

HYPER X

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A SEGA DREAMCAST

SEPTEMBER 99



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TV-RALLY 2

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rally race pack



The Future of Console Gaming

DREAMCAST

Mega launch guide to Sega's Dream-Machine!

- All 12 launch titles exposed!
- The Dreamcast silicon explained!
- Every controller & peripheral rated!
- Amazing Internet capabilities tested!
- What does the future hold in store... ?

House of the Dead 2



Powerstone



▲▲▲ Every Dreamcast Game Featured! ▲▲▲

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This could well be Sega's last throw of the dice. It's do or die for them now, but their hopes are looking up with the awesome Dreamcast. Complete breakdown on the machine, the peripherals, the launch titles and all other titles in development.

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64 SHADOW MAN -
FULL REVIEW

Acclaim continue their all-format brilliance with Shadow Man, one of the darkest, nastiest games to date. Full four page review on the N64 and PC versions.



38 POWERSTONE & HOUSE OF THE DEAD II DREAMCAST REVIEWS!

This month we review five of the Dreamcast launch titles, including the outstanding Capcom fighter Powerstone, and Sega's arcade smash House of the Dead II.



Powerstone

House of the Dead 2 ☺



PRESS START BUTTON

**ISSUE
71**
September 1999

Editor: Dan Toose
Art Director: Brooke-Star Elliott
Deputy Editor: Eliot Fish
Publisher: Jim Flynn

ADVERTISING

National Sales Director: Steve Watson
Senior Advertising Manager: Julie Ann-Kwok
Sales Executive: Kylie Evans
Advertising Production Manager: Emma Beck
Ph: 02 9699 0333
Fax: 02 9310 2012

Production Manager: Melissa Doyle
Circulation Director: Mark Rogan
Group Accountant: Mick Molloy
Managing Director: Phillip Keir
Subscriptions Enquiries
ph: 02 9699 0319
Fax: 02 9699 0334
email: subs@next.com.au

CONTRIBUTORS:

Kevin Cheung, Eugene Chew, Adam Roff, Hugh Norton-Smith, Singe Graham, Adam Duncan, Jackson Gothe-Snape, Nick O'Shea, Simon Foxe, Cam Shea, Tim Levy, Michael McCallum, Narayan Pattison.

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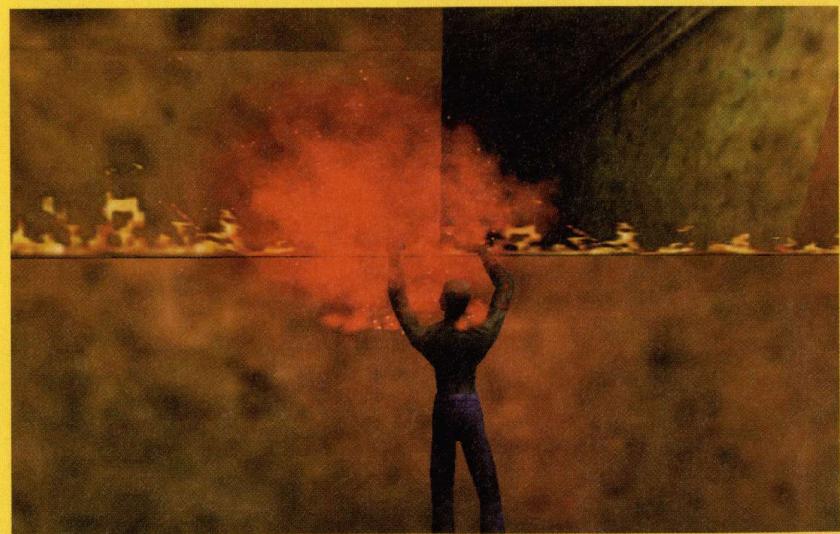
WRITE TO HYPERI
78 Renwick St,
Redfern, NSW 2016
Fax: (02) 9310 1315
E-mail: freakscene@next.com.au

ALL ENTRIES CLOSE AUGUST 27TH 1999

Whether you own a Nintendo 64, PlayStation or a PC, Shadowman from Acclaim is a nice piece of work. Atmospheric, spooky and bursting with otherworldly action. Shadowman is a real trip to the darkside... or the deadside to be exact. Acclaim here in Australia have agreed to part with eight copies for either PC, PlayStation or Nintendo 64 (you must specify on your entry) to a bunch of very lucky readers, so get in quick before they're all gone. That's EIGHT copies of SHADOWMAN thanks to ACCLAIM! You won't find this many copies of the game available to win in any other mag. To be in with a chance to grab yourself a copy, answer us this tricky question... In the game, Shadowman, who designed the Asylum?

Put your answer on the back of an envelope, with your name and address, and post it away to:
Videogame Voodoo, Hyper, 78 Renwick St, Redfern, NSW 2016.

SHADOWMAN



WIN WIN WIN WIN

V-RALLY 2

Shredding it's way through the other PlayStation games this issue is V-Rally 2 from Infogrames, and it's pretty hot property. Bursting with different play modes and a slick Track Editor, this is a Rally game dreams are made of. Ozisoft have been generous enough to offer us two exclusive V-Rally 2 Packs to giveaway to some of you potential rally masters. Each pack contains a copy of V-Rally 2 for PlayStation, a sleek Peugeot backpack and a cool Peugeot t-shirt. Sweet! To nab yourself one of these fine packs, see if you can deduce the answer to this question... What sort of car was it that Eliot used to win the Championship? You may need to read our review again to find the answer...

Put your answer on the back of an envelope with your name and address and send it to:
I Rally Want to Win, Hyper, 78 Renwick St, Redfern, NSW 2016. Vroom!

WIN WIN WIN WIN WIN WIN



Shadow Man



Iguana offer us Shadow Man, a 3rd person action adventure title with a much darker edge than this genre has seen before.

I look back on my trip to England last year where I met the development team at Iguana that were working on Shadow Man, and recall a very promising looking game with an engine and game concept that looked like it could break away from the generic mould of 3rd person action adventure titles.

Shadow Man starts off being somewhat confusing, but just a touch of perseverance helps unravel the game's rather interesting plot. You are Mike LeRoi, current holder of the title of Shadow Man. Your role is as sort of "keeper of the peace" in "Deadside", the place all things go once they die. Your powers allow you to travel back and forth between Liveside (our world) and Deadside at will, but in the later, you are a far more powerful force for your adver-

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A DISAPPEARING
POINT."**

saries to deal with. These abilities of yours make you the only person capable of stopping the plans of the entity known as "Legion" (Exorcist fans will get it), who has set about starting armageddon, using five serial killers to set up gateways between Liveside and Deadside. His plans really kicked in when he hooked up with Jack the Ripper back in 1888, and "commissioned" him to create a special building the Asylum in Deadside. Your task is to prevent Legion's plans

from coming to fruition, which involves many trials, quests and a few nasty plot twists along the way.

BEAUTIFUL VOLATILE VISUALS.

Those of you who read the feature we did on Acclaim back in the June '98 issue

may recall talk of the VISTA engine that Iguana have developed for Shadow Man. This VISTA graphics engine is very smooth, and boasts an ability to pretty much ignore worries of popup with a disappearing point. I got the feeling the engine wasn't really pushed that hard by the map design, with very few areas really being both open and complex at the same time (though there are some open and yet simple areas that are mind boggling), that you could assess just how powerful it truly is, but regardless, the game looks great.

Stepping out in front of the Asylum (big nasty building built by the bad guys) for the first time has an awesome amount of impact, and throughout the game from that point on, you are continually finding yourself in wonderfully designed locations that truly convey a sense of immensity, horror and insanity. Also of note is that "organic" environments in this game come off far bet-

WHICH PLATFORM HAS THE BEST VERSION?

The answer to this question is quite elusive, which is uncommon, since most games tend to suit one system better than another. The memory expansion pak for the N64 offers beautiful hi-res gaming, but it does suffer a frame rate hit, and in some situations, being in low-res is easier to play. The PC version can benefit from 3D accelerators, and thus looks the best, but didn't seem to control quite so well. Bottom line, Shadow Man is a great game on either system. We'll review the PlayStation version once code is available.

ter in this game than in titles such as Tomb Raider 3, which are really still using a dated tile based system.

Creature animation is very good, and there are all sorts of nice special effects thrown in, such as beams of light breaking through the dying bodies of the hellish creatures of Deadside. If you like fleshy explosions, Shadow Man throws enough gibs around to keep macabre folks like you happy.

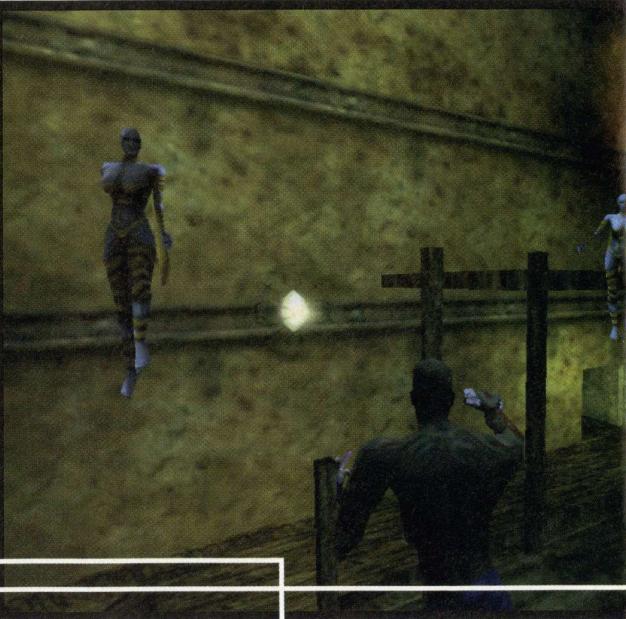
The only possible gripe with the visuals would be that in the cut scenes, the textures on the characters who are speaking just don't look anywhere near as con-

vincing as the environments around them

Part of the tour of the Iguana studios at Teeside included popping into the sound suite, and I recall listening to recordings of both music and zombie groans. The music sounded great, but the groans sounded rather odd (albeit hilarious), however in the game it has all come together very nicely. The chilling music and horror-movie-esque sound effects all add to the visual doom and gloom to ensure the atmosphere never lets up.

Shadow Man has progressive increases in depth of gameplay that kick in as you play through the game.

STAND BACK OR THE GHOULIES GET IT!





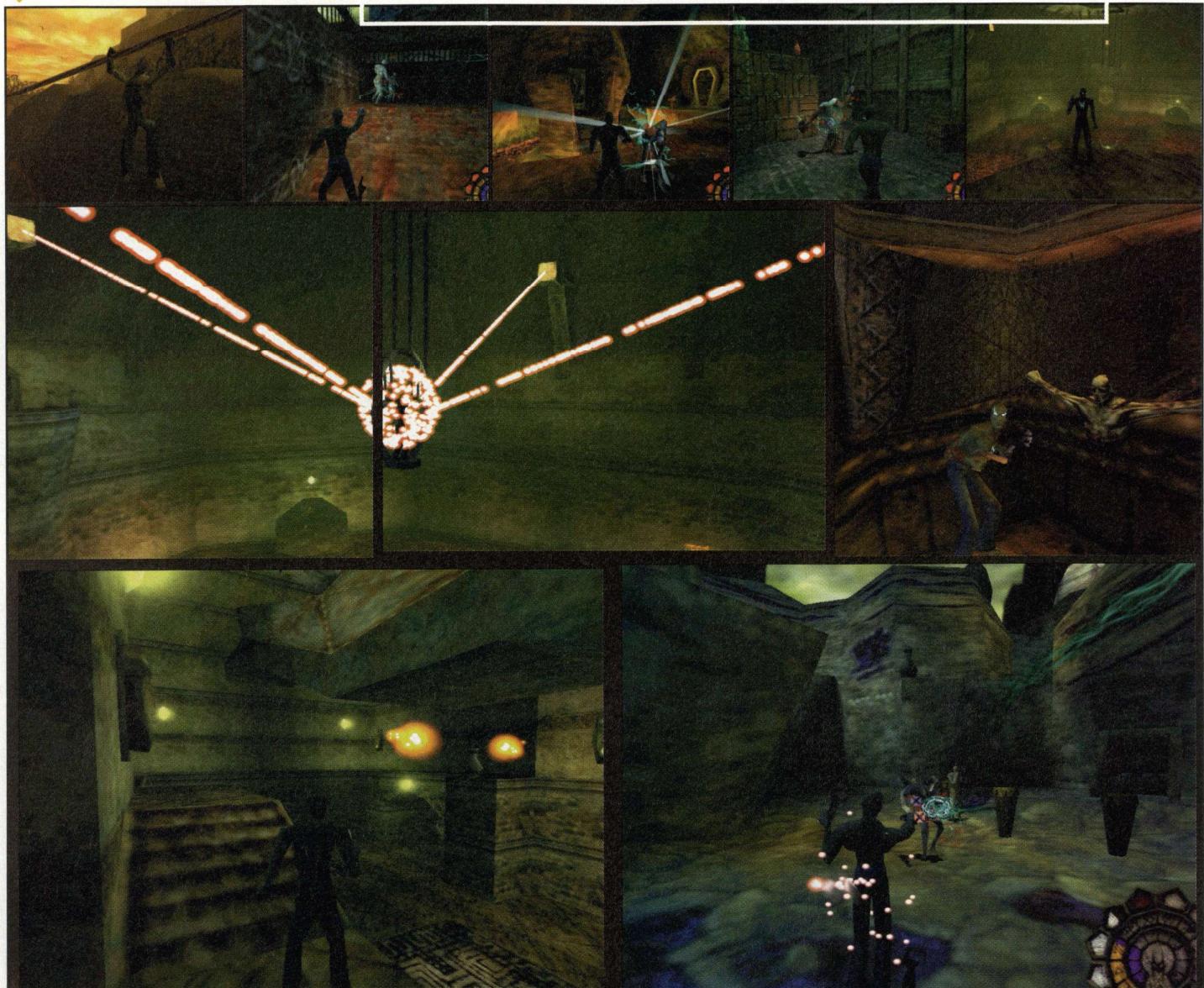
I DON'T SUPPOSE WE COULD TALK THIS OVER?



SYDNEY MONORAIL CIRCA 2002



THANK GOD FOR UNDERARM DEODORANT



A DIFFERENT POINT OF VIEW

The game allows you to go into a sniper mode, which allows you to look around in any direction, just like in the Tomb Raider games. The difference here is that while in this mode, you can use the weapons you have in your hands to take out enemy nasties. This is the only way to look up and down, which helps make keeping things in control when moving much easier on the N64, but PC owners will wish they could look around like this all the time with the mouse. There is also the ability to move the camera around Shadow Man, which is great for looking over your shoulder (erm, yeah), and helping video game journalists to take screenshots that look different.



This not only makes things more interesting as you go, but is perfect for ensuring novice gamers can have new moves introduced to them gradually, so the task of absorbing everything isn't so daunting.

A large part of the game is about collecting "dark souls" which make Shadow Man more powerful, allowing him to breach gates he comes across. Different gates require different amounts of dark souls for you to get through, which is a quality similar to games such as Super Mario 64 (collecting stars to get through certain doors).

There are some excellent ideas implemented in how to unlock new areas of the game in conjunction with gaining new abilities for Shadow Man, like making his body immune to fire, bit by bit. Impressive also was that use of these new abilities is intuitive. In one instance I came to a pipe over lava that had a large pipe exhaust coming up out of it that was too hot to touch. Once my arms were immune to heat I was able to grab onto the rim of the cylinder and shimmy

around the outside of the curved pipe, a simple idea, but we had yet to see it in a game.

GET YOUR HAND OFF IT!

Amongst all the fiction is some reality thrown in. If you're shimmying along a rope and you get attacked, you can't fight back unless you stop moving, hold on with one hand, and draw a weapon with the other and

fire away. You can assign an item to each hand, and put them away at your leisure. Basically, the game never lets you do too much at once, which is good. You can however do things like roll to the side whilst firing your weapons, so evading and attacking at once is possible.

No game is perfect and Shadowman has room for improvement in a few areas. With an action title, it's important to have fast responsive controls that let you do exactly what you want, when you want. In most circumstances Shadow Man's controls are fine, but they're not as fast or as responsive as you'd want in combat as existing 3D

action adventure titles such as Heretic 2, which allowed very fast, precise analogue control. The controls are adequate, but mouse sensitivity is not high enough for playing the game as a keyboard/mouse title on PC, which bugged me, and will bug other PC gamers. The game is best played with a control pad, making it game more suited to consoles when it comes to control.

TELEPORTIN' TED

The only other sore point with the game is that although the teddy bear you carry allows you to teleport to a certain locations you have previously visited in an instant, there are times when the nearest teleport point is still quite a way from a gate you now are powerful enough to get through, and thus force you to backtrack through an area with all the monsters back to slow your progress again. This could have been totally eliminated with more "checkpoints". Not a big problem, just a point that could have been improved a bit.

Shadow Man is a refreshing breath of stale air with the sweet smell of decay thrown in. Iguana have shown a fantastic ability to put atmosphere into an action adventure title, which most 3rd person action adventure titles lack

YOU'RE NOT ALONE

To help you understand what you should be doing, you have two friends giving you instructions or opinions on the situation at hand. Most helpful is Nettie, your current piece of fluff (okay, maybe it's deeper than that), whom is a voodoo lore expert and pretty much tells you what you should be doing within the game.

Nettie cannot go Deadside though, so you can get advice from Jaunty, an Irish snake (intentional irony) who guards the Marrow Gates. He tends not to be of much use, but is amusing nonetheless.



SO... HOW ABOUT IT?

rather badly. The above mentioned gripes with this game did not stop me from wanting to keep playing, and considering that the puzzles aren't quite as intricate as in other games, it really speaks volumes for how much of a factor atmosphere is. Hats off to Guy Miller and the lads at Teeside for a sterling addition to my games library.

DAN TOOSE

AVAILABLE:	Now
CATEGORY:	Action Adventure
PLAYERS:	1
PUBLISHER:	Acclaim
PRICE:	\$89.95/\$99.95 (PC/N64)
RATING:	MA15+
REQUIRED:	P166, 32MB RAM
DESIRED:	P2-266, 64 MB RAM, 3D card
SUPPORTS:	Rumble Pak, Memory Expansion (N64)

PLUS

An interesting plot.
Gripping atmosphere.
Plenty of longevity.

MINUS

Occasional backtracking frustration. Could have had slightly better controls.

VISUALS SOUND GAMEPLAY

91 88 90

OVERALL

90

Very few dark horrific games come off well, but Shadow Man is definitely one of them.



SHADOW MAN TAKES AN ACTION NAP!