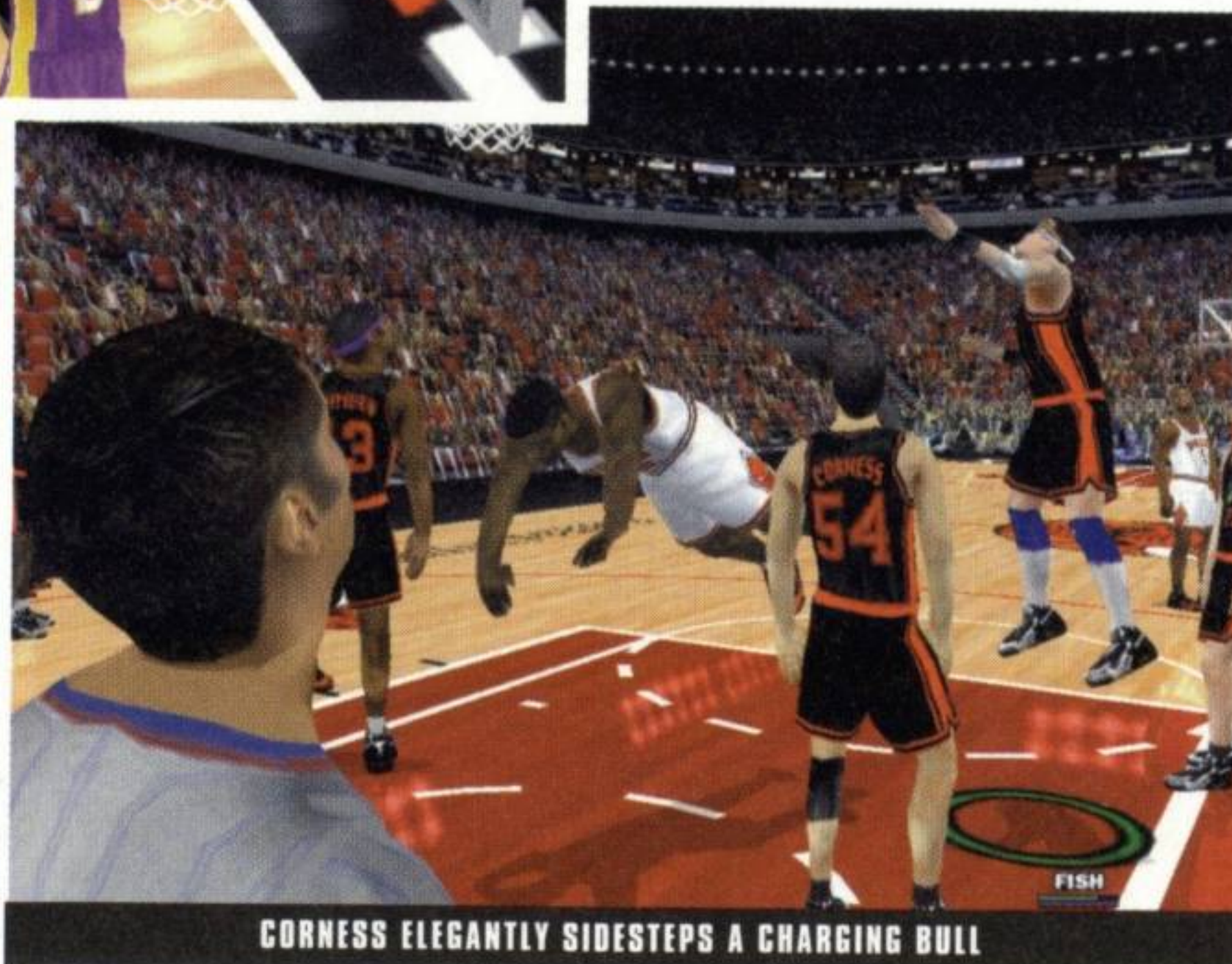
dunking range and then pass the ball back out. This never happens in the NBA, where everyone is obsessed with dunking. If you give an opponent a

chance to jam on your skull now, he'll take it, then celebrate by grabbing his nuts and laughing at your girlfriend sitting in the front row of the stadium.

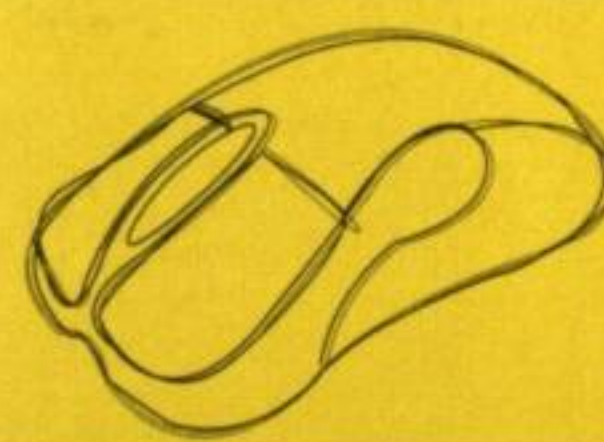
NBA Live 2000 is clearly the winner of the basketball sims this year. It's got everything a basketball fan could ask for: awesome FMVs and half-time shows, outdoor one-on-one courts, Michael Jordan, pre-game laser introductions, old-school playaz like Wilt Chamberlain (RIP) and even Andrew Gaze. That's right, Andrew Gaze! What more can you ask for? ■



THE FISH SHOWS CHICAGO HOW IT'S DONE. YEAH BABY.



CORNESSE ELEGANTLY SIDESTEPS A CHARGING BULL



### HIGHSOCKS-O-METER



#### PLUS

Jordan. Jordan. Jordan. Jordan. Jordan. Jordan.

#### MINUS

Jordan's not the main picture on the game's packaging.

VISUALS	SOUND	GAMEPLAY
<b>96</b>	<b>91</b>	<b>93</b>

### OVERALL

# 94

One of the sexiest, most in-depth basketball sims you'll ever play. Oh, and that bald-headed suckah, Michael Jordan, is now in the game.

## MICROSOFT FLIGHT SIMULATOR 2000

PC

If you're a flight sim fan you're probably already familiar with FS, so I'll concentrate on what's new. The interface is similar to before but better ordered and easier to edit. There are now 21 000-odd airports - you'll probably find your local airports wherever you live; great if you use FS to help with flight training. More Australian airfields are included than not! Obviously

this amount of scenery isn't photoreal but it looks fantastic.

Major roads and waterways are all included so visual navigation is very realistic. The new terrain is loads better - no more

mountains "glued" onto a flat world. A complete course of simulated flying lessons is unbeatable for first-timers. Unlike most of the competition though,

there's still no ATC. If you're on the net though, look up Squawkbox.

The two new aircraft are welcome

- a Boeing 777 airliner and Concorde. They're not difficult to fly, but flying them properly is a worthy challenge - how it should be.

Flight modeling is improved throughout and the instru-

ment panels are much slicker. New stereo sounds are quite convincing too.

Finally we see realistic clouds, rain and snow. Current weather conditions can be downloaded from the net - cool huh? Night lighting looks awesome, even moving car headlights are visible on the roads!

The cost of all this complexity is performance - under 400 MHz and good 3D in your PC could be frustrating. As you would expect with a program of this size, it's not entirely bug free either. Complex but manageable, it remains the realism benchmark for civvy flight sims - it's a must-have for new and hardcore simmers alike.

THOM MCINTYRE



<b>i</b> AVAILABLE: Now
CATEGORY: Flight Sim
PLAYERS: 1
PUBLISHER: Microsoft
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM
DESIRED: PII 400+, 64MB RAM, 3D card

VISUALS	SOUND	GAMEPLAY	OVERALL
93	89	94	93

## INDEPENDENCE WAR DELUXE EDITION

PC

1998 was a year that saw the space combat flight sim scene explode. Besides Descent Freespace becoming the new king of space dog-fighting, the standout title was I-War, which gave us an enjoyable space combat game with a true simulation feel thanks to realistic physics and

enough action to stop it becoming sterile in any way.

Something else that was amazing about I-War was that it didn't require 3D hardware acceleration to look good. Of course, we didn't all run out and buy 3D cards only to keep buying software based 3D games did we? So the developers, Particle Systems have released a new version of the game, with hardware acceleration, and a series of new missions on the 4th CD.

There are two big problems here. Firstly, the only accelerator supported here is 3DFX. That may have been adequate a couple of years ago when every man and his dog wanted Voodoo or bust, but try tell a TNT2 Ultra owner that

their card isn't supported in a new game.

Secondly, the new missions are too few in number and too easy for anyone who has already played I-War much at all. Playing from the side of the Indies is a fair concept, but making it a challenge for the fans should have been of primary importance.

If you haven't played I-War in the past, it is still the best serious space combat sim to date. Just be highly wary of this one if you're a fan looking for more, or a TNT owner expecting hardware support. The overall score reflects the lack of improvements,



not the basic I-War game itself.

DAN TOOSE

<b>i</b> AVAILABLE: Now
CATEGORY: Space combat
PLAYERS: 1
PUBLISHER: Infogrames
PRICE: TBC
RATING: M
REQUIRED: P166, 32MB RAM
DESIRED: P200MMX, 64MB RAM, Voodoo2
SUPPORTS: 3DFX cards

VISUALS	SOUND	GAMEPLAY	OVERALL
90	80	90	70

## READY 2 RUMBLE BOXING

PLAYSTATION

We were pretty impressed with Ready 2 Rumble on the Dreamcast. The death blows rained long and hard around the Hyper office as we took on all and sundry. In the aftermath of this epic beatfest, the PlayStation port of the game turned up, so we thought that this was as good an excuse as any to step back in the ring.

How wrong we were. Although comparisons between the PlayStation and Dreamcast are perhaps unfair, Ready 2 Rumble really should have been either Dreamcast only, or heavily optimised

for PlayStation. As it stands, this title isn't just a featherweight compared to its Dreamcast brethren, but also in comparison to the better fighting games on the PlayStation.

Ready 2 Rumble is basically a straight port, and it suffers for this.

As an example, Midway have tried to port the textures on the boxer's bodies over wholesale, rather than starting from scratch using techniques like gourard shading. Obviously, the result is less than impressive - the boxer's faces have lost their personality, and their bodies are lacking the

polygon count to be convincing. This version is a step down in every way - the lighting effects are simplistic, the blows lack any oomph and it just doesn't play as well.

Fortunately, no force on Earth could make Michael Buffer (or Buffy, as we affectionately call him) any uglier, so he's back, introducing the fights and generally just being an annoying twat. Also on the plus side, both games have the same basic controls, moves, character lineup and championship options. The bottomline, however, is that the razzle dazzle of the Dreamcast version has been reduced to just plain drizzle on the PlayStation.

CAM SHEA



<b>i</b> AVAILABLE: Now
CATEGORY: Boxing
PLAYERS: 1-2
PUBLISHER: Midway
PRICE: \$89.95
RATING: M
SUPPORTS: Dual Shock

VISUALS	SOUND	GAMEPLAY	OVERALL
75	78	76	75

## GAME BOY GIVEAWAY - WIN 5 GAMES FROM METRO GAMES!

Being Christmas and all, it only makes sense that we give you a chance to win lots of stuff. Thanks to Playcorp, we have five big Game Boy packs to giveaway! Each winning entry will score a copy of NFL Blitz, 720 Skateboarding, Mortal Kombat, Top Gear Rally (with Rumble) and Spy Vs Spy! That should keep you gaming happily through the Christmas break. To be in with a chance of winning these five games, think of what Nintendo should call the next Game Boy (instead of the Game Boy Advance) and put your idea on the back of an envelope with your name and address. Send it to - Boy oh Boy, Hyper, 78 Renwick St, Redfern, NSW 2016. Good luck!



### SUZUKI ALSTARE EXTREME RACING



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Racing
<b>PRICE:</b> \$49.95
<b>PUBLISHER:</b> Ubi Soft
<b>FORMAT:</b> Game Boy Color only

It's difficult trying to understand why a developer would choose to create a racing game for the Game Boy. It's not really the appropriate platform for providing any sort of racing simulation of any nature. Still, it's surprising how easy it is to slip into the zone playing a game as generic and simple as Suzuki Alstare Extreme Racing. The deal is this - pick your bike and enter championship or time attack and race a series of bends and corners with the

the corners with some semblance of control. The only way the tracks differ, is with different backgrounds depicting a world location, when really it's just a series of right and left turns in a different order. Suzuki Alstare Extreme Racing is great fun to pick up for a quick blast, and you'll enjoy the challenge getting through the different difficulty levels, but on the whole it just seems a bit pointless on Game Boy.

FRANK DRY



most basic of controls. You can however have a dual race with a friend using the link cable which is cool. Graphically, the Game Boy only barely manages to provide a tense racing experience. The corners literally pop up in front of your bike, yet somehow it's possible to take



# 6/10

### STRANDED KIDS



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> RPG
<b>PRICE:</b> \$49.95
<b>PUBLISHER:</b> Konami
<b>FORMAT:</b> Game Boy Color only

There isn't exactly a shortage of adventurey RPG titles on the Game Boy, but I'm quite happy to slot another one into my Game Boy Color. This is the sort of thing which is perfect for Game Boy gaming. You can sit and stress over a bunch of puzzles for an hour or so and then just throw it on the couch and come back to it whenever you like. Take it to the toilet, take it on the bus, whatever the environment, a Game Boy RPG is an addictive thing.

than the focus being on action, Stranded Kids has a greater emphasis on puzzle-solving, with plenty of items to find and combine to advance through the story. Your inventory allows you to merge items to create new ones and keep your character healthy or equipped with the latest usable item. Whilst Stranded Kids borrows heavily from Zelda, it doesn't quite have the character or charm to keep you coming back as rabidly as

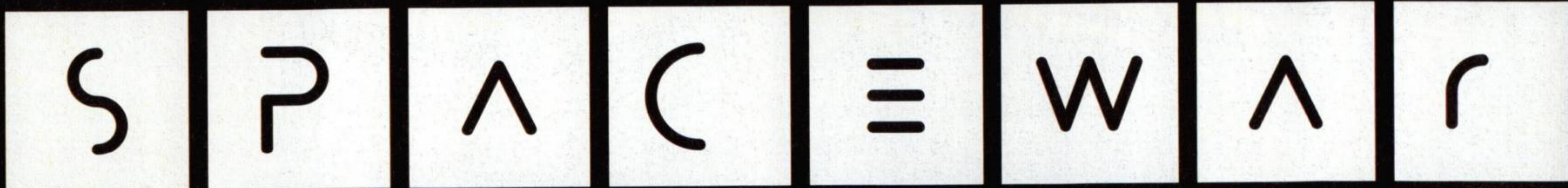


Stranded Kids puts you in the shoes of a small boy who gets stuck on an island, with only a Zeldesque game structure to keep him company. Rather

you would to Link. Still, fun to explore with on a rainy day, and certainly has enough puzzles to keep you thinking hard into the night.

ELIOT FISH

# 7/10



In the annals of videogaming folklore, SpaceWar holds an esteemed position. Long before the Donkey Kongs, Pitfall Harrys, and even Pongs of the world, came SpaceWar – the first interactive videogame ever created ...



To set the scene, hacker culture was born at MIT (Massachusetts Institute of Technology) in the late fifties and early sixties. Immersing themselves in the new world of computers were the first hardcore computer nerds. They were a relatively small group of motley characters who were dedicating their lives to exploring the possibilities of computers, and unwittingly forging the future at the same time. These pioneers weren't interested in money or recognition, only in seeing just how far they could hack into the machine, and just what it was capable of. It was exploration and invention for the sheer enjoyment of it, and the MIT hackers had little concern for anything outside their sheltered world.

At first, the hackers were almost exclusively using the TX-0 mainframe over MIT's massive batch processing IBM 704 (the hulking giant – the hackers regarded it as inefficient and held it in very low esteem). The arrival of a PDP-1 (Programmed Data Processor-1) changed all that though,

and soon became the computer of choice for the hackers. The PDP-1 was a tiny computer for its time, only taking up the space of three refrigerators. It was also far more user friendly than the batch processing juggernauts from IBM. It was the first computer to have a screen and typewriter rather than just punch cards. You could hack into it, create and refine programs, and you didn't have to wait days to get a response. The hacker culture at MIT in the early 60s thrived on computers like the PDP-1, and it was on this machine that many advances were made.

The hackers were completely informal in their attitude towards programming. They worked around the clock on anything that they regarded as interesting. Along with work on system software, AI, robotics, music programs and various other hacks, SpaceWar was born. Steve "Slug" Russell came up with the concept, inspired by E. E. "Doc" Smith's Lensman novels. He got it up and run-

ning, but perfecting this addictive new game soon became a labour of love for almost all the hackers.

At first, the game consisted of two dualing spaceships armed with photon torpedos. ASCII text characters were used to create the graphics, and it was displayed on a converted oscilloscope. Extra features were rapidly added to make the game more elegant, and ultimately more playable. Peter Samson soon added the "expensive planetarium" background, which was a map of all the major stars in the night sky (the Northern Hemisphere), even simulating relative brightness. A central star (and hence, gravity) was introduced next by Dan Edwards. The gravity influenced the entire play field, affecting the movement of the ships and even sucking less skilled players into the star for an untimely demise. The star could also be used to a player's advantage, by diving close to it and using its gravitational pull to slingshot out at speed. The next addition to SpaceWar was the hyperspace

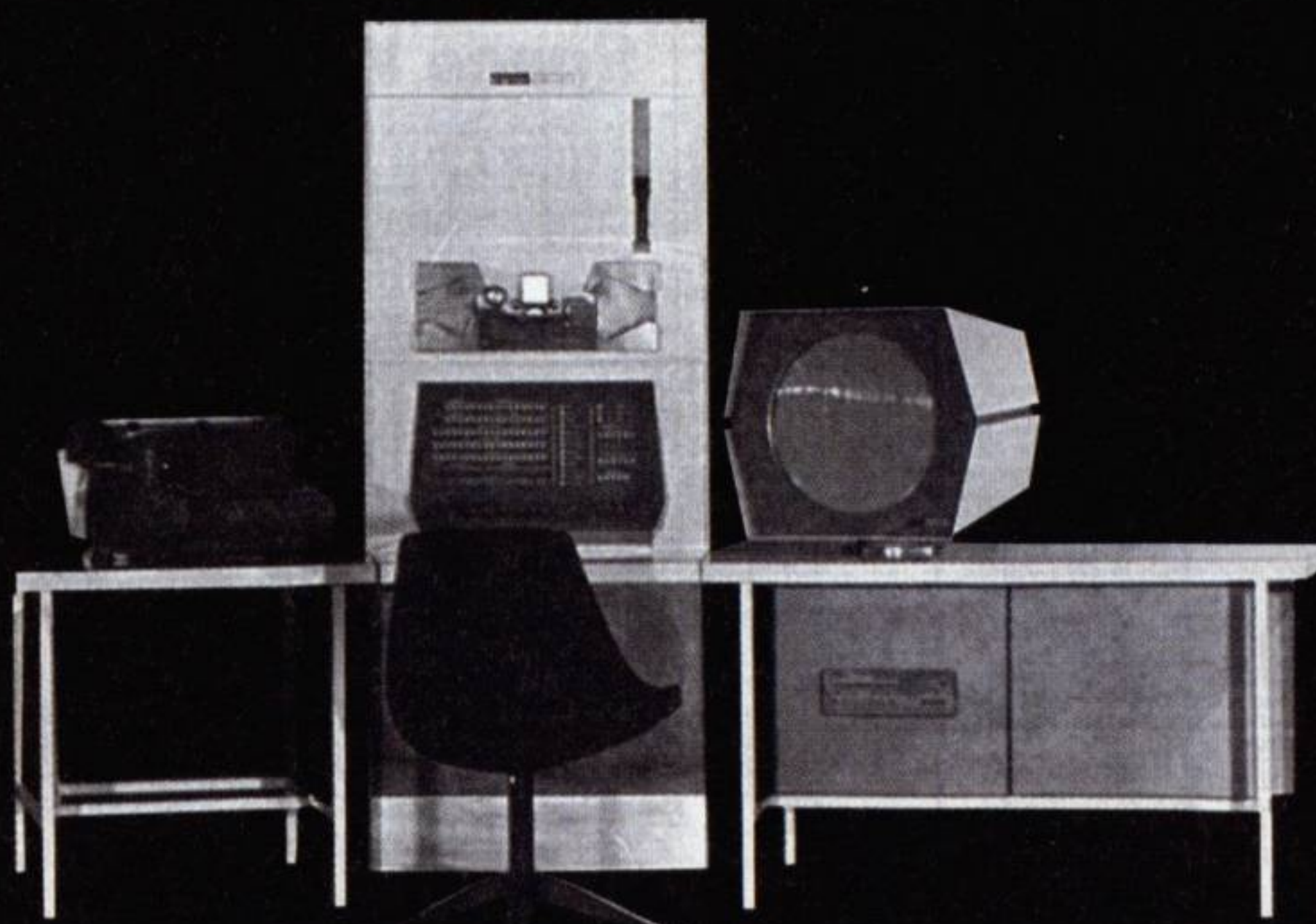
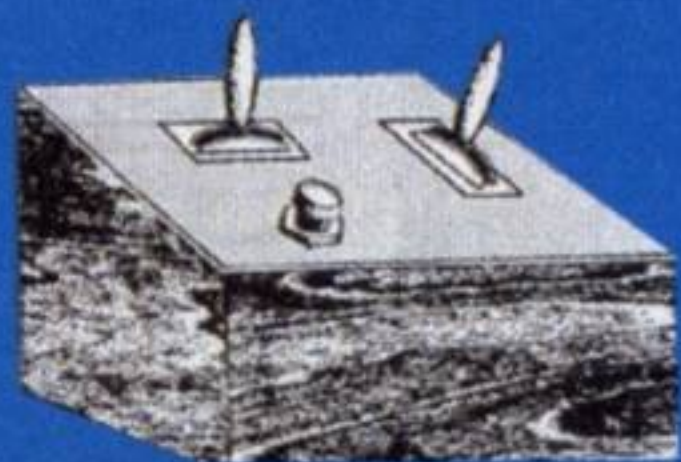
jump button by Shag Garetz. When you were really stuck, you could hop into the Nth dimension to reappear at a random point on the screen. This feature was later used in Asteroids, but SpaceWar did it first.

SpaceWar was completed in mid 1962, the entire program weighing in at a miniscule 9 Kbytes. It was a magnificent achievement given the depth of the gameplay. Indeed, one of the great things about SpaceWar was that the variables were completely up to the user, and could be changed at will to keep the game fresh.

SpaceWar was a completely free-ware program, and soon found its way into other educational facilities across America via ARPAnet (the forerunner to the internet) and became massively popular. The game has been altered and tweaked ever since its birth, even finding its way into the arcades in 1978. SpaceWar still continues to be played today, and you can download it from <http://www.download.com/>. ■

## JOY FOR THE STICK!

Not only was the first videogame created during this period at MIT, but Alan Kotok and Bob Saunders also wired together the first joystick to replace the uncomfortable control switches previously used to play the game.

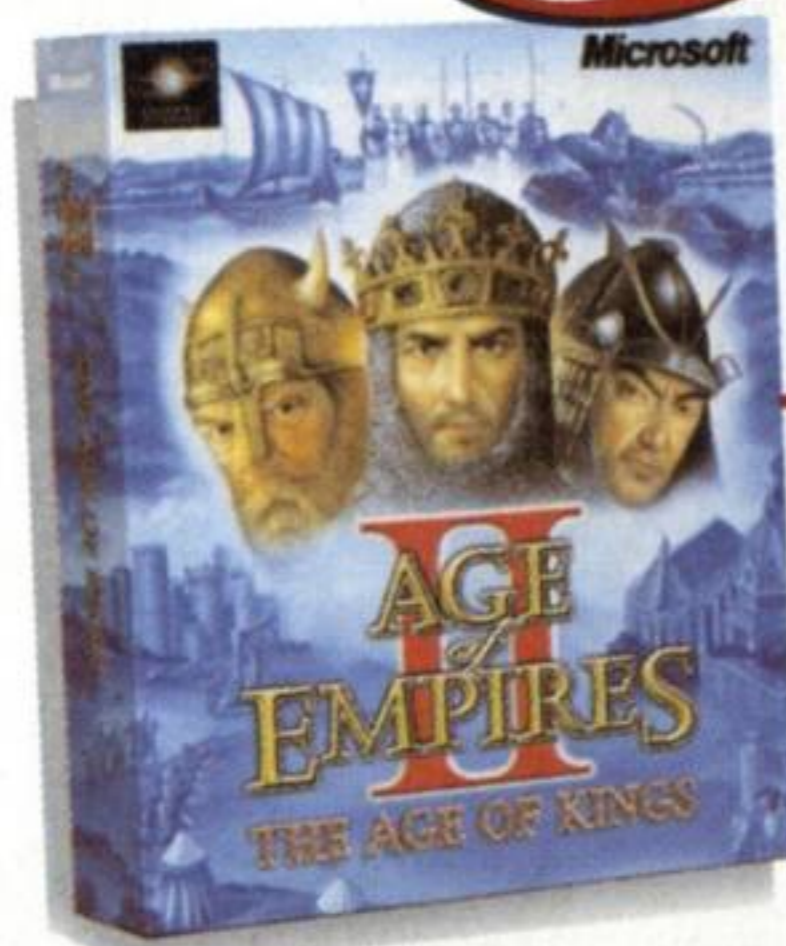


If you're interested in a more in-depth look at SpaceWar and the hackers at MIT, then Steven Levy's book "Hackers" comes highly recommended.

# Games **UP** Play

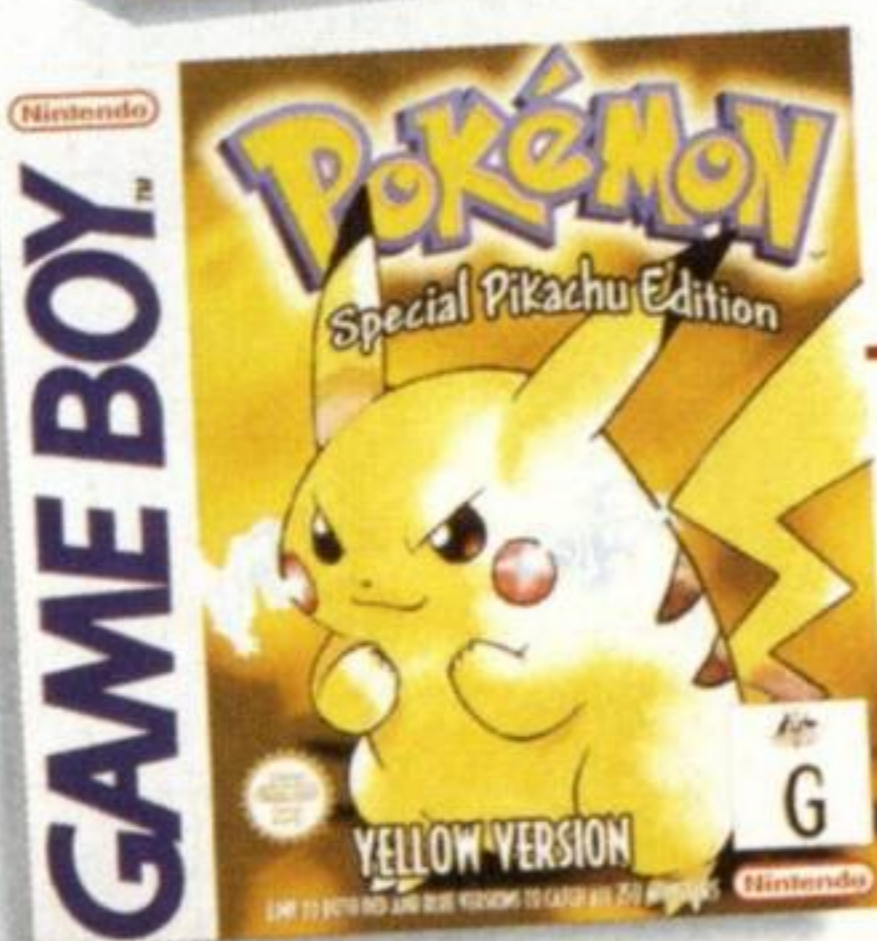
A heaven for gamers, kids, mums, and dads alike, with a huge range of titles to choose from. There is something to suit everyone and prices that won't break the bank from as low as \$14.95. Our staff can offer advice on all aspects of the latest and greatest games available for your PC, Nintendo<sup>64</sup>, Color Game Boy or PlayStation, so why not check out one of the most exciting areas of the store.

## TOP 5 GAMES



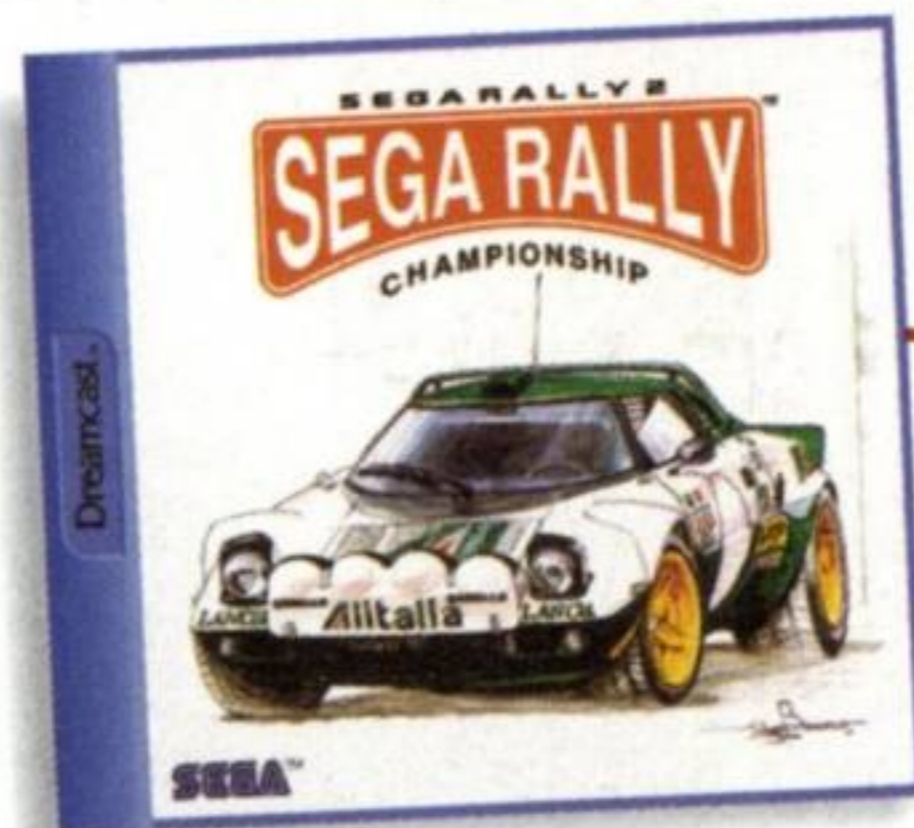
**\$89<sup>95</sup>** **Age Of Empires II: The Age Of Kings (MA15+).**

Conquer rival empires in this real time strategy game. Players are challenged to build their nations into great cultures through combat, economic, trade and diplomacy features. Travel back in time to a place where royalty ruled the land.



**\$49<sup>95</sup>** **Pokemon Yellow GameBoy Color (G).**

The special Pikachu edition in a series of Pokemon games for your GameBoy Color. You can watch Pikachu follow you around because he won't go in his Pokeball. There is also a feature for making stickers with the Game Boy printer.



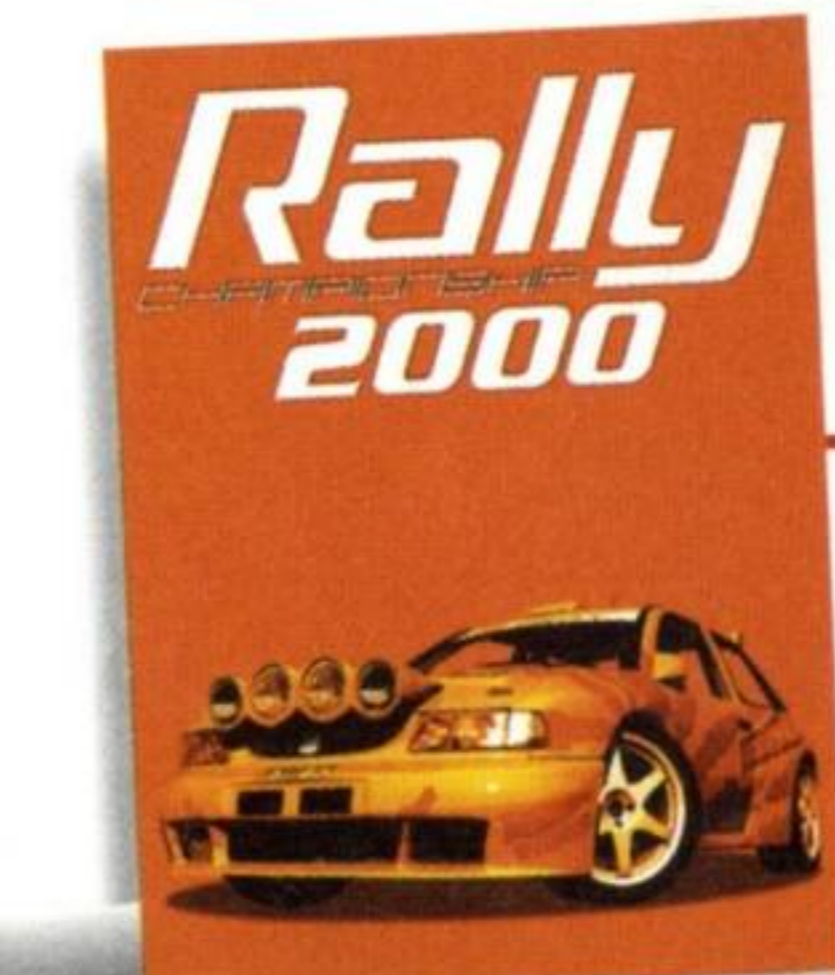
**\$89<sup>95</sup>** **Sega Rally 2 Dreamcast (G).**

Sega Rally 2 is one high-speed, off-road racing thrill-ride. Burn through brutal terrain as you navigate treacherous tracks and unpredictable weather. Maximise your champion potential by fully customising your mean racing machine.



**\$69<sup>95</sup>** **Speed Freaks PSX (G).**

Speed Freaks is a character-based racing game with rich, hi-res graphics, fantastic sound and a true split-screen four player mode. It is one of the fastest, smoothest, most addictive arcade-style racing games on the market.



**\$89<sup>95</sup>** **Rally Championship 2000 (G).**

Features multiple driving positions, fully operational 3D dashboard instruments, a superb selection of top rally cars, new crash, collision and damage routines and comprehensive multi-player options.

- SYDNEY METRO**
  - AUBURN SUPERSTORE
  - BALGOWLAH SUPERSTORE
  - BLACKTOWN
  - CAMPBELLTOWN
  - CARINGBAH SUPACENTA
  - CHATSWOOD CHASE
  - GORDON CENTRE
  - LIVERPOOL MEGACENTA
  - MOORE PARK SUPACENTA
  - PENRITH
  - WILEY PARK
  - NSW COUNTRY**
  - ARMIDALE
  - BATHURST
  - COFFS HARBOUR
  - DENILIQUIN
  - DUBBO
  - ERINA
  - GRAFTON
  - INVERELL
  - LISMORE
  - MAITLAND
  - MOREE
  - MUDGEE
  - NEWCASTLE SUPERSTORE
  - NOWRA
  - ORANGE
  - PARKES
  - PORT MACQUARIE
  - TAMWORTH
  - TAREE
  - WAGGA WAGGA
  - WARRAWONG
  - YOUNG
  - ACT**
  - Fyshwick
  - WODEN PLAZA
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  - SUNSHINE COAST OPEN 7 DAYS
  - BUNDABERG
  - CAIRNS OPEN 7 DAYS
  - GLADSTONE OPEN 7 DAYS
  - MACKAY
  - ROCKHAMPTON NORTH
  - TOOWOOMBA
  - TOWNSVILLE
  - MELBOURNE SUPERSTORES**
  - OPEN 7 DAYS**
  - DANDENONG
  - GREENSBOROUGH PLAZA
  - MARIBYRNONG
  - MOORABBIN
  - NUNAWADING
  - PRESTON
  - VICTORIA COUNTRY - OPEN 7 DAYS**
  - ALBURY
  - BALLARAT
  - BENDIGO
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  - MILDURA
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  - TRARALGON
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## PLAYSTATION FINAL FANTASY VIII

### Easy Limit Breaks

Get into a battle, and wait until all characters' time bars are full. Then keep hitting CIRCLE (TRIANGLE in the Japanese version) and eventually Squall or Zell will have use of their limits.

### G.F. Locations

In FF8 there are 22

Guardian Forces you should get.

They are:

#### QUETZALCOTL:

From Squalls computer in the classroom at the beginning of the game.

#### SHIVA:

From Squalls computer in the classroom at the beginning of the game

#### IFRIT:

Defeat him in the Fire Cavern outside Balamb Garden as part of the test

#### SIREN:

Draw from the boss at the top of Dollet Sattelite during the Exam

#### BROTHERS:

Defeat them in The "Tomb of the Unkown King" outside Deling

#### DIABLOS:

Summon him using the Magic Lamp given to you by Cid after completing your Exam. After Summoning him you must defeat him. He is VERY difficult. Save before you fight him.

#### CARBUNCLE:

Draw from Gargoyle/Lizard bosses in Deling during Parade.

#### LEVIATHAN:

Draw from NORG in

Balamb Garden. Make sure you draw from NORG and not the pods.

#### PANDEMONA:

Draw from Fujiin in Balamb Town.

#### CERBERUS:

Fight and Defeat

him in Galbadia Garden.

#### ALEXANDER:

Draw from Edea at the end of Disc 2.

#### DOOMTRAIN:

Get Item "Solomons Ring" from Tears Point before Lunatic

Pandora is summoned. (A good time to get this Item is right before when you are supposed to meet Dr.

Odine at the Launch Pad). Once getting this item "Mug"

Marlboros outside the Sorceress Shrine until you have 6

Marlboro Tentacles (Marlboros are also at the Island

Closest to Heaven)

Then buy 60 Remedies and use Alexanders "Med

Lev Up" Skill to make 6 Remedy+'s.

Next you need 6 Iron Pipes. These can be "Mug"ed

from the Yellow/Green Monkey

enemy outside Deling.

If you don't have these and you can't get back

to Deling you may have to wait until after you have the Ragnarok to get them. After getting all the Items (6x

Remedy+'s, 6x Iron Pipes, 6x Marlboro Tentacles and 1x

Solomon Ring) use the Solomon Ring from the Item Menu and you will receive DOOMTRAIN.

BAHAMUT:

Defeat him at the Galbadia Underground Research Facility. It is located in the South-West corner of the map. It is in the middle of the Ocean. To fight him you must talk to machine (walk when the light is off) then pick the first answer for the first

question, second answer for the second and the third answer (it's hidden) for the third question.

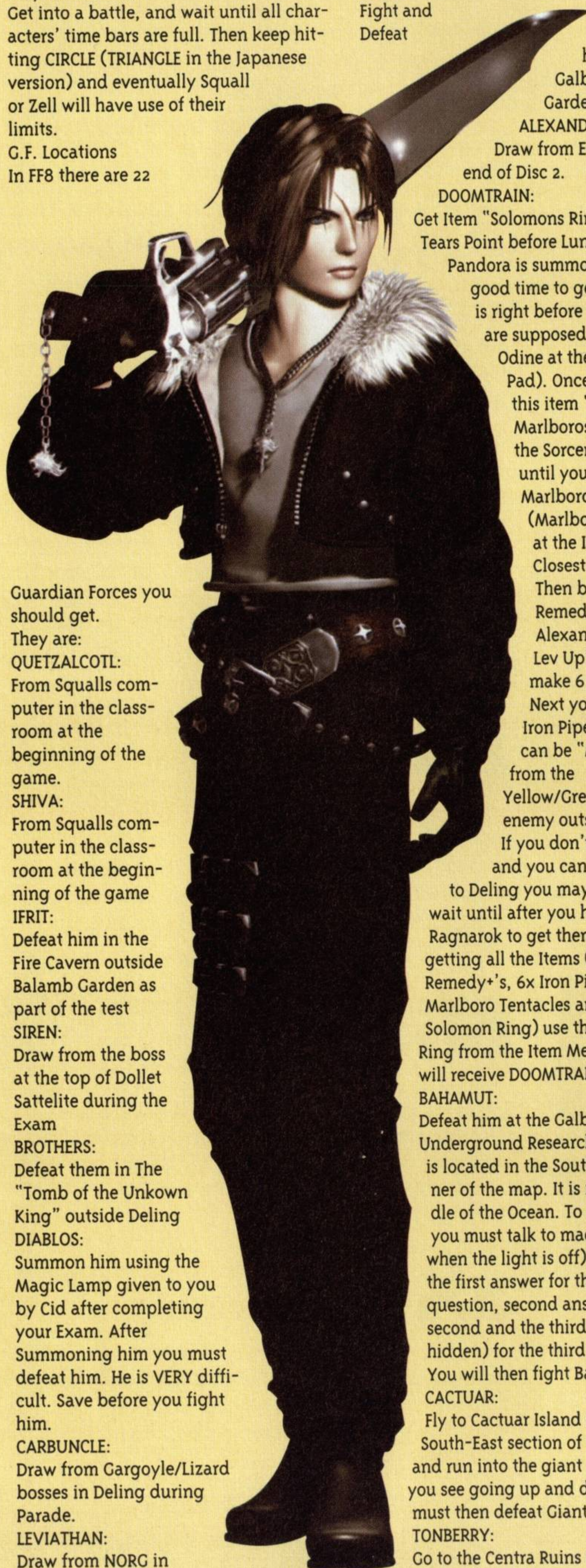
You will then fight Bahamut.

CACTUAR:

Fly to Cactuar Island in the South-East section of the world and run into the giant Cactus that you see going up and down. You must then defeat Giant Cactuar.

TONBERRY:

Go to the Centra Ruins (After



receiving Odin, see below) and fight 20 Tonberries. After defeating the 20th (or so) the King Tonberry will come. Defeat him and Tonberry will join your team.

EDEN: Draw from Ultima Weapon in Galbadia Underground research Facility.

To get to Ultima you must defeat Bahamut first (see above)

The following GFs are non-drawable. You must either use Items to call them (Pheonix and Chocobo) Or they appear randomly (Odin and Gilgamesh).

CHOCOBO: Catch and name a Chocobo then use Item Gysahl Greens during Battle.

PHEONIX: Use Item Pheonix Pinion during battle.

ODIN: Defeat him in Centra Ruins. Appears randomly at the beginning of battles.

GILGAMESH: Receive Odin before the end of Disc 3 and Seifer will kill him. Gilgamesh then shows up to replace him.

MINIMOG: (POCKETSTATION NEEDED) Receive Minimog during "Chocobo Adventure" PocketStation Minigame.

MUMBA: (POCKETSTATION NEEDED) Defeat "Chocobo Adventure" PocketStation Minigame

GF Boost

If you have a GF who has learned "Boost," this trick will work. While your GF is about to appear on the screen, hold down "Select" and you should see a hand pointing a finger on the "Square" button and a number next to it. Keep holding "Select" and rapidly hit "Square". This will raise that number which means more damage to the enemy. But make sure you stop when an X appears over the hand. If you don't, the number will start back at the beginning. Wait for the X to go away and repeat the process. The higher the number reached, the more damage caused.

Secret Guardian Force Card

After receiving Ragnarok go to the bottom left of the screen. There should be a base there if you defeat the boss (Bahamut) you will get him and he will join you. After Bahamut go further into the base and you will fight Altema Weapon - draw "Eden" from him.

SeeD test answers

After you become a SeeD, you can take the SeeD test to raise your SeeD level. The test can either be taken on the computer in the classroom, in Balamb Garden, or in the HELP menu.

SeeD Test Answers

1 Y, N, Y, Y, Y, N, N, Y, N, N

2 Y, N, Y, Y, Y, N, Y, Y, N, N

3 N, N, Y, N, Y, Y, Y, N, Y, N

4 N, Y, Y, Y, N, N, Y, Y, N, N

5 N, N, N, Y, Y, N, N, Y, Y, Y

6 Y, N, Y, Y, N, N, Y, Y, N, Y

7 Y, Y, Y, Y, Y, Y, N, Y, Y, N

8 N, Y, N, N, Y, Y, N, N, Y, N

9 N, Y, N, N, N, N, N, N, Y, Y

10 Y, N, N, N, N, N, N, N, Y, N

11 Y, Y, N, Y, Y, N, Y, N, N, Y

12 N, Y, N, N, Y, N, Y, N, Y, N



- 13 Y, N, N, N, Y, N, N, N, N, N
- 14 Y, Y, Y, Y, N, Y, Y, N, Y, N
- 15 Y, Y, N, N, N, N, N, Y, N, Y
- 16 Y, N, N, Y, N, Y, N, N, Y, N
- 17 Y, N, N, N, Y, N, N, Y, N, N
- 18 Y, N, N, N, Y, N, N, N, N, N
- 19 Y, N, N, Y, N, N, N, N, N, Y
- 20 Y, Y, N, Y, N, Y, Y, Y, N, N
- 21 Y, Y, Y, Y, N, N, Y, Y, Y, N
- 22 N, N, N, Y, N, N, N, Y, Y, N
- 23 Y, N, N, N, N, Y, Y, Y, Y, Y
- 24 Y, Y, N, N, Y, Y, N, N, N, Y
- 25 Y, N, Y, Y, Y, N, N, Y, N, N
- 26 Y, Y, N, Y, N, Y, N, Y, N, N
- 27 N, Y, N, N, N, N, Y, N, Y, N
- 28 Y, N, N, Y, Y, Y, N, Y, N, N
- 29 N, N, N, Y, Y, N, N, N, Y, N
- 30 N, Y, N, N, N, N, Y, N, N, N

## The Balamb Card Club Group

The card Club group is a group of people from Balamb garden who play cards. You can get rare cards from some of them. This is the order you must beat them in and their location. They appear later in the game.

- 1) Jack - Hanging around the location board in the main hall (he'll tell you who he is).
- 2) Crab - He walks out of the car park area.
- 3) Diamond - 2 girls walking toward the location board in the main hall (wait for them to stop).
- 4) Spade - The guy next to the 2nd floor elevator (gives you cards in the begin-

ning of the game if you asked).  
 5) Heart - Shuu in Garden control room (get carbuncle card from her).  
 6) King - Talk to doctor Kadowaki in the infirmary and then go to your room and sleep. He will appear and challenge you.  
 7) Joker - He is in the training center near the draw point & the bridges. Appears randomly. (Get Leviathan from him).

## NFL GAMEDAY 2000

### Easter Eggs

Enter these codes in the Easter Eggs menu.

All '99 codes should work with 2000.

- GLOVES - Better catchers
- DAVIS - Better running backs
- HAMSTRUNG - More injuries
- BIG HITS - Defenders hit harder
- EVEN TEAMS - All players equal
- FLEA CIRCUS - Tiny players
- GD CHALLENGE - Extra difficulty level
- GOLIATH - Big players
- HANGTIME - Higher punts
- HOME COOKING - No Home Team penalties
- JUICE - Super speed burst
- PENCILS - Tall, skinny players
- PISTON - Super stiff arm
- SLIDE SHOW - See cheerleaders after game
- STAMINA - Players don't tire

STEEL LEG - Long field goals  
 SLOW CPU - The computer is slow  
 BETTIS - Better running back  
 SWIMMERS - Swim move juiced  
 CREDITS - View Credits  
 COFFEE BREAK - Speed Juiced  
 989SPORTS - Play as the 989 Studios staff  
 BIG BALLS - Big football  
 PRESIDENTS - Have name of presidents  
 Easy Touchdowns  
 When you pick your play go to punt and then audible the play [square]. Press triangle and three of your wide receivers should be open.  
 Special Teams  
 When you pick teams for an exhibition game press circle to get special teams and stadiums.

## ROAD RASH 3D

### Avoid Car Crashes

When you're a few seconds from crashing, hit the gas button 2 or 3 times. This allows you to pull off a wheelie and use the car as a ramp. This tip only works with oncoming cars.

### Bad Biker

If you hit one of the Japanese riders or get a ticket from a cop, you will become part of the bad biker gang. You will be able to use the weapon that the gang favours the most.  
 Easy "Blast 2X"

While racing, hit the ZOOM OUT button then hold the REARVIEW MIRROR button and release ZOOM OUT. You should now have Blast 2X without having to do the annoying "looking back" part.  
 Shortcut for Level 2

When you are going from Kaffe Koma to the Der Panzer Club there is a shortcut that will shave about 2 1/2 miles off the race. Go straight for 3 miles then hang a left. It will tell you to go straight. Ignore the wrong way sign and just follow the road to the Der Panzer Club.

### Steal Items from the Store

To shoplift, highlight the item you want then press punch and kick at the same time!

### Steal Weapons

If you punch another rider with your bare hand while his weapon is drawn, you will be able to steal his weapon.

### Super Punch

Press Up + Circle and hold. When you are ready to punch, release.

## LEGACY OF KAIN: SOUL REAVER

### Aerial Reaver

Pause game, then hold L1 or R1 and press X, Right, Up(2), Triangle, Left(2), Right, Up.

### Constrict

Pause game, then hold L1 or R1 and press

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008 Andrei Racing	253 Bomberman Hero	359 House of the Dead 2
009 Anamniacs: Ten Pin 2	254 Buck Bumble	399 King Of Fighters Dream Match '99
010 Apocalypse	255 Bust-a-move 2	360 Marvel Vs. Capcom
011 Armoured Core	391 Castlevania	320 Pen Pen Tri-Icelon
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013 Artoon Senna Kart Duel	258 Clay Fighter 63 1/3	361 Psychic Force 2012
014 Assault Rigs	259 Cruzzin USA	321 7TH Cross
015 Assault: Retribution	260 Dark Rift	364 Sega Rally 2
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021 Battle Arena Tosh 2	266 F-Zero X	
022 Beast Wars: Transform	267 F1 Pole Position	
023 Bio Freaks	268 F1 World Grand Prix	
024 Blast Chamber	269 FIFA 98	
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028 Bloody Roar	347 Glover	
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147 Oddworld: Abe's Odd.		
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195 Tekken 3		
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197 Tenchu		
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199 Test Drive 5		
200 Test Drive Off Road		
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310 Top Gear Rally		
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317 World Cup 98		
318 Wipeout 64		
318 WWF WarZone		
389 Soul Calibur (new)		
385 Super Speed Racing		
323 Virtua Fighter 3TB		

# cheat mode

Down, Up, Right(2), Circle, Up(2), Down.  
Debug mode  
Pause the game and then hold L1 or R1.  
Now enter up, up, down, right, right, left, circle, right, left, down.  
Fire Glyph  
Pause game, then hold L1 or R1 and press Up(2), Right, Up, Triangle, L2, Right.  
Fire Reaver  
Pause game, then hold L1 or R1 and press Down, Up, Right, Up, Down, Left, Circle, Right, Down.  
First-Person View  
Press and Hold R2 + L2 while playing.  
Force  
Pause game, then hold L1 or R1 and press Left, Right, Circle, Left, Right, Left.  
Force Glyph  
Pause game, then hold L1 or R1 and press Down, Left, Triangle, Down, Up.  
Hidden Menu in Beta Version  
During gameplay, press Square + Circle and a hidden menu will appear that enables invincibility, level select, etc.

## TONY HAWK SKATEBOARDING

Glitch for Extra Points  
Skate towards the bowl. Get a lot of speed in the bowl and ollie out towards the video screen right beside it. Try to land on top of it and hold TRIANGLE. If you do this right, your guy will be stuck in one spot and you can link tons of tricks together and not land. Don't wait to get down too long, the game freezes



up after a while.  
13x multiplier:  
Pause the game, then hold L1 and press X, Square, Square, Triangle, Up, Down. The pause screen will shake. You will have 13 points in all stats for the current skater.  
Play as officer Dick:  
Use a single character to get all thirty

tapes in career mode.  
View skater's ending sequence:  
Use a single character to get the gold in all three competitions. Select the "View Replay" option to view that skater's ending sequence.  
Unlock all practice mode levels:  
Pause the game, then hold L1 and press Square, Up, Left, Up, Circle, Triangle. The pause screen will shake. Quit the current level and enter the level select screen. All practice mode levels will be unlocked.  
Big head mode:  
Pause the game, then hold L1 and press Left, Up, X, Down, Up, X. The pause screen will shake. Quit the current level and start another game.  
Special always available:  
Pause the game, then hold L1 and press X, Triangle, Circle, Down, Up, Right. The pause screen will shake.

## WIPEOUT 3

Unlock All Tournaments  
From the main menu, go to 'options', then 'game setup' and then 'default names'. Enter the following name to enable the corresponding cheat. A flash will confirm correct entry. Unlock all tournaments: BUNTY  
Unlimited shields & thrust  
Enter GEORDIE as a default name.  
Unlimited hyperthrust  
Enter MOONFACE as a default name.  
Infinite Weapons

From the main menu, go to 'options', then 'game setup' and then 'default names'. Enter the following name to enable the corresponding cheat. A flash will confirm correct entry. Infinite weapons: DEPUTY  
Extra vehicles:  
Enter JAZZNAZ as a default name.  
Prototype track:

Successfully complete all tracks with all teams in single race mode. Then, select the new "Prototypes" option on the main menu.  
All tracks:  
Enter WIZZPIG as a default name.  
Phantom class:  
Enter AVINIT as a default name.

## WCW MAYHEM

All Backrooms  
Enter the password CBCKRMS on the Pay Per View password screen.  
All Hidden Characters  
Enter the password PLYHDNCYS on the Pay Per View password screen.  
Bionic Created Wrestler  
For unlimited stat points, enter the password MKSPRCWS on the Pay Per View password screen.  
Classic Nitro Set  
Enter the password PLYNTRCLSC on the Pay Per View password screen.  
Doppelganger Mode  
To play as the same character, enter the password DPLNGRS on the Pay Per View password screen.  
Unlock Sonny Onoo and Bobby Blaze  
Defeat Bobby Blaze and The Cat in order to get Bobby Blaze and Sonny Onoo as playable wrestlers.

## STREET SK8R

Big Air Trick  
At the last minute before you launch, do your best trick. It should get you to 41 feet if you have enough speed.  
Bonobo Secrets  
If you beat the game once with Bonobo you get some new skateboards. If you beat the game twice with Bonobo you get Los Angeles in Normal or Reverse track mode.  
Bonus Boards  
For new skateboards, beat the game once with each of the hidden characters.  
Mirrored Courses and Time-of-Day option  
To activate Mirror Courses and Time-of-Day option WITHOUT a code, beat the game twice with each of the four hidden characters: Bonobo, Mick, Sarah and Shao.  
To activate all Street Courses — including mirrored ones — and Time-of-Day option WITH a code, simply press RIGHT, Circle, Square, LEFT, Square, Circle, R1, L1 at the main menu.  
Play as Mick  
To unlock Mick, press LEFT, RIGHT, CIRCLE, SQUARE, R2, L1, L2, R1 at the main menu.  
Unlock the Gates  
Beat the Street Tour with each character to open the blue gates you couldn't enter before. Each character you do this with will unlock two gates.

## STAR WARS EPISODE 1: THE PHANTOM MENACE

Cheat Menu  
At the title screen hold R1, triangle and press select. This should get you to the cheat menu

## PC

### AGE OF EMPIRES II: THE AGE OF KINGS

Cheat Codes  
To activate a cheat, push [Enter] and type in its corresponding code below.  
1000 gold — COINAGE  
1000 food — PEPPERONI PIZZA (or CHEESE STEAK JIMMY'S)  
1000 stone — ROCK ON (or QUARRY)  
1000 wood — LUMBERJACK (or WOOD-STOCK)  
Cobra car — HOW DO YOU TURN THIS ON  
Commit suicide — WHIMPYWHIMPY-WHIMPY  
Control animals, not men — GAIA (or NATURAL WONDERS)  
Instant building — AGEIS (or STEROIDS)  
Full map — MARCO (or REVEAL MAP)  
Lose campaign — RESIGN  
No shadows — POLO  
Remove Fog of War — NO FOG  
Saboteur — TO SMITHEREENS  
Slay all opponents — BLACK DEATH  
Win campaign — I R WINNER

### INTERSTATE 76

To enable a cheat, press [Ctrl] + [Shift]. Then enter its corresponding code below.  
Increase radar range — THIRDNOSTRIL  
Level skip — GETDOWN  
Taurus Poetry — FREELANCE  
Wobbly screen — WIGGLEBURGER  
Drive Tank  
To drive a tank, select the Phaedra Rattler at the vehicle selection screen and name its variant: KNAT.  
Fly Helicopter  
To pilot a helicopter, select the Phaedra Rattler at the vehicle selection screen and name its variant: RETPOCILEH.  
Self-destruct  
To destroy your vehicle, press [Ctrl] + [Alt] + X.  
Survival  
To save a vehicle in peril, press [F12] twice.  
Use the Helicopter on the Final Level  
At the vehicle selection screen for the final level, click on the helicopter in the upper left-hand corner.  
View Development Team  
To see the I-76 team, look in the back of the school bus!

# ***cheat mode***



## **JAZZ JACKRABBIT 2**

### Cheat Codes

To activate a cheat, enter its corresponding code below.

16 Color mode – JJCOLOR  
All items – JJNV  
All weapons – JJCUNS  
Clipping – JJNOWALL  
Configure controls – JJCPU

Coins – JJCOINS  
Cycle characters – JJMORPH  
Cycle shields – JJSHIELD  
Gems – JJGEMS  
Illuminate level – JJLIGHT

Invincibility – JJGOD (or JJINV)  
Kill character – JJKILL (JJK or JJD)  
Power-up – JJPOWER  
Quit to desktop – JJQ  
Refill ammo – JJAMMO  
Return to main menu – JJENDING  
Sugar rush – JJRUSH  
Talk – JJT  
Toggle escort bird – JJBIRD  
Toggle helicopter ears and hover board – JJFLY

## **LEGO RACERS**

To activate a cheat, enter Build mode and create (or edit) a driver. Select Make A License from the in-game menu and enter one of the codes below as the driver's name.  
Fly mode – FLYSKYHGH  
No wheels – NWHL

## **NINTENDO 64**

### **NFL QUARTERBACK CLUB 2000**

Enter the following codes at the Code Entry screen  
SCLLYMLDR – Alien Stadium  
RGBY – Rugby Mode  
HSPTL – More Injuries

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# cheat mode

## WCW MAYHEM

PPV Passwords  
 PLYHDNGYS —  
 Unlock all hidden wrestlers  
 CBACKRMS —  
 Select backroom in Match options  
 CHT4DBST —  
 Quest for the best cheat: Press right on the d-pad to move up in rankings  
 DPLGNGRS —  
 Play as same wrestlers  
 PLYNTRCLSC —  
 Play in the old Nitro set  
 MKSPRCWS —  
 Full Attribute points in Create-A-Wrestler

## HOT WHEELS: TURBO RACING

Unlimited turbos: At the main menu press C-Right, Z, C-Up, C-Down, R, C-

## ARMY MEN

Select Level - DNSTHMN  
 Invincible - MMRTL  
 Invisible - DNLVSHSF  
 Unlimited Continues - CNTN  
 Unlimited Ammo - MMLVSRM  
 Weapons - NSRLS  
 Tin Soldiers - TNSLDRS  
 Living Large - LVNGLRG  
 Test Info - THDTST  
 Vikki - GRNGRLRX  
 Plastro - PLSTRLVSVG  
 Hail Mendheimicus - SHRMNSLDR  
 Big Green One - BGGRN  
 Mini mode - DRVLLVSM

## JET FORCE GEMINI

Super jump  
 Hold C-Up to perform a super jump.  
 Avoid getting hit by flying objects  
 When reaching a section with small

more of the following codes at the Enter Initials screen.

SKULL 1111  
 Beth 7761  
 Billz 0526  
 Brian 0818  
 Daniel 0604  
 Dbn 6969  
 TREX 1111  
 Ed 3246  
 Gene 0310  
 Grinch 2220  
 Guido 6765  
 Japple 6660  
 Jason 3141  
 Jenifr 3333  
 Jimk 5651  
 John 5158  
 Josh 4288  
 Julia 1234  
 Lt 7777  
 Luis 3333  
 Marka 1112  
 Mike 3333

Van 1234  
 Zz 1221  
 Smile 1111  
 Moose 1111  
 CHEAT CODES - Enter these codes on the Vs. screen. The numbers tell how many times to press the TURBO, JUMP and PASS buttons. For example, 5-2-5 means: Press TURBO 5 times.  
 Press JUMP 2 times.  
 Press PASS 5 times.  
 Super Blitzing - 0-4-5 Up  
 Show Field - 0-0-1 Down  
 Fast Turbo Running - 0-3-2 Left  
 Show more field - 0-2-1 Right  
 Use team plays - 1-0-0 Up  
 Always QB - 2-2-2 Left  
 Show punt hang meter - 0-0-1 Right  
 Late hits - 0-1-0 Up  
 No CPU assistance - 0-1-2 Down  
 Night game - 0-2-2 Right  
 Fog on - 0-3-0 Down  
 Huge head - 0-4-0 Up  
 Thick fog on - 0-4-1 Down  
 Big football - 0-5-0 Right  
 Hide reciever name - 1-0-2 Right  
 Tournament mode - 1-1-1 Down  
 No play selection - 1-1-5 Left  
 Super field goals - 1-2-3 Left  
 Headless team - 1-2-3 Right  
 Team big players - 1-4-1 Right  
 No punting - 1-5-1 Up  
 Big head - 2-0-0 Right  
 Team big heads - 2-0-3 Right  
 No first downs - 2-1-0 Up  
 Allow stepping out of bounds - 2-1-1 Left  
 Weather: Clear - 2-1-2 Left  
 Always receiver - 2-2-2 Right  
 Power-up teammates - 2-3-3 Up  
 Fast passes - 2-5-0 Left  
 Grass field - 3-0-0 Up  
 Asphalt field - 3-0-1 Up  
 Dirt field - 3-0-2 Up  
 Astroturf - 3-0-3 Up  
 Snow field - 3-0-4 Up  
 Team tiny players - 3-1-0 Right  
 Power up blockers - 3-1-2 Left  
 Power up defense - 3-1-2 Up  
 Smart CPU opponent - 3-1-4 Down  
 Target reciever no hits - 3-2-1 Down  
 No head - 3-2-1 Left  
 Invisible Reciever highlight - 3-3-3 Left  
 Cancel always QB or reciever - 3-3-3 Up  
 Invisible QB - 3-4-2 Left  
 No interceptions - 3-4-4 Up  
 Power up speed - 4-0-4 Left  
 Power up defense - 4-2-1 Up  
 No random fumbles - 4-2-3 Down  
 Super passing - 4-2-3 Right  
 Invisible - 4-3-3 Up  
 Turn off stadium - 5-0-0 Left  
 Day stadium - 5-0-1 Down  
 City stadium - 5-0-1 Left  
 Old day stadium - 5-0-1 Up  
 Night stadium - 5-0-2 Down  
 Old night stadium - 5-0-2 Up  
 Snow stadium - 5-0-3 Down  
 Roman stadium - 5-0-3 Left  
 Old snow stadium - 5-0-3 Up  
 Infinite turbo - 5-1-4 Up  
 Weather: Snow - 5-2-5 Down  
 Weather: Rain - 5-5-5 Right  
 Hyper blitz - 5-5-5 Up



Left, Z, C-Right.  
 Nighttime racing: At the main menu press C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.  
 Stealth mode: At the main menu press C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.  
 Wire frame display: At the main menu press C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.  
 Mirrored tracks: At the main menu press Z, R, Z, Z, R, Z, Z.  
 Get tow jam car: At the main menu press C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

flying objects, run behind a tree and repeatedly run sideways to avoid getting hit.  
 Special abilities  
 Juno can walk on fire (lava), Vela can swim, and Lupus can hover.

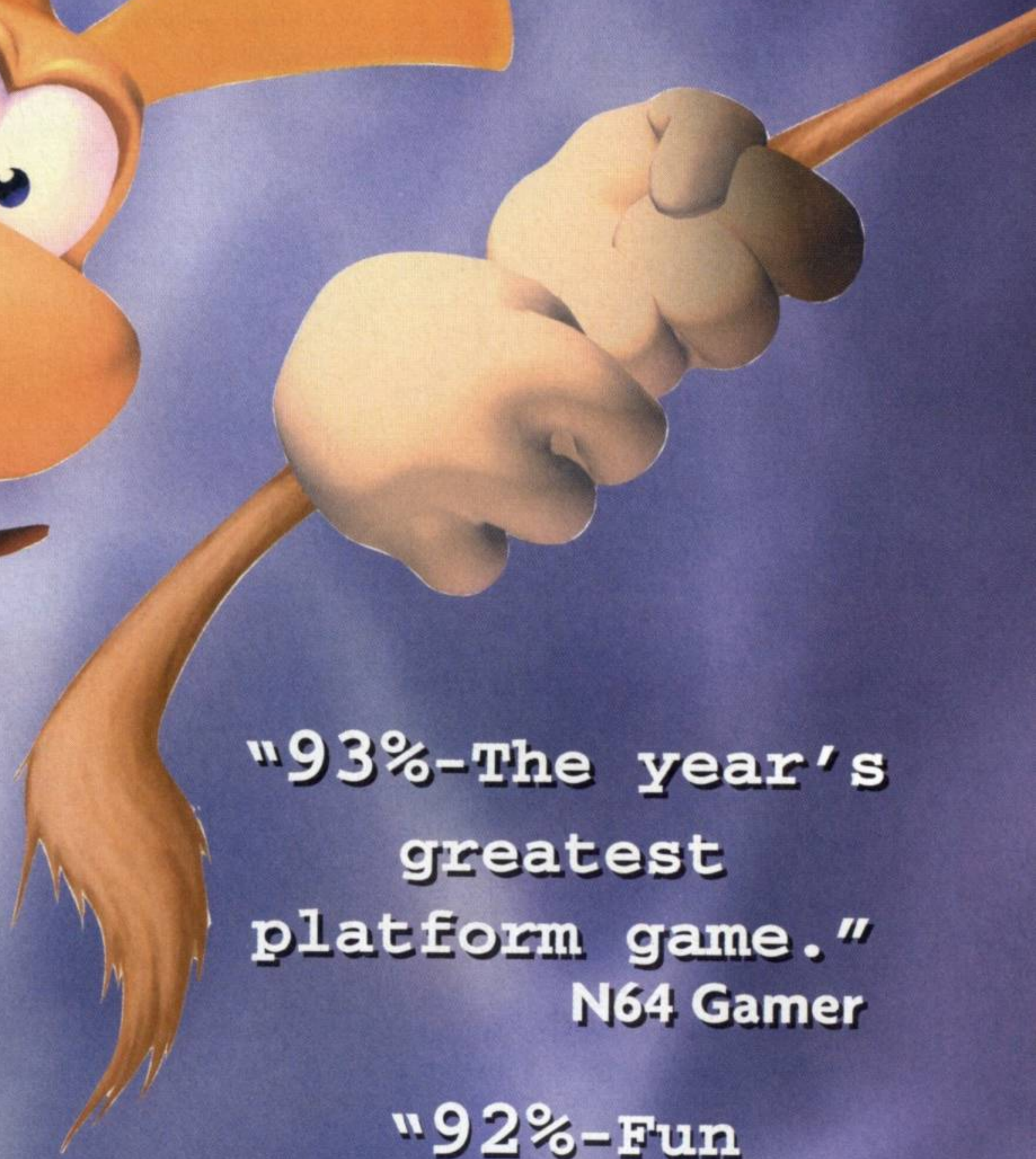
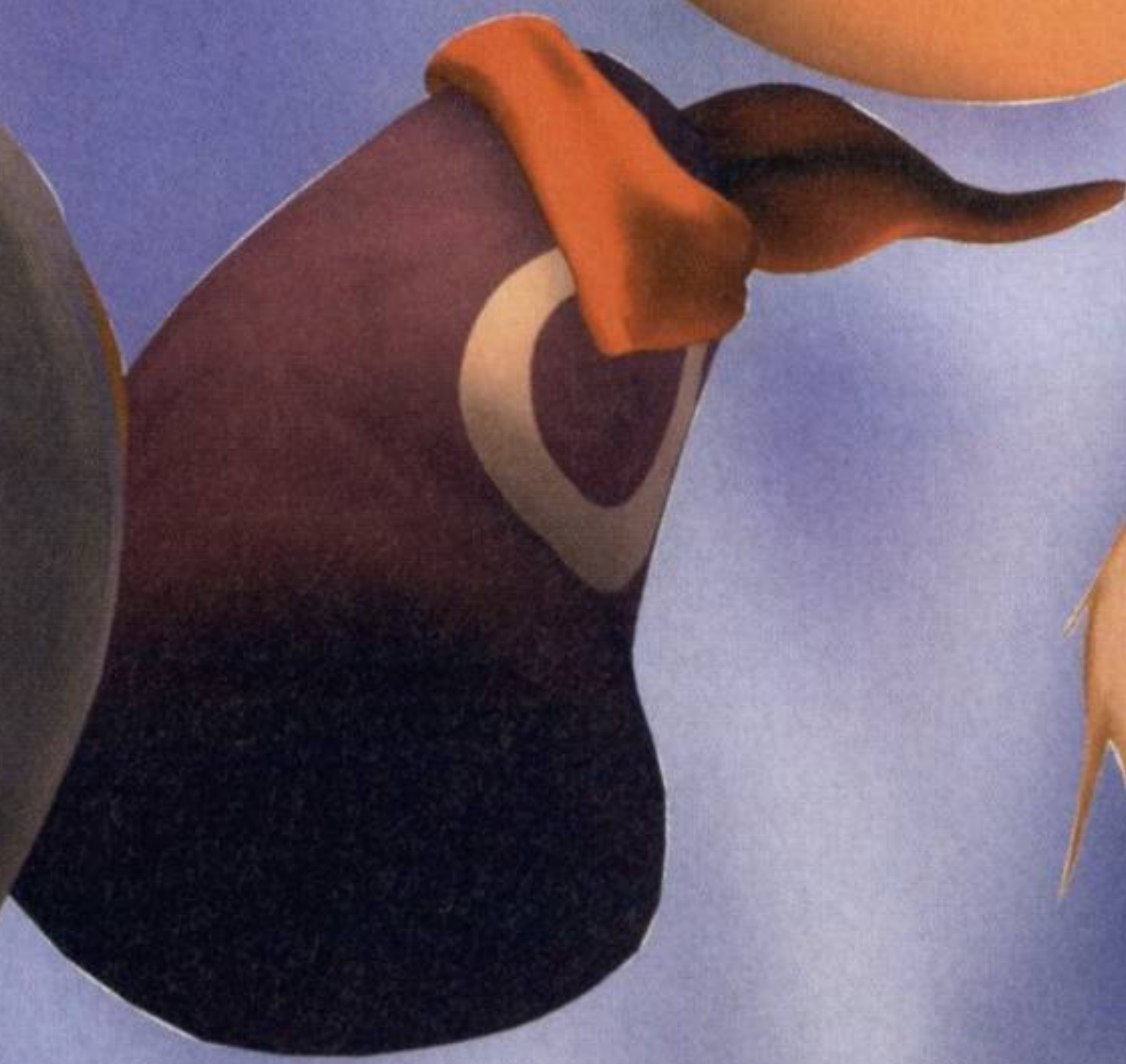
## DREAMCAST

### NFL BLITZ 2000

BONUS CHARACTERS  
 To play with bonus players, enter one or

Mitch 4393  
 Monty 1836  
 Nico 4440  
 Paula 0425  
 Paulo 0517  
 Raiden 3691  
 Rog 8148  
 Root 6000  
 Ryan 1029  
 Todd 1122  
 Thug 1111  
 Turmell 0322  
 Sal 0201  
 Shinok 8337  
 Shun 0530

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## HYPER LETTERS

78 Renwick St.  
Redfern, NSW 2016  
Fax: (02) 9281 6188  
E-mail: freakscene@next.com.au

## NORKS

Guys,  
OK. So PSX2 is coming out. The big debate, however, is that in Ridge Racer 4, Reiko the poster girlie from the previous incarnation has been replaced by Ai Fukami. Well, Miss Fukami has got bigger norks and she probably listens to JJJ and digs stupidly powerful Japanese sports motorbikes, so she gets my vote.

## BLATHEAD

*Blathead,*  
Good to see you're following the serious issues.

## LIMP

Hello.  
Good stuff with the magazine. Keep it up. Congrats to Eliot, hope you can hold the mag together! Anyway, to the point. I recently used a Japanese Dreamcast in Mornington, and realised that the joystick on the controller was really mag-got. It was hard to move and not all that responsive. I know that controller joysticks can lose their springiness, but this one's only 6 months old. I just wanted to know whether it could have been because of bad treatment, or if that's just what happens over a certain period of time. I also wanted to know whether your controllers do the same, and if so, is it because of "flicking the stick"? (e.g. pulling the joystick to all the way to the side and then just letting go.)

I'd really appreciate an answer on this one.

## SHODDY ONE

*Shoddy,*  
After using your "joystick" for long periods of time, it can naturally lose its initial springy vitality. Whether it's from flicking it around too much or just from age, no "joystick" can stand up to too much punishment. Now come on, tell us the truth...

## MORE NORKS

I'm not going to write "DEAR HYPER" or any of that stuff, just 'cause I don't feel like it.

I have a few points to make, and a few questions. Point one: Lara Croft SHOULD have a balance problem. Think about it. If Lara was an actual person, doing that stuff, she'd be pretty pissed off. Have you tried running, jumping and squishing through small spaces with DD breasts? No? I suggest the developers think about this. Also game developers should think

about putting a few more (realistic) FEMALE characters in their games, instead of the token fighter or the love interests!! Girls are gamers too!! And we DO NOT want to see giant breasts. Point two: Why the hell do TV channels, newspapers and assorted other people persist in blaming games for the things people do. Just cause I enjoy playing Die Hard, and other shooting games does not mean I am about to go shoot everyone at my school. Gamers just aren't that type of people.

Now for the questions...

1. Will there be any Star Wars games for the Dreamcast?
2. How much is the Dreamcast likely to cost? You probably put it in the mag... Oh yeah... What's the most recent release date for the Dreamcast?
3. Is there likely to be more games coming out for Macs? 'Cause my iMac's HD looks empty...

## GERI

*Hey Geri,*  
How's life since you left the Spice Girls? Good to see you're still a Hyper reader. Now, concerning Lara... we strapped two watermelons to Cam and made him crawl through the office ventilation duct to see what would happen... he said it was quite a revelation, but wouldn't elaborate.

1. Yes! Sega are releasing a Pod Racer arcade machine, and that version will be ported to the Dreamcast. You can expect some other titles too, but none are announced just yet.
2. It's \$499 in most stores. It's also available now.
3. Well, Half-Life got canned which is a shame, but you can still expect Quake 3 Arena, Diablo 2 and other cool stuff soon.

## THE MISSING LINK

Dear the legends behind the news, Great mag. But that's not why I wrote this letter. I need help answering a question that me and my brother have been fighting over for a while. Why do they call the game "The Legend of Zelda" when the hero is Link. I mean, sure he has to save her in all of them but there's no such thing as "Super Princess Toadstool". Thanks for the help.

## RHYS VOTANO

*Dear Rhys,*  
It's called "The Legend of Zelda" because in the very first game, the aim was to save Zelda. Link was just a generic hero character. They didn't take into account the fact that the game would spin off into so many sequels and Link would become the focus. They kept the original name so it would be obvious it was a "series" of games, rather than change it and confuse people.

## NUTCASE

Dear Hyper,  
I'm sick of you barfin' up in my breakfast. Do you really believe that good honest crabfish like me are just gonna sit there and take your innappropriate slander? If I wasn't always burying dead people, me and my light tank infantry would come and brush your teeth. Of all the nutcases in the world, you had to waltz into mine.

Respectfully,  
Chinatown

*Chinatown,*  
That was a lame attempt at Letter of the Month. Ha!

## MENACE TO SOCIETY

To whom it may concern,  
Recently, and regrettably due to my gaming, I have found myself in a spot of trouble... well, a lot of trouble. After around 2 weeks playing Tony Hawk Skateboarding, I found the irresistible urge to emulate the game in real life. Screwing 4 mower wheels to the base of a small table top, I released myself on the world. My first stop was the local shopping centre where I proceeded to smash through shopping centre directories (with little concern for my personal safety). After having destroyed 5, I had expected a videotape for my efforts, and was greatly disenchanted when I failed to receive one. Not to be put off too easily, however, I patched up my badly bleeding body and rolled off to the local police station where I proceeded to ollie onto the roofs of 5 police cars, rendering their flashing lights worthless... still no video tape. I was however, rewarded with some rather angry police officers who cuffed me, led me into custody and beat my already battered body quite badly. I had no idea that what I had done was wrong, for everything that I see in videogames, I naturally try to emulate, however unrealistic it is... it is probably a good thing that I have never played Quake. Could you possibly explain to me why the OFLC have not taken steps to ensure that people like me are not harmed by the destructive influence that videogames perpetrate on society? And where was 60 Minutes when I needed them? Why is Tony Hawk Skateboarding not emblazoned with clear warnings about how playing it could cost you your life and/or clean police record?? I am quite hurt and confused...

## CROOK'D LEPREKAUN

*Leppy,*  
That's one sick deck by the sounds of things. You should manufacture those babies.

## IS THAT A GAMEBOY IN YOUR POCKET OR...

To Hyper,  
I think the gaming scene is in a great state, but there is something being neglected in the Aussie marketplace. Pocket gaming! In my opinion, the Game Boy has produced some great games, but Nintendo has really done an absolute cock-up of how to handle it. Stupid TV ads "now you can stop playing your sponge/foot/etc" makes me just cringe. Nintendo has 100% of the pocket market now, and still fails to capitalise. Maybe younger users are enthused, but how many more units would they sell if they released maybe a Pocket Punch Out or maybe if some other people like Konami release a Blades of Steel? There are countless classic NES games which are just raring to be converted into new and improved Pocket versions, and would be accepted into the 90s environment despite the graphics because of the GBC's retro compatibility. I would hate to see a classic NES game botched up in the transition to 3D. My message is to Nintendo: WAKE UP!!! Pokemon won't sell the system forever. If the NeoGeo Pocket is released, most serious gamers will jump on board with such games as Metal Slug 1st Missions and the KOF series. As I said, Nintendo has 100% of the market and are scaring away potential customers. Of course Nintendo's cutesy yet arrogant approach to the marketplace may sell to little kids with their Conker and Cabbage ads, but the monopoly of pocket will hopefully end with the coming of SNK. Hopefully then, Nintendo will start getting competitive.

## SIMON

*Simon,*  
The fact that Nintendo DO dominate the pocket gaming scene is the reason they don't try very hard with their advertising. However, it's not all fudge pie and flowers on the GBC. Some cool games are coming out like Daikatana, Duke Nukem and some great racing titles. It'll be interesting to see if Nintendo pushes for an older audience with the advertising now these games are coming out. The Game Boy just keeps keeping on.

## PERVERT

Dear Hyper,  
We need SEX in our Video Games. Yes, sex I say. Now that I have your attention, I think I should address some serious problems with your mag. Sure it's great to read and it's easy on the wallet but you really should wait until you have the local release of a game before you review it. It really makes no sense to review a game that is still in Japanese. Take Sonic Adventure. Sure 90% is a great score but by the sounds of it you didn't even know what it was all about. I mean if it scored 90% with just the pure gameplay, imag-



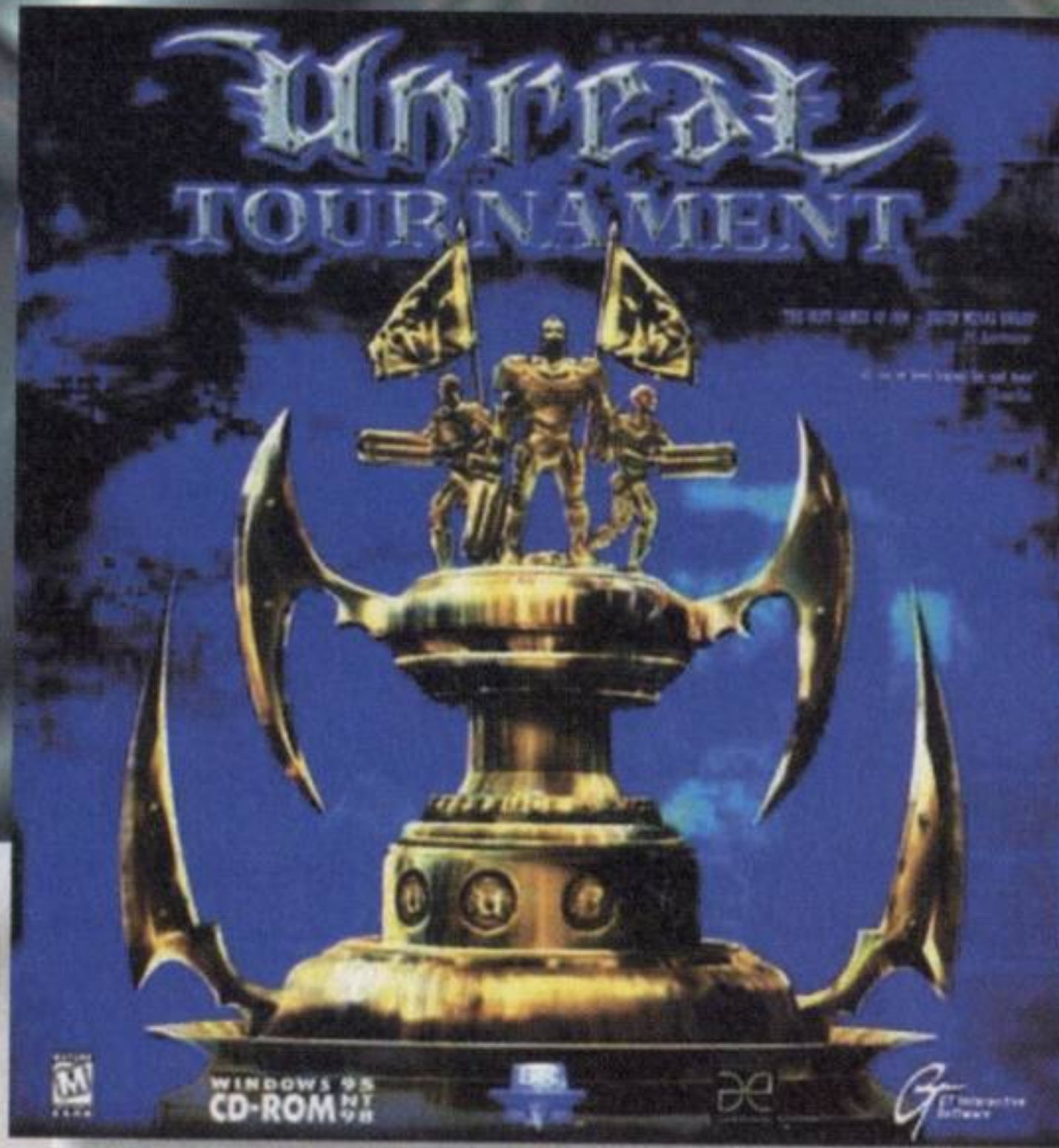
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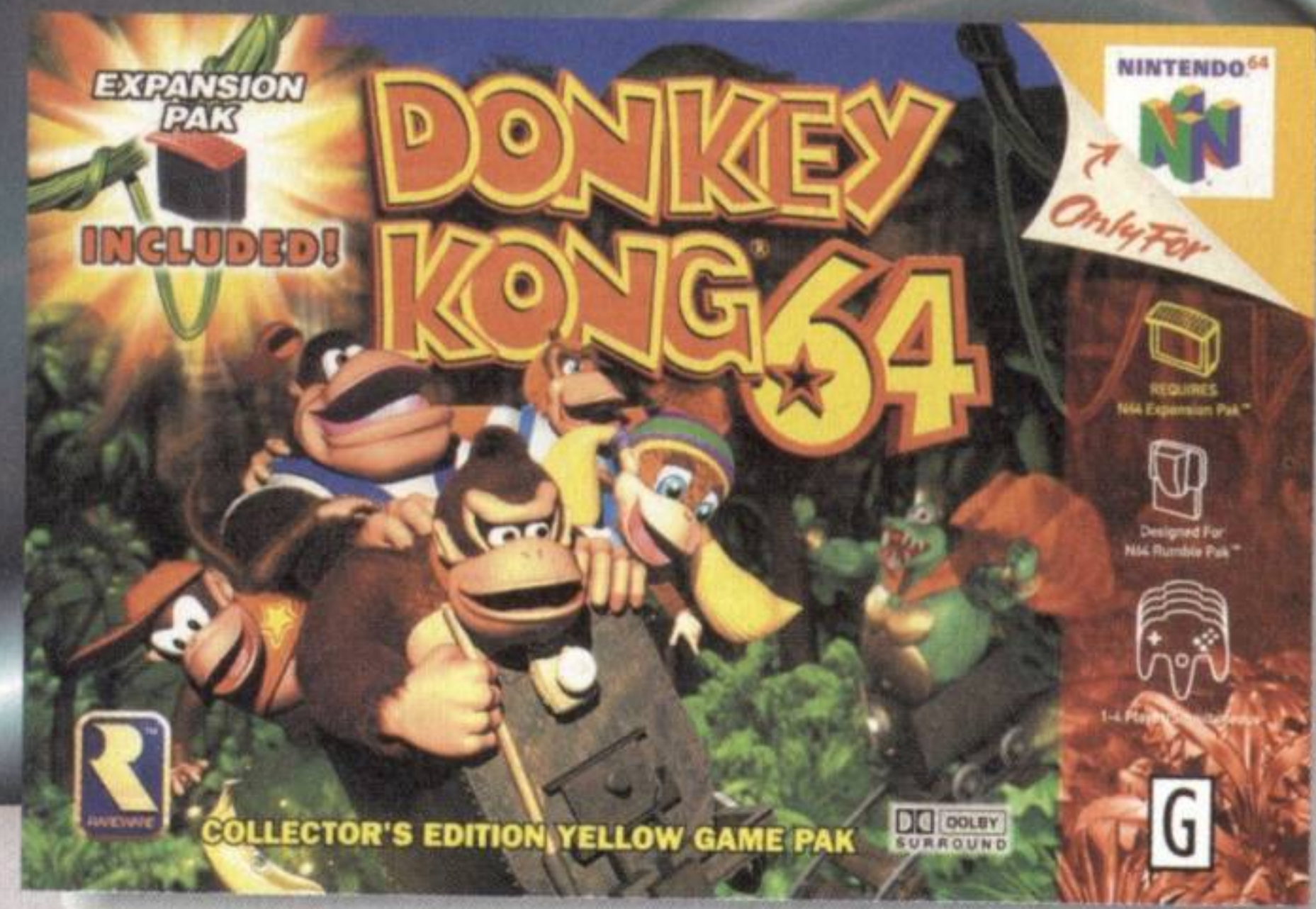
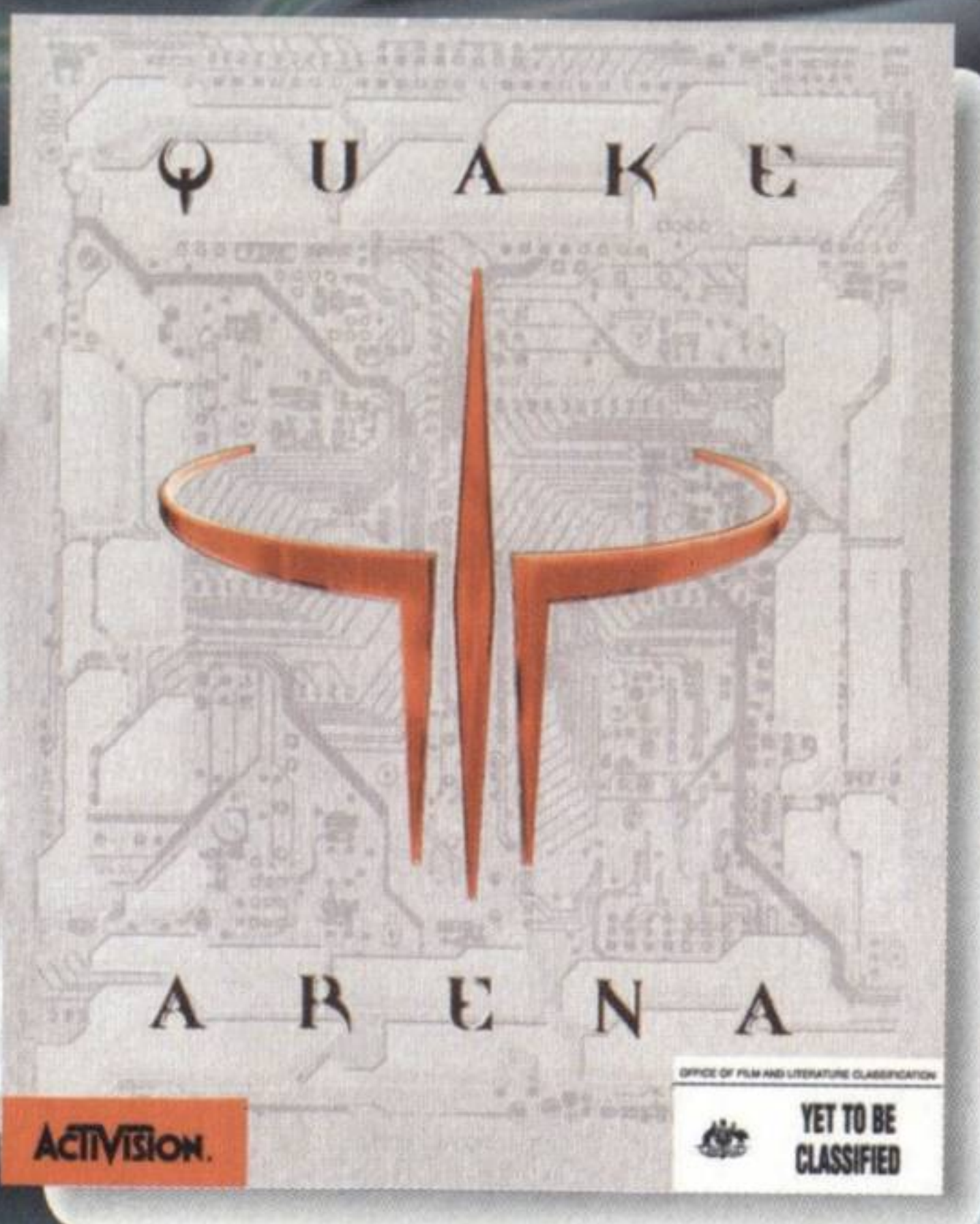
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HN20943

ine what it would score with the full english language version with english voices and different music and all the camera bugs fixed!

I know you had to get out the review before the Dreamcast comes out officially but I think you owe it to all of us gamers to fully review all Dreamcast games again. VF3tb and Sega Rally have both been put back to be improved upon. Blue Stinger has also been rectified. I bet DC games aren't the only games to suffer with import or pre production game reviews either. To put it simply, most of us gamers that buy your mag don't buy the Jap and USA versions of games that you review do they? No! Sonic easily will deserve a 95%. It's way more intriguing than Mario could ever hope to be. Nintendo should go with the whole Pokemon thing and piss Mario off. Mario is gay.

**FROM ADAM**

PS. Ok, I am perverted to want sex in a game. But wouldn't it be fun?

Dear Adam,

The differences between NTSC and PAL releases are usually very minimal, like camera glitch fixes and bug fixes which we take into account when playing through the game and don't affect the overall opinion of a game. Everything we review is approved by the games local distributors, so if they say it's okay to review it, we do. This usually means, they know the game

will hardly be any different when it gets locally released. There is no way that Sonic Adventure is worth 95%, with the English translation! We would never review a Japanese game that relied on a lot of knowledge of the language anyhow. Almost 100% of the games we review are from PAL code, it's just that sometimes we can't get a version of the game until it hits the stores, which means you won't get to know what we think until after it's been on the shelves for a month or more. If there's a difference in NTSC and PAL scores, it would probably only be 1-2% either way with the majority of games, and if it's anything major, we'll let you know. Also, keep in mind that many of you do rush out and buy these games on import, so our reviews are even more relevant in this case. P.S. Not if you're playing WCW Mayhem.

**PLOT DOES MATTER**

G'day Hyper,

I have to commend you on a great job every month ever since Chun Li graced your first cover. Indeed things are very different to how they were back then with games sounding, looking, and feeling much better. But unfortunately one thing that hasn't changed is the serious lack of originality in the plot to games. How many times must we be subjected to

the old story line of 'Aliens are invading Earth and you are the only one that can stop them!' scenario? Some games admittedly don't need a story as such (e.g. fighting games, any sport game) but for me personally being rewarded after a fight, space battle or platform jump with a little further insight into an original story is priceless. The need to see 'what happens next' makes games all the more enjoyable. But if the story is 'save the princess from the clutches of an evil man with a grudge' then it really sours the experience. Games like Final Fantasy VII, Starcraft and Half-Life have all had stories that are at least slightly different and have benefited from them. I'm not asking developers to write a Lord of the Rings every game, but at least they could try and give some of us gamers a little more originality in the plot.

**BOBRICK MANGOOFER**

P.S. Maybe a special on some of the great computer game stories?

Mr. Mangoofer,

We can thank FFVII and Half-Life for at least improving things for us. Their success has inspired most developers to start thinking about story a little more than they used to. Some upcoming games sound really interesting...

Vampire the Masquerade, Fear Effect, Perfect Dark...

P.S. Not a bad idea. Anyone else interested?

**GAMING PREJUDICE**

To Hyper,  
Hello. I just want to say something to all the people who keep repetitively paying out Final Fantasy VII. GET A LIFE! At school, all they ever talk about is the MA15+ games and the R games such as Thrill Kill, Duke Nukem, TTK, etc. When I say Final Fantasy VII could kick Thrill Kill's ass up into Hell, then to Heaven, then to France and back to Australia, they say "Oh but Final Fantasy's shit, all you do is walk around". I say "No, there's more to it than that", then they say, "Yeah you pull off all this magic fancy shit in all the million fights you're in", and I just give up. Like, whatta you do in Thrill Kill? Kill everyone? Sounds fascinating. It's like that Wu-Tang dude. Everyone reckons he's heaps cool cos he swears all the way thru the song, and I say "What about the Living End, Fuel?" and they all say "The Living End? Fuel? They're shithouse". So, the point of my letter is that you should try everything out and don't always go with the crowd.

PEACE OUT!

**RYAN WILLIS**

P.S. If you like Pokemon, throwing little balls at these little shitheads, get a life. Go buy a PlayStation and Final Fantasy VII or Alundra or something.

Ryan,

I was feeling sorry for you until you hypocritically started bagging Pokemon. Naughty!

## RAMBLINGS OF A MADMAN

Hyperactivate this letter — "It's evolution baby!",

I have been a subscriber to your magazine from the "mega" days of old to the "hyper" days of now, and I have witnessed something quite remarkable. Evolution. Firstly of the minds of the techno-magicians who create the new dreamy Playdolphins or whatever the next astute marketing manager decides upon to call it. Someone else has evolved to... the programmer (marketer). I marvel as I sit anticipating (expecting) to achieve new levels of entertainment (escapist) ecstasy upon arrival of the new polygonal wonderment. They are gods, no, social creators (destructors). And yet another comes crawling from the ooze of humanity's origins to be graced... the user. They now function in two worlds. In one they are real, the other is their own particular fantasy. Shut off from the world? Bah! This is the world. But alas... there is another organism, which has done so well before, but now fails and flops back into the cesspool of mediocrity because it is easier than broadening it's (limited) horizons. Call yourselves whatever you may and claim yourselves proficient to the world but you will always be victim to the simple, degenerate brutality of the few who call themselves society's champions. Let's hope Australia sees the light at the end of the tunnel and stops catering for the lowest common denominator, who always manage to turn this country from an paradisiac super-power to a conformist figurehead for lost potential. Me? I just sit back, take a deep breath and know I'm smarter. The ol' Super NES still rocks hard. The PC's a killer too (literally, they would have you believe). Why is it we are smarter about these things than they could care to have us believe? Please, hand me a weapon and I wouldn't know what to do with it. Hand them a computer game and I would bet you the same. Each to their own, as the old saying goes.

Good work lads.

**CURNADA**

Dear Curnada,

Nice letter (ramble). Stick it to the man (oppressor). We really hope (couldn't care less) you enjoy your new wheel!



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Dual Force Wheel.**

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**DESIRED REQUIRED**

Dear Hyper,  
I dig yer mag, and it looks great (even with staples). I recently discovered that I can no longer play many great games that are barely 2 yrs old. I've got a PC that's really neat, (and my chip is not a dorito!) yet games like Death Rally start sayin' "you need 8 megs of RAM to play this product" and I've got 64. Twinsen's Adventure (Relentless) turns around and says "Could not find video card". Shouldn't there be a way to make computers that lets you play all yer games and treat them like a big happy family?

1. Is the Dreamcast worth buying?
2. Is there an approximate date for the release of Homeworld?
3. Why is it that you guys rule and most people I know can't even find their butts even if you handed it to them?

Sincerely,  
**SPAZ**, the Marauding Butcher For A Limited Time Only (Note that Spaz is a state of mind)

*Hi there Spaz,  
Usually those computer errors when installing and playing a new game are issues with drivers. Make sure you've downloaded all the latest drivers for your hardware. Also check that you have the latest patch for the game you're trying to play. There are too many different hardware manufacturers and components for everything to function 100% successfully the first time around (although usually it does).*

1. *If there are games that appeal to you on it, yes.*
2. *It's out!*
3. *Because we have extensive knowledge of our butts, I guess.*

**GET A LIFE**

Dear Hyper crew,  
I haven't helped noticing that you guys probably don't have a social life. What I mean is that you guys sit on your lazy asses all day playing dumb computer games. Why don't you guys go outside and have a social life (get a girlfriend, take her to the movies, go to the pub with your mates, go to the movies, play sport) and get some ACTIVE friends.

No offense.  
**BEN BRIDGMAN**

*Ben,  
None taken. We all have partners, but of course, they don't get to see us much. Besides, computer games love us unconditionally.*

**SHODAN SPEAKS**

Hyper,  
I've just got a few questions about the mag.

1. Have you been reviewing Japanese games, or just using Jap screenshots in your mag? I ask this because both Dino Crisis and Everybody's Golf 2 both have Japanese characters in the screenshots.

2. Why did Wipeout get Game of the Month in front of System Shock 2? System Shock 2 scored 97! Don't get me wrong, as W3 is an exceptional game (I own it) and I have played the demo of SS2, and will be getting it as soon as I have some money to spend.

3. Also, System Shock 2 only got a 2 page review, don't you think it deserves more given the score?

4. I also don't think that your feature should have been called 'the Top 50 Games of All Time' as you included mostly series of games (e.g. Final Fantasy series), rather than individual games (e.g. Final Fantasy VII). I personally think that this would change the 'Top 50' quite considerably. For instance, Quake 1 and 2 would take up 2 spots and games like Sim City might not even get a position based on one game in the series. What do you think?

5. Is it illegal to download old ROMs such as Megadrive and SNES ROMs if you don't own the ROM? Not anything recent like N64, as that would obviously be illegal without owning the ROM. If it's illegal to download MD and SNES ROMs, I personally think that it's wrong and they should all be made freeware, because they are not in production anymore. Also, what are the odds of me being able to find a Chrono Trigger cartridge for SNES in Australia? Next to none.

Thanks for your time,  
**SHODAN**

*Shodan,  
Phew! Here goes...*

1. *See the letter "Pervert".*
2. *Wipeout 3 was Game of the Month because it was unanimously loved by everyone here in the office. System Shock 2 scored higher by our reviewer because he specifically loved it, but it's not the sort of game that EVERYONE likes.*
3. *We would love to have given it more room, but there were too many other games.*
4. *Like you said, giving a game's sequel it's own spot would have knocked out some very worthy games which needed to be mentioned. We thought that generally, the sequels were more of the same, so they could be lumped together.*
5. *Yep, it's still illegal unless you own the original cartridge. Heck, it's still illegal to download old Atari 2600 games unless you own them! It sucks, but some suit wants it that way..*



**WELL, WE'VE  
BEEN GOING  
ON ABOUT IT  
ALL YEAR...  
QUAKE 3  
ARENA. WILL  
ID SOFTWARE  
HAVE THE  
GAME  
FINISHED IN  
TIME FOR OUR  
NEXT ISSUE,  
JUST LIKE  
THEY  
PROMISED?  
MAYBE  
YOU'LL JUST  
HAVE TO WAIT  
AND FIND  
OUT...**

## FOR SALE

SNES & NES console. SNES with 2 control pads and Donkey Kong 1 & 3 and Mario Allstars. NES comes with 2 control pads and zapper gun plus Mario 1 & 3, Duck Hunt, Aussie Rules Football, the Flintstones and NES Open Golf Tournament. Both VGC. All boxed and with manuals. \$150 ono or swap for Nintendo 64 with 1 decent game. Call Luc (03) 9822 7031, 26 Chesterfield Ave, Malvern Victoria.

Sony PlayStation with 5 games — Crash Bandicoot 3, Motor Head, World Cup 98, Micro Machines V3, MGS 1 memory card, 2 controllers (1 dual shock, 1 standard), RF unit, disc carry case, 11 demo discs, Mad Catz steering wheel and 24 PSX mags for the price of 2!) All for only \$430 ono. All games with covers and booklets. Call Joset on (02) 4787 9173. Blue Mountains only please. Or e-mail [jedda@pnc.com.au](mailto:jedda@pnc.com.au)

PlayStation — Resident Evil, PC — Men in Black and Heavy Gear. \$25 Each. All in good condition. Call Richard on (03) 6263 7116.

Nintendo 64, 4 controllers, expansion pack, memory card, carry cases for games and consoles — \$200 the lot. Phone Paul (02) 4271 5162. Wollongong only.

N64 console, 2 controllers, ram pack, rumble pack, memory pack, RF switch, F-Zero, Goldeneye, Turok 2, NHL 98, controlle extension cord. Worth \$577 new, sell \$360 ono. Call Chris in Perth on (08) 9386 1639.

Nintendo 64, 2 control pads, 1 memory pack, 1 RF switch and RF modulator. WCW/NWO Revenge Mario and NBA Courtside. All in good condition boxes. Will sell for \$280 ono. Phone James on (08) 8371 2438. Adelaide.

N64, 2 control pads and WCW/NW O Revenge. Good condition, Must sell. \$100. Phone (02) 6642 1088. Ask for Boyd.

N64 games: Zelda — \$50, F-Zero \$50, World Cup 98 — \$45, Diddy Kong Racing — \$25, Mario Kart — \$20, Wave Race — \$25 or will

swap for Super Mario Bros Deluxe. Must live in Gold Coast area, or be willing to send game/money first. Call (07) 5539 3361 and ask for Ben.

Official Nintendo Steering Wheel, Rumble Pack compatible brand. New with box \$70 or swap for Mario Golf N64 Super Smash Brothers or any good N64 game. (Sydney Metro Area). Phone Doug on 0419 278 886 or e-mail [douglas.ross@corpmail.com.au](mailto:douglas.ross@corpmail.com.au)

ASCII Wheel (Steering Wheel) — \$110 or will swap for a good N64 game(s). Brand new, still in box. Call Luke Pickett, Lancefield VIC (03) 5429 1871.

Flight Simulator 98 and Australian Scenery 2 for \$40. Bathurst 1000 Touring Cars \$25. Call Brendan on (08) 9398 7400 between 3.30 and 6.00 weekdays. Perth only.

PSX games — 'Metal Gear Solid' contains two game discs, as new as can get, was for rrp \$89. Will sell for \$65 ono. Includes manuals. Also Ace Combat 2 was for rrp \$69 — Will sell for \$40 ono. As new condition. Call Reece after 6pm on (02) 4654 5407.

Rapid Racer for PlayStation. Extremely good condition \$25, will swap from another game. Call Phillip on (02) 6552 7463 or e-mail [hood@one.net.au](mailto:hood@one.net.au)

Sega Saturn with 2 control pads and 3 games: Parodius, Street Fighter Alpha 2 and D. Excellent condition, all boxed with instructions — \$90. Phone (02) 4333 3545 (9 to 5).

Sega Saturn, 2 controllers, 8 games including Virtua Fighter 2, Manx TT Superbikes, Virtua Cop 2, Sonic R, Die Hard Arcade, Virtual On, Dark Savior, and The Story of Thor 2. All in good condition with boxes and manuals — \$250. Will not sep. Phone Gavin on (03) 9746 1574. Melton area.

Sega Mega Drive 2, Sega Master System 2 converter, 2 cordless controllers, 1 normal controller, 1 six-button controller, 1 joystick and 27 games!!! All but 2 games boxed with instructions, all in

perfect condition, desperate sale. Asking price only \$140 ono. Ring Chris between 4 and 8pm on (02) 9558 3720.

Sega Dreamcast with 2 controllers, adapter and 6 games. You can still play your PAL games on this system with a converter, out now. \$600. Call Jacob in Perth on (08) 9443 3441.

Dreamcast games for sale — Tokyo Highway Battle (Jap), and Airforce Delta (Jap) \$60 each or \$110 for both of them. Actually I'm looking for Evolution (Jap) and Blue Stinger (Jap) Will swap for these games. Call Yudi on (02) 9662 0527 after 5pm or e-mail me at [cyber79@tig.com.au](mailto:cyber79@tig.com.au)

## SWAP

Will swap Burning Rangers for Sonic Jam. BR is in good condition, SJ must be as well. Phone (02) 6642 1088. Ask for Boyd.

## WANTED

Commodore 64 with a copy of Spy vs Spy. Has to be in good condition with everything. Will pay up to \$30 COD. Call Michael on (08) 9244 7331.

I am desperately seeking Super Mario Kart for the SNES. Game must have box and instructions that are in very good condition. Prefer to pick up from the Sydney/Newcastle area. Will pay top dollar for this game, Call Rod after 6pm on (02) 4392 8498.

Multi-Tap wanted, will pay \$20. Call Phillip on (02) 6552 7463 or e-mail [hood@one.net.au](mailto:hood@one.net.au)

Sony PlayStation games, DiscWorld 1, Parasite Eve. Will pay COD. Phone Jason (08) 9721 1154. WA.

Sega Saturn in good condition with two control pads and games: Daytona USA, Street Fighter, Vandle Hearts and Sonic. Must have instructions and boxes. Melbourne residents please contact Ian after school hours on (03) 9439 1039.

Satum games wanted: Metal Slug 1 or 2, Shienryou, Cotton 2 and other Japanese shooters. I

also require a converter that will run Japanese Marvel vs Street-fighter properly. You won't believe how much I am prepared to pay! Call Jason anytime after 6pm on (02) 6291 5293.

Sega Saturn games and 3D controller pad. Fighters Megamix, Last Bronx, Manx TT Superbikes, Mr Bones, Panzer Dragoon Saga, Sonic 3D Blast and Streetfighter Alpha 2. Must be boxed with manual and in good condition. Also looking for a copy of King of Fighters 95 for Sony PlayStation. Contact Carlo. (07) 3899 9857 or e-mail [yoshimyu@ozemail.com.au](mailto:yoshimyu@ozemail.com.au)

Desperately in need for: Atari Lynx II portable game system with games. Also searching for Sega Genesis Noma portable games system. Will buy for reasonable price. Call Reece on (03) 5782 2528.

Streets of Rage 2 for Sega Mega Drive and Sega Hand control three button in good working order (Sydney Metro Area). Phone Doug on 0419 278 886 or e-mail [douglas.ross@corpmail.com.au](mailto:douglas.ross@corpmail.com.au)

Sega Game Gear TV Tuner Adapter desperately wanted, will pay top price. Also Billy Madison and Bulletproof, original copies on video. Phone Leigh on (08) 8396 1377 or e-mail [greenday0182@hotmail.com](mailto:greenday0182@hotmail.com) SA only.

## PENPALS

Hi y'all, I am a gaming gal who wants M/F penpals! I'm into Nintendo, Pokèmon, Neon Genesis, rollerblading, music and having fun. If I'm interesting enough for you, send me your stuff to; Lia Oyarzun Block 6/7 Walsh Pl. Curtin ACT 2605. Response guaranteed to all kick ass letters.

Pokèmon Rules!!! Right? Then write to me! I am a 12 year old boy who has ISO Pokèmon and is the Vice President of the official Pokèmon Club US, but I live in OZ. If you love Pokèmon, then write to John, The Pokèmon Master at 11 Wau St. Mount Isa QLD 4825. I am also on the committee for the Official Pokèmon World Magazine for 2000.

Hi! I'm Rohan, I'm 12, almost 13 and am wanting a 13-14 year old girl penpal. I live in Orange and would preferably like someone who lives near there. I like the PlayStation and computer. I love rugby and bike riding. Write to Rohan Marris, 10 Banksia St. Orange NSW 2800. PS Please send a pic.

PSX Rocks!!! Hi, My name is Harry and I love Powderfinger, Regurgitation, T.R. 1, 2 & 3, Rugby Union and A.F.L. I own a PlayStation, Gameboy and PC. Looking for a M/F penpal aged 11 — 15 (preferably F). So if you're into the stuff that I am (or not), drop me a line at Harry Edwards, 5 Water St. Ulverstone Tasmania 7315 or e-mail me at [hazzmanbq@hotmail.com](mailto:hazzmanbq@hotmail.com)

Hi, I'm Corey. I'm 23 yrs old and am looking for M/F penpals aged 18-25 who like alternative music, gaming on the psx and who love to party. Pls send to C. Bell, 23 Nicholson St. Warrnambool VIC 3280

Attention all girls in Adelaide between 11-13. I am seeking a female who likes just about anything! I'm 12 years old and I own a PlayStation, N64 and PC. Write to Matt at 33 Alderman Ave. Seacombe Gardens Adelaide 5047. Send a photo if you want to.

Yo! My name's Junior. I'm looking for a penpal (M/F) aged 9-12. (I'm 9), I'm into games such as Zelda 64, Goldeneye 64, South Park 64, Star Wars Episode 1 Racer and Grandstream Saga and FFVII. I'm a proud owner of a N64, an SNES and a PC. I'm a huge RPG fan, so drop me a line. We can be penpals, or even chat on the phone. If interested, send a letter to 7 Edge St. Murarrie Brisbane QLD 4172 or ring 3890 3486. All letters will be answered.

Attention Anime fans! My name is Lawrence and I am 14. I like most anime and manga, RPG's (eg FFVII, Parasite Eve), Fighting games (eg KOF '98, Tekken Tag), movies and music. Anyone between 12-14 who likes the same kinda stuff, write to 3a Five Crown Grove, East Doncaster VIC 3109. (All letters receive a reply).

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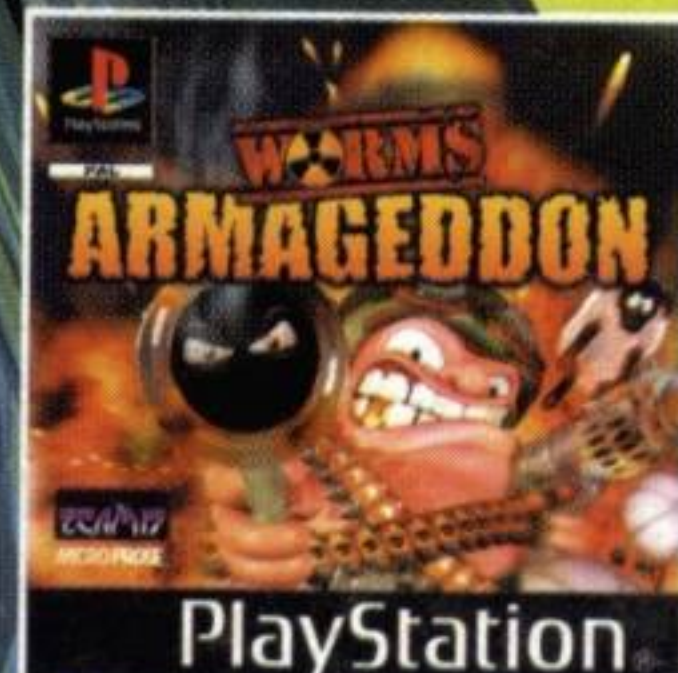
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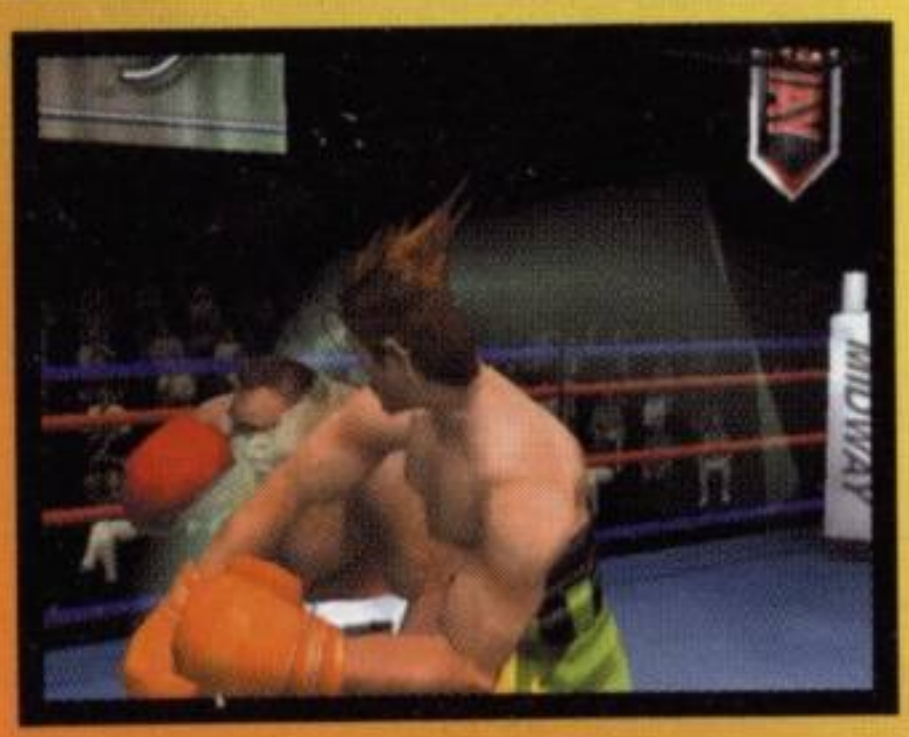


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