

AUSTRALIA'S ONLY GUIDE TO GAME BOY, NES, & SUPER NES

Nintendo®

MAGAZINE SYSTEM

MAY '93

ISSUE #2

S U P E R
MARIO BROS.

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N250 - JOYSTICK

- Suits Nintendo
● Micro Switched ● Metal Shift ● Rapid fire



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- Suits Game Boy
Turn your Game Boy into an FM radio



G007 - LIGHT PHASER

- Suits Nintendo
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● 3 metre shooting range



NEW

SN01 - CONTROL PAD

- Suits Super NES
● Slow motion select ● Mini joystick attachment ● Comfortable design



NEW

VIPER - NM01

- Suits Super NES & Mega Drive
● Slow motion select ● 7 fire buttons
● Turbo for each fire button



NEW

NP01 - CONTROL PAD

- Suits Nintendo
● 3 speed turbo fire ● Mini joystick attachment



G001 - GAME BOY CLEANING KIT

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tell him to get them in.**

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N001 - NINTENDO CLEANING KIT

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**May 1993
Issue 2**



▲ Starwing. The word that will become synonymous with the new age of Super NES releases. Quite simply the most outstanding game ever released on this system as our humungous eight page review clearly points out. Waste no time - go forth and acquire!

SUPER NES REVIEWS

STARWING.....p18

Don't waste your time reading this - turn to p18 immediately!

THE LOST VIKINGSp30

The history of the entire Western world as told by a Nintendo game? Uh-uh.

KING ARTHUR'S WORLD.....p41

An excellent RPG that will have your grey matter a-twitter with medieval mischievousness and the odd spot of violence.

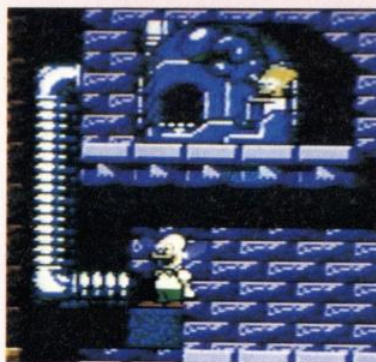
DESERT STRIKEp48

Not as politically dodgy now that time has passed since the Gulf War, now you can enjoy this strategic RPG cum shoot 'em up to your heart's content.

NES REVIEW

THE SIMPSONS - KRUSTY'S FUN HOUSE p38

Welcome to the mind of a deranged multi-millionaire children's entertainer. The argument that Krusty's character is based on creator Matt Groening gains credibility.



PULL OUT POSTER

'Cos we don't like the colour scheme in our bedrooms!

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The ultimate mini-Nintendo encyclopedia! Part two of this two part pullout (pt.1 was in last month's NMS, naturally) lets you know what we think of virtually every SNES, NES and Game Boy title ever released!



NINTENDO PEOPLE SYSTEM

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GAME BOY REVIEWS

ALIEN 3.....p26

It's kooky and it's creepy and it ain't the Addams Family. A fine film adaption that makes the most of the Game Boy's limitations.

F-15 STRIKE EAGLEp44

All loquaciousness aside, we like shooting things. Anything. Even if it moves. So, of course, we like this cart.



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All the inside guff as the NMS crew pull strings, bust embargos and reveal all the things that you are and aren't supposed to know about anything from new games to flower arranging. In other words, gossip.

ADVANCE SCREENINGS.....p12

Ssssh... read in-depth scoops about top secret new games ages before their international release. This month we preview Mr Nutz and Super Volleyball on Super NES, Darkwing Duck on Game Boy, and Eliminator Boat Duel on NES.

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Tips! Tips! Tips! And cheats too! Some of our favourite games get the once over from NMS and we pass on the benefits of our wisdom. Plus part two of our The Legend of Zelda (SNES) super tips guide.

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Win something! Really! Something that could change your life forever. Something that your friends will covet. Well, whaddaya waiting for?

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Your questions answered by the fabulous NMS team of experts. Philosophy a speciality.

GAME STYLES.....p64

A monthly round-up of games for all formats according to some nebulous theme dreamed up by Fat Boy on his lunch hour. This month we're talkin' 'bout beat 'em ups. Why? Because, apart from shootin' at things, we like softening our targets up with a good thrashing.

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NINTENDO NEWS NETWORK

● ACCESSORIES ● TV

● MERCHANDISINGS

Welcome to the
only news that
matters, where
NMS exposes all



you'll ever need
to know about
what counts in
Nintendo's world

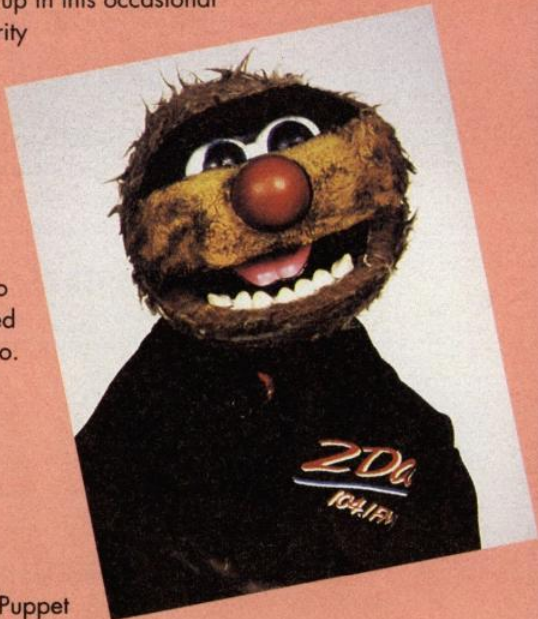
● MOVIE ● NEW GAMES

● HARDWARE ● VIDEO

CELEBRITY GAMES SYSTEM

Yup, we here at NMS wuz brainstormin' in the games room t'other day when the conversation got around to the number of famous people who play Nintendo. Being well-connected folks who move in the highest circles (well, Gerry met someone out of U2 once, he thinks) we immediately decided to call up our closest famous gaming friends to get the lowdown on their Nintendo addiction. First up in this occasional series on celebrity

N-heads is Fat Boy's close mate, and the only toilet mat we know of that has had an actual Nintendo game developed about him, Agro.



Name: Agro

Occupation: Puppet

Age: 12

I discovered Nintendo: With my frends (sic) at school

I own a: Game Boy

I like to play Nintendo: All the time

My fave Nintendo game is: Are you kidding!!!

High Score: 21,070,329,054,700,165 on Agro Soar

Cheats & Tips: Put your hand over the other person's screen...

The next game I buy will be: Another Agro Soar!

● SEMI-REGULAR COLUMN

SPINE-TINGLING FUN

Any gamer worth his pocket money knows that in the arcades the battlelines have been drawn between Street Fighter II and the latest challenger for the beat 'em up king title, Mortal Kombat. The coin-op features various strangely-clad fighters who aren't satisfied with simply defeating their opponents in combat: they rip their spines out as well! News now comes that the battle is to be joined in the Nintendo arena as well. Acclaim has signed the license to convert the new arcade classic to Super NES, NES and Game Boy, though exactly how the coin-op's digitised graphics will convert to the humble Game Boy and NES remains to be seen. Excited insiders have tipped a late 1993 release for Australia.

● NEW GAME

● BY ACCLAIM

● SUPER NES



NINTENDO NEWS NETWORK

RED HOT MARIO PEPPERS!



- NEW MUSIC
- BY CAPITAL/EMI
- RELEASE: JUNE

The question on everyone's lips. Whaddaya get the plumber who has everything? A gold crescent wrench? A stain-proof set of overalls? Naaah, the soundtrack recording to his very own (sure-to-be-a-hit) feature movie! That's right, the soundtrack album to the Super Mario Bros movie is upon us and 'twill be a mutha of an album as it features tracks by Red Hot Chili Peppers, Marky Mark, old funkmeister George Clinton (no relation to Bill), Simple Minds and the Boys that went Beastie. If you recall the article on Super Mario Bros in issue one, the movie sounds absolutely deadly, so if Whitney Houston can go to number one with a crap song from a crap movie, imagine what the Chili Peppers will do with their song?! RED HOT MARIO PEPPERS! YEAH!!!

HIGH SCORE FIENDS AHoy!

OK, we know that the average gamer is the last person in the world to brag about his/her high scores, but on the basis that everyone deserves their fifteen minutes of fame, the official NMS High Score Charts are open for business. So don't be shy, just send in a photo of your scores (and yourself!) on this form below

to: **OOOH-AAAAAH, WILL YOU LOOK AT THE SIZE OF THAT!, NINTENDO MAGAZINE SYSTEM, PO BOX A305, SYDNEY SOUTH, NSW 2000.**

- NEW COLUMN
- FOR: NMS

Name: _____
Age: _____
Address: _____
Game Name: _____
Score: _____
Game Name: _____
Score: _____
Game Name: _____
Score: _____

● CAT-ASTROPHE

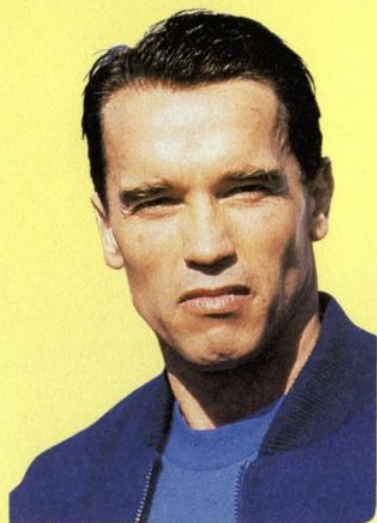
Australia's most famous cartoon export, Felix The Cat, has ridden a smallish wave of a smallish comeback to end up on a Mario-style platformer for NES. The graphics look great as Felix saunters along remarkably like the cartoon version. Felix's leggy beloved is kidnapped by an evil professor who is also threatening to pour a terrible poison into the world's atmosphere. D'oh! Yup, the plot is hopeless, but with loads of levels and the odd underwater and airborne excursion, Felix could be a corker. But a release for Australia hasn't been confirmed as yet. Pity. After all, Felix is Australian.



● THE HEAT IS ON (AGAIN)

The yet-to-be-released in Australia F1 Exhaust Heat is already a firm fave with road racing fans overseas (we should have news on a release date for Oz soon, though no details were available at the time of writing), so word that Ocean has snapped the license for a sequel comes as no surprise. 'Heat Mk II is sure to contain even more torturous tracks, challenging hazards and mad opponents plus the same Mode 7 graphics system as the original, which is a ripper of a game. More news on both games in the near future.

THE NEW CARING, SHARING ARNIE?



- NEW FILM
- BY COLUMBIA PICTURES
- RELEASE: SEPTEMBER

Everyone's fave Terminator-type fellow is back with his latest action pic, *The Last Action Hero* (you know, the one Elle MacPherson turned down a part in!). Directed by John McTiernan, who last worked with big Arnie Schwarzenegger on the fab *Predator* about five years ago, LAH tells the story of a movie actor whose on-set character comes to life and doesn't think much of the guy who plays him (!?!?!).

Jack Slater is a tough talking, straight shootin' cop with no time for fancy-pants and kids love coming to see his adventures on the big screen. That's all fine and dandy until a kid named Danny buys a magic ticket that blasts him out of the theatre and into the Jack Slater movie that he is watching - all of a sudden he's teamed up with Jack and realises that the cop actually thinks that the movie is real life - then the fun starts. Danny drags Jack and a few hoodlums back into the real world where the line between fact and fiction becomes horribly blurred.

It all sounds like a fun movie, but where is all the violence, huh? C'mon Arnie, we want Terminator 3!

THE RETURN OF JOE AND MAC

Whispers from the Nintendo grapevine reach us regarding a proposed sequel to Elite's Joe and Mac licence. Although at the time of writing, Elite was remaining tight-lipped, NMS believes that the club-wielding Neanderthals may be hitting a Super NES, NES and Game Boy near you later this year. We will let you know about planned formats for the games as soon as news comes to hand.



- NEW GAME
- BY ELITE
- SNES/NES/GB

• AT LAST: ITCHY AND SCRATCHY ARE HERE!

Acclaim's Simpsons bandwagon keeps on rolling, with the announcement of NES and Game Boy titles based on Bart's cartoon heroes, Itchy and Scratchy. For the uninitiated among you, Itchy and Scratchy is an ultra-violent version of Tom and Jerry, which always results in one of the cat and mouse duo coming a cropper at the hands of the other. The potential for a game based on their madcap antics is immense! But we'll have to wait until late this year, and maybe even early next year, before we see it in Australia.

• THE CLUE IS IN THE REVIEW!

Desert Strike for Super NES has proved to be a big hit in the NMS office with that Reynolds fellow in particular dribbling about it ad nauseum. Gerry says that, and we quote, "I jest love shootin' at them thar terrorist varmits." Turn to our review on p48 for a more detailed look at this strategy shoot 'em up and if you like what you read, call **0055 10829*** to win one of five copies of Desert Strike thanks to Robyn at Electronic Arts who is a wicked, wicked games player! And look out for a follow-up to Desert Strike soon.



WIZARDS OF OZ!

OK N-Heads - what do the following carts have in common? Hunt for Red October, Choplifter II, NBA All Star Challenge, the Back to the Future series, Battletech, International Cricket, Star Wars, Agro Soar, Aussie Rules Football, Shadowrun, The Hobbit, Smash TV, Days of Thunder, Road Runner, Boulderdash, Itchy and Scratchy, Tom and Jerry, Terminator II? All these carts, and many more, were developed by Beam Software right here in Australia.

Yup, one of the better development houses is based slap, bang in South Melbourne, busily churning out cart after cart of game-playing magique.

Typically, Beam is commissioned by another software company to do all the actual work on a new title which, when completed, is released under the commissioning company's name. That's why Beam is not such a familiar name in playing circles, but all that is a-changing now. Beam has started its own publishing arm, the raffishly titled Laser Beam, which has already had spectacular success in Australia with last year's Aussie Rules Football and International Cricket on NES.



So far, Laser Beam has only released three titles in Australia (Agro Soar on Game Boy, Aussie Rules Football and International Cricket on NES) but have plans (BIG plans!) for Super NES over the next year with releases planned for seven titles over the next year or so. Laser Beam spokesperson, Sue Anderson, was excited to reveal that it was, in fact, Laser Beam who had captured the coveted Nightmare licence (which was still a mystery at the time NMS #1 went to the presses) to transform the video board game into a Super NES spectacular. While work had yet to commence on Nightmare, apparently the project crew were brimming "with

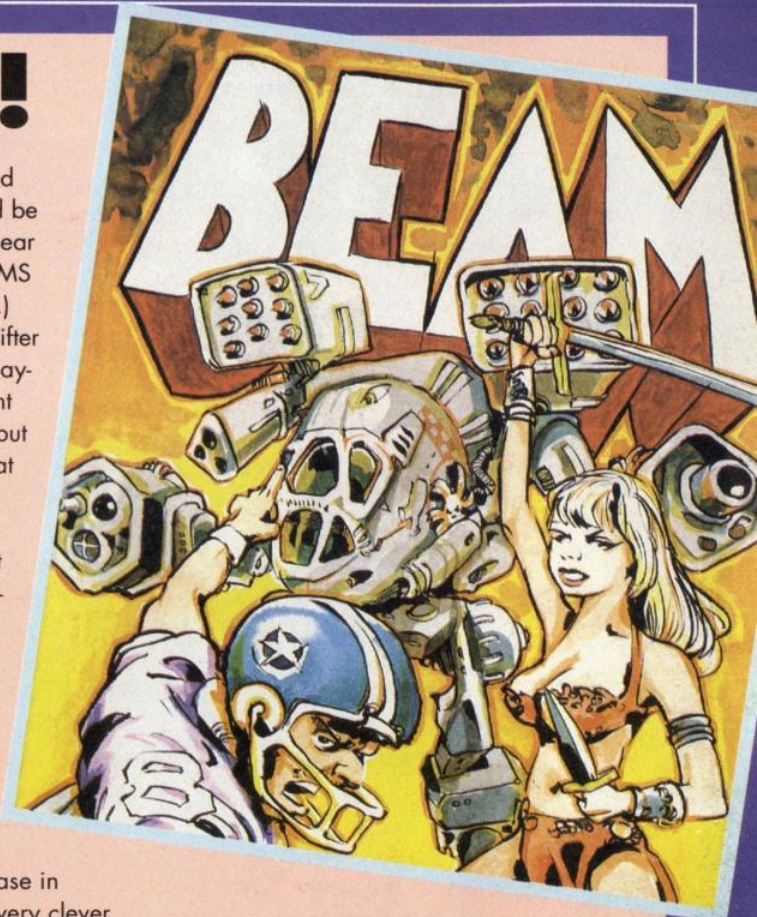
crazy ideas" that had to be sorted through before storyboards could be drawn up. Believe me, you will hear any news about Nightmare in NMS first! (The \$20 is in the post, Sue.)

Another exciting project is Choplifter III for Super NES. Now, I'm not saying that I pocketed a development cart when nobody was looking, but sterling investigative journalist that I am, the NMS team is currently casting its peepers over a extremely early development cart of Choplifter III and will be bringing you an exclusive preview in next month's NMS. (Uh, the 1st class ticket to the Bahamas is in the post, Sue.)

Sue explained that Laser Beam will be seeking to establish itself as an international supplier and used the example of Agro Soar for Game Boy as a case in point. Now listen up 'cos this is very clever. Agro Soar was developed as a generic game so that the graphics, gameplay, sound and all the fun bits remain the same, but the central character can be changed to make the game more applicable to the country it is selling in. Hence, while the game is called Agro Soar in Australia, and features the world's only toilet mat TV host, in Europe it is known as Baby T-Rex (and features Baby T-Rex, d'oh!), and in the UK it is known as Edd the Duck (!!) and so on. Like I said, clever.

So, what is it that makes a competitive software house, and how can they can make a decent crust in Australia? Surprise! The answer is quality, according to my close personal friend Sue. "With telecommunications technology being what it is, being based in Australia is not a disadvantage, particularly when you're talking about a development lead-time of anything from five months to a year and a half. The important thing is, when we are creating a title for a third party, it has to be great otherwise they won't come back and use us again - we'd go broke. And when we create a title for ourselves, the same applies. It's a pretty cut-throat business."

Let alone what would happen if 70 odd employees went on the warpath if the com



pany went under!

That's why, in a shameless effort to secure massive wads of promotion for Laser Beam, Sue has agreed to let NMS follow the development of a major new Super NES title from day one right through to completion, and write about it for the enlightenment of you, our much-loved readers. The series will be starting in our August (or September) issue. Stay tuned for more on that in upcoming issues. The title (ha, ha!) will remain a secret until that time.

In the meantime, here are a few interesting things that you might like to know. Firstly, Beam develops all its carts on the American NTSC format for immediate international release. The PAL conversion for the UK and Australia then follows. Secondly, one of Beam's earliest (like, the early 1980s) successes for the various IBM clone formats, The Hobbit, is now in production for the Super NES. RPG fans should be well impressed when that one finally surfaces.

- **NMS SPECIAL REPORT**
- **SOFTWARE DEVELOPERS**
- **BY JAMES LEOPARD**

NINTENDO NEWS NETWORK

ARCADE ACTION AUSTRALIA

● TIMEZONE CHART

	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Virtual Racing	Warriors of Fate	White Water
2	Lethal Enforcer	SF II CE Hyper Fight	Fish Tales
3	Suzuka 8 Hours	SF II CE	Dr Who
4	Final Lap 3	Fatal Fury 2	The Addams Family
5	Mortal Kombat	Super Side Kicks	The Getaway
6	Stadium Cross	Cup Soccer	Hurricane
7	Mad Dog McCree	Macross	Black Rose
8	Arm Champ 2	World Heroes	Terminator 2
9	Sonic Blastman	Knights of the Round	Party Zone
10	Starblade	Art of Fighting	Gilligan's Island

ARCADE ACTION USA

● USA CHARTS

● As published by American Replay Magazine

	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Virtual Racing	Mortal Kombat	Addams Family
2	Suzuka 8 Hours	Lethal Enforcers	Star Wars
3	Stadium Cross	SF II CE	Fish Tales
4	Mad Dog II	Terminator 2	Lethal Weapon 2
5	Final Lap 2	Golden Axe II	White Water
6	Race Drivin'	Super High Impact	Terminator 2
7	X-Men	Double Axe	Cue Ball Wizard
8	Moto Frenzy	Sunset Riders	Getaway
9	Four Trax	Space Gun	Black Rose
10	Steel Talons	Turbo Out Run	Dr Who

ARCADE ACTION JAPAN

● JAPANESE CHARTS

● As published in Japanese Game Machine Magazine

	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Lethal Enforcers	Turbo SF II CE	Fish Tales
2	Virtual Racing (Twin)	Fatal Fury 2	Lethal Weapon 3
3	Virtual Racing (Deluxe)	Puyo Puyo	Super Mario Bros
4	Suzuka 8 Hours SD	Super Sidekicks	Terminator 2
5	Warriors of Fate	Quiz F1 Racing	Getaway
6	Final Lap 3 (Deluxe)	Warriors of Fate	-
7	Suzuka 8 Hours DX	SF II CE	-
8	Final Lap 3	Quiz Kokorogy	-
9	Rail Chase	Quiz Capcom World 2	-
10	Grand Prix Star	Art of Fighting	-

● HEY-HEY-HEY, BOO-BOO!

He's smarter than the average bear, and he's also about to snaffle picnic baskets on a Super NES real soon. The ever-busy Entertainment International is in the middle of recreating the adventures of Yogi, Boo Boo and Ranger Smith, but as yet it hasn't been decided what form the game will take. An old Yogi game featured the bear running across a scrolling Jellystone Park in search of food, but Entertainment International is remaining tight-lipped about its plans for Yogi's latest adventures. The mind boggles at the thought of the schemes dreamt up while in hibernation!

● PUTTY IN OUR PUNY HANDS?

System 3 is converting its weird Amiga platformer, Putty, over to the Super NES. Named after its rubber-bodied star, Putty is a vertically scrolling platform game in which the globulous good guy ascends a massive tower in an attempt to get back to his home planet of Putty Moon. The scenario tells how an evil wizard called Dazzledaze has kidnapped Putty Moon's entire population and is turning them into chewing gum. (And they say that programmers have no imagination!) Our hero has been banished to Earth because he hasn't been able to stop the wicked Dazzledaze, and can only return if he can finally dust the wizard. Making the most of Putty's stretching, bouncing and jumping skills, the player can (eventually) scale the tower after dealing with the odd nasty. The Super NES conversion is still in development - more news as it comes to hand.

MONSTER IN MY SPROCKET

- NEW GAME
- BY ELITE
- SUPER NES



Last ish, we revealed plans for a Dr Franken sequel on Game Boy, and now we can also reveal that the good Doctor will soon be gracing the NES and Super NES as well. Elite's every-day tale of a man's search for his dismembered beloved is a scrolling arcade/adventure game that gives the player control over Frankenstein's monster as he searches a massive castle for the many body parts that eventually go together to create his bride. It's not all plain sailing as many laboratory experiments and mutations scurry about the building, sapping the creature's energy on contact. The original Game Boy version has been fairly successful so it will be interesting to see how these conversions go. Could be in Oz later this year.

SOUNDS GOOD TO ALL OF US

"Holy klaxon alarms, Batman! The radio in the Batmobile is broken and Commissioner Gordon is about to make a speech!"
 "Don't worry Robin, I've got my Game Boy handy. Just slip this new GB Stereo Radio on it and it will become a FM radio and pick up the the Commissioner's speech!"
 This is not a scene from the as yet unplanned Batman Returns (Again), but if the Caped Crusader were to grace the big screen again, he might well proclaim the joys of owning one of these neat little units. As you can see, the GB Radio simply fits into the cartridge slot and turns your Game Boy into an FM radio. Well, you would be able to if we'd put it into a Game Boy! Thanks to Nodtronics, NMS has three GB Radios to giveaway to our much-loved readers. Simply call **0055 10830*** for your chance to win!



- NEW ACCESSORY
- BY T.E.E.
- GAME BOY
- OUT NOW

● THE ROAD TO NOWHERE

Word reaches us that Electronic Arts is considering releasing Road Rash for Super NES. Although the game isn't on its release schedule for 1993, we have heard that development ideas are currently doing the rounds and ideas are being mooted to make the most of the console's advantages over the Megadrive - faster 3-D, perhaps?

● WIN MARIO BROS MOVIE TICKETS

The brilliant Super Mario Bros movie starring Bob Hoskins and Dennis Hopper is hitting the cinemas early next month and thanks to NMS and the nice people at Hoyts, we have 25 double tickets to see the movie. Ordinarily, of course, we'd distribute the tickets among family and friends but Hoyts has insisted that the readers of NMS benefit from this bonanza. So, lucky people, if you'd like to win one of these in-season passes, simply call **0055 10885***. Bribes delivered directly to Fat Boy will also be considered.



● WIN F-15 STRIKE EAGLE CARTS

Yup, one of the better flight sim shoot 'em ups for Game Boy is out now and we've got five copies to give away thanks to Metro Games. The NMS review gives you all the details on why F-15 is such neat game on p44, so read it carefully before calling **0055 10876***

NINTENDO AND EPILEPSY - THE LINKS EXPLORED

If you have been watching the news and reading the newspapers lately, the numerous stories linking Nintendo and Sega games and epileptics suffering seizures cannot have failed to catch your eye.

According to various reports, players already diagnosed as epileptics have been subject to fits after playing with their consoles. As people attempt to link the attacks to flashing sprites and on-screen effects, both Nintendo and Sega are being asked to print warnings regarding the alleged dangers.

Despite the current press hysteria regarding the links between video games and such seizures, the percentage of epilepsy sufferers prone to such attacks is very small.

According to figures released by the British National Society For Epilepsy, one person in every 200 suffers from epilepsy, whilst the number of people susceptible to attacks brought on by photo-sensitivity - images from a television or



indeed a flashing video game - make up three percent of these sufferers. In other words, 0.015% of the population.

Meanwhile in Australia, the press seemed to have a lot to say on the matter though the idea of actually consulting any experts seemed to be well beyond them (otherwise known as The Royal Family Syndrome). So we thought we'd do it instead.

Having had a chat to epilepsy experts both in Australia and the UK, NMS advises that if you are a sufferer of epilepsy and are worried about any possible dangers of using your console, follow these guidelines:

While flashing lights or certain geometric patterns are among the environment that may very occasionally lead to a seizure, this is very rare, even in patients with known epilepsy. Now, there are many forms of such stimulation - the regular TV set being the most obvious - but it can also take the form of striped objects like zebra crossings and lines of trees, and not to forget computer material. While it is always sensible for the console user to take reasonable precautions - don't sit too close to the screen and use good background illumination - the risk should not be overplayed.

The vast majority of epilepsy sufferers are not sensitive to these stimuli and should not be prevented from using consoles.

There is no doubt that these attacks, when they occur, are very serious.

However reason should prevail.

Remember, if you are a worried epilepsy sufferer, try these tips:

- **Stop playing immediately if you feel any discomfort at all.**
 - **Take a break from playing every now and again.**
 - **Don't sit too close to the screen.**
 - **It sounds silly, but wearing sunglasses while playing can also help if the screen is causing you some discomfort.**
- Remember, if you still have any worries, consult with your doctor or call the Epilepsy Association in your State.**

• NINTENDO MAGAZINE SYSTEM SPECIAL REPORT

CONDITIONS OF ENTRY FOR ALL COMPETITIONS

The promoters are Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). Entry is open to all residents of Australia with the following exceptions. Offices or employees and their immediate families of the promoters, their advertising, sales promotion agency and printers are not eligible to enter. Entries close by the end of the working day Tuesday, 25 May 1993. The winner's name will be published in a future issue of the Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. © 1993 Nintendo Co., Ltd. All rights reserved.

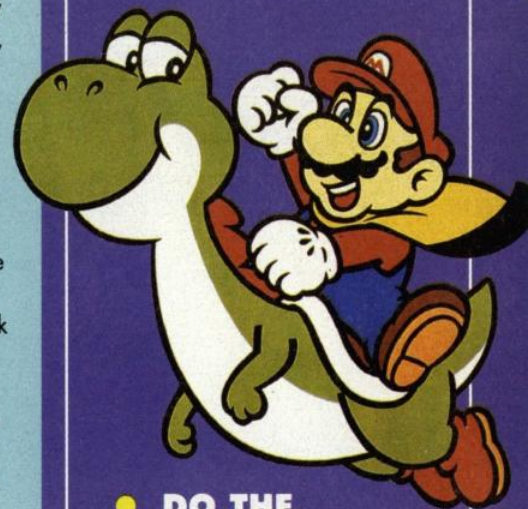
*** Ask your parent's permission before calling.**

**SMART
0055**

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TAKING THE BISCUIT

Looking a little like Dr Mario and in the last stages of play-testing in Japan is a novel puzzler called Yoshi's Cookies. Set within Yoshi's biscuit-making emporium, the actual gameplay (the little that we've seen, that is) is a tad confusing. It seems that the player drops ingredients together and has to bake a set number of cookies within a limited time. Various gremlins are around to help interfere with this process. Could be yummy. There'll be more news as it comes to hand.



• DO THE HOCKEY-COKEY

Two of the better games on the Sega Megadrive were Electronic Arts' Desert Strike and NHLPA Hockey. Desert Strike is covered in-depth in our review in p46 of this ish, which is why we're taking the time to quickly tell you about NHLPA Hockey now. It's a damn fine game (as is its sister sports sim, PGA Tour Golf) and will be available from the end of May. Oops, that was three! I think I'm getting the hang of this now.

THE OFFICIAL NMS CHARTS

Find out what the hottest games are in Super NES, NES and Game Boy all around Australia - from the new fast breakers to the old faves, we tell you how they're moving.

SUPER NES

This Time	Last Time	Bullet	Title
1	1		Street Fighter II
2	3		Bart's Nightmare
3	5		Super Mario World
4	-	•	Super Ghouls & Ghosts
5	9	•	Dragon's Lair
6	2		Super Mario Kart
7	-		Zelda 3
8	-	•	Spiderman & the X-Men
9	8		Blazing Skies
10	10		Turtles 4

NES

This Time	Last Time	Bullet	Title
1	1		International Cricket
2	8	•	Battletoads
3	9	•	Ferrari GP Challenge
4	4		Bart Vs The World
5	6		Spiderman, Rtn of Sinister Six
6	5		Flintstones
7	7		Street Gangs
8	-		Stealth ATF
9	-		Terminator II
10	-		World Wrestling

GAME BOY

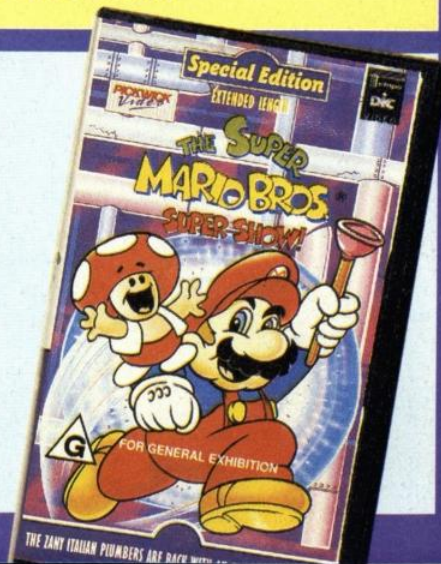
This Time	Last Time	Bullet	Title
1	3		Battletoads
2	6	•	Bart Vs The Juggernauts
3	-		Ferrari GP Challenge
4	8		Pitfighter
5	5		Double Dragon 3
6	-	•	Hook
7	-		Robocop 2
8	4		Escape From Camp Deadly
9	-		Double Dragon 2
10	-		Star Trek 25th Anniversary

Charts with the assistance of Capital Games Centre, The Games Wizards, Dick Smith.

PLUMBIN' THE DEPTHS FOR A DECENT CONTEST

It seems like every time we blink another product with Mario's face stamped on it lands on the NMS review desk. This month's NMS special mention goes to the hilarious Super Mario Bros Super Show video. Out now thru Pickwick Video, this special edition vid brings you four of the animated TV series adventures on one tape. As the series won't be back on Ch.9 until June at the earliest, this is your only chance to see the chubby plumber in action until then. Of course, you could go out and buy the video, or you could ring **0055 10877*** to try a win one of ten copies that just happen to be lying around cluttering up the office.

- VIDEO
- BY TEMPO
- OUT NOW



ADVANCE SCREENING

PREVIEW SYSTEM

4
A.S.

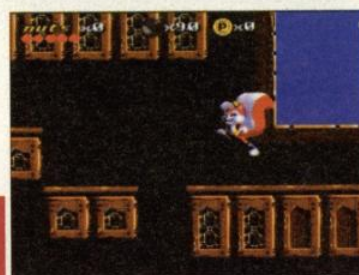
- MR NUTZ (SNES)
- DARKWING DUCK (GB)
- ELIMINATOR BOAT DUEL (NES)
- SUPER VOLLEYBALL (SNES)

Coming next year from those Mancunian game smiths at Ocean is Mr Nuts, a platform extravaganza starring a bushy-tailed Squirrel. Set for a summer '93 o/s release, Mr Nuts has yet to be given a scenario, but it seems very likely that the cutesy woodland creature is out on some errand of mercy - probably with a stricken Mrs Nuts at the end. Spanning six stages, each of which is made up of three sub-levels, Mr Nuts is a sprawling platform game in the tradition of The Addams Family and Mario. However, in addition to the running and jumping malarkey, Mr Nuts also uses his large tail to sweep away any nasties who stand between him and his goal. His name is derived from his unnerving habit of lobbing nuts at the tougher creatures he faces, in case you were wondering.

Nuts' exploration takes him both to the skies and into buildings, and the creatures he encounters are similarly based on such environments. They all prove extremely hazardous, though, and touching one results in our Squirrel hero losing valuable energy. In addition, also ready to flatten poor Nutty boy are a series of guardian creatures, each featuring a different attack technique.



▲ Jump, jump. Mister Nutz'll make you...



▲ Sweep. Sweep you fool...



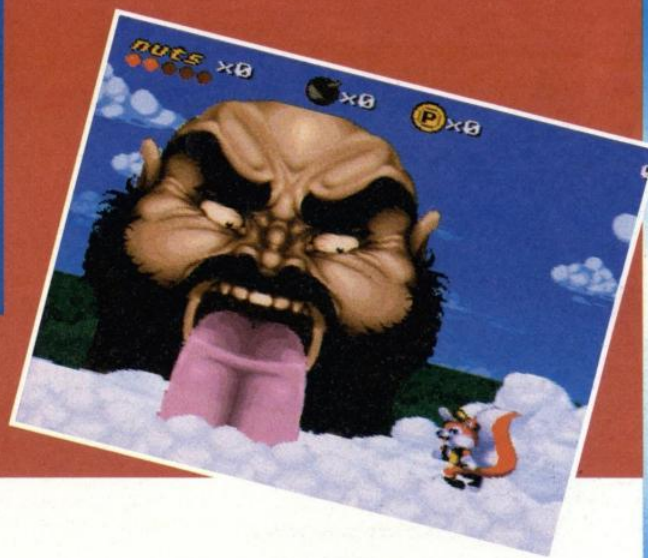
BOSSING ABOUT

In the version of Nuts we saw, there was a rather smart boss sequence where our kernel-lobbing hero comes face to face with a massive ogre. As the giant sweeps the screen with his massive hand, Nuts should avoid contact with it whilst simultaneously trying to leap on the bald baddie's head. Success in doing so results in a spectacular death which sees the giant's eyes roll out of his head, his tongue fall out, and eventually his demise - a complete contrast to the otherwise cute nature of the game!



▲ Mind the giant floating scary eyeballs from the bearded man Marlon.

A.S. 1
SNES



NUTZ

GAME FAX



- PRICE: TBA
- BY: OCEAN
- PLAYERS :1
- MEGS: 4



A D V A N C E S C R E E N I N G

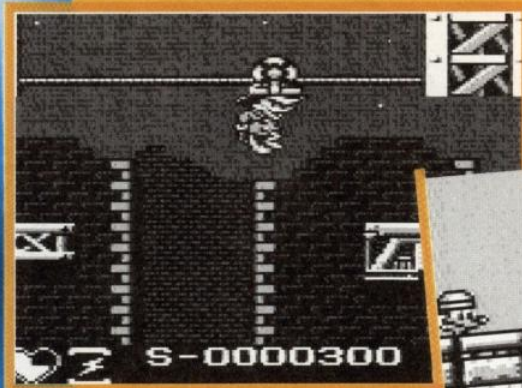
A.S. 2
GB

DARKWING DUCK

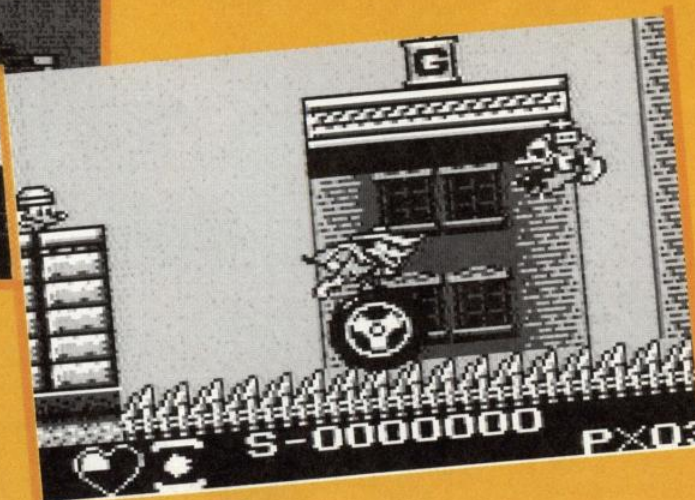


▲ The egotistical Duck stakes his claim...

Another game from Capcom's Disney stable, *Darkwing Duck* stars the mysterious SuperDuck as he battles against a series of evil no-good-ers. Armed with a powerful laser and the agility of a Panther, Darkwing's adventures take him across grimy cityscapes, all of which play host to an army of gun-toting bad guys out to kill our hero. Each screen is made up of a series of platforms, lifts and hooks, and these are used to make it to the exit. However, contact with the aforementioned baddies costs Darkwing valuable energy, so these are to be avoided or, better still, killed. *Darkwing Duck* features three large stages, each of which contains a master criminal 'Boss' creature. Information on their whereabouts and habits is given by a 'Q'-like figure before each task, but after that he's on his own...



▲ By hook, crook or even a handy pulley system, Darkwing will get his man.



GAME FAX



- PRICE: TBA
- BY: CAPCOM
- PLAYERS: 1
- MEGS: 1



▲ The swamp-based stage offer even more hazards to avoid.



A.S. 3
NES

ELIMINATOR BOAT DUEL

Fans of Codemaster's excellent Micro Machines have a real treat in store, courtesy of Storm. In addition to the forthcoming Lawnmower Man, the British-based company has also secured the rights to a NES Micro Machines clone called Eliminator Boat Duel. A one or two-player game, Boat Duel uses the same bird's-eye view as the Codemasters game, but goes one better by adding 3D and expanded side-on views.

The gameplay basically involves guiding a speedboat across a series of hazard-filled screens while simultaneously outdoing your computer-controlled or human opponent. Whirlpools, barriers and other aquatic obstacles are to be found along the way, but to compensate there are also collectable turbo boosts which offer a much-needed burst of speed.



▲ Could this be better than Micro Machines?

GAME FAX

- PRICE: TBA
- BY: STORM
- PLAYERS: 1-2
- MEGS: 1

A.S.
4
SNESSUPER
VOLLEYBALL

Having wowed us with Super Tennis, development team Tonkin House are now turning their hand to the bumps, sets, and spikes of Volleyball. Played by sun-bronzed hunks - and schoolkids when it's too wet to play Football and the main assembly hall is free - Volleyball is a strange sport at best. Two teams of six players stand on either side of a high net and punch a ball between each other. Each team is allowed to touch the ball three times, but should it touch the floor or hit the net the other side wins the chance to serve. This continues until one of the two sides scores fifteen points.

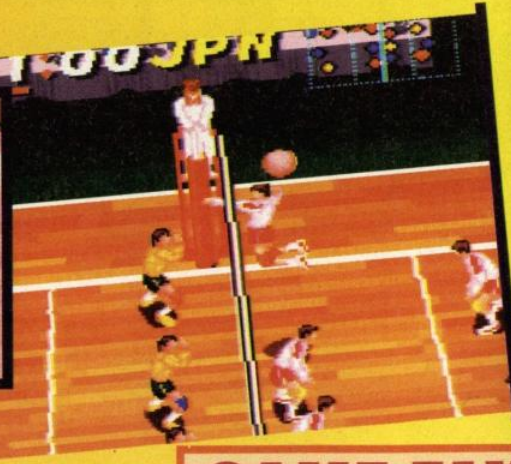
Tonkin's game is a one or two-player affair, with the player using the Super NES's four buttons to effect a number of moves. All manner of serves, lobs and smashes are available - not to mention blocks and dives - and two different styles of play are on offer. The former features the full six player team, whilst the beach game is played by two pairs of typically wide-eyed girls and is recommended for novice players.



▲ Choose your team for the beach game...



▲ Four different serves are effected via the pad.



▲ X marks the spot where the ball will land.



▲ There are eight international teams to pick from - but they're all evenly balanced.

GAME FAX



- PRICE: TBA
- BY: TBA
- PLAYERS: 2
- MEGS: 4



GAME GENIE NO. 7356
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For the Super Nintendo Entertainment
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- JUMP HIGHER.
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- EXCLUSIVE CODE UPDATE SUBSCRIPTION.
- EFFECTS ON/OFF SWITCH AND LED (NOT ON NES).



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VIDEOACTIV

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REVIEW

SUPER NES

1
PLAYER

8
MEG

SHT
GAME



PRICE: \$139

(approx.)

BY: NINTENDO

RELEASE: JUNE

LAST MINUTE NAME CHANGE
DEPT:

Star Fox will now be called
Starwing (at least we got the
cover right!).

CONTROL

1 JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

1 PER 10,000

SKILL LEVELS

1

RESPONSIVENESS

EXCELLENT

1ST DAY SCORE

36,500

ORIGIN

Star Fox is a completely new 3D space game, but some of the action and effects resemble the arcade machine Star Blade and the 16-bit classic, Star Glider.

General Pepper of the Corneria outpost wore a grave expression as he watched the bright corona of one of the planet's two suns appear behind Corneria's largest moon. The faint glimmer of light signalled the end of a long eclipse which had left the base without communications for some days.

Before Corneria's moon passed over the sun there had been some urgent high-level briefings concerning the recent expansion of the Venom Empire into areas which brought it within attacking distance of Corneria, the last defence before Earth itself. What angered the General was the lack of political will to prevent Venom's endless supplying of materials towards the 'front-line' of the two powers, when it was clearly evident that big trouble was brewing. That's one of the reason he had requested the Star Fox team for a tour of duty - they were a crack squadron of animal hybrids, equipped with the best fighters in the Fleet. Hopefully the tour would pass without incident...

Klaxons suddenly screamed through the silence. As the base's equipment again was able to see into space it had detected an awesome sight. Venom had used the cover of the eclipse to launch an attack on Corneria! The call to defence was wailing out! Even as the Commander was making his way to Operations, Star Fox were donning flight suits and pounding the corridors to the hangars.

Fox himself barely paused for thought as he tapped the preliminary data codes that made his cockpit's HUD displays spring up into life. Another combat flight with the three wings he trusted more than any other beings alive. "Have a good one, Fox!". He smiled - it was Peppy's voice crackling across the channel, the most dangerous rabbit in the galaxy, he thought. "Good luck!" he yelled back, the G-forces catching his body as the formation sped out into the new Cornerian sunlight. "Good luck".

STAR



▲ Fox and his buddies come up against the first boss. Unfortunately, Slippy and Co clear off whilst you attempt to see the huge ship off. The red area to the rear of the ship is the boss' only vulnerable point, and should be shot repeatedly.

DATA: ARWING SPECIFICATIONS

MODEL: Arwing Defence Fighter AD74:

Designed as a fast attack craft, with the ability to fly in air and airless environments. Fully manoeuvrable.

WEAPONS: Sapphiric-focused Front mounted

Pulse Laser: Initially a single-centre mounted gun, this weapon may be wing-mounted for double power.

ADDITIONALS: Photon Delayed-release High

Energy Shells: Special use for heavy enemy fire-power. Photons detonate in a spherical attack pattern. Initial complement of three shells.

DEFENCE: Energy Repulse

Full Cloaking Shield: The most effective fighter defence system yet devised. Able to withstand multiple laser hits, and to a lesser extent, structural collisions.

PROPULSION: Nucleide

engine with Hyperspace capability: Light Speed ready



in 9.45 seconds. Extra boosters provide double acceleration for 1-2 seconds. Retros slow velocity by one half for an equivalent interval.

Star Fox

DATA: STAR FOX

The four members of Star Fox have been selected from several animal Hybrid squadrons for their individual skills and by computer matching for group suitability. Many previous commendations exhibit their extraordinary ability to work together. But, individual tendencies have been noted, and should be acknowledged:

FOX: Squadron Leader. Responsible for directing raids and roll-calling. For the main, his position is foreground, his battle specialities involve audacious raids on superior enemy equipment. Mostly, the complement defend his vulnerable rear area.

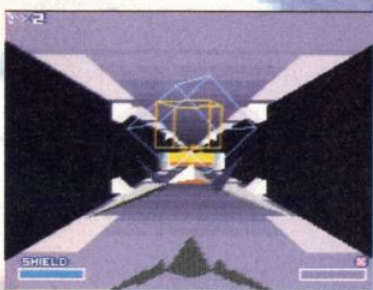
PEPPY: Furred mammalian lifeform and newest addition to squadron. Peppy's position is mostly background, providing covering fire for Fox and Falco.

SLIPPY: Amphibious lifeform. Slippy is a gifted flyer, who performs on instinct. He mostly provides support with Peppy, and can be relied upon to maintain a rearguard. However, he is prone to reckless tendencies and 'fancy flying'. Fox has had to put his tail out on more than one occasion.



FALCO: The Squadron's second forward flyer. Falco is unparalleled in his aggressive techniques. Highly effective, he rarely needs assistance from his comrades, and practically flies as a loner. This has bred a certain arrogance in him, and he makes it known he is unhappy in his role as second in command. The Admiralty has decreed a transfer as necessary in the near future.

Exclusive



▲ Fly to the heart of the Armada, but beware those defences!



▲ Bang!



COMMENT



JAZ

This is the most astonishing console game I have ever seen! Using unbelievably fast, super-smooth and ultra-realistic polygon 3D graphics, Starfox is a game that you'd normally expect to see running on a mega-fast souped-up PC! But here it is running on Super NES - and it's amazing.

Not just because of the stunning visuals: the sound is superbly atmospheric and it plays brilliantly too. Level one is fairly straightforward and shouldn't take more than a couple of days to complete, but the higher levels are really tough and require plenty of skill to master. Because the whole game is so impressive, you really want to keep on playing to see what's next - and there are certainly some fabulous things later on, with some great effects and mightily impressive baddies to test your mettle. Starfox is a truly superlative title and is a showpiece of what the Super NES is capable. And considering this is the first game to use the Super FX chip, I can't wait to see what's next - mind-blowing racing, flying, space combat and even virtual reality-style adventure games could all be created! Gimme! Gimme! Gimme!

REVIEW



How To Control

The joystick is used to pilot the ship across the dangerous 3D landscapes. The customary eight directions are used to steer the craft and alter its height. In addition, the pad is used to move the target sight during the asteroid section.



BOMB



BLASTER



BANK LEFT/RIGHT



THRUSTERS



RETROS



START: STARTS/PAUSES GAME
SELECT: ALTER VIEWPOINT

How To Play

With three ships at their disposal, the survival of which is determined by an energy bar, the player embarks on a series of missions. In turn, each of these fighters is armed with an upgradable laser and three 'smart' bombs.

AREA 1: CORNERIA

SCENARIO: Eliminate forces intruding on Fleet base on Corneria's surface. Annihilate Ground Drop Mothership.

TERRAIN: Densely structured base area. Low flying is necessary to avoid missile tracking, which means flying at building height. Craft may have to fly banked down narrow corridors, and through narrow hangars at extreme low altitude. Some structures may be unsafe due to battle damage.



ENEMY HARDWARE: We know the enemy have landed bi-pedal assault suits. These robots have begun dismantling our communications masts and command towers.

They have tank support, and currently we have reports of saucers dropping multi-legged combat units by parachute.

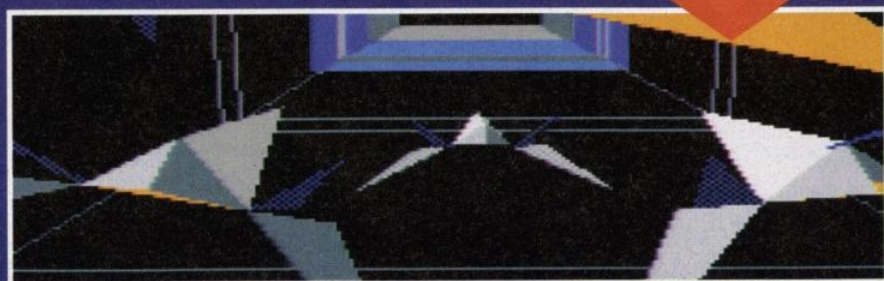


DATA: BATTLE CPU

Battlezone depiction is assisted by the use of VR-generated images. Pilots choose to view engagements on a conventional HUD canopy display, with rotating arrows showing Pitch and Yaw. Targeting is achieved using the green, self-centring sights. Alternatively, engagements appear in Virtuality, with the pilot's eye-view from behind his craft, at a distance of 25m. Studies have shown this to be an appropriate mechanism for low-altitude scenarios, and CPUs have been instructed to adopt the view-point automatically on surface sorties.



HUD CANOPY VIEW
THIRD PERSON VIRTUALITY



WARNING

MISSION TARGET: Ground Drop Mothership. This massive unit has the advantage of noise-dampened propulsion, so may be able to sneak up on you from behind. It has four laser defence systems, located as side-arms. It is suspected that these are the most vulnerable areas to attack. Separate homing missiles are located on these arms. Other attack points include the bridge and rear engine port.



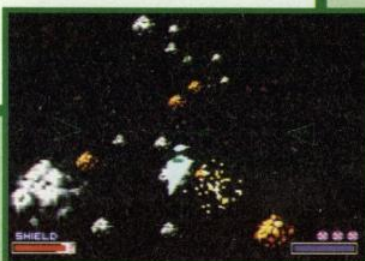
AREA 2: ASTEROID BELT

SCENARIO: Navigate Asteroid field and destroy any hostile forces massing for attack. Head for Andross' rock-crushing equipment before making Hyperspace jump.

TERRAIN: Deep space but the path crosses a heavy asteroid belt. Some of the rocks are destructible, judge yourself by their colouring. Some asteroids are arranged in spinning formations, dissipate them by destroying the central link.

ENEMY HARDWARE:

High concentration of enemy 'Moth' ships, and highly manoeuvrable snake-tailed vehicles. Both armed with pulse lasers.



▲ Thud! There's enough salvage material from the bosses to build a small town.

REVIEW

WARNING

MISSION TARGET: Andross Rock Crusher. The machine is constructed in three parts, with laser defences grouped in sets of four on both wing pods. Crusher attempts to ram you in space. After the pods are compromised the main unit's bulk is jettisoned in your direction. Caution! Beware final missile defences located on polar antennae.



▲ Learn to recognise these pods instantly — they're your target on the rock-crusher.

DATA: STARMAPS

Previously it was thought necessary to have a single Hyperspace corridor between Venom and Corneria. This direct route is the simplest attack path to adopt, in terms of length and ease of navigation. It is also agreed that the fire-power deployed by Andross on this path is inferior and vulnerable (despite the presence of his Armada). More ambitious commanders may pause to consider the two alternatives. The first involves a perilous navigation of the Space Station under construction near Corneria, and unquantified defences on the planet of Titania and the attendant black hole. The last option is



even bleaker: a course through the thickest asteroid belt in the quadrant, and further horrors in the Macbeth system, but that 'option', gentlemen, is the chosen course of fools and madmen...

COMMENT



STEVE

My past experiences with 3D blasters have left me playing either fast-moving 'epics' with absolutely nothing to shoot, or sluggish efforts which have compromised the game's speed by cramming as many polygons in as possible. Star Fox, however, is quite simply the most stunning 3Der you are ever likely to see. Even just watching the game being played is impressive, but actually getting your hands on the extremely controllable craft opens up a new dimension in playability. As your assorted squad members weave around in front of your ship, passing on the odd retort, it's hard not to get totally involved in this epic blaster. The Star Fox ship is a dream to pilot, and avoiding the many obstacles soon becomes second nature - although it's impossible to take anything of the game's stunning effects and tweaks for granted. In addition to the fast-paced 3D and plentiful blasting action, the missions are varied and should keep even the best players hooked for ages. I really cannot praise Star Fox enough. Not only does it cement the Super NES' position as THE number one console, but it also proves the machine's versatility in all areas. Along with Street Fighter II and Mario, this is a game every Super NES owner should own. Hunt down a copy now and prepare to boldly go where no man has gone before...

REVIEW

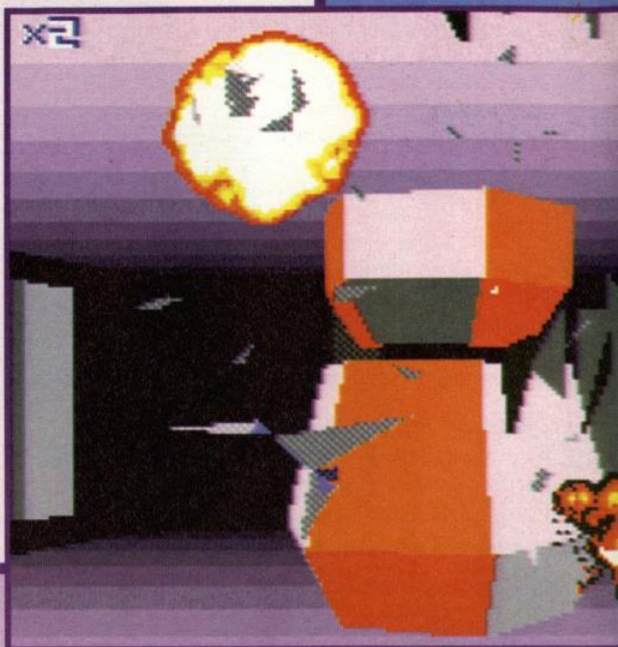


AREA 3: ANDROSS ARMADA

SCENARIO: Intercept Venom's main fleet as you come out of Hyperdrive. Breach fighter defences to attack large command ships. Destroy Mothership to disable Armada.

TERRAIN: Deep Space. See Special Briefing.

ENEMY HARDWARE: Fighter defences include triangulars. These produce photon attacks from rotation, and may reform up to three times. Also, armoured carriers, which are large, rounded vehicles which can take massive damage. Most larger ships are invulnerable to exterior attack. See Special Briefing for interior attack plan.



WARNING

MISSION TARGET: The Armada Mothership. Destination is core, which is housed in rotating chamber with two defence fields. These produce an energy link between wall and core at two levels. Destroy the link at the wall to expose the core. Emergency photon defences are activated in the final moments.



COMMENT



GUS

Stay calm, concentrate on the screenshots: you are experiencing the future! Star Fox ushers in a whole new era for Super NES owners, who should now have access to stupendous effects and amazing 3-D games. Star Fox looks amazing here, but you have to see the incredibly smooth movement to appreciate the power of the Accelerator chip. Massive sprites zoom around the screen, craft whirl and zoom as the viewpoint spins 360 degrees. One great feature is the way the best scenes are kept for later. Level one is jaw-dropping, but wait until you reach the Armada, or Fortuna - you'll need a new face! The brilliant presentation adds even more to the cinematic atmosphere of the whole package. But please don't think that Star Fox is 'fur coat, nae knickers' (Glasgow expression). The gameplay itself is totally outside the sphere of most other Super NES games - even the likes of Aleste and Axelay. There's so much to do, so many ways to tackle levels - three paths, two viewpoints and incredibly imaginative bosses. Star Fox is clearly the most ambitious and accomplished project yet attempted on the Super NES - and a milestone in console 3D games. VVG!

SPECIAL BRIEFING!

Arwings have access to Armada ships' launch hangars. Enter the corridors by lining up with the docking doors, then avoid the shield door defences. Each ship has a nuclear core which houses its one weak spot. Go for it.

DATA: CHANNEL OPEN

Star Fox is wired to four com channels. The first three are visi-links with your squad. Fox receives messages from Peppy, Slippy and Falco about mission tactics. Picture ID is shown, and the CPU translator turns their animal utterings into readable text. The last channel is a sound-only link to Base, where Radar warnings of incoming energy or sustained damage reports are announced.



AREA 4: METEOR

SCENARIO: The approach to Venom is guarded by this outpost stationed on a massive meteor. Destruction of Insectoid defence systems is necessary to proceed.

TERRAIN: Non atmospheric, low gravity environment. Low light intensity means 'night-flying' techniques. Extreme rock formations means squadron has to fly canyon runs.

ENEMY HARDWARE:

Insectoid creatures with two or more legs. Spider-like sentinels guard narrow approaches. There are fixed rotating missile emplacements.



AREA 5: VENOM

SCENARIO: Penetrate Andross' outer ring of defences, in the space approach. Pursue the Phantamx Battle Craft onto the planet's surface.

TERRAIN: Venom orbiting space and upper atmosphere.

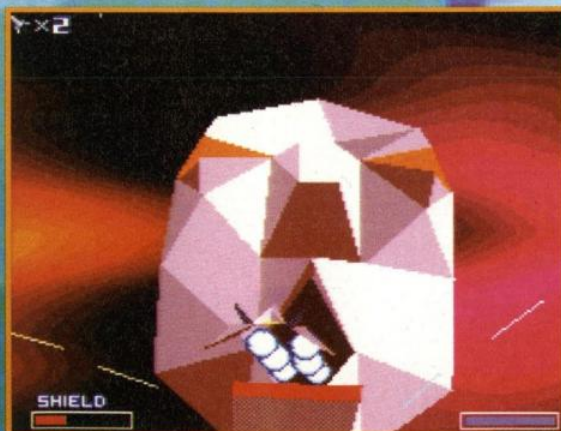
ENEMY HARDWARE: The best of Andross' hardware. Spinners rotate using their four in a cross shape, spraying laser-fire from their centre. Rotators stop at a point, releasing fire in a circular pattern. Some enemy craft are made of resistant alloys which make them resistant to attack in all but one spot. There are reports of three-winged craft having access to invincible shields like our own. These will appear as wire-frames on your imagers.

MISSION TARGET: Classified.



WARNING

MISSION TARGET: Plasmatron. This towering device is a devil to hit, since its six legs provide protection. It's attack procedure involves flattening the legs and spinning towards the squadron. Once the legs are destroyed a port in the centre of the unit opens, exposing a plasma spray which deflects off the ground towards its target.



DATA: SCOOPS

Battle analysis showed weaknesses in the Arwing's ability to maintain energy levels. This has led to the instalment of scoops on all craft, that are able to grab additional energy from the debris of enemy units. To enable the ship to locate these sources, the ship's CPU presents them as a target circle on the display. Flying through these is equivalent to scooping energy at the central point of the energy matrix - and shield level is raised. The latest, highly classified customisation is the anti-matter shield. Picking up these symbols produces a flux of energy so vast as to remove the craft from this dimension, making it practically invincible. Naturally, the volatile nature of A-Matter mean this state is temporary.



SHIELD RE-ENERGISE
ANTI-MATTER SHIELD



AREA 2,3: TITANIA

SCENARIO: Retrieve this resource planet from the clutches of Andross' pillagers. Destroy the alien cold generator. Enter the base corridor to attack the controlling robot.

TERRAIN: Treacherous weather conditions compounded by rocky contours. The planet's natural cosmology is of extremely high temperatures, but intelligence reports artificial cooling equipment has been shipped there by the enemy. Surface is now approaching Absolute Zero.

ENEMY HARDWARE: Incredible and bizarre crab-like aliens have taken to the surface. Plenty of missile sites and barrages have been erected by invaders. Note: lots of weapon enhancers are stockpiled behind the barrages.

▼ Learn the true meaning of Flower Power, with Fortuna's bio-mechanoid defences.



AREA 3,3: FORTUNA

SCENARIO: Liberate the Earth-type planet from Andross' forces. Head for the Dragon cyborg located on the second continent.

TERRAIN: Verdant, organic area. Clear skies and a mixture of land and sea battle areas.

ENEMY HARDWARE: There is a massive build-up of bio-mechanoid hardware on Fortuna, that mimics indigenous species. Biomechanid flowers sprout and launch photons from their petals. The seas harbour robotic sea monsters and gull-like attack craft. Mayfly fighters cause massive damage with their double wings.



WARNING

MISSION TARGET: Dragon cyborg controls the invasion force. His impressive array of weapons and powers come from two heads and a huge prehensile tail. Avoid these appendages and aim for the rear area of the cyborg.



▲ Steady as she goes. Fortuna presents you with the most mind-blowing enemies so far. Ducks, hideous sea-monsters and dragons are lurking to cook Fox.

DON'T EVEN THINK ABOUT IT...

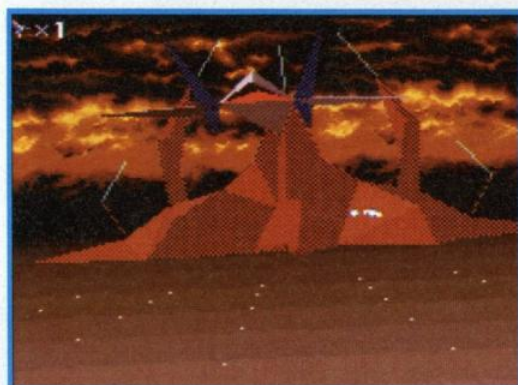
Forget about buying an imported Starwing cart for your Mattel version Super NES because it won't work, even with adaptors. The only thing you get to enjoy is the pretty music on the intro, but no graphics.





WARNING

MISSION TARGET: The controlling robot Professor Hangar hides in a massive base and retreats down a massive corridor, firing missiles as a rearguard action. Intelligence reports him to be a weak adversary.



▲ The tense final approach on Titania, as the bizarre Professor Hangar takes off along the massive Highway of Doom.

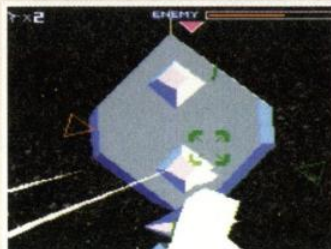


AREA 2,2: SPACE STATION

SCENARIO: Sabotage the building of Andross' deep-space base and disable his rock-crushing equipment.

TERRAIN: Hazardous environment caused by free-floating girders. Alleys formed of steel columns must be traversed. The rock crusher lies behind an awesome matrix of crisscrossing steel shapes.

ENEMY HARDWARE: The base affords a hold for fixed missile emplacements, and drop ships lay photons directly in your path. But, generally the base structures cause the bigger problems.

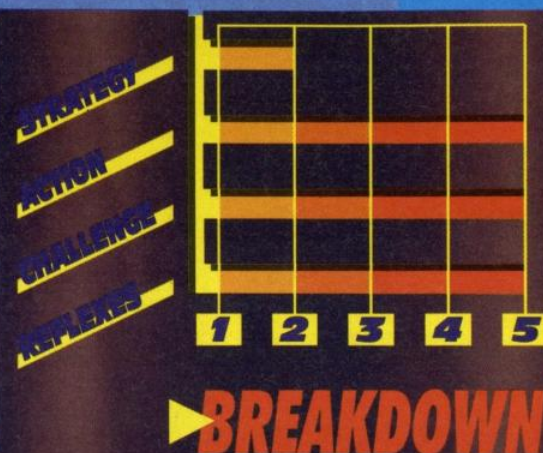


MISSION TARGET: Rock crusher - behaves the same as one in Quad 1, Sec 2.

CLASSIFIED DATA!

Star Fox is the first Super Nintendo cartridge to be fitted with the stunning new hardware chip, commonly known as the Super FX chip. It is this which allows the amazing high-speed polygon scaling and rotation effects, previously unavailable on all but expensive arcade cabinets. Also, problems of slowdown are entirely eliminated. The workings of the chip remain secret, but it appears to use the extra pins on the machine/cartridge connector that other games do not. There is no news yet of the next game featuring this wonder. Let's hope it's soon.

RATINGS



PRESENTATION

94

▲ Lavish and also thoughtful in little ways: there is the amazing scramble sequence, the end of level scenes and the idea of being part of a team.

▼ You can't cut past the intro sequences.

GRAPHICS

95

▲ Incredible (in the freshest, most gob-smacked sense). The fastest, smoothest, most detailed 3-D ever seen on a home console. Amazing use of rotation and colour.

SOUND

91

▲ The best of the music is a booming orchestral backdrop to the epic action that begs to be listened in Dolby Surround - at the local Odeon. You **MUST** put it through your stereo.

PLAYABILITY

96

▲ No one ever plays a game on Star Fox - they feel compelled to have a session. The hook is instant, due to the flawlessly smooth action, and the constant challenge of each moment of each level.

LASTABILITY

94

▲ A near-perfect difficulty gradient encourages you to play on, and you will gradually get through each new level. But progress into the deepest recesses of the game is jealously guarded to ensure weeks of playing.

OVERALL

96

The stunning, the staggeringly smart Star Fox; set to become an industry standard for excellence - and a player's standard for FUN.

REVIEW

GAMEBOY

1
PLAYER

1
MEG

SHT
GAME



PRICE: \$59.95

BY: ACCLAIM

RELEASE: APRIL

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM/HARD

CONTINUES

NONE

SKILL LEVELS

ONE

RESPONSIVENESS

FINE

1ST DAY SCORE

20000

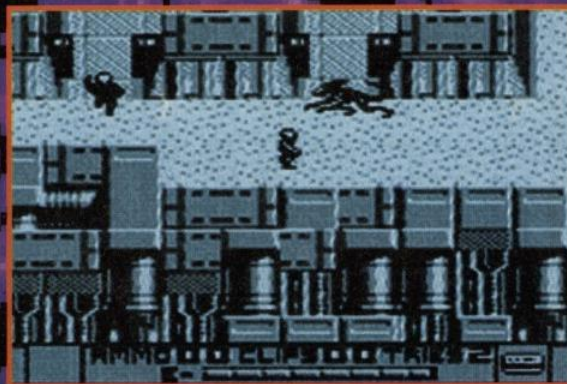
ORIGIN

Another licenced title from the disappointing third movie in the topping 'Alien' trilogy.

Slaphead. Haircut. Skinhead. These are some of the names Ellen Ripley could expect to hear jeered at her if she were on Earth. However, verbal abuse is the least of her worries in her present location...

See, poor old Rippers and her pals had just escaped from a planet infested with acid-blooded, killer psycho aliens when, as luck would have it, the engines on their craft failed and the ship, out of control, crash-landed on another barren planet. Ripley, alas, was the only survivor. Her unlucky streak continued when she awoke - the planet was a louse-infested penal colony for the most sickening criminals known to humanity. But the last straw was the discovery that those dratted killer psycho aliens had hitched a ride in her escape pod, and were ready to devour the entire colony!

You play the part of Ripley and the task in hand is to put a stop to the alien threat by tooling up and hunting the alien Queen before taking all the wardens and nice people to safety in the only escape craft on the planet. This is a three-quarters overhead-view scrolling adventure game brought to you by LJN, the people responsible for the rather smart WWF and Simpsons titles on the Game Boy.



How To Control

The pad is used to guide Ripley through the game's many corridors. In addition, when perusing the options screen, it is used to move and reposition selected objects.

A

Use item/operate

B

Attack

S

SELECT BUTTON: Call up inventory screen

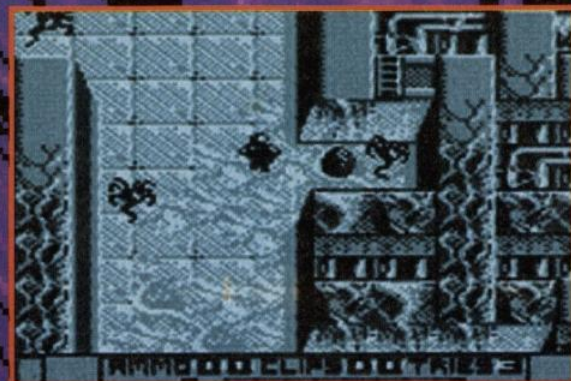
S

START BUTTON: Pause/unpause the game

How To Play

Use the joypad to move Ripley around the scrolling prison colony environment, searching for objects and weapons to use against the aliens. Then hunt down and kill the Queen before launching the survivors to safety. Beware though, as the longer you take the more prisoners the aliens kill.

ALI



▲ Farmer Ripley excercises her free-range face-huggers in an attempt to keep in good favour with the animal rights movement.



▲ It doesn't half make one cross being left in corners like this, by George!



▲ OK I know you're in there! Now come out with your fingers up. OK I'll give you three seconds. One...Two...Three...Aaaagh!!!

EN3

REVIEW

AHOY THERE, INMATES!

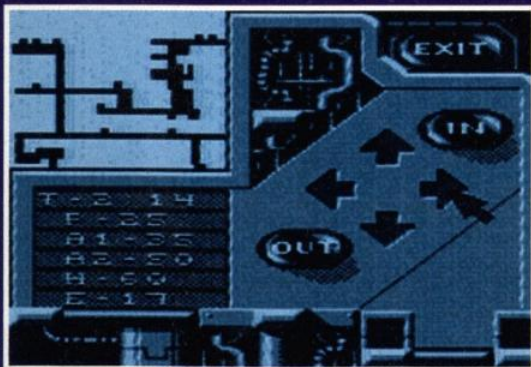
Those aliens have certainly managed to relax the security around the colony. The once securely-contained inmates now run amok through the prison complex, although they're more interested in escaping from the aliens than murder and pillage. However, no matter how evil these chaps are they deserve a chance to live (and eke out their sentences on another desolate planet), so it's up to you to save as many of them as possible. If a Facehugger or alien should happen across a prisoner they're dead meat, so try to kill any life-threatening xenomorphs as quickly as possible to save the threatened life. Bonus points are awarded for every prisoner saved as extra incentive.

I WANT TO BE AN INVEN-TREE

Although Ripley starts the game empty-handed, there are a number of items to locate before escaping the planet. However, most of the best stuff is kept in locked-off areas Ripley cannot access until she has the key. Once this is found, a map is pretty useful and, most importantly, a good selection of weapons. The weapons in general are pretty feeble - just like in the film - but a feeble club is still better than no club at all. All items and weapons are shown in the inventory which is called up by pressing the select button. This allows the player to look at any unidentifiable objects on the floor using the SEE section, or choose an armament or object from the WEAPONS or ITEMS menus. Items are also picked up and dropped via this screen.



▲ What's this thing here? A what? Eh? Are they any good? Right, I'll have one of them then please.



▲ Eeny, meeny, miney, mo....



YOU GOTTA HELP US
RIPLEY. IT GOT THE
CAP'T. IT HAPPENED
SO QUICKLY BUT WE
ALL SAW IT.



GIVE US A CLUE

Every so often there is a break in the action, and one of the film's major characters divulges a clue or another essential snippet of information. The first break has the prison chief informing you that certain of the doors are locked "for your own safety." The second warns of the impending invasion of the aliens, with the staff trying to quash rumours of acid-spitting monsters. Once the third break has passed, prepare for plenty of extra-terrestrial antics as the frenzied creatures kill the Captain! After this, everyone is a little more helpful, telling you where to find weapons, the EEV spacecraft, and so on.



COMMENT



RAD

It's a funny old world, isn't it? Alien 3 the film was really not very good, but yielded a load of smart console conversions, a feat rarely achieved by far better films. This Game Boy title is no exception, although it's a bit of a departure from the platform-esque blaster seen on other formats. This version carries a bit more suspense as there are fewer aliens (although there's loads of Facehuggers), and what xenomorphs there are, are far more deadly. The exploration and puzzle aspects of the game make it much more than a brainless run 'n' shoot extravaganza. The fast pace of the action and the many in-game tasks add more purpose to the proceedings and on the whole it's loads of fun. However, there is one gripe - there's no password system. Although this might otherwise make it too easy, it's possible to get bored of going through and collecting the same items over and over again every time you start the game. That said, this is one of the more enjoyable and inventive games released in a particularly good season for Game Boy titles.

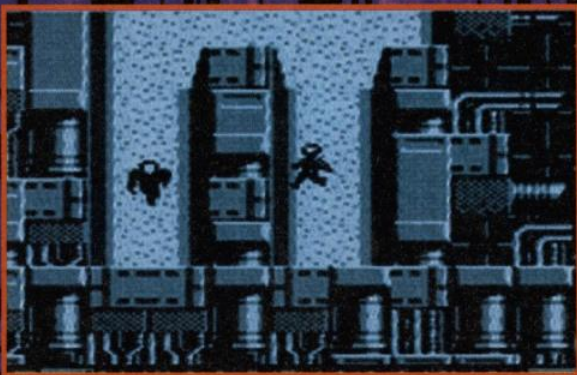
REVIEW



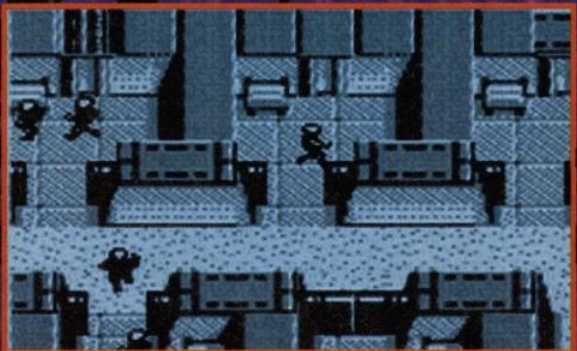
▲ Knock! Knock! Knock!....



▲GO AWAY! WE'RE NOT INTERESTED!



▲ One, two, three, four, five, six, seven, er...eight, nine, TEN! Right. Coming ready or not!



▲ The unexpected fire alarm raised quite a few pulses today at the Hilton.

COMMENT



STEVE

I was hugely disappointed with the film version of Alien 3 yet, oddly enough, this is one

of the best film licences I have played. The film relied on suspense and dark, claustrophobic areas, and this Game Boy title recreates these perfectly. Although one or two liberties have been taken with the plot - for instance, there are now hundreds of aliens, a Queen alien, and more Facehuggers than you could possibly want - this is negligible as the game is enhanced by their appearance. The game also manages to cram in a load of neat touches, too, and these range from the obvious puzzle elements where Ripley searches for keys and the like, to turning off the huge fans in the ventilation network. Alien 3's only major flaw is that there isn't a password system, and this is a huge faux-pas in a game of this size. Still, Alien 3 has more depth and atmosphere than most Game Boy games and that makes it a winner with me.

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

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HOUR DAY WEEK MONTH YEAR

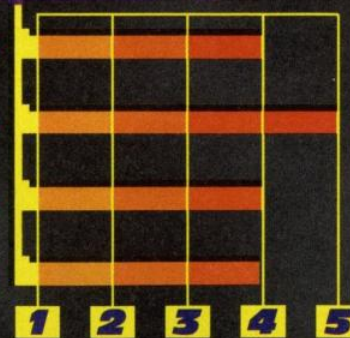
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ Loads of smart intermissions, and the in-game presentation (inventory screen, map and so on) is great.

94

GRAPHICS

▲ Everything moves very quickly with no screen blur, and the backgrounds are pretty good.
▼ The sprites are bit on the feeble side and lack detail.

63

SOUND

▲ Excellent tunes play throughout the game, with different tunes for every break in the action or intermission.
▼ The effects are adequate, but they're a little far between.

90

LASTABILITY

▲ A number of tasks to achieve before the game ends, each of which get progressively more difficult.
▼ You may not want to go back to this once it's completed.

89

PLAYABILITY

▲ Easy to control, fast-moving and smooth. Alien 3 is dead easy to get into and there's tons to do.
▼ Repeating early stages gets dull.

91

OVERALL

A spiffing game, imaginatively designed and well-programmed, which non-adventure fans should still enjoy.

90

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REVIEW

SUPER NES

2
PLAYER

8
MEG

PLT
GAME



PRICE: \$99.95
(approx.)

BY: INTERPLAY

RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

MODERATE

CONTINUES

INFINITE

SKILL LEVELS

ONE

RESPONSIVENESS

EXCELLENT

1ST DAY SCORE

COMPLETE THE FIRST SEVEN LEVELS

ORIGIN

The Lost Vikings draws its influences from all kinds of games. It is, however, the first of its kind that we've seen on the Super NES. It's rather like a three character Krusty's Super Funhouse if any direct comparisons were made.

Let us go back to the Odin days and to the time of the Vikings. Here we find our three Nordic heroes, Erik, Olaf and Baleog who have long since forgone the life of pillage and plunder and are now devoting their time to family life.

One night, when all three families are asleep in their beds, a giant spacecraft descends upon their village and spirits the hapless trio away! This craft, a Crutonian ship no less, is captained by the dreaded Tomator who is exploring the galaxy in search of unique life forms to display in his gallery. The first sight to greet the heroes' eyes is the cargo hold of the space ship and it is there that their long and arduous escape bid begins. With the help of one or two people, namely you and/or a friend, these lost Vikings hope to return to their homes.



HELPFUL POINTERS

Quite often the Vikings need to flip switches, push buttons or even use keys for opening doors and getting important machinery to work. In most cases a Viking can stand next to the device and do the job manually but there are many occasions where a little ingenuity is needed and it is often old boy Baleog who provides the necessary expertise.



THE LOST



▲ Erik uses his agility to explore one of the game's dodgier caverns.

'TIS BUT A SCRATCH!

At the start of the game all the characters possess three hit points with which to save their goat skins. This is nothing that a bit of nosing around can't cure as there are shields for the finding. Hurrah! The Vikings can select these shields to give them an extra hit point. Now you can't say fairer than that, can you.

How To Control

Each of the Vikings walks left and right in relation to the direction pressed on the D-pad. Ladders and drain pipes etc are climbed up and down in relation to those directions on the D-pad also.

A

Pushes buttons, pulls levers and makes conversation with certain characters.

B

Makes Erik jump, Baleog swing his sword and Olaf position his shield.

L/R

Select available characters.

X

Use item in a character's inventory.

Y

Lets the individual characters perform their unique action - run, jump, etc.

S

SELECT BUTTON: Selects item.
START BUTTON: Pause.

How To Play

Help the lost Vikings to puzzle their way through numerous platform-based, gadget-laden areas, taking advantage of their individual attributes that are best used when working as a team.

LOST VIKINGS

REVIEW



▲ Olaf The Stout isn't exactly famed for his intelligence, and the oversized dinlo reacts to virtually every problem by holding up his shield!

BLIMEY, THAT LOOKS GOOD

At the end of each area the Vikings find themselves at the entrance to a scary looking warp tunnel. Of course they always panic and don't want to go in but it's a good job they do in the end because it looks excellent! Besides, how else would they get back home?



▲ Between levels, the Vikings always bicker amongst themselves.



WHAT TO DO WHEN THERE'S NO STAIRS

Erik is the only member of the gang with the strength in his legs to jump - the others depend on other modes of transport to get around. Not that old Erik turns his nose up at such opportunities either!

Falling long distances is damaging to a Vikings' health. Therefore it's better to take the lift whether he's going up or down.

Horse and carts one century and futuristic transporters the next! The Vikings enter these and magically reappear somewhere else. When was the last time you checked the fridge?

Further into their adventure the Vikings encounter some extra-strong bubbles upon which to float up, up and away. Be careful, though, because they are prone to bursting at inopportune moments.



LIFTS



TRANSPORTERS



BUBBLES



▲ Baleog The Berserker demonstrates his unique fighting skills - have you, you varlet!



▲ Erik The Swift does a Santa Claus by running across the rooftops - but where are the other two stragglers?

COMMENT



PAUL

There was I, about to give this a right slagging off when suddenly I became hopelessly addicted to the thing. Mind you it does take ages to find out how good the game is, with the first ten levels or so presented as hopelessly tedious and more than a little obvious affairs. Also it

is very annoying to have a level almost complete only to make one mistake with one Viking, after lumbering through with the other two, and then having to restart the whole level again from scratch! The two-player mode is often confusing too. Another down side is the repetitive nature of the music. After the twentieth rendition of the same tune it really begins to grind on your nerves I can tell you, in spite of how good it may sound at first! However, later on, the action is very compelling and the locations are always interesting as well, crawling with lots of amusing enemies to trash. The three Viking characters are also packed with many frames of great animation and getting to know how much you can expect from each one as the problems get tougher is worth sticking it out for. Eventually the problems facing the Vikings become quite testing, if not trying, but the compulsion is always there to get these fellers back to their homes. The Lost Vikings is far from excellent, but it is original and irresistible good fun all the same.

REVIEW



▲ In between each level, the trio are shown falling into the play area.



▲ Baleog scouts ahead to see of any potential dangers.

COMMENT



If it wasn't for a few design flaws, The Lost Vikings would be a brilliant and highly original platform

JAZ

game. The main problem is frustration. Having spent ages on a screen, you suddenly discover that something you did at the beginning means you can't actually complete the level, which is very annoying indeed, especially when it happens several times in a row. I don't expect to have the puzzles solved for me, but some kind of a clue would certainly help in situations like these. The game also suffers from being very dull at the start. The idea of simple training levels is a nice one, but the first 12 screens are so boring and simple that they almost put you off the game since you get the impression that it's all very routine. Once you get past the initial stage, it's pretty addictive - it's just a shame the frustration factor takes the edge off the enjoyment. With its excellent looks and very impressive, if rather repetitive sound, fans of challenging platform/puzzle games will certainly find their abilities - and their patience - tested with this.



There's no doubt that Erik, Baleog and Olaf are Vikings and that they are lost! Luckily they work well as a team and this greatly improves their chances of finding their way home, so long as the person controlling them keeps a clear head!

Erik the Swift:

He runs like the wind (and there we were thinking that the wind blew and didn't run at all) leaping about for all his worth. Erik has the ability to run so fast that he smashes down walls with his head getting big headaches for all his efforts.



Olaf the Stout:

Olaf is built like a brick toilet and he even carries about a shield that resembles a wooden door to complete the effect. What's more both Erik and Baleog would be up a certain creek without a paddle if it weren't for Olaf and his artful shield wielding. Of course his shield is good for protecting the others against marauding foes, yet Olaf's speciality is his use of his shield as a hang-glider.



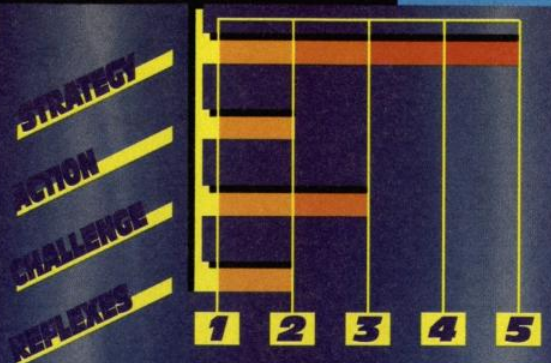
Baleog the Berserker:

Baleog's as 'ard as 'arrod himself and the best fighter that the Vikings have ever known by a long ship! Baleog possesses a mean sword but mostly relies on his bow and arrow for the safest results. If he's lucky then the dashing Erik might seek out a magical flaming arrow to replace his current supplies. These arrows pierce the armour of any enemy, even if it's in a defensive position.



	HOUR	DAY	WEEK	MONTH	YEAR
HIGH	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
GOOD	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
FAIR	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
LOW	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red
	Dark Red	Dark Red	Dark Red	Dark Red	Dark Red

RATINGS



▶ BREAKDOWN

PRESENTATION

▲ The opening sequence at the start of the game is great to watch and the warp sequences look pretty amazing too. The password system is very useful.

91

GRAPHICS

▲ Excellent sprites and great backgrounds. The animation of the Vikings is superb and really brings the game to life.

92

SOUND

- ▲ The attract music is brilliant and the in-game tune is great too, the first time you hear it.
- ▼ The problem is that it repeats over and over again and soon becomes tedious.

82

PLAYABILITY

- ▲ The Lost Vikings is one of those games that is very difficult to put down once started.
- ▼ The two-player games are confusing and frustrating. Starting a level again because of one mistake is very annoying.

78

LASTABILITY

- ▲ The game is huge plus there are many things to uncover that are not so obvious.
- ▼ However most people would be satisfied with completing the game once.

82

OVERALL

An entertaining platform/puzzle game with a few novel features. It has a great sense of humour - but then again the player needs one too in some instances as it gets very frustrating.

80



NMS

GAME INDEX

Welcome to Part Two of your guide to every Nintendo game available around the world. Read, keep, buy wisely.

8-BIT NES



CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save us from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far too difficult while scrolling exploration bits are a doddle. As a whole: unremarkable.

OVERALL 56%

CAPTAIN SKYHAWK

Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL 90%

CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself is a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing. Try the sequel first.

OVERALL 80%

CLU-CLU LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan set in grids of dots. However, unlike PacMan, the idea of Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Great graphics, decent sound, and amazing playability.

OVERALL 94%

CRACKOUT

Utterly dire Breakout clone which features screens of tedious bat 'n' ball "action". The graphics and sound are poor, but it's the utterly boring gameplay that makes this one to avoid at all costs.

OVERALL 21%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the awful Tom Cruise movie. The graphics are okay, but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to medieval England and attempt to become King by taking over various territories in this strategy game with arcade sub-levels. The

problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all.

OVERALL 59%

DEFENDER OF DYNATRON CITY

What a weird and wonderful game this license could have made. Sadly, the reality is the complete opposite: A dreadfully dull half-shopping spree/half-shoot 'em up.

OVERALL 36%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his dad in another four-screen platform romp, this time set in the jungle. Just like its predecessor, this isn't a bad conversion, with a bit more variety than the original game. Unfortunately, it doesn't present value for money.

OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big, the evil crime boss! It's down to you to kick his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL 75%

GAME INDEX

DOUBLE DRAGON II

Dear oh dear. Your girlfriend has been gunned down by a revenge crazed Mr Big. Therefore it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL 84%

DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help much either.

OVERALL 65%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.

OVERALL 70%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle but many traps and meanies await. Dragon's Lair has excellent graphics, but the plodding gameplay and unresponsive controls make this one to avoid.

OVERALL 21%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. Quite easy to begin with, the action then gets meaner, making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL 88%

DROP ZONE

This is a classic! It's a blast that owes much to the equally brilliant Defender. You can't get the latter on NES, so you'd be fools not to get this one!

OVERALL 87%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away. The graphics are quite cute, but just shooting off isn't fun.

OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save

his massive bank balance from a fate worse than Alan Bond's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay.

OVERALL 90%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.

OVERALL 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, overall it's very challenging and well worth a try.

OVERALL 84%

FAXANADU

Fairly involved RPG platform game which certainly offers plenty of depth, but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL 79%

FELIX THE CAT

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons, Hudson has developed the game from recent feature length films. The game is imaginative and funny, but ultimately shortlived.

OVERALL 71%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game starts the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay, though, verges on the tedious.

OVERALL 58%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate. Well worth checking out if you own an adaptor.

OVERALL 58%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, though the scrolling's jerky. Simultaneous two-player thrills are the icing on the superlative confection-related item.

OVERALL 91%

GAUNTLET II

Guide your medieval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion.

OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the vaguely amusing film. The graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating.

OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action.

OVERALL 33%

GODZILLA

What could have been a brilliant monster based game of destruction and mayhem is in fact a ghastly scrolling plod-a-long which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply, take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Also known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one of the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're a shoot 'em up fan, then this is an essential NES purchase for you!

OVERALL 90%

Continued in NMS #3...

GAME BOY



CHESSMASTER

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

OVERALL 96%

CHOPLIFTER II

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment

OVERALL 92%

CRASH TEST DUMMIES

One of the most unlikely concepts for a game but one that works extremely well! The Crash Dummies ski, drive and dive their way to destruction but all in the best possible taste, apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action crazy!

OVERALL 86%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game featuring all the original's thrills and spills. There's even a two player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it.

OVERALL 88%

DR FRANKEN

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more, the job at hand is huge! The password system and the game's logistics make it a winner.

OVERALL 92%

DR MARIO

Nintendo's own Tetris clone makes it to the Game Boy and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES

Although there are loads of other platform games on Game Boy, this one has the unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC (that version was called Bomber Man) - and the Game Boy is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before moving onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

F1 RACE

The first four-player Game Boy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent Out Run-view race, with what must be some of the fastest scrolling seen on the Game Boy! Great fun and excellent value for money.

OVERALL 88%

F-15 STRIKE EAGLE

Whilst graphically and sonically a dismal affair, Microprose's ageing flight simulator makes the conversion over to Game Boy quite well. A thinking man's Afterburner, if you fancy a challenge.

OVERALL 83%

FERRARI GRAND PRIX CHALLENGE

Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept players won't get more than a day or so's play.

OVERALL 37%

FOOTBALL INTERNATIONAL

This is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%

FORTRESS OF FEAR

A sort of medieval Double Dragon. The graphics and sound are good and the playability is solid enough.

OVERALL 80%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around

this game's unfriendly platform environment, but it's all very addictive.

OVERALL 80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two player mode.

OVERALL 88%

GB KID

The PC Kid is re-christened the GB Kid and trounces the life out of his prehistoric foes in his first quality adventure. He's stylish and often hilarious, the only problem is that the game is simple.

OVERALL 79%

GHOSTBUSTERS II

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brain.

OVERALL 81%

GOLF

This is a great golf game that plays a great game of golf. Need we say more?

OVERALL 88%

GREMLINS II

As the Mogwai, it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons lettered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.

OVERALL 80%

HOME ALONE

Take control of a digitised Macaulay Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who have entered his home. This is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability.

OVERALL 38%

HOOK

In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of Tinkerbell. Hook is quite entertaining for a while but there isn't much to do in each level.

OVERALL 66%

HUNT FOR RED OCTOBER

Take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet!

OVERALL 92%

NMS

GAME INDEX

HYPER LODERUNNER

If you enjoy a really tough challenge, this platform game is highly recommended. Normal players might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!

OVERALL 71%

KID ICARUS

Fairly jolly adaption of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL 71%

KIRBY'S DREAM LAND

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first, but the second secret quest is very tough.

OVERALL 94%

KUNG-FU MASTER

This loose translation of the ageing Irem coin-op is very dull indeed, with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort.

OVERALL 17%

KWIRK

This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%

LEMMINGS

Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. Prevent hordes of lemmings from meeting with certain doom in an almost endless collection of brain-taxing screens.

OVERALL 88%

LOONEY TUNES

The Looney Tunes in an exciting and varied cartoon collection of shoot 'em ups and platform related hilarity.

OVERALL 90%

MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles. This is one of those games which is perfectly suited to the Game Boy and, although it's short on levels, it's long on playability.

OVERALL 87%

Continued in NMS #3...

SUPER NES**LEMMINGS**

Save those brainless, suicide-motivated lemmings from certain death in this brilliant, fun game. The graphics and sound are good but it's the fresh, original gameplay that makes this the superb game that it is.

OVERALL 92%

MARIO PAINT

Fun though this may be at first, the novelty soon wears off. Both art and music designers are hopelessly limited and fail to function as true educational tools, though they're OK for a laugh. The swat-the-fly-coffee-break feature is the only aspect of the package that classes as a game, yet it's hardly worth the price despite a rather excellent mouse.

OVERALL 65%

THE MAGICAL QUEST STARRING MICKEY MOUSE

Capcom works its magic on the Super NES once more with its first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a fireman, a mountaineer and even a mighty little sorcerer, all of which lend themselves to some interesting twists in the gameplay. If only it wasn't so goddamn easy! Tsk.

OVERALL 84%

PAPERBOY II

Paperboy returns in this multi-directional scrolling effort. The aim is to deliver papers to all your subscribers while avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this fails to deliver.

OVERALL 41%

PILOTWINGS

Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane flying are all here to be enjoyed. Although the novelty does wear off a little after a while, Pilotwings still ranks as a highly playable, exquisite game. Well worth checking out.

OVERALL 90%

PUSHOVER

GI Ant rearranges dominos in order to progress through the levels in this entertaining puzzle game from Ocean. Pushover may not hold the same excitement as Lemmings (the puzzles are not testing enough) but still rates as a fun kind of strategy game.

OVERALL 78%

Q*BERT III

The foul-mouthed, ultra-cool minor hero of the '80s makes his second comeback! The graphics are super-psychedelic, the music and sound effects are beyond description, except to say they are equally far out. Q*Bert may be a tired old character but NTVIC has revived and revamped him back to life. The only problem is that tedium overtakes the compulsion after a while, leaving poor old Q*Bert facing the prospect of eternal shelfdom. Check it out if you feel the need for a change.

OVERALL 70%

RIVAL TURF

Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.

OVERALL 48%

SIM CITY

In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound a tad boring, but, believe us, Sim City is actually very deep and involving and many hours literally fly by when you play it. A truly classic cart.

OVERALL 93%

SUPER ADVENTURE ISLAND

You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creator, Hudson Soft. This cart plays identically to Wonderboy, but with enhanced graphics and amazing music to beef up the proceedings. It's good fun but can be completed pretty quickly.

OVERALL 78%

SUPER CASTLEVANIA

Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes trucks across the platform kingdom to Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it may be a bit easy to complete for experienced players.

OVERALL 91%

Continued in NMS #3...

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REVIEW

NINTENDO

1
PLAYER

2
MEG

PLT
GAME



PRICE: \$84.95
BY: ACCLAIM
RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

THREE

SKILL LEVELS

ONE

RESPONSIVENESS

GOOD

1ST DAY SCORE

REACH THIRD LEVEL

ORIGIN

Another of Acclaim's acclaimed (!) Simpsons titles, spun off from the successful cartoon series created by Matt Groening and based on the everyday misfortunes of the USA's premiere dysfunctional family. Krusty the Clown is the show's metaphor for crass commercial exploitation and the hero of the impressionable young Bart Simpson.



Fan's of that superlative cartoon series, The Simpsons, will be more than aware of the antics of Krusty the Clown.

Krusty, a deranged and deluded children's TV star whose cynicism knows no bounds, has been reduced to making millions of dollars by foisting loads of extremely dodgy 'Krusty' brand goods upon his loyal

followers. Renowned for their poor workmanship and utter uselessness, 'Krusty' brand goodies are highly prized items by impressionable youths like young Bart Simpson. What this has to do with this game however is beyond us. It seems that Krusty's humble abode has been over-run with rats and he must clear the premises in order to retain a slender grip on his sanity. As if!

krusty's fun house

AVOIDING THE NASTIES...

There are a few things to avoid as Krusty staggers about his rodent-infested home; things like snakes, acid rain, and long drops, all of which will weaken the clown and eventually cost you lives.



TONY

Speaking as somebody who was not all that impressed with the previous Simpsons games, I'm gonna come straight and say that I quite like Krusty's Fun House. There is an interesting mix of

action and puzzle elements in this scrolling platform game with some concentration on the strategy elements needed in order to complete each level. The option of being able to cancel your man during the level you're playing - so that you can try different approaches to reaching the traps at the end of each level - is very welcome, as is the password option so that you can recommence the game at the level which you started. All in all, the puzzle elements of the game are what really appealed to me and took Krusty's Fun House a step above the other Simpsons games in my estimation.

LONG-TERM INTEREST

HIGH

GOOD

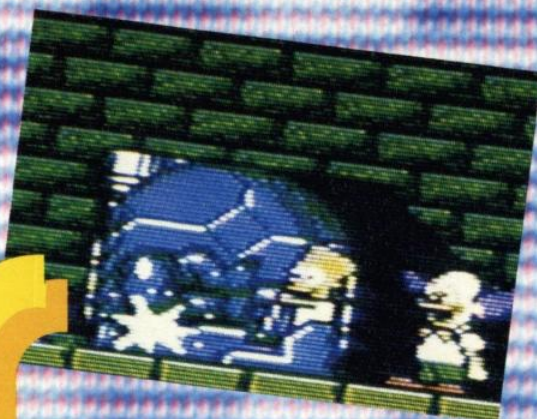
FAIR

LOW

HOURLY DAY WEEK MONTH YEAR

A-HUNTING WE WILL GO...

Krusty has a few tricks up his sleeve to help guide the rats to certain death. The most important is his ability to build walls using blocks that can be acquired by standing on them and pressing DOWN, B. Use the same method to build the walls. While Bart and Homer are guarding special rat-traps, there is another way of disposing of the rascally rodents. Use the blocks to guide the rats to ventilation outlets where they are literally 'blown away' to areas that are easier to catch them in.



▲ Bart and Homer find useful employment as rat-catchers.

Y's ouse



▲ So many rats! So many rooms! Krusty contemplates moving house.

NOW WHAT'S IN THAT BOX, I WONDER?

Wonder no more, just kick it and its contents will be revealed. Various domestic objects will give you extra points plus you can stock up on Krusty's deadly tears which come in very handy against the snakes that also seem to have made their home in his mansion.



HOW TO CONTROL

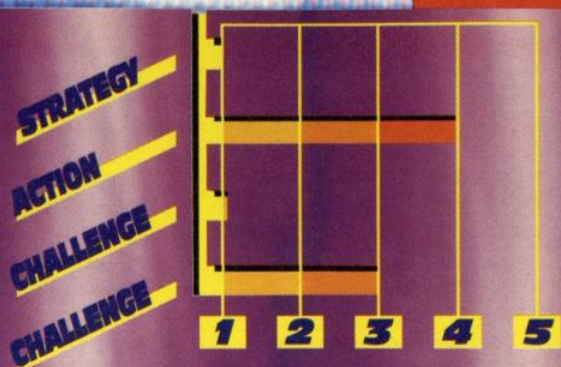
The joypad directs Krusty in his nefarious adventures with simple right, left, jump, shoot and kick actions.

A	Jump
B	Kick/shoot
S	START: Pause
S	SELECT: Cancel current man

HOW TO PLAY:

Use the joypad to direct Krusty around the 35 different levels while guiding rats into traps guarded by Bart and Homer (d'oh!).

RATINGS



► BREAKDOWN

PRESENTATION

82

▲ Quite slick and clear, best point is having the password option.

GRAPHICS

76

▲ Krusty gets bored (v. cute!), and dances.
▼ Usual sprite flushes when too many characters on screen.

SOUND

65

▼ Not much in this department. Quite repetitive background music.

PLAYABILITY

79

▲ With 35 levels to finish and mucho rats in the house, this will keep you busy.

LASTABILITY

79

▲ Krusty is easy to manoeuvre.
▼ Trying to kick objects is a bitch.

OVERALL

79

Good puzzle and action elements elevate this above the average platformer, though this may not appeal to all Bart game fans.

REVIEW

SUPER NES

1
PLAYER

4
MEG

PUZ
GAME

KING ARTHUR'S WORLD

1992 Argonaut Software
in A © 1992 Jaleco

PRICE: \$99.95

BY: JALECO

RELEASE: MAY

CONTROL

JOYPAD/MOUSE

GAME DIFFICULTY

HARD

CONTINUES

1

SKILL LEVELS

1

RESPONSIVENESS

S-L-O-W

1ST DAY SCORE

COMPLETE TRAINING

ORIGIN

From its look and feel, King Arthur's World resembles Sunsoft's Lemmings. However, a variety of original wargame features have been added.

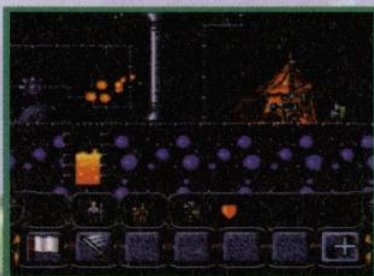
//Eee, Merlin. What are we going to do about this 'ere Goblin King?"

"You're going to get an army together and destroy him," replied the gentle King and his wise counsellor. And despite all the trouble raising an army and training them brought upon poor King Arthur's shoulders, he would have smiled a Kingly smile if he thought of all the pleasure that tales of his waggish antics would bring to later generations.

What, you haven't heard the legend of the Goblin King and the Cloud Demon? Well, now is the time to bone up on our heritage by grasping the challenge of this peculiar game from Jaleco. The objective is to march your glorious troops through level after level of puzzle-filled terrain, killing enemies, destroying castles, and having the occasional scrap with the commoners. The final goal is the complete annihilation of the aforesaid Goblin and his ranks, but before you square up against him, 30 stages of battle-torn strife await your loyal soldiers.

Mastering the skills of a General and training your troops takes up your early campaigns. These take place in the relative sanity of ye olde Britain, but the further you get into the game's levels the more imaginative the terrain becomes and creatures you have to battle. Prepare to travel both underground and even up to the stratosphere. And, ultimately, prepare to battle the Goblin King...

KING ARTHUR'S WORLD



▲ As you guide your loyal troops, this mission takes you both above and under ground - and into the air for the final confrontation against the Goblin King.

How To Control



Y

CHANGE CHARACTER

B

PERFORM ACTION

X

SELECT CHARACTER

A

SELECT ACTION

L

SCROLL LEFT

R

SELECT RIGHT

S

SELECT BUTTON: Not Used

S

START BUTTON: Pause

How To Play

King Arthur's World consists of four areas, each of which is split into separate levels and which feature a variety of progressive objectives. On each level you control the King and his troops, swapping between each with the joypad/mouse. The different abilities of each troop class need to be exploited if you are to breach obstacles (such as moats and doors). A level is completed when King Art locates the sparkling treasure chest which acts as the exit for each stage. The ultimate aim is to rid the land of the Goblin and Demon Overlords.

King Arthur's is one of a select band of games which support the Super NES mouse controller (which is supplied in the Mario Paint package). This allows you to play the game in a completely different way, and since fast controls are essential to this game, it's worth practising with both methods to see which suits you most. The Super NES detects the mouse automatically, so no option changes are necessary. The only additional feature the mouse gives you is the chance to see the entire level area, accessed by holding both buttons and using the mouse to scroll in all directions. The standard game controls are as follows:

RIGHT BUTTON: Held down, this allows you to control the crosshair and search through the landscape> it is also used to target the character you wish to move/act. When the crosshair is on the icon strip, this button also flips between the two functions of the strip (see Icon strip!)

LEFT BUTTON: Virtually every order is dictated to your people using this, including selecting and moving a character, making a character act, and adding more soldiers from your reserve squad.

MOUSE BALL: Moves the crosshair on screen, scrolls the screen, and selects between the boxes on the icon strip.

Before we get into all the mediaeval capers, let's get to grips with the way the game works, and how it's presented. The screen is split into three parts - playing area, stat strip and the icon strip. Let's have a look at each in turn carefully, and we won't get confused again. So pay attention and no talking at the back.

Here you see representations of the King and all the troop types as small figures. The terrain is also fully displayed: castles, bridges and countryside. Your men move in four directions, providing their route isn't blocked. They also perform all their actions - including fighting and shooting - here. When the crosshair is in this area, it is used to jump between the one character you may control at a time. The large box denotes that selected character.

Located directly below the playing area is a narrow strip displaying two types of information. The central area shows which character is currently selected, their state of health, and whether they are moving or stationary. The other boxes are filled with icons of any other troop-types currently on walkabout. When using the mouse, you swap characters by clicking on these small boxes.

The lowest area, which is where all actions and characters are controlled from. The strip flips two modes. The first displays the possible actions of the character currently selected (eg. an archer displays three arrow icons here). An action is selected from this mode by using the mouse or joypad in conjunction with the A-button. Pressing the B-button makes your selected character perform the action highlighted on this menu.

The second mode is activated by the X-button, when you want to release another character from the tent. All the troops types and the numbers remaining of each are displayed, they are selected in the same way as the above mode.



You can't overrun the enemy on your own, even if you are King Arthur. That's why the first part of the game is taken up with army training. Each training level acquaints you with a different style of troop and their assorted skills. Learning each soldier's particular skills is essential.

Firstly, you release your troop from the tent, where they are all safely billeted. Now, point your chosen troop in the required direction with the joypad. For argument's sake, let's suppose you picked a fighter. Now, if you run into a group of soldiers that's dandy - he'll fight through allowing Arthur to progress unharmed in his wake. But if the soldier runs into a locked door, or comes under an ambush, then it's back to the tent for a troop possessing door-breaking skills. The key to it all is Arthur; as all the other troops are only there to aid his progress to the chest.

▲ Storming the castle walls with both your bar-
barmen and archers in tow. Use the former to
blow open the doors, and the archers to pick off
any sentries.

There are a number of terrains in the regions of King Arthur's World. The first levels take place in the grasslands of 'Real World'. You come across castles and towers, and underground passages, whilst obstacles include pits, water courses, and manned battlements, fitted with flaming oil traps. The second region is set completely underground. In this subterranean nightmare, dwarfish cogs travel upon networks, ready to crush your troops in an instant. In addition, hungry green monsters gleefully slide towards the tent, eating your men as they emerge. The Goblin's mineworks present hazards like runaway railcars and hoists to add to the devilish fire-spitting engines they have devised for themselves. The last zone is cloud-based, but by no means a cuckoo land. The cloud platforms are linked by suction tubes which sometimes pull you into the thick of dangers. Keys and treasure are plentiful, but are often hidden in secret rooms and inaccessible areas. The living dead populate this zone, in the shape of Zombies and spewing green Hooteroids. A spine-tingling zone indeed.



A 10x5 grid of colored squares. The colors transition from dark purple in the top-left to bright yellow in the bottom-right. The grid is as follows:

Dark Purple	Dark Purple	Dark Red	Dark Purple	Dark Purple
Dark Purple	Dark Red	Dark Red	Dark Purple	Dark Purple
Dark Purple	Dark Orange	Dark Orange	Dark Orange	Dark Purple
Dark Orange	Dark Orange	Dark Orange	Dark Orange	Dark Purple
Orange	Orange	Orange	Orange	Dark Purple
Orange	Orange	Orange	Orange	Dark Purple
Yellow-Orange	Yellow-Orange	Yellow-Orange	Yellow-Orange	Yellow-Orange
Yellow-Orange	Yellow-Orange	Yellow-Orange	Yellow-Orange	Yellow-Orange
Yellow	Yellow	Yellow	Yellow	Yellow
Yellow	Yellow	Yellow	Yellow	Yellow

HOUR DAY WEEK MONTH YEAR

REVIEW

COMMENT



PAUL

Flippin' 'eck this game is tough! It's also another top quality game to add to the rapidly expanding variety of stuff available for Nintendo's 16-bitter. Don't be put off by the tiny nature of the graphics and apparent lack of action, because I was and am now eating my words of scorn as due punishment. King Arthur's lackies may have a quiet time of things to start with but the level of challenge ruthlessly increases as the quest goes on, and that's just the training levels. Critical comparisons to lemmings are inevitable but it soon becomes obvious that King Arthur's Quest is very much different to what has gone before. The graphical representations of each level are finely detailed and carefully animated to great effect. It's an excellent laugh to watch the enemy die under a hail of the archer's arrows as Arthur's engineers bash down a castle door as the soldiers wait to pile in and do everyone. I ask you, was there ever so much satisfaction to be had in Lemmings? Like Gus, I was mightily impressed with the tunes heard as King Arthur's world unfolded, getting down so much that I had to be picked up off the floor when tackling the Goblins. My only complaint is that a couple of the opposition's leaders were a bit simple to kill, however getting to them is another matter. So, on reflection, I suppose impossible-to-beat Goblin Kings would have been a bit too much to bear. King Arthur's Quest is certainly a worthy one and I suggest that you gird your loins and venture forth to win this treasure as soon as is mortally possible.

MORTAL COILS

Mediaeval death awaits most of your happy band, but casualties are a fact of war. The main thing is to protect Arthur. An excellent fighter and surprisingly fit for his age, he withstands more damage than most, but he is still under threat from, fire, pits, falls, slings and crushers. Let the Grunts take the brunt of the attack and keep Art in reserve. Also, make sure that characters currently no tin use are stationary, or they are likely to blunder into all these hazards.



CLASS ACTION FIGHTERS

You are normally granted around 30 of these. Their only ability is combat, but they are good at it, and are able to sustain considerable damage. Use them in confined spaces (castles, for instance) or to defend against massed enemy ranks of fighters.

ARCHERS

Most levels grant a fair supply of these. They have three arrow trajectories, which span great distances. Use them to 'soften' a target or to take out slingers on battlements.

SQUIRES

Squires are shield holders, and are similar to the blockers in Lemmings. When deployed, they halt the progress of an enemy army. They don't stop your troops, though. They also boast fair combat skills, and quite sturdy.

BARRELMEN

These guys are explosive experts. Each carries a barrel of gunpowder which is fused and lit. The resulting explosions destroys doors, bridges, thatched roofs and people alike. Make use of these effects as you please.

ENGINEERS

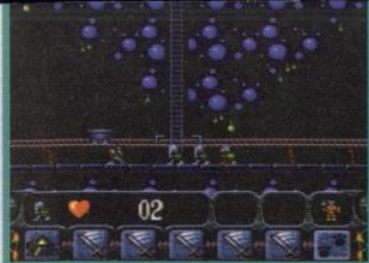
The engineers are the most versatile, and important rank of the game, as they build contraptions which help overcome obstacles in your path.

WIZARDS

They are two types of wizard - good and evil. Both work for you, but their spell types are very different. You'll find them detailed elsewhere. As you'd expect, wizards are weak in combat, keep them defended. They teleport back to the tent after each spell has been cast.



▲ Arthur himself cannot be sent into battle - after all, he is the all-important King. However, his trusty men will do absolutely anything for him, and risk their lives with no thought for themselves. As they progress towards the evil Goblin, your control skills are honed to such a point that sending small packs of men on to separate missions becomes second nature. Luckily, a password system also allows you to skip the preliminary stages, and this will prove invaluable as the game's many levels will take ages to crack. The actual confrontation with the Goblin king takes the form of guiding your men against a massive, partially-hidden creature which appears on the screen piece by piece. And all the time you are hacking awa at it, the sound is playing in the game's unique Dolby stereo - ooh!



LEVEL LEAPS

By the grace of God, a password option has been incorporated into King Arthur's World, enabling you to tackle any of the levels, right up to the final boss. Using it is super simple. Just click on the colour grid to change the colours and the whole vista of mediaeval sagas is instantly available. Fresh level codes are given when a stage is complete.

PRIVATES ON PARADE

To prepare you for the complicated challenges of the three real game zones, the first part of the game is a training section comprising nine levels. Each of these is a simplified version of the full game, with a single objective. For every training challenge you have access to the one troop type in need of training. The beauty of this introduction is that it eases you into the full game, which otherwise might become a bit too hectic for mere novices.



▲ Different trajectories are available to ensure that your archers are extremely accurate. The lower angles allow for long shots, whilst the near vertical shots allow you to fire from the relative safety of standing next to a wall.

RANKIN' FILE

King Arthur's army comprises of several ranks, all of which have differing abilities. You have a set number of each rank per level, and they all start off stowed safely in the capacious tent. Some ranks, like fighters and archers, come in groups of four or so, and are controlled by a 'leader' whom the rest follow. These particular classes perform their actions - combat and archery - as often as required, whereas other ranks, such as barrelmen, perform them once, then head back to the tent for a cuppa.

You are limited to four character ranks, including Arthur, on the playing area at any one time. To get another rank out the tent, when the field is full you have to send one of the unused ranks back to the tent - using the tent icon on the strip. Ranks sent 'home' are then ready to be recalled if and when you need them, but any lost in battle are irreplaceable, so bear that in mind if a particular rank is vital to complete a level.



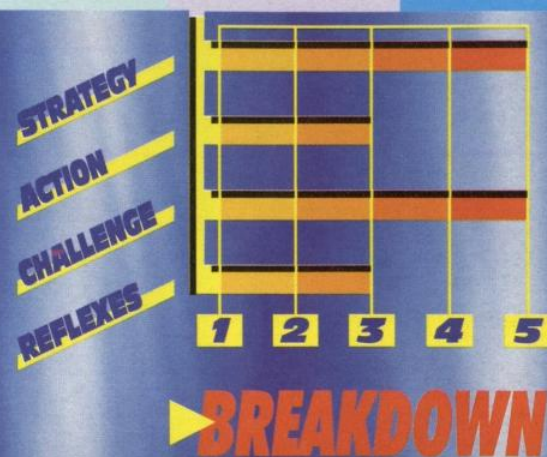
COMMENT



GUS

At first, my eyebrows were severely furrowed with regard to this product - it seemed an annoying, pedantic Lemmings clone. But I'm ready to admit I was wrong. And now I grovel before the throne of King Arthur's World - the new King of strategy games. The fact there is a new strategy game for the Super NES is welcome in itself, considering their scarcity. The excellence of this particular effort is all the more praiseworthy. As you would expect from the screenshots, and gather from the review, the game's mechanics are very similar to those of Lemmings. But the mechanics are just the way it operates - the game itself offers much more than a mediaeval Lemmings. Coordinating all the troop types for a tricky assault on a well defended position takes time and thought. The way the action is depicted is excellent - cannons fly and arrows zing, and thousands perish. Yum! You get the real feel of a battlefield with all the little sprites milling around, and Arthur lopping limbs off somewhere in the melee. There has to be a special mention for the sound, which uses stereo to great effect. Some of the funky cuts sound great - even if they seem out of place. You'll gather I've taken a real shine to this one, and anyone with a few spare brain cells are sure to do likewise.

RATINGS



PRESENTATION

▲ Neat password system, sound test, and nice in-game presentation.
▼ An initially confusing array of information which needs to be mastered.

92

GRAPHICS

▲ Very atmospheric 'castles and catapults' type graphics - great animation
▼ With everything on such a small scale, eye-strain may develop!

77

SOUND

▲ An eclectic range of fabby tunes - from Wagner to Funk!
▼ Some of the stringy numbers are a bit too 'passive' for the action

86

LASTABILITY

▲ 30 levels, and the challenge of the later ones is massive
▼ If you learn level patterns with military precision, boredom may eventually arrive

93

PLAYABILITY

▲ Playing the game is a totally absorbing experience, with so much to do
▼ The early stages of play are frustrating, due to their complexity

90

OVERALL

A mega-game, that reveals its secrets in time. At least as good as Lemmings, and maybe even better...

92

REVIEW

GAMEBOY

1
PLAYER

1
MEG

SHT
GAME



PRICE: \$59.95

BY: MICROPROSE

RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

PASSWORD SYSTEM

SKILL LEVELS

THREE

RESPONSIVENESS

PRETTY GOOD

1ST DAY SCORE

MISSION THREE COMPLETE

ORIGIN

F-15 is a conversion of the aging computer flight simulator classic.



F-15 STRIKE

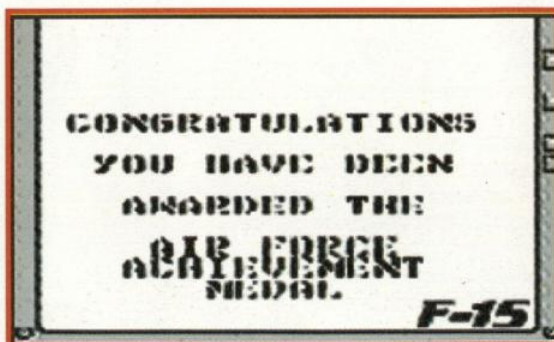
Today's standards of weaponry are a far cry from the cumbersome, cast-iron efforts of the two world wars. A single aircraft is capable of carrying as much explosive as was dropped in the whole of world war II. A scary thought! If this is the kind of thing that has you messing your pants with excitement at the slightest mention then have Microprose got the game for you!

In F-15 Strike Eagle the chance to pilot such a bird of destruction is yours, and much blasting of enemy installations and airborne derring-do is contained in the game. Although F15 is a bit of a blast from the past, enjoying much success on the 16-bit computer formats, it still looks like being a high flyer.

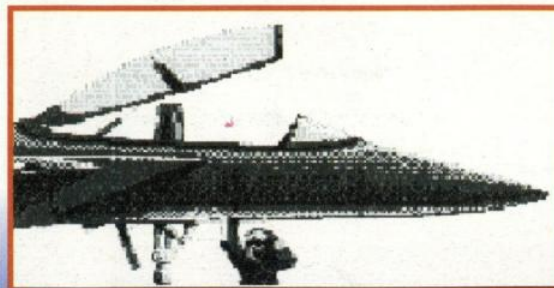


PUT THE MEDAL TO THE METTLE

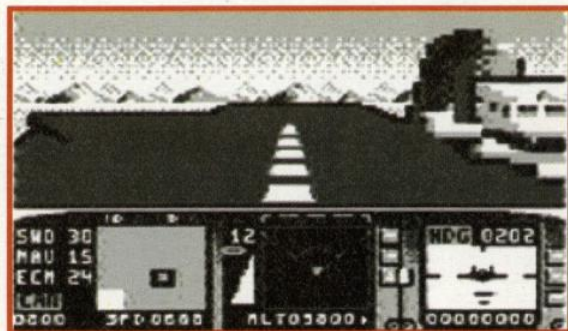
There are no rewards for cowering in the shadows of the NAAFI! Medals are awarded for getting up and at the enemy.. In F-15, the medals are awarded for outstanding achievements in each of the sortie areas. The harder the mission, the more distinguished the decoration received.



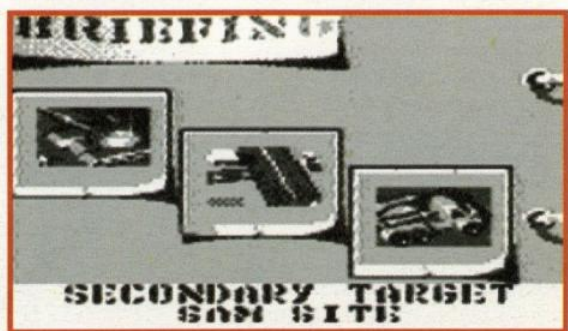
▲ Cheers mate, guess the party's at your place then.



▲ When you bought your f-15, you bought yourself a ticket to ride (with easy clean canopy).



▲ If we don't stop here there aren't Services for 50 miles. So if you need to go...



▲ On the left is a Francis Bacon etching from his 'angst' period.

How To Control

The D-pad acts as the joystick. To roll left press the pad in that direction. The same goes for rolling right. Push up on the pad to make the aircraft dive and push down to climb.

A

Activates the automatic cannon.

B

Missile launcher.

S

Calls up the map screen, effectively pausing the game.

S

Drops decoys.

How To Play

Pilot an F-15 into battle and do your utmost to earn promotion and various medals for your efforts. Such rewards are earned from achieving success in each of the six sortie areas.

F-15 EAGLE

REVIEW



DECIDE YOUR FATE

Before starting, an option allows the player to choose the status of their pilot. Beginners are better off starting the game as the basic AIRMAN. He offers limited control of the plane, but is the best for getting used to the plane. Anyone taking on the mantle of PILOT should prepare for life to get that bit tougher as more responsibility is taken over the aircraft. Finally, to live up to the rank of ACE, the highest challenge is complete control over the plane in dangerous combat zones. Aieeee!



SORTIED

There are seven sortie areas in total. As the player becomes more proficient as a pilot, so the sortie missions become more demanding.

MESINIA: Guerrilla activity has been traced back to state-sponsored sources! The player's mission is to wipe them out and take care of their light defences!

G2/G3 ZONES: Long-range artillery is causing our boys some serious hassle! All of this from a hoard of poxy SCUD missile sites and mobile launchers. Fly in and take them out..

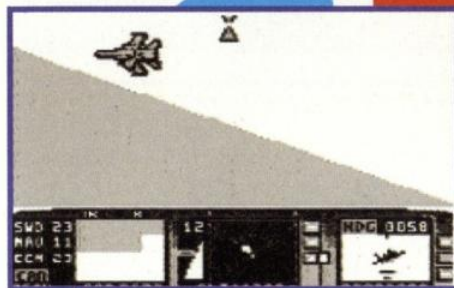
ASHLAM COAST: Your first run in with enemy fighters! Much dog fighting ahoj in an attempt to eliminate concentrations of enemy armament.

BOKORA: Prevents the enemy from receiving supplies and ammo by blowing up bridges and a munitions plant.

FARADAN/ MATINES BORDER: The entire squadron of enemy warplanes are, by now, making a run for it! Wipe them out, but keep an eye on your fuel levels

CEMAYNE PLATEAU: At last, the chance to get to the people responsible for this mess! Destroy the oil refinery but don't let those vermits get away!

ISMALIA: The final battle, which should hopefully result in the complete destruction of the enemy.



▲ Bandit at 11 o'clock, Trio at midnight, club mint at...etc

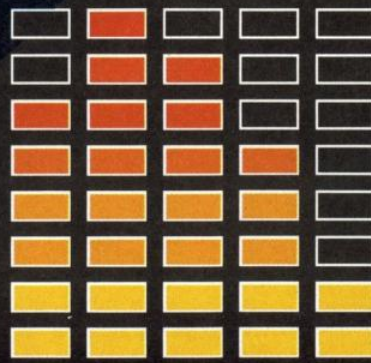
LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW



HOUR

DAY

WEEK

MONTH

YEAR



STEVE

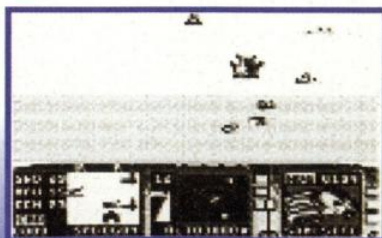
COMMENT

Quite how Microprose managed to cram a complete flight sim into the tiny game Boy is beyond me, but that's what they've done! Granted, Game Boy F-15 is a truncated version of the old favourite, but its three play modes offer what amount to three different games.

Although the missions remain the same, in the easiest mode the game is basically an Afterburner-style blast with very little lasting appeal, but when tackling the hardest rank, full control is given over the plane and the game steps up the heat! This system also has the benefit of easing the player into the game, allowing them to experiment with the latter difficulty levels when they feel more than confident with the easier ones. Although the game is dismal both in the graphics and sound regions, F-15 is quite an achievement. Whilst its complexity may put a few of the more casual gamers off, this is a cart which is worthy of more than a quick glance.



▲ Co:Take evasive action sir! Pilot:I am!



▲ There's too many of them, the engines canny take it!



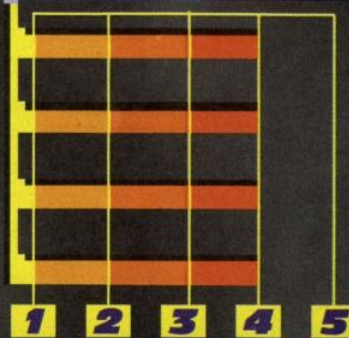
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ Three distinctly different difficulty levels effectively triple the number of missions in the game by adding more complexity to each.

78

GRAPHICS

▼ Sparse and small, but bearing in mind the Game Boy's blur problem, perhaps this for the best. It still looks crap, though...

46

SOUND

▲ Minimal sound, which is limited to a few awkward beeps and squelches. More could have been done here.

35

LASTABILITY

▲ The hardest level is a real challenge as PROPER control over the plane is given. Thus, the game's longevity is ensured.

87

PLAYABILITY

▲ The easy level renders F-15 a simple Afterburner clone, which is fine in the short term. However, it also acts as an easy introduction to flight sims.

81

OVERALL

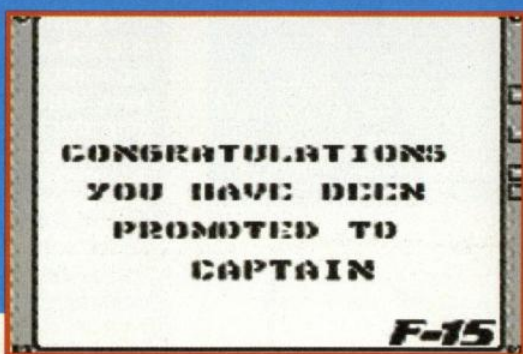
Remarkably, a Game Boy flight sim which works. Although dull to look at, there's more than enough depth in F-15 to keep most people happy.

83

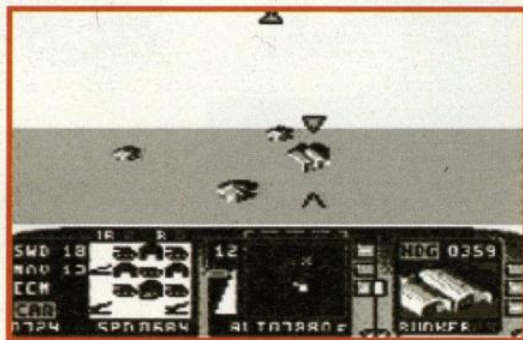


RANK PROMOTIONS

If the player scores more points than average, the chances are they'll win a promotion. The starting rank is as a 2nd Lieutenant and the first promotion comes at 500,000 points. The rank of General is the highest possible and for this a massive 40,000,000 points is required!



▲ Yes, and from now on there's going to be some changes round here.



▲ Co: I can't get a bearing on those objects, sir. Incidentally, what are they?



▲ Let's give him something he'll feel right in the afterburners.



▲ But far more important, free-minded people can sleep safely again.

COMMENT



TIM

First appearances can often be deceptive, and that's definitely the case here! you're tempted to write if

off F-15 immediately because it's much too complicated for the Game Boy. WRONG! F-15 takes a while to get into, but once you do you'll realise just how much there is to get out! Graphics and sound are nothing to write home about - adding to the initial misguided disappointment - but the game itself is huge! There's absolutely stacks to do in this Afterburner-type shooter which proves itself a very sophisticated piece of software. Sometimes it can be hard to see what's going on (but isn't real air combat like that?!) and by this time you're so absorbed in the cart you don't give a hoot whether the graphics are great or not. As you can tell, I like this cart and if you're a fan of shooters with a bit more depth then this is the one for you.

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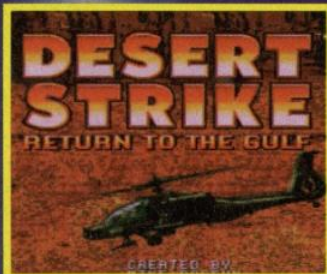
REVIEW

SUPER NES

1
PLAYER

4
MEG

SHT
GAME



PRICE: \$119.95

BY:
ELECTRONIC ARTS

RELEASE:
OUT NOW

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

PASSWORD

SKILL LEVELS

1

RESPONSIVENESS

GOOD

1ST DAY SCORE

REACH SECOND CAMPAIGN

ORIGIN

A direct conversion from the Megadrive game 'inspired' by the UN/Iraq conflict.

There's nothing like a foreign dictator to stir up a bit of patriotism. They give us a reason to spend all our cash on big guns, and sometimes they take small children away if they don't brush their teeth properly. Based loosely on events in the Gulf two years ago, Desert Strike combines strategy and shoot 'em up elements as the player attempts to thwart the evil intentions of a desert-based tinpot despot - sound familiar? Getting to grips with a heavily-armed Apache helicopter, you'll find that several missions have been set which eventually isolate the evil tyrant. However, over the years the dictator has amassed a huge army of tanks, planes and weaponry, and these have to be destroyed or you're going to get shot down and look a bit stupid. So prepare yourself for war - the fate of a thousand petrol stations awaits...



MUHAMMAD, I SEE THAT ALL THE MISSILE LAUNCHERS ARE NOT IN PLACE FOR THE ATTACK.



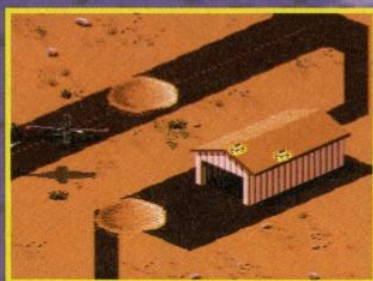
DE ST



CIVILIANS DESTROYED

▲ See that tower block, all blasted up and shot to Jiminy? That's your house, that is. See this chopper, all expensive and hard? That's mine.

STRIP OR FRIGATE?



▲ 'Ere, isn't that your dad's garage?

Nope, let's blow it up.



▲ Desert strike action

Repairing and restocking the Apache is effected by regular visits to the designated landing sites. These are either land-based strips or the mission headquarters on a nearby frigate. Any rescued MIA airmen and POWs should also be deposited at these strips as they yield bonus armour points. The strips and the area around the frigate are safe from attack and supplies of oil and weapons are usually nearby.

SERT RIKE

REVIEW



'AVE SOME OF THAT...



Decisions, decisions. What does the discerning pilot use to blow up the enemy quickly and efficiently? Well, there are three weapons to play with, namely...

1 CHAIN GUN

The good news is the Apache is armed with 1200 rounds Chain Gun ammo. On the downside, though, it proves useless against installations or armoured fire-power. Good fun for taking pot-shots at lone soldiers, though.

2 HYDRAS

The chopper carries thirty-eight of these fast and powerful missiles - more are needed, though!

3 HELLFIRES

Just one of these could flatten a bingo hall. The bad news is only eight may be carried at a time.



How To Control

The D-pad directs the chopper in eight directions over the isometric battle area. There are two modes of control. One is where D-pad Up is forward, Left/Right are rotate. In mode 2, the chopper moves with the direction pressed.

A

FIRES CHAIN GUN

X

NO FUNCTION

B

FIRES HYDRA ROCKET

Y

LAUNCHES HELLFIRE MISSILE

L/R

NO FUNCTION

S

START: PAUSE/VIEW MAP
SELECT: NO FUNCTION

How To Play

Four campaigns feature a series of ground-based targets to destroy. A limited supply of missiles, bullets and fuel are rapidly whittled away, although fresh supplies are located randomly about the play area.

REVIEW

COMMENT



JAZ

Desert Strike was one of my favourite Megadrive games of this year, and after nearly nine month's wait it's finally arrived on Super Nintendo. Has it been worth the wait? Certainly! It's virtually identical, with a few minor enhancements: the main helicopter sprite is more detailed and the sound effects are meatier. Gameplay is the same, which is no bad thing since the Megadrive version is an absolute classic. Its combination of variety, depth and challenge makes it incredibly addictive - once you start you just keep on playing to try to uncover more secrets, find POWs and downed pilots - and find out what's in store in the next mission. Brilliant! If you're a shoot 'em up fan after something that offers a whole lot more than just fancy graphics, power-ups and end-of-level bosses, Desert Strike is an absolute must.



RUN FOR IT!

Blow holes in the sub-standard jails. Remember to clear the area of enemy vehicles so the fleeing prisoners won't be destroyed.



SAD SAM

Hand-held missile launchers are tricky targets to hit.



PYLON POETRY

The power station supplies all Mubaba's operations. Destroying it is top priority.

CAMPAIGN #2

SCUD BUSTER

GIVE THEM A LIFT

The Apache contains a winch facility which is used to collect supplies and stranded men. In addition, enemy soldiers can be picked up for bonuses and often provide useful information on later missions.



SCUD YOU DON'T LIKE

Rough up the commanders in their bunkers to locate the missiles. When you locate the scud launcher you will only have a short time to destroy it before it launches the missile.

LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					

HOUR DAY WEEK MONTH YEAR





POW WOW

Four observation towers guard the expansive POW camp. There are 16 POWs to rescue, but you'll only need 14 of them.



RAPIER WITS

Stationary anti-aircraft missile systems guided by radar - these prove a real nuisance.



ADDITIVES AH-OY!

Destroy the evil-looking vats to wipe out their chemical contents. Make sure you have a full stock of weapons and armor before you tackle them.

CO-PILOT CONCERNS

The co-pilot monitors all the dull but important chopper stats and keeps the player constantly informed about the following factors:

FUEL
52

ARMOR
125

LOAD
1

LIVES
2

FUEL

The Apache's tank holds 100 units of fuel. This is used rapidly, and a warning is issued when the tanks are 15% full. Replacement tanks are hidden within key buildings.

ARMOUR

Armour gauges how close to destruction the chopper is. An undamaged Apache has an armour level of 600, and warnings are given when this falls below 125. However, rescuing and returning MIAs earns special bonuses which increase the armour level.

MAP

This fancy gadget reveals the location and description of anything remotely important in the area. Moving the D-pad to the right scrolls through each object. This facility also updates details of mission objectives and the Apache's current progress.

COMMENT



GUS

I was a bit miffed with the ethics of the original Megadrive game, but that's my sensitive nature for you. Now that the conflict has become a chapter in history for most of us, Desert Strike doesn't have the same impact as when it first appeared. It's appeal isn't really enhanced by being a pixel-perfect copy of the original. Rather than experiment with the abilities of the Super NES, or even just mess around with the colour scheme, EA have opted for the same slightly dull look of the Megadrive game. Admittedly, the sound is an improvement, with some brilliant winch noises and battle sounds, but it's just a frill and not an essential part of the game. In terms of play, Desert Strike has sectional appeal. Despite the look, it may be a bit too involved for pure action fans as a lot of thought goes into carrying out a mission. Despite these reservations I found myself hooked, mainly because the game's structure offers tantalising progress and there's loads to be done within each campaign. All in all, Desert Strike is a pretty good game with loads of depth.

RATINGS



PRESENTATION

88

- ▲ Comprehensive manual, amusing intro sequence and some helpful control options.
- ▼ No difficulty levels as such, and no instant quit option.

GRAPHICS

80

- ▲ Lots of little vehicles and buildings which are interesting to look at.
- ▼ The desert colour scheme, and flat terrain are frequently uninspiring - a bit like the real thing!

SOUND

76

- ▲ Lots of in-game military sound FX, including whirrs, clicks and explosions.
- ▼ No speech - a game like this begs for a speaking co-pilot. The music is dull, too.

PLAYABILITY

81

- ▲ It's easier to pick up without momentum on, and there's a nice feel to the action.
- ▼ The frequent quiet periods slow the game's pace down a notch.

LASTABILITY

85

- ▲ Four campaigns, each with multiple involved missions means a wad of work awaits you.

OVERALL

A sturdy conversion, of a game past its technical peak, but still featuring plenty to do. If you were waiting for this to arrive, buy it without hesitation.

83

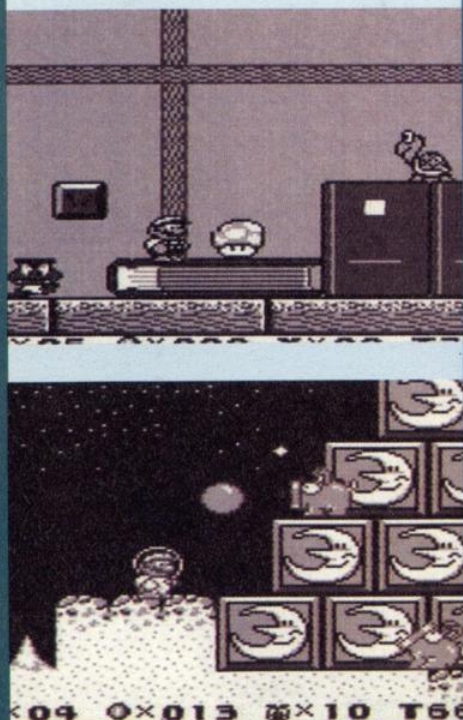


OK, we've had a landslide of lazy sods writing in to us asking us for more tips, but bugger all writing in with cheats that they want to share with us and the rest of the Nintendo playing public. Where is the sense of community spirit in that? Meanwhile, here are a few more tips that the NMS staff has come up with for your pleasure - try 'em, they work! And remember, if you have any cheats that you'd like to share, send 'em in to: **NINTENDO HELP SYSTEM, Nintendo Magazine System, PO Box A305, Sydney South, NSW, 2000. Now get writing.**

GAME BOY

SUPER MARIO LAND II

Sometimes finding out totally useless tips can be quite stimulating, like this one - how to stock up on infinite lives! Whenever Mario loses a life, quickly reset the Game Boy before the game restarts itself. The game is saved from the last bell that Mario rang and Mario starts from this point without losing a life. Neat! This is particularly useful in Wario's castle because you can use this cheat as many times as you like without losing lives or coins.



NES

BATTLETOADS

Short 'n' sweet - five extra lives can be yours simply by holding A, B and DOWN then pressing START.

LEMMINGS

Not content with sorting out tips and cheats ourselves, or even reading the tips that (some of) you lot are sending in, the overworked staff here at NMS sometimes resort to asking the game developers for help when the going gets tough(ish). This time we asked the chaps at Ocean, who developed Lemmings, for some passwords. Here is their collection for the TAXING and MAYHEM levels:



TAXING

VSDGSJ: ROMAN IN THE RUINS
HGSFDY: MIND YOUR STEP
WMQQDF: UP THE WOODEN HILL
PRTTMR: THESE LEMMINGS NEED HELP
RYVCTD: THE PRISON
ZWKRBD: A SPOT OF BOTHER
FRRWNB: FLY LEMMINGS AIRLINES
WYPRHD: A SLICE OF LEMMING PIE
PDKDJJ: STRANGE LAND
YPPSLQ: JUST LIKE MARY POPPINS
HWRWXQ: ABAOMBNABLE LEMMINGS
BHYWKL: ON THE SPIDER'S WEB
VWYRTN: CAN YOU STAND THE HEAT?

XYHGKX: COME ON OVER TO MY PLACE
PLWJHL: POOR WEE CREATURES
GKJXCZ: CAUTION LEMMINGS ON THE ROAD
DDBNDL: JUST DROP IN
JFGSJK: ARCTIC LEMMING
NSDFSY: WHERE ARE THE CRATES?
BDRMLN: COME TO LEMMING COUNTRY
JSDHSV: CLOUD BASE ONE
QWRTL: SEEN IT ALL BEFORE
QHQLJS: HELP MY LEMMING'S ON FIRE
MRGHFW: LEMMING SQUASH
WHGXZL: A LEMMING JUST ATE MY DINNER

MAYHEM

SJFHGD: AT THE STEEL WORKS
HDFTGS: IN THE BOILER ROOM
XCSFSD: WHO WANTS TO BE A HERO?
SHDYWR: THERE MUST BE MORE TO LIFE
KRWQHJ: LIBERATE A LEMMING TODAY
PDHJDN: CALLING INTERNATIONAL RESCUE
HPBFXX: TWO FOR TEA PLEASE
BZCSDT: HOUSTON WE GOT A PROBLEM
MLYZTF: PASS ME THAT LEMMING
FFDYSF: TWO STEPS ON THE WATER
YYKSGS: IDEAL LEMMING EXHIBITION
GLSHSL: THE LEMMINGS CANNA TAKE IT
VKLSHD: REVENGE OF THE LEMMING
GTNGQQ: OPEN SEASON FOR LEMMINGS
JDFSDY: THIS LEMMINGS FAULTY
WRDFVH: HELLO JOHN GOT A NEW LEMMING
KDHGFT: MY WORD WHAT A LEMMING
WQDTGD: A FREE LEMMING IN EVERY PACK
THRRSH: LEMMINGS HATE RADIO EON FM
LJJDJJ: THEY ARE CLEAN AND GREEN
KBCVXM: SOME HEADS ARE GOING TO ROLL
SSHSJS: IS THAT LEMMING LICENSED
LZTRYD: KEEP QUIET AT THE BACK
VGXNFM: DO YOU ACCEPT LEMMINGS
ZQQPLM: THE ULTIMATE LEMMING

SUPER NES

BLAZING SKIES

For a speedy progression through the ranks of Namco's WW1 flight sim/shoot 'em up here's a list of codes:

Level One: FGYHMBL!nG!xF!
Level Two: r5xKDJC2pf!V
Level Three: HCcMJ6R!brG!v!
Level Four: VrBPWPBHvw!2
Level Five: T!LR!R!wBBF!B!
Level Six: jD1TXGdtGB!r
Level Seven: sB7QOwWYGBD
Level Eight: CG!YPDM4413!Zh!
Level Nine: hBWOJGJ4BH!Q
Level Ten: !7zG!LR6xwWw2
Level Eleven: b!l!s!TWMS!NPG!Gv
Level Twelve: G!l!dNNG1BQKD6

LEMMINGS

Top game, this one! Here are the codes that allow you to access the FUN, TRICKY, TAXING and MAYHEM levels:

FUN: WBZWWC
TRICKY: SKKWSZD
TAXING: MGVJBKZ
MAYHEM: CQLRCHF

TMNT IV

Wow! A secret boss select! Using Controller Two on the title screen, press UP, UP, UP, DOWN, DOWN, DOWN, B, A, B then start the game from the select screen.

SUPER MARIO KART SHORTCUT EXTRAVAGANZA

In addition to the excellent shortcut we published in our amazing debut issue of NMS, run your eyes along the following lines of typographical whizbangery to find even more!

Donut Plains 1: After the second corner from the START/FINISH line there is a gap in the wall on the grass. Get a mushroom then use it to speed over the grass and through the gap.

Ghost Valley 1: (From NMS #1) Get a feather and carry straight on after the gap in the track. The feather helps your kart to fly over onto a secret narrow strip of track that cuts off a huge corner.

Mario Circuit 2: If you have a mushroom then wait until you come to the jump. Use it

just as you are about to jump and steer to the left. If done correctly you can bypass the whole corner and straight.

Ghost Valley 2: At the end of the first straight after the START/FINISH straight there is an unfenced corner. Use the feather to cut out the wide corner.



Bowser Castle 2: When you come to the part of the track with the word STOP printed, jump over the gap. If you turn left quickly enough you should pass over a "Zipper". This cuts off a large part of the track.

Mario Circuit 3: Just before the START/FINISH straight there is a wall with a gap in it. Select the mushroom and use it to speed through the sand and then the gap. Just as you clear the gap you hit a "Zipper" and gain a huge lead.

Koopa Beach 1: Just before the first break in the track turn right and head through the water. There is a bonus box and this also cuts out part of the track.

Bowser Castle 3: Chose the inside route after coming out of the wide corner with all the coins. Hop over the jump just before you get to it and hit the "Zipper" to speed away. It is far easier than using the "Zipper" on the outside of the track.

Mario Circuit 4: This is basically the same shortcut as for Mario Circuit 3 except there is no "Zipper" this time around.

Koopa Beach 2: Veer to the left as you come to the large stretch of water and use a feather to clear the deep water. This enables you to race along the small stretch of beach in the cove instead of babooning it through the water.

Vanilla Lake 2: There are tonnes of shortcuts in this circuit that require jumping over small stretches of water but the best, and most difficult, is straight after the blocks of ice between the two walls. Steer

heavily to the left and hop onto the ice in the lake. Keep going straight on, hopping over the small stretches of water to make a massive shortcut over part of the lake. The best place to do this is between the first straight and second corner of the finish straight using a mushroom boost. Be careful!

SUPER STAR WARS

Want more lives? Like ninety-nine of them? Well, on the second set of stepping stones in the Land of the Sand People just fall off the edge of the cliff and push to the left. Luke will land in a cave where, if he shoots the roof, there are lives a-plenty for the taking. Nice tip that.

JOE & MAC

Here's a simple tip that will see you right in the extra lives department. Leave a level that contains 1-ups by pressing START to pause the game and then SELECT to leave that level after you've collected the 1-up. Restart that level and collect it again. Very nice!

F-ZERO

Power boosts ahoy! Hold down the B button at the start to get a boost into the lead, then let another vehicle run into you - you will then get your speed up faster than normally.

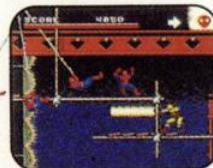


JOIN THE MARVEL DREAM TEAM!

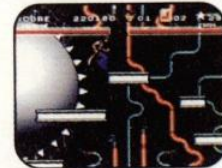
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END CARNAGE'S
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A SHOCKER,
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OUTRUN THE
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STOP JUGGERNAUT'S
RAMPAGE



BLAST MASTER MOLD
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SPIDERMAN 2
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**FLYING
EDGE**

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As promised in our splendid debut issue of NMS, the definitive guide to how to put those deadly combinations together to good effect in **Street Fighter II** continues this issue with a look at the four bosses that dog you when in single-player mode.

► **BALROG**

Balrog, the ex-Heavyweight Champion of the World, has joined up with the Street Fighter Tournament after languishing in the soul-destroying Las Vegas exhibition fight circuit.

Not all that surprisingly, the former champ has a few bone-crunching punches that can still be delivered with all the panache of a road-train hitting you in the face. In particular, the Super Backfist should be avoided! And look out for Balrog's low attacking blows - uggh!

The best way to take the big guy on is with a missile attack - a fireball being particularly effective - or a jump-kick attack.



► **VEGA**

The masked Vega is a interesting opponent whose key advantage is his ability to climb fences and walls and leap into the fray with a jump-kick. Kinda like Spiderman, but without the groovy threads. In keeping with Vega's sense of the theatrical, he also has a few more fancy moves up his sleeve, notably the Cartwheel and Air Throw, so watch out.

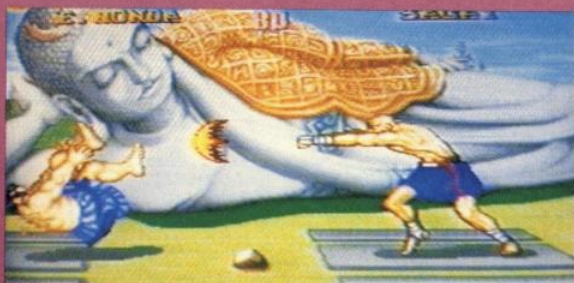
He is not so hot when it comes to avoiding the ol' slow Fire Ball, though. (Press the Medium Punch button for a slow ball.) And Vega hesitates every time he gets up off the ground after being felled, giving you a great opportunity to slam him with an Uppercut and make him eat dirt again.



► **SAGAT**

A man who holds a grudge, Sagat is itchin' to kick major Ryu butt after being defeated by this sterling young man in SF1. New methods of attack are the key to his revenge and should be avoided. (Obviously! - Ed.)

Sagat has a number of specialities including the High and Low Tiger Balls, which are similar to Fire Balls, however his absolute fave technique of terror is the Tiger Uppercut which is even more devastating than the Dragon Punch. The upside to all this is that performing the Tiger Uppercut leaves Sag open to (swift) retaliation and any blows that do strike him after a Tiger Uppercut do twice as much damage as normal.

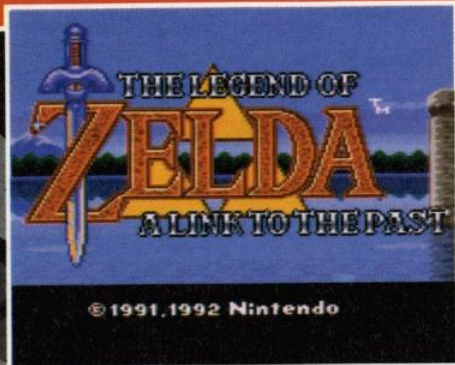


► **M BISON**

The final bad dude is well known among our heroes as being the guy that killed Chun Li's parents and tortured Guile's friend in the Vietnam War. A regular nice guy, M. Bison can do all sorts of weird attacks, like channeling energy through his body to attack.

MB's fave move is the Flaming Torpedo which is pretty harmless unless you're dizzy at the time. Otherwise a straight punch will bring him back to earth. All the Warriors can deal with M. Bison adequately with the exception of Ken and Ryu who would rather go bowling. Guile's Jack-Knife attack is very effective, as is Blanka's Roll Attack.





This month we take another rummage through the vaults of Hyrule to uncover more helpful hints in your quest for the Tri-Force. Following last month's guide to some of the Light World's landmarks, we now delve into some of the less attractive aspects of the Kingdom - the evil forces lurking at the heart of the Old Fortresses. On a happier note, there's an old inventory of objects and our own question and answer session dealing with the trickiest puzzles in the game.

GENERAL INVENTORY

A list of all important objects in general use around Hyrule, and their locations:

LAMP

Found in Link's house, the lamp allows access to dark places. Whole rooms may be lit by using the lamp near torch holders.



SHIELD

There are three shields for Link to carry for protection. Two are found in the Light World:

1. Link is given a shield by his uncle. It protects him from frontal attack if he isn't lunging.
2. The Red Shield is a step up in protection. It can be bought from a merchant for 500 rupees. The third shield lies deep in the Dark World.



SWORD

There are four types of Sword used in our hero's quest. Three are found in the Light World:

1. The Fighter's Sword is given to Link by his uncle. The special spin attack increases its power.
2. The Master Sword lies in a stone in the far north of the Dark Woods. Recovering it requires the three pendants. The Master Sword is needed to fight the foes of the Dark World.
3. The Tempered Sword is gained by Link from the Blacksmith. He does the job as a favour for recovering his pal from the Dark World. Locate him in the southern end of the Village of Outcasts. The secret of the final sword lies in the Pyramid of Power in the Dark World.



BOW

Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies.



BOOMERANG

Found in the big chest of the Eastern Palace. Arrows for it may be bought, found in pots, or taken from defeated enemies.



3. From the Lazy Guy, who lies dozing under the bridge. Find him by swimming up river. The fourth bottle is found in the Dark World.

THE BUG NET

Found at the Sick Kid's house. Use to catch faeries and bees. Caught faeries should be put in bottles.



BOTTLES

Put faeries, potions and bees into glass bottles. There are four to be found:

1. From the merchant in the village.
2. From the chest in the Inn at the village.



PEGASUS SHOES

Take these as a gift from Sahasrahla for getting the pendant of courage. By holding down the A button Link now has a new attack. The charge attack is also used to knock objects off shelves.



THE BOOK OF MUDORA

The library at the southern edge Kakariko village is the home of this ancient book. Its runes allow you to translate ancient inscriptions in several places: the door to the Desert Palace, the plinth of the Master Sword, and the Stone tablet of the Ether Medallion.



POWER GLOVE

This mitt confers powers of lifting far in excess of the average human. It's found in the Desert Palace. Whilst wearing it grey rocks of any size may be lifted.



MAGIC MUSHROOM

A strange fungus, not to be eaten, but given to the Witch who lives on the way to the Waterfall of Zora. In return for this ingredient she will tell you to come back later for...



BOMBS

Bombs are found everywhere across the Light World, but the village is the easiest place to buy them. Placed next to weak walls (shown as cracks) they uncover entrances to hidden chambers.



MAGIC POWDER

The Witch's gift has many secret uses, which are up to the player to discover. It's main purpose is to awaken the spirit which lives in the well near the Blacksmith's House. On discovering how to get down there, sprinkle the dust on the altar. As a reward Link's magic bar will deplete at half the normal rate in future.



ZORA'S FLIPPERS

Zora is the water spirit and finding him involves quite a trek. Follow the path North along the river bank, heading past the Witch's house until you reach the waterfall. Walk through, and follow the shallow water path to the second waterfall. Zora emerges and demands a hefty fee for his flippers. So have plenty of Rupees. With your purchase you are able to swim in the deep water areas of Lake Hylia and use the whirlpool warps.



MAGIC MIRROR

The man lost in the Death Mountain tunnels gives our hero this; the most important object of the game. The mirror is your path from Dark to Light worlds. Travelling the opposite direction is trickier, and is only possible via the warp tiles. The other use of the mirror is to return to the entrance of a dungeon if you get stuck or want to escape quickly.



ICE ROD

The first magic rod is hidden in a cave on the East side of Lake Hylia. Possessing it means being able to freeze many creatures in their tracks. There is an opposite rod, using fire magic which lies in the Dark World.



MEDALLION

The power of this medallion is embedded within the tablet on top of Death Mountain. Find it by taking the bridge to the ledge outside the Tower. Link needs the Master Sword and the Book to read the incantation. Once granted he may invoke the medallion's power to freeze all the enemies in a chamber. The cost in magic energy is high.



MOON PEARL

Found in the big chest of the Mountain Tower. The pearl is essential for moving in the Dark World as it stops our hero from turning into a fluffy bunny (which is a slight disadvantage).



FLUTE

Getting this object requires a bit of work in the Dark World. However it is to be found in the Light World, hidden in the Haunted Grove, near where the boy pipes. The flute serves its purpose at the weather vane, when it releases a huge bird. Whenever the flute is used again, the bird is summoned to carry Link to locations dotted over the whole Light World.

THE BESTIARY CONTINUES

'Herein lies tales of monsters of the Light World, and their weaknesses perceived by adventurers of Hyrule. Mark well these cautionary tales.'

THE PALACE - THE BALL AND CHAIN TROOPER

The Gaoler is assigned to guard the most important prisoners. This he does with his ball and chain. The weapon is swung in a circle and extends beyond Link's sword reach. The best way to deal with The Gaoler is to stun him with boomerangs, before using a fully-powered spin attack immediately afterwards.



THE EASTERN PALACE - ARMOS KNIGHTS

A complement of Six Armos Knights guard the first pendant. They move in drill formation, so learning their attack patterns is easy. First, they spread out and circle, so stay near the screen edge. Then they attack in a straight line. Concentrate Link's arrow fire on one as they approach. Take them out one by one as they repeat the pattern. To deal with the last knight, keep moving and be ready to use a spin attack.



THE DESERT PALACE - LANMOLAS

The soft sand of the Western Desert affords perfect hiding places for the worm-like Lanmolos. Three of these lie in wait to ambush Link as he reaches for the pendant. Only the Lanmolos heads are vulnerable to your arrows and sword, the Spin attack being the best method of attack. As they burst through the ground they throw rocks in diagonal directions. The best advice is to stand clear in one of the four compass directions, and only attack as they are in mid-air. It may take longer to kill them, but patience reaps rewards.



THE MOUNTAIN PALACE - MOLDRUM

This vast maggot monstrosity has made his home on a vast platform at the top of the imposing tower on Death Mountain. His main tactic is to shove Link off the slippery floor onto the level below. This slowly depletes our hero's energy. The best tactics are to use the Spin Attack on its tail (the only weak spot) bearing in mind Link travels backwards with the force. Also, follow him as much as possible, behind him is the safest position to be.



HYRULE CASTLE - AGAHNIM

Agahnim's magic makes him invulnerable to all powers except the Master Sword, and even then mere strokes are useless. On encountering him, position Link on the opposite side of the chamber, facing him. He should release an energy ball which should be deflected with a sword stroke. His own power eventually destroys him. The only time not to use this method is when he is standing at the top-middle of the chamber facing down. Then stand well clear, as he fires a huge Lightning Bolt down the centre of the room.



Here ends the Book of Monsters and the account of their powers related within.

ZELDA Q&A SESSION

By now, Link should be making progress in leaps and bounds, but everyone reaches a sticking point somewhere which requires a little advice. So that's why we've taken our heads out of the books to present the commonest questions, and the most relevant answers. So stop pulling your hair out now.

Q

HOW DO I GET THE BOOK OF MUDORA?

Double Doh! This is simple stuff. First obtain the running boots from Sahasrahla after getting the first pendant. Enter the library and take a run at the bookcase upon which the Book rests. The impact knocks it loose. This tactic works again in the Desert Palace, where it dislodges a key.



Q

WHAT DOES THE MAN IN THE DESERT DO?

The last chamber to the Desert Palace ends in a bare-wall with four unlit torches. This is changed by lighting each torch with Link's lamp, to activate a moving wall switch, which reveals the final door!



He doesn't serve a purpose until the box is retrieved from the Dark World. This is found in the location which corresponds to the Blacksmith's house in the Light World. Bring it back to this man, and get him to wake up by lifting his sign. Present the box and his thieving skills enables him to open it and present our on-screen alter ego with a bottle!

Q

HOW DO I GET TO THE MOUNTAIN TOWER?

The tower is so near - yet so far! Reaching it means a trip to the Dark World. A warp tile is found on the top of the mountain, in the ring of stones. Now, as a rabbit walk to the left (don't worry, there's nothing to hurt you). Link should come to a rock formation that looks like a pair of spectacles in the Light World. In this dimension you may go slightly further north. If the mirror is used here, Link should find himself on top of the Spectacle Rock. Jump off the rock and get to the tower!

Q

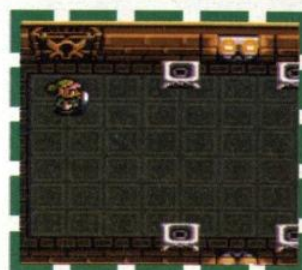
WHY AM I A RABBIT IN THE DARK WORLD?

You need the Moon Pearl! This is found on the fourth floor of the Mountain Tower, in the chest that appears inaccessible. To reach that, the big key is required (found in the bottom level of the tower), and Link should also drop in on the chest from the level above. To produce a hole above the chest, use the Star Tile on level five. Link should now be able to retrieve the Moon Pearl - and any bunny-related angst is over!

Q

WHERE DOES AGAHNIM GO AFTER HE ZAPS ZELDA?

Not far at all, is the answer! He has in fact retired to a secret chamber located behind his magic lab. Rip down the drapes at the back of the lab with the sword to reveal the secret door



I CAN'T FIND THE SECOND PENDANT!

The second pendant, in the Desert Palace, is found in the second part of the complex. To enter that part, find the Power Glove - which is located in the top-left chamber of the first floor of the palace. For that Link needs the big key found in the long chamber on the right-hand wing of the same floor. After getting the Glove, leave the palace by the exit in the bottom-left chamber of the palace, and walk upwards to the claw entrance, blocked by rocks. With the glove its possible to move these obstructions.



Livewires' GAME BUSTERS present:

ESCAPE FROM DINOSAUR ISLAND

THE MOST AWESOME INTERACTIVE TELEPHONE GAME EVER!

- * **Battle dinosaurs!**
- * **Solve vital clues!**
- * **Collect gold coins!**
- * **Defeat other callers!**

The 25 players who collect the most gold coins will each win a copy of *Star Wing* - the latest, greatest Super Nintendo software - plus a year's subscription to *Nintendo Magazine System*, the coolest mag on the planet!

Here's how to play: First, call 0055 36844 and become a Game Busters member (see box: Join Game Busters!). As a member, you can play this game any time you like until the closing date of June 1.

The aim of the game is to escape from Dinosaur Island with as many gold coins as possible. You can get these coins by defeating dinosaurs, solving game clues, beating other callers in battle (way to go!) or successfully escaping the island.

At the start of the game, you'll be magically transported to a random location in Dinosaur Island. This spooky place and its surrounds will be described to you - using the clues given, it's then up to you to find your way around the Island looking for gold. Moving is simple: just dial the appropriate number to go in the direction you want (see box: Key to Success).

But look out! You might be walking straight into the clutches of ferocious dinosaur (dino dinner, here we come!). Or you might even bump into another caller - maybe even your best pal!

This will be the real test of your mettle. Fight or flight? That's the question you'll have to answer.

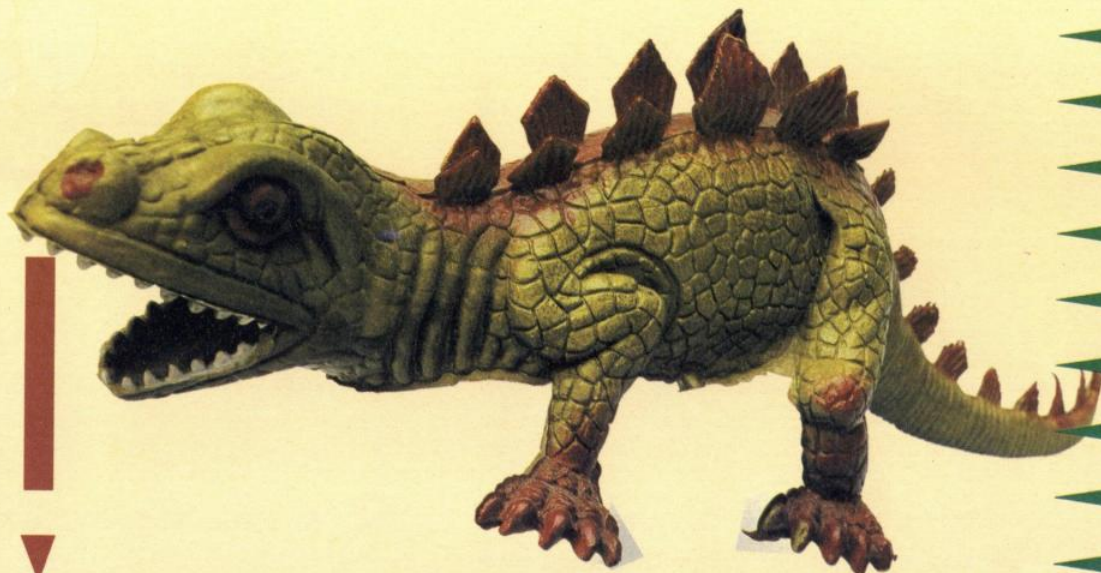
Each time you play, you'll be allocated an energy level - this determines whether you are able to beat an opponent in battle: The stronger contender will always win (surprise! surprise!).



Conditions of Entry: The promoter is International Livewires, a division of Tele-Graph Communications Pty Ltd, ACN: 003 627 263. Entry is open to all residents of Australia with the following exceptions: officers or employees and their immediate families of the promoter, its advertising, sales promotion agency and printers. Entries close by end of working day, Tuesday June 1. Winners' names will be published in a future edition of *Nintendo Magazine System*. Prizes are not transferrable nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not of chance, and as such all entries will be judged on merit. "Super Nintendo" is a trademark of Nintendo of America, Inc. Calls charged at 25c per 21.4 secs premium.

Ask your parent's permission before calling.

AND!



JOIN GAME BUSTERS' TODAY!

* The first time you call Game Busters, you'll be asked to tell us your name and address.

* We'll then issue you with your Membership Number straight away, so make sure you have a pen handy.

* You'll get to choose your own 4-digit Personal Identification Number (PIN) - that way we'll always know it's you.

* Once you're a member, then whammo: the adventure begins...

***Kids: ask mum or dad before calling.**

0055 36844*

(International Livewires. 25c per 21.4 secs premium.)



THE KEY TO SUCCESS!

So, how do you find your way around Dinosaur Island? Easy: you just have to press or dial a number on your phone! At each location, you'll have to choose whether to move on, stay and fight, pick up or use an item, rest or exit - once you've decided what you want to do, simply dial the appropriate number.

If you win a fight against another caller, you are automatically rewarded with his/her gold coins! But if defeated, you lose your own coins and die! (Bummer, Dude!) Equal opponents will both exit injured, though rewarded.

You'll never know your opponent's energy level - and it's up to you whether to feud or flee. If you run away, you'll be penalised a small number of coins (not to mention your reputation if it's from a pal!).

You can increase your energy levels by resting - different resting spots will do this at different speeds - but be careful where you hang out: if you stop at the Dinosaur's Den, you'll be a sitting duck!

There are a number of clues throughout the game - pursue these to stock up on more gold coins. For example, you might stumble across a large treasure chest: follow the clues to get the key that opens this chest full of loot!

You'll keep all objects such as keys until you choose to use them - even after exiting the game.

Anyone who successfully escapes from Dinosaur Island will be well rewarded (we're talking gold, of course!).

The game's 25 winners will be the callers with the most gold coins accumulated by June 1.

Dial 2 to go North
Dial 4 to go West
Dial 6 to go East
Dial 8 to go South
Dial 1 to attack or fight
Dial 3 to pick up an item
Dial 5 to drop or use an item
Dial 7 to rest
Dial 9 to Exit (the ejector seat!)
Dial 0 if you forget and need help

The game's much faster if you have a Tone Dialing Telephone. To find out what type of phone you have, call the Livewires Helpline on 0055 39919. Calls cost 35c per min budget.

NMS Q&A

AND

Baffled? Nonplussed? Or just curious? Send us your mental ailments and the NMS surgery will diagnose, operate and provide a written report to the relevant authorities. Write to Q&A, NINTENDO MAGAZINE SYSTEM, PO BOX A305, SYDNEY SOUTH, NSW, 2000.



▲ Here's the CD, where's the player?

Q Can you tell me what the Super CD looks like? And while you're at it, do you know anything about Super Mario 5?

Jon Haversham, Brisbane, Qld

A As mentioned in Nintendo News Network last issue, not much is known at this stage, but we believe that the Super CD will be the same size as the Super NES. It will connect by the external port on the Super NES and the two units

will become one by piggybacking. Super Mario 5 is said to be coming out on Super CD.

Q I know that you had a article about the Super Mario Bros movie in issue one (Top effort, that! Keep it up.), but do you have any more information, like when is it actually going to be released? I can't wait to see it.

Mitchell Macho, Wagga Wagga, NSW

A If you look closely at the aforementioned article you will see the following words "Release: June". Nuff said?

Q I've got a few NES questions for you.

1. Will F-Zero be released on NES?
2. Will Street Fighter 2 be released on NES?

Simon Carruthers, Penrith, NSW

A Rumours from Capcom are that Street Fighter II maybe on NES later this year. No plans for F-Zero yet as all that Mode 7 technology maybe too hard to convert to NES.

Q I have three important questions for you.

1. What new hardware chips will the Super CD have?
2. Will it have "full motion video" capability?
3. I read that even though the super CD will be able to play music CDs, the quality of the reproduction wouldn't be as good as the normal CD players. Is that true?

Teknohed

A 1. Full sprite scaling, extra RAM, super-speedy processor and polygon generator amongst other things. The machine is still in development and every time we get a hold of the specs, Nintendo beef it up even more. 2. Looks that way. 3. No.

Q What does RPG stand for?

Confused

A Role Playing Game.

Q Firstly, I'd just like to say what a brilliant magazine NMS is! Brilliant! Brilliant! Brilliant! (OK, we get the hint!) I think that it is the best games mag I have ever seen, and I buy all the O/S mags as well. So I know that you'll be able to answer this question - will Battletoads ever be released on Super NES?

Andrew Robinson, Hobart, Tas.

A We've played a very early version of the Super NES conversion so, yes, it will be coming out. However it's too early to tell how good it's going to be.

Q Can you recommend a good golf game for me for Super NES?

Mark Antico, Marrickville, NSW.

A PGA Tour Golf is pretty good.

Q I keep reading about all sorts of games that sound great in O/S mags, but none of them ever seem to come out in Australia. What's the problem? Aren't they compatible or something?

S. K. Phillips

A Unless a game is officially released for the Australian market, it won't play on your Mattel version console. Convertors do not work with all games, so ask around before spending money on a imported game that will be totally useless. Also, be aware that if the game convertor in any way damages your console, your warranty will be invalid. But to get to the guts of your question, the release of games in Australia is dependent on the choice of the distributors as to which games they think will sell in this market.

Q What is the most amazing game you have ever played?

Interested

A Jeeeee! What's the most amazing song you have ever heard? Ask a real question next time. Out of the kindness of my heart I will tell you my current faves



▲ Fairy tales come true in Super Mario Land II.

- Super Mario Land 2 on Game Boy; Starwing, Super Star Wars, Street Fighter II on Super NES.

Q What is the best soccer game available on NES? I have played World Cup Soccer and didn't like it much.
Wayne

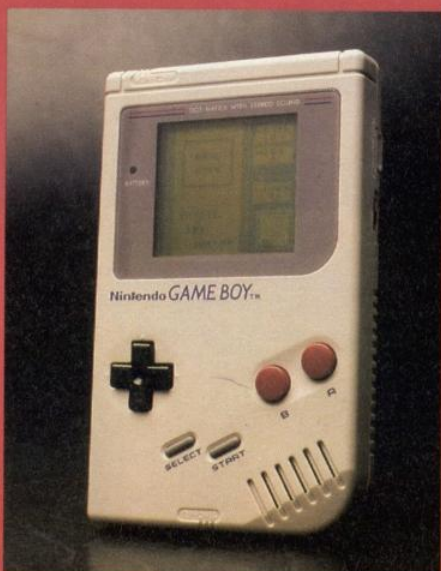
A The first soccer game by Nintendo is the best of a sad bunch.

Q Cool poster in the first issue. How about one of Sonic next time? (Ha - just joshing.) Seriously, can you do posters on SF II, TMNT, and Spidey?
The Wallpaper Man

A Yeah, we could. If we wanted to.

Q Everyone seems to be talking about Super NES all the time now and poor old NES is being forgotten. Does this mean that Nintendo are going to scrap the NES? If so, when do they plan to do this?
Ali Mohommed

A Don't give up on your NES yet. New games are still being developed though not as many as we are used to.



▲ See this? Don't hook it up to your TV!

Q I've seen a Game Boy hooked up to a TV at a Toy Fair - can I do this at home or is it a bit of destructo-electroniking that will get me grounded?

Gimme Big Screen

A No. Yes. In fact, what you saw at the Toy Fair was a special Game Boy and monitor that will set you back at least a grand to get, but you can't even do that because you're not 'industry'.

Q I'm just a Nintendo beginner. Can you tell exactly what it means by MEG? Is it power, memory, or what? And what does it actually mean in terms of a game's performance?

Sophie Albert, Newcastle, NSW.

A Welcome to Science 2C. A MEG is memory capacity. The more MEGs the game has, the more complex the programs can be and, in theory, the better the game will be. That's the essential difference between the NES and the Super NES. The scale works like this: 128K = 1 MegaBit, 8 MegaBits = 1 MegaByte. Street Fighter II was the first 16 MegaBit game.

Q What sort of music to you guys listen to?
Head

A Interesting Nintendo question, that. Lemme see, Gerry likes opera and depressing folk music; Michael is an Elvis man; Phillip doesn't care so long as he's inebriated and in a club; Kerry is a Big Chill kinda girl; Vanessa is right into Eskimo breathing music; Garry is Napalm Death personified; are you sure you want to hear all this?; the important thing is that Fat Boy hogs the office stereo and plays the Beverly Hills 90210 soundtrack ad nauseum.

Q I can't get a hold of Street Fighter II anywhere. Help!
Desperate

A SF II is pretty well sold out although new stocks on the way. If you find a copy anywhere, grab it fast or endure the wait!



▲ Ask a stupid question, get a stupid picture!



▲ Street Fighter II - the most popular game in the universe sez our mail bag!

Q Fab mag 'n' all that. Can you tell me whether or not it is possible to get different ending in Street Fighter II on a fight if you finish the game in a special way? A friend said that you can but he is the only person to tell me that so far.

Richard Pieterse

A Your friend is right.

Q Are Goal and Super Kick Off going to become available on Super NES in Australia?

Bill Reynolds, St Kilda, Vic

A It doesn't look too good at this stage, mainly 'cos the games aren't that great anyway.

Q I'm a sports game fan. Can you tell me what the best sports games for NES are?

R. G. Gillespie

A Runs on the board tell the story here, Laser Beam's International Cricket and Aussie Rules Footie.

GAMESTYLES

FINAL FIGHT

BY:NINTENDO

£44.95

Capcom's answer to the Double Dragon series was one of the first Super NES games. Set in a New York of the near future, Final Fight follows the fortunes of Hagger, the city's street-fighting Mayor or his great mate, Cody, as they trek across the scum-ridden streets in search of hagger's kidnapped daughter. Played across a series of horizontally scrolling stages, the player guides their chosen char-

acter as they punch, kick and use all manner of unorthodox moves against the many hoodlums they encounter. While Final Fight proves fairly entertaining, very little skill level is needed and the variety between the levels is limited to changing the backdrops. True, the same applies to the coin-op, but even so Final Fight looks very dated and has since been superseded by it's many clones.

**PRESENTATION 70% GRAPHICS 84% SOUND 79%
PLAYABILITY 83% LASTABILITY 72% OVERALL 76%**

STREET FIGHTER II

BY:NINTENDO

£49.95

Hold on a minute, I'm preaching to the converted here, aren't I? The ultimate coin-op reaches the Super NES in the best arcade conversion to hit the machine! A 16 Meg cart, all your favourite coin-op fighters have been recreated, ranging from lard-boy Honda to the well fit Chun-Li. In case you've had your head buried in a deep hole for the last year or so, Street Fighter II allows the player to choose one of eight fighters - who they duly use to wipe the floor with the other seven contenders and the final four champions. It's hard knowing where to start praising Street Fighter II as everything about the game is brilliant. The moves are easily put together into combinations, and each character has specific strengths and weaknesses which require genuine skill to monopolise. In addition, graphically, Street Fighter II is a near perfect recreation of the coin-op which features all the backdrops and touches which made the coin-op so special. A

**PRESENTATION 93%
GRAPHICS 95%
SOUND 91%
PLAYABILITY 96%
LASTABILITY 95%
OVERALL 96%**



stunning game, Street Fighter II is one of the few games which every Super NES owner should own. Get a copy now or spend the rest of your life being mocked by the rest of the world...

TKO

BY:SOFEL

Boxing games rarely work as they offer little variety in terms of action, and skill rarely plays a part. True, this could also be said of the real thing but I'm sure Nigel Benn and Co have certain strategies when entering the ring. TKO is the perfect example of how not to write a boxing game. Viewed from a side-on perspective, it is graphically reminiscent of Activision's ancient Barry McGuigan

licence, and even now, some six years later, the Activision game still offers more fun than TKO. Although a wide range of boxers line up to take the player on, I doubt whether many people could be bothered to play past the second or third, as the rounds seem to stretch for days and the chances of any lasting interest is about as likely as Eldorado surviving until next Christmas.

**PRESENTATION 83% GRAPHICS 52%
SOUND 18% PLAYABILITY 37%
LASTABILITY 27% OVERALL 36%**

SUPER DOUBLE DRAGON

BY:TRADEWEST

£49.95

Billy and his brother Jimmy have been slugging away for as long long as I can remember, and not one of their adventures has struck me as particularly good. For their Super NES debut both retain their girly pink and blue outfits, but also benefit from the addition of a load of new moves and blocks. Thus, amidst the trading of punches and kicks, it's also possible to add a little spice to the proceedings by grabbing an opponent by their hair and kneeling them in the face - or grabbing their fist as they swing a punch, twisting it behind their back and laying into them! Super Double Dragon makes good use of the joypad's four buttons, and the moves are among some of the most realistic for such a game. Although the game takes the player through an airport, up a lift, and eventually into the baddies' lair, no more than three opponents ever appear on screen, and they also attack one at a time, making it extremely easy to take them out. There's also a severe lack of variety in the enemy, with no real bosses as such. Not bad, but Super Double Dragon doesn't quite have the spark to raise itself above average.

**PRESENTATION 66%
GRAPHICS 73%
SOUND 69%
PLAYABILITY 81%
LASTABILITY 74%
OVERALL 73%**

BEAT 'EM UPS

The Super NES may be a relatively new machine, but it has already been swamped with beat 'em ups. So we scoured the world looking for a challenger to Street Fighter II.

RIVAL TURF

BY: JALECO

Oozie Nelson and Jack Flak are two vigilantes who are avenged to disband the evil Street Kings gang. However, Ozzie and Jack are also members of a gang - the Final Fight Cloning Association - and their adventures run virtually identically to those of Haggar and Cody. Okay, if an idea is good, people are bound to copy parts of it whilst adding new ideas, but not so Jaleco. There isn't a shred of originality in Rival Turf, and all the moves, weapons and enemies are so familiar you'd expect to experience déjà vu when fighting them. The final nail in Rival Turf's coffin is that it is so easy, but I doubt whether many people could be bothered to struggle through this dull effort, anyway.



PRESENTATION 68%
GRAPHICS 73%
SOUND 70%
PLAYABILITY 68%
LASTABILITY 29%
OVERALL 48%

KING OF THE MONSTERS

BY: TAKARA

A nice twist on the perennial one-on-one fighting idea, King Of The Monsters replaces the customary street fightin' dudes with B-movie-style creatures, and ditches the alleys and back streets normally associated with the genre for minuscule cities which

get trampled underfoot - classic stuff! Well, it would be if only prolonged play wasn't so tedious. Although the characters are well-animated and feature a host of good moves, standing toe-to-toe with another character and slugging away soon gets extremely dull and even small touches such as tiny helicopters appearing to take pot-shots cannot save the day. The old Rampage coin-op proved that there's a lot of mileage to be had from B-movie characters, but sadly King Of The Monsters features about much content as the films it is based on.

PRESENTATION 80%
GRAPHICS 86%
SOUND 76%
PLAYABILITY 43%
LASTABILITY 38%
OVERALL 57%

ULTRAMAN

BY: NINTENDO

Another Japanese B-movie hero makes the leap to the Super NES - and once again the results leave a lot to be desired. Ultraman is a sixty-feet high superhero who, for reasons known only to himself, wears what appears to be a large bullet on his head. Obviously, such an appearance leads to ridicule from alien dictators and mutant plant life, so a series of single-screen fight sequences follow - as does instant boredom and the realisation that nearly forty quid has gone on a complete Dodo.

Admittedly, the many foes Ultraman battles are interesting and wouldn't look out of place in such a film, but they all follow ridiculously simple attack patterns, and Ultraman himself is far from the agile hero we perhaps would have expected. As a result of these combined failings, Ultraman is a turgid effort which deserves no attention whatsoever.

PRESENTATION 43%
GRAPHICS 62%
SOUND 53%
PLAYABILITY 47%
LASTABILITY 28%
OVERALL 31%

SONIC BLASTMAN

BY: TAITO

One of the weirder machines of late, the Sonic Blastman coin-op is the modern equivalent of a 'Test Your Strength' machine. Using a touch-sensitive pad, to punch a series of on-screen objects - including skinheads, lorries and even a planet - the player is given three hits to stop them in their tracks. The harder the player hits the pad, the more on-screen damage is caused, until the predetermined score is eventually matched. However, in a game which is Sonic Blastman by name only,

the Super NES game is yet another Double Dragon-style beat 'em up to add to the existing pile. Controlling the blue-suited hero, numerous levels of non-stop kicking 'n' fumping action await Blastman, with a poor imitation of the coin-op sequences relegated to sub-game level. Although the moves available are often quite humorous - Blastman picks people up by their hair and shakes them around! - the age-old problem of repetition soon sets in, and another dull beat 'em up joins the rest on the scrap heap.

PRESENTATION 64% **GRAPHICS 74%** **SOUND 61%**
PLAYABILITY 79% **LASTABILITY 63%** **OVERALL 65%**



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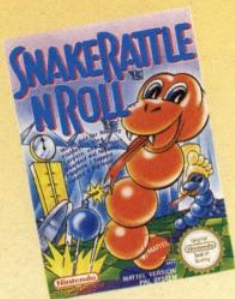
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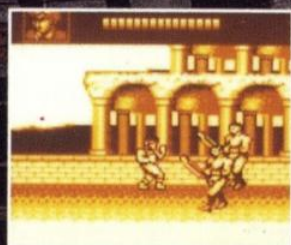
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