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Killer multi-hit
combos revealed!

BEST-SELLING NINTENDO MAGAZINE

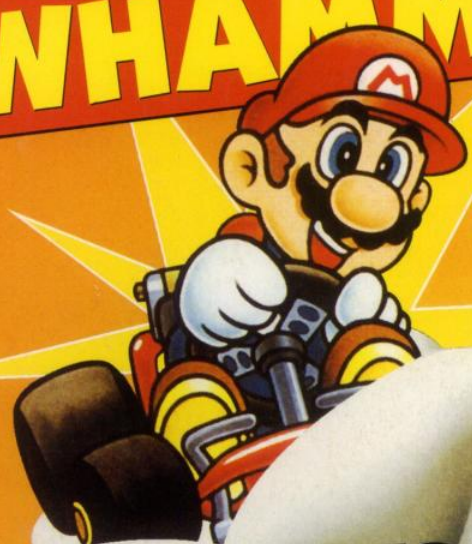
Nintendo®

MAGAZINE

JUNE #45

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SUPER MARIO KART®

**Burn rubber with our
sizzling N64 preview!**

SUPER MARIO 64

**Stunning new pics and
amazing game info!**

EXCLUSIVE!! WORLD EXCLUSIVE!! WORLD EXCLUSIVE!!

WAVERACE 64

64-bit surfing action ahoy!

GOOD SPORT!

Olympic Games goes for Gold!

PLUS!
Toshinden GB
Bomberman 4
Dragonheart
Tetris Blast



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ENTERTAINMENT SYSTEM

NINTENDO 64

Nintendo

KILLER INSTINCT

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CUTS THROUGH ANY DEFENCE

The nation's top arcade sensation finds its way kicking and screaming onto the Super Nintendo Entertainment System. All the arcade action is here with the most stunning graphics yet seen on the 16-bit format, providing unstoppable game play in the most advanced fighting game to arrive on the Super NES.

"Forget platforms like the Saturn or the PlayStation, this is on the SNES and it's fantastic."

96%

Dave Perry on **GAMES MASTER** (TV SHOW)



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IN PACK

OUT NOW ON SNES & GAME BOY

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LAP 1/3

07'11
TIME 00' 07'11

SUPER MARIO 64!!

THE PLUMBER COMETH - AND HOW!!

It's **WORLD EXCLUSIVE** time again as your favourite Nintendo Bible brings you a veritable testament full of brand-spanking, never-been-seen-on-planet-Earth Super Mario 64 shots. Turn with trembling trepidation to page 10 and gasp at the graphical greatness and power of the Nintendo 64! Hallelujah!

PAGE
10

World
Exclusive®

NINTENDO 64

SUPER MARIO KART R!!

GET KART-R!! SUPER MARIO KART SKIDS IN!!

Oh yes indeed, my little Mario-nettes, not one Nintendo 64 indulgence, but two as the gospel according to Saint NMS lifts you from a gaming wasteland and delivers you into the cool 64-bit oasis that is Super Mario Kart R. Turn to page 12 and witness the majestic glory of our all-revving, all-skidding **WORLD EXCLUSIVE** new shots!

PAGE
12

WAVERACE 64!!

EVERYONE'S GONE SURFIN' NMS!!

The **EXCLUSIVES** continue as we take to the seas and bring you brand-spanking, all-new, all-shiny shots of the Nintendo 64's aquatic surf-em-up! Swim to page 13 and check out our fabbie preview! You won't believe how it's changed...

PAGE
13

TOSHINDEN ON GB!!

IT'S A FIGHTING FEST - NO TOSH!!

Behold, beat-'em-up fans - Toshinden is here to wear your pad-fingers to the bone! Turn to page 28 and punch your way through another **EXCLUSIVE** from the World's best Nintendo magazine - you'll kick yourself if you don't read up on this fabulous fighting feast!

PAGE
28

PAGE
18

NICHIMEN GRAPHICS!!

NINTENDO 64 SNEAKS INTO UK!!

'Tis true, Nintendoids - the might of the N64 has swept across the UK and taken a drag on 240V in a very British stiff-upper PAL style! You see, Nichimen Graphics had an N64 emulator and a rolling demo tucked away in a corner at the recent ECTS show. As usual NMS sniffed it out and are able to bring you the full lowdown on the company responsible for the N64's development tools.

TIPS!! TIPS!! TIPS!!

MORE TIPS THAN HACKNEY COUNCIL!!

We don't just give you eager game-voles mucho tips, we thrust them upon you and shove right down yer undercrackers! This month we've got the definitive guide concerning all things Killer and Instinct and, er, Two, including some of the biggest, hugest, hardest combos this side of an arcade board! Also, forget any probs you might have had with Megaman X3 or Breath Of Fire 2 because we've cracked 'em like so many eggs! Crank yer carts to page 45 for the full SP.

PAGE
20

OLYMPIC SUMMER GAMES

A BETTER PACKAGE THAN LINFORD'S!!

Grab hold of yer package and adjust those tight lycra shorts, game-lets, 'cos Olympic Summer Games is about to burst through the ticker-tape and take Gold on your Super NES. At the sound of the starter-gun sprint to page 20 and hurdle through our **EXCLUSIVE** review. On your marks...

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We regret to say that cover-mounted gifts and promotions are not available to our overseas readers. Soz!

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Nintendo®

PEOPLE SYSTEM



Excitement is reaching fever pitch here on NMS. You see, we're all about to jet off to the Electronic Entertainment Expo in America, where Nintendo will be unveiling the N64 to our burger-munching mates across the Big Pond. It's hoped that there will be up to 10 games playable there, and we're itching to get our hands on 'em. Of course, we'll tell you all about the trip and what we saw next month, but in the meantime feast your eyes on not one, not two but THREE (count 'em) N64 exclusives, full of shots you won't have seen anywhere else before! Plus we've got exclusive reviews of Olympic Summer Games, Power Piggs and Sink or Swim on Super NES, as well as Olympics and Toshinden on Game Boy. Enjoy – and until next issue: bon voyage!

DAVE

FABBIE FANZINE FLURRY! RETROGAMER

More fanzines! First into our pad-worn fingers was the third issue of Retrogamer, the excellent look back at videogame history by Keith Ainsworth. In this month's issue your £1.50 will get you Part 2 of a brilliant reflective examination of all things Nintendo. There's also some top stuff on old Atari systems and some nice tit-bits about the Speccy. For more info on this worthy fanzine contact Keith at: RETROGAMER, 52 Kingfield Road, Orrell Park, Liverpool L9 3AW. Oh Keith, thanks again mate and keep 'em coming.



EDD'S GAMES

Edd's mag is completely self-styled and aimed at the younger gamer. It's full to the brim with top features, including a piece dedicated to the naming of Nintendo characters and there's also an article concerning Super NES and GB peripherals. Anyone interested in paying the 90p it costs to get their mits on a copy of Edd's enthusiastic fanzine should write to him at Sub's and Edd's Mum's, Lansdown, Roman Road, Hereford HR9 9QW. Nice one, Edd – we hope Issue 2 has as much effort put into it.



NINTENDO PEOPLE SYSTEM

This month we're all off to the biggest computer show in the World. It's called E3 and it's held in the City of Angels. Trouble is we've got to fly there, and if it's anything like last year...

DAVE "OI - CAN I 'AV YER ROLL?" UPCHURCH

Our leader practically shoved his way onto the jet so he could get at the free peanuts. Such was his appetite for the in-flight meal that he started stealing food from the other passengers. And clammering for more nosh, he bit off one of the hostesses' fingers. Court case pending!
IN-FLIGHT GAME
Toshinden on GB



PETE "TOILET VOYEUR" BARRELL

Pete hates flying so much that he spent the entire flight in the Khazi, white as a sheet. Trouble was that every time any other passengers wanted to use the loo, Pete refused to budge from the toilets and insisted on sitting beside the plopping passengers. Another arrest!
IN-FLIGHT GAME
Toshinden on GB

SIMON "I LOVE YOU, AIR-GIRLY!" CLAYS

Simon took advantage of the flight's free booze policy. Three hours into the flight he so full of lager that he



was chasing the hostesses, shouting "I love you!" In LA he was duly arrested.

IN-FLIGHT GAME
Olympic Summer Games

SHAUN "NOT-SO-SOFT ROCK!" WHITE

For some reason Shaun was under the impression that he was going on a US tour. Thus our metal freak went on the rampage, ripping up seats and biting passengers. Another States-side jail-bird!
IN-FLIGHT GAME
Puyo Puyo 2 Remix

CHRIS "VOMIT CHOPS!" HOBBS

Chrissy-boy has never been abroad without his



Mum and forgot his travel pills. Half-an-hour in Chris threw up all over the lady-in-front! He then regurgitated bile every 20 minutes! He wasn't actually arrested – just very messy!

IN-FLIGHT GAME
Olympic Summer Games

PHIL "WATERY GRAVE" DAWSON

The Cracker wandered into the luggage hold. Thinking he'd found a loo, he opened the rear of the jet and fell out the back. Some 38,000 feet later he fell headfirst into the drink – fortunately where there's no sense there's no feeling!
IN-FLIGHT GAME
Killer Instinct II



RATINGS GUIDE

90-100



ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS. You're in a Super-Upper-Snob Class equipped with an on-board jacuzzi, a live band, a Nintendo 64 with twenty games, and a cool babe massaging you with special Mario 64 bath oil!

80-89

This is pretty luxurious stuff. The meals really tasty and you get loads of pop as well. Okay, it's an 11 hour flight, but there's a Super NES built into your seat and the hostesses are real foxes!

70-79

This is a nice smooth flight with plenty of food and wine. It's not brill but you get plenty, and the girly in front's not bad. Ding-dong!

60-69

Alright, so you're at the back and directly in line with the engines, but the food's good and the big screen's playing a cool movie.

50-59

Cramped! Crikey, you're like flippin' sardines in here! Alright, so the food's crap, but at least the plane sounds like it's gonna make it most of the way!

40-49

These Soviet-built jets don't 'alf make a funny noise. That's fair enough though, but having to sit on a tea chest for 10 hours – youch!

30-39



GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS! Travelling to the States in a crop-duster, this can't be so? As you climb aboard in your Biggles outfit the engine splutters to life and you realise what 'Budget Class' really is!

20-29

Your faith in Crash Air is weakened when the pilot comes out and asks: "Does anyone know what an altimeter is?"

0-19

Your worries are confirmed when the Grim Reaper appears with your in-flight meal. GET OUT!!



Nintendo®

NEWS NETWORK



MORE POWER TO YOUR POCKET!



Don't grip this page too tightly when you hear this news game-droids, but Nintendo have announced an all-new version of their much loved Game Boy! Called the Pocket Game Boy, it's a slimmer, lighter version of its older brother and features a new 'active matrix' screen which, while still black and white, apparently prevents annoying screen blur or white-out under the Sun's glare. The Pocket Game Boy is expected to retail for the same price as the Game Boy and already has a range of exclusive titles lined up for its release. Expect shots of the machine next month in your all-singing, all-dancing NMS!

Meanwhile, cast your minds back to NMS#43 and the rumours concerning a 32-bit handheld colour GameBoy. Well, it's time to twitch with excitement 'cos it looks like the rumours have more substance than previously imagined! It's all very 'Top Secret' at the moment, but our spies did manage to establish that the project is code-named Atlantis and the system will use technology developed by Advanced RISC Machines in Cambridge, right here in the UK! They currently produce the fastest in long-life microcontrollers in the world and have just developed the ARM7100 which also incorporates an LCD controller. Enough clues or what?

CHESS-T A MINUTE!

We have to be honest and admit we haven't got a flippin' clue what Saikyo Habu Shogi is all about. But one thing we do know is that you'd have been absolutely livid with us if we hadn't told you all about one of the N64's release titles. Shogi is an extremely popular Japanese table game that plays pretty much like chess, and apparently the N64's amazing number-crunching power makes it the perfect vehicle for this Oriental pastime. However, we don't think you should worry too much about learning Shogi philosophy, as the game's unlikely to see light of day in Europe. And given the dreary look of the screenshots, we don't think you're going to be missing much.



ARRIBA! ARRIBA!

Speedy Gonzales, the fastest mouse in all Mex-hico, is bounding back onto the Super NES this Summer. This time around it appears that his friends have been mousenapped by the Los Gatos Bandidos, an evil gang of rascally cats that want nothing more than to rid the whole world of pesky little meeses. Thus Speedy has to travel over land, sea and even into deepest space as he attempts to rescue his friends and then return them safely to their little houses. Look out for an in-depth preview in a couple of months.



THE FUTURE'S SO BRIGHT!

THE Games, Nintendo's UK distributor, has just revealed that there's a whole stack of brand new Super NES and GB titles in the pipeline. Here's a brief overview of what to expect – look out for full previews and reviews in the coming months!



Kirby Ghost Trap

Entitled Kirby's Avalanche in the US, this is a conversion of Super Puyo Puyo but starring Kirby characters. Look out for this in August at a special low price.



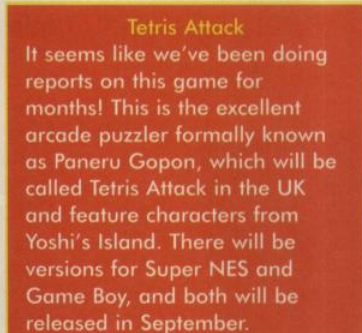
Kirby Dream Course

A unique cross between crazy golf and Marble Madness. Like Kirby Ghost Trap, this is due to be an August budget release.



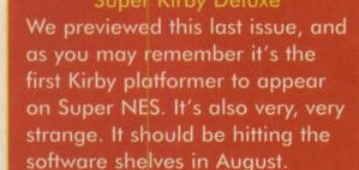
The Creation Of Heaven & Earth

Developed by Enix, this is the follow-up to the Illusion Of Time. Note that the name here is the game's Japanese title, and it may well change before its UK release in September.



Tetris Attack

It seems like we've been doing reports on this game for months! This is the excellent arcade puzzler formally known as Paneru Gapon, which will be called Tetris Attack in the UK and feature characters from Yoshi's Island. There will be versions for Super NES and Game Boy, and both will be released in September.



Super Kirby Deluxe

We previewed this last issue, and as you may remember it's the first Kirby platformer to appear on Super NES. It's also very, very strange. It should be hitting the software shelves in August.



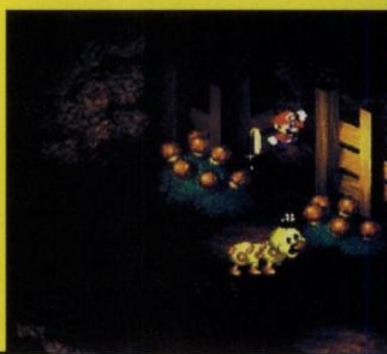
Winter Gold

News on this one is pretty sketchy at the moment, but word has it that it employs the FX2 chip to generate stunning 3D snow sports events. Apparently the events featured are tobogganing, luge, ski jump and slalom. Hopefully we'll be able to bring you a Work In Progress next month.

TRAGIC MARIO RPG SHOCK!

If it wasn't bad enough that Squaresoft aren't going to produce any new Super NES RPGs, word has just reached us that Super Mario RPG: Legend Of The Seven Stars isn't going to get a UK release! Apparently Squaresoft has decided not to produce a PAL version of the game, and Nintendo have very little say in the matter. We're investigating exactly what happened here – you can be sure we haven't heard the last of this!

However, in an attempt to sweeten this very bitter pill, we can reveal that Nintendo are looking for programmers to work on a sequel to Mario RPG for the N64. Obviously we have no hard news about what the game will be like at the moment, but there's a good chance it'll be designed for the 64DD 'Bulky Drive'. So if you think you're the hottest programmer around, then this could be just the job for you.



FOR AN ALIEN ENCOUNTER SEE PAGE 27





LOBO TO ME!

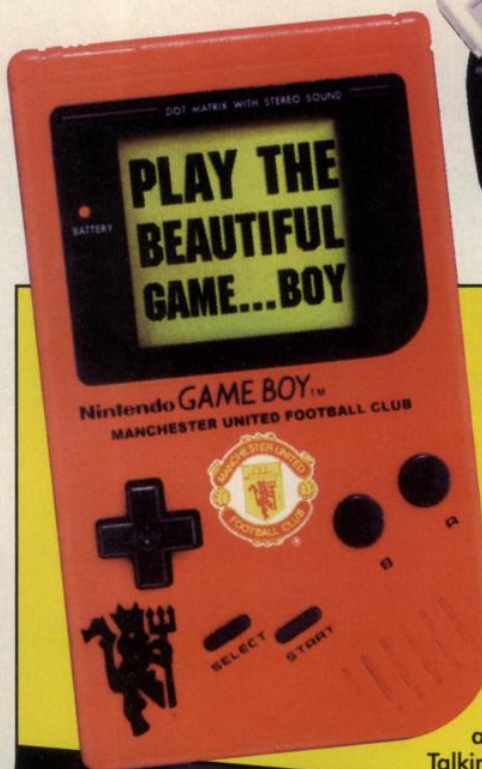
After a quiet few months Ocean looks set to burst back onto the Super NES scene with Lobo, a beat-'em-up based on the popular ultra-violent DC Comics' hero. Lobo features six characters and a full range of kicks, punches, special moves and combos. Using Silicon Graphics workstations and Alias software all the characters and combat locations have been rendered in impressive K12 style-e. Lobo is set for a May release in the State, although sadly no UK release date has been confirmed as yet. Rest assured we'll bring you the news soon



BUNDLE IN THE JUNGLE!

There's been a shortage of Super NES hardware in the shops over the past few months, but that's all set to change. Four new bundles are about to hit the streets, each bundled with some of the hottest titles. Just check out this list:

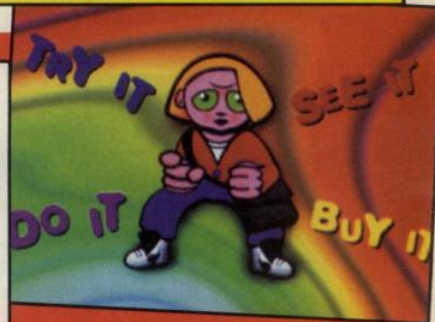
Super NES with Killer Instinct	£99.99
Super NES with Super Mario World & Mario All-Stars	£109.99
Super NES with Yoshi's Island	£119.99
Super NES with Diddy's Kong Quest	£119.99



UP THE PREMIER LEAGUE WE GO!

If it isn't bad enough that Manchester United has just won the Premier League again, now the World's biggest supported club even have their own personal Game Boy! Yes, now all you Red Devil lovers can sit in the Stretford End or in front of Teletext at half-time, with your favourite team right at your fingertips. This very special edition Game Boy is sold as a 'Solus' system for £49.99, or with Soccer for £59.99. Come on, Nintendo - when are you going to release a claret-and-blue GB?

Talking of Game Boys, also set for release are two new bundles aimed at kids or adults. Both come complete with a rather nifty carry-case and cost £59.99. The 'kids' bundle consists of a yellow Game Boy along with Super Mario Land 1 & 2, while the 'adults' bundle contains a black Game Boy with Tetris and Golf. Bloomin' heck - the kids get all the fun nowadays!

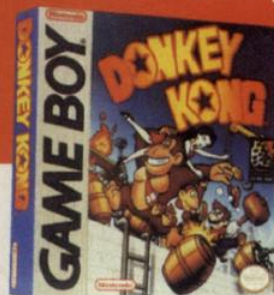


CAPITAL PUNISHMENT? I THINK NOT!

Fed up spending all Bank Holiday with your parents doing nothing in particular? Yes? Then get yourself down to London for the 95.8 Capital Extravaganza 96 which runs from 25-28th May. There are a host of activities on offer including bungee-jumping, 70ft parachute training, mountain biking and a snowboard simulator. However, probably the biggest news from your point-of-view is that the Nintendo Challenger is back on the road and will be parked up at the

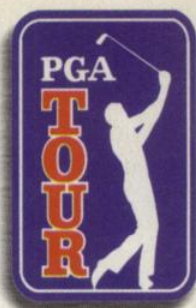
Extravaganza for the full four days, giving you the chance to try out all the latest games. The Challenger crew are all games experts, so if you have any game queries you can test their knowledge while you're down there.

● The 95.8 Capital Extravaganza 96 takes place at Earl's Court and the entrance fee is £5. The good news is that games are free!

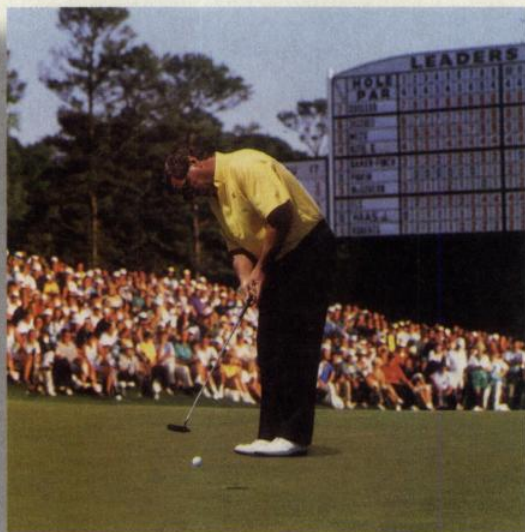


GOING CHEAP!

Bloody hell! Those plucky bods down at THE Games are all at it again, slashing pounds off even more hot Super NES and GB titles! Hopefully, by the time you read this, you'll be able to snap up killer titles like Zelda: A Link To The Past, Super Tennis, F-Zero and, topping the lot, Super Mario World all for a bargain price of just £19.99! But that's not all, as there's also Tetris & Dr Mario, Pilotwings, Sim City and Super Ghouls & Ghosts for an equally amazing £24.99! Meanwhile, Game Boy fans you will be pleased to know F1 Race and Tetris can now be snapped up for an horrendously cheap £12.99 and you can now go ape with Donkey Kong for only £17.99!



PGA TOUR[®] 96



READY TO MEET THE PROS?

"The definitive golfing sim for the Super NES and one that supersedes all previous PGA encounters." NMS 87%

Experience the PGA TOUR[®] with its awesome new state-of-the-art graphics, 144 gruelling greens, miles of fearsome fairways and brutal bunkers as you compete against the finest of the world's pros!

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SPECIAL FEATURE

As this red-hot issue of NMS goes to press the eagerly-anticipated Electronic Entertainment Expo (or E3) is just a few short days away. Held on May 16-19th in the massive Convention Centre in Los Angeles, California, E3 is by far the World's biggest and best video games show, and it's where Nintendo intends to publically unveil the N64 for the first time anywhere outside of Japan. Once again chubby Dave has booked two seats on a jumbo jet to cart him across the Atlantic, his sworn duty to bring back a full, in-depth report packed to the brim with more fantastic gameshots and hot game info for you all to tuck into next issue.

However, we realise how desperate and hungry you all are for more N64 stuff, and that you can't wait another whole month for your regular NMS-prescribed dosage. So we sent our highly-trained spies deep inside Nintendo's HQ. After risking life and limb dodging the Bow-Wows and the Koopa Troopers guarding the N64 development labs, they returned with a whole bucket full of wonderful new screenshots. Feast your eyes on these for now, and start ticking off the days until the next issue. The best really is yet to come...

SUPER MARIO 64

It's the game every Nintendo fan from Teddington to Tokyo is waiting for, and it's only a few weeks away from completion. As you can see from these amazing shots, the game's been much enhanced and tweaked since its Shoshinkai debut in Japan last year. Start dreaming...

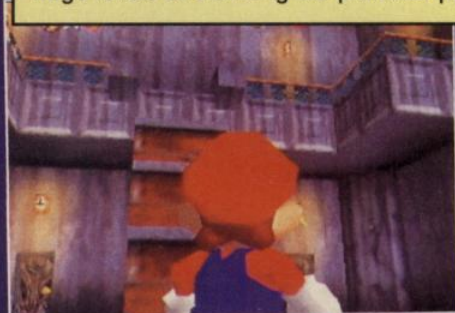
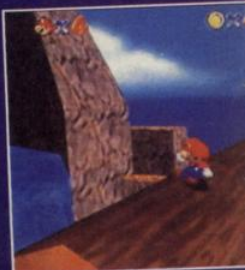
When we saw Super Mario 64 at the Shoshinkai Show we were all amazed at its classy 3D and innovative gameplay. But as these shots indicate, the demo we played was merely a small taster of the wonders that await in the finished game. As you can see from these EXCLUSIVE screenshots, the number and graphical quality of the baddies has been upped considerably, and the detail in the 3D environments has been increased as well. It looks like Sony and Sega might as well shut up shop and go home now - they'll have no chance when this little baby is released!

HOT TO PLOT!

It seems that Mario's adventure is essentially a quest to find 100 Power Stars that have been hidden deep inside Princess Daisy's strangely empty castle. However, this being a Mario game, you'll already know that this isn't going to be a simple case of looking down the back of the royal sofa. Oh no, instead Mario's mystic treasure hunt sees him leaping through the tapestries that hang from the castle's walls, which then magically transport him to over 80 huge levels of stunning 3D platform japery.



YOU AIN NOTHING



SPECIAL FEATURE

NOT SEEN
YET!!!

DETAILS, DETAILS!

It's the little details that bring the 3D world to life, like how Mario takes off his cap and wipes his brow after he's been running, or the way his pants catch fire when he slides down a slope on his bottom, or the tiny fish that sometimes follow Mario as he swims through the sunken areas, or... Well, hopefully you get the idea!

I LIKE TO MOVE IT!

The joypad's revolutionary 3D Stick offers unparalleled control over Mario as he explores each extraordinary level. Depending on how much you tilt the Stick, Mario can change pace from a slow tip-toe to a breathless sprint. And, in tandem with the action buttons, you can make the be-capped hero crawl, climb, cartwheel, kick off a wall, swim and even ride a magic carpet! As if this wasn't enough you can watch the action from almost any angle, thanks to the C buttons which lets you alter the viewing angle and how close you are to play.

SPECIAL FEATURE

*Engines at the ready, game-tots, because the plucky plumber's put on his racing overalls and is getting ready to give Murray Walker a really sore throat. Shift yer eyelids up a gear, 'cos we've got some **EXCLUSIVE** Super Mario Kart R pics...*

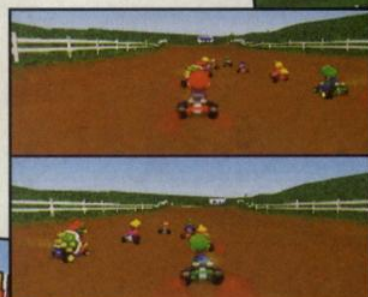
Here on NMS we could hardly contain ourselves when we got hold of these **EXCLUSIVE** Super Mario Kart R shots. We were so flustered and excited that most of us didn't know what to do with ourselves, and so spent most of the day with our mouths wide open, dribbling on the carpet. Anyway, enough of this whining – let's go check out SMKR!

SUPER MARIO KART R

CONTENDERS, ARE YOU READY?

As you can see from this first shot of the Player Select screen all the old favourites are along for the ride. So, when four of your mates fancy doing battle together they'll be tied up in mental knots trying to decide who to race. Will it be the more familiar faces like Mario, Yoshi, Luigi or Princess Toadstool? Or will they plump for one of the new additions like Magi-Koopa or Wario? Will it really matter 'cos they'll all be brilliant!

PLAYER SELECT



SURFACE TENSION!

Super Mario Kart R features a whole host of new surfaces and landscapes to thrash your engines on. From the shots you can tell that our Mazza and his mates can motor through the mud, drive along the dirt or even career across concrete surfaces. According to our secret sources there'll be a load more surfaces with each affecting Mario and the gang's karts in a different way.

OVER HILL AND DALE!

What you can't tell from any of these shots is the way the analogue joystick enhances play. We're reliably informed by the bigwigs at Nintendo HQ that the new stick really captures the feeling of driving – especially when you're cornering. And we think your going to need all the control you can get 'cos as these shots show, Super Mario Kart R is littered with ramps, jumps and tricky canyons to corner!



(LEFT) Ghostly Boos can cause all manner of very dangerous driving when they appear!



N64 DAY APPROACHES...

The N64's Japanese launch date of June 23rd is getting closer and closer, and to emphasise the point Nintendo has released shots of the machine's Japanese and US packaging and the in-store display cabinets (which will let Japanese punters try out the machine in shops from June 14th onwards). Nintendo has also announced prices for the extra cables and bits and bobs that you'll be able to buy to go with the main N64 unit. Here's all those prices in full...

- | | |
|---------------------------------|------------------|
| ● RF switch and stereo AV cable | 1,500 Yen (~£10) |
| ● RF modulator | 1,000 Yen (~£7) |
| ● Monoaural AV cable | 2,500 Yen (~£17) |
| ● Joypad controller | 2,500 yen (~£17) |
| ● 256K memory pak | 1,000 Yen (~£7) |



(LEFT) From June 14th these display units will allow Japanese gamers to get their N64 kicks!



(ABOVE) This is what the N64 boxes will look like in the US and (left) Japan.

SPECIAL FEATURE

Pilotwings 64 is the result of a unique partnership between the game gods at Nintendo and the simulation specialists at Paradigm, and it's the game that's bound to set new standards in flight action.

PILOTWINGS 64

Yup, we got 'em – yet more fantastic aerial images from Pilotwings 64. This new batch are even more impressive than the last, showing off how the N64 can create detailed natural features such as mountains, valleys and rivers without even pausing to catch breath! Along with Mario 64, this title should ensure that the Japanese will be queueing for weeks to get an N64 when it's launched in June!

MOUNTAINOUS TASK!

Pilotwings 64 just gets better and better, doesn't it? Check out these fabbo pics, especially the ones of that show the mountain range. Now, if that was the PlayStation trying to perform such a graphical feat the mountains would suddenly just pop up into view and judder towards you – not on the Nintendo 64 though!

THE NAME OF THE GAME...

While we can't be absolutely sure, our sources lead us to believe that the hoops that you can see in this screenshot serve two possible purposes. They either offer a chance for you to practice manoeuvres and your flying skills, or serve as a challenge – in the same vein as F-Zero. More news as fast as our carrier pigeon can wing its way from Japan to the UK

(ABOVE) Sometimes your in-game heroes have to take to the air without the benefit of any machinery beneath them. Here they are all sky-diving...

(LEFT) Pilotwings 64 is as pretty as it is technically superb – just look at that gorgeous orange sky!

SPECIAL FEATURE

Ho-ho, me hearties, 'tis time to slip into your rubber wetsuit and take a tentative tippie-toe into the bright blue briney, 'cos we've got the very latest shots Nintendo's aquatic adventure – WaveRace 64!

In the history of computer and video games there haven't been many titles that have excelled in the 'watersports' department. Most of this is down to the fact that graphically technology wasn't advanced enough to make water look like anything more than a big blue block. Well, the times they are a-changing. Kiddles and kidlets, I give you... The Nintendo 64!

WAVERACE 64



ALL CHANGE!

You only have to cast a cursory glance over these brand-spanking new WaveRace 64 shots and you'll see that the whole complexion of the game has altered. Yes sirree, Mr Miyamoto's dipped an all-knowing hand into matters, so gone are the morphing speedboats we revealed back in NMS #40 and in come the humes on 'Personal Water Craft'. It just shows you can never tell the way the next wave's gonna break!



JUMP AROUND!

The new all-surfing version of WaveRace 64 features 15 different course for you to get your toes wet in. Apart from the obvious speed events for your wet-bikes to bounce the waves on, there'll be courses where you have to jump ramps, perform stunts like 360's and others where you'll be asked to whip up the spray, slaloming your way around bobbing buoys. Perhaps the closest parallel we can draw with an existing Super NES title would be something like DMA Design's Unirally.

WAYNE GRETZKY HOCKEY

Okay, so Wayne Gretzky Hockey on the Super NES wasn't all that hot, but you can't help but be impressed by these screenshots from the forthcoming N64 version, courtesy of Warner Interactive. Although these piccies don't give too much away, WGH looks like it's shaping up to be a really cool title. As soon as more shots and info are released you know that we'll bring it to you before anybody else. Keep 'em peeled...



TUROK: DINOSAUR HUNTER

Following on from our exclusive news piece last month, we have for your extreme pleasure even more superb shots of Acclaim's Nintendo 64 smash, Turok: Dinosaur Hunter. You can bet your bottom dollar there will be plenty more from where they came from next month, but at least this keeps your appetite whetted until our E3 special report.

L.S.D.

know the score



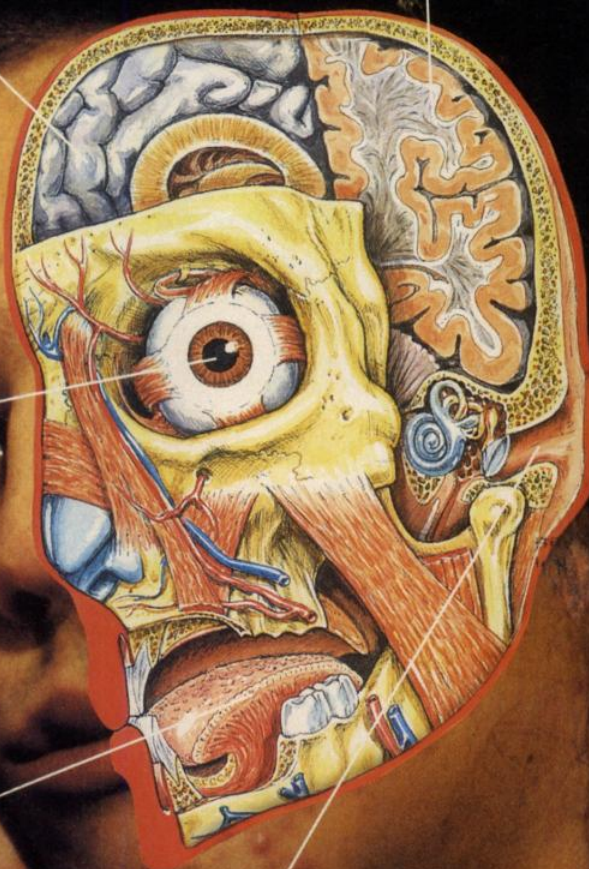
L.S.D. works on the brain. You can't turn the effects off once they've started, which is hell if it's a bad trip because it can last for up to twelve hours.

You can have flashbacks without warning years after. These can be nightmarish even if the original trip wasn't.

You may see things that aren't really there and it can permanently affect your eyesight.

Take just a tiny amount and L.S.D. can trigger off serious mental illness. L.S.D. is bad news, you don't need it to have a good time.

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SPECIAL FEATURE

Fzzzt!... Sparrow to nest, sparrow to nest... The N64 and its revolutionary controller sighted for the first time in the UK... Dispatch NMS immediately to investigate... I repeat: Dispatch NMS immediately to investigate...

Every Spring and Autumn all the major software houses and game developers converge on Olympia in south-west London for the premier European video games tradeshow, the ECTS. It's the place where everyone who is anyone in the games biz goes to show off their current wares and announce new ones. To be honest the Spring ECTS last month was fairly quiet on the Nintendo front, and with the N64 not due for UK release until the end of the year nobody expected to see anything to do with Nintendo's 64-bit dream machine. But how wrong we all were...

SEEING IS BELIEVING!

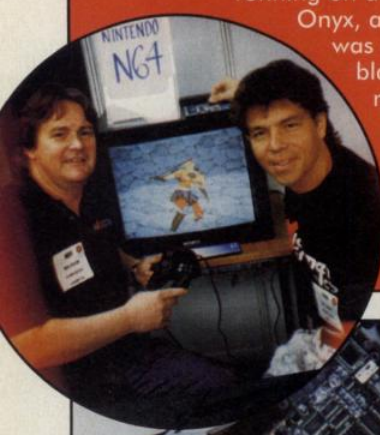
THE N64 IS SEEN IN THE UK FOR THE FIRST TIME!!

BRITISH PUNTERS ARE STUNNED BY THE POWER!!

WE HAVE SEEN THE FUTURE!

Really! You'd have thought that the first UK public unveiling of the long-awaited N64 and its amazing controller would have been a gala event, complete with fanfares and fireworks, but no. Instead, Nintendo's wonder console was tucked away on a tiny stand on Olympia's balcony, and unless you knew where to look chances are you'd have missed it. It wasn't a 'real' N64, of course, but an N64 emulator running on a Silicon Graphics'

Onyx, and the controller was one of the early black development models, but all the same it gave the show's visitors a privileged insight into the awesome power of the machine.



THOSE NICE MEN FROM NICHIMEN!

So why was the N64 at the show? Well, it's all thanks to the people at Nichimen Graphics who've signed a deal with Nintendo to provide software tools for N64 developers to help speed up game production. They were there to show off the power of their development tools, and so had a demo of a texture-mapped swordsmen going through a looped animation. The demo wasn't truly interactive – using the 3D Stick you could swing the camera around, but that was all – but it gave punters a good idea of the N64's power, especially as the same demo was running on a PlayStation nearby. Where the PlayStation fighter was all pixelly and distorted badly when close-up, the N64's was smooth and looked perfect from any distance and every angle – and it moved like greased lightning!

(FAR LEFT) The men from Nichimen show off their amazing N64 demo!

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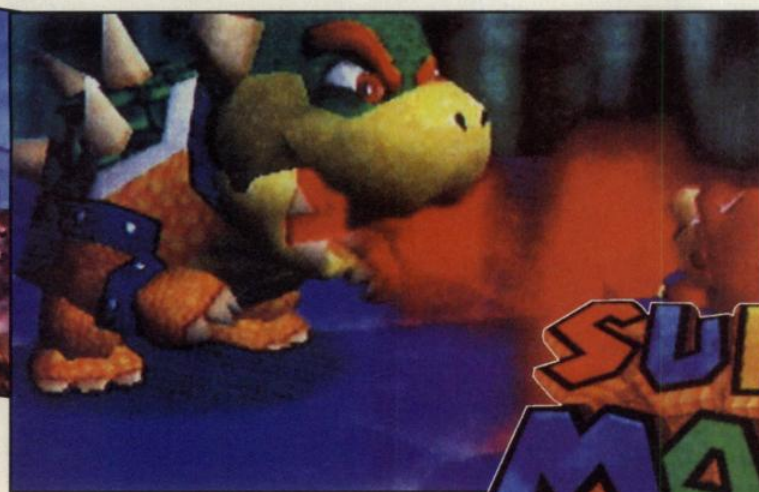
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A TASTY TOOLBOX

Nichimen Graphics' suite of software tools is called N•World, and they've already been used by Shigeru Miyamoto and his team to create the stunning Super Mario 64. According to Howard Lincoln, Nintendo Of America's chairman: "The Nintendo 64 will set a new standard in gameplay, and it's our association with computer graphics' leaders, such as Nichimen, that is making this a reality." Koichi Kobayashi, Nichimen's president, added: "[With N•World] developers can instantly preview models, textures and animations which provides a significant reduction in production time."

Nichimen's N•World tools helped bring Mario to 3D life!

CAN YOU FEEL IT?

Those lucky show visitors who witnessed the N64's surprise appearance were naturally very impressed. "The graphics are brilliant, much better than the PlayStation's," said one punter. "I love the controller," said another, "It's a lot smaller than I thought it'd be, but it fits really nicely in your hands and the degree of control you get from that little analogue joystick is incredible." One bloke summed it all up when he said: "I was looking forward to getting a N64 anyway, but now I've seen this I can't wait!"



TALES FROM THE TOP-SHELF!

EPISODE 3: DEJA VU!!

AS USUAL THE QUEUE FOR NMS STRETCHED BACK INTO THE STREET...

Damn, this is ridiculous, there'll never be enough copies to go round! Gooddammit this is happening every month!

We like Sega, yeah we like Sega we do...

FOR GEOFF DINGLE IT WAS ANOTHER TYPICAL SATURDAY MORNING. AN INTERMINABLE WAIT AT THE NEWSAGENT, ONLY TO WALK AWAY EMPTY HANDED. AS HE BEGAN THE WALK HOME GEOFF PASSED A GROUP OF UNFORTUNATES WHO KNEW NOTHING OF THE MAJESTY OF NMS.

THAT NIGHT GEOFF TRIES TO RELAX...

Darling, is that your NMS? Glad to see you did the clever thing and subscribed.

If Sarah ever finds out I didn't bother subscribing the wasting disease'll set in and I'll be like those other poor fools. And our marriage'll be over!

Oh, er, yes you're so right... Hey baby, don't you think it's time you came off the Turbo-Slim?

...DAYS LATER AND GEOFF'S STILL NOT HAD A DECENT READ...

Geoff! You've lied to me. Why didn't you subscribe to Nintendo mag when you could? It's full of N64 exclusives that could've fixed this horrid wasting disease caused by lack of hot info!

Sarah, please! Don't leave me... I'll subscribe and everything will be alright!

BUT IT WAS TOO LATE...

Doc, is there nothing you can do?

Sorry Geoff, it's out of my hands now. We can try you on other inferior Nintendo mags, but you know the risk you're taking - they never get any N64 exclusives so your chances are slim!

Ooh, this is such a heavy read my poor hands can barely cope!

THE DOC WAS RIGHT AND WITHIN WEEKS THE EFFECT OF INFERIOR MAGS WITH NO EXCLUSIVES HAD REDUCED GEOFF TO A COWERING MESS, A SHADOWY, UNINFORMED CREATURE WHOSE HANDS HAD SWOLLEN FROM READING DREARY LOW QUALITY, SHODDY PUBLICATIONS.

UNTIL, ONE DAY, GEOFF'S BODY TOTALLY SHRIVELLED UP!

Don't get all twisted up inside like Geoff Dingle! Subscribe to Nintendo Magazine System before it's too late. Twelve months subscription comes at the anti-shrivelling price of £33.00 - you know it makes good sense.

Phhhrr, (dribble-dribble) Phhhrr. Why didn't I subscribe when I could. Someone fetch me my colostomy bag... (dribble) Quick!

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REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM



CART SPEC

- BY: T-HQ
- PRICE: £49.99
- RELEASE: JUNE
- GAME TYPE: SPORTS SIM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4 Players
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Difficulty

GAME INFO

- GAME ORIGIN: The first recorded Ancient Olympic Games dates back to 776 BC with competitors competing for a crown made from olive tree branches.
- GAME DIFFICULTY: Variable.
- SCORE TO BEAT: Win four glorious Gold medals!
- ALTERNATIVES: Winter Olympics, Track And Field.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Very good

- X** Not used
- A** Gather speed/Jump
- B** Gather speed/Jump
- Y** Not used
- L/R** L: Not used
R: Not used
- S** Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: TIETEX
- DISTRIBUTED BY: T-HQ
- MADE IN: UK
- ARTWORK: © T-HQ

All through the winter months I've kept myself in great shape and feel ready for the Olympic size challenge that lies ahead. I've even given my urine sample to T-HQ in return for the EXCLUSIVE review of Olympic Summer Games! Anyway to the blocks my friends. On your marks, set... Go!

I know it takes four years for the Olympics to come round but it's still quite surprising that it's taken so long for this type of game to reach the Super NES. We've seen and very quickly forgotten the hugely disappointing Winter Olympics, but in all fairness there's not exactly the same kind of excitement generated by the Winter games. Let's face it, have you ever made a point of staying in on a cold, frosty evening just because the final of the Figure Skating is on the box? That is unless it's your Mum who's competing! Anyway the Summer Olympics are about to come around again and the official licence is due out just prior to the torch being lit at the opening ceremony. So does Olympic Summer Games have what it takes to go for Gold - let's lace up our spikes and find out....

ON YOUR MARKS!

Olympic Summer Games sprints onto the Super NES featuring eight events from the world of track and field, and two from the shooting program. Not only can you go straight into the Games and compete for all ten Gold medals but there's also an option that allows you to practice an event before going up against the big boys. So select your athlete and choose from 32 nationalities and make your way to the starting blocks. The games have begun...



100M SPRINT

Get your fingers at the ready because the moment the gun fires you have to bash those buttons as quickly as possible if you're to take the Gold. But make sure you're not too quick off the mark as two false starts results in disqualification. And don't worry if it looks like you're not going to take the Gold, simply pull up and fake an injury like Linford Christie does every time he's behind!



100m Results			
1. A. Petrescu	ROM	10.38 s	
2. A. Seitz	AUS	10.39 s	
3. M. Kramt	RSA	10.12 s	
4. Paul	USA	10.44 s	

IT'S A FOUR HORSE RACE!

Of course winning the Gold is always a great feeling no matter who it's against, but the taste of success is even sweeter when you happen to wipe the floor with your mates. Olympic Summer Games allows up to four athletic punters the chance to compete against each other. In the racing events the players compete against the computer for the first set of heats, but after that you can go head-to-head to battle for a place in the final and that elusive Gold.



TRIPLE JUMP

Probably the most difficult of all the events. Getting your speed up to scratch is tricky enough, but with the triple you also have to time your jumping exactly to the letter on three separate occasions - hop, skip and jump. Failure to get all three jumps correct results in your little leaper falling flat on his face.

110M HURDLES

Once again quick reactions are needed if you're going to clear the first hurdle ahead of the opposition. This time round you have to use one hand only for accelerating as you also have to press up to get your legs over the hurdles. Failure to time your jumps correctly results in a dramatic decrease in speed and some extremely sore knees!



OLYMPIC SUMMER GAMES



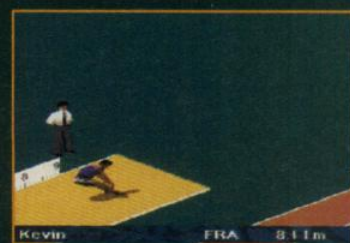
ALL RISE FOR THE NATIONAL ANTHEM!

At the end of each event the players that are top three in each individual event take that enjoyable walk to the podium to receive their medals. Fortunately the programmers have left out the national anthems so out goes thirty seconds of completely sheer boredom while our very own naff anthem drones on.



LONG JUMP

Get those legs pumping and launch yourself as far as possible. Now get your speed up as you approach the board and make sure you get the angle right. Holding down on the button for too long greatly reduces the distance your athlete's jump.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

POLE VAULT

Using your long flexible pole take a run up, plant it into the ground and throw yourself as far up into the air as possible - hopefully making sure you land the right side of the mat. The planting of the pole is probably the most important part of this event as failure to land it correctly will reduce your lift or force you away from the bar.



C. Hobbs GBR 5.45m

JAVELIN

Simple, print like hell and throw a long stick as far as you possibly can! Take a run up and plant your foot before the line. Not only do you have to make sure you don't pass the line before throwing, but once you release the javelin you have to pull back to stop your athlete following his dart into the muddy field.



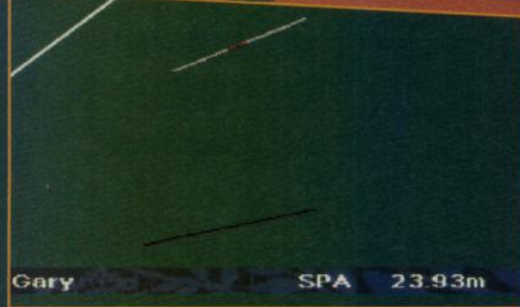
Paul USA 00.00m



Paul USA 00.00m



Paul USA 00.00m



Gary SPA 23.93m

DISCUS

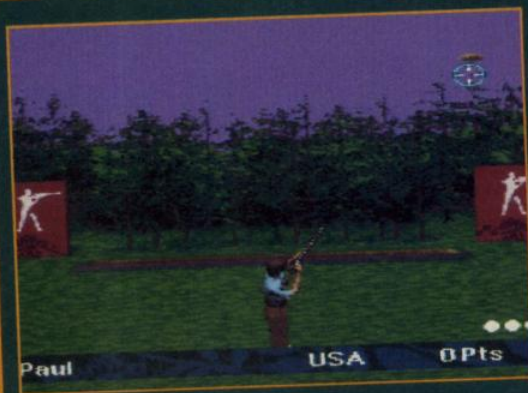
Time to get dizzy as you spin round and throw the discus as far as possible. Unlike most of the other field events the discus relies more on perfect timing on the buttons rather than button bashing. As soon as the athlete is released from his stance you have to press the button in accordance with his feet touching the ground. Once the momentum has been established you have to control the angle the discus is thrown, making sure you keep it in the allotted area.



SPA 23.76m

SKEET SHOOTING

Take aim as each competitor shoots it out through five rounds each containing five clay type pigeon thingies. You have two cartridges per target and release the pigeon with the old 'B' button. Once this has been pressed the clay pigeon will appear anywhere in your view - now it's up to you to bag the beggar!



Paul USA 0 Pts



Paul USA 3 Pts



Disqualified

COMMENT



Going back to my youth Track And Field was probably the first game to really grip me in the arcades. So naturally I was going to be interested in

SHAUN having a good look at OSG. The game not only looks good but also plays extremely well. And it's not necessarily just a matter of whose best in the button bashing department because quite a few events rely more on technique than speed. Those that bought Winter Olympics and are a bit skeptical, don't be! Olympic Summer Games is one of those games that you HAVE to play this Summer! So, what are the flip you waiting for sprint down to your games emporium now!

OLYMPI

29 JULY 1
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C GAMES

1996 14 AUGUST
LONDON

COMMENT



SIMON

In the Super Nintendo's history there have been a few attempts at realising the Olympian ideal but unfortunately, Track And Field aside, none have managed to really capture the feeling. That was until OSG hurdled onto Super NES. Graphically it's a very, very cool looking title and every event has been well thought out. Gameplay wise, whether you're a 64-Bit machine or a 16-Bit machine, the fact of the matter is that every title of this nature is going to give you a lot of blisters and wear your pad to the plastic - but that's no problem OSG plays like a dream. The variety of events will keep your fingers well occupied and the added challenge of World Records should keep you indoors and tanless all Summer long!

LET'S GO ALL THE WAY!

Winning the Gold medal is an achievement in itself, but wouldn't it be great to win in style by smashing the Olympic and World records! OSG has all the official records programmed into the game so you can see what you're up against. And beating the record sees your name appear for all the world to see and gives you the perfect chance to gloat - that's as long as someone's in the room and playing with you.

ARCHERY

Select the type of bow you require and get ready to fire. This is not quite as easy as it may look though. The moment the bow is pulled back the wind takes effect and keeping the bow steady takes some concentration. Also the amount the bow is pulled back determines whether the arrow fires higher or lower. You have just sixty seconds to fire six arrows and must compete in five rounds to win the Gold.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	■
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Good sized characters to control and the game has a realistic look to it. Good attention has been paid to the stadium and other backgrounds.

91

SOUND

▲ Very few sound effects but what's there are pretty damn realistic.

82

▼ Unfortunately the music washes over everything else and there's no real stadium atmosphere.

PLAYABILITY

▲ Not a game you master and get fed up with straight away. There is definitely a skill element to most of the events.

92

▼ Some of the throwing events are extremely difficult to master.

LASTABILITY

▲ Ten events with good variety and a four-player mode. You'll be battling for the Gold for ages.

91

▼ Some of the World Records seem almost untouchable.

OVERALL

Olympic Summer Games is just excellent and should be on every sports enthusiasts list of games to buy. So get your plimsolls on and sprint down to the shops now.

91

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** TITUS
- **PRICE:** £39.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Password
- **CONTINUES:** Infinite
- **OPTIONS:** Various

GAME INFO

- **GAME ORIGIN:** Inspired by the Danish bacon adverts, so we heard (wrongly, no doubt).
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Reach Level 5 with one continue
- **ALTERNATIVES:** Yoshi's Island, Diddy's Kong Quest, Earthworm Jim 2... the list is nearly endless.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Average

X Not used

A Throw donut

B Jump

Y Attack

L/R L: Not used
R: Not used

S Start: Pause
Select: Not used

GAME CREDITS

- **DEVELOPED BY:** RADICAL ENTER
- **DISTRIBUTED BY:** TITUS
- **MADE IN:** US
- **ARTWORK:** © TITUS

"Donuts!" I hear you cry, "why does everyone loves donuts?" Over in America eating these calorie-packed confectionaries is the average bobby's favourite pastime – apart from arresting crooks, of course. In fact, it's got so bad that if somebody wants a copper, they don't phone the local station but the nearest Dunkin' Donut shop instead. So who first came up with the idea for these addictively-delicious snacks? Read on to find out...

It's a little known (mainly 'cos it's apocryphal) fact that donuts were invented back in the Dark Ages by the skillful swine who lived in the Kingdom Of Pigg. All the merry porcine villagers had one passion and one passion alone: DONUTS! Back then they didn't have nightclubs or bars, but one thing they did have was a shop called Dark Age Donuts. This was the equivalent of your local pub, where the town's folk would meet up, buy a round of donuts and sit down scoffing themselves silly whilst talking about work and other such things. The shop was run by three pigs, namely Bruno, Lotta and Gilbert, AKA the Power Piggs. When the evil Wizzard Of Wolff's army descends upon the town with the sole aim of wreaking havoc, the Power Piggs dust off their armour, clean their swords, arm themselves with some explosive donuts and set off to kick furry butt.

POWER PIGGS OF THE DARK

POWER PIGGS, HO!!

Here they all are, the Kingdom Of Pigg's almost legendary truffle-snufflers – the Power Piggs! But who are they? And what do they all do? Prepare to be enlightened...



LOTTA

Lotta is the beautiful warty hog in charge of putting the all-important holes in the donuts – when a donut drops off the production line she shoots it straight through the middle with her crossbow! She's also in charge of the cash register, and she's as sharp with the till as she is with her crossbow – believe me, there's no chance of you getting away with giving her funny fake money!

BRUNO

Bruno's the fearless leader of the team and chief donut taster to boot. Bruno sits in his shop all day long, eating donuts and evaluating them before they go on the shelves. Apart from donuts he also enjoys a good scrap, so when the Wizzard Of Wolff's army attacks the kingdom, Bruno's the pigg chosen to go and save the day, making him the character you control throughout the game.



THE ART OF THE BUM SPLASH!

Whilst playing you'll come across many wooden crates, all of which contain goodies to aid Bruno on his quest. To get at the items you must perform the unsightly but effective 'bum splash', which is done by jumping high into the air and then pressing down in mid-leap. This is the only way of smashing open those valuable crates, but beware of trying the move on an enemy or you might end up spiked on their sword – which is a real pain in the butt!



DONUT HEALTH WARNING!

Gilbert has hidden six different varieties of donut around the Kingdom Of Pigg, all of which have special properties that can help Bruno complete his quest. Some donuts he's placed in crates, while others are just lying around waiting to be found. Be warned: they only ever come in batches of six or less, so make them last.

PIGGS KINGDOM AGE

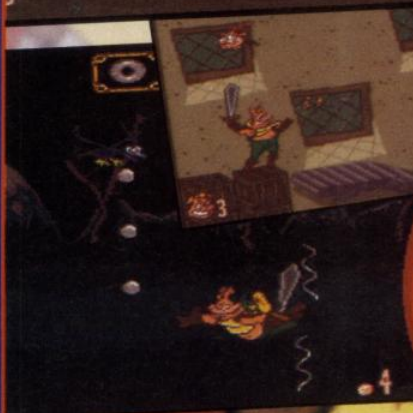
AND YOU THOUGHT PIGS COULDN'T FLY!

I know it sounds unbelievable but Bruno can fly – well, float anyway. All our prime porker has to do is find one of the many steam vents dotted around the landscape and jump into the hot airstream, and as if by magic Bruno will then be carried high into the sky. When our hero reaches the highest point a simple tap on the 'Jump' button will perform a spinning jump, which comes in handy when trying to reach higher platforms.



GILBERT

Meet Gilbert, the team's resident mastermind. When he's not indulging himself eating donut after delicious donut, he's sitting in his secret lab inventing amazing new donut weapons that not only fill the stomach but the head, the legs, the arms and everything else! His work includes donuts that seek out the enemy, smart bombs that clear the screen and even donuts that can replenish your energy!



PLAIN

you collect one of these you'll see your donut-o-meter (AKA the energy bar) rise by one. You'll need every plain donut you find if you're to stand any chance of freeing the kingdom from the evil Wizzard.

HOLES

Lotta's unique method of donut-hole making has resulted in thousands of donut holes being scattered throughout the land. However if Bruno manages to pick up one hundred of them he's rewarded with an extra life.

CHOCOLATE

Chocolate donuts not only look highly appetising, they also come in very handy with your battle against the wolves. Launch one of these beauties then sit back and watch as it magically homes in on the nearest enemy.

POWDERED

This is the most common donut you'll come across. It's aerodynamic shape makes it perfect for pelting at the vulpine hordes, and it comes in especially handy against those nasties it's dangerous to get too close to.



FROSTED

The cream of the crop! Once unleashed these little babies will fly around and clear the screen of any unwanted nasties, but take care as they only come in packets of two and they're very difficult to find!

CRULLER

These odd-shaped snackettes work in much the same way as the choccy donuts, seeking out any foul fiends in the area. However, their big advantage is that they're doubly deadly, and very useful against your bigger foes.



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

HERE, BOSSY-BOSSY!

At the end of every second or third level you'll encounter some rather nasty boss-style characters. Come see...

DRAGON WOLFF

This beast can be found at the end of the Level 2. Donuts are worth their weight in gold at this point as you can't get too close to the nasty without being fried by a fireball. However, keep throwing donuts and he'll soon succumb to the power of the pig!



(ABOVE) The Dragon Wolff likes his bacon well smoked!



BLIMEY, IT'S DARK IN HERE!

As you pass over the many steam vents you'll notice that some aren't blowing out hot air out at all. If you do come across such shafts, jump in to them and you'll enter dark and eerie underground tunnels. Naturally, these subterranean labyrinths are home to some of the game's nastier nasties, but it's worth braving the dangers because many crates are hidden within the tunnels.



(ABOVE) Wriggle it, just a little bit...



FACTORY MANAGER

Deep within Gilbert's donut factory lurks the howling mad manager - I think that greedy Bruno must have upset him by eating all the factory's profits! He won't sack you, instead you'll have to put up with him hurling mallets at you.

(RIGHT) Wouldn't a P45 be much easier for all?



SNAKE WOLFF

This crazed crossbreed is a bizarre hybrid between a flying serpent and a howling dog. And talking of dogs, its bark is far worse than its bite - this monster can be defeated quite easily just by hacking away at it with your sword.



OI, YOU BROKE MY ARROW!

One of Bruno's neatest little tricks is the handy ability to break enemies projectiles via a well-timed swipe of his sword. In the later levels being able to cut the enemies arrows in half and to take the heat out of the enemy's fireballs with the sword's steel blade becomes an important aid in finishing the game.



COMMENT

I'm afraid that the words 'Seen it all before' spring to mind where our poor piggy playmates are concerned. Don't get me wrong, there's nothing really that wrong with this pork-tinged platformer, it's just all rather dull and very predictable. The other problem is that it's just a tad too easy - before you can say "Apple sauce!" it's odds-on that you'll be at the end boss and looking for something new to play. I would say that it's a title for the real baby Nintendo owners, but I can't because most real tots are just too good at platformers and would absolutely knock the chops out of Power Piggis!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ The graphics aren't amazing, but they suit the game's humorous style.

▼ If you judge a book by its cover and a game by its graphics then you won't buy this.

72

SOUND

▲ The hack n' slash FX are effective, and the 'fart' sound when you pull off a bum splash is a laugh.

▼ Not enough to keep you from turning on your hi-fi.

80

PLAYABILITY

▲ The controls do their job well enough.

▼ Bruno is sluggish, as though he has weights tied to his feet.

80

LASTABILITY

▲ Will keep you occupied for a while, but don't expect it to last for ever.

▼ The novelty will soon wear off and you probably never pick up the game again.

70

OVERALL

Sadly Power Piggis is a little too easy for the average platform gamer, and while the humour will keep you going for a little while you'll soon get tired of playing it. Still, if you've got younger brother or sister they'll probably love it.

76

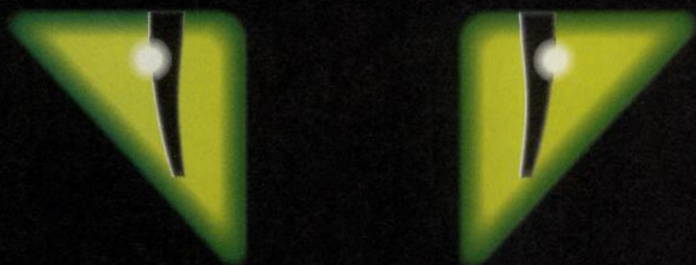
COMMENT

Power Piggis, eh? Where do I start? Although this rates as no classic by any stretch of the imagination, I have to admit that I did quite enjoy playing it

PHIL

- there's just enough humour and action to keep you going, and the gameplay is entertaining (albeit unoriginal - there's absolutely nothing here you haven't seen before in some shape or form). Trouble is, it's a little too easy to complete; there you are, happily slashing away at Wolff's wet-nosed hordes, when suddenly you realise that you've completed the game! Not a bad game, then, but there's far better - and tougher - out there.

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END THE ALIEN NATION



REVIEW

GAME BOY



CART SPEC

- **BY:** TAKARA
- **PRICE:** £24.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Loads and loads!

GAME INFO

- **GAME ORIGIN:** The first 32-bit 3D beat-'em-up makes the transition to the Nintendo's lowly black-&-white handheld – and how!
- **GAME DIFFICULTY:** Average
- **SCORE TO BEAT:** Reach – although not necessarily beat – the ultimate boss, Uranus.
- **ALTERNATIVES:** Killer Instinct, Mortal Kombat 2.

SUPER GAME BOY

- **ADDITIONAL FEATURES:** Some very clever use of the four-colour palettes, and two players can do battle using just one cart.

GAME CONTROL

- **CONTROLLER:** GameBoy
- **RESPONSE:** Good

A Punch

B Kick

S Start: Pause

S Select: Not used

GAME CREDITS

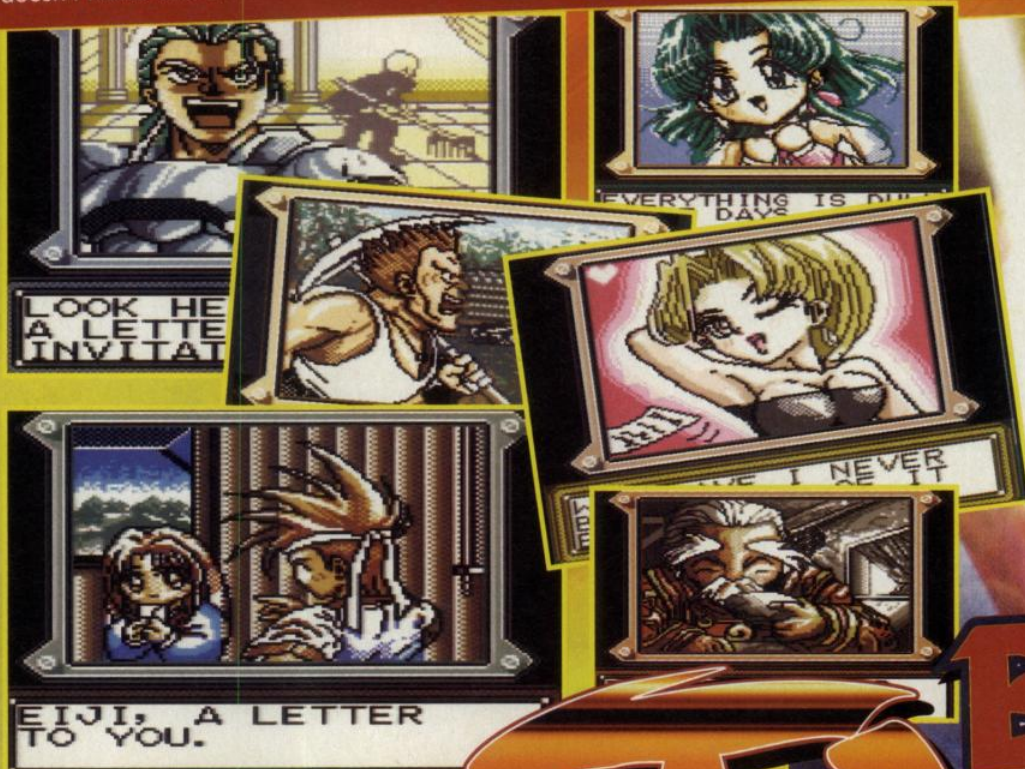
- **DEVELOPED BY:** LAGUNA
- **DISTRIBUTED BY:** MARUBENI
- **MADE IN:** JAPAN
- **ARTWORK:** © TAKARA

On paper, porting Battle Arena Toshinden – one of the flashier 3D beat-'em-ups around – onto Nintendo's feeble handheld sounds like the stupidest idea ever. I mean, how could it possibly be any good? But by Harry, those plucky lads at Takara have managed to pull it off! And whisper it softly, but we reckon it's even better than Killer Instinct GB! Have we gone ker-ker-ker-razy...?

Oh, how we laughed when the nice man from Takara told us that Battle Arena Toshinden was coming onto Nintendo. "What?" we guffawed, tears of mirth rolling down our cheeks, "You're porting an all-singing, all-dancing, texture-mapped, Gouraud-shaded 3D beat-'em-up from the 32-bit consoles onto the Super NES? You must be mad! It'll never work!" And we practically split our sides (in fact, Simon had to be treated for a strained chuckle muscle) when he added: "No, not the Super NES – the GameBoy." Now it's one thing squeezing a quart into a pint pot, but putting Toshinden onto the GameBoy is like trying to force an elephant into the back of a Mini when there's already a hippo behind the wheel and a walrus sitting in the navigator's chair – it just can't be done. Or so we thought. Now we're going to have to sit down with a knife, a fork and a very large plate of words and be prepared to tuck in, because the game's here and – some obvious limitations aside – it's brilliant. Will wonders never cease?

FIGHTING TALK!

On the 32-bit machines Toshinden was a 3D graphical extravaganza of awesome proportions, and it's likely to come as no surprise to learn that in the port across to the GameBoy one dimension has had to be sacrificed – yes, Toshinden GB is an all-2D affair, I'm afraid. However, other than that everything remains almost identical, with every fighter possessing all the mind-blowing moves and stunning special attacks that made the super console versions such hits with the punters. Actually, that's a lie, there is one more discrepancy – all the characters are now big eyed cuties rather than the hard-faced bruisers. Why? Who knows – and who really cares, 'cos it doesn't make one bit of difference to the gameplay!



I AM THE STORYTELLER...

In single-player mode you can opt to either fight against the CPU in one-off practice bouts against any opponent, or take part in the expected tournament in which you battle all eight fighters (including, bizarrely, a mirror image of yourself) before going on to face the two mighty boss characters. Each fighter has their own unique reason for taking part in this titanic scrap, which is explained (although I use the term loosely, 'cos some of the Japlish – English translation of Japanese text – is very odd!) with the aid of some pretty 'plot screens' before the actual tournament begins.

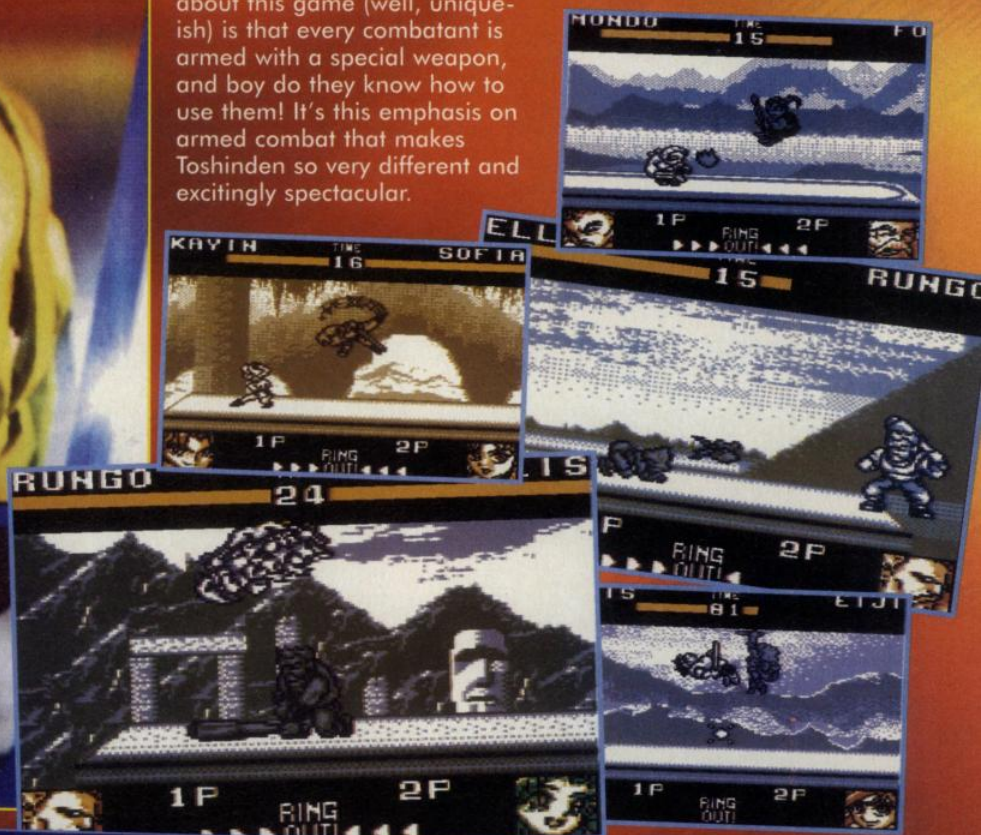




WHACK 'EM WIV IT!

In yer typical everyday beat-'em-up the characters do battle with just their hands and feet and nothing else (apart from the odd magical fireball or flaming punch). Not so in Toshinden, however – the unique thing about this game (well, unique-ish) is that every combatant is armed with a special weapon, and boy do they know how to use them! It's this emphasis on armed combat that makes Toshinden so very different and excitingly spectacular.

REVIEW GAME BOY



TODAY'S SPECIAL IS...

What? You thought that a respectable software company like Takara would release a beat-'em-up without the expected complement of special moves and magical attacks? Don't be silly – of course they wouldn't! In classic SF2 style-e you can make each character unleash all manner of weird and wonderful attacks just by pressing various combinations of the A & B buttons and the D-pad, including fireballs, spin punches, flying leaps and so on. Toshinden's special moves are easier to pull-off than in some other GB bashers you could mention, although they still require skill to perfect. Used cunningly these attacks will leave even the mightiest foe face down and chewing the carpet.

(RIGHT) Aging Fo launches a special attack against Duke the swordsman – see him as he rides atop a searing, rolling fireball!



TITLE ARENA TOSHINDEN

IT'S HEAD-TO-HEADS YOU WIN!

If you're playing Toshinden and you fancy a bit of head-to-head fun with a friend, then simply link two GameBoys using the serial cable, pop a Toshinden cart in each machine and then select the 'Vs Human' option from the title screen. Voilà – head-to-head fun ahoy! And if you've got a Super GameBoy you can enjoy two-player frolics on the same cart! Fun-tastic!

REVIEW GAME BOY

CONTENDERS, READY!

They're big, they're brave and they're beautiful (well, the girly ones are). Toshinden offers you the chance to become friends with eight doughty fighters. Let us introduce you to them (incidentally, all the quotes are taken directly from the game. See? We said the Japlish was odd)...

DUKE

"A natural result..."



Look at the size of his sword! Not bad, eh? Trouble is, it weighs a blummin' ton, which means that Duke isn't the fastest of fighters. Mind you, when his hits strike home... Yowzers! That smarts!

KAYIN

"You look too straight to be popular."



Just as Ryu had Ken, so Eiji has Kayin. These two share almost identical weapon skills and special powers – in fact, if it wasn't for the hair colour, you'd never be able to tell them apart.

FO

"I lost my false teeth."



He may look like a bit of an old fart, but Fo makes up for what he lacks in youthful strength and vigour with some absolutely mind-blowing magical abilities, most notably a giant forceshield spell.

EIJI

"You are too old to swing it about."



Another sword-carrying member of the fighting elite, Eiji has fireball-casting powers akin to those of good ol' Ryu from SF2. A good all-rounder, Eiji is a wise choice for those new to the game.

SOFIA

"Don't take the confusion to touch me."



I say – tip-top! Sofia is Toshinden's sauce-pot, a feisty little madam who punishes all who challenge her with the aid of a whip. Fast and nimble, she's the game's most athletic character.

ELLIS

"Wake! Don't sleep while dancing!"



Ellis is a tiny tot, and as such she's very vulnerable to attack – one good hit and she'll be out for the count. In her favour she's very fast, and able to dodge and combo like nobody's business.

RUNGO

"Let's fight with nothing on."



The biggest and baddest of all Toshinden's heroes, Rungo comes equipped and ready to rumble with a massive club that does more damage than any other weapon in the game. We're clubbin'...

(RIGHT) Old Fo launches a fart at Rungo. This whiff packs a punch!



MONDO

"Won't you give me that costume?"



With Mondo it's spear today and gone tomorrow. His long weapon is brilliant for keeping foes at a distance and is very effective at blocking. Mondo also has an effective aerial fireball attack.

PSSST! OVER 'ERE!

Oi, come over 'ere, son – I don't want the other slags around 'ere 'earing what I'm about to tell ya. This is strictly between you and me, right? If word of this ever gets aht, I'll know exactly 'oo to put the finger on – and I won't be 'appy, get me drift? Anyway, this 'ere Toshinden. It's got two top secret characters in it, right? Wanna know 'ow to get at 'em? 'Course ya do – you're a pro like me, intchya? Okay, what ya do is... Wassat? A siren? It's the fuzzi! Quick, let's scarper – I'll meet you at Small Tips in a month or two...

COMMENT



DAVE

Amazing – that really is the only word to describe Battle Arena Toshinden on the GameBoy. I'll be honest and admit nobody laughed harder or longer than me when I heard Takara were porting the 32-bit stunner onto the lowly Nintendo handheld, and now here I am having to eat a hearty portion of humble pie – this is one smart beat-'em-up! It looks fabulous (especially on the Super GameBoy; the clever tricks that Takara have performed with the machine's limited colour palettes are astounding), it sounds great and it plays like an exceptionally perry dream featuring Pamela Anderson. Of course, it's somewhat limited compared to the state-of-the-art beat-'em-ups available for the Super NES, but if it's portable punch-n'-crunch action you're after then you need look no further.

SO MANY COLOURS!

It's good to see someone making full use of the Super GameBoy's enhanced capabilities. As well as the two-player mode mentioned elsewhere, the cart uses some clever programming tricks to fool you into thinking that the screen's displaying more than four colours at once. It's all very clever – and all very pretty too! Let's see other developers doing the same!

MY RING-A-LING!

Toshinden has a slightly more strategic edge to it than you'll find in the majority of GB beat-'em-ups. For a start, success isn't just a case of hammering away at the action buttons, or of repeatedly performing the one special move you know – the CPU's AI is strong enough to repel such feeble-brained tactics. Also, if faced with a too-tough adversary the clever player can try to make use of the special 'Ring Out' victory – by pushing your opponent off the edge of the playing area three times you automatically win the round.



This beefy armour-suited geezer attacks from a distance using fireballs, then uses a special 'whirling dervish' move so that he can get in close and slice you with his longsword. Very nasty indeed.



Once you've fought all the 'standard' competitors you have to ruck with the two boss characters, Gaia and Uranus. We've managed to smuggle these shots of them out of their secret training camp. Remember: many people died to bring you this info...



Tee-hee! Uranus! Geddit? Sounds like 'Your-Anus'! Ho-ho! This gal's name may be very amusing, but you'll soon stop laughing when you see her in action – her airborne attacks are an absolute sod to avoid!



Toshinden isn't the hardest beat-'em-up ever created, and chances are you'll finish it with one character inside of a day. However, there are several factors that add to the game's longevity. For a start there are different end sequences for each character, and also you get rewarded with extra special moves, new difficulty/speed options (including 'Scorch' and 'Jet' modes) as well as info on how to play as the bosses and secret characters each time you complete a tournament. All of this encourages you to replay the game with different fighters, just to see all the secrets hidden within the cart.



that Toshinden is a great-looking, highly-enjoyable beat-'em-up – but better than Killer Instinct GB? Hmmm, I'm not too sure. It's just a little too easy for my liking, and the special moves are just a little too simple to access. Also, I missed KI's complex combo system that rewarded clever, high-level play. If you're looking for a fun, easy-to-get-into beat-'em-up then go for Toshinden, but if you want a game that'll give you long-lasting, longterm satisfaction then I'd recommend KI instead.

91

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: TITUS
- PRICE: £39.99
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE GAME
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Trainer mode

GAME INFO

- GAME ORIGIN: Seemingly inspired by that classic disaster movie, *The Poseidon Adventure*
- GAME DIFFICULTY: Pants
- SCORE TO BEAT: You'll have drowned in your own dribble before Level 40!
- ALTERNATIVES: Life in an iron lung, perhaps.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Functional

- X** Release dinghy
- A** Drop bomb
- B** Jump
- Y** Toggle switch
- L/R** L: Not used
R: Not used
- S** Start: Pause
Select: Restart

GAME CREDITS

- DEVELOPED BY: ZEPPELIN GAMES
- DISTRIBUTED BY: TITUS
- MADE IN: UK
- ARTWORK: © TITUS

Have Titus created a new gaming concept with this, the World's first "drown-'em-up"? Or have they produced a titanically average product and cast another arcade puzzler down to the murky depths of Super NES gaming?

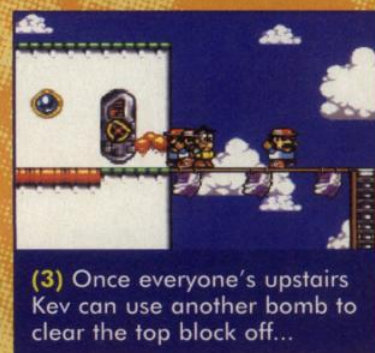
When Sink Or Swim floated into port NMS, oh-so-tragic memories of the infamous Nintendo mag boating day-out surfaced. What an unmitigated disaster that turned out to be! The team trawled down to the Thames where they were picked up by the grottiest-looking tug you're likely to see this side of the Atlantic. Dave fell overboard and bobbed up and down like some oversized life buoy, decked out in his bright yellow waterproofs. Simon drank five gallons of Thames water when someone said it was 'The Drink'. Then Shaun scuttled our aging barge thinking he could get close to some heavy rocks! And finally, Pete was forced to walk the plank because we wanted to roll out the Barrell. Barrell - Barrell, get it? Ah-ha, let's forget it and, wearing our best life-preserves, try to put our H2O-related fears behind us and descend into the watery world of Sink Or Swim. Incidentally, shouldn't Seal review this?

...FOR MESSIN' ABOUT IN THE WATER!

It's a sorry tale we have to tell, game-bats, but here goes none-the-less: The S.S. Lucifer (nice name) has embarked on a luxury cruise and it's full to the brim with dinner-jacketed, loud-mouthed Yanks who've got more cash than they know what to do with. They're all having a great time getting fat when the clumsy Captain goes and prangs the tub on a massive iceberg - bang goes his no-claims bonus! Luckily for the hapless, half-soaked passengers, Kev Codner's waiting in the wings and he just loves rescuing the rich. So off he chugs in his mini-sub and... Well, need we say any more?

POSEIDON ADVENTURE!

As the fearless Kev your basic aim in this 16-bit Poseidon Adventure spin-off is to open a variety of hatches and passageways to free a particularly stupid bunch of passengers. But hey, why try and use just words when we can show you exactly how Sink Or Swim works in true NMS style-e...



ON COURSE!

Fortunately, for both you and Sir Kevin of Codner, a training scheme is available to get you up to speed before you've so much as put a tippie-toe into the freezing water. Unlike your average Youth Training course, this short insight serves as a nifty way to learn the game control mechanism and gets you familiar with the in-game devices to look out for.





K OR SWIM

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

ANGEL OF DEATH!

It's a sad fact, but if Kev the Rev doesn't get to the dumbo passengers in time, then their little pixilated lungs fill with water and they perish – in a funny computer game style, of course. But rather than just disappear into little angels (not the sad rock band either, Shaun!) and float off to heaven for a date with Saint Peter.

(ABOVE & BELOW) When a level is impossible to complete, the screen goes dark. Time to die...

INTERNATIONAL RESCUE!

OXYGEN BOTTLES

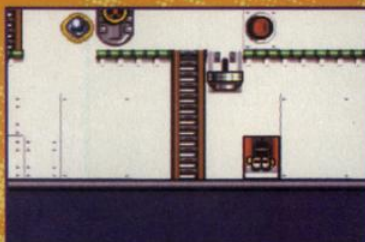
The Lucifer might be a floating hotel and, judging from the deck layouts, a design nightmare, but the fool who constructed this sailing carbuncle did think to fit oxygen bottles. It's just a pity that the drowning dimwits haven't the brain cells to try to grab hold of them – that life-threatening task is left to you and old Kev.



(4) ...Leaving the frightened passengers free to cross the bridge and reach safety.



(5) Now Kev has to reach his exit, so the first thing he has to do is clear another block.



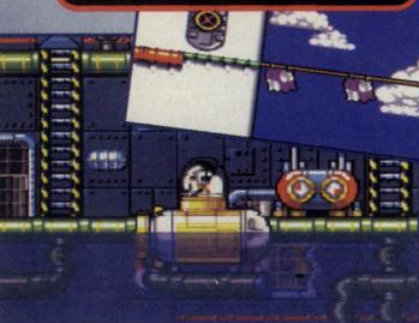
(6) Bingo! Kev reaches his exit point and goes on to tackle another level.

RESCUE DINGHIES

Those that have fallen overboard and await the cold icy finger of the Grim Reaper can escape a frozen death if you manage to drop Kev's dinghy into the water. Unfortunately (and some might feel it was an oversight) there's only one of these rubber inflatables available on every level.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



NIGHT BOAT TO FOUL-UP!

Here it is, game-mites – Kev's awesome task in full. Everytime Kev completes a level a pretty little colour fills in the once-hollow square. It may well seem like a daunting task when you see just how much exertion Kev's gonna have to put into this little rescue job, but think of the glory when they make one of them 'Emergency-I-was-stupid-to-risk-my-neck' documentaries out of it!

SET THE CONTROLS...

As Kevros proceeds through the levels he has a row of icons at the bottom of the screen which give our spare Thunderbird some extra visual help as to where he stands in the rescue department.

(1) Number of lives that Kev has remaining – even our sea-sucking hero can kick the watery bucket!

(2) Ever time Kev puts a toe into the briny his air supply dwindles, just like every other mortal sprite.



(3) Seconds left before Kev's bomb blows up and rips a hole in the boat's hull.

(4) Number of thick-head passengers that have to be rescued to complete the level.

(5) Passengers milling about on-screen, waiting to be rescued by our Capri-driving hero.

(6) The lucky passengers who have already had the benefit of Kev's heroic assistance.

COMMENT



It's a sad fact, but Sink Or Swim bobs up and down in a sea of bland mediocrity. The general idea behind Titus' puzzler isn't too bad and the

SIMON concept of gameplay is okay too, but long before you've hauled your sea-salt stained ass to Level 100 you'll have hidden your Super NES in Davey Jones' Locker. The main problem with SOS is that to be successful on a level and rescue the required number of passengers you have to fall into every trap before you can reach your goal. So play just becomes a case of blundering into this switch, falling off that ledge or watching the passengers perish until on about the fourth attempt you suss it. But far from feeling deep pleasure at having completed the level you just feel relieved that it's all over. Pretty average stuff game-lubbers and a release that although not bad, doesn't contain enough variety to keep even a stupid goldfish's brain satiated.



(ABOVE) Lots of the pulse-quickenng action in SOS revolves around toggling switches to reveal bridges (as here) or activate conveyor belts.



LEVEL 01 COMPLETE!



LEVEL 95 COMPLETE!



COMMENT



DAVE Blimey, this takes me back. I can remember playing this on the Amiga some two or three years ago when I had to review it for my old mag, The One – and the really sad thing is it's no better (or, for that matter, worse) than it was then. In fact, bar parallax in the backgrounds, the graphics are identical, as is the tedious, uninspiring gameplay. SOS is obviously targetted at the millions of punters who loved Lemmings, but the problem is that while Lemmings was occasionally frustrating yet overall immensely satisfying, SOS is plain frustrating, with success more a result of sheer, bloody-minded will rather than applied intellect. It's not that much fun, basically – and isn't that what video games are meant to be all about?

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Nice, cutesy sprites.

▼ The variation in style within the levels isn't enough to keep play fresh.

75

SOUND

▼ It's all rather average, run-of-the-mill computer game beeps and burps that we've all come to know and hate.

65

PLAYABILITY

▼ Average puzzling jinks that'll take you to the brink of throwing your Super NES into the drink!

59

LASTABILITY

▼ It's more a question of how long you'll last before you start pulling your hair out.

50

OVERALL

A so-so game that truly fulfills the meaning of the word 'Average'. It's not that SOS is awful exactly, it's just that the only area in which it excels is the sheer boredom department.

60

MAXIMUM

A woman with short blonde hair, wearing a black dress and red earrings, is holding a handgun in her right hand. She is looking upwards and to the left. The background is dark with some green and blue light effects. The word "MAXIMUM" is written in large, white, outlined letters at the top of the image.

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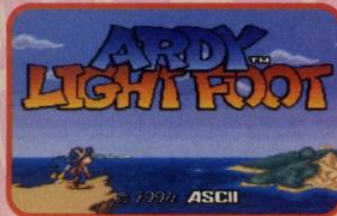
THE VIDEO GAME MAGAZINE - ISSUE #6 ON SALE APRIL 27TH!

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REVIEW

SUPER NINTENDO

ENTERTAINMENT WEEKLY



CART SPEC

- BY: TITUS
- PRICE: £39.99
- RELEASE: JUNE
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1 Player
- HEAD TO HEAD: No
- BATTERY BACKUP: Password
- CONTINUES: Infinite
- OPTIONS: Password only

GAME INFO

- GAME ORIGIN: A game that was ready for release a good 18 months ago.
- GAME DIFFICULTY: Fairly easy, to be honest.
- SCORE TO BEAT: Reach Scenario 11
- ALTERNATIVES: Prehistorik Man, Yoshi's Island, DKC2

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

- X** Not used
- A** Catch rocks/Pull items
- B** Jump
- Y** Throw Pec/Pick up/Drop
- L/R** L: Not used
R: Not used
- S** Start: Pause
Select: Not used

GAME CREDITS

- DEVELOPED BY: ASCII
- DISTRIBUTED BY: TITUS
- MADE IN: JAPAN
- ARTWORK: © TITUS

Blimey, it's just like waiting for a bus with Titus, isn't it? You spend ages waiting for them to release something, then all of a sudden a whole batch appear at once. After catching last month's arrivals at the games depot, it's all aboard the Ardy Lightfoot to, er, gaming paradise – or is that platform oblivion?

Whatever happened to Rainbow? Boy oh boy, what a great telly programme that was in its heyday. Geoffrey was the bloke in charge and, quite frankly, he couldn't even look after himself let alone a bunch of puppets! Bungle was the helpful do-gooder and a proper creep to boot, while George and Zippy used to hide behind some boxes to disguise the fact they both had some bloke's hands up their bums. Halfway through the show we'd be entertained by the musical talents of Rod, Jane and Freddie before heading back for a story. Anyway I digress, I should be talking about the colourful rainbow that floats above the sky in Ardy Lightfoot, which has been broken into seven pieces. Want to know why? Then read on...



SOMEWHERE OVER THE RAINBOW!

For many years old Prismland was a peaceful, serene gaff to hang around in. You know the type of place – fairies, flowers and lots of magic knocking around. These powers created a rainbow that hovered about the world bringing joy to all and number one records for the Smurfs. However, chaos (in the shape of Visconty the devil) baught a small, terraced place and began to have an effect on all the happiness. Before too long he's tampered with the rainbow and broken it into seven pieces. Now it's up to Ardy Lightfoot and his pals to collect the pieces and restore tranquility.

ARDY LIGHTFOOT

DAMSEL IN DISTRESS

Have you noticed how all platformers have some dumb woman who always gets lost or kidnapped? Normally the hero has to fight thousands of bouncer types before beating a boss to rescue the chic. And what does he get in return? Zilch! Nought! After risking his neck to save her from the clutches of some evil brute, he doesn't so much as get a peck on the cheek and a phone number. This time around the woman involved is called Nina and she lives in the suburbs of a pit town with her grandpa. When Visconty breaks the rainbow Nina finds the red bit, and unwittingly puts her neck on the block.

61 ★ 82



REVIEW

SUPER NINTENDO

I DON'T WANNA GO ON MY OWN!

How many superheroes go into battle alone? Very few if you think about it. Donkey Kong won't go anywhere without Diddy, and even Mario hates braving the outside world without Luigi to look after his toolbag. In true tradition Ardy's faithful companion is Pec, a small Kirby-like creature with an appetite to match. To prevent Ardy taking a kicking he can throw Pec at enemies and sit back and watch as he gulps 'em down in one gulletfull. And, in true lackie style-e, he can also be sent off to retrieve dangerous bombs and blocks and bring them back like a good boy.

OOT

TAILS YOU LOSE!

Not only does Ardy have Pec to bail him out occasionally, he also has a rather unique talent of his own hidden in his tail. Now to the naked eye this may look like a long bit of fluff and not much else, but it actually has a variety of uses. It's main use comes into play when you point Ardy's tail down and turn it into a spring to access those out of reach places. Its second use is for killing enemies by employing exactly the same method.

COME FLY WITH ME!

To help Ardy and Pec out there are treasure chests dotted throughout the levels containing a host of power-ups. Be warned though, not all the chests contain useful items! Some hide small trapped enemies that are ready to pounce the moment they get a sniff of freedom. There are also some weird potions that reverse the control mechanism completely. However, there are several bonus goodies which help Ardy no end, such as bonus stars - collect 100 for a 1 Up. There's also a red Pec which inflates in much the same way Kirby does (by sucking in a gob-full of air) and allows Ardy to ride on his back.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



TIME TO PUSH OR SHOVE?

There's also a puzzle element involved in some of the levels with grey matter needed to reach some of the higher ledges. Ardy's obviously had his three Shredded Wheat before leaving home because he has the ability to push and pull some of the larger level blocks, allowing him into some secret places. Ardy can also make use of the smaller blocks and bombs dotted throughout the game and use 'em to help him on his way.



NOW YOU SEE ME!

You always get the idea that all villains, whether in games or on TV, are a tad thick at times and Ardy Lightfoot goes a long way towards proving the theory. You see, some of the creatures can be a pain to kill, but how else are you supposed to get past them? I'll tell you how, you simply press up on the control pad and, as if by magic, our fluffy hero brings a pane of glass out of his pocket and hides behind it until the danger passes. How the hell it works is anyone's guess, but it does so who cares?



COMMENT



SIMON

Poor Ardy feels like some jaded popstar such as Alvin Stardust trying to make a comeback with a re-release that didn't chart first time; average in the first place, but completely out of touch the next. Mr. Lightfoot's pretty run-of-the-mill platform stuff, full to the brim with dull boss-head-jumping and ledge hopping. To make matters worse his control mechanism leaves an awful lot to be desired. Ah well, poor Ardy, perhaps he'd do better trying his hand at a version of 'My Coo-Ca-Choo'?

REFLECT MY FIRE!

One of the problems you may encounter is when you come face to face with one of the bosses. Most are the usual 'jump-on-the-head-until-it-gives-up-the-ghost-and-plays-dead' type boss, but some pose slightly more of a challenge. This boss puzzles Ardy by changing his appearance and posing as the delightful Nina. Ardy obviously thinks she's trying to entice him into the forest for a bit of a snog and is just about to give her a smack when she changes into something nasty – we've all been there! In this instance it's Beecroft, the right hand man of Visconty. To get Beecroft to surrender his blue segment, Ardy has to grab the mirror in the top-left hand corner and use it as a shield to reflect the rays back at Beecroft can take no more. And Ardy thought his luck was in – women, eh?

COMMENT



SHAUN

So Ardy Lightfoot finally gets a release on the Super NES. But is it really a good idea to release games which are near on 18 months old and more than a few miles over the hill? But to be honest age is not Ardy's biggest problem but rather the fact that there's nothing new in his repertoire – the game contains no original surprise elements what-so-ever. Had this been released 18 months ago as intended Ardy would simply have helped perpetuate the bog-standard platform trend. As it is this is way past it's sell by date, being too easy and extremely predictable!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Nice cute characters and colourful backgrounds.

▼ Is it me or do all the Titus games seem to have the same backgrounds?

83

SOUND

▲ Atmospheric music which builds with the excitement.

▼ The usual cutesy, happy, bouncy sounds you'd expect from a platform game and not much else.

81

PLAYABILITY

▲ Control is adequate at the very best.

▼ The spring jump is annoying and stops the game flowing. It would also help the game if Ardy could move a bit quicker.

78

LASTABILITY

▲ Enough levels and change of scenery to keep you happy for a short period of time.

▼ Too many extra lives to find, and with the frequent passwords it's hardly going to keep you amused for days.

62

OVERALL

Ardy's not bad but it's hardly going to start any fires in your Super NES. There's far better platformers out there, but then there already was when this game was originally scheduled to be released over a year ago.

66

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

FRONT MISSION GUN HAZARD

フロントミッションシリーズ ガンハザード

© 1995 SQUARE
© 1995 OMIGA SOFT

CART SPEC

- BY: SQUARESOFT
- PRICE: N/A
- RELEASE: IMPORT ONLY
- GAME TYPE: RPG
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: No
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Men-in-robosuits blasting action given an unusual RPG twist by the gaming gods at Squaresoft.
- GAME DIFFICULTY: Low
- SCORE TO BEAT: Not really applicable here.
- ALTERNATIVES: There's nothing around that's like FM:GH, to be honest.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

X Not used

A Punch fist

B Jump/Thrust

Y Fire weapon

L/R L: Not used
R: Raise shield

S Start: Radar
Select: Toggle control

GAME CREDITS

- DEVELOPED BY: SQUARESOFT
- DISTRIBUTED BY: IMPORT
- MADE IN: JAPAN
- ARTWORK: © SQUARESOFT

Hear that deep rumbling noise in the distance? It's the ominous, terror-inducing sound of a servo-driven metal monster slowly but surely marching its way towards you, guns and missiles at the ready to send you to a fiery grave. It's the sound of Squaresoft's Front Mission: Gun Hazard...

The Japanese go mad for giant robots, you know. They absolutely blummin' love 'em! Whether they're nice – saving the Earth from the threat of alien invasion and so on – or plain nasty – trampling Tokyo beneath their steel-shod feet, etc – the Japanese just can't get enough of them. In fact, some of their more popular robo-hero comic and movie series, like Gundam, have been going strong over there for more than two decades. Strangely, however, they've never really taken off here – even in their finest Westernised incarnations, such as in the film Robojox, their popularity has never been enough to lift them any further than the bottom-most shelf of your local video shop. Will Squaresoft's Front Mission: Gun Hazard change things? Er, probably not...

FRONT MISSION GUN HAZARD



COMMENT



SIMON The idea of big robo-warriors trampling around bizarre futuristic cityscapes is really cool, and FM:GH's story-line makes a nice change from the usual dwarves, fairies and trolls affairs. But even so, at the end of the day this just didn't spark my servos at all. The fact that all the text is in Japanese, rendering the plot impossible to follow, is slightly annoying but forgivable – after all, this is an import title. But what is a cardinal gaming sin is that FM:GH is just too damned easy! The fact that every time your metal suit gets wasted it can be powered up and play restarted from the same point makes you a very cavalier robojock. FM:GH may look very pretty, but on import it's gonna cost you a robo-arm and cyber-leg for a very limited, short-lived gaming experience.

CALL DA COPS!

The year is 2064. But despite such niceties as super-powerful Nintendo 256s in every home, you'll be displeased to hear that the World's in much the same mess as it always has been. You see, an all-powerful mega-corporation has built a towering spacelift powered by dangerous nuclear fuels, which resulted in much hoo-ing and haa-ing from many eco-conscious countries. This friction then lead to some minor scuffles in the Gulf which eventually kicked off a full-scale Middle Eastern war. Now you, as one of the United Nation's robot-riding peacekeepers, have to wade into the global troublespots and sort everything out. Tsk! When will these fools ever learn?

IT'S ALL GREEK TO ME!

From the comfort of the Tadpole you can access all sorts of handy options as you jet from mission to mission. However, unless you've got a degree in Japanese most of it will make no sense at all. So allow us to explain – we're nice like that...



MISSION: POSSIBLE?

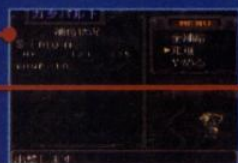
The action is FM:GH takes place in exotic hotspots scattered across the globe, all of which can be reached in under a few hours courtesy of your flying robot transporter - lovingly nicknamed the Tadpole. Once you've chosen a battlezone, you have to progress across the tactical map, completing individual missions to open up pathways that'll let you access new areas. These missions are generally quite simple, often amounting to little more than 'Find your way from the starting point to the exit, blasting anything foolish enough to get in your way'.

THE MEN IN SUITS!

With a tap of Select you can leave the confines of your robosuit and go for a jetpack-aided wander in the fresh air. However, unless you're certain you've cleared the area of all enemy units it's not really advisable - on your own you're very vulnerable and it'll only take a couple of hits to end your fun. Unfortunately some missions are so designed that you have no option but to go walkies, simply because your robot's too big to fit in the passageways leading to the exit! Nasty.

STEEL-CAPPED TOE TAPPIN'

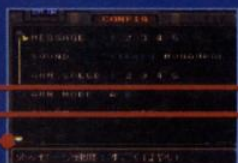
Your mechanical mate stands a strapping 25 feet high, and comes with five inches of all-over armour plating fitted as standard. He also carries a megawatt laser fitted to his right arm, which can be fired at any angle through a full 180° arc, and a high-impact claw arm cum shield fitted to his left arm, with which to punch other droids and deflect attacks. And finally, as an aid to mobility, he comes equipped with jet power boosters to 'fly' him up to high platforms. All of your robot's armaments and defences can be upgraded at the occasional mech-shops you'll find - provided you've earned enough cash to pay the asking prices, naturally.



From here you top-up your robot's energy before each mission.



From here pilot the Tadpole to your choice of mission location.



This is an options screen, where you, um, alter the options. Yes.



Want to save your game? Then here's where to come...



Review your stats and equip your droid - it can all be done here.



On the World Overview screen click on your chosen warzone...



Sit back and watch as your Tadpole flies you there o'er land and sea...



Once you've landed go choose a mission, any mission...



...Ha-ha! Time to kick some robot butt! Take that, you metal fools!

COMMENT



DAVE

Front Mission: Gun Hazard, eh? 'Tis a very strange brew indeed, and no mistaking. If nothing else it's different, not only in terms of scenario - the futuristic battling 'bots storyline makes a refreshing change from the usual Dungeons & Dragons codswallop - but also in terms of how it plays. Trouble is, most of the subtleties of this doubtless fascinating plot are lost because the game's in Japanese, while the unique combination of shoot-'em-up action and RPG-tinged adventuring just doesn't work - the action never gets that hot (or exciting, for that matter), and even if you do die you just restart from the last saved position so there's barely any real challenge. Nobody loves Squaresoft's games more than me, but even so I've got to say that I think they've put a foot seriously wrong with this one.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ACTION	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
CHALLENGE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
REFLEXES	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
ORIGINALITY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
DAY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
WEEK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
MONTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
YEAR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Not what you'd call revolutionary, but the robots are suitably chunky and there are some neat special effects.

84

▼ Levels often look a touch repetitive.

SOUND

▲ Haunting music and great crunch-n'-grind sound effects.

87

PLAYABILITY

▲ Okay, but...

▼ ...Far too fiddly - in the heat of battle it's easy to end up firing into the ground rather than at your enemy.

65

LASTABILITY

▼ In classic RPG fashion you never die, and the action's not tough enough to offer any challenge.

51

OVERALL

A brave attempt to blend a shoot-'em-up with an RPG that doesn't quite work, partly because you can't understand the plot but mainly because it's too easy to complete. One for die-hard Square completists only.

61

REVIEW

GAME BOY



CART SPEC

- BY: T-HQ
- PRICE: £29.99
- RELEASE: JUNE
- GAME TYPE: SPORTS SIM
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: No
- OPTIONS: Difficulty

GAME INFO

- GAME ORIGIN: Did you know that the first Olympic Games took place in Athens in 1896? Thought not.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Win four Gold medals.
- ALTERNATIVES: Track & Field and its sequel, Track & Field, er, 2.

SUPER GAME BOY

- ADDITIONAL FEATURES: Well... no.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSE: Good

- A** Increase speed
- B** Increase speed
- S** Start: Pause
- S** Select: Not used

GAME CREDITS

- DEVELOPED BY: TIERTEX
- DISTRIBUTED BY: T-HQ
- MADE IN: UK
- ARTWORK: © T-HQ

All eyes will be on Atlanta this July as the famous Olympic Games come around again. For two weeks we'll all be glued to our goggle-boxes, cheering on our plucky boys and girls as they compete in the World's most prestigious sporting event. And now, thanks to T-HQ, you can go for Gold yourself from the comfort on your sitting-room...

Can you imagine the mess if the Olympics Committee entrusted the NMS team to carry the Olympic torch to Atlanta? Shaun would get as far as Southampton 'cos he lives down there, but things would go dramatically downhill after that. Dave wouldn't get any further than the local pizza parlour, while Simon would only walk to The City Pride next door (as always). Chris could probably get as far as Highbury but that still means we haven't got out of London, and the furthest Pete ever travels is to his parents' house in Guildford. So between us we could probably get it about 100 miles out of London at best, but that'd still leave us a few thousand miles short. Oh well, best leave it to the real pros I guess!

STARTER FOR TEN!

Olympic Summer Games features a selection of events from the world of track and field, as well as two events from the shooting programme. The game offers three difficulty settings to suit athletes of all fitnesses, but for those who feel that some training is the order of the day there's also an option to practice events individually. All the track and field events are shown from a side-on perspective, while the shooting events are viewed from behind your on-screen alter-ego.

OLYMPIC SUMMER GAMES



RUN AWAY, RUN AWAY!

You'll have to master the art of button bashing if you're to succeed at the two sprinting events. The first, the 100m sprint, is about as simple as it gets - just hammer away at the A and B buttons as fast as you can to win, although make sure you don't get a flier from the blocks because two false starts means instant disqualification. The 110m hurdles is much the same, but this time you need to press Up on the control pad to jump. Bad timing results in a dramatic drop of speed and certain failure in the heat.



REVIEW

GAME BOY

BREAKDOWN

STRATEGY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ACTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHALLENGE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEXES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ORIGINALITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEEK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MONTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
YEAR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Excellent by Game Boy standards; good-sized characters and a lot of attention to detail.

84

SOUND

▲ The music isn't too annoying, unlike in most GB games.

79

▼ No sound effects except for the starter's gun – for a full stadium the crowd is extremely quiet!

PLAYABILITY

▲ Simplistic controls make this easy to get into, although getting your angles right for jumping and throwing takes practice.

85

▼ The athletes seems to glide rather than run in some events.

LASTABILITY

▲ Good variety of 10 gruelling events with three difficulty settings and a four-player mode to keeps your mates happy.

88

▼ Even the best gamers are gonna struggle to break some of these records.

OVERALL

A thoroughly entertaining sports sim that's only let down a tad by the Game Boy's unavoidable limitations. All you budding handheld athletes out there should check it out!

85

THROW ME A LIFELINE!

The javelin event involves yet more button bashing as you make the long run up, but ensure you throw the javelin at the right angle before you cross the line or you'll be in deep trub! Each athlete gets three throws, with the top eight competing through another round. Meanwhile, in the discus event, hammer the buttons to get your speed up then release the discus before you step out of the ring. This event will really leave you in a spin!

JAVELIN			
1	DYMPNA	IRE	0000000000
2	JOHN	IRE	0000000000
3	DAVID	IRE	0000000000
4	DAVID	IRE	0000000000
5	DAVID	IRE	0000000000
6	DAVID	IRE	0000000000
7	DAVID	IRE	0000000000
8	DAVID	IRE	0000000000
9	KEVIN	GER	0000000000
10	DAVID	IRE	0000000000
11	DAVID	IRE	0000000000
12	IAN	ITA	0000000000

MIGHT AS WELL JUMP!

The long jump is simply a case of building up speed and then throwing yourself as far into the sandpit as possible. The triple jump is very similar but this time you have to perform three manoeuvres – a hop, a skip and then a jump. Failure to pull off all three results in the athlete falling flat on his face – ouch! In the high jump timing is more important than the speed; build up your speed gradually, pressing Up as you approach the bar. The final jumping event is the pole vault, in which timing is (once again) all important to clear the height; plant the pole in the pit, then press Up to force the athlete into the air before directing him over the bar.

DOWN THE BARREL OF A GUN!

So you've spent the last eight events flexing your muscles trying to impress all the gurlies watching, but how good are your reflexes and coordination? For archery you need a steady hand because the moment the bow is pulled back you'll feel the pressure of the wind taking effect. Clay-pigeon shooting, on the other hand, relies more on quick reflexes; once each clay pigeon's released it flies out from a random position on-screen and scoots over the treetops – quickly centre the target on the disc and blow it to bits!

COMMENT

There are very few sports games around that work well on Game Boy. How many times have we seen a great Super NES sports sim, only to be completely disappointed by the crap Game Boy conversion? Luckily for us all Olympic Summer Games doesn't fall into this category. The gameplay has been simplified a touch but that's actually to the game's benefits, while the graphics are pretty much as good as it gets on Game Boy. The controls feel a bit light at times but that's the game-play's only really disappointing aspect. If you want a decent sports sim to accompany you on your Summer hols, this deserves to be top of your list.

ABOVE: Where's Bernie the Bull then? ("Who? ask the readers.")

ALL FOUR ONE AND ONE FOUR ALL!

Although there's no link-up facility Olympic Summer Games allows up to four players to compete. Each athlete takes it in turns but unfortunately you don't get the chance to go one-on-one with your mates. With the running events the fastest times in your heat determine where the medals go, whereas all the other events allow each competitor to have the usual three attempts.

SPECIAL COMPOS!

Sad, isn't it? You put ol' Claysie in a suit for the day and suddenly he's turned into some sort of half-assed crime fighter.

Having received a tip-off about second rate lager being sold near the NMS office – well, in The City Pride pub next door to the office, actually – Simes swiftly departed in his Mini Metro and within hours (the traffic in London is atrocious) he was on the case. And after sampling all the evidence, he smiled drunkenly and revealed the tip-off was just a hoax. Hoorah!

I'VE BEEN EXPECTING YOU, MR CLAYS...

Win Goo-Shooters and Gunsmith Cats videos in this brill AD Vision compo!!

TENUOUS LINK INDEED...

So what does Simon dressing up in a suit for probably the first time in his life have to do with Nintendo? Very little actually, but if you cast your mince pies over the rather nifty piece of weaponry he has in his hand it might give you a clue.

Yes, to coincide with the release of Gunsmith Cats, a superb all-new animated thriller out on June 6th (RRP £12.99), AD Vision have ten Gunsmith Cats goody-bags to give away, each consisting of a copy of the video and two Goo-Shooters (ace pump-action squirter which have a range of up to 35 feet and come with a supply of green goo!).



To get your paws on these prizes all you need to do is answer this easy-peasy question:

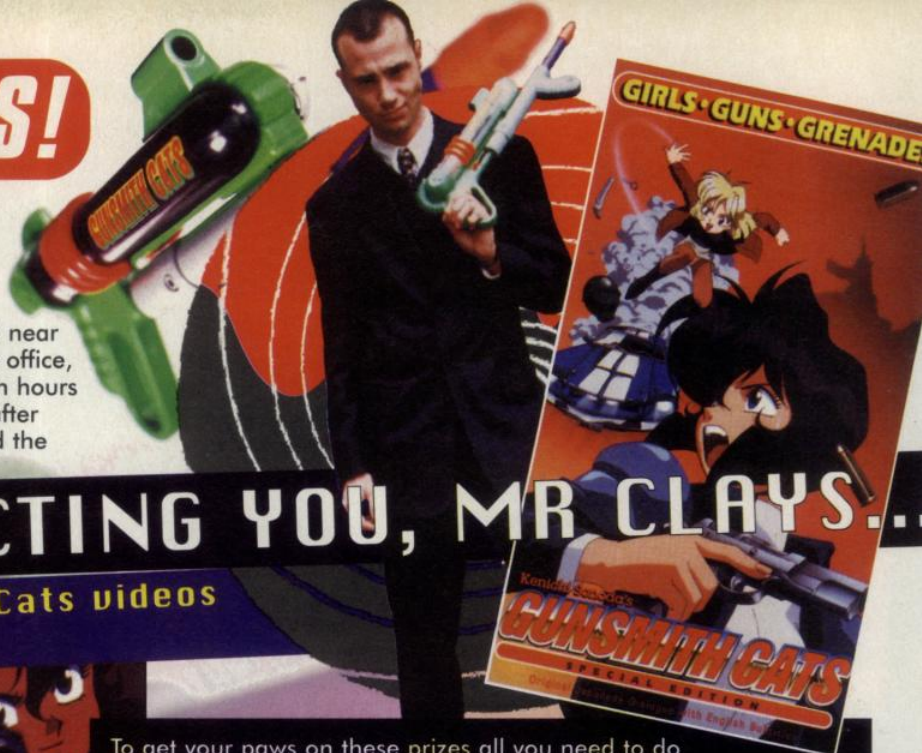
Q. Who is Simon trying hard to impersonate?

- (a) James Bond
- (b) Basil Don Bond
- (c) Brooke Bond

If you know the answer, write it down on the back of a postcard or sealed envelope and send it to:

**I WANT TO BOND WITH SIMON! Compo,
NMS, Priory Court
30-32 Farringdon Lane
London EC1R 3AU.**

All entries must reach us by June 20th, 1996, when the ten lucky winners will be plucked from Shaun's goo-drenched locks.



DOCTOR, DOCTOR!!

We've got three fantastic Sci-Fi video bundles to give away, courtesy of our top buddies at Warner Home Video!!

I can remember as a lad watching Dr Who from behind the sofa, too scared to leave the room in case there was a Dalek just outside the door. Of course, when you get a bit older you realise how crap the Daleks actually were. These would-be rulers of the galaxy had sink plungers for hands, their eyes were mounted on the end of a stick so they couldn't look down and, stupidest of all, they trundled around on wheels! If they were chasing you all you had to do was climb up a flight of stairs and they were stuffed! Pa-thet-ic!

EXTERMINATE!!

So what's inspired all this savage Dalek-baiting? Well, those nice people at Warner Home Video have given us three sets of videos from their Beyond Vision range to give away, each consisting of two Dr Who videos – Dr Who And The Daleks and Daleks: Invasion Earth 2150AD – as well as two all new Outer Limits videos – The Outer Limits: The New Series Vol. 1 and The Outer Limits Vol. 8. To get your grubby little mitts on these videos all you have to do is answer this simple question:

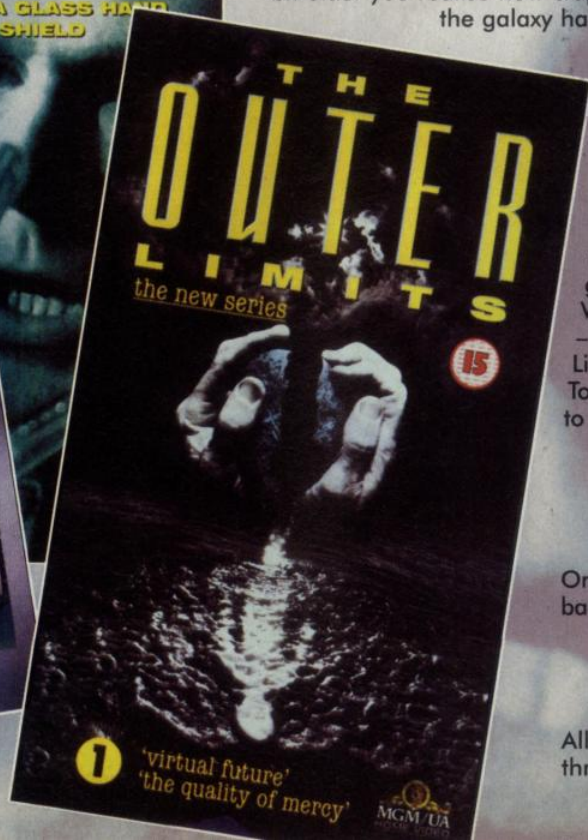
Q. What mode of transport does Dr Who travel around in?

- (a) Millennium Falcon
- (b) Tardis
- (c) USS Enterprise

Once you've come up with the answer, write it down on the back of a postcard or sealed envelope and send it to us at:

**DOCTOR, I'VE GOT A NASTY RASH! Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.**

All entries must reach us by June 20th, 1996, when the three winners will be drawn from Simon's replica K-9.





NHS SMALL TIPS

Welcome to our monthly pow-wow in the NHS games tent. I want you to breath deeply, meditate and think TIPS! All it takes is one bright flash of cosmic inspiration and within a click of a pad the postie will be wrestling your dog in an attempt to deliver you your FREE goodies! Until then game-oids send your tips to: **BEAM ME YOUR TIPS**, Small Tips, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



KONAMI

LEVEL CODES

FRANTIC FLEA

SUPER NES



Cheers to Doug Maton from Southampton for sending in these Frantic Flea codes. I'm sure there's lots of you out there just itching to get your hands on them.



FRANTIC FLEA

Zone 1-1	CLQCK
Zone 1-2	ZMHT
Zone 1-3	GPPQW
Zone 2-1	DJXCT
Zone 2-2	WLCSN
Zone 2-3	RLHQZ
Zone 3-1	JMGVB
Zone 3-2	NRWPC
Zone 3-3	MDWQL
Zone 4-1	MJDSX
Zone 4-2	HFLNT
Zone 4-3	SPQNG
Zone 5-1	DTNZZ
Zone 5-2	KQRXH
Zone 5-3	JBVMF
Zone 6-1	VSXND
Zone 6-2	GRXBS
Zone 6-3	WNHJP

STAGE SELECT

PREHISTORIK MAN

SUPER NES



To help our bungling Neanderthal man through this game I thought printing a Stage Skip cheat would be quite handy. On the Option Menu highlight 'EXIT' then hold the L button and press Start. Now highlight 'GAME START' and hold down the R button. Now press start and enter the game. Once the game starts press start to select levels.





CHEATS

EARTHWORM JIM 2

SUPER NES



These codes have been sent in by J.Wyer from Cleobury Mortimer, by the amount you sent us I gather that your a keen EWJ fan. Note! to enter the codes you must pause the game then enter the eight button sequence.

KEY

L/R

L: Left on D-Pad
R: Right on D-Pad

U/D

U: Up
D: Down

S

S: Select

CODES

Pause no screen dim	A, A, A, A, A, A, A, A
Config Screen	S, L, R, A, X, X, L, R
Finish Level	S, B, X, A, A, X, B, S
Quiz Game Debug	A, B, A, B, A, B, A, B
1 UP (Can be repeated)	L, S, R, S, L, S, R, S
Full Energy	X, S, X, B, X, S, X, A
Ammo Cheat	S, X, X, X, X, X, X, S
Plasma Gun	X, X, X, X, A, A, A, S
3 Way Gun	X, X, X, X, A, A, B, S
Homing Gun	X, X, X, X, A, A, B, S
Bubble Gun	X, X, X, X, A, B, A, S
Nuke Gun	X, X, X, X, A, B, X, S
Teleport Mucus Bomb	X, X, X, X, B, B, B, B
Misc. Cheat	A, A, B, A, A, X, B, S
Misc. Cheat	A, A, B, A, A, Y, B, Y
Continues	Y, S, Y, B, X, B, X, B
Invincibility	A, A, X, A, L, R, R, L
Level 2a	L, R, A, B, X, L, R, A
Level 2b	D, R, A, B, X, L, R, A
Level 3	A, B, X, L, R, L, A, B
Level 4	U, B, X, L, R, D, A, X
Level 5	U, D, X, A, B, Y, L, R
Level 6	A, B, X, A, B, X, L, R
Level 7	A, X, L, R, X, L, R, L
Level 8	X, X, D, D, A, L, R, L
Level 9	A, B, X, L, L, R, L, R
Level 10	A, B, X, L, L, L, L, R

PASSWORDS

WEAPONLORD

SUPER NES



These codes have been sent in by our very own Nintendo warrior Adam "Oooh! Look at that puppy" Shaw in West Sussex. To change the pre-selection story enter the code: **AYA YBB BYA AAY YBY AAA**. Now finish the game on Warlord setting to access the special extended endings.

Special Ending Codes:

TALAZIA
BYY AAA BAB YBB BBA YBB
ZORN
AAB YAA YBB BAA AAB YBA
BANE
YYY YBB BBB YAB BYY BAA
JEN TAI
AYA YYA YYA YAA YAB YYA
KORR (Bane head ending)
ABB YAB BYY BYY ABY AYB
KORR (Prophecy ending)
AYY AYY YBA ABY AYB AAA
ZARAK
YBY AYY AYB AAB BBA AAY

You may have noticed that Divada's code is missing. Well maybe Adam Shaw is not quite the great warrior he makes out to be! But wait Brian Southen saves the day with the missing Code - Divada's ending can be seen by entering: **BAB YYA BAB BAB BYY YYA**.



COMPLETE RESEARCH THEME PARK

SUPER NES



Scott Johnson from Ipswich tells us that if you tap the Y button repeatedly whilst building up the park your advisor will pop-up and let you know that all the research for that country will be complete - totally research-tastic!

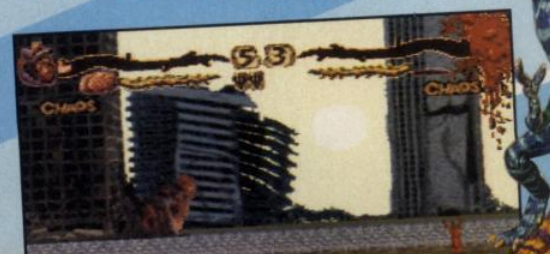


SKY DIVING COWS PRIMAL RAGE

SUPER NES



Tyrell James from London sent me this little tip on how to get skydiving cows to appear on Primal Rage. You must be at the Ruins and Chaos should be enabled and both players have to be tied in the third round. Just before the timer reaches zero perform a Fart of Fury and the noxious cloud should still be airborne when the match goes to sudden death. And hey presto! The cows should appear.



PASSWORDS
SOCCER KID

SUPER NES ★ ★ ★ ★ ★

Greetings and salutations to Ian Flockhart from Ireland for sending these codes. A pint of Guinness is being ordered for now.

LEVEL 2	DCBLRFGNPF
LEVEL 3	TNLQCGKPI
LEVEL 4	MMLPTTGKFJ

PASSWORDS
SUPER EMPIRE STRIKES BACK

SUPER NES ★ ★ ★ ★ ★

These level codes have been sent in by Karol Liston from Ireland. What a cracker for the Cracker!

LEVEL	CODE
1-3	TCCPSJ
1-5	NLBHJF
2-1	DGBDPL
2-2	HMGWJ
2-3	JRGRTD
2-4	MBDNMR
3-1	HDPPLL
3-2	GTLCPN
4-1	WWBGHF
5-1	PGBNBH
6-1	DLPMMD
6-2	SHRBLW
6-3	LNGPNN
6-4	FSFMSR
7-1	FCPDCP
8-1	HPLSHJ



LEVEL SKIP
BUGS BUNNY

GAME BOY ★ ★ ★ ★ ★

Kwok To from Peckham, London sent this top tip in which lets you skip levels in Bugs Bunny. Type XH02 on the password screen to enter level 80. Now press up or down on the D-Pad to skip levels.

PASSWORDS
JUNGLE STRIKE

GAME BOY ★ ★ ★ ★ ★

Another one from our old mate Kwok To, cheers! These are Campaign codes for Jungle Strike for our hand-held friend.

MISSION 2	4975200968
MISSION 3	2922502918
MISSION 4	6505068908
MISSION 5	0540524815
MISSION 6	0550792954
MISSION 7	0950035298
MISSION 8	0155908131
MISSION 9	1185402550



PASSWORDS
MONSTER MAX

GAME BOY ★ ★ ★ ★ ★

Yet another cheat from our loony friend in Ireland, Mr Ian Flockhart.

LEVEL 2	B3LPW?LM
LEVEL 3	J7DBJN!T
LEVEL 4	-WZNTYRH
LEVEL 5	TKNRX?Y5



ALL ITEMS
WARIO BLAST

GAME BOY ★ ★ ★ ★ ★

Aelred O'Doherty from Peterborough tells me that if you enter 2264 as a password you'll gain every collectable item in the game and be able to keep them even if you die. I thank you!



HUMILIATION MOVES
KILLER INSTINCT

GAME BOY ★ ★ ★ ★ ★

Many thanks to Peter Bejmuk in Ashford for sending these Humiliation moves. I'm sure they'll go down a treat. **Note!** All moves must be performed on the first energy bar and three characters away.

KEY	
HCT = HALF	U = UP
CIRCLE TOWARDS	T = TOWARDS
HCB = HALF	A = AWAY
CIRCLE BACK	P = PUNCH
D = DOWN	K = KICK

JAGO
HCB+K
GLACIUS
T, T, A+K
ORCHID
HCB+P
SABREWOLF
T, T, T+P
SPINAL
HCB+K
TJ COMBO
D, D, D+P
THUNDER
D, D, F+K
FULGORE
HCT+P





KILLER INSTINCT 2

THE ULTIMATE GUIDE

It's here! The definitive moves companion for all you game-iacs out there in arcadia who are sick of Killer Instinct 2 bouts going to the wire. Now, with the aid of NMS's combo-loaded player's guide, you can rip the opposition into tiny bite-size pieces. Read on, savages...

INSTINCTIVE LOWDOWN

To really get to grips with KI2 you've got to be a master of the Super Linker, and to prevent your rendered hero taking a pasting perfect the Combo Breaker.

SUPER LINKERS

In KI2 each hard-knocker has four multi-hit linkers instead of just one. This gives your fighter more unpredictability in his moves and thousands more combos. Two of the available linkers are Super Linkers, which transforms a combo into something deadly when the player's power meter is full.

COMBO BREAKERS

The original Killer Instinct was a total nightmare for your punch-drunk brawler to defend themselves in once a combo was launched. KI2 lets your fighter break an attack by matching a kick with a punch. Combo Breakers will also work against Openers, Slaps and Links.

NAME: TUSK
HEIGHT: 6'11"
WEIGHT: 200lbs



SABREWULF

- □□ MK, QK, □□ QP
- □□ FP, □ FK, □□ MK

- □□ MP, QR, □□ MP, □□ FP
- □□ MP, □ FK, □□ MP, QK, □□ FK
- □□ FP, MP, □□ MP, QR, □□ FK

- □□ MK, QP, □□□□ MK, QK, □ FK
- □□ MP, MP, □□□□ MP, □□□□ FK

PSEUDO ULTRA: □□ QK

ULTRA COMBO: □□ QK

74-HIT COMBO:
Stop, □□ MK, QP, □□ FP, MP, FK, MP, □□□□ MP, □ FK, □□□□ MP, □ FK, □□□□ MK, □ FK, □□□□ MK, QK, ULTRA. Now wait then perform □□□□ FK



TUSK

- □□□ FK, MK, □□□ FP
- □□□ FK, MP, □□□□ QP

- □□□ FK, MP, □□□ MK, □□□ FK
- □□□ FK, MP, □□□ FP, □□□ FK
- □□□□ QP, FP, □□□□ QP

- □□□ FK, MP, □□□ FP, MP, □□□ FP
- □□□ FK, MK, □□□ MK, □□□□ FP
- □□□□ QP, FK, □□□□ FP, MP, □□□□ QP

ULTIMATE: □□□ MK

PSEUDO ULTRA: □□□□ MP

ULTRA COMBO: □□□□ MP

58-HIT COMBO:
Stop, □□□□ FP, MP, □□□□ FK, MP, □□□□ FK, MP, □□□□ FK, FK, MP, ULTRA. Now wait and perform □□□□□□ FP

BASIC COMBOS

A good slappin' that blends the odd double/ender, openers and pressure combos.

INTERMEDIATE COMBOS

Hot linkers and some wicked end moves that leaves your opponent for dead and bleeding in the gutter.

ADVANCED COMBOS

Super Linkers and Super Enders that will induce the shrill howl of an ambulance.





T.J. COMBO

- □□ MP, QK, □□ FP
- □□ MP, □ FK, □□ QP

- □□ MK, QP, □□ MP, □□ QK
- □□ MP, □ FK, □□ MP, □□ FP

- □□ QP, FK, □□ QP, FP, □□ MK
- □□ FK, MP, □□□□ QP, FK, □□ MK
- □□ FK, MK, □□□□ MP, □□□□ FP

73-HIT COMBO:

Stop, □□□□ MP, QP, □ MP, QP, □□□□ MP, □ FK, □□□□ MP, □ FK, □□□□ MP, QP, ULTRA. Now wait and then perform □□□□ FP.



NAME: KIM WU
HEIGHT: 5'6"
WEIGHT: 130lbs
AGE: 17 YEA



MAYA

- □□ FP, MP, □□ FP
- □□ MP, □ FK, □□ QP

- □□ FK, MK, □□ MP, □□ FP
- □□ FP, MP, □□ MP, □□□□ FK

- □□ FP, MP, □□□□ MP, QP, □□ QP
- □□ MK, QK, □□□□ MK, □□□□ FK
- □ FK, □□ MP, FK, □□ QP

PSEUDO ULTRA: □□□ QP

ULTRA COMBO: □□□ QK

72-HIT COMBO:

Stop, □□ MP, QP, □□ MK, QP, FP, MK, □□□□ MP, □ FK, □□□□ MP, □ FK, □□□□ MK, □ FK, □□□□ MK, QK, ULTRA. Now wait and then perform □□□□ FK.



KIM WU

- □□□ FK, MP, □□□ FP
- □□□ FK, □ FK, □□□ QP

- □□□ MP, QK, □□□ MK, □□□ FK
- □□□ FP, MP, □□□ MP, QP, □□□ FK
- □□□ FK, □ FK, □□□ FK

- □□□ FK, MP, □□□□ FP, MP, □□□ QP
- □□□ FK, MK, □□□ MK, □□□□ FP
- □□, □□□ FK, □□□ FK

ULTIMATE: □□□□□ QK

PSEUDO ULTRA: □□□ QK

ULTRA COMBO: □□□ QK

73-HIT COMBO:

Stop, □□□□ MK, QP, □□□□ MK, □□□□ FK, □ FK, □□□□ FK, □ FK, □□□□ FK, MK, FK, MP, ULTRA. Wait and perform □□□□□ FP.

DON'T FEAR THE REAPER!

ULTIMATE COMBOS AND DEATH

When the player's energy bar is in the red the other character can perform an Ultimate Combo – these are done in a similar way to the Ultimate Combos in KI. To perform them you must first hit an opponent and start a Standard Combo. On the end of any combo you perform the character's Death Move which is normally the same as an Ultra move. Now stand back and enjoy your opponent's death! **REMEMBER:** These can only be performed when your opponent's energy is in the red.



GLADIUS

- □□□ MP QK, □□□ FK
- □□□ MP □ FK, □□□ QP

- □□□ MK, QP, □□□ MP, QP, □□□ FP
- □□□ MP, □ FK, □□□ MP, QP, □□□ FP

- □□□ MP, QP, □□□□□ FK, MP, □□□ QP
- (In air) □□□ MK, QP, □□□ FK
- □□□ QP, FP, MP, □□□ QP

PSEUDO ULTRA: □□□□ QK

ULTRA COMBO: □□□□ QK

62-HIT COMBO:

Stop, □□□□ MK, QP, □□□ MP, MK, □□□□ MP, □ FK, □□□□ MP, □ FK, □□□□ MP, □ FK, □□□□ MP, QP, FK, MP, ULTRA. Now wait and perform □□□□ QP.

EXTENDING AUTO DOUBLES

You can add hits onto the end of Auto Doubles by pressing any Fierce Kick or Punch as the last hit of your character's Auto-Double is playing out. From this Fierce you can then perform a Medium move on them as well. This will have the satisfying effect of doubling the amount of hits your combo can do!



JAGO

- □□□ FP, MP, □□□ FP
- □□□ MP, □ FK, □□□ FP
- □□□ FK, MP, □□□ FP

- □□□ FP, MK, □□□ MK, QP, □□□ FK
- □□□ QK, □ FP, □□□ FP

- □□□ FK, MK, □□□□ MK, □□□□ FP
- □□□ FP, MK, □□□ MK, QP, □□□ FK
- □□□ MK, QK, □□□□ FK, MP, □□□ FP

WIND KICK: □□□ + any kick

SLIDE: □□□ + any kick

AIR COMBO#1: Wind Kick

AIR COMBO#2: Wind Kick, □ FK, Slide

ULTIMATE: □□□ FK

PSEUDO ULTRA: □□□□ QK

ULTRA COMBO: □□□ QK

73-HIT COMBO:

Stop, □□□□ MK, QP, □□□□ MK, QP, FK, MP, □□□□ MK, □ FK, □□□□ MK, □ FK, □□□□ MK, □ FK, □□□□ MK, □ FK, □□□□ MK, ULTRA. Now wait and then perform □□□□□□□ FP.



B. ORCHID

- □□□ FK, MK, □□□ FK
- □□□ FK, MK, □□□ FP

- □□□ FK, MK, □□□ MK, □□□ FK
- □□□ MP, □ FK, □□□ MK, QK, □□□ FK

- □□□ QK, FK, □□□□ MK, QP, □□□ FK
- □□□ QK, FP, □□□□ FP, □□□□ FK
- □□□ FK, MP, □□□ MK, QK, □□□ QK

FLIK FLAK: □□□ + any kick

SLIDE: □□□□ + any kick

AIR COMBO#1: Flik Flak

AIR COMBO#2: Flik Flak, □ FK, Slide

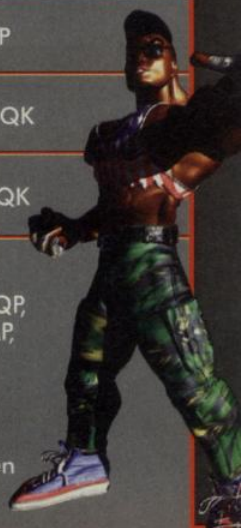
ULTIMATE: □□□□ QP

PSEUDO ULTRA: □□□ QK

ULTRA COMBO: □□□ QK

72-HIT COMBO:

Stop, MP, □□□□ MP, QP, □□□□ MP, QK, FK, MP, □□□□ MK, □ FK, □□□□ MK, □ FK, □□□□ MK, □ FK, □□□□ MK, QP, ULTRA. Now wait and then perform the following: □□□□□□□ FK.





SPINAL

- ○○○○ FP, MP, ○○○○ QK
- ○○○○ FP, ○ FP, ○○○○ MK

- ○○○○ MP, QK, ○○○○ FP, ○○○○ FK
- ○○○○ FK, MP, ○○○○ MP
- ○○○○ MP, QK, ○○○○ QK

- ○○○○ FK, ○ FP, ○○○○ FP, MK, ○○○○ QK
- ○○○○ FK, MK, ○○○○ ○○○○ MP, QP, ○○○○ MK
- ○○○○ MP, QP, ○○○○ ○○○○ FK, MP, ○○○○ ○○○○ FK

SKELEPORT: ○○○○ QP

MORPH: Skeleport in combo

PSEUDO ULTRA: ○○○○ FP

ULTRA COMBO: ○○○○ ○○○○ QP

COMBO END#1: ○○○○ MP
COMBO END#2: ○○○○ QK
COMBO END#3: ○○○○ MK
COMBO END#4: ○○○○ FK
COMBO END#5: ○○○○ QP

71-HIT COMBO:

○ FK, MP, ○○○○ MP, QP, ○○○○ ○○○○ MP, ○ FP, ○○○○ ○○○○ MP, ○ FP, ○ FP, ○○○○ ○○○○ MP, ○ FP, ○ FP, ○○○○ ○○○○ MP, ○ FP, ○○○○ ○○○○ MP, QK, ULTRA. Now wait and then perform ○○○○ ○○○○ FP



FULGORE

- ○○○○ FK, MK, ○○○○ FP
- ○○○○ MP, ○ FP, ○○○○ FP

- ○ FP, ○○○○ FK, ○○○○ FP
- ○○○○ FK, MP, ○○○○ MP, QK, ○○○○ FK

- ○○○○ FK, ○ FP, ○○○○ MK, QK, ○○○○ MP
- ○○○○ FK, MP, ○○○○ ○○○○ FK, MK, ○○○○ FP
- ○○○○ FP, MP, ○○○○ ○○○○ QK, FP, ○○○○ ○○○○ FP
- ○○○○ FK, ○○○○ FK, MK, ○○○○ MP

68-HIT COMBO:

○ FP, ○○○○ ○○○○ FK, MK, ○○○○ ○○○○ FK, ○ FP, ○○○○ ○○○○ FK, MK, ○○○○ ○○○○ FK, ○ FP, ○○○○ ○○○○ FK, ○ FP, ULTRA. Now wait and then perform ○○○○ ○○○○ ○○○○ FP

SACK THE JUGGLER!

THROWS AND JUGGLES!

Most characters possess the ability to throw. To pull this off, stand next to your opponent, hold Towards and then press the Fierce Punch button. However, if you somehow manage to pull off an Auto Double immediately after it'll throw your opponent much higher in the air and, obviously, inflict more damage. You can also perform extra Juggles while they're in the air and inflict further damage!

THROW REVERSALS!

It's possible to change the momentum of a throw and go from being thrown to actually throwing your opponent through Air Dominance. If both characters are airborne a Hit Dominance system comes into play. It works as follows:

- Weak moves beat fierce moves.
- Medium moves beat weak moves.
- Fierce moves beat medium moves.



CHARACTER'S NAME

GLACIUS

KIM WU

SPINAL

TUSK

T.J. COMBO

JAGO

FULGORE

ORCHID

MAYA

SABREWULF

WHAT'S ALL THIS PAPER/ROCK/SCISSORS BUSINESS?

Each character has special moves that always counter other special moves and let them, in a trice, turn defence into deadly attack. Let's take Jago, for example. Based on the table below, imagine that Jago is fighting Jago and you'll see the system of moves in operation: Laserblade beats Wind Kick, Wind Kick beats Slide and Slide beats Laserblade. Easy-peasy, huh?

PAPER MOVE	ROCK MOVE	SCISSORS MOVE	SUPER LINKER	
LIQUIDISE PUNCH ↘↘↘ + any kick	COLD SHOULDER ↘↘↘ MP	ICE GRAB ↘↘↘ QP	HAND BLADES ↘↘↘↘↘ MP	SUPER LIQUIDISE) ↘↘↘↘↘ FK
FIRE FLOWER ↘↘↘ QP	TORNADO KICK ↘↘ ↘+ any kick	SPLIT KICK ↘↘↘ + any kick	FIRE-CRACKER ↘↘↘↘↘ FP	SUPER TORNADO ↘↘↘↘↘ FK
SKULL SCRAPE ↘↘↘ FK	SKELETHRUST ↘↘↘ + any kick	FLAMING BLADE ↘↘↘ FP	SUPER BLADE ↘↘↘↘ MP	SUPER SCRAPE ↘↘↘↘ FK
WEB OF DEATH ↘↘↘ FP	THE CONQUEROR ↘↘↘ FK	SKULL SPLITTER ↘↘↘ + any kick	SUPER BOOT ↘↘↘↘ FK	SUPER WEB ↘↘↘↘ FP
SPIN PUNCH ↘↘ QP	TREMOR ↘↘ MK	ROLLERCOASTER ↘↘ MP	SUPER SPIN FIST ↘↘↘↘↘ QP	SUPER ROLLER COASTER ↘↘↘↘↘ MP
LASER SWORD ↘↘↘ + any punch	WIND KICK ↘↘↘ + any kick	NINJA SLIDE ↘↘↘ + any kick	SUPER SLIDE ↘↘↘↘↘ FP	SUPER WIND KICK ↘↘↘↘↘ MK
PLASMA SLICE ↘↘↘ + any punch	CYBERDASH ↘↘↘↘↘ + any kick	LASER ↘↘↘ MP	SUPER DASH ↘↘↘↘↘ FK	
TONFA FIRE ↘↘↘ + any punch	FLIK FLAK ↘↘↘ + any kick	TIGER SLIDE ↘↘↘ + any kick	SUPER SAN ↘↘↘↘↘ FP	FIRECAT ↘↘↘↘↘ MK
SAVAGE BLADES ↘↘ MP	COBRA BITE ↘↘ QP	MANTIS ↘↘ FP	SUPER FLIP ↘↘↘↘↘ MK	SUPER BLADES ↘↘↘↘↘ MP
SABRE SPIN ↘↘ FP	SABRE WHEEL ↘↘ MK	SABRE POUNCE ↘↘ MP	SUPER SPIN ↘↘↘↘↘ MK	SUPER WHEEL ↘↘↘↘↘ MP

FIVE PEARLY WORDS OF WISDOM!

- (1) Always try to be on the attack as this builds up your Super Bar.
- (2) Change between those moves that hit high and those moves that hit low as this will confuse your opponent.
- (3) When you perform Finishing Moves always try to do them in the middle of a combo.
- (4) Use your Super Moves as much as possible as they inflict a lot of damage.
- (5) Super Moves can also be used to Juggle.

COULD THERE BE MORE?

It's a funny old universe, especially with K12 characters going around thumping each other all the time, and there's every probability that Rare and our team of arcade-lets will have got a whole load of other moves next month. But don't hold yer breath, okay?



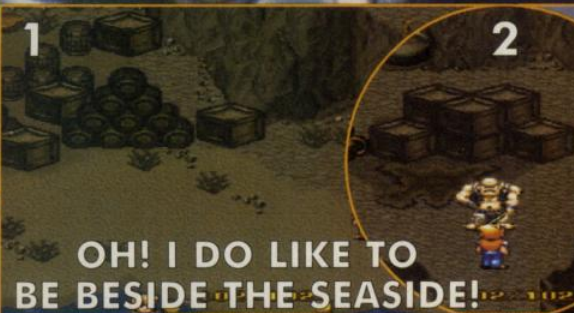
Welcome to the second part of my cosmically cracked guide to *Secret Of Evermore*. This month I'll be taking you through the desolate land known as Crustatia. In this section our main objective is to find the diamond eyes and restore peace to Crustatia. So follow me game-a-trons, and let's kick some Crusty ass!

SECRET OF EVERMORE

PLAYER'S GUIDE PART 2

WORLD TWO: CRUSTATIA

1



OH! I DO LIKE TO BE BESIDE THE SEASIDE!

2



Once you land in Crustatia walk up the ladder which is located on the right side of the ship. Enter the first cave and exchange your Talons for jewels. Now purchase any items that you may need.

NOTE: The shopkeeper will give you one jewel for every two talons – daylight robbery!

3



Explore the town and soon you'll find this inn. Talk to the old man and he'll save your position. Now head back to the beach.



Once you're on the beach move right one screen to an area known as the right bank. Enter the next cave and talk to Blimp – a movie sequence will now take place featuring your old mutt.



At this point you must move your dog by jumping between the large lily pads. Walk right until you find the open door, enter the palace and watch a short sequence.

MORE

MIDNIGHT AT THE OASIS!

Head north and cross the newly formed stone bridge to the the great desert. From here you must cross the desert either by running or taking the boat (the boat will cost you 10,000! It's better to run unless you're really flushed because there are much better things to your cash on – armour and nectar for example. Stop at each oasis to regain your energy and once you've reached Nobilia enter via the left-hand side. **NOTE:** This is a very long way so be patient.



Once you've switched back from your four-legged friend Blimp will give you the spell known as Crush.

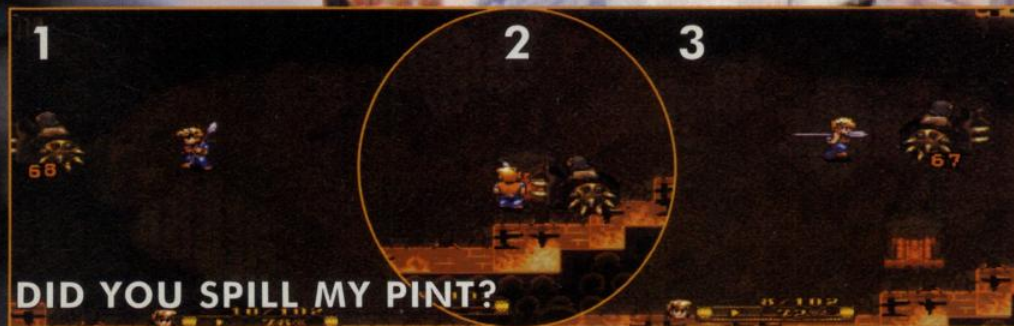


While you're in the market known as Nobilia look around each stall and obtain any items that you think you may need. Search around for about 15 minutes or until the market closes.



While exploring Nobilia make your way to this point – right one screen and then down. Enter the warehouse and follow the spider behind the barrels and here you'll find a jolly nice fellow who'll give the Atlas spell to you.

Once the town meeting is in progress your faithful dog will pick you out from the crowd to fight the local psycho, Vigor, in the Colosseum.



DID YOU SPILL MY PINT?

The best way to defeat Vigor is to hide behind the post in the bottom-left corner and throw your spear when Vigor has his back to you. Once Vigor stops moving you have to look out beware because he'll throw a rather sharp stick at you.



Once Vigor has been defeated and you've gained the gladiator sword you can return back to the desert and make your way southwards to Blimp's cave. Talk to Blimp and he'll present you with the Revive spell - Replenish dog's HP. Now return to the beach and walk west two screens to the broken bridge.



Once you reach the broken bridge area switch over to your dog and jump over to the other side of the bridge. Walk up the screen and step on to the wooden platform. This will now transport you across the river. Switch back from the dog and stand on the wooden platform again to cross the water.



Now that you're on the other side of the river move two screens left and walk between the pretty orange trees. Once you've made it Horace Highwater's camp, talk to the big man himself and his good friend. They will give you the Revealer spell and six Call Beads plus access to Horace's magic.



After visiting Horace's camp, move right one screen and walk down to the waters edge. From here walk left one screen and you'll locate a rather large pit. Use the Revealer spell to uncover a hidden path leading across the pit. Once you're across the pit head west towards the base of the Great Pyramid.



At the base of the pyramid place yourself on the switch and move your dog through the newly opened entrance. Switch back to the young hero and climb up the steps. Now work your way round and enter the pyramid.



Inside you and the dog have to work separately to uncover the secret of the Great Pyramid. Your prime objective is to find the Bronze Axe, Horace's Regenerate spell and also defeat the sub-boss Rimsala. Do all this and you'll get the first Diamond Eye.



1

FIND THE BRONZE AXE!

Once inside make your way to the left-hand side of the pyramid. Locate the entrance guarded by the two Son's Of Set and walk into the entrance.

2

At the top of the pyramid go down the steps and enter the left door. Stand on the Ankh in the top-left. Walk up to the top-left corner and climb the steps.

3

At the top of the stairs switch to the dog and jump the water walk to the top-left corner and step on the symbol to open the gate which is next to you.

4

Switch back, go to the top-left and run past the statues. Walk right, cross the third bridge and stop at the gate.

5

Move the dog over the switch located in the bottom-left corner and this will unlock the gate which is next to you.

6

Switch back to the lad and enter the newly opened room. Defeat the two Son's of Anhur and you'll receive the Bronze Axe.

1

HORACE GOES MAGIC!

2

After you've got the Bronze Axe move right and smash the stone door with your newly acquired weapon. Move right and break the second stone wall. Now talk to the old man and save your game position!

3

After saving go south-east and over the bridge. Now stand by the gate and switch to the dog. Move to the bottom-right symbol and then switch back.

2

In this chest you'll locate Horace's magic, but first you must break the door down with the Bronze Axe.

3

Once you have obtained the Regenerate spell retrace your steps back to the bridge. Now cross over the second bridge and move left. Break the stone door down and get your dog.

OH, SO YOU NEED A LITTLE HELP DO YOU?

As you pass the Cobra statues you'll notice that there are two symbols. If you step on the green symbols you'll wake the statues – instant death. If you do manage to wake them run don't walk past them.



OII! GIVE ME THAT DIAMOND EYE!

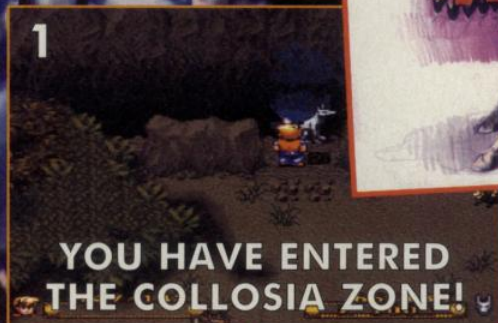
After you've collected the dog return to the first section of the pyramid. To do this cross the far-right bridge, continue to the right and then walk over the next bridge. Now enter the doorway at the top of the steps. Once you reach the first section of the pyramid make your way to the entrance guarded by the two Son's of Set. You're now be at the very top of the pyramid.

At the top of the pyramid walk to the blue gate. Now place the boy on one switch and then

move the dog to the other. You will now automatically walk through the opening.



The way to beat Rimsale is to take out the statues first by using the all-mighty Crush spell. Now throw your Horn Spear at the red gem once it has stopped moving about. Keep on throwing your trusty spear to take out the statues and the eye will be yours.



YOU HAVE ENTERED THE COLLOSLIA ZONE!

Once outside the pyramid walk to the right and drop down onto the pit. You'll now appear at Horace's camp. Talk to Mandronis to obtain the Escape spell and save your game!

Exit Horace's camp via the right-hand side and go up. Use the Reveal spell on the gorge at the top to reveal a crossing. Walk along the path east to reach Collosia.



Once you reach the Collosia walk inside and make your way up to the top-left corner. Stand on the plate and use the Reveal spell to uncover a path that leads across the pit. Follow the crossing and step on the switch located on the platform. This will open a gate which is in the upper-left section of Collosia.

Once the switch has been activated cross back over the path and stay close to the left wall. Now walk through the opening and move left one screen.

Once inside move to the upper-right and hit the blocks to reveal a bridge. Cross over and make your way top-left. In the corner you'll see a floor switch – step on it to open the door in the the bottom-right section. Now go back to the bridge.



Once you get back to the area where the bridge was make your way left and you'll soon come up to a second set of cubes. Hit these to reveal a bridge to the west. Now you have just 13 seconds to make it to the bridge! Run up and then left across the bridge. Once the time has past the bridge will collapse! If you don't make it hit the cubes and try again.



1

**BRING FORWARD
THE MINI-TAUR!**

2

Cross the bridge and head right to the main section. Walk to the bottom-right and enter the room on the right. You'll now be faced with the Minataur. The quickest way to beat him is to cast an Acid Rain spell. While that's taking effect charge up the Horn Spear and throw it at him. Once he's dead a floor-switch will appear.

3

4

After defeating the Mini-Taur step on the floor-switch and return to the main section of the Colosseum. Make your way to the bottom-left doorway and walk through. Three switches lie ahead of you. Step on them one by one, working your way left to right.

5

6

Move through the right door and run over the wooden bridge. Walk downwards and step onto the switch to the left.

7

8

Once the switch is activated move right then upwards. Inside the room you'll find many switches – step on them until the gate opens. Walk up and left and hit the cubes, then go thru the gate and ride the elevator. From the main room walk through the entrance located in the upper-right wall.

9

10

Upon entering the top-right section and make your way to the top of the path. Hit the cubes and cross the newly formed bridge. Now step on the switch located in the upper-left corner.

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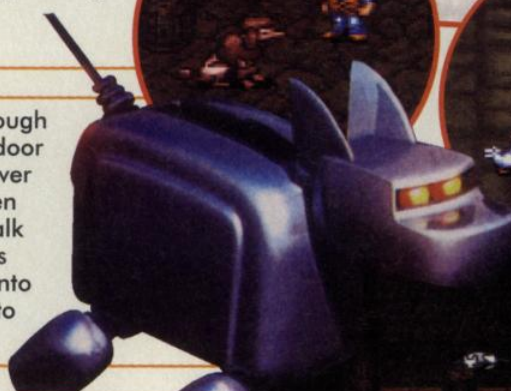
Travel right and walk through the gate that you've just opened, walk down along-side the right wall until a large pit is reached. Use the Reveal spell, cross the pit and move down and right. Now enter the large room with the golden pillars and defeat the Mad Monk to receive the Bronze Spear.

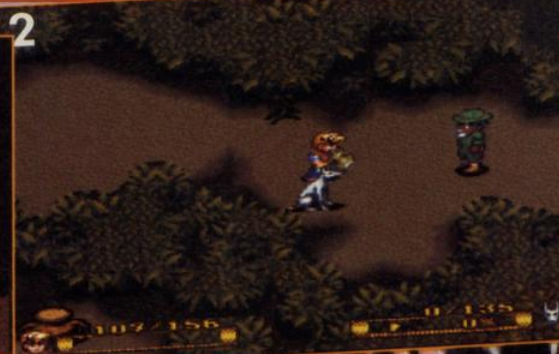
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Once you have the Bronze Spear make your way back to the bridge which you've made appear. Stand on the crossing and fall off of it via the left side. Now walk down, go right and stand to the left of where the bridge was. Now face south and press your 'B' button and you'll automatically throw your spear at the cubes below. This will make the bridge appear.

14

Cross the bridge and walk down to the bottom-left corner of the section. You should now be standing in the main part of the Colosseum. **SAVE YOUR GAME!** Stand between the two bridge plates and face north. You'll automatically throw the spear to reveal a secret bridge heading up. Cross over to enter the fearsome Mega-taur's lair.





To defeat this rather large fiend you must stay on your toes and keep moving around the screen. Use a few Call Beads on him and don't forget to keep replenishing your HPs. Once he stops moving for a short time this is your chance to throw a couple of spears at him. Repeat until you beat him.

After leaving the Colosseum move south and drop off the cliff – you'll appear back at Horace's camp. Cross the river and go east. Horace's evil brother will confront you and take your Diamond Eyes. Two baddies will appear, so kick their asses and move right.

After defeating the two Rouges you'll see some pots above and below you. To get at them you must smash the walls that are blocking the way.



Now make your way east one screen, step on the wooden platform and you'll be transported over the river. Use the Bronze Axe to unblock the cave to the right and talk to the old man. After a chat he'll give you a Drain spell. Now return to Crustatia, fill up on any ingredients you may need and replenish your energy. Now make your way to Nobila via the desert.



As soon as Nobila is reached you must head right towards the meeting place and fight Aegis. The best way to beat this boss is to set your dog on the most aggressive attack setting and to keep throwing your spear at the statue. Try not to use any Call Beads as you need them for the final boss. To beat him just keep throwing the spear and the Aegis shouldn't last very long.

Once Aegis is beaten, Horace will appear giving you some Call Beads. Now you must return to Horace's camp – pronto!



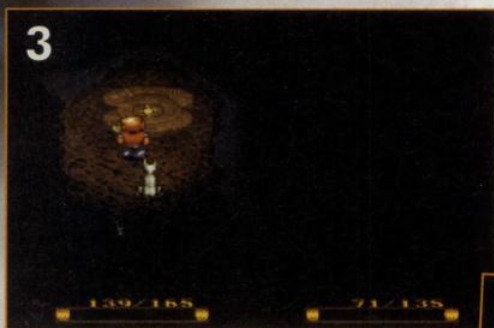


Upon your journey back to Horace's camp effectively by stopping at Crustatia and stocking up on dog biscuits and anything else you may need. Once at the 'broken bridge' screen enter the cave again and talk to the old man and he'll give you the Double Drain spell.

Once the camp is reached you'll notice that the river has dried up. Follow the route of the river bed north one screen and then move to the right. Jump down the waterfall to enter the waterfall tunnel.



To enter the lair of the Aquagoth you must walk right when you're inside the waterfall tunnels. Move down one screen and step on the teleport plate. Now work your way to the lower-right corner and move down one screen. Follow the path right and then move north one screen. Now step on the teleport plate. Make your way to the upper-left section of the tunnels and move up one screen. Now walk east to the next screen and move in a south-easterly direction. Move down one screen and step on another teleport plate. Search the screen on the right and you'll find a pot containing three Call Beads. Now go left one screen and walk up and you're in the lair of the Aquagoth!



To defeat this rather slippery boss you must make sure you stay out of reach of his tentacles – my advice is to use all your spells you have on the tentacles because once these have been disabled you'll be able to concentrate on his body. Use all of your Call Beads on him and keep throwing your spear. The best place to stand is pictured – although you can still be hit by the sparks on the floor, so watch out! Remember to keep your HP stocked up and to use any spells that are available. Keep hammering away at Aquagoth and you'll soon be able to make a fine octopus soup out of him.

NEXT MONTH:
BATS IN YER BELFRY!

The Evermore tips keep rolling on as next month we visit the dark and creepy world of Gothica. So grab yer garlic and keep hold of yer cross and we'll see you next issue for more RPG action!



MEGAMAN X3

PLAYER'S GUIDE

If ever a game needed the full NMS tipping treatment it's Megaman X3, the latest outing for Capcom's teeny-tiny robohero. Take it from us, this is one tough cookie, but with the power of our in-depth player's guide to your elbow you should find the going a little easier. Joypads at the ready, let's go!

HAVE A HEART!

Hidden in out-of-the-way corners of several stages are Heart Tanks, power-ups that are essential to the success of your quest. Each one collected increases your energy bar by a couple of notches, and you'll need to find them all before you face Dr Doppler. It's a good idea to spend a few lives picking up some of the easier-to-reach ones early on, as it'll make life far easier for you. Anyway, here's how to get at 'em...

PATHS OF GLORY!

Knowing the correct order in which to tackle the eight stages is half the battle. Here's the one we've found most effective, but feel free to experiment.

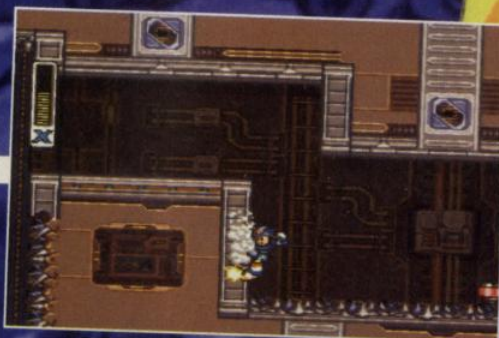
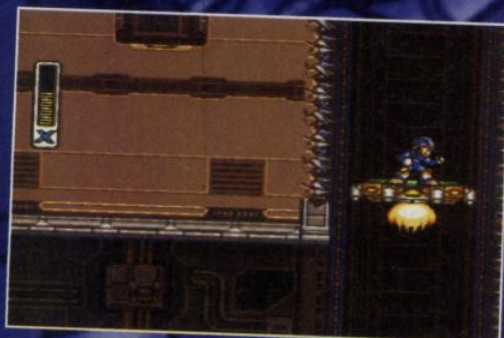
- (1) NEON TIGER
- (2) GRAVITY BEETLE
- (3) BLAST HORNET
- (4) BLIZZARD BUFFALO
- (5) TOXIC SEAHORSE
- (6) TUNNEL RHINO
- (7) VOLT CATFISH
- (8) CRUSH CRAWFISH



Battle through the Neon Tiger stage until you reach the forest area just before the boss. Hop on the dragonflies and let them carry you right. Now dash-jump right, and climb the wall to reach the Tank.



Go to the Toxic Seahorse stage and climb the shaft dripping with ooze. Keep climbing the walls right to the top to find a Heart Tank, guarded by a bomb-lobbing nasty.



Go to the Volt Catfish stage and ride the second lift to top. Enter the chamber on the right, slide down the wall then dash-jump right to get the Tank.





NOTE! You must have Dr Light's Air-Dash chip to do this! Trek through the Blast Hornet stage to the open area with the hangars. On the far right there's a passage leading underground. At the entrance jump, Air-Dash upwards and grab the wall to your right, then climb up to get the Tank.



NOTE! You'll need to be able to access the robot rides to do this! Go to the Crush Crawfish stage, and select the two-fisted robot from the platform below where you enter. Dash right and scale down the shaft to find a cracked wall – use your fists to smash a hole to where the Tank lies.



NOTE! You'll need Tunnel Rhino's Tornado Fang or to be able to access the robot rides to do this! In Blizzard Buffalo's stage you'll come across some giant ice cubes. Use the Tornado Fang or a robot ride attack to smash the frozen barriers, opening up a passageway to the Heart Tank.



NOTE! You must have Dr Light's Double-Charge Chip and Volt Catfish's Triad Thunder to do this! After entering Tunnel Rhino's stage you'll soon find a passage leading to this room (above right). Power-up the Triad Thunder and unleash it – you'll now be able to reach the Tank.



NOTE! This Heart Tank is only accessible later in the game, when all the crates have disappeared – try getting it after you've defeated Blast Hornet! On the Gravity Beetle stage use the platforms to climb to the top-left corner of the first factory area. Now dash-jump to the left to reach the Heart Tank.

RESERVE YOUR ENERGY!

Probably the most important pick-ups in the whole game are the Energy Sub-Tanks, which let you store spare power to top up your energy bar when it gets low. As with the Heart Tanks, the wise player will locate some of the easier ones early on...



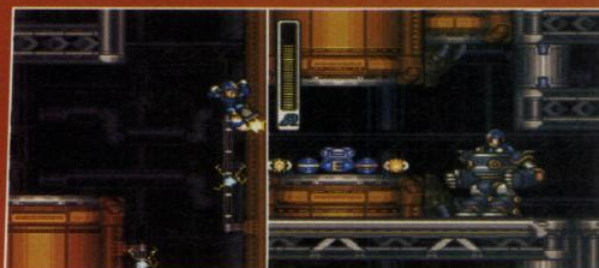
Go to the Neon Tiger stage and travel to the far right of the first forest area. Climb the wall, zap the spike-fisted droid, then hitch a lift on the dragonfly – it'll take you right to the Sub-Tank. If only the rest of Megaman X3 were so easy...



Go the Tunnel Rhino stage. Dash past the mud chutes but before you drop down the tunnel leading to the first Continue chamber, dash-jump to the top-right to find the Sub-Tank.



NOTE! You must have Dr Light's Air-Dash chip to do this! Fight your way through the Blizzard Buffalo stage to where a snowstorm rages. Jump left off the near-by platform, Air-Dash upwards and then fall to the left – you should be able to grasp onto the platform where the Sub-Tank rests.



NOTE! You'll need to be able to access the robot rides to do this! Work your way through the Volt Catfish stage to just past the Continue chamber. Climb the shaft to reach a robot ride platform. Select the two-fisted droid then go back down the shaft. At the bottom the weight of the robot should smash the floor, opening a passage to the Sub-Tank and juicy pick-ups.

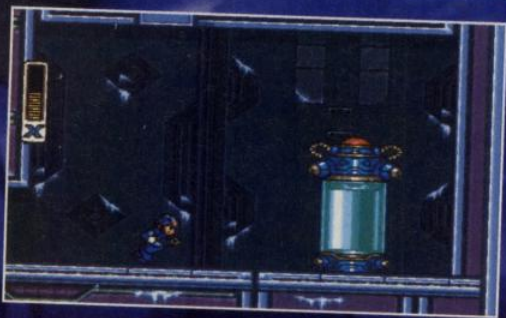


LIGHT RELIEF!

On every stage waits Dr Light with a suit enhancement that he's just itching to give you. Want to know where he is? Read on...

AIR-DASH CHIP

This chip is essential for reaching many secret places, so go get it as soon as possible. Go to the blizzard area in Blizzard Buffalo's stage. Stop the storm by zapping the machine, then head for the top-right platform. Dash-jump to the right and climb the wall to get the Doctor.



ARMOUR CHIP

NOTE! You must have Dr Light's Double-Charge Chip and Blast Hornet's Gravity Well to do this! Go to the Volt Catfish stage, where you'll encounter several lifts. Ride the third lift to the top to reach a strange metal platform. Stand on it and power-up the Gravity Well – once it's unleashed it'll suck the platform up the shaft, taking you to Dr Light.



DOUBLE-CHARGE CHIP

NOTE! You must have Tunnel Rhino's Tornado Fang to do this! Roughly a third of the way through Neon Tiger's stage you'll come to a ladder leading down. At the top of this ladder to the right is an odd-looking wall – drill it with the Tornado Fang to open a new passage. Enter and dash-jump over the spikes to find the Doctor.



ARM CHIP

NOTE! You'll need to be able to access the robot rides to do this! After leaving the second Continue chamber on Gravity Beetle's stage climb up to reach a robot ride platform. Select the two-fisted ride and continue your travels. Just before the shaft leading up to the boss you'll see a weird wall. Smash the wall to open a passage. Enter and ride across the spikes, then jump up to find Dr Light's hideout.



BODY CHIP

NOTE! You'll need to be able to access the robot rides to do this! Just below the platform where you start Crush Crawfish's stage you'll find a robot ride platform – hop on it and select the two-fisted ride. Travel on and drop down the first pit you come across. Smash the wall on the left with your fists to find the Doctor.



TICKET TO RIDE!

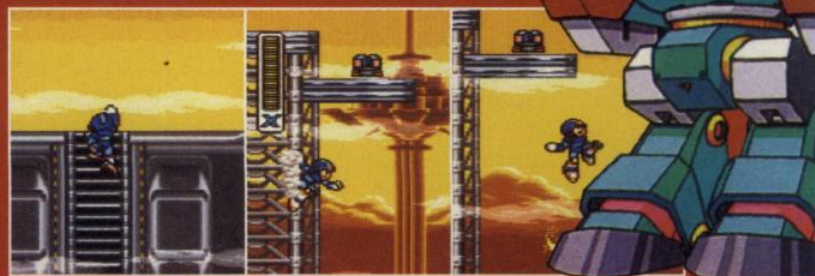
There's a total of four robot rides that Megaman can commandeer, and each comes in handy at some point in the game. Here's how to power them up...



NOTE! You must have Tunnel Rhino's Tornado Fang to do this! This is the first robot ride to seek out – you can't use any of the other robots until it's been activated. Go to Blast Hornet's stage and work your way thru to the hangars, which you'll find just past the halfway point. Use the Tornado Fang to drill into the hangars' walls – soon you'll find a passage leading to where the robot ride awaits. Shoot the nasty holding it captive then hop in!

NOTE! You must have Dr Light's Air-Dash chip to do this!

Fight through the Gravity Beetle stage until you've just reached the top of the factory. Climb the left wall to the platform bearing the robot ride icon. Jump across to the right then Air-Dash upwards – with any luck you should be able to grab the edge of the platform and clamber up. Be warned that this is not easy to do, but it IS possible. Honest.





LEG CHIP

NOTE! You'll need to be able to access the aquatic robot ride to do this! Go to the Toxic Seahorse stage but before dropping into the water, jump to the passage on the right to find a robot ride platform – select the aqua-ride. Smash the fan turbines with the torpedoes then climb the wall. Once out of the water, climb the wall to the right to meet Dr Light.

ENERGY CHIP

NOTE! You'll need Dr Light's Air-Dash chip and to be able to access the flying robot ride to do this! Go to the Blast Hornet stage. Just after the lift section you'll see a hole in the roof – use your Air-Dash powers to climb up it. Select the flying robot ride then continue right. Stand at the edge of the pit of conveyor belts, then dash right and start flying – you'll soon find yourself in Dr Light's lair.

MIDDLE MANAGEMENT!

As if the big bosses weren't bad enough, some stages have mini-bosses at their halfway points, just to add to the fun. Here's how to send them packing...

This nasty pops up in the Neon Tiger stage, where it burrows around while spitting insectoids. Don't panic – just keep blasting at its head with the Mega-Buster, running under or jumping over the insectoids when they near you.

There you are, happily trotting through Blast Hornet's stage when you meet this spiky nightmare. Actually, it's no sweat – just stand with your back to wall and keep firing with your fab MegaBuster (powered-up, ideally). You'll take a little damage from its rapid attacks, but it'll die long before you do.

It's a good idea to have a couple of full Sub-Tanks before you tackle this drill-nosed nasty. Only the driver is vulnerable – keep jumping and firing to hit it. Climb the walls to avoid the drill when it charges at you, or when the driver clamps onto the ceiling and tries to spike you.

This baddy looks a lot deadlier than it really is. Keep pumping away with your MegaBuster, dashing beneath its tentacles when it comes too close. It doesn't take too much battering before heading for fish heaven.



ITEM RADAR CHIP

NOTE! You must have Dr Light's Double-Charge Chip and Volt Catfish's Triad Thunder to do this! After the tumbling boulder section in Tunnel Rhino's stage you'll see a boulder hanging from the roof. Stand on the nearby platform and power-up the Triad Thunder. When you let rip the boulder will fall, letting you reach Dr Light.



(ABOVE) Find those elusive Dr Light chambers!

NOTE! You must have Dr Light's Double-Charge Chip and Volt Catfish's Triad Thunder to do this! Go to the Crush Crawfish stage. In the very first area (with the cranes), scan the floor for an odd-looking block. When you find it, power-up the Triad Thunder and let rip. The block will shatter, revealing a shaft leading down to the last robot ride icon.

NOTE! You'll need to be able to access the aqua robo ride to do this! Go to the Toxic Seahorse stage and do battle. Before dropping down into the underwater section, jump across to the passage on the right where you'll find a robot ride platform. Select the sea-faring droid then go for a dip. Work your way to the right BUT DON'T SHOOT ANYTHING! Use the robot's torpedoes to smash the fans, then leap out of the ride and climb the wall. Now leap left – by tapping jump you'll be able to 'skip' across the water. When you reach the platform Air-Dash up to reach the robot icon.



BEAT THE BOSS!

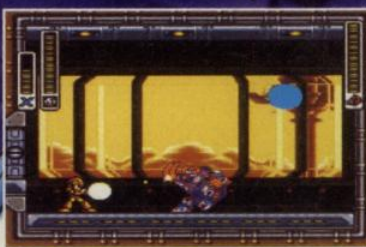
Most of the stages are fairly linear, and all the nasties are relatively easy to deal with once you learn their attack patterns. The really big problems arise when you reach the bosses who are, without exception, nightmarishly tough to beat. But don't worry – follow these tips and you'll win through in the end...

NEON TIGER

- When battle commences, don't move a muscle – just keep peppering the beast with shots from your MegaBuster.
- The Tiger fires shots from its tail in bursts of five, but provided you're standing well away from it you should only have to jump to dodge the third one, as the rest will scatter above or below you.
- When the Tiger jumps onto the wall above you, stay calm – chances are it'll jump away again. However, if it does drop down on top of you, dash to the far side of the room.
- If the Tiger charges up for a slash attack, climb the nearest wall then dash-jump over its head when it lunges at you.

GRAVITY BEETLE

- If you've got the Neon Tiger's weapon, this boss is a breeze to slay – just select that boss's Ray Splasher and keep firing!
- If the Beetle gets too close for comfort, climb the nearest wall then dash-jump across to the other side of the room and continue the punishment.
- Don't bother trying to avoid the Beetle's gravity bolts – you're more likely to take damage if you jump around trying to dodge them than simply staying put and taking it like a (mega)man.
- When the Beetle opens up the Black Hole, dash under its legs when it jumps and KEEP FIRING!



(ABOVE) Gravity Beetle's no problem if you've got the Ray Splasher.

BLAST HORNET

- Make sure that you've got Gravity Beetle's awesome Gravity Well weapon before facing this nasty.
- As soon as you can, unleash the Gravity Well – bear in mind that it doesn't have to actually hit the Hornet to do damage.
- Try to stand next to the Gravity Well as it does its thang, because then it'll return to you faster.
- If the Hornet unleashes a swarm of bees, dash to get out of their way.
- With practice, it's easy to beat this boss without losing any energy!



BLIZZARD BUFFALO

- Don't even think about battling this boss without Blast Hornet's Parasitic Bomb attack and a Sub-Tank or two of energy under your belt!
- Keep your distance and unleash Parasitic Bombs whenever you can.
- If the beastly Buffalo forces you up against a wall, climb and dash-jump over its head to escape.
- When the Buffalo lobbs ice at you run towards the beast, firing Parasitic Bombs as you go. When the Buffalo charges, jump up then Air-Dash over its head.
- Listen out for the sound of the Buffalo's ice beam! Whenever you hear its tell-tale whoosh, dash for the nearest wall and climb for all you're worth!

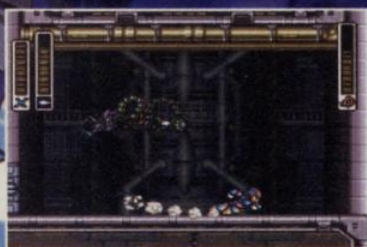


TOXIC SEAHORSE

- Make sure you've got Blizzard Buffalo's Frost Shield before tackling this salty geezer!
- As the Seahorse jumps around, fire a Frost Shield then dash away – the fool will jump to where you were just standing, right into your icy lance!
- Be prepared to take some minor damage from the Seahorse's acid attacks – it's almost inevitable.

TUNNEL RHINO

- Be sure to have Toxic Seahorse's Acid Burst weapon and at least two full Sub-Tanks before coming here! It's almost impossible to avoid a right pasting from this beast!
- Keep climbing the walls and dash-jumping over the Rhino's head whenever it charges at you or launches a drill attack, lobbing shots at its exposed rear whenever you get the chance.



(ABOVE) The agile Toxic Seahorse may look fearsome, but it's easily defeated if you've collected the Ice Lance – with practice you can come away from this boss without losing a single bar of energy!

VOLT CATFISH

- Provided you've got Tunnel Rhino's Tornado Fang, you should have no problems with this nasty.
- As soon as the Catfish appears, keep pummeling it with the Fangs.
- Climb the walls and dash-jump over the Catfish's head when you get cornered.
- Even when the Catfish changes to its shocking new attack, keep firing away – with luck it won't be able to get a shot off.
- With practice, you can beat this boss without taking any damage!

CRUSH CRAWFISH

- If you haven't got Volt Catfish's Triad Thunder you haven't got a chance! Oh, and make sure you've got some full Sub-Tanks on you!
- There's not a lot of advice to give here, to be honest – just keep moving, unleashing the Triad Thunder, climbing the walls and dash-jumping to avoid getting caught in the Crawfish's claws.





ROVING ROGUES!

As you progress, Dr Doppler will send his henchmen after you. These guys are tough and can appear almost anywhere. Want the low-down on how to see them off? Of course you do...

This is Byte and so long as you learn his attack pattern he's not too tough to defeat – provided you've got a couple of full Sub-Tanks on stand-by. Basically Byte will jump, line-up with you and then dash-attack. Keep powering-up your MegaBuster, jumping and releasing the firebolt when Byte descends from his own jump – with luck Byte will dash-attack over your head, while you dash under his legs. Dodge the loops if possible, otherwise take it like a man. Repeat until one of you fades...



Hard, hard, HARD! You'll need at least three full Sub-Tanks in reserve to tackle this geezer. As for Byte, dish the dirt with your powered-up MegaBuster. There's not a whole load of advice to give here – just keep firing and use your Air-Dash to jump over the beast's head when it leaps at you. Oh, and use those Sub-Tanks!



VILE LITTLE MAN!

Sooner or later you'll find Vile's hidden lair, which you must complete before you can enter Doppler's hidden HQ. Most of it is plain sailing, to be honest, with (as usual) only Vile himself causing any problems. Be sure you've got at least three full Sub-Tanks before facing him. Vile will attack by charging you in his robot ride, so just keep dashing away when he moves, turning to fire powered-up MegaBuster shots at him. If you get cornered against a wall, climb and dash-jump over him.

Eventually Vile will climb down from his robot ride and fight you face-to-face. Keep close to a wall, so that you can climb and dash-jump over his firewall attacks. Keep firing like an idiot, and eventually you'll win through. It's almost impossible to avoid taking damage here, so keep an eye on your energy gauge and top up whenever necessary.

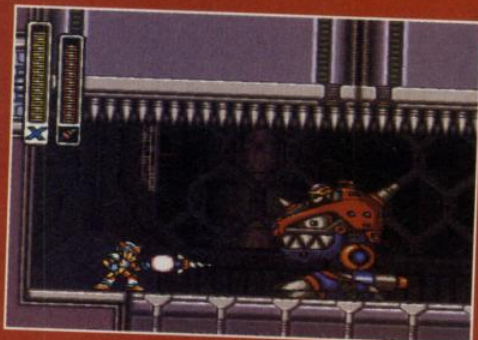


INSIDE DOPPLER'S HQ!

Doppler's secret HQ is split into several 'mini' stages, each with their own end boss. Note that your password will only (some- what annoyingly) take you to the beginning of Stage 1, so you'll have to explore the HQ in one sitting to complete the game. Be warned, this section is totally rock – each stage is packed with loads of 'instant death' perils that will drive you crazy. After completing a stage, be sure to replenish all your Sub-Tanks before tackling the next.

STAGE 1

Use Tunnel Rhino's Tornado Fang to slay this mini-boss at the stage's halfway point, then dash to the right and zap the machine in front of the door before Megaman gets spiked on the slowly descending roof.



STAGE 2

The best weapon here is Toxic Seahorse's Acid Burst. Stand still and wait for the hovering beast to approach, then dash away before it clamps down on you. Now turn and fire a couple of shots before it resumes the chase.



STAGE 3

A very short stage leads to this chamber, where teleport booths wait to carry you away for rematches with all the bosses you faced before. Just use the same techniques you used to defeat them the first time around.



This is Bit, Byte's brother, and he's out for revenge. After Bit goes through his morph, switch to Neon Tiger's Ray Splasher and keep firing away. It's not worth bothering trying to dodge the attacks – just top up your energy when you need to.

You know what they say: the bigger they come, the harder they fall – as this bulky boss proves! Just activate Volt Catfish's Triad Thunder and keep plugging away. If you get your timing right the Thunder will protect you from the missiles, while blasting the baddy!



At last - Doppler! Pop away with your MBuster and dodge his fireballs, but don't shoot his green forcefield or you'll recharge his energy. If yellow bands appear around him, scale the nearest wall, wait for him to float up to your level, then drop and dash beneath his legs.



STAGE 4

What? It seems that the Doctor wasn't the ultimate cause of the chaos after all! This guy is a real sod, and you'll need four full Sub-Tanks to stand even the remotest chance of beating him. Use the old 'climb the wall/dash-jump over his head' technique to avoid his firebolt charges, and drop Acid Bursts on him as you fly overhead. Good luck – you'll need it!



THE END... OR IS IT?

There are dark rumours of an even more hideous guardian lurking in the deepest bowels of Doppler's HQ. Are they true? Who knows? It's up to you to discover that for yourself!

Welcome to the first instalment of our Breath Of Fire 2 guide. We thought by now that you'd be hopelessly lost in the town of Colosia or maybe walking round in circles in Windia. So the Cosmic Cracker has descended to Earth to guide you through the role-playing worlds of Breath Of Fire and return order to your lives!

FIND YUA!

1
Ganer
"Buzz, come here for a minute."

During the intro your father will call you. Search the cabinet before you do anything and you'll find a fishing rod. Now walk up one screen and walk down the set of steps.

2
"Isn't Yua always playing at the back mountain?"

4

Once your father has set you the task of finding your missing sister you must exit the house and talk to the villagers. Walk north towards the small clearing and press the 'A' button to clear the grass away from the path. Keep heading up two screens and you'll find Yua, but beware because before you can speak to her a beast will jump out from the bushes. Start fighting the monster and eventually your father will come and save you. Now go to sleep by the mountain.

3

5

Buzz 24 8 A At
u t o ?? S
o i t





AND SO THE STORY BEGINS

1

2

Father Hulk
"Young child, welcome to
the house of St. Eva."

When you awaken walk south back to the village and talk to the residents. Now hot-tail it to the church and speak to Father Hulk.

3

Let's go to a big
village somewhere, steal
and get rich, huh?

4

Inside the church you'll awake to find a young pup rummaging around the dormitory. When he asks you if you'll be staying say 'no' and leave with him. Now that you have the first member of your team behind you leave the church and walk south out of the village.

5

7

6

You say that you
the child
for the mission

On the map screen head west until it starts to rain. Now you'll have to find shelter from the rain so walk north and enter some spooky looking caves. Once you're inside follow the trail around the tunnels until you finally reach the end of the Breath Of Fire 2 intro sequence.

LET THE GAME BEGIN!

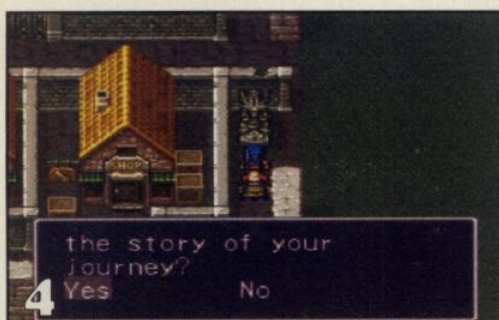
1 Please find my Suzy.
I'll be seeing you
later.

2

Now that you're a fully grown man you'll be set your first task by the elder. Our hero and Bow must find Mina's pet and return it to her as quickly as possible. So exit the office and search the houses to find any useful items. Now stock up on herbs and all other goodies that you might need for your journey.

3

MMRS obtains LifePi



the story of your journey?
Yes No

Before you exit the town walk to the east side of the village to find the statue. Now tell the monument your story to save your game.

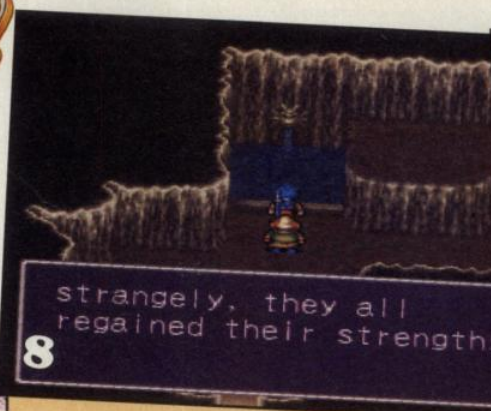


5

6

7

Once your game has been saved exit the town and head south-east towards the snow covered mountains of Fubi. On the mountain walk up, left and enter the cave entrance.



8

strangely, they all regained their strength!



9

Inside the mountain walk up to the fountain and press 'A' to replenish any lost hit-points. Head north through the tunnels battling as many monsters as possible to build up your attack level. **NOTE!** if you're defeated at any time while in the mountain you'll return back to the town. So you'll have to make your way back again and you'll see that you'll have kept any items or attack points gained from the your last effort.



10



11

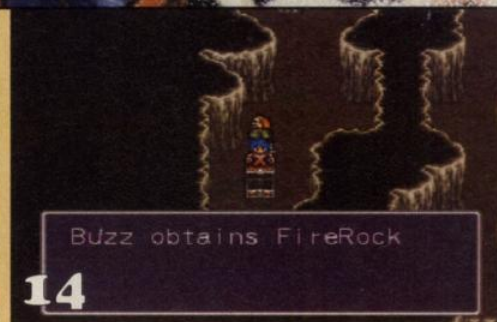


12

While battling against the Harpy sisters make sure your hit-points are being replenished all the time by using the herbs acquired in the town. Once all of the sisters have been defeated head north-west up the mountain walk up to the small rock and push it off the cliff. You'll uncover another cave entrance.



13



14

Buzz obtains FireRock

Inside the cave make your way to this point walk down to enter another tunnel. Head south and take the route on the left-hand side and you'll find a small chest containing the Firerock spell which is good against major enemies.



What are you talking about?



15



16

Once you've the Firerock in your inventory walk up and take the trail on the right side. Now follow the route until you reach a large pit. Jump down it and you'll meet Azua - a quite unimportant character. Exit the cave and walk south-west to leave the mountain.



17



AARRGGGHHH!!
COCKROACHES

1



2



5



3



4



6

When you leave the mountain head west towards the small house. Before you do anything walk up to the statue to the left of the house and save. Now enter the house and help the old man fight off the cockroaches. If you find your self running out of energy and all of the herbs have been used up make use of Bow's Cure spell instead. On the larger cockroach don't be tempted to use your Firerock because this enemy can be easily beaten by a few hits from Bow's arrows. Once the cockroach is killed you'll gain Mina's pet.

Now that you have Suzi head back over the mountain and you'll reach the town. Once you're in town walk back to headquarters and you'll be rewarded. When Bow asks if you'd like to rest answer 'Yes' and have a bit of shut-eye.

THE PLOT THICKENS...



1



2



3



4

Bow will be woken by a knock at the door and the game kicks-off again. Watch the sequence until you're in control of our hero again, walk round the town to find out what has happened and then return to your room to find Bow.





5

"I was asked to take the Magic hood."

"Oh, excuse me!"

"Bow, that was close. What shall we do?"

6

7

"I see... you've been falsely charged..."

8

After Bow tells you his story he'll hide in the bin so that he won't be caught by the pursuing guards. Smuggle Bow out of town and cross Mount Fubi back to the ruins. Niro (the old man) will hide Bow while you investigate who framed Bow.

TO COLOSIA

1

2

Once Bow is safely at the ruins with Niro save your position and cross the mountain once more. Head north-east via the bridge and find the city of Colosia.

3

4

"The girl's opponent is a lumberjack from Tag Woods name Baba, right?"

In the city walk left towards the church and save your game. Now walk right after exiting the church and enter the pub. Talk to the customers to gain vital information and you'll find out how to enter the Colosseum. Stock up on any items you require in the shop and exit the city.

Niro "Oh, it's you guys again..."

MONEY DOESN'T GROW ON TREES!

"...zz accepts 10 coins!"

1

Niro "I see... you've been falsely charged..."

2

"Welcome to the Bank."

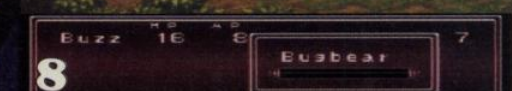
Once Bow tells you the sad story of what happened to him in Trout's house (he got framed for a crime he didn't commit), leave the town with him hiding in the trash can. You must now head for the ruins.

If you've under 100 coins in your possession walk into the church and give a donation. But instead of the vicar taking your money he'll give you ten coins! You can keep repeating this until you have 100 coins in your pockets - collect any more and the vicar will take one hundred coins off of you as another donation. Once you've gained 100 coins walk to the bank and deposit them there. Now go back to the church and repeat the process - this is a great way of gaining easy money, but the process is rather time consuming. Still, think of all the top goodies you can buy with the loot!



When fighting Baba make sure that you keep your hit-points stocked up by using the herbs bought in Colosia. Once Baba yields he'll give you his famous Axe – this item allows you to enter the Colosseum. Now head back to Colosia.

After leaving Colosia head north-west into the Tagwoods. In the forest walk north-west towards the first zip line, travel across the first set of trees and then walk right to the next zip line. Once you're across the trees head south-west and you'll find the infamous Baba.



While walking through Tagwoods you may come across a Harpy and a Bugbear. If this situation arises you must either run away or kill the Harpy first. Otherwise her Cure spell will keep the both of them stocked up on energy.



Back in Colosia enter the pub and talk to the bartender to kill some time and then exit the bar and head for the Colosseum. Walk up the steps, enter the building and walk into the room on the right-hand side. Talk to the lady and you'll be ushered into the centre room where you must battle the Director of HR to prove you are worthy of fighting in the arena.



After passing Director's test go to the locker rooms on the left side of the building. Inside you'll find a chest containing 1000 coins. Now try to open the door above.

Talk to Rand and give him all of your money so that he can go off to buy some antidotes. Now walk up through the door and enter the arena – the fight is on!



16

18



17

19

You won't have any trouble with Katt as she prefers to insult you than give you a good whacking. Once you've defeated Katt quickly push her up to the top of the screen and you'll avoid the poison darts.

Once Katt has been saved she'll join your group. Now head back to the manager's room - next door to where the Director. Now punch his lights out, but watch out because he's likely to turn really nasty.



20



21

After Argus has been killed head back to the ruins and introduce your new friends to Bow. Now our hero must make his way back home, escorted by Katt. Once at the town you must enter the Magic School.



22

Inside the school walk up the stairs and talk to Nina to find out about Joker. Your next quest is to find and rescue the Sisters from a nasty gang of hoodlums.



23

Stock up in town and save. Leave town and head east via the bridge and then walk up into the caves to find the gang's hideout.



24

In the hideout talk to all of the members of the gang and you'll obtain vital clues for a riddle that you'll be asked later. **NOTE!** The riddle that you'll be asked is quite tricky and involves the boss's family. If you get the answer incorrect you're going to get a good kicking from the gang's pets so watch out.



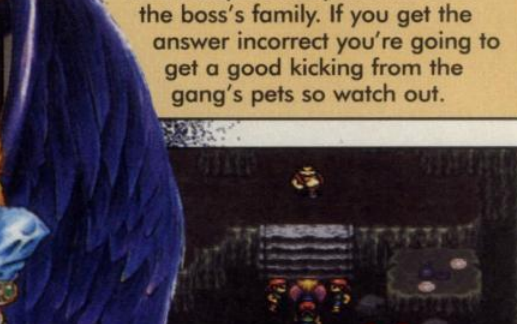
25

If you answer incorrectly you'll have to fight the hoodlum. Once this is done press the button located behind the rock and it'll lower a gate.



26

What happens next depends upon whether you answer the question correctly or not. If you get it right you'll pass through unharmed or you'll fight the poisonous spider and the guarding gang members. Think hard...



27

Make your way north through the caves and eventually you'll find Nina and the boss. Walk down to the crowd of thugs and defeat them to free the girl. Once this is done Nina will take care of the big bad boss - or so she thinks...



ONWARD MY FRIENDS, TO WINDIA WE MUST GO!

North... Tag Woods
West... Windia
South... Coursair

1



2

When you've rescued the sisters you must take them back to Windia. Exit the hideout and walk to Colosia. Save your game and stock up on any items you may need. Now leave the city and head west to Windia.



3

"I will put someone in
this perfectly
ordinary box..."

Once inside you're in Windia make your way through the tunnels to reunite the girls with the Queen. Proceed out of the castle and watch the magic show and Sten will join your team.



4



5

When Sten joins your group stock up on herbs and items and leave Windia. Head west toward the Capitan village. Once in the village enter the well and you'll discover the dark secret of the town. Upon entering the well you must save your game and stock up on items.



6



7

Once you're inside the well talk to the various people inside and you'll gain handy information. While you're searching the well you'll come across a small boy. Approach him and you'll find out exactly what happened to him.



8

Buzz	34	12	A	Att.	R	L	10
Stt	0	8	A	Guts	R	L	10
na	49	36	t	Spl.	R	L	9
Sten	0	17	c	Item	R	L	9

Your conversation will soon be interrupted by a rather large Terrapin. You must kill this beast to continue your adventure! Use your Firerock and other spells to kill this nasty because the Terrapin's hitpoints are rather high.



9

Quickly, please save the
villagers who are in
the cavern!



10

Buzz	44	16	11
Katt	58	8	11
na	0	0	10
Sten	31	5	10

Once the Terrapin is dead quickly retrace your steps and speak to Ray. Now search the cave and free all of the villagers - you must ensure you kill the huggers on their faces to free them or they'll die. Once the villagers are free go back to Ray and exit the well. Now save your game and make the long journey back to Windia. On the way back battle as many monsters as possible and you'll gain extra attack points because the next couple of sections are rather tough. In Windia save your game and buy as many herbs as you can!

NEXT MONTH: AHOY ME HEARTIES!

Oh yes, role-lets! Get your sea-legs ready because next month your team of hardened role-players are going on a bit of a cruise. But to do this the team are going to have to find a carpenter to build 'em a boat. Pack your trunks and we'll see in NMS #46!



Bonjour! Sexy Seal in shades here! First off I'm pleased to inform you that I managed to escape from Dave's bathtub and that I'm now back where I belong in a totally cool pool! Yup, I gave that great lummoX the slip down the plug-'ole and found a subterranean des-res. Honest punters, this place is a real flip-up joint for the sealettes. And I'm feeling a bit saucy this month 'cos Summer is definitely in the sea and a young seal's flipper turns towards affairs of the heart. So all you sea-life sweeties had better watch out for Seal - I can be a bit of a shark, ya know! Anyway, while I strut my aquatic ass around the coral coastline of my secret underground hideaway send your stuff to: **SEAL IS SEX ON A STICK**, Mailbag, NMS, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and don't tell those bozos on NMS where me all-new hideout is or they'll try and crab my style!

that salty sea-dog Captain Morgan are you? I flippin' well hope not 'cos that evil plank-walker skinned me great, great, great, great Grandpapa Salty Seal!

you a dress as well. No seriously, at the moment Nintendo have no plans to produce a keyboard add-on for the N64 - but it could happen.

ANGRY YOUNG MAN!

Dear SEAL, Skip the begging and the pleading, I know what you really want - a PlayStation! YOU TRAITOR! I'll tell all the others if you don't dare mention this in your column (which is muck by the way). Everywhere you go it's Kirby this, Kirby that. I'm SICK of Kirby! If I hear anymore of your rubbish I'll take it out on you, you smelly, stinky SEAL-BAG! Mr Ivona Tinkle, Campaign Against Endangered Seals, Cowie, Stirling.

SEAL: Don't you dare talk to me about Play-flippin' flappin'-Station. Me, the Seal of Approval, would never ever go anywhere near that pathetic piece of 32-bit dribble. You've rubbed my fur totally the wrong way, you Kruddy Kirby-hating-kreep. And one other thing - keep your totally anti-seal rubbish well out of it or you'll feel the force of me flipper around your face!

MAN O' WAR!

Dear SEAL, I think you're the best-speaking seal there is (not to mention the only one!) but I want to ask you this: why can't NMS UK Tour 96 come to the Isle of Man? Don't you have enough dosh to come over here or something? You have loads of fans over here and my friends and I always get your mag and they wish you'd come too. I'm sick and tired with Nintendo always stalling the release of the N64. I know loads of people who are saving up to buy it.

P.S. I think that your mag is much better than any other mag!

P.P.S. If you don't print this because of my name you'll hear from me again.

Jonathan Morgan-Moodie, Isle of Man.

SEAL: Well, first off me old Manx mate I'm glad you referred to NMS as MY mag because if my plan for Nintendo domination comes off there's a job on the cabinet for you - we need punters with silly names! Actually it's just occurred to me, you're not related to

DRESS SENSE!

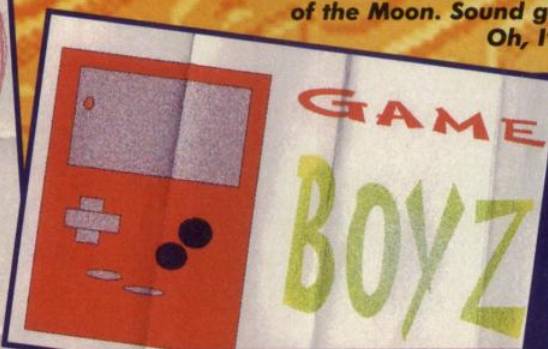
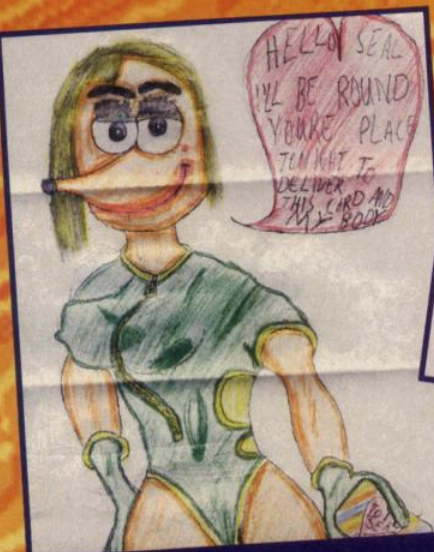
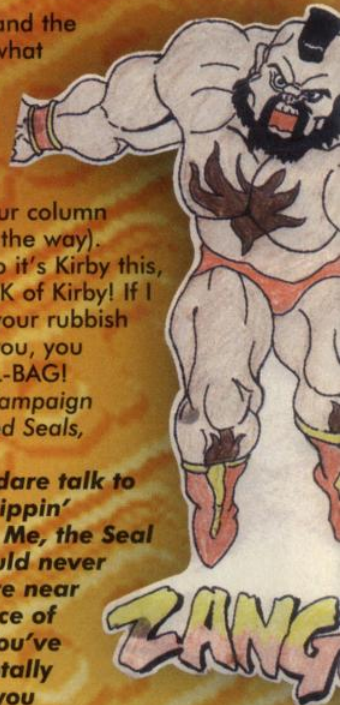
Dear SEAL, My boyfriend, Sean Westerman, has written to you a few times in the past and I've told him repeatedly that he'll never get a letter printed. He gets your magazine every month and your page is his favourite part. I get fed up of listening to him going on about the N64! He's shown me the pictures of games that are coming out for it and I was impressed. But I want to know whether there's going to be a keyboard and modem? His brother's gone and got a PlayStation - traitor! But my boyfriend's going to be loyal and wait for the N64.

Well, I'm looking forward to this letter being printed in the mag!

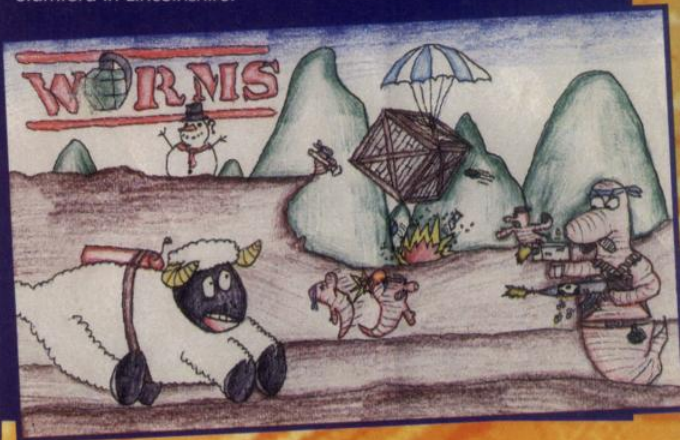
P.S. I've taken to reading your replies even though some of them are very cruel. But who cares because I'm getting a brand new dress for this!

Miss E. Hockney, Lincoln.

SEAL: Well hello there Missy - how's about you slipping over to my pool sometime? We could eat oysters, drink salt water while bathing under the light of the Moon. Sound good? Oh, I'll buy



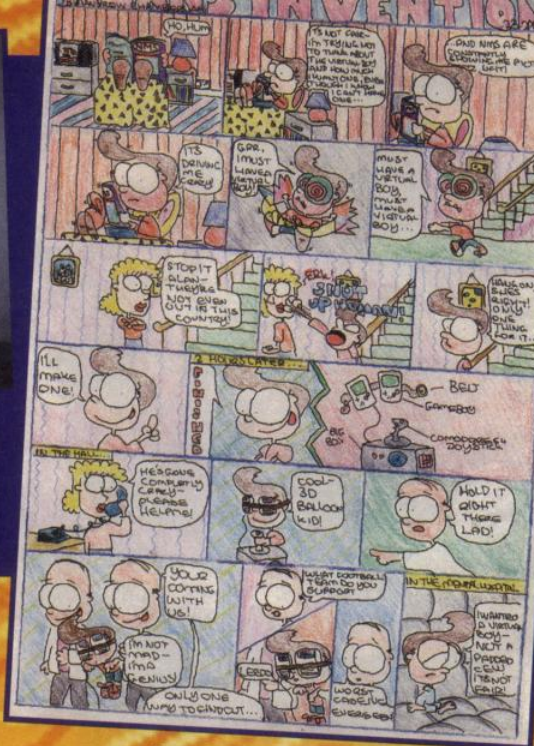
(ABOVE) Great cartoon cut-out from our mate Julian. Thanks!
(LEFT) Top computer art from Steven Boulton of Alton. It's a pity that the crappiest boy-band ever have now split!
(BELOW) Another dose of Worms sent in by Nick Bowen of Stamford in Lincolnshire.



(ABOVE & RIGHT) Top pics from James Allcock (above) from Awsworth and Tom Denney (right) from Brighton.



(ABOVE) Nice photo of Mr Potato Head from Joshua Clarke of Brum. Must have been taken at the Toy Story premiere!
(RIGHT) Cartoon comedy from Andrew Chamberlain. Thanks very much, mate!



(ABOVE) Here's Wario enjoying a well-earned holiday from John Scarratt who currently resides in Yaxley in Suffolk.

SHORT BUT NOT TOO SWEET!

Dear SEAL,

Guess what, I'm bored like hell so I'm writing to you! No, seriously Seal - who the flip are you?

Kwok To, London.

SEAL: Well Kwok, me old land-loving laddie, I am who I am - flippin' Seal! That's S-e-a-l, SEAL! It really buckles me barnacles when you chumps wonder who the flip I am. What do you think really happens? One of them chumps

up top writes

my column? There's no way dimwit Dave or simple Simon could make the mirth I do - you've read their crud! Tin my tail, the number of dumbos on land never ceases to surprise me! Oh, by the way Kwok - cheers for all the Small Tips. Remember: Seal sees all.

SAD BLOKE!

Dear SEAL,

You are totally ace! And I think B. Orchid has got the best Arsenal and a great pair of Tonfa's. My girlfriend has offered to buy me an N64 for Christmas. Should I buy it myself, if it's out in the Autumn, or should I let her pay for it at Xmas? My girly is jealous because she says that I fancy Kim Wu. Have you any advice on the matter? Kim Wu's phone number would be nice! Oh, she also says that I'm obsessed with KI and that it's all I talk about. Can you believe it?

Stuart Lemsworth, Hampshire.

SEAL: Well, frankly Stu - yes! I had to cut your letter down loads because all it did was wobble on about KI! Anyway, we all know that Arsenal are that cruddy joke of a footy team from North London, but what the jellied-eels are Tonfa's? As for Kim Wu's phone number - cod off! She's mine and loves only yours truly. And if your young lady's got any sense she won't buy you anything and she'll dump you and spend all her cash on crabsticks for me!

JERK EXPERIENCE!

Dear SEAL

I am writing to complain about RPGs. Why are so few released over here? I have Zelda, Secret Of Mana, Illusion Of Time and Secret Of Evermore. They are all brilliant! I know that sometimes it's a problem with the cart size, but even some 24 meg games are not released over here, for example the other Secret Of Mana games and the brilliant Goeman titles. I don't know why Nintendo's bosses think that they

don't appeal over here - they seem to sell when they are released. Another thing, the N64 is supposed to be \$250, so I can't see how it can come with a game. The PlayStation was £300 and it only came with a demo CD. Surely it will cost Nintendo too much to give away a game with such a low price tag? Drone... drone... drone...!

P.S. This letter better get printed as you owe me a favour after I single-handedly counted 3,500 NMS Reader Survey replies while I was on work experience with you. Graham Clark, Sad Work Experience tyke, Cheltenham.

SEAL: I remember you - you were that cheeky young prawn who used to try and catch me in a net while I was 'aving a snooze at the bottom of me pool! I'm glad that the plumpster, Dave, got you to count all our Reader Surveys! Ha-ha! I'm not going to answer your sad questions because I've done 'em before you sad sea-slug!

SEAL'S MOST WANTED!!

Well my little game-oids, my sack is well and truly full to the brim with stuff. So this month I'd like you to tax your brains over the following F-ins! and T-outs! Right, that's all from me this month, so it's back to the pool for a dip and a chat with one of me sealettes. Oh, I'm in the moo-od for dancing, romancing! I'm givin' it all tonight! Bye, fin-fans.

F-IN!!

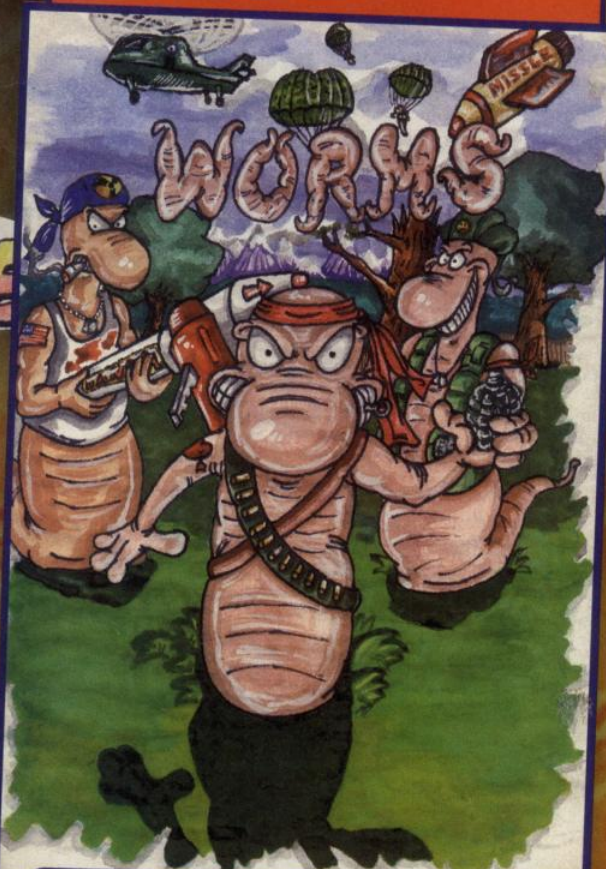
- What you'd like to see as the three 'AAA' titles from Nintendo.
- Slaggin' off those prawns in editorial!
- Funny pictures of me destroying those jerks upstairs.
- Fish are ace to eat - discuss.

TR-OUT!!

- Idle threats to beat me up.
- Calling Seal names other than God.
- Moaning about the N64 delays.

OCEAN PICTURE OF THE MONTH!

This Worms picture is absolutely top! So in typical Seal style-e Jason Ruddy of Harelesdon, London can look forward to a free copy of Theme Park. Wa-hey!



ocean

Q & A

READER SYSTEM

Got a question for me? Just pop it over there, would you – I'll deal with it in a moment. I'm sorry to be so short with you, it's just that I've got a million and one things to do before I fly out to the E3 show in Los Angeles, which is where Nintendo will be unveiling the N64 for the first time outside of Japan. And with any luck I'll come back armed with enough info to answer any N64-related poser, so get writing to: Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

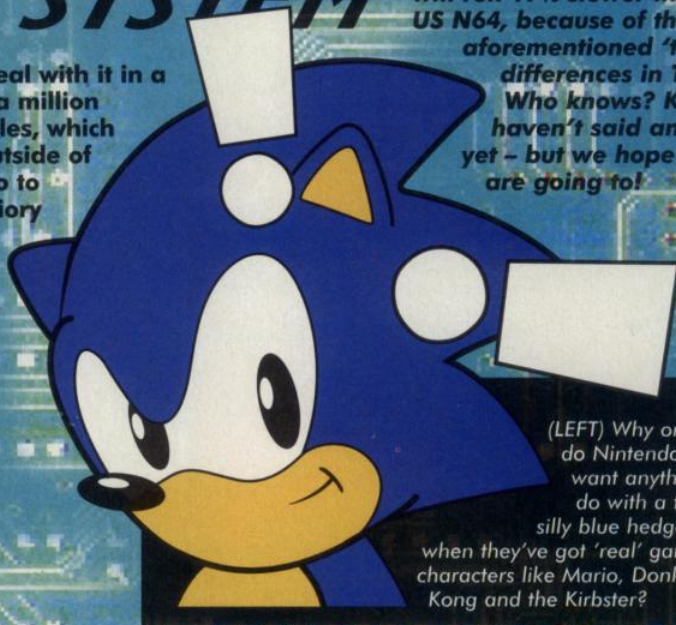
Q

SONIC 64!?!?

Dear Dave,
(1) I heard that Nintendo have bought Sonic from Sega. Is this the truth, or what?
(2) Will the US N64 run faster than the UK N64?
(3) If so, how much faster?
(4) Will there be a version of Probotector for the N64?
Anthony Le, Birmingham.

A

DAVE: (1) What do we want that spikey-haired fool for? Of course it's not true! (2 & 3) Yes – the UK N64 will run 17% slower than the US N64, because of those aforementioned 'techy' differences in TVs. (4) Who knows? Konami haven't said anything yet – but we hope they are going to!



(LEFT) Why on Earth do Nintendo lovers want anything to do with a flippin' silly blue hedgehog when they've got 'real' game characters like Mario, Donkey Kong and the Kibster?

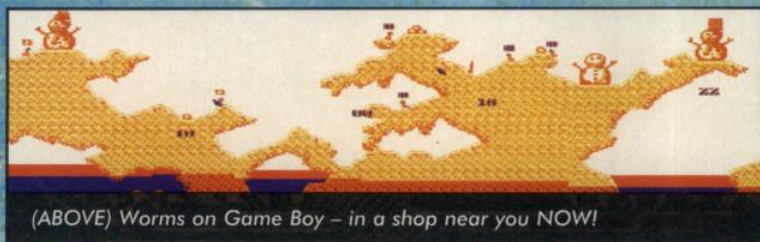
Q

MOTION EMOTION!

Dear Dave,
(1) You said that the N64 could not display full-motion video (for more than a few seconds, anyway) because the N64 is cartridge based. Could it do it with the help of the 64DD?
(2) Do you think any good Playstation/Saturn games will be converted to the N64? (Don't say they're all crap!)
(3) How close are SOTE and Zelda 64 to completion?
(4) The N64 has only 2 action buttons (excluding the L & R buttons on the top) won't it be at a disadvantage in beat-'em-ups?
(5) Why did someone ask if a 16-bit adaptor was due for the N64?
A. Gimble, Kent.

A

DAVE: (1) As I explained last month, the N64 can display FMV as well as (if not better than) any other 'Super Console'. The real question is how much FMV it can display, and this depends on the amount of data it can store – the more storage space you've got, the more FMV you can have. As the 64DD's disks can hold up to 64Mb of data – eight times more than a typical N64 cart – you can store more FMV on a disk than a cart. However, this is still roughly one-tenth of the amount of data a CD can hold, and personally I'd prefer developers to use the space on the 64DD disks to create bigger, deeper games rather than flashy but redundant intro sequences. (2) Maybe, although they're unlikely to be 'straight' ports – Nintendo want all games developed for the N64 to be unique to the system, so if anyone did do a conversion it's likely it'd be enhanced en route. (3) Shadows should be ready for release around about the same time as the N64 is released in the States (i.e. September 30th), while Zelda 64 is likely to be the machine launched with the 64DD, so don't expect to see anything on it before the Shoshinkai Show in November at the very earliest. (4) No, because there's no reason why the yellow C-buttons, which are normally used to change all the in-game viewpoints, couldn't be used as action buttons too. (5) Ours is not to reason why, ours is but to do or die...



(ABOVE) Worms on Game Boy – in a shop near you NOW!

Q

BLACK IS BLACK...

Dear Dave,
Please answer my questions because I don't think that they've been asked before and I want to know the answers to them. Thanks.

(1) When the N64 comes out will it be available in many different packages, i.e. either on its own, or with Super Mario 64, or with Killer Instinct 64?
(2) If so, are they likely to cost more than the £200 advertised?
(3) Is there a reason why the N64 is black instead of the traditional grey colour of all the other Nintendo systems?
(4) A few issues ago you published some pictures showing the insides of the N64. The chips were amazingly small, so why does the casing seem so big?
(5) In the same section there was also an overhead view of the machine, this showed a small cartridge slot where the eject button should have been, what is this slot for?
(6) When is Worms coming out for the GameBoy?
Brian Lau.

A

DAVE: How polite you are! Of course I'll answer your questions (1) No-one knows! My gut feeling is that it'll come out in just one form to begin with, namely an N64 bundled with a copy of Super Mario 64. But I could be wrong! (2) A price of around £200 is what they keep telling us... (3) Not as far as we know, although it does make the N64 look a lot cooler! (4) The casing isn't actually that big – in fact, the N64 is a most surprisingly small machine. You'll be amazed when you see it, you wait! (5) What you saw was the plastic mechanism which is underneath the Eject button, not another port. (6) It's out now, you fool – get down to your local gamestore and buy it right away before it sells out!

Q**YOU'RE MY BEST PAL
YOU ARE MATE...**

Dear Dave,

- (1) Will the PAL versions of N64 games have black borders like SNES games do?
 (2) I heard that Final Fantasy VII is not coming out on the N64 because of the lack of memory on the N64? If this is true, then why don't they put it on the 64DD?
 (3) Will Toy Story be out on the N64? It would be great – just like playing the movie.
 (4) Is there going to be a Donkey Kong game on the N64?
 (5) Will the joypad for the N64 be easy to use? It looks like a space age weapon of torture!
 (6) Will K12 be arcade perfect for the N64?
 Lee Angle, Sheffield.

A

DAVE: (1) It requires extra development time to recode games to get rid of those infamous black borders – as I explained last month, they're a result of the different TV systems used in Japan and the UK. If the market's big enough (i.e. if enough British punters buy N64s) then they'll make the effort. (2) Nobody really knows what Square's longterm plans are. Although FFXVII looks unlikely to appear on the N64, I wouldn't be surprised to see Square return to the Nintendo fold at some point. (3) The film will probably be a bit old by the time the N64 comes out, but you're right – it would make for a great game! (4) Nothing's been confirmed by Rare – but then, it's not been denied either! Given the character's popularity, it seems almost inevitable... (5) The joypad is brilliant, offering game control like you've never even dreamed of. When you use it, you'll understand. (6) Rare claim that K164 will actually be better than the coin-op! We can't wait to play it...



(ABOVE) Killer Instinct is bound to be a smash on the N64!

Q**MIII-GRAINE!!!**

Dear Dave,

Here's a few questions that'll probably give you a severe headache:

- (1) Are Killer Instinct 2, Zelda V and F-Zero 2 coming out on the Super NES this year?
 (2) Is it a good or a bad idea to buy a N64 on import from Japan?
 (3) What other games apart from Ace Driver are Namco working on for the N64? Any chance of Tekken 2 coming out on the N64?
 J.P. Sweeny, Derry.

A

DAVE: (1) There are strong rumours that Rare has got Killer Instinct 2 in development for the Super NES – hopefully we'll know the truth next month after E3. However, we can only guess about Zelda V and F-Zero 2. My guess is 'No' to both of them, to be honest. (2) No, not really – it'll cost a bomb, for a start, as will the games. And the text will all be in Japanese. Wait for the UK machine. (3) We don't know – but if Tekken 64 is in development, it's likely to be a very much-enhanced version of the same PlayStation game.



(ABOVE) Whether Zelda V is going to come out on the Super NES is anyone's guess, but it's sure to make an appearance on the N64.

Q**TWO'S COMPANY...**

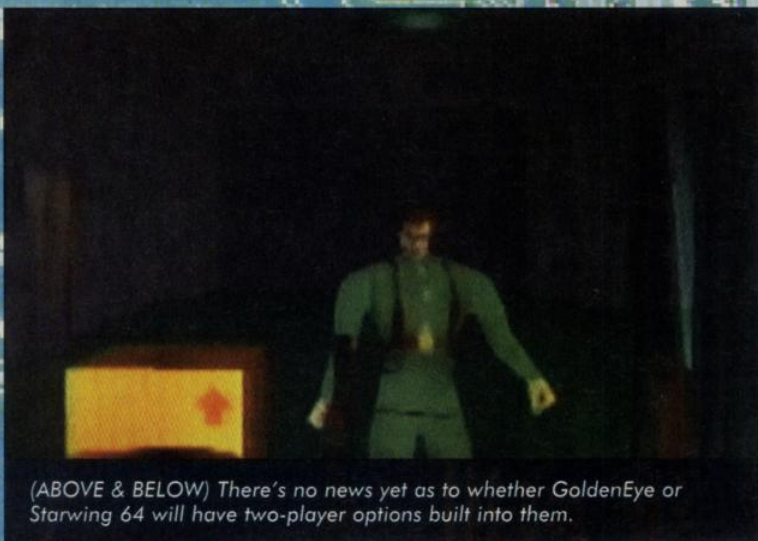
Dear Dave,

Please answer my questions and I will be ultra happy:

- (1) Is it true that there will be motion sensors on the N64 joypad, or are they just rumours?
 (2) Will you be able to take two N64s and two TVs and play games head-to-head?
 (3) Are GoldenEye and Starwing 64 going to be two-player games?
 (4) On Body Harvest do you battle against humans like in Hunter, as well as aliens? Will this also be two-player?
 (5) Are they going to bring out a VR headset for the N64?
 (6) Will there be a gun for the N64?
 (7) My friends are all saying the N64 will be out two weeks before Christmas '96 – tell me they're wrong.
 Owen Rilgonnon, Dublin.

A

DAVE: (1) It appears that these rumours were just, er, rumours. And the worst thing is, I think we started all of them. Doh! (2) No – Nintendo wants gamers to sit around one machine and play together on the same screen. (3) Not as far as we know. (4) No, it's a straight, good old-fashioned human vs alien battle and it's for one player. (5) No. (6) No doubt there will be eventually, if the games demand one. (7) Nintendo has said that the N64's UK release will be in 'late Fall', which could be any time between September and December. Our best bet is that it'll come out sometime in early November.



(ABOVE & BELOW) There's no news yet as to whether GoldenEye or Starwing 64 will have two-player options built into them.



PREVIEW GAME BOY

Wrinklies always go on about how brilliant everything was back in the 'good old days'. Well, I'm sorry but they're wrong. Dragonheart is set in the 'old days', and I can't see anything 'good' about having no flushing loos and living in constant fear of being eaten by a giant fire-breathing serpent...

I blame Steven Spielberg, you know. Although his famous Jurassic Park wasn't the first movie to feature computer-generated special effects (anyone remember Tron?), it was the first to feature such realistic computer-generated special effects. The result? Lots of bums on seats (and stacks of juicy cash) as millions flocked to see living, breathing dinosaurs in widescreen. Inevitably, almost every other film company immediately announced that it too had movies in production featuring even better computer effects. The latest film claiming to surpass JP's visual feast is Dragonheart, the story of Sir Bowen (no relation to Jim 'Smashing! Super! Great!' Bowen of Bullseye), a dragonslayer who teams up with Draco, the last dragon in the world, to defeat the evil King Einon. As we've not seen the film we can't endorse those claims of greatness, but we have seen the game – and it looks like a corker...

DRAGONHEART

SLAMIN' 'ECK! HERE COMES
JOIN SIR BOWEN IN A NOB



BACK N' SLASH!

Sadly, not everyone you meet is in a good mood (must be that lack of flushing loos I mentioned earlier) and sooner or later it's inevitable that you'll end up in fight. Employing a 2D side-on view the action is very reminiscent of a beat-'em-up, albeit a very simple one, complete with energy bars and a variety of combat moves. As the game progresses and Sir Bowen grows in experience and skill, new fighting moves and weapons become available, all of which you'll need to defeat Einon in the climactic battle!

ON A CLEAR DAY...

Dragonheart is a brave departure from the dreary platform/shoot-'em-up movie tie-ins we've all become far too used too, and takes the unexpected form of a sword-n'-sorcery RPG. Thanks to an excellent first-person 3D view (akin to the sort used in mouldy old Super NES RPGs like Dungeon Master and Eye Of The Beholder – you know the sort of thing: move in 'jumps', turn at 90° angles, etc) you see exactly what the brave Sir Bowen sees as he explores his mediaeval fantasy world. Why can't all movie licences be this inspired, huh? Answers on a postcard, per-lease...

GAME DATA

- GAME: DRAGONHEART
- BY: ACCLAIM
- RELEASE: JULY
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 4 MEG



GOING TO TOWN!

Although you'll occasionally bump into people on your strolls through the lushly-detailed countryside, the best places to go for a really good chinwag are the towns and villages, especially those with a pub (cue Simon's ears pricking up at the mention of the word 'pub'). There you'll find dozens of interesting peasants and nobles who'll be more than happy to spend a few minutes talking to you (they didn't have telly in those days, you see, so there was nothing else for the poor souls to do).

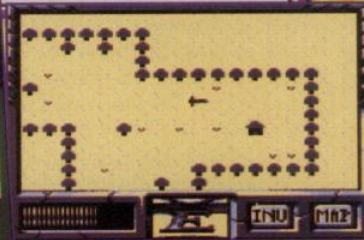
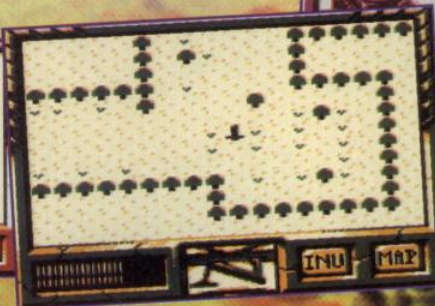
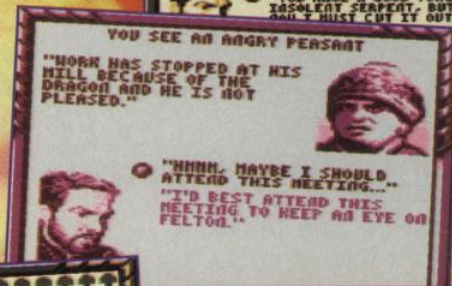
GAME BOY PREVIEW

RT™

ACCLAIM'S DRAGONHEART!! THE QUEST TO SLAY A SERPENT!!

VARRETY-VAR!

As Bob Hoskin's so rightly tells us in those annoying BT ads, it's good to talk – and nowhere is that more true than in Dragonheart. You start a conversation simply by walking up to someone, whereupon the view then cuts away to a text screen. What the person you've approached says appears at the top of the screen, and below you're offered two or three potential replies. Depending on your conversational skills you might get a snippet of info, a valuable object, an exciting quest to embark upon or a mouthful of abuse and the offer of a fight outside!



SHOW ME THE WAY TO GO HOME...

From the 3D view screen you can access an inventory, showing you all the vital objects you've collect so far, and a useful map screen, which displays a 2D plan of the terrain you've managed to explore. You can actually move around on this 2D map, which is much quicker than walking in 3D. However, the problem is that you might miss important details that can only be seen in the 3D view, so it's best to use this facility only when you're racing across terrain you've already explored really well.

Blimey! Just how weird can these Goeman games get? "Very" seems to be the answer – and if you don't believe us, take a gander at his latest, a bizarro puzzler from Konami! Take your time, read it slowly, look at the pictures – and then go for a little lie down...

Everybody seems to be using rendered graphics these days, even in the most unlikely of games. I mean, when's the last time you saw an arcade puzzler quite as good-looking as this? Rather smart, isn't it? Go Go, Ebismaru it's called, and it's Konami's latest vehicle for Goeman, AKA The Mystical Ninja, that spike-haired scamp who the Japanese just love. To be honest, it's a little bit of a con, because the actual star of the game is really Ebismaru, Goeman's overweight

mate. It appears Goeman's gone missing, you see, so Ebismaru sets off on a trek to dangerous Karakuri Island, Goeman's last known location, to discover what happened to his chum...



GO GO, EBISMARU

GOEMAN AND FRIENDS RETURN IN A GAME YOU CAN YOU HANDLE ITS AWESOME B

WEIRD'S THE WORD!

Ex-Amiga owners (and let's face it, there's no better sort of Amiga owner to be) may remember a strange old Mirrorsoft game by the name of Brat, in which you had to guide an obnoxious little baby through all manner of perils and traps. The twist was you couldn't actually control the baby directly; instead you manipulated the landscape – rotating signposts, erecting barricades, and so on – to encourage the baby towards the exit. And the principles are the same here; fatboy Ebismaru wanders gormlessly along the path, only changing direction when he treads on a arrow-marked square. And it's by rotating these special squares that you guide the dozy fool to the end of each level. Don't dawdle; though – it's all against the clock!



WATCH OUT FOR THE... DOH!

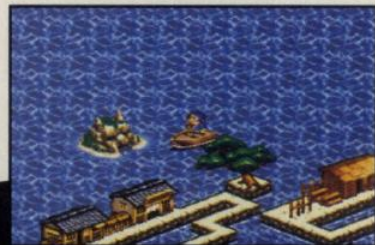
Things start off pretty easy, with some basic mazes to navigate, a mere handful of arrow squares to fiddle with and more than enough minutes on the clock – honest, unless you've got the gaming skills of an ant then you should find them a breeze. Soon, however, things get really tricky. Deadly monsters start wandering about, giant crushing cogwheels trundle back and forth, and new complications like cannons (which fire Mr Porky, yelping and screaming, across the map) come into play. There are 50 levels in all, but we reckon you can expect a severe migraine to set in by, ooh, Level 15.

CHESTY HORDIN'!

During your quest to find Goeman you'll need cash, and lots of it, to buy armour and power-ups from the town's street vendors. And the best place to find heaps of dosh is on special bonus levels. Here, for example, this bloke offers to sail you to a nearby island. Risking some of your valuable horde you agree, whereupon you're taken to a mysterious place where there's a puzzle room full of treasure chests. How many can you grab before the timer runs down?

SHOP 'TIL YA DROP!

Between bouts of puzzling you get to guide Ebismaru as he explores town and chats to the people who live there. Most only offer words of wisdom or the odd lead as to Goeman's location, which is pretty much useless as it's all in Japanese. But there are some who'll sell you useful items, like armour which protects porky-chops from the nasties, or invite you to go on their giant fruit machine – every home should have one, you know.



**U! IN THEIR STRANGEST GAME YET!!
BRAIN-MANGLING WEIRDNESS!?**

TWO MUCH, TWO YOUNG!

As well as the standard puzzle game there's a smart two-player battle mode, in which you compete against a friend to direct a set number of Ebismaru clones to your home base. Cue lots of frantic square twizzling, especially when the bomb carriers turn up – if one of these hits a base you lose all the Ebismarus you've collected so far and have to start again from scratch!



(LEFT) In two-player mode the action is frantic beyond belief!

GAME DATA

- GAME: GO GO, EBISMARU!
- BY: KONAMI
- RELEASE: IMPORT ONLY
- GAME TYPE: PUZZLE
- PLAYERS: 1-2
- CART SIZE: 8 MEG



PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

Hey, it's Summer! So dig out yer Dad's clubs, head off down to the park and scare the life out of old people with your mortar-like lofted nine-irons. Alternatively, stay in and thwack your way around Augusta Masters USA from T&E Soft!

If I'd had a girlfriend for every golf game that's appeared on the Super NES I'd be very tired and wouldn't be able to hold a job, down I'd also be broke and in a lot of trouble, because there have been so many golf titles that I could never entertain such a volume of females (or, for that matter, keep up the web of lies necessary to keep them from finding out about one another). Unfortunately this rather unlikely occurrence has never happened, and subsequently it's quite safe to take a peek at T&E's latest golfing incarnation from the Land of the Rising Sun.

AUGUSTA MASTERS USA

STATIC ATTACK!

Those of you that remember Pebble Beach from T&E will recall that their golfing sim differs from the majority on the market. Most golf titles use a system that tracks the ball from the rear as it soars thru the air, but in Augusta the graphics are static, with the ball's progress plotted as it rises into the air and then the screen re-drawn as it reappears from the clouds.

CLOUT A PIECE OF BECOME THE ULTIM GAZE UPON THE SPL

GAME DATA

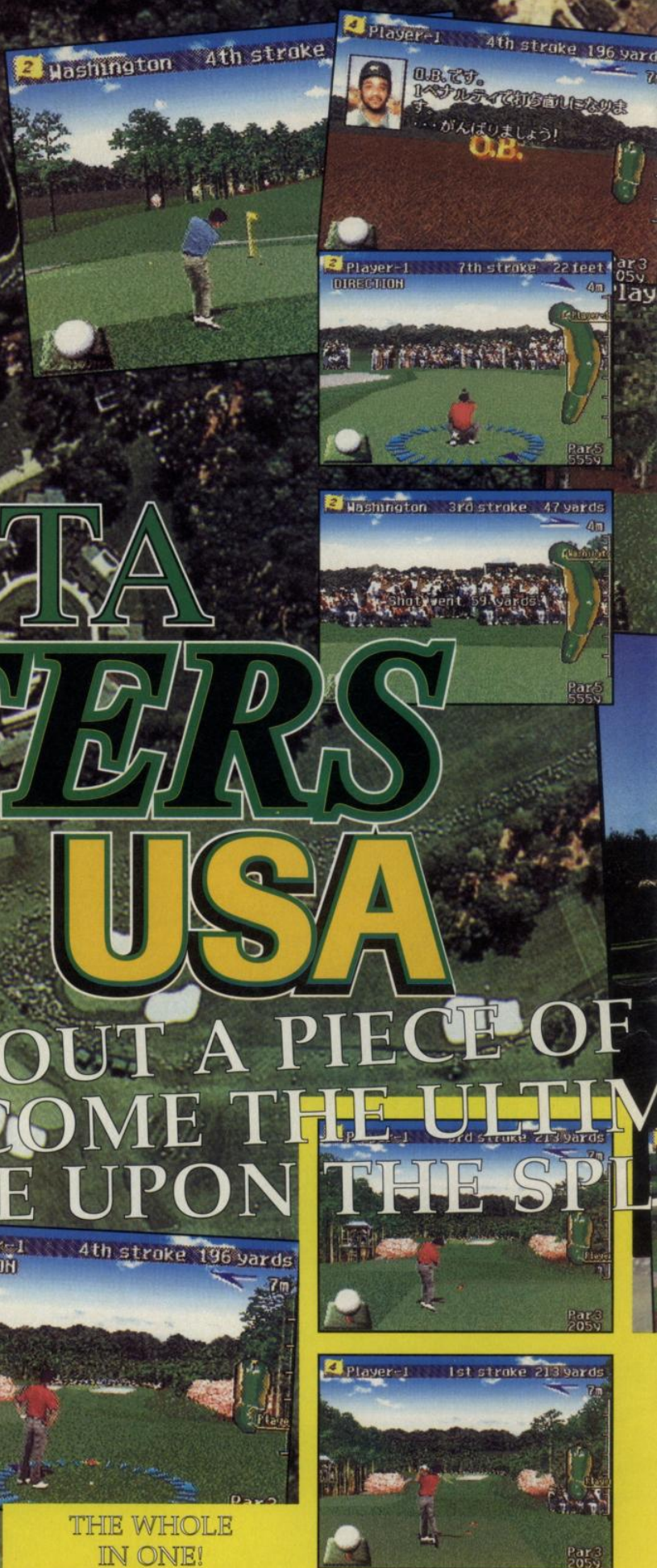
- GAME: AUGUSTA MASTERS USA
- BY: T&E SOFT
- RELEASE: IMPORT ONLY
- GAME TYPE:
- PLAYERS: 1-4
- CART SIZE: 16 MEG



THE WHOLE IN ONE!

Right Sir, welcome to Malcom Tightgrip's École De Golf. If you'd just like to put on this twatty sweater-cum-rollneck combo I'll give you a few pointers to help you master the noble art of golf:

Alright Sir, grip your wood tightly around the, ahem, shaft and address le ball. Now move your Tee Point along the horizontal as thus shown and you'll eventually find your line...



SOUND OF THE CROWD!

Augusta Masters might be a sadly static affair, with only a very limited 'player's eyes view', but the level of detail is pretty damn impressive. For instance, miscue your shot a tad and you'll see it fizz off into the distant crowd. A fraction of a second later your speedy golfer (they drive faster carts than Mario!) will be on his next shot surrounded by thousands of pixelated pals! And they really are yer mates, 'cos when you do hit a sweet shot they show their appreciation with a very loud sampled 'Hurrah!'

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

STATO-O! STATO-O! STATO-O!

Just like most golf titles Augusta comes with a more options to choose from than an Ovaltine factory. In fact, it's a bit like 20 Questions just getting onto this World-famous course. You know the kind of stuff: how many are gonna make fools of yourselves, whether you're going to practice or enter the tournament, and a whole bunch of course records and player stats. And, just when you thought you'd overcome this Spanish Inquisition, the course officials throw you off for wearing jeans!

2 Player-1 2nd stroke 492 yards									
HOLE	1	2	3	4	5	6	7	8	9
PAR	4	5	4	3	4	3	4	5	4
YARDS	400	555	360	205	435	180	360	535	435
Player-1	10	1	0						
Washington	3	0	1	0					
10	11	12	13	14	15	16	17	18	19
4	4	3	5	4	5	3	4	4	36
485	455	155	485	405	500	170	400	405	3460
6925									
1st	2nd	3rd	Final	Total					
-	-	-	-	-					

MASTERS

GRIDDLE ME THIS?

Augusta follows the same pattern that the majority of golf titles follow when it comes to the putting department. When you're lucky enough to hit a shot onto the light green stuff then, on your next shot, a bit of magic occurs - the green gets all griddled on you! This bit of hocus-pocus allows you to judge the camber and slope of the green. The display also features a nifty little aid to display the gradient of the slope - yup, it's that ugly, black thingy obscuring the beauty of the Augusta Summer's day!



CORK ACROSS A MUDDY PARK!! ATE MASTER OF THE MASTERS!! ENDOUR OF PIXELATED GRASS!!



You'll notice that the grass has now been tattooed with what looks like a sundial. Well, actually it's a means for Sir to establish exactly which direction he would like to shift the ball...



Oh no Sir, you're not really hallucinating - that piece of metal floating just above your head is a golf club. Please feel free to browse through the set before selecting your, er, weapon.



As Tammie Wynett once said: "Stance by your man". Ho-ho! Anyway, those giant smelly shoes in the air can be dragged from left to right and their position affect your slice and hook.



Watch that halo around you because that dictates exactly how much wellie one's going to inflict on the ball and the direction it'll travel... Oh well done, Sir - straight in the lake!

PREVIEW **SUPER NINTENDO** ENTERTAINMENT SYSTEM

The guys and gals over at Titus are on a roll. There was a time – and it wasn't so long ago – when a Titus release was about as common as a Conservative by-election victory, but these days we can't move for new Titus games! But who are we to complain – especially when the games in question look like Incantation...

Imagine what it'd be like if you were able to cast magic spells when things were going against you! You wouldn't have to do your homework any more; you'd simply cast a spell and – hey presto! A+! Come to think of it, you wouldn't have to go to school at all – you could close it with a plague of locusts and then spend all day out with your mates! And just think what you could do to your annoying little brother – you could turn him into a frog and then trap him in a jar! Of course, you'd have to punch a few holes in the lid because you wouldn't want to actually kill him... would you? Unfortunately, none of us are so blessed, but let's take a gander at someone who is...



Incantation

TITUS WANTS TO PU

COULD IT BE MAGIC? LE



BET YOU CAN'T EAT THREE!

Our sub-standard sorcerer's quest takes him on a fantastic magical odyssey through several weird worlds, each with their own peculiar traps and nasties. What's even more weird is that in order to progress through the levels our little magician's apprentice has to collect three bundles of wheat to get past the gatekeeper guarding the way to the end-of-stage beast. Just why he's got to collect so much wheat is anyone's guess, but it keeps him busy so what the heck? Perhaps he works for Weetabix...

LOOK – CRYSTAL BALLS!

Just to add to all the confusion our diminutive magician can venture into sub-worlds. Using the power of his sceptre he can activate the crystal orbs scattered throughout each level which then mysteriously transport him through time and space to far away lands. Normally these orbs act as gateways to self-contained bonus-filled rooms, but there are some that'll take Master Wiz back to earlier parts of the level, which come in very handy when you're searching for that elusive last piece of wheat.

GAME DATA

- GAME: INCANTATION
- BY: TITUS
- RELEASE: AUGUST
- GAME TYPE: PLATFORMER
- PLAYERS: 1
- CART SIZE: 8 MEG



HOCUS-FOCUS!

As he's only a little kid our hero hasn't learnt that many magical tricks. He starts the game with a baby magical sceptre which, as magical sceptres go, isn't particularly impressive but it's enough to see off the majority of gremlins he encounters.

However, dotted throughout the level are numerous treasure chests which hold new, more potent majicks. All it takes are a few blasts from his sceptre to open the chest and take control of the new mystical power.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

DO NOT PASS 'GO'...

After you've found your three bundles of wheat you have to make your way to the stage exit where a monstrous toll man is waiting for you. Only by possessing the three items can you pass but beware, because just as you think your work is done a large boss drops down from the sky and will try to prevent you from leaving. You meet each world's unique boss four times, once at the end of each world's four stages. At first they'll offer very little in the way of resistance, but each time you meet them they learn new tricks and at the end of the fourth stage they're more than up for it.



Station

PUT A SPELL ON YOU!!

LET'S BLUMMIN' HOPE SO!!



THERE'S ROOM ON MY BROOM FOR TWO!

Getting around the forest sure takes its toll when you're a wee nipper with very small legs, especially if you're too young to own your own set of wheels. Now I thought a broomstick was what my ex-girlfriend's mother used to fly around on at Halloween, but it's also the vehicle of choice for our little Paul Daniels wannabe. With a flick of his wrist and a few magic words (which I can't repeat here in case the spell works on me and makes all my hair fall out or something), he can now use the broom to fly over large open areas. The power of flight doesn't last too long though, so keep 'em peeled for more pick-ups to keep you going.

PREVIEW GAME BOY

The most famous puzzle game of all time is set to return to the Game Boy. Just when you thought you had your time-draining Tetris addiction under control, it's back to give you a whole new fix. Intrigued? Well, get your block around this!

Tetris was the game that launched the good ship Game Boy and is still one of the most successful games of all time, selling Lord knows how many units. Everybody but everybody loved Tetris, even ancient crusties who claimed to hate video games. You'd leave your Game Boy lying about the house, and the next time you picked it up the batteries would mysteriously be flatter than pancakes. The reason? Your mum and dad had a quick look and got hopelessly addicted. The worst thing about this was that after five minutes on a Game Boy, your M&P now believed they were equipped in the 'Cool' department, and felt empowered to offer you fashion advice and give you the low-down on what vinyl to spin. Anyway, heed the warning 'cos Tetris Blast is about to start this whole rotten process all over again!

HAVE A BLAST ON G AS TETRIS MANIA DO YOU WANNA GET

TETRIS BLAST

WE HAVE BLAST OFF!

As with the original, the basics of the game are pretty simple, but this time you need to do slightly more than just make solid horizontal lines. The main difference is that the different shapes that drop from the ceiling of your GB contain bombs. Completing a horizontal line detonates your bombs and blows away other blocks in a Detonation Man style-e. However, the route to enlightenment occurs when you link-up two or more bombs because these cause even larger, far more devastating explosions!

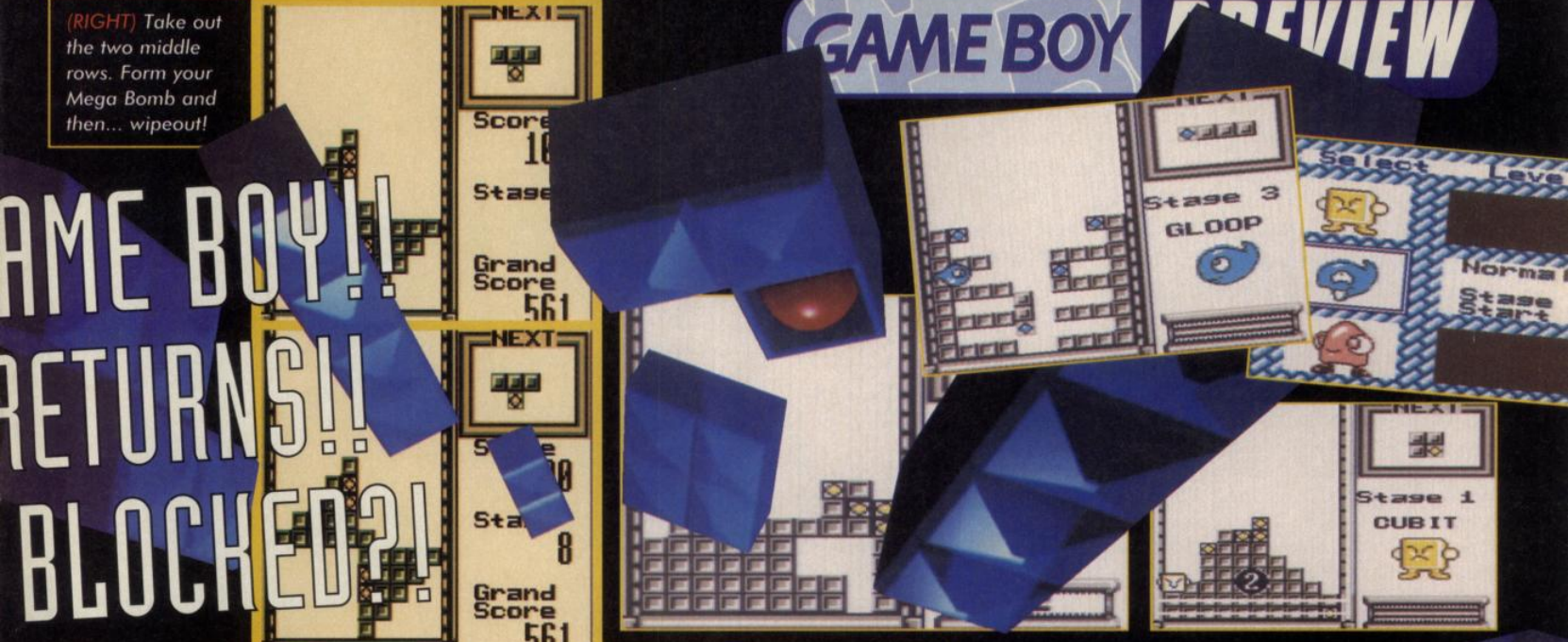
BLOCK TILL YOU DROP!

For anyone who's been locked in cryogenic deep-sleep for decades Tetris Blast comes with a handy Training mode which eases those players who have been on Mars into play. And what would a video game be without an array of options to ease your frustration? Those on the gaming counter ready to select are a Contest mode, where you're given a puzzle and you have to clear it in the least possible moves. Thankfully there's also a Password facility, which will stop your be-puzzled brain from fusing and dribbling out of your ears because you're forced repeat the same puzzles over and over and over...

(RIGHT) Take out the two middle rows. Form your Mega Bomb and then... wipeout!

GAME BOY!! TETRIS RETURNS!! BLOCKED?!

GAME BOY PREVIEW



FIGHT FOR YOUR RIGHT...

I bet you never thought you'd end up taking on a strange creature while playing Tetris. Well, in TB that's exactly what you have to do when you enter Fight mode. Each stage contains a weird little gremlin that runs around the screen pulling up the blocks and generally causing havoc. Luckily for you the annoying perisher has a weakness - an energy bar that you can obliterate with your blocks and your bombs!

TOP OF THE BLOCKS!

There's also the opportunity to link-up yourself up and indulge in a two-player game - that is so long as you both have a copy. The trick to this little linking-up between friends plays very much in the classic Tetris style-e, except now you send over a row for every set of ten blocks you manage to eliminate.

IT'S MEGA-BOMB-TASTIC, MATE!

The easiest way to blow up a whole section of blocks is to form a Mega Bomb. To achieve this explosive combo, piece together four small bombs to form a square. Now when a series of lines finally completes watch your A-bomb take effect, and chuckle in an evilly meglomaniacal manner as it blows away all the blocks within four whole rows. Even more block-genocidal glee can be had if your detonated charge hits another bomb, setting off a chain reaction which can potentially clear the entire screen!

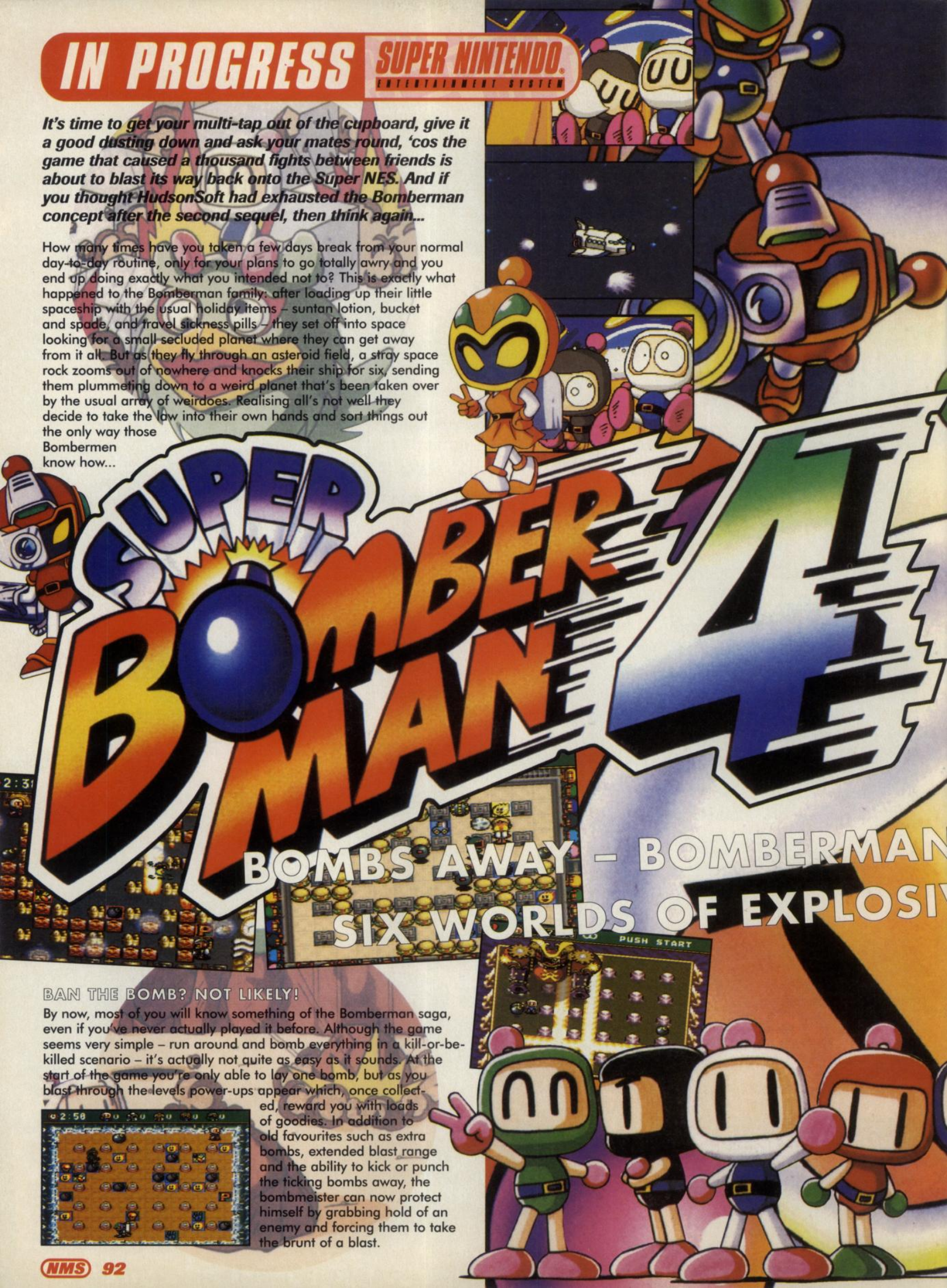
GAME DATA

- GAME: TETRIS BLAST
- BY: NINTENDO
- RELEASE: JUNE
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1-2 PLAYERS
- CART SIZE: 2 MEG



It's time to get your multi-tap out of the cupboard, give it a good dusting down and ask your mates round, 'cos the game that caused a thousand fights between friends is about to blast its way back onto the Super NES. And if you thought HudsonSoft had exhausted the Bomberman concept after the second sequel, then think again...

How many times have you taken a few days break from your normal day-to-day routine, only for your plans to go totally awry and you end up doing exactly what you intended not to? This is exactly what happened to the Bomberman family: after loading up their little spaceship with the usual holiday items – suntan lotion, bucket and spade, and travel sickness pills – they set off into space looking for a small secluded planet where they can get away from it all. But as they fly through an asteroid field, a stray space rock zooms out of nowhere and knocks their ship for six, sending them plummeting down to a weird planet that's been taken over by the usual array of weirdoes. Realising all's not well they decide to take the law into their own hands and sort things out the only way those Bombermen know how...



BOMBS AWAY – BOMBERMAN SIX WORLDS OF EXPLOSION

BAN THE BOMB? NOT LIKELY!

By now, most of you will know something of the Bomberman saga, even if you've never actually played it before. Although the game seems very simple – run around and bomb everything in a kill-or-be-killed scenario – it's actually not quite as easy as it sounds. At the start of the game you're only able to lay one bomb, but as you blast through the levels power-ups appear which, once collected, reward you with loads of goodies. In addition to old favourites such as extra bombs, extended blast range and the ability to kick or punch the ticking bombs away, the bombmeister can now protect himself by grabbing hold of an enemy and forcing them to take the brunt of a blast.



SUPER NINTENDO.
ENTERTAINMENT SYSTEM

IN PROGRESS

0 2:31 PUSH START

100 2:26

500 1:25 PUSH START

WALK THE DINOSAUR!

Although Louie – the kangaroo-like creature in BM 3 – has bounced off into the sunset, fret not because there are now 13 new creatures to commandeer and ride around on. The greatest benefit of these creatures is that they help Bomberman stay alive – if he gets caught in an explosion the creature gets zapped, not him. In BM4 the bomb-boozler can also collect eggs which then follow him around in similar style to Yoshi's Island. These then act as 'reserves' – if Bomberman's ride gets killed, an egg hatches and another creature takes its place.

NO CONTEST!

Bomberman's main objective is to work his way through five worlds, each of which climax in a battle with an end-of-level guardian. The first four worlds consist of eight stages, with the final world seeing Master Bomb-Blaster battling all the previous bosses once again before his final encounter with the real ruler of the planet. Each world introduces a new feature, ranging from being able to ride around in a mine cart to strange coloured blocks which restrict your movement as they change shade.

BLASTS BACK ONTO THE SUPER NES!! VE ACTION THAT'LL BLOW YOU AWAY!!

FIVE ALIVE!

Once again the best reason for owning Bomberman 4 is for its Battle Mode. What better way to spend an evening than by getting four of your mates round for a bomb-to-the-death battle. Staying alive can be a pretty hair-raising experience, especially if a couple of players decide to gang up on you. Even if you're

the first to die you can still have a say in a battle's outcome – from the spectator's gallery you can throw bombs into the arena!

BATTLE TO THE LAST!

If you've got no mates you'll be pleased to know you can still play Battle Mode. Yes, for all you sad loners out there there's an option to let the computer take over the other players with varying degrees of computer intelligence. You can also play Tag Mode, which allows up to four players to gang up against either a mate or a computer-controlled player. There are ten battle arenas to enjoy, all of which have a variety of strange items to help or hinder you depending on how skilled you are.

GAME DATA

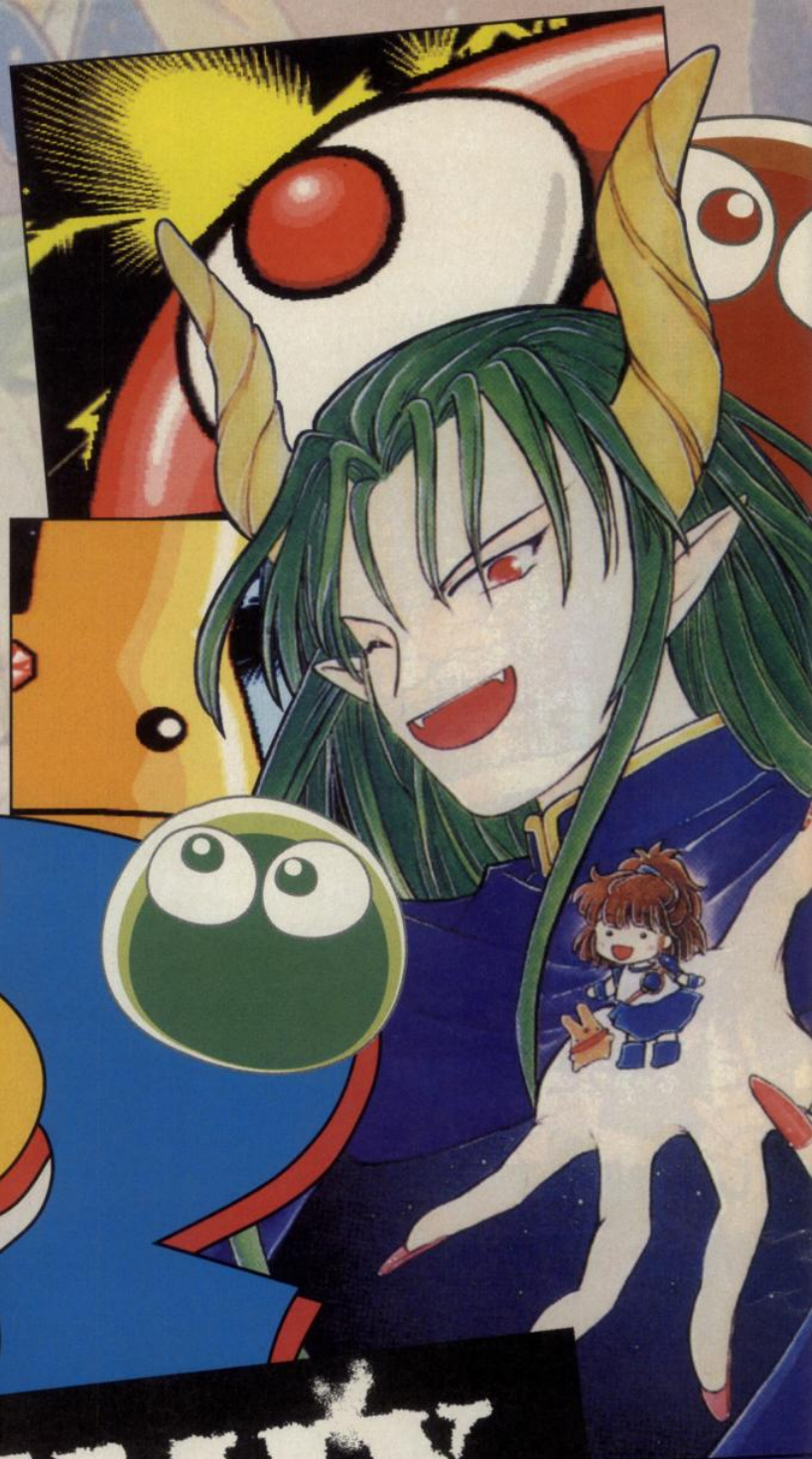
- GAME: BOMBERMAN 4
- BY: HUDSON SOFT
- RELEASE: TBA
- GAME TYPE:
- PLAYERS: 1-4 PLAYERS
- CART SIZE: 16 MEG



PREVIEW **SUPER NINTENDO.**

Do the people of Japan never tire of puzzle games which feature twee cutesy characters? It doesn't look like it if this, the latest in a long line of Tetris-style games, is anything to go by. It's a remix of a classic in its own right, namely Super Puyo Puyo 2, so let's see what the blobs have in store for us this time...

It must have happened to you. "Fancy going out?" ask your mates, as you sit on your bed playing Tetris on GameBoy. "Yeah, give us ten minutes and I'll be right down," you reply, not even taking time out to look up from the black-and-white screen. Then two hours later you finally walk downstairs, looking completely mesmerised and with some heavy-duty explaining to do about what took you so bloody long. And as if Tetris wasn't bad enough then along came Super Puyo Puyo. This had a similarly mysterious time-draining effect, but at least it featured a two-player mode so you didn't become completely anti-social. And now, just when you thought it was safe to turn on your Super NES, here's Super Puyo Puyo 2 Remix which allows not just one, not just two, not even just three, but up to FOUR people to play head-to-head. Well, that's it, isn't it? You and your mates might as well forget about having a social life – one whiff of this and you might never leave the house again.



PUYO PUYO



REMIX

NEW KID ON THE BLOCK!

For ages Tetris stood alone as Supreme King of Puzzle Games. But then Puyo Puyo appeared on the scene, and Tetris' reign came to an end. The basic idea behind Puyo Puyo is quite simple and straightforward. Pairs of coloured blobs fall from the sky, and you have to move and rotate them so that when they land they form groups of four or more like-coloured blobs, causing them to disappear.

Unlike the more conventional Tetris-style games these blobs don't have to be joined in a straight line to form a group, all they have to do is touch either horizontally or vertically, although not diagonally. And that, basically, is it. However, there are a couple of complications, and if you're gonna get anywhere in this game you'll have to learn a trick or two...



BAT

IT'S THE U

WE'RE COMBO CRAZY!

If you're to become a Puyo Puyo master you'll have to become proficient in the mystic art of the combo. Although forming groups of blobs one at a time will keep you alive for short while, as the blobs start falling faster and faster then sooner or later you'll get your butt kicked. To survive you need to arrange the blobs so that when one group disappears it starts a chain reaction that causes another group to disappear, and then another... and another... and so on. Every time you put together a combo like this some colourless blobs will fall into your opponent's pit, hopefully messing up all his carefully-prepared combos.

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

PREVIEW



BEGINNER'S LUCK!

We all have to start somewhere and luckily the programmers of SPP2 Remix have taken this into account. On offer is an assortment of one-player modes to suit gamers of just about every level of experience. For newcomers there's a 'Lesson' mode which starts out quite slow and only uses blobs of two colours, although the blob colours increase as you win each round. Then there's the usual 'Vs' mode in which a character is randomly selected and you battle it out. Finally, for the real experts there's 'Special' mode which is completely manic as the blobs fall at twice their normal speed!

FANCY A BIT OF FOUR PLAY?

So what is the point to SPP2 Remix? Well, the main thing that sets it apart from its predecessors is that it has a four-player head-to-head mode which you can take full advantage of so long as you've got a multi-tap add-on. Things can get pretty hairy in this mode 'cos every time a player performs a combo, all the other competitors receive a shower of colourless blobs to stop them in their tracks. The players battle it out over four rounds, with points awarded every round according to how long you survived. At the end of the four rounds the points are tallied up to determine the overall winner.



IT'S BLOB-A-JOB WEEK IN NMS!! BATTLE AGAINST UP TO THREE CHUMS!! ULTIMATE PUYO PUYO CHALLENGE!!

STEP BACK IN TIME...

What will they think of next? It all started many moons ago with Tetris which is still the most popular puzzler of all time, especially on GB. There are other games inspired by Tetris, like Crazy Cross and Kirby's Avalanche, but Puyo Puyo is the only spin-off which has ever come close to rivalling it. However, the latest and greatest threat to Tetris is Pon - if you cast your minds back to NMS #44 you'll know that it's set to be released in the UK as Tetris Attack.

GAME DATA

- GAME: SUPER PUYO PUYO 2 REMIX
- BY: COMPILE
- RELEASE: TBA
- GAME TYPE: PUZZLE
- PLAYERS: 1-4
- CART SIZE: 8 MEG



NMS ON THE ROAD

Yes, it's that time of the month again, the time when you, Captain Punter, gets the chance to air your views about all things Nintendo. Don't forget we're out and about every month, so check out where we are next, trot on down there and chew the fat with the NMS crew.

Hello, young Shaun here. I know it's a surprise, but you see when the last NMS Tour date came around Simon strangely disappeared from the office for a few days - no doubt he was slumped in some dark alleyway with the remains of a curry and a twelve-pack by his side. So in his absence, Dave decided that I should pack my bag full of Nintendo goodies and head up to Manchester. I was going to wear a grey top, but then realised that no-one would win anything when travelling away. Anyway, footy aside, what did you Mancunian gamelets have to say for yourselves? Let's find out...

NMS UK TOUR 96

MUG SHOT!

Want to get 'in' with the in-crowd? Then all you have to do is keep your peepers peeled for golden-locked Shaun on the stated day and in the stated place. Good luck!



VIRGIN MEGASTORE MARKET STREET

I met up with Kieran Clancy, the Assistant Manager of Manchester's Virgin experience, and asked him how he felt about the state of the Nintendo games scene at present. He informed me that sales were steady and that everyone is "looking forward to the Nintendo 64." There was no surprise as to what the big sellers were, with Killer Instinct, DKC2 and Yoshi's Island all featuring high in the chart, but some of the back catalogue offers were also helping sales. Kieran also informed me that lots of you gamestrels were asking questions about the release of the N64. Keiran said that they always try to help as best they can, but they can only go on the information they get from the magazines - well, NMS actually. Are the kids waiting? They seem to be: "There are lots of gamers that are really excited about the arrival of the N64," Kieran stated.

Okay, time to find out what you game-oids think. The first person I bumped into actually phoned up the day before just to confirm we were still gonna be hawking the streets of Manchester - how's that for dedication? Tim Faulkner has been a Super NES owner for a couple of years, with DKC2 his favourite game. Tim was "guttled" to hear of the N64 delays, but was in no doubt that it would "wipe the floor with its rivals!" Too right!

Loitering with intent to get a free T-shirt, Ahmed Zafar stumbled across me and informed me that he'd been a Game Boy owner for years and was brave enough to admit to owning such games as Gargoyle's Quest and Spiderman - games taste by-pass operation victim or what? You decide. With regard to the future, he's a huge fan of Killer Instinct 2 in the arcades and hopes it'll make an appearance on the Super NES. Not short of a word or two, Ahmed said "I think the N64 will be brilliant." I couldn't have said it better myself, mate.

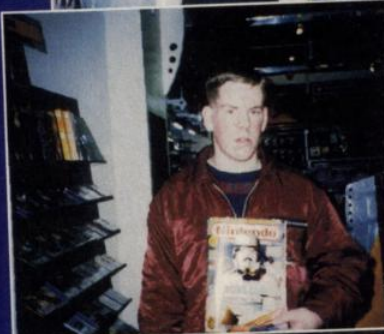


MANCHESTER

FAR EAST GAMES CORN EXCHANGE

Specialising in second-hand games, Far East is the place to come for some of those 'tough-to-get' games. I spoke to Assistant Manager Alan Yeung, a self-confessed RPG nut, whose favourite game of all time is Final Fantasy 3. He feels that Nintendo are going to have to be careful in the UK if they want to maintain their superiority: "I'm frightened people are not going to wait. They've waited long enough and if it wasn't for Nintendo's great reputation they'd be in trouble." As to what the kids wanted at the moment, Alan said they're constantly being asked for DKC2 and Yoshi's Island and also the forthcoming biggy, Super Mario RPG.

Darren Jones is itching for the release of the N64 and can't wait to get his pad-fingers on Super Mario 64. Darren has owned his Super NES for years and thinks Killer Instinct is just the tops. Why was he going to buy an N64? Simple: "The screen-shots are absolutely spot-on and Nintendo are simply the best when it comes to gameplay."



ELECTRONICS BOUTIQUE

ARNDALE CENTRE

First of all I had a chat with Assistant Manager John Dever who reiterated that DKC2 and Yoshi's Island were dominating all Super NES sales, and that pad-twiddlers were beginning to take advantage of the new deals from THE. Electronics Boutique have started to part-exchange old games to help make new titles cheaper. John believes this deal serves two purposes: "Not only does it help bring down the price of new releases, but it also gives punters the chance to purchase some of those 'impossible to get' old titles."



Marek Bublik is the Store Manager of EB in sunny Stockport. So I asked him out what he thought about the video games market. He said that a fraction of his gamers were slightly skeptical about the N64. He'd been asked on many occasions about "How can they make it so cheap? And, what were Nintendo going to sacrifice to make it so cheap?" Fear thee not, kidlets - Nintendo exist on a higher

plane than any other second-rate hardware developer. They will rule supreme (gospel according to NMS, Book of Games, Chapter 1, Verse 3).

Fame at last! The moment I walked through the door of Electronics Boutique Alex McGivern, on a day trip with his gran, came up waving the latest copy of NMS. Alex, being quite new to the world

of Nintendo, wasn't too disappointed about the delay of the N64: "It's kind of a good thing because when it comes out there will be lots more software released with it." Alex was thinking about buying Killer Instinct, admitting he was quite a big beat-'em-up fan.

Chris Murphy is one of the original owners of the Super NES, having bought it pretty much as soon as it was released, although new titles like Killer Instinct and Yoshi's Island are his favourites.

Unfortunately for Chris he's becoming a little disillusioned with the N64 delay. "I'm starting to get extremely fed up," he moaned. Hang on in there, Chris - there's not too long to wait now.



WHAT'S HOT IN YOUR SHOP!

Well, it's no surprise to find that Killer Instinct, DKC2 and Yoshi's Island are wiping the floor with everything at the moment, but what else is making an appearance in the charts? Well gamestrels let's take a look...

ILLUSION OF TIME

SUPER NES • NINTENDO

Top RPG excitement as you take control of Will and his mystic alter-egos, Freedan and Shadow, battling through a barrage of baddies in an effort to reunite Will with his old dad.

NMS rated 88%



SUPER METROID

SUPER NES • NINTENDO

Help Samus to take on Space Pirates and recapture the Metroid hatchling before it gets into the wrong hands. Cracking 24 Megs of action make this one of the largest Super NES games ever!

NMS rated 92%



STUNT RACE FX

SUPER NES • NINTENDO

A completely new driving experience, in which you have to choose from a variety of vehicles in this 3D racing fest.

NMS rated 95%



EAGERLY ANTICIPATED....

TETRIS ATTACK

SUPER NES • NINTENDO

Formerly known as Paneru Gopon, this amazingly-addictive action puzzler will be coming to a Super NES near you this Summer, complete with an all-over respray job that replaces the original's fairies with familiar faces from Yoshi's Island.

WORMS

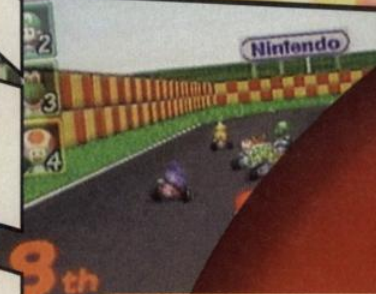
SUPER NES • OCEAN

Kill or be killed, that'll be their motto. The worms have a death-wish and a vast armoury with which to make it come true in this strategy worm-war. This'll be a must for all Super NES owners.

NEXT STOP: CARDIFF!

Hold onto your leeks game-boyos 'cos on Friday, June 14th 1996, we'll be in Cardiff-ogogogogogock giving out Nintendo goodies to all our readers of this fair city. If you fancy a free T-shirt and maybe even a game get your Welsh rare-bits down to some of the city's bigger games stores. See ya there!

E3!!



E3? Whassat, then? It may sound meaningless, but it's actually the World's premier showcase for all things games. You see, E3 stands for Electronic Entertainment Expo, the massive gaming tradeshow in Los Angeles. There Nintendo will be showing off the N64 to the US punters, and if all goes to plan there should be fully-playable demos on show of the following:

- Super Mario 64
- Pilotwings 64
- WaveRace 64
- Super Mario Kart R
- Shadows Of The Empire
- Killer Instinct 64
- Blastdozer
- GoldenEye 007
- Mortal Kombat 3+
- Doom 64
- Cruis'n USA
- Body Harvest
- Turok: Dinosaur Hunter
- Mission: Impossible
- And many more!

And NMS will be there, playing all the games, talking to developers and getting loads of shots of these amazing titles in action. If you're even remotely interested in the N64, then you can't afford to be without the next issue!

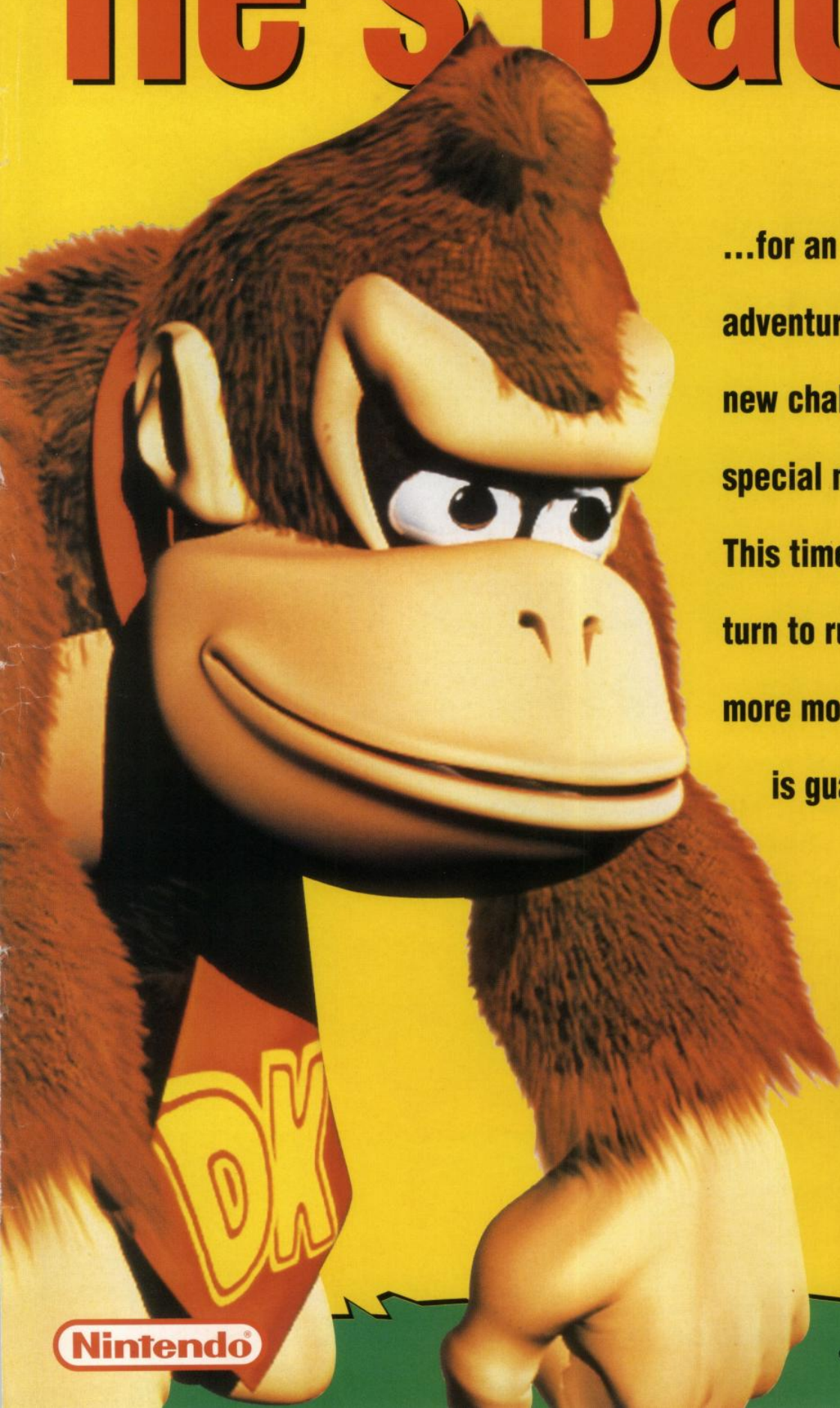


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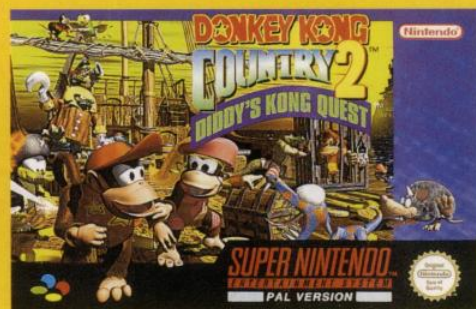
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