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Nintendo®

MAGAZINE SYSTEM

JUNE '93

ISSUE #3

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- ★ FINAL FIGHT



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- ★ THE JETSONS
- ★ BLUES BROS
- ★ B.O.B.

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JUNE 1993
Issue 3



NINTENDO PEOPLE SYSTEM

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A brutal sports sim that flexes its muscles with the odd punch-up as well as some quick-moving scoring.

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This basic platformer has next to nothing to do with the brilliant movie apart from borrowing its lead characters.

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A reborn puzzler that will have you tearing your hair out as you zip about as a unusually shaped hero called Gerald.



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A chart-topping cart goes under the knife and comes up proving that the free market is not always right.

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ing ultimate power.



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The ultimate mini-Nintendo encyclopedia! Part three of this pullout lets you know what we think of virtually every Super NES, NES and Game Boy title ever released!



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A hot scoop as we unveil Tuff E Nuff, the latest NMS office fave; plus previews of Dinosaurs (Super NES), Yoshi and Dropzone (NES).

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Win a fabulous Super Star Wars cart!

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Fat Boy casts his eyes over your letters and lets you know what he thinks. Not much!

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A monthly round-up of games for all formats according to some nebulous theme dreamed up by Fat Boy on his lunch hours. This month we're talkin' 'bout movies.

PULL
OUT
POSTER

Brilliant
Super Mario
Bros movie
poster - just
like at the
cinemas!

NINTENDO NEWS NETWORK

● NEW GAME ● MOVIE

● ACCESSORIES ● VIDEO

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



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

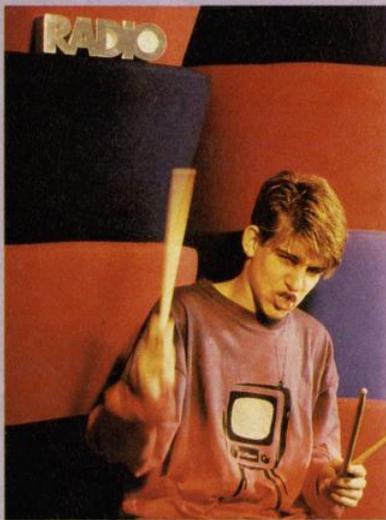
● TV ● MERCHANDISING

● HARDWARE ● COMIC

CELEBRITY GAMES SYSTEM

● SEMI-REGULAR COLUMN

This month's famous N-head is a dismal disappointment in the skills and high score stakes and we very nearly disqualified him because of it. Luckily the lad in question sent Fat Boy a very thick envelope (filled, no doubt, with a very convincing argument in favour of printing his picture in NMS) just before we went to



press. Let this be a warning to other Joypad-Reflex-Challenged members of the glitterati who seek fame and fortune through NMS; envelopes less than 2cm thick will be ignored.

Name: Michael Tunn
Occupation: DJ on 2JJJ-FM, presenter on The Afternoon Show on ABC TV, all round cool dude!

Age: 19.

I discovered Nintendo when:

I was bored with travelling.

I own a: Game Boy and Super NES

I like to play Nintendo when: I'm in the car.

My Fave Nintendo Game is: Any Simpsons game - Bart is the coolest!

High Score: I'm too embarrassed to admit it, it's so low.

Cheats and Tips: Don't ask me - I can't get past the first level!!

YO! DICK TRACY!!

Hey! Hey! Now this is groovy. Not only does this watch look like a Game Boy, but it actually has two racing games built into it that you can play when you're bored! Just the thing for school!! Just think, what teacher is going to suspect you are playing a Mario game when it looks like you are simply adjusting the time on your watch!

OK, the games aren't exactly spectacular, being simple LCD graphics moving on a fixed screen, and the controls and screen are a tad on the tiny side, but who's complaining? Certainly not our esteemed editorial director (who is one guy that definitely ain't tuff e nuff, if you get my drift) who has tossed aside his much-coveted Simpsons watch in order to snaffle the said GB number. Apart from spending a lot of time adjusting the time on his watch, he is very happy.

The Game Boy watches aren't widely available, but if you hassle your local newsagent/giftshop owner/alderman, you may be able to get him to order one for you.

However, if you'd like to win one of ten of these little beauties, just dial **0055 10037*** and play a little game...



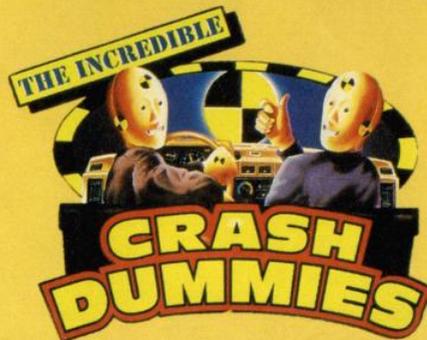
● COMPETITION

● GAME BOY WATCH

● DISTRIBUTED BY: PLAYTHINGS



CRASHING THROUGH



The recent Game Boy marvel Crash Test Dummies (NMS issue 2 - 86%), now looks set to grace the NES and Super NES, though not necessarily in the same 'event' style that the original appeared in. Boasting a AAA+ potential, these licenses will be scrolling platform mixes with Spin and his mates enduring numerous mishaps and accidents on the search for bonuses. And, of course, you can expect the NMS (p)review ASAP!

- NEW GAME
- BY: ACCLAIM
- NES / SUPER NES

● BEAM ME DOWN, SPOTTY!

The latest news from those nice people at EA (Hi Robyn! Hi Phil!) is nothing short of terrifying - if you happen to be a video store owner who rents out Nintendo games on the side. It seems that EA's USA operation is currently exploring a new technology, based on the pay TV concept, that will allow gamers to download any video game they like from a Video Game Channel onto a special console. The idea is, natch, that you will either pay for the use of the game according to the amount of time you keep it in your console, or via a flat fee rental of the receiving console. And it will all be done from the comfort of your own home. Sure beats trudging out to the video store just to find out that the game you want is "All out."

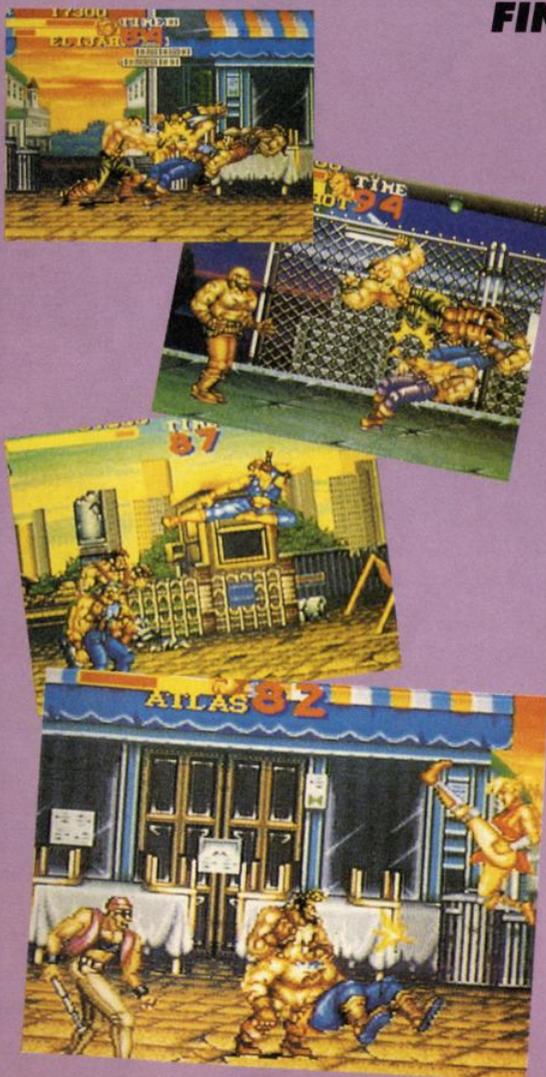
While the technology is basically in place for the Video Games Channel, this is still very much in the ideas stage. However, NMS will be sure to bring you more news on it as we hear about it.

● GAME BOY, THE NEXT GENERATION

Rumours filtering through from Japan indicate that a SFX-style superchip is currently nearing completion for the Game Boy. Running under the name of either IC or ICY chip, the high-spec chip will apparently enhance the Game Boy's graphics significantly enough to allow for fast 3D scrolling.

According to the details NMS received, the chip is used to boost the clarity and speed of the Game Boy's occasionally murky screen refresh, putting an end to the misery suffered by fans of fast-moving blasters. Further details can only be speculated upon, but the new chip would seem to pave the way for such games as Super Mario Kart to find its way onto the Game Boy. More news as it comes to hand.

FINAL FIGHT 2 REVEALED



Here's your first look at the awesome Final Fight 2. Neat, huh? The new, improved Fight features (at last!) that long awaited two-player option and the ability to beat up your friend. Yeeah! As you can see from these shots, the game is looking absolutely superb and, take it from us, it plays beautifully as well. Besides the usual horizontal scroll, there are now vertically scrolling sections in the game with loads of surprises, including guest appearances from some of the SF2 characters!

This time round, you can choose from Haggar or two newcomers, Maki and Carlos. Maki is a bit of a warrior-type babe (quick, nimble and all that) while Carlos is a sword-wielding slash fiend who doesn't muck about when it comes to a straight scrap. We're not sure what happened to Guy and Cody, but they ain't here no mo'.

Could Final Fight 2 push Tuff E Nuff from its current fave position in the NMS office? We'll let you know once we've put it through the rigorous NMS review thingy.

- NEW GAME
- BY: CAPCOM
- SUPER NES

NINTENDO NEWS NETWORK

INTERNATIONAL BROTHERHOOD THROUGH COMMUNITY HEALTH

So you thought the NMS crew would be made up of bulb-bellied, jug-jowled, bug-eyed slobs slouching towards early retirement? Well, you're right. But only to a point. Thanks to the Trielle Corporation Worker Fitness Program - the bit in small print on our employment contracts - we've been forced to form a five-a-side indoor soccer team.

Christened the NMS Game Boys (what else?), and togged out in flourescent blue shirts, white shorts and orange socks with maroon trimmings (did we mention that Fat Boy is colour-blind?), we've been inducted to Division Three of Sydney's Five Dock Leisure Centre Indoor Soccer League.

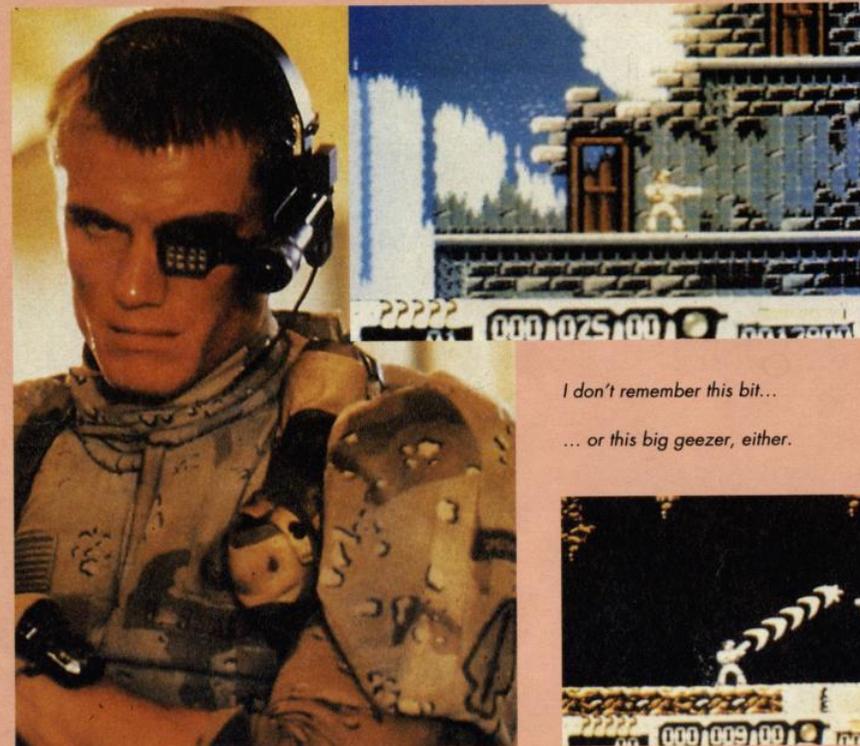
Now, a scoreline of 0-4 does little for the collective ego. Follow that up with 2-8, 2-5, 1-2 and normally we'd be keeping very quiet about such indignities. But recent events have compelled us to share our sporting secrets with you. Namely, in the biggest turnaround since Lazurus, the Game Boys have actually won their last two games (6-3 and 7-3)!

This has caused massive upheaval in the office with testosterone levels at an all time high and Phil bragging about his stress fracture (what a nancy boy)! And previously unknown words - such as "victory" and "semi-finals" - have been bandied about with abandon. Highlights of our wins have been Rod's first ever soccer goal (he reenacts it every hour on the hour), Phillip's yellow card for screaming an obscure Zambian war-cry (!) and Gerry's five (not a misprint) goal haul in *both* winning games. Asked the secret to his goal-scoring sprees, our esteemed editorial director replied: "The key is complete selfishness: never help out the defence, never pass to your mates, never put the team's success above your own chance of glory."

So now you know. We'll keep you updated on our progress - unless we rediscover the art of losing.



Gerry, ever the eager lad, turns up for the match several years too early and has to wait for the stadium to be built!



I don't remember this bit...

... or this big geezer, either.



UNIVERSAL BLASTER

The movie was a pleasant enough exercise in ultra-agro, but it seems that the game license is, in fact, a license to imitate, no, not the movie, but another Nintendo game, dammit! Yep, Turrigan with extra weapons describes Universal Soldier pretty well. Apart from Jean-Claude Van Damme's newly discovered ability to metamorphose into a Black and Decker circular saw, the only other highlight is the extreemeeemely tall Dolph Lundgren character that makes its appearance in the final fight to the death, surprisingly following the movie plot.

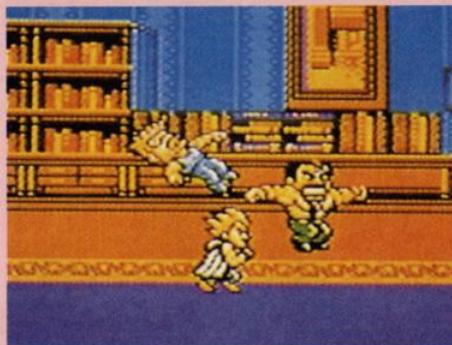
● NEW GAME

● BY: ACCOLATE

● SUPER NES

FINAL FIGHT HITS NES WITH A BANG!

Big, big news for the NES. Mighty Final Fight is, at last, available for a bit of 8-bit mayhem with those masters of disaster, Guy, Cody and Haggar. The game promises to feature a huge play area and some top-class fighting action, despite the limitations of the screen. As you can see, the sprites look a tad on the stunted side, but they've got it where it counts. All of the characters have retained most of their skills from the arcade game and Super NES conversion, including Haggar's Spinning Clothesline attack. NMS has been waiting for a decent beat 'em up for the NES for ages so as soon as we see the game we will let you know all about it!



- NEW GAME
- BY: CAPCOM
- NES

WHAT HIGH SCORES ?

"Where are the high scores? Where are the high scores?" bleat ego-maniacs throughout our fair land. Well, the short answer is "Nowhere." The so-called high scores that have been sent to the NMS High Scores board (otherwise known as Oooh, Aaaaah, Will You Look At the Size Of That!) are sad, very sad indeed, and we have no intention of rewarding such cruddy efforts with a fleeting moment in the spotlight. Not only that, only one person was brave enough to send a sodding photograph in to confirm his scores! If anybody out there would like to send us a REAL high score, here is the address again - and if you're not going to send a photo of the screen as well, don't bother 'cos we don't believe you.

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

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

● STREET FIGHTER, TOO?

And still we can't get enough! Under a licence from Capcom, Gottlieb has launched a Street Fighter 2 pinball table. The reason for the translation of Dhalsim and Co to pinnie status is that such games are experiencing a bit of a revival at the moment (no doubt, due to the increasing number of pinball games available for the Nintendo) and the instantly recognisable characters from the popular (Whoa! Don't you just love understatement!!) beat 'em up represent mucho moola in the arcades.' Capcom has overseen every aspect of the game, and features include a car to wreck using the ball, and a flipper that apparently emulates Chun-Li's Spinning Bird kick. Don't know about you, but NMS has been stuffing huge wads of cash into the machine, especially the more vintage members of our staff who mispent their youth in what were then quaintly known as "pinnie parlours".

● FELIX WHO?

In response to letters asking for further details about the Felix the Cat NES cart we revealed last issue, NMS is sad to say that it seems that Australia will not be seeing the antics of its lovable feline hero in the foreseeable future as the title has not been short-listed for release. However, a new Game Boy version may have better luck. We'll keep you informed.

● OOPS

We made a mistake! In our review of Road Runner (NMS issue 1) we ascribed a piddling 4 megs to the game when it actually has 8 megs...

MARIO FRAMED A PRETTY PICTURE

- NEW GAME
- BY: NINTENDO
- SUPER NES

Not content with being the star of numerous platform, racing, puzzle and golf games, Mario is now the face of a new Super NES art utility

called Mario Paint. The cart allows Super NES owners to paint and draw their own pretty pictures and then animate them if they wish. There is an all-important save and load facility for storing your masterpieces so you can show them off at a later date. But that's not all. There's also a music facility which allows you to create your own ditties. It doesn't matter if you can't read music as cats, cows, Game Boys and other weirdo noises comprise the notes, all of which are represented by a self-explanatory symbol (eg a cow or a cat). To top it all off, the package is all controllable via the Mario Mouse (supplied with the software), so there is no pointless stuffing around with a joystick. Mario Paint will be available in Australia later this year, so watch out for a full review over the next couple of issues.



JUNGLE STRIKE FOR DESSERT



With Desert Strike winning fans for itself all over Australia, EA has just announced that a sequel developed for the Megadrive will also be available for the Super NES. Once again played across a scrolling isometric landscape, Jungle Strike adds a few logical progressions to the original including night missions, and the jungle setting allows for well-disguised enemy bases and, consequently, tougher missions. Other additions include a trip to the White House and a new shipment of weapons to install into your chopper - not to mention an interlude featuring a rather futuristic hovercraft. Work is still progressing on the Super NES game but as soon as we can lay our hands on a copy, NMS will preview the sucker!

- NEW GAME
- BY: ELECTRONIC ARTS
- SUPER NES

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 Wednesday, 23 June 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.

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NINTENDO NEWS NETWORK

THE OFFICIAL NMS CHARTS

Last month's position in brackets.
Fast Movers have a bullet.

Game Boy	
1	SUPER MARIO LAND 2 (-)•
2	SPIDERMAN 2 (-)•
3	JORDAN Vs BIRD (-)•
4	CRASH DUMMIES (-)•
5	BART Vs JUGGERNAUTS (2)
6	ALIENS 3 (-)•
7	BATTLETOADS (-)•
8	PITFIGHTER (4)
9	T2 - ARCADE (-)
10	DOUBLE DRAGON 3 (5)

NES	
	SUPER MARIO BROS 3 (-)•
	TOM & JERRY (-)•
	SPIDERMAN, Rtn SIN. SIX (5)
	INT'L CRICKET (1)
	ULTIMATE AIR COMBAT (-)•
	AUSSIE RULES FOOTIE (-)•
	BART Vs THE WORLD (4)
	FLINTSTONES (6)
	BATTLETOADS (2)
	FERRARI GP (3)

Super NES	
	STREET FIGHTER 2 (1)
	DESERT STRIKE (-)•
	SUPER MARIO KART (6)
	WORLD LEAGUE BASKETBALL (-)•
	SPIDERMAN, X-MEN (8)
	BART'S NIGHTMARE (2)
	PGA TOUR GOLF (-)•
	LEMMINGS (-)•
	RIVAL TURF (-)
	SUPER MARIO WORLD (3)

YOU CAN COUNT ON IT!

Just when you think you've seen the last possible Game Boy accessory, along comes the ultimate in school chic - the Game Boy calculator, distributed by Playthings. While it is liable to cause some concern to teachers who will think you are busily mastering the latest Nintendo game, the top flips back to reveal a fully functional calculator and metric conversion chart. If you'd like to win one of ten Calculator Boys, just dial

- COMPETITION
- CALCULATOR BOY

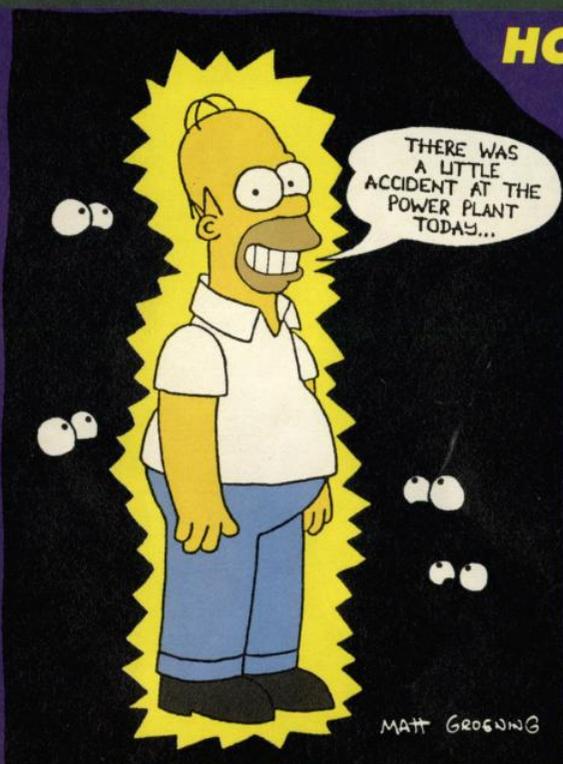
**0055
10037***
and play a
little game...



HOMER SWEET HOME

Word reaches us that Acclaim is working on yet another Simpsons license - this time revolving around Homer. Actual in-game details have yet to be decided, but we believe the game will be set in Springfield's Nuclear Reactor Plant where Homer spends so many cheerful hours avoiding work. The game is being developed as a Game Boy title, but as sure as night follows day, NES and Super NES versions should follow.

- NEW GAME
- BY: ACCLAIM
- GAME BOY



● AND THE WINNERS ARE.....

Just when we thought we could keep the goodies, too...

The prize winners from our issue 1 competitions are as follows:

GAME BOY NIGHT SIGHT: Tom Dent, Eschol, NSW; Les Jackson, Hawthorn Qld; Craig Theodore, Emerald, Qld; Allen Owen, Blackheath NSW; Stephen Millner, Castle Hill NSW.

GAME BOY HOLSTERS: Troy Muscut, Revesby, NSW; Ben Alcock, Cockatoo Vic; Brenden Debell, Kurrajong NSW; Ms. Green, Cambells Hill, NSW.

GAME BOY POWER CLIP: Nicolas Piper, Wahrenoga, NSW; Ross Hajtassi, Ascot Park, SA; Steven Wright, Warrick, QLD; Michael Trotter, Hamilton Vic; David Gould, North Caulfield, Vic.

SIMPSONS CARTS: Daniel Baldwin, Dodges Ferry, Tas; Thomas Chalmers, West Launceston, Tas; Wayne Richards, Port Lincoln SA.

TETRIS SINGLE: Robert Jones, Morgan, SA; Don Kemp, Footscray, Vic; Julia Kennedy, Burwood, NSW; Lechia Stain, Broken Hill, NSW; Leo Sharp, Richmond, Tas; Ben Hope, Bathurst, NSW; Robert Fishlock, Campbelltown, NSW; Robert Hawthorn, Cobram, Vic; Sandra Weed, Oakley, NSW; Mr. Anderson, South Coogee, NSW.

NIGHTMARE SINGLE: Karlie Muir, Woodend, VIC; Daniel Corro, Wattle Park, SA; Sheryl McCuin, Kilburn, SA; Ms. Helen, Haberfield, NSW; Lesley Clemow, Renmark, SA; Michael Squires, South Ballarat, Vic; Ryan Stehn, Watersford, Qld; Rachael O'Donald, Punchbowl, NSW; Jason Elwood, Plumpton, NSW; Ms. Connors, Condobolin, NSW.

STREET FIGHTER 2 VIDEO: Mrs. Payne, Hay, NSW; Andrea Breen, Portland, Vic; Justin Haycon, Moorebank, NSW; Jason Lunt, Bacchus Marsh, Vic; Darryl Starkins, Shailer Park, Qld; Luke O'Zolins, Trinity Beach, Qld; Matthew Howles, West Dundas, NSW; Ross Milner, Hillarys, WA; Ben Eldridge, Safety Beach, Vic; Justin Kelly, Hillbank, SA.

NINTENDO NEWS NETWORK

NEO GEO STARS HIT SUPER NINTENDO

Hot news for Super Nintendo fighting fans - two of the all-time great Neo Geo beat 'em ups are being converted to the machine, providing more thrills and spills for fightin' fans everywhere. Outrageously popular coin-ops World Heroes and Art Of Fighting will be hitting the Super NES soon, courtesy of Takara. The word on the street is that more of SNK's Neo Geo goodies are in the pipeline for the conversion process, including the utterly awesome Viewpoint - one of the greatest arcaders of them all. In this special NMS Report, we take a look at the Neo Geo winners all set for stardom on Super NES...

CHOOSE YOUR FIGHTER

Once again there are eight characters from which to choose, and just to whet your appetite here's a quick look at them all:

RYO SAKAZAKI (THE INVINCIBLE DRAGON): Master of the legendary Kyokugenryu school of Karate, Ryo has devoted his life to the teachings of his late father.

ROBERT GARCIA (THE RAGING TIGER): Another student of Ryo's dad, learning his skills at the Teio Academy. He's also a pal of Ryo's and the pair of them have kicked a fair few heads together.

LEE PAI LONG (THE LEGENDARY CHINESE): A former foe of Ryo's father, he's master of Chinese martial arts and medicine.

KING (THE MUETAI MASTER): Kicking is king for this student of Muetai, although you wouldn't think it to look at him.

MICKEY ROGERS (THE BOXING CHAMPION): Former amateur boxing champ Mickey's ring career came to an abrupt end when he offed some bloke by mistake, so naturally he decided to fight with no rules at all...

RYUHAKU TODO (JAPANESE FIGHTER): A disciple of the ancient Japanese martial arts, he's currently honing his many skills to perfection. Good all-rounder.

JOHN CRAWLEY (THE MAD SAILOR): Johnnie's a bit of a looney, which is probably why they made him foremost teacher of Martial Arts in the Navy. Knows a good few sea shanties as well...

JACK TURNER (A POWERFUL GUY): Jackie-boy's reputation goes right back to when he escaped a marauding bear as a child. His speed and agility have since helped him reach the higher echelons of the Southdown Bad Guys gang.

THE ART OF FIGHTING

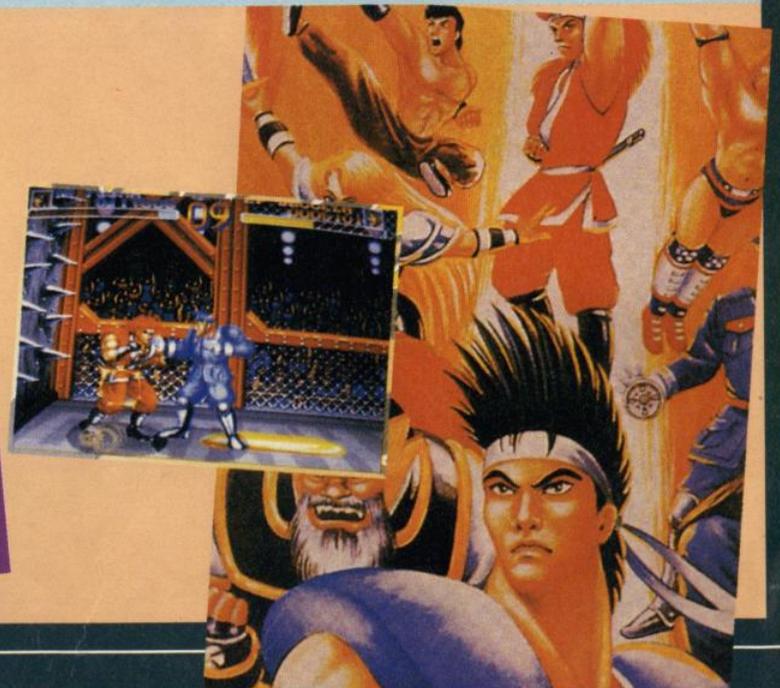
The big one. The Neo Geo original boasted 102 Megs of memory, so quite how the programmers are going to pack all that into one 16-bit cart remains a bit of a mystery. Having said that, just look what Capcom achieved with Street Fighter 2. Art of Fighting is another Street Fighter 2 variant, but some of its innovations actually manage to top the all-time fave. The screen can zoom in on the action for close-quarter combat, then offer a panoramic view of the strategic scrapping. Plot wise, Ryo's sister has been kidnapped by Mr Big and his employer Mr Karate - the two bosses of the game. Face the bosses' six fighters before the ultimate showdown with the big boys themselves. Well, what else would you expect?



Once this arrives in the office you can kiss goodbye to Gerry doing any more work. Or Vanessa. Or Fat Boy. Or Phil...

WORLD HEROES

The toughest fighters on the planet have come together for the ultimate fighting contest - the World Heroes Tournament, a no-holds-barred one-on-one-slug-fest! Knock out your opponent twice over three rounds and move on to the next combatant. The eight warriors have travelled across time to settle the age old arguments about who's the best once and for all. Each has his or her own set of special moves, and some of them are even allowed to use weapons. Beat the lot and you're transported to the 'Big Boss' spaceship, to face the man who can change himself into any of the characters at will. Gameplay is much simpler than Street Fighter 2, and the rounds don't tend to last as long, but be under no illusion - a fair amount of skill is required and in two-player mode it's a fine choice for anyone looking for a fighting change.



ARCADE ACTION

• AUSTRALIAN CHARTS Compiled with the assistance of Timezone and Galaxy

	SIMULATOR GAMES	VIDEO GAMES	PINBALLS
1	Virtual Racing	SF II CE Hyper Fight	Street Fighter II
2	NBA JAM	Warriors of Fate	White Water
3	Lethal Enforcer	Fighter's History	The Addams Family
4	Suzuka 8 Hours	SF II CE	Fish Tales
5	Final Lap 3	Fatal Fury 2	Dr Who
6	Stadium Cross	Mortal Kombat	Party Zone
7	Top Landing	Super Side Kick	Hurricane
8	Mad Dog McCree 2	World Heroes	Black Rose
9	Sonic Blastman	Squash	Terminator 2
10	Arm Champ 2	Cup Soccer	The Getaway

• USA CHARTS As published by American Replay Magazine

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

• JAPANESE CHARTS As published in Japanese Game Machine Magazine

	SIMULATOR GAMES	VIDEO GAMES	PINBALL
1	Lethal Enforcers	Turbo SF II CE	Fish Tales
2	Wild Pilot	Quiz Gakumon no Susume	Super Mario Bros 3
3	Virtual Racing (Twin)	Fatal Fury 2	Lethal Weapon 3
4	Virtual Racing (Deluxe)	Puyo Puyo	Addams Family
5	Suzuka 8 Hours DX	Warriors of Fate	Terminator 2
6	Suzuka 8 Hours SD	SF II CE	-
7	Warriors of Fate	Quiz F1 Racing	-
8	Final Lap 3	Quiz Kokorogy	-
9	Final Lap 3 (Deluxe)	Super World S 92 HF	-
10	Dragon Gun	New Atomic Punk	-

• PASS THE PANCAKE

What is this, national Acclaim release month or something? Ahhh well, the State-side funsters have a wad of new WWF games up their sleeves ensuring that wrestling fans are being adequately looked after despite an already considerable portfolio of WWF titles. As they say, when you're on a good thing... So, coming up are WWF2 on Super NES, WWF4 on NES, and WWF3 on Game Boy. One-ah, two-ah, three-ah...

• GET DOWN (THE DRAIN PIPE) AND WIN YOURSELF A FILM SOUNDTRACK

As this issue goes on sale, we are only days from the release of the Super Mario Bros movie (more about that in our special preview on page 12) and its accompanying soundtrack. As we exclusively revealed in NMS issue 2 (not even the record company knew!), this is gonna be one hot soundtrack! Unfortunately the tracklisting has changed several times since our scoop report with the Red Hot Chili Peppers, Beastie Boys and Simple Minds dropping out (damn!), though Marky Mark, ex-Parliament/Funkadelic supremo George Clinton, Extreme, Megadeth, Queen, Divinyls and Roxette are now definitely on it. So, the NMS recommendation is BUY! BUY! BUY! Unless, of course, you want to WIN! WIN! WIN! In which case you should dial **0055 10037*** now for your chance to win one of 20 CDs that were slipped out the back door of EMI by a nameless person (U know who you are!)

THIS AIN'T NO GAME! It's Super Mario Bros - The Movie!

"It's so good, they oughta design a Nintendo game about it!" A bloke we collared sitting at Rod's desk.

FAT BOY'S FILM FACT FILE

Just a few tidbits that caught the rotund one's eye.

- There have been over 82 million Super Mario Bros Nintendo games sold. It is the top-selling video game in the world!
- Yoshi is the most fully mechanical character ever developed for a movie. He took five months to build, cost US\$500,000 and is capable of 64 separate movements.
- There are over 100 Nintendo game elements hidden in the film - bet you can't find them.
- Super Mario Bros was filmed on location at the Ideal Cement

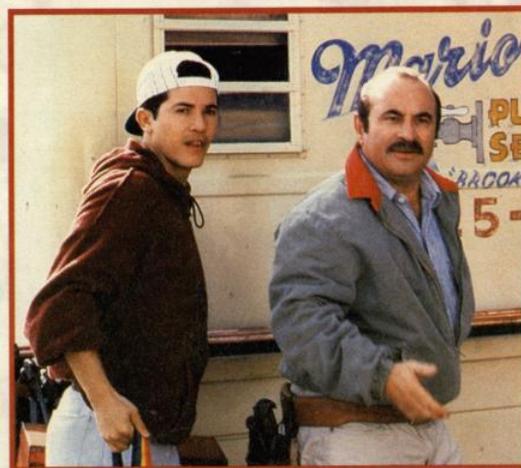
Co., a disused cement factory that was originally built in 1962 as the largest and most advanced factory of its kind.

- Producer Roland Joffe is the man who brought us City of Joy, The Mission, The Killing Fields and many other B grade flicks. His kids convinced him that it was time to get serious.
- The Goombas originally had a very small role in Super Mario Bros - 30 seconds to be exact - but once they were built, everyone loved 'em so much they expanded the role heaps!
- Mojo Nixon, who plays the folksinger Toad, has recorded many of NMS' fave tunes including "Don Henley Must Die" and "I Gave Birth To Debbie Gibson's Two-Headed Love Child."

SO, WHO ARE THESE GUYS ANYWAY? THE GOOD GUYS

Mario Mario (Bob Hoskins)

The world-renowned Brooklyn plumber and adventurer extraordinaire. Armed with a moustache, a crescent wrench and an attitude.

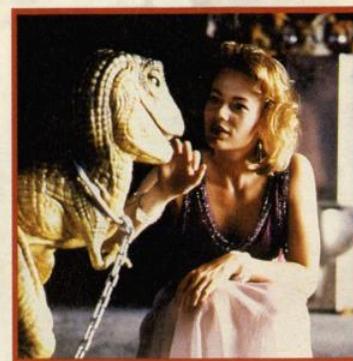


Luigi Mario (John Leguizano)

The romantic brother and partner in the Mario Bros plumbing firm. He loves Daisy enough to risk his and Mario's lives for her.

Daisy (Samantha Mathis)

Chief Bone-ologist at NY University, descendant of Dino royalty and a new strand of fungus, and object of Luigi's desire.



Yoshi (Himself)

The evil Koopa's pet Tyrannosaurus Rex is easily swayed by a beautiful girl and becomes a good guy.

Daniella (Dana Kaminsky)

A career woman surging ahead in the tough Brooklyn tanning salon market, she still makes time for her hero, the rotund Mario.



cityscape in Dinohattan? Or that they studied bread mould to get the right look? Or that there are five distinct fungus stages present in the

A BIT ABOUT FUNGUS

We're not talking mushrooms here, we're talking oozing, gooey gunk. Would you believe that it took 10 people and heaps of moola to create all the gunge that dominates the

movie (six if Phil's in the cinema)? We didn't, until Dave "Call me fungus" Snyder, the Production Designer threatened to slime the NMS office to prove a point. We believe him.



Koopa (Dennis Hopper)

In plumbing jargon, "a severely clogged u-bend." The evil tyrant who is planning on ruling the Earth! Looks like Gerry.



Lena (Fiona Shaw)

Koopa's squeeze and a bad egg all 'round. And will ya look at her hairdo? No wonder he drops her!



Iggy (Fisher Stevens) & Spike (Richard Edson)

Dino-human deadbeats who are given a massive IQ charge by Koopa to become intellectual powerhouses.

Anthony Scapelli (Gianni Russo)

Just call him "Sir" before this Mafioso-type fits you up with a comfortable pair of cement shoes.

- **NEW MOVIE**
- **BY ALLIED/LIGHTMOTIVE**
- **RELEASE: JUNE**

PRODUCTION CREDITS

Producers:

Jake Eberts & Roland Joffe

Co-Producer:

Fred Caruso

Directors:

Rocky Morton & Annabel Jankel

Screenwriters:

Parker Bennett, Terry Runte & Ed Solomon

Production Designer:

David L. Snyder

Director of Photography:

Dean Semler

Editor:

Mark Goldblatt

Costume Designer:

Joseph Porro

2nd Unit Director:

James Devis

Visual Effects:

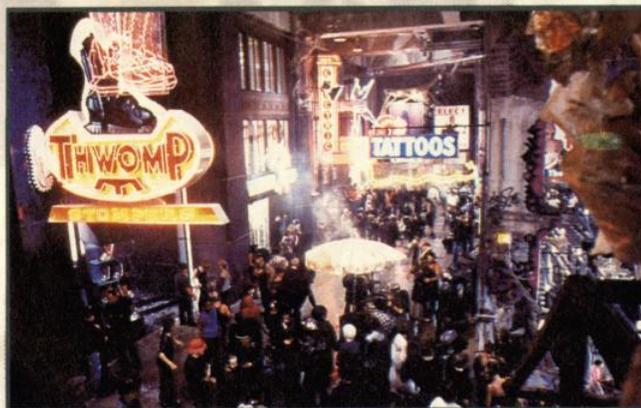
Christopher Francis Woods

THE UGLY GUYS



The Goombas (Themselfs)

As they say, "No brain, no pain." Koopa's fiercesome-looking soldiers are the original pinheads, make no mistake.



Dinohattanites (Themselfs)

Real life residents of Times Square, New York City. Naaaah. Just some sad fools who have had muesli chundered all over them.

THE PLOT?

This rambling Cecil B. de Mille-style epic is set on location in the virgin hinterland of darkest Africa. A tribe of irate goat-herders seek revenge on Ralph, a ruthless thrill-killer, for the slaughter of their leader's pet ocelot. After brutally mutilating everyone Ralph has ever loved, the goat-herders change their minds and invite him to join their simple but spiritually enriching lifestyle.

THE PLOT!

Manhattan, New York, and the Mario Bros plumbing firm are beaten to a job by the ruthless underworld figure, Anthony Scapelli. It's gonna be one of those days... Dinohattan, New York, and Koopa, the trillion times more ruthless ruler of a parallel world, has a domestic problem that he resolves by deciding to take over our world and reducing it to the same fungus-ridden state as his own. To do this Koopa must find a fragment of a 65 million year old meteorite that has the power to unite the two parallel worlds. After finding it around the neck of the beautiful Daisy, he arranges to have her kidnapped and prepares for his conquest of the Earth. Unfortunately for Koopa, Luigi Mario just happens to be in love with Daisy and, with his fearless elder brother, Mario, is determined to rescue her. And anyway, they've got the fragment now.

Then, with more twists, gadgets and colourful characters than a... a... Nintendo game, the Mario Bros set about transforming themselves into the Super Mario Bros, rescuing Daisy, saving the world and fixing the odd leaking pipe. Massive!

Here it is! The only game we've ever seen which seriously threatens to knock Streetfighter 2 off the throne as Greatest Beat 'Em Up Of All Time! We're talking Tuff E Nuff, the game which started life as Dead Dance and dropped our jaws to the floor when we first slapped it into the machine. Dozens of moves, millions of combos, tons of bosses, everything you could possibly want! So what does NMS do when one of the potential all-time greats appears on the horizon? Simple. We stretch out our mighty NMS hand and grab it for yet another World Exclusive. Yup, we've done it again...



TUFF

Exclusive

THE FABULOUS FOUR

Incredible though it may seem, the fighters of Tuff E Nuff are blessed with as many moves than those in Streetfighter 2, even though the game uses just four buttons instead of six! The top controllers are left completely redundant, we know not why, but it's possible to pull off at least 20 moves per fighting character, and the possibilities for combos are almost endless. Just like SF2, combos are the key to winning big, and you can practice for days, even WEEKS, to get them right! Here's a



brief rundown on each of the selectable characters and their individual special moves:



The big man of the pack. A huge, lumbering, not very bright fellow who specialising in all things which involve grabbing, throwing and generally chucking his weight about. He's got a nice line in strangle holds as well, and likes nothing better than wringing the necks of his hapless victims.

SPECIAL MOVES:

Suplex: Old muscle man makes the most of his great weight to wrong foot his enemies and waste them with a pile-driving drop of doom.

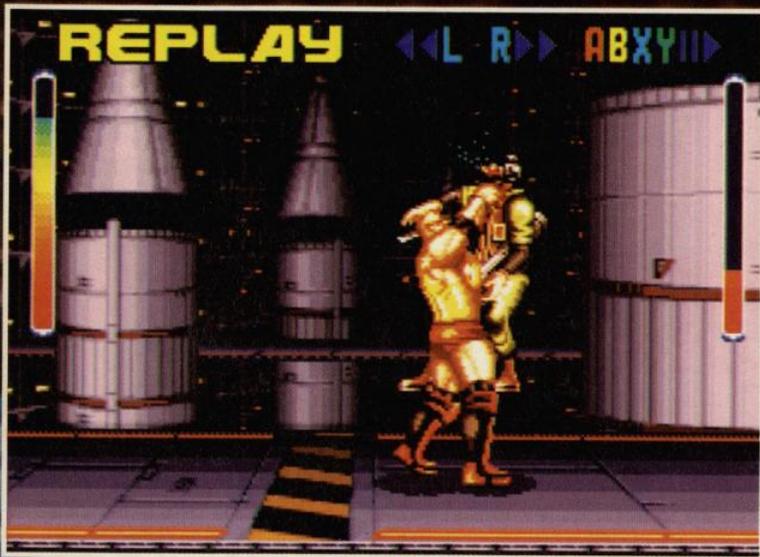
Muscle Burster: As you might expect, this is not the friendliest of gestures and usually involves the unfortunate victim suffering the full brunt of a gripping attack. Not nice.

Lightning Tackle: One of the best moves in the game. Vortz summons up his energy and does a running charge straight at his opponent. If he connects full pelt, the result is disastrous!

Climb Axe: Innovative or what? Vortz grabs his victim around the waist, moves up to the neck and then turns to slam them down. Once you're in it, there's not much you can do to get out except beg for mercy.

VORTZ

ENUFF



▲ "What did you call my ma?", exclaims Vortz.
"Gakk! Gakk!", replies Dolf!



▲ Sadly, K's' gonads explode after months' of tension, costing him the bout.



SYOH

A street fighter with an attitude. Young and swift, Syoh is a great all-rounder complete with headband and Woolworths jacket (reduced). He's also got a fair few killer combos stuffed up those elasticated sleeves and a nice line in lightning attacks.

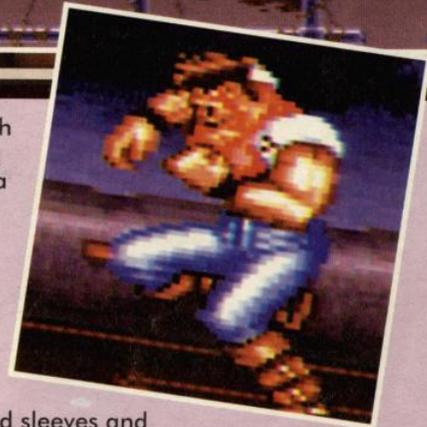
SPECIAL MOVES:

Deadly Dive: Once in the air, Syoh can turn himself into a flying human bomb, diving straight at his opponent to inflict a huge wedge of damage.

Blue Thunder Attack: Summoning his spiritual energy, Syoh unleashes a fireball burst of pure energy horizontal-ly towards his opponent - just like those in SF2.

Lightning Blade: Deadly in close-quarter combat. Again summoning his energies, Syoh unleashes a diagonal blade of energy across his body, throwing back anyone stupid enough to get in too close!

Flash Upper Cut: Massively useful defensive failsafe. Trapped in a corner or facing attack from the air, Syoh can unleash a power punch of pure energy to send his enemies spinning.





Another streetwise fighter. Very slightly slower than Syoh but definitely more resilient. The fact that he's a bit of a baldy does nothing to diminish his fighting skills, and his talents are equally matched with Syoh's so that nobody can complain about their character in head-to-head two-player fisticuffs.

SPECIAL MOVES:
Identical to Syoh.

ZAZI



FAB FIGHT FRENZY

One factor missing from the awesome Streetfighter 2 is the ability to select the computer-controlled character you want to practice against and scrap them to your heart's content. The programmers of Tuff E Nuff have cured this niggle with a nifty game option which allows you to pick the fighter you want to fight. The three game modes are as follows:

IP v 2P: The self-explanatory two-player game. Each player can choose from the four selectable fighters on offer and fights away. You can't each choose the same character, but we're reliably informed that Syoh and Zazi are virtually identical so nobody can moan that their fighter wasn't up to the challenge.

STORY: The main one-player game. Fight against the other three selectable levels and then six bosses waiting in the tower. Thump your way through that lot and you get to take on King Boss. More on this later.

IP v CPU: One player against the computer-controlled opponent of your choice. You can fight anyone except the King Boss. After all, why should he bother himself with you?



LET'S JUST SEE THAT AGAIN...

As if all these options weren't enough, Jaleco have gone and crammed a completely original feature into the game - an Action Replay mode! Dust your opponent, or get dusted as the case may be, and you're treated to the last ten seconds in super-slowed-down glory. If it's all going a bit slow, you can always push one of the buttons and speed things up a tad! This feature comes into its own when you take on someone annoyingly good and happen to win a round - you can sit there for ages reliving your victory and driving them mad!



A skillful female knife expert with a nice line in slash attacks and general aerial acrobatics. She's very swift, especially in the air, but not quite as resilient as the others, although she can use her blades for effective defence against most of the hostilities thrown at her.

SPECIAL MOVES:
Legs Crasher:
Useful low attack which can catch most opponents unawares.

Pick your moment and strike.

Kunai Shot: Old Koty comes armed with a couple of shuriken-style death blades. She's a bit of a marksman and throws them both with devastating accuracy. Well, what else would you expect?

Dash Slash: Great surprise attack using both Kotonou's knives to full effect. Suddenly she'll lunge forward to deliver a devastating blow faster than you can say, er, circumnavigationalisation.

Spiral Intercept: Spectacular spinning move pulled off relatively easily and good if you've got plenty of space to move about in.

KOTONO



TUFF E NUFF OR STREET FIGHTER 2 - SO WHICH ONE WINS?

With all this lip-slobbering greatness crammed onto one cart, there's just one question which remains — is Tuff E Nuff actually BETTER than Street Fighter 2? Could this be the game which actually beats the world's greatest beat 'em up? Is this the game which will tide everyone over until Street Fighter 3 and provoke the same manic furore as Capcom's killer? We'll we're not going to say — yet. We've only had our exclusive cart in the office for a few days and, while we can already say this is possibly one of the greatest console beat 'em ups ever, we intend to give Tuff E Nuff a good thrashing (hur! hur!) before we reveal our final judgement. Suffice to say that Fat Boy has finally found a beat 'em up that doesn't beat him up and that's got to be good news. As you will see, the fighting feast for the Super NES is looking better all the time.



BOSS OF ALL BOSSES

BEANS (Tower's Gate): If this bloke's cool, I'm a Dutchman. Actually, that's exactly what he is. Beans has a whiffy hairdo, a nose ring and insists on wearing clogs which, in my book, makes him as much of a Dutchman as a Dutchman can be. Don't underestimate him though. He's got a nice line in floor-board fire attacks and he's a bit of a psycho too - laughing like a loony whenever he wins.



DOLF (Missile Silo): If you remember The Borg off Star Trek Next Generation you'll have some idea what this boy looks like. He's got an eye-catching eyepiece and rocket launcher strapped to his chest. He's a bit hard as well, and tosses a knife in his hand when he wins.

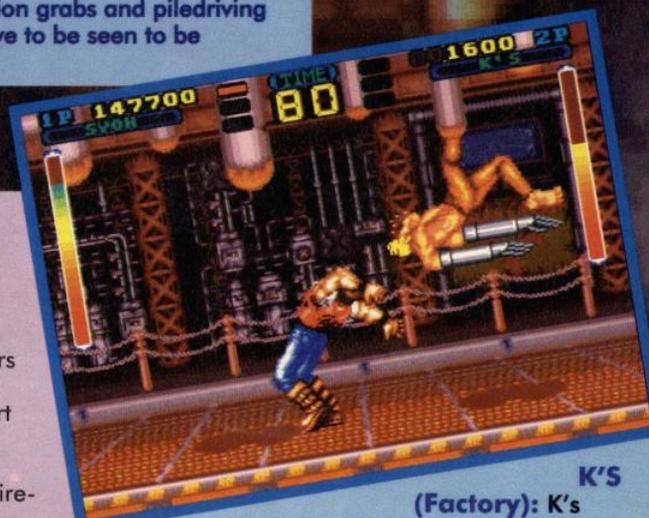
REI (Wooden Floor): Probably the greatest exponent of Judo in the known universe, Rei doesn't follow any of the rules normally associated with this noble sport. Instead she wears metal shoes to help her kick people and rolls fire across the floor whenever she can.



GAJET (Destroyed View Deck): Big and bold, Gajet is a wrestler whose moves are by and large the same as Vortz. This means that he's not to be trifled with, and some of his strangulation grabs and piledriving throws have to be seen to be believed.



SIROU (Ninja's Room): One of our favourites. This man is a Samurai, and his swordplay skills are near-legendary. Wears a mask to hide his emotions and is expert in the sweep and jab. Also possesses the power to inflict floor fireballs on his enemies, making him not nice at all.

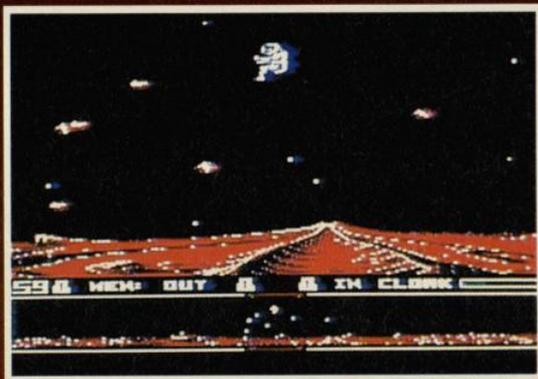
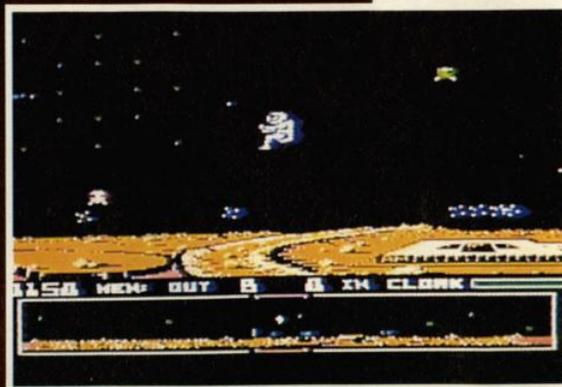


K'S (Factory): K's lives in the factory, which is probably where he left his arms in some bizarre production accident or another. Luckily for him, the powers that be decided to replace them with robotic metal hooks, which he uses to full effect. He has a staggeringly long reach, so it's best to keep your distance, and he also has a penchant for lightning attacks in which he lunges forward to deliver some metallic murder.

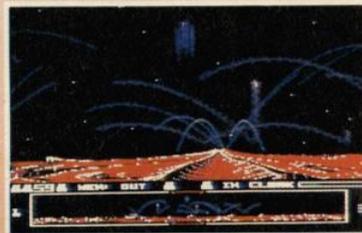
KING BOSS (Tower Heights): Nobody knows who he is, where he came from or why he's here. The only way to discover his fighting talents is to battle your way through the game and earn the right to face him. Once there you discover, well, do you honestly think we're about to spoil it for you by telling you here?

DROPZONE

Originally appearing on the Commodore 64 and Atari 800 computers, Dropzone is one of the greatest shoot 'em ups of all time. It's based around the classic Williams arcade games Defender and Stargate, and casts you as a lone jet-packed spaceman who patrols the surface of Io (one of Jupiter's moons if you're a thickie) and defends a group of scientists from a marauding horde of highly intelligent aliens. The game is pure high-speed action, requiring lightning quick skills and blistering reflexes to survive - and it's this aspect that gave it enormous appeal. What's this got to do with Nintendo? Well, the game is coming on NES. Jaz saw a nearly-completed version and reckoned it was the best Nintendo blaster yet seen, with super-fast and super-smooth scrolling, great graphics, tons of aliens and fabulous handling. Wow! We'll be bringing you more news of this amazing game when we have it.



▲ Loads of blasting action as the space-suited hero lets rip with his lasers. There are many enemies, each with different behaviour patterns.



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. 3
SNES

Big Bird and company have covered many important topics on Sesame Street about safety in the home and elsewhere. Unfortunately, he never got around to "Safety in Top Secret Laboratories", or else Tim and Penny might have been saved some trauma. Y'see, the playful tykes were happily larking around in their uncle's top secret laboratory when they chanced upon his time machine. Being curious brats, the twins decide to transport themselves back

to the age of dinosaurs. Sadly, they manage to lose control of the machine whilst in mid-warp, and so appear on an entirely different part of the planet to the gadget. Even worse, it



▲ Use the green blobs to jump higher but avoid getting too close to the giant snakes or you'll be swallowed up!

DINOSAURS

it has landed in the vile hands of Mr Big, evil dinosaur extraordinaire, who now plans to use it to gain domination of time, space and the universe. There is one hope however, in the form of two magic dinosaurs who have befriended the kids.

Thus runs the plot of Dinosaurus, the new platform adventure from Irem. It boasts superb graphics and some original ideas - like levels set on prehistoric fairground rides! From what we've seen of the advance version it's looking pretty smart,

although the SNES isn't exactly short of platform titles. It should be released officially later on this year.



▲ The spikey statues can freeze the water enabling you to walk across. Make sure you're not in the water when it's being frozen though or you will be trapped by the ice!

GAME FAX

ダイナウオーズ
恐竜王国への大冒険
FISH STAFF
©1992 IREM CORP.
DISESE STAFF ELLIOTT PICTURES

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

YOSHI

A.S. 4
NES

It's a bit of a shame that Yoshi, perennially grinning greedy dinosaur and handy transport for lazy Mario, has what can only be described as a bit of a token role in this, his first solo venture. For a start, it's Mario and Luigi who are controlled by the player(s), and Yoshi seems to feature more prominently in the scoring panel than anywhere else.

Nevertheless, the forthcoming vertical puzzler looks like being something of a hit when released this autumn. It's rather like a cross between Tetris and the Sega game Columns, but not quite as weird as it sounds.



▲ The action hots up as Mario desperately tries to match up the falling objects.

GAME FAX

YOSHI
©1991,1992 Nintendo
1PLAYER
2PLAYER

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

SPECIAL

SUPER NES

1
PLAYER

8
MEG

PLT
GAME



PRICE: TBA

BY: ELECTRONIC ARTS

RELEASE: JUNE

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

3

SKILL LEVELS

1

RESPONSIVENESS

GOOD

1ST HOUR SCORE

COMPLETE THIRD LEVEL

ORIGIN

Hey, an original game! Just goes to show that designers are spending too much time converting from coin-ops and not enough time getting weird!

First up, please note that this is not, repeat not, one of our normally totally comprehensive NMS reviews. Why? 'Cos at the time of going to print, EA was only able to provide NMS with an unfinished production cart. While this is enough for our team to get a pretty good feel for what B.O.B. is all about, it doesn't put us in a

position to cross our hearts and evaluate the game precisely in terms of ratings. But as the game is due for release next month, we couldn't let this issue go by without sharing as much as we know with you. After all, you wouldn't expect any less, would you? Now read on...

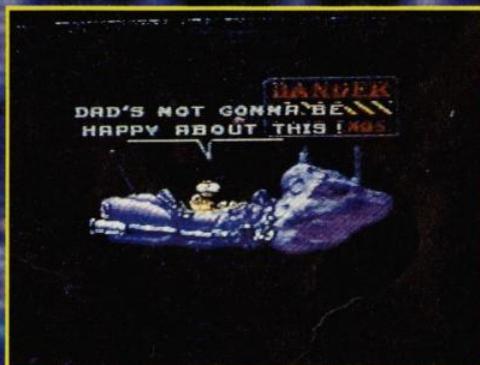
B

THE STORY SO FAR

Our new robotic friend is a barrel of enemy-blasting laughs. The gist of the game is that B.O.B. is on his way to an intergalactic dream date with his babe when he totals dad's classic interstellar cruiser and finds himself stranded on a less-than-friendly planet. With time

ticking by, B.O.B. recalls that his girl isn't the most understanding of babe-ettes and that, if he wanted to remain in her good books, he'd better not be late. That's when B.O.B. discovers that, surprise, he is still three whole planets away from his destination. The title

sequence to B.O.B. is just one of a number of amusing touches that the designers have built into the game, giving our hero a unique (dare we say loveable?) personality. Now that you know the challenge, let's take a look at B.O.B.'s response.



MORE THAN A FEELING...

Still keen as ever to meet up with his gal, B.O.B. has to blast his way through 35 different enemies, 45 levels (plus a few on the side) on three different worlds dominated by some mean boss-types.

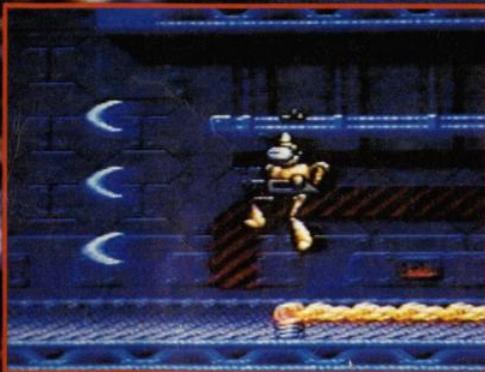
The animation is superb and B.O.B. has a dazzling array of weaponry built-in to his robo-bod to assist him in his battles. The action is broken up with some extremely quick rocket rides through complicated mazes and a number of chuckle-inducing segments.

B.O.B.

BLASTERS AND SUCH LIKE

B.O.B. has a nice selection of weapons and gadgets with which to vanquish the villains, robotic and otherwise, that try to come between him and his babe. His gun, for instance, can shoot anything from normal laser blasts to triple scatter-gun devastators to such out-moded weaponry as fire.

As you wander through the various stages, B.O.B. collects all sorts of goodies like additional energy, different types of ammunition for his gun, neat remote controlled accessories like the incredible heli-hat, the ability to turn his bod into an extendable jumping machine, and a ultimate master-blaster of a bomb. Hit the switch on the Mega-Bomb and watch the screen white-out as B.O.B. unleashes an awesome shock-wave that clears the screen of all nasties.



▲ Hitch a ride with B.O.B.'s special "I'm a coat rack" power.



▲ The Mega-Bomb - now you're in control. Total control.

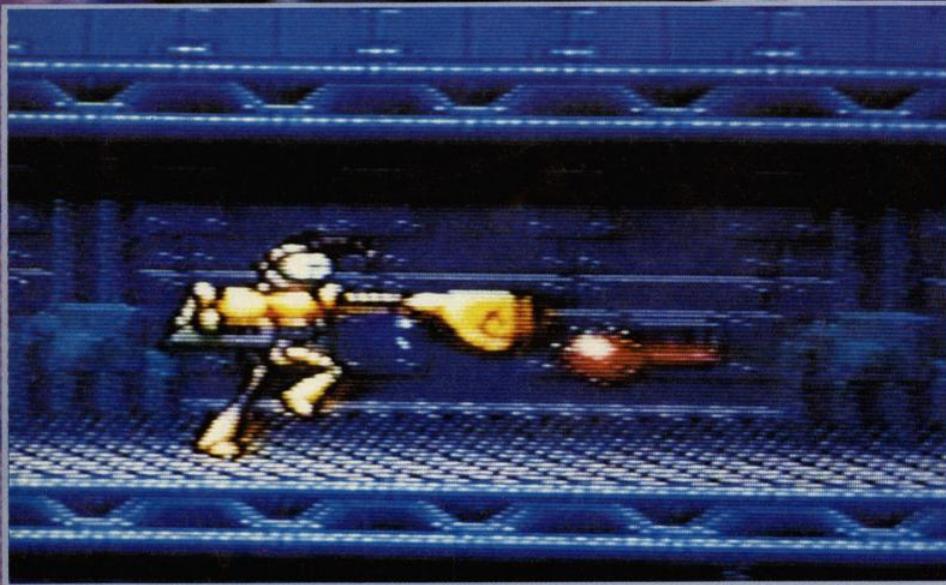
AM I DEAD YET?

It's a bit of a personal question, but if you check the bottom of your screen you will be able to get an instant update on your mortality, with Power Gauges, Lives Remaining, Time Remaining, Weapon Selection and Remote Selection all displayed to help you remember if you are capable of taking out that blighter who is about to waste you.



▲ Go for the legs! Go for the legs!





▲ Not even Arnie can punch like this!



▲ Use the ladders, fool, 'cos your warranty won't cover this.



▲ Arrgh! Got me right in the sonic refibulatory convertor!!



▲ B.O.B.'s famous heli-hat puts you ahead (heh, heh) of the rest.

THE NASTY BITS

You name 'em, B.O.B.'s gotta blast 'em! Robots, odd-looking lifeforms, floating glowing blobby things and more. Contact with anything that moves is going to sap your energy, so when in doubt, jab out (with apologies to World Boxing Council Light Heavyweight Champion, Jeff Harding). Use the L or R button to go back to your inventory and select the appropriate weapon or skill to either defeat or avoid your foes. And when the going gets tough, the password function works a treat.



▲ No, they are not beautiful Zen ponds, they are energy-sapping traps. Stay away!



▲ Errrk! Left-overs from Aliens. Kill the blighters!

How To Control

Use the directional pad to control B.O.B.'s movements (LEFT or RIGHT) as well as his crouching (DOWN) and climbing (UP or DOWN) abilities.

- A** Punch
- B** Jump
- X** Activate remotes
- Y** Fire weapon
- L** Select weapon
- R** Select remote
- S** **START:** Weapons/hardware inventory/password
- S** **SELECT:** Nuthin'

HOW TO PLAY

Use the joypad to guide B.O.B. through 45 levels of platform shoot 'em ups, defeating various aliens, obstructions and robots, taking care not to lose your lives or run out of time.



COMMENT

Although it would be unfair to rate B.O.B. on the basis of the unfinished production cart that I played, I would give it a minimum overall rating of 85% as it stands. Our robotic friend possesses all

ROD

the charm, wit and urban sophistication that you could expect from a pile of nuts and bolts in the grip of luurve. While the gameplay is actually quite easy in the early stages, giving you time to fully appreciate all the humorous side-pieces to the real action, it does increase difficulty with each passing stage, making for a real test of your joypad skills. B.O.B. is quite smart in the graphics department without being overly flash, and the sound is in the same department. While that all makes the game sound fairly average, B.O.B. is like your fave pair off socks; smelly, occasionally threadbare and irrationally attractive, making it one of the most enjoyable games I've played in ages, and one that I'm sure I will keep going back to. It actually brought a smile to my lips!

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- Clash with aliens in the Mos Eisley Cantina
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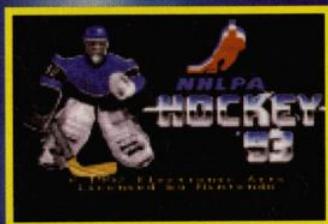
REVIEW

SUPER NES

2
PLAYER

8
MEG

SPT
GAME



PRICE: \$119
BY: ELECTRONIC
ARTS
RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

N/A

SKILL LEVELS

ONE

RESPONSIVENESS

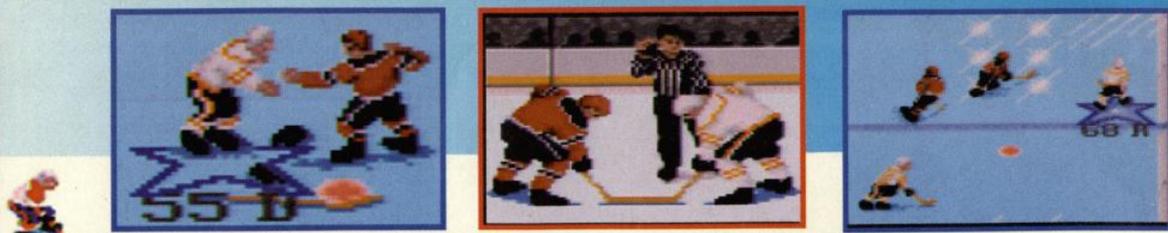
GOOD

1ST DAY SCORE

REACH SECOND ROUND

ORIGIN

There have been many attempts at video game versions of Ice Hockey, but none have been as successful as Electronic Arts' Megadrive game. This is a direct conversion to the Super NES.



NH

When you consider the violent nature of Ice Hockey, it's staggering that so many people take to the ice to knock seven barrels out of a puck and their mates. Thinly veiled as an act of sportsmanship, these armoured maniacs hack and slash their way to glory. It's an exhibition of all the best (violent) reasons to take up ice-skating - unless you're a wimp, that is! If this is the case and you'd rather watch someone else take the knocks, EA have come to rescue with this binary interpretation of the sport. All ice hockey's main features have been faithfully recreated - including slug-outs between battling opponents - and you're going to need a padded helmet to survive!



WQT NO GOALIE..?



▲ Come on, Trevor, stick it in the net!

If you feel that your ice hockey skills are beyond compare and that the challenges offered you by other mere humans is a joke, you might like to try this option - playing without a goalie! Besides substituting man for man to represent your team in the place that matters it is also possible to replace your man with an empty space!! Such a risk can only meet with disaster but there's surely some idiot out there willing to give it a go. Seriously, if you're going to try this, make sure you have a member of the family present to help out because it is really dangerous.

How To Control

The controls are straight forward enough: Quite simply the movement of the individual players around the ice reflect the up, down, left and right movements on the D-pad..

A

CHARGE AND SHOOT/SELECT LINE CHANGE

X

NO FUNCTION

B

PASS/CHANGE CONTROL OF PLAYER/SELECT LINE CHANGE

Y

SELECT LINE CHANGE

L/R

DROP BOMBS

S

START: STARTS/PAUSES GAME SELECT:

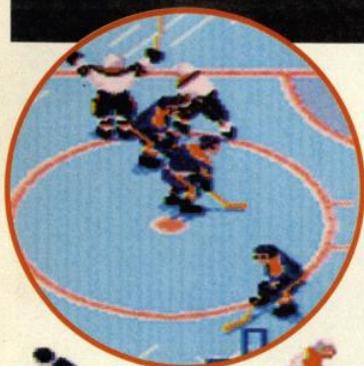
How To Play

Choose a team and challenge the computer or a friend to a game of Ice Hockey. There are options to play a regular season game or enter into the play-offs to win the coveted NHLPA cup. The regular season acts as a one off friendly match. Entering the play-offs requires the teams to win three out of four matches before being allowed to play in the next round.

NHLPA



FISTICUFFS AHOY!



One of the best features of the Megadrive game was the ability to rough up your opponent after a particularly heavy tackle. When this happened, the fight scene was duly enlarged, allowing the players a close up view of their punch-up. For the Super NES version, this has sadly been omitted, and the fights are now relegated to two of the normal in-game sprites punching each other. Bit of a downer, really.



▲ Hurrah!



▲ Don't look now but there's an enormous snake over there!



▲ Ugh! Didn't you clean your teeth this morning?

"ICING"

One phrase which occurs throughout a game is "Icing." Basically, to be pulled up for icing, the puck is hit from one team's half down into the other team's quarter. If another member of the passing team fails to receive the puck and it is retrieved by opposition, this is known as Icing. Blimey, you learn a new thing every day...



▲ See if you can recognise their faces as they turn to face this way.



COMMENT

As this is the first Super NES Ice Hockey game it stands as the gauge by which all others shall be judged. Unfortunately for anyone else considering releasing a rival, NHLPA is quite simply brilliant.

PAUL

Although enhancements over the Megadrive version were expected, very little has changed and this seems like a slight waste of potential. Even so, this remains the best Hockey game we're likely to see. It's a little rough around the edges - the sound could be better and the action smoother - but these gripes fade into insignificance as you get to grips with the game. If you like Ice Hockey and have been praying for the day that this excellent sim arrived, fret no further - it's here and it's great!

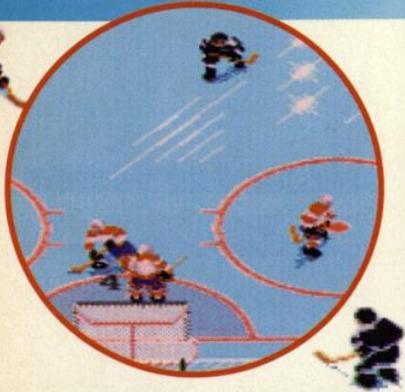


LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					
	HOURLY	DAILY	WEEKLY	MONTHLY	YEARLY



▲ I warned you not to speak ill of the red!



▲ Goalmouth-related antics and no mistake!



▲ Lorks and mercy, it's that Team Roster screen up to it's tricks again!



JAZ

COMMENT

First impressions of this aren't that good. The sprites don't move very smoothly and the scrolling is jerky. Furthermore, the game plays sluggishly, and even making concessions that this is a game played on ice, the players still don't respond to the joypad quickly enough, making the game rather frustrating to play. Once you get used to the treacly controls, the game offers a decent level of challenge against the console opponent and plenty of laughs in two-player mode. But, to be honest, I think this could have been better. The sound is very poor and the graphical flaws should have been tidied up. Ardent Hockey fans are bound to enjoy this, but I don't think it's slick enough to appeal to general players.

WHY, I OUGHTA...



Hockey players are violent people at the best of times, but the referee is wise to this and keeps his eyes peeled for any punishable behaviour. Here is a list of the most deserving things a player is penalised for:

Slashing: Clonking an opposing team member over the head or generally roughing him up is a blatant slashing offence.

Hooking: Restricting the movement of an opponent by hooking him with the stick.

Charging: Making two or more strides towards another player and then slamming into him is classed as charging.

Tripping: A bit obvious, really!

Roughing: Making a hit and run attack is a good way to avoid being caught by the Ref. If the attack results in an injury, though, the player is booked for 'Roughing.'

Holding: How anyone expects to get away with this offence is a mystery indeed. Holding involves pinning a player from the opposite team against the barriers so that he can't move. It's doubtful if a player would ever get away with Holding - unless the Ref is Stevie Wonder, that is!

Fighting: Most of Ice Hockey seems to involve some sort of fighting to get results. This is perfectly legal and, of course, helps draw the crowds. Players shouldn't expect to get away with removing their gloves and openly resorting to fisticuffs, though, as this leads to a long five minutes in the sin bin.



▲ It really is remarkable how you both look exactly the same - yet different.



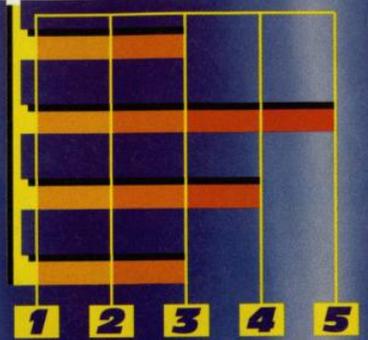
▲ Don't you dare. Don't even try to ...!



▲ Oh c'mon! That was definitely a goal!



STRATEGY
ACTION
CHALLENGE
REFLEXES



► **BREAKDOWN**

PRESENTATION

▲ Everything you could ever want from an Ice Hockey game, almost.

89

GRAPHICS

▲ Small but detailed player sprites coupled with convincing animation. Nice touches like the fight scene add variety.
▼ With the Super NES' capabilities, the overall effect should appear smoother.

89

SOUND

▲ Many of the sounds of a hectic Ice Hockey match are very well recreated...
▼ ...but some could have been done better, especially on the Super NES.

84

LASTABILITY

▲ A challenge against the computer and a right laugh for two players.

87

PLAYABILITY

▲ The feeling of inertia is excellent, and the game seems realistic to control.

86

OVERALL

A rather fine Ice Hockey simulation and very addictive game.

84

REVIEW

NINTENDO

1
PLAYER

3
MEG

PLT
GAME



PRICE: \$89.95

BY: TAITO

RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

EASY TO MEDIUM

CONTINUES

INFINITE

SKILL LEVELS

1

LIVES

3

RESPONSIVENESS

GOOD

1ST DAY SCORE

COMPLETE FIVE STAGES

ORIGIN

Based on the famous Hanna-Barbera cartoon series about the adventures of a space-age family living in a world where everything operates by the touch of a button.

It was a perfect afternoon for George Jetson, lounging back in a deckchair with a glass of some exotic juice in hand while the twin suns of the resort planet melted slowly into the pink ocean that stretched from his toes to the horizon. George was enjoying himself immensely, and there seemed to be nothing that could interrupt his ideal vacation.

Then George noticed a distant crackling which seemed to be getting closer and closer every second. All of a sudden it was filling his head with a jumble of meaningless words, which untangled themselves and became a sentence that struck fear into the deepest reaches of his heart.

"GEORGE JETSON. REPORT TO MR SPACELEY'S OFFICE IMMEDIATELY, REPEAT, IMMEDIATELY."

D'oh!! Another Thursday afternoon day-dream destroyed! And caught sleeping on the job!

George dutifully took the lift to the top floor, assuming that Mr Spaceley wanted to fire him personally. Unfortunately, it was worse than that. Mr Spaceley had a special job for him.

Spaceley had just learned that his major competitor and arch rival, the unscrupulous Cogswell, was expanding his operations to include a mining subsidiary on an obscure planet, known only as M-38. The indigenous sentient beings are being mistreated, and the mining rigs are damaging the planet's ecosystem to a dangerous degree! George's mission, should he choose to accept it, is to infiltrate Cogswell's factory and shut it down. Oo-er!

THE JETSONS

- COGSWELL'S CAPER



HOW TO CONTROL

DIRECTION PAD:

Does all the usual functions, moving, crouching etc. Use left & right to select items when paused.

A

Jump, bring up next text screen during conversations.

B

Pick up objects and then throw them, activate items previously selected.

S

START: Skips intro and intermission screens. Pauses game during play.

S

SELECT BUTTON: Sweet Fat Albert.

HOW TO PLAY:

Direct George Jetson across a variety of multi-directional scrolling areas while collecting useful items and information from other Jetson cartoon characters with which to overcome any obstacles or enemies.

WHY, THANK YOU

The Jetsons' unfailingly polite metal maid, Rosie, is always on hand to explain to the somewhat dim-witted George exactly what he has to do. Good that, otherwise Vanessa would still be stuck on level one.



PICK IT UP!

The first and most important things you will come across are boxes. Piled up everywhere, there are hundreds, if not thousands, of them scattered across the levels. Where they came from is a mystery. Perhaps they were left by visiting aliens as a gift to the human race, but, then again, they might just be empty wooden crates. Whatever their origin, George can use them as a weapon to hurl at the assortment of robots and alien life-forms that bar his way to halting Cogswell's mining interests. The boxes also provide another useful service. Under most of them are hidden goodies, like power packs and life hearts.

APPLES

Strewn around as though they have fallen out of some giant's picnic basket, these pieces of fruit perform the same functions as boxes, except they continue on their merry way after hitting enemies, while boxes are destroyed upon impact.

Cogs have the same properties as apples. Particularly prevalent in the cog factory, believe it or not.

POWER PACKS

The capsule-shaped power packs can be found under boxes and are often left behind by dusted baddies. Although they are completely useless on the early levels, they are necessary if you want to be able to use items on later levels.

STARS

Collect 10 stars and you will receive an extra life! Not as common as power packs, but found in the same places.

SMALL HEARTS

Occasionally George will lift up a box and find, not a power pack or star, but a small red heart. Taking this will replenish one heart container of his energy meter.

BIG HEARTS

Even rarer than small hearts are big ones. If you get one, it will not only totally replenish your energy meter, but it will also add an extra container!

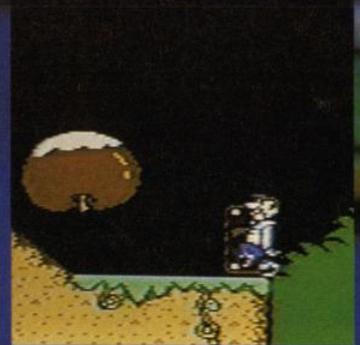
OBSTINANT OBSTACLES

Cogswell has done everything in his power to make George's journey as difficult and dangerous as possible. To stop George he has sent not only a variety of psychotic robots and crazy aliens, but he has also set up a series of traps and obstacles that would push even Indiana Jones to the limit.

George must leap across moving platforms, run along corridors with descending ceilings and deal with reversed gravity while being chased by an enormous apple! And they are only some of the problems in the first levels!!

Later on, things get serious. Molten pits of lava have to be negotiated in almost total darkness, and a wall of cogs rolls relentlessly towards our hero, threatening to crush him should he trip or stop to inspect his surroundings more closely.

REVIEW



▲ Now that's what I call an apple!

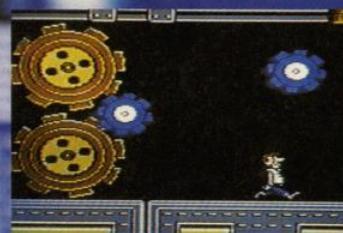
COMMENT



ANDREW

Playing The Jetsons sure brought back memories of the fab Hanna-Barbera cartoon. Those memories were good, and fortunately this game is good too. Not great, but not at all bad. Very little about this game is original. I'm sure most of you have faced reversed gravity and forced scrolling wall of death situations before, but The Jetsons does all the standard platform game routines quite well and without making you replay the same game style at each stage. There are a few problems with the gameplay, probably the worst being unable to move out of danger after you've just been hit. What annoys me most is that getting past baddies is far too easy: most are dispatched with a single hit from a box. Only a few put up a fight, and that is usually a set move that is very easy to avoid without much skill needed. What impressed me most was some of the graphics. Although the early levels are bland, there are some nice tricks used later on in the game. The warping in the dream factory was a nice surprise, and there is a fairly large variety of robots and aliens to contend with. Most game freaks will zip through without much bother, especially if you indulge in the infinite continues on offer, but younger kids and mortals will have fun making progress as you learn from mistakes and get further with each attempt as The Jetsons is rarely frustrating.

JETSONS



REVIEW

GIMME THAT!

On his travels George meets various friends and family. Some of them will give George items that will help him get past enemies and obstacles. The items are accessed by pausing the game and using the direction pad to choose your item.

Unpause and the selected item will be on standby, waiting to be activated by a press on the B button.

GLIDER

You are rewarded with this upon completion of the second stage, except that it won't work without the remote control.

D'oh! Astro has the remote with him at the gym. When you get it you'll be able to send the glider off to destroy enemy robots and the like. Each time you launch the glider it uses up five power packs.

SHIELD

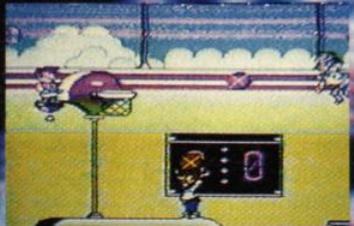
Get it from the professor at the end of the cog factory. It gobbles up power packs like a monkey eating peanuts, but only lasts a few seconds once activated, so choose the time and place you do so carefully.

MAGNETIC BOOTS

When you put these on you'll be able to walk upside down on the ceiling for a little while. They can be yours if you go and watch Elroy compete at the ball park.

SWITCHES

There are dozens of switches on all levels, and they all perform different services, some of which are rather spooky. For much of the game the switches carry out perfectly reasonable tasks such as opening doors, turning on lights and starting and stopping moving platforms. But, occasionally, they will do things that will spin you out quite literally, such as reversing gravity, teleporting George through his dreams and even shrinking you down to half size!



THE BAD DUDES

Take a close look at these guys, 'cos they don't like you!



LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR DAY WEEK MONTH YEAR

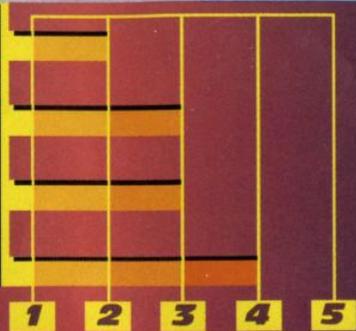
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

85

Nice introduction and intermissions.
 ▼ No options screen, no difficulty settings to change. The intermissions often interrupt the flow of the game.

GRAPHICS

88

There are some wicked special effects.
 ▼ The early levels are rather dull, and there is a fair amount of flicker when there are lots of moving sprites.

SOUND

62

The sound of the hover cars whizzing past is cool.
 ▼ The in-game music can be a real strain after a while.

PLAYABILITY

89

There is a surprising variety of styles of game play in this cart.
 ▼ When George gets hit, you are unable to move for a few seconds.

LASTABILITY

72

There are more levels than first appears, and some are fairly challenging...
 ▼ ... But some of them are very short and simple.

OVERALL

82

A well put-together cartoon adventure. Despite being thin in the originality department, it manages to hold its head above the sea of clone NES platform games.

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REVIEW

SUPER NES

2
PLAYER

4
MEG

PLT
GAME



PRICE: TBA
BY: TITUS
RELEASE: JULY

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

THREE

SKILL LEVELS

BEGINNER OR MASTER

RESPONSIVENESS

GOOD

1ST DAY SCORE

14600

ORIGIN

The Blues Brothers is a classic film about two music-loving brothers on a mission to save an orphanage by organising a fund-raising gig featuring their long-since defunct band. All kinds of trouble ensues, but they win through in the end.

Jake and Elwood, exhausted from their band-recovering antics and their many scrapes with the police, realise it's high time for at least eighty winks! Not surprisingly, too much booze and so little snooze causes them to drift off into a nightmare of hellish proportions.

Titus' first Super NES game asks the player and a friend to help the duo make it safely through the night. The Brothers have a choice of going it alone or relying on each other for a quick piggy-back and other such two-player tomfoolery. The only way out of each situation is to hunt down a jukebox exit. However their befuddled minds are playing all kinds of tricks by pitting them against all manner of weird creatures. Everybody needs somebody and Jake and Elwood sure as heck need you!



▲ Elwood gets smashed from behind by a four pint cartons of milk. Nasty.



▲ These alternative cafe designs do nothing for me. Look! You can't even get to the jukebox without having to negotiate platforms first.



▲ Look! It's me, Jake! Get me out of here! Aaaagh!!

THE BLUES



WE'RE ON A MISSION FROM GOD.

Jake and Elwood are on a mission to reach the nearest Jukebox at the end of fifteen locations in an alternative America. The levels range from a strange woodland scene to a mechanised world and each plays host to a strange selection of nasties who stand between the duo and their jukebox escape portal.

COMMENT

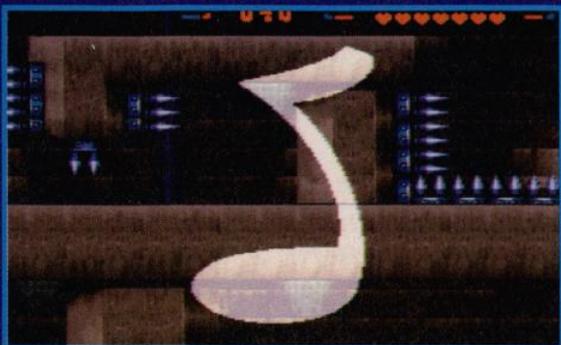


PAUL

It may look and sound groovy but if The Blues Brothers were a song it would be one of the saddest ballads you're ever likely to hear. The control method is smooth and the animation of the brothers is both fluid and often amusing, yet the gameplay and total lack of originality throws Do-It-All's entire tool department in the works. In addition to the annoying gameplay, the two sprites are about the only thing the game has in common with the John Landis film. If this wasn't lazy enough, the same landscapes and nasties keep reappearing, greatly minimalising variety. Such problems and a duff logic system which replaces creatures as soon as Jake and Elwood leave the screen earn this Super NES game the same response as the equally-nauseous NES version. In the two-player option these problems are more than doubled leaving little incentive to play on. Better luck next time, mes amis.

ES BROTHERS

REVIEW



▲ Never before has a screen been so worthy of note.



▲ He can't get enough of dancing on toad stools, that Elwood!



▲ The hills are alive...



▲ Spike? Is it really you? Oh Spike! How are ya mate?



▲ He also enjoys a spot of giant, robotic beetles in the sewers.



▲ Mind the indistinct gremlin, Marlon.



▲ There's nothing Elwood likes more than dancing on toad stools.



▲ What bulldog, where?.....Eek!

HE AIN'T HEAVY.

In the two-player game, Jake and Elwood have the chance to co-operate. As the soul men try to reach the jukebox they climb onto each others shoulders or vent their anger by firing records at each other.

SUGAR PIE.

Cream cakes have the strangest effect on Jake and Elwood. If either of them feast upon the levitating luxuries, they are transformed into a mass of bulging muscle. This state then enables them to jump higher and do more damage when flinging their unwanted records at the enemy.



▲ Get this dog away from me.

How To Control

In search for the jukebox exits, the pads make the duo run, jump and crawl past the many obstacles in their path.

A	Throw a record.	X	No Function.
B	Jump.	Y	Makes them run faster.
L/R	Scrolls the screen left/Scrolls the screen right.	S	START: Pauses the game. SELECT: Selects Jake or Elwood.

How To Play

Guide Jake and Elwood through a series of platform situations collecting records to throw at their enemies and other power-ups along the way. Exit each location by locating a large jukebox.



▲ Dear heart, I'm so happy I could fly.



▲ How long can Jake stand on one leg? One minute? Two? Who cares!

COMMENT



STEVE

It seems that there's an old licenced game adage which goes along the lines of "if

in doubt, platform it." OK, so this may be fine for games such as *The Addams Family* where there are no real action scenes in the film. However, *The Blues Brothers* movie is stacked with exciting car chases and fights - so why didn't Titus put these in rather than opting for the easy way out? Instead, once again Jake and Elwood are subjected to even more hokey platform 'japes' which prove decidedly dull - especially since the same stages keep reappearing throughout the game! Lobbing records and avoiding the many nasties is tedious to the extreme, and the search for the exit-point jukeboxes rapidly lost my interest. There's so much potential for a decent *Blues Brothers* game, so let's just hope somebody gets it right next time...

EASY GOING FOR A SONG.

Although their mission involves the location of the larger jukeboxes, smaller ones grant the brothers with a short period of invincibility. To indicate their temporary powers, the music speeds up and the sprites flicker slightly.



▲ I'm so hard I don't need to walk by myself, I can get Jake to carry me instead. Faster, Jake, damn you!



▲ Behold! The miniature jukebox of extraordinary power. Not that I need it, being so hard and all that!



▲ Elwood wonders what the heck he's doing in a sewer with a rotating platform circling a bed of spikes. Moreover, how is he going to get to those discs?



PRESENTATION

▲ The decent presentation screens belie the horror beneath.
▼ There are a few poor, text only intermission screens to gawp at.

64

GRAPHICS

▲ Jake and Elwood are entertaining to watch, as are the majority of the enemy sprites.
▼ Many of the locations are rehashed versions of earlier ones.

80

SOUND

▲ Definitely the most striking feature of this cart. Some famous French bloke composed all the music. The sampled sound effects are clear and of a high standard.

87

LASTABILITY

▼ The frustrating gameplay is a big turn-off. The levels are very short and hardly worth waiting to see.

44

PLAYABILITY

▲ The control method is simple to use.
▼ This is the closest a game has ever come to having zero playability. It's not so much difficult as ridiculously unfair. Two-player situations are even worse.

33

OVERALL

Very poor and sadly disappointing waste of a valuable film license. A serious contender the Roger Irrelevant award of the decade.

47

LONG-TERM INTEREST

	HIGH	GOOD	FAIR	LOW
Hour				
Day				
Week				
Month				
Year				

EISLEY

THE SCENE: The only person from Tatooine in Super Star Wars and he is...

LEVEL TYPE: Sideways scrolling platform.

OBJECTIVE: Locate Chewbacca, the Wookiee who saved Luke and Leia from the Emperor's forces.

ENEMIES: Various Imperial troops, including AT-AT walkers, landing out of windows and lurking in gun emplacements.

The time: long ago. The place: a galaxy far, far away. The situation: war. The two most powerful feuding factions in the galaxy, the Galactic Empire and the Rebel Alliance, are locked in combat. The Empire's victory in the battle has taken the Rebel leader Princess Leia held captive, the Emperor's forces are on the march. Meanwhile, in a remote galaxy, a young boy named Luke Skywalker has just bought a pair of droids to help out on his ranch. Little does he know that this seemingly innocent event is the start of a fantastic adventure which will drag him into the centre of the war and eventually place the fate of the entire universe in his hands...

WIN SUPER STAR WARS!

The hottest film licence ever could be yours!

CALL 0055 10037* TO WIN



TATOOINE DESERT

THE SCENE: One of Luke's new droids, an R5-D4, has a faulty motivator unit. C3PO, the other robot, persuades Luke to go back to the Jawas who sold him the unit and swap it for an R2-D2 which just happens to be his companion.
LEVEL TYPE: Sideways scrolling platform.
OBJECTIVE: Reach the Landspeeder at the end of the level.
ENEMIES: Assorted hostile desert creatures and a giant Sarlac Pit monster on the final screen.



JAWA SAND CRAWLER

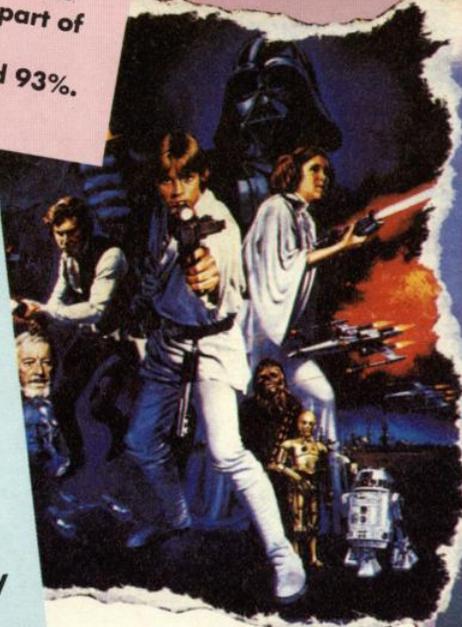
THE SCENE: Having reached the top, Luke scales up the side of the giant vehicle to gain entry.
LEVEL TYPE: Multi-direction scrolling platform.
OBJECTIVE: Jump from platform to platform and blow the entry hatch right at the top of the Sandcrawler.
ENEMIES: Red hot exhaust ports, sand worms and a few flying creatures.

IT'S DEAD GOOD, IT IS!

What does it take to get a 90+% rating from NMS? More than you could imagine! And when a game achieves such a high rating, you can be sure that it should be an essential part of your Super NES library. Super Star Wars by JVC scored 93%. Good, eh?

THE PRIZE

Quite simply the hottest Super NES title ever to be developed from a movie. NMS has five of these beauties to give away thanks to Metro Games, and now you could win one of five copies of Super Star Wars just by calling 0055 10037* and beating the Mulgah Warriors, or by sending a large wad of cash to Fat Boy (only joking!).



COMMENT



TIM

You should have seen the jaws drop in the NMS games room when Super Star Wars was first unveiled to us a few moons ago! At the time I wondered whether this was all just bells and whistles, but no - Super Star Wars really is as good as it looks and very nearly as good as it sounds! The graphics are nothing short of excellent, and the look of the film is very well captured. Sound, though, is where Super Star Wars will blow your head off! Hook this sucker up the stereo and you'll think there's an orchestra in the bedroom! The game itself is wickedly tough - the sand crawler sequence just bordering on annoyingly difficult - and there's an awful lot of play on this cart. Overall this gets the complete thumbs up all round, so stop faffing about and get it NOW.

The promoter is Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). 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 are not eligible to enter. Entries close by the end of the working day Wednesday, 23 June 1993. The winners names 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.

REVIEW

GAMEBOY

1
PLAYER

1
MEG

PUZ
GAME



PRICE: \$59.95

BY: OCEAN

RELEASE: JUNE

CONTROL

JOYPAD

GAME DIFFICULTY

VARIABLE

CONTINUES

PASSWORD

SKILL LEVELS

4

RESPONSIVENESS

SUSPECT

1ST DAY SCORE

LEVEL 28

ORIGIN

Long-awaited Game Boy conversion of the all-time classic puzzler, which means Lemmings is now available on every Nintendo system.

It's amazing how many varieties of stupidity there really are. There's plain stupid, down-right stupid, double-doh el stupido and brain dead. Lemmings don't fall into any of these categories - they're so thick they've created one of their own! These unbelievably stupid little creatures have only a handful of brain cells between them, and remain the only species known to man with an IQ in the minus range. But are Game Boy Lemmings really as mind-numbingly echo-headed as their cousins on the other machines? Of course they are!

Like all Lemmings this lot like nothing better than plodding towards their doom, and meet their end in any number of bizarre ways. Play God and force your Lemmings to use their skills and talents to save themselves, or not as the case may be. Long live Lemmings? Fat chance...

POP YOUR CLOGS

Lemmings are fairly adaptable little creatures, although they do have their limits. Your average bog-standard Lemming isn't good for very much, although they can fall quite a long way and escape unscathed. Trouble is, this ability is just not enough to escape the many and varied hazards of Lemmingworld. In order to give them a fighting chance, Lemmings may be transformed into Climbers, Floaters, Bombers, Blockers, Builders, Bashers, Miners and Diggers. Here's when they come in handy:

CLIMBERS: Vertical surfaces are no problem for a climber pumped up enough to scale the sheerest surface. However, a climber ascends everything it finds, and disappears up the screen when you least expect it!

FLOATERS: The Lemming equivalent of a City commuter, these are crucial if there's a long drop to be faced - their brollies should save them from harm.

BOMBERS: Amazingly, Lemmings have the ability to spontaneously combust whenever necessary - and they'll even count down the remaining seconds before their own oblivion.

BLOCKERS: These Lemmings equivalents of a rush-hour traffic policeman come in handy when herding up our hapless heroes and prevent them going anywhere. Turn these into Bombers to clear the way.

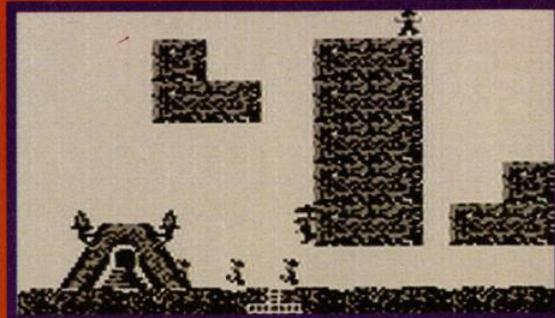
BUILDERS: Crucially important, Builders are dab hands at constructing bridges using the tiles they carry in little sacks on their backs. They'll lay a dozen at a time, and often the fate of the whole herd rests on their shoulders - so learn how to use them.

BASHERS: These well 'ard boyos are essential for smashing through all manner of rock-like obstacles.

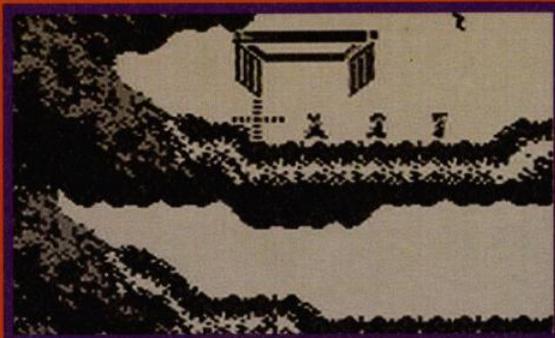
MINERS: Need to tunnel your way to salvation? Here's the answer. Pickaxe-wielding miners make light work of just about every surface except metal, and put everything they've got into it, too!

DIGGERS: Sometimes you've got to go straight down, and that's what diggers do. What's more, they'll keep going until they hit something solid, and they'll happily dig right through to China if there's nothing to stop them.

LEMM



▲ Clever positioning of Blockers is needed here.



▲ Each of the earlier stages introduces the player to each sort of Lemming.

How To Control Move the directional cursor around the screen. Select Lemming icons from the strip at the bottom. Click on moving Lemmings to activate icon.

A

Select icon from options
Activate Lemming

B

Bring up options bar

S

START BUTTON: Pause/restart
game

S

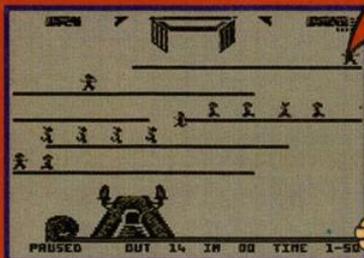
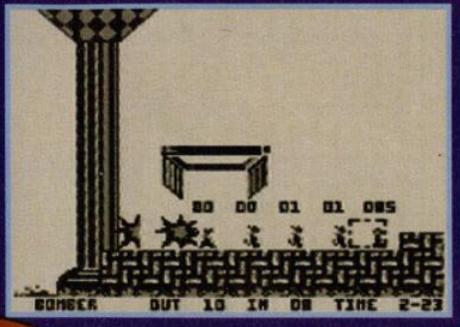
SELECT BUTTON: Quit game

How To Play The aim of the game could not be simpler: keep as many Lemmings alive as you can! However, just about every obstacle imaginable is lined up to kill them. Luckily, the little critters have more than a few skills at their disposal, so highlight these from the options menu and literally plant the idea inside the Lemming's head. It might take him half a tick to register, but he'll religiously do whatever he's told until he's unable to, for whatever reason. Let's face facts: a lot of Lemmings are going to die. But, what the hell, there are plenty more where they came from...

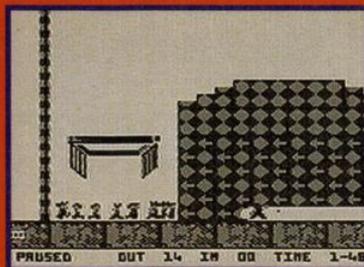
LEMMINGS

KICK THE BUCKET

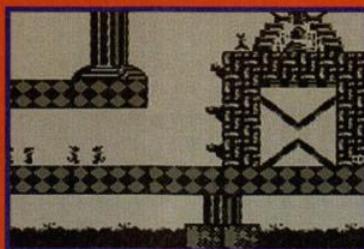
Lemmings are very obliging in all manner of ways, and they're quite happy to make the ultimate sacrifice if you're facing a bit of bother. Find yourself stuck on a screen with no way out and they'll all happily self-destruct courtesy of the Nuke Screen icon!



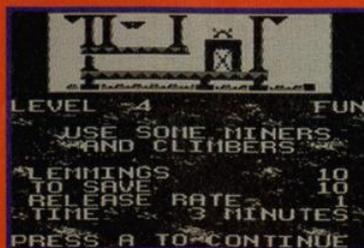
▲ Gone from the Game Boy version is the icon to alter how fast the Lemmings drop into play.



▲ A heroic Digger Lemming burrows his way to his aimless mates...



▲ Climbing sheer vertical faces is no problem for a specially-adapted Lemming.



▲ The level introduction screens offer tips as to what to expect.



TIM

COMMENT

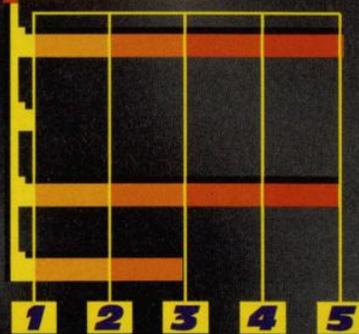
Lemmings is available on just about every machine known to man, so how come it's taken so long to get to the Game Boy? Ah, who cares as long as it's this good! I've been looking forward to hand-held Lemmings laughs for a ages now, and thankfully it's been well worth the wait! First things first, a few compromises have been made with this conversion, but it's completely obvious that all of them were necessary. For a start there aren't as many Lemmings, but gameplay has been tweaked so that you hardly notice. Second, Lemmings tend to flicker when bunched up - but this normally unforgivable failing is entirely justified because there's so much going on. The individual Lemmings are beautifully animated, the backgrounds brilliantly captured and the sound a real stereo treat. For me, this is the best Game Boy conversion anyone could have reasonably expected, and those train journeys are flying by to prove it. If you're a puzzle fan, get Lemmings as soon as you can. Your Game Boy is crying out for this cart and the least you can do is put the poor thing out of its misery...

LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					
	HOUR	DAY	WEEK	MONTH	YEAR

RATINGS

STRATEGY
ACTION
CHALLENGE
REFLEXES



BREAKDOWN

PRESENTATION

87

- ▲ Simple title screen with options available
- ▼ No intro sequence of any description

GRAPHICS

88

- ▲ The sprites are well animated and the backgrounds full of detail
- ▼ On-screen flicker when Lemmings are bunched up

SOUND

87

- ▲ Great music for the Game Boy, lovingly sampled from the Amiga original
- ▼ Sound effects are poor and often hard to hear

LASTABILITY

87

- ▲ Levels galore, from easy to near-impossible!
- ▼ You're going to need patience. Lots and lots of patience...

PLAYABILITY

84

- ▲ Well tuned to account for less Lemmings on the screen
- ▼ Cursor takes a while to master

OVERALL

88

Considering the limitations of hand-held machines, this is a cracking conversion of the classic - provided Lemmings is your thing!

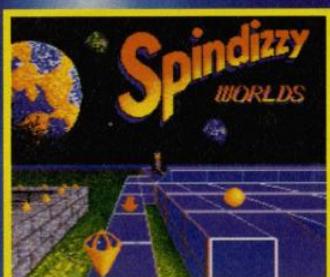
REVIEW

SUPER NES

1
PLAYER

4
MEG

PUZ
GAME



PRICE: \$109
(approx)
BY: ASCII
RELEASE: OUT NOW

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

INFINITE

SKILL LEVELS

ONE

RESPONSIVENESS

VERY GOOD

1ST DAY SCORE

COMPLETE THREE WORLDS

ORIGIN

During the reign of the C64 and Amstrad machines, one game shone above the many Marble Madness clones doing the rounds at the time - Paul Shirley's Spindizzy. Spindizzy Worlds is a greatly-enlarged sequel which takes the basic ideas of Spindizzy but adds even more puzzles and ideas to the formula.

Imagine a galaxy so loaded with riches that a brave explorer could live comfortably for the rest of his life if he were to brave its many dangers. One-time cartographer and survivor of the original old computer Spindizzy adventure, GERALD, has found such a place and is currently set to plunder its many planets in an all-out quest for wealth.

GERALD himself resembles one of those spinning tops which keep so many whining babies occupied, but his triangular physique is perfect for skating across the flat surface of the galaxy's many planets - although there are certain areas which initially seem inaccessible to our spinning hero. This is where Spindizzy World's many puzzle elements come into play. Although the first set of worlds have been left to give GERALD a false sense of security, as he progresses things get rapidly more challenging with the advent of trip switches, lifts, and a race of ball-like aliens who kill him on contact. In addition, death also comes in the form of falling from too great a height or if GERALD fails to complete a level within the allotted time-limit.

Each of the game's many worlds features a series of sub-levels, and as these are cleared of their glittering prizes, they disappear from the map, allowing GERALD to warp to the next zone. However, with so many worlds awaiting his attention, it's going to be quite a while before GERALD gets to spend his new-found wealth.

SPINNY WORLD

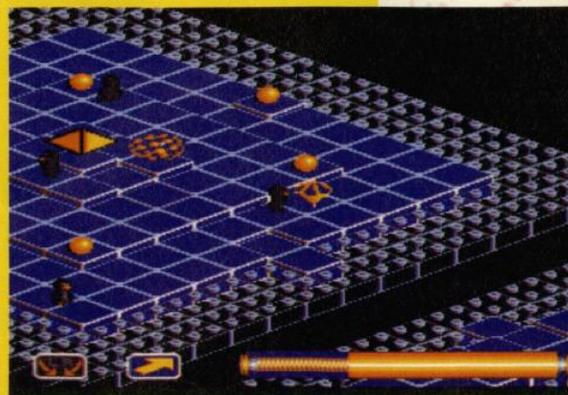


WARNING! WARNING!

Spindizzy Worlds is dangerously addictive. Take Rod, for example (please!): Until Rod started playing Spindizzy, he sometimes worked. But now, despite threats, bribery and even physical pain, we can't get him away from the console. Come back to work, Rod! Your readers need you!

BONUSES GALORE

When a world has been stripped of jewels, GERALD is dropped into a bonus stage which is choc-a-bloc with gems. However, ticking away at the top of the screen is a time-limit, and every gem is to be collected before this expires. If GERALD succeeds he is rewarded with a hefty bonus, whilst failure returns him to the main game.



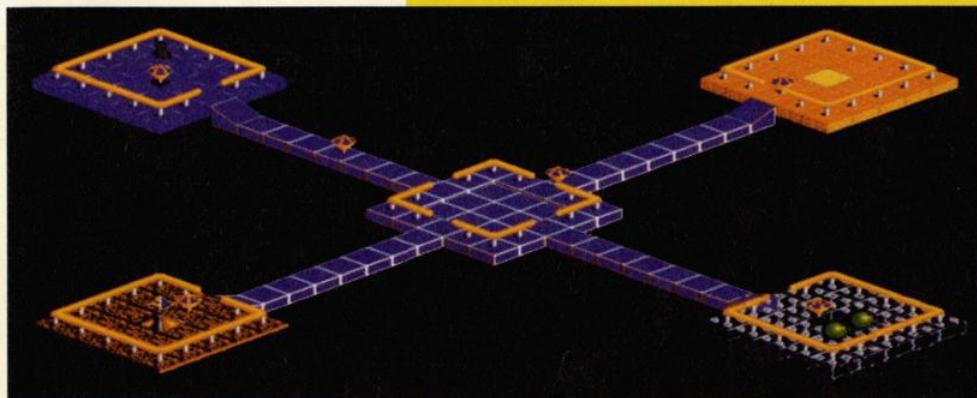
▲ Don't worry if you're getting a strange PacMan feeling. That's what this level is supposed to remind you of. Now where are those power pills?

▲ Those baddies may look harmless, but careening into them results in serious loss of fuel. So don't do it or your life will be full of sadness.

SPINDIZZY WORLDS

REVIEW

▼ This is a typical World Gateway. Each of the outer squares contains a warp which leads to another sub-world. The four sub-worlds can be tackled in any order, but all have to be finished for GERALD to complete the entire world. As you can see here, there are four different surfaces. These affect GERALD's handling in different ways. Ice makes turning corners tricky and oil and sand make his handling a bit sluggish. The other thing to note is that the paths to each of the outer squares have no guarding bars. This means GERALD can fall off, which isn't a particularly useful thing to do since you waste time and energy being lifted back onto the playing area.

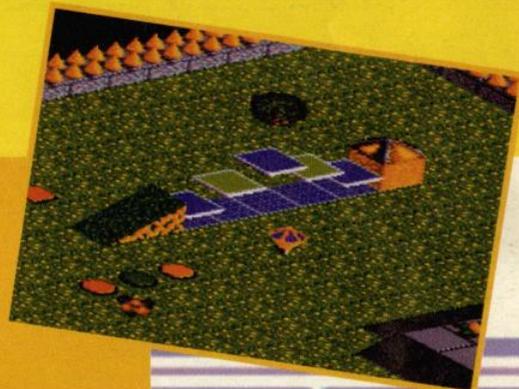


▲ Wondering how to get up to that exit? Well, first of all find the switch combination that activates the lift and then hop on board to get out of the level. It's easy when you know how... or not as the case may be.

▼ Ah! The bonus levels. Rush around like a maniac and grab the jewels before the timer runs out.

A SWITCH IN TIME

Resembling coloured floor tiles, Spindizzy World's many switches are the key to progression through the levels. During the first couple of stages, the usage of these is explained through a series of 'warm up' levels. For instance, on exploration of a level, no apparent exit may be apparent, or an inactive lift may prevent GERALD from accessing another tier of the level. The switches are operated simply by passing over them, and a 'pinging' noise is heard when it is activated. However, as GERALD plunders his way through the worlds, the number of switches is increased and the combinations become increasingly difficult to solve.



How To Control



Y	NOTHING
B	BRAKES
X	NOTHING
A	ACCELERATE

L	NOTHING
----------	---------

R	NOTHING
----------	---------

S	SELECT BUTTON: Exit world
----------	---------------------------

S	START BUTTON: Pause
----------	---------------------

How To Play Controlling a small spinning top (called GERALD, no less), the player explores the game's many levels in search for valuable jewels. Each world contains a set number of these sparkling gems, and access to the next area is given when all have been retrieved.

REVIEW

BASIC GEOGRAPHY

Each of the galaxies plays hosts to a number of planets which revolve around a larger sun. Likewise, on the surface of these planets the cityscapes are further broken into sub-sections, with a main "foyer" also acting as a warp gate to a series of smaller rooms.

● START!

Our crystalline hero enters each level from a given point, and the exits available to him are shown as either recessed pathways or narrow strips which lead from the screen.

● GETTING RAMP-ANT

The ups and down of life often send GERALD accidentally dropping from the edge of the play area. Care must be taken when accelerating up and down ramps, and frequent use of his brakes is often called for.

LONG-TERM INTEREST

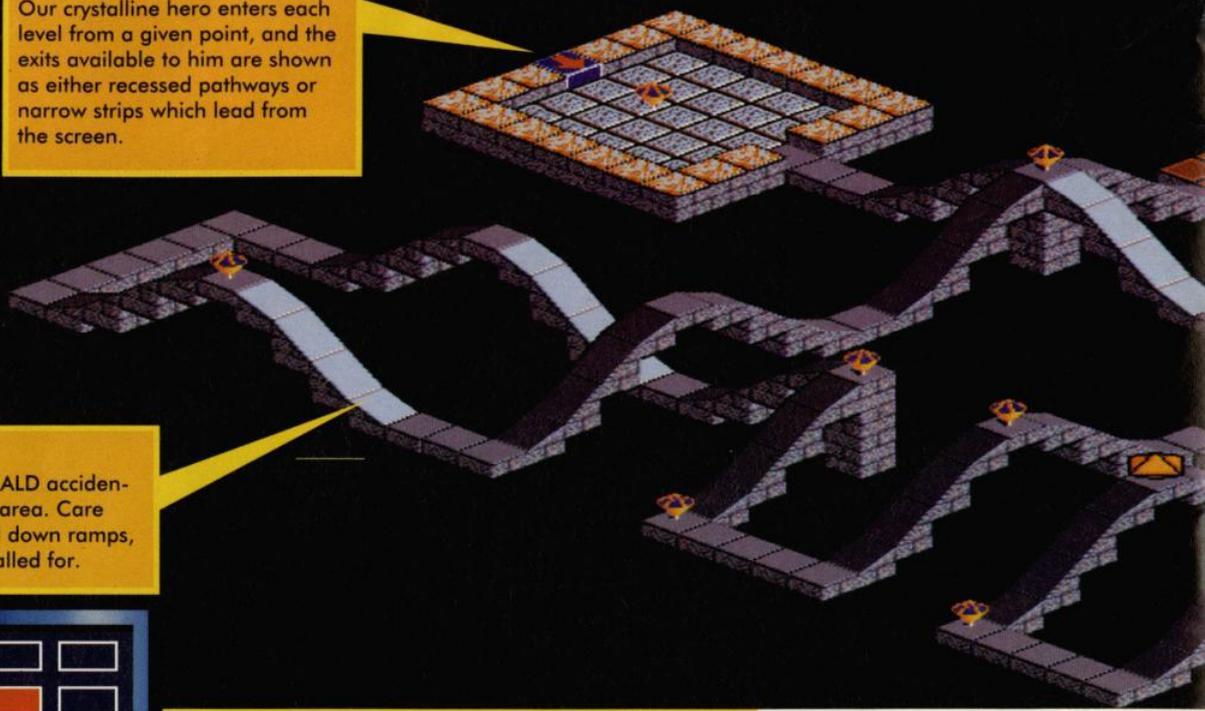
HIGH					
GOOD					
FAIR					
LOW					
	HOUR	DAY	WEEK	MONTH	YEAR

COMMENT

I can confess to being a veteran of the original 8-bit Spindizzy, and this update expands the basic format in every conceivable direction. Whilst the screenshots may not make Spindizzy Worlds look particularly interesting, it offers a depth of gameplay currently unrivalled by any

STEVE

other puzzler I have seen. It also successfully marries all the best features of Marble Madness with a wealth of gently taxing puzzles. Perhaps the best thing about Spindizzy, though, is the control offered over the GERALD sprite. In a game such as this which relies on pixel-perfect accuracy and reflexes, complete control is necessary - and GERALD accelerates, brakes, and even turns on a sixpence as the player gets used to the controls. The game is also absolutely massive, with hundreds of screens awaiting your attention, and new features constantly added to keep you on your toes - I'm just glad there's a password system! Basically, Spindizzy Worlds is like no other Super NES game I have played. It's original, big and, most of all, fun. Prepare to get lost in the puzzle game of a lifetime.



WHAT'S WHAT IN THE WORLDS OF SPINDIZZY

Spindizzy Worlds is brimming with tortuous mazes and traps which test the player's skill to the full. Although GERALD is quite simply one of the most controllable sprites to grace the Super NES, danger lurks around every corner - not bad for a game which features virtually no nasties! Here's a guide to what to expect:

JEWELS: GERALD's scavenger hunt involves collecting as many of these as possible. Each level contains a set number, and access to the next stage will only be given when they have been retrieved. Collection is simply a matter of passing over them, whereupon they're instantly added to your inventory.

TRAMPETTES: These are often used to bridge the gap between towers and, when landed on from a great height, bounce GERALD (hopefully) across to safety. However, trampettes are also used to prevent GERALD from falling too far - although this often result in our crystalline hero bouncing off the edge of the play area and wasting valuable time!

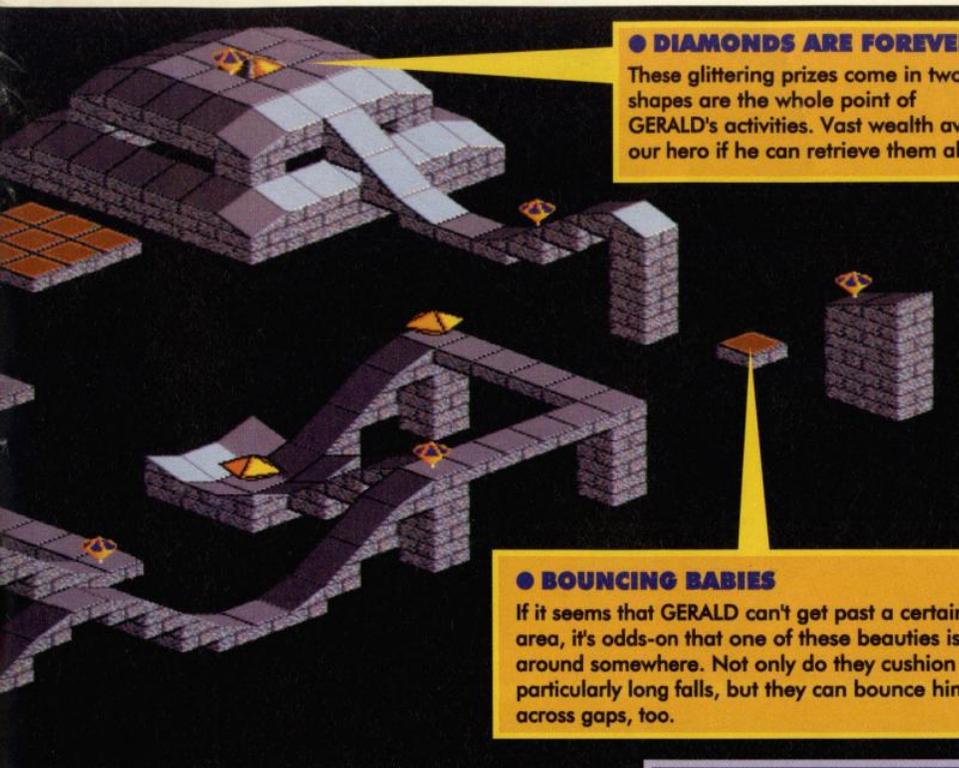
LIFTS: Activated via trip switches, these lift GERALD up to higher parts of the screen - be wary not to fall off them, though.

SPACE: Surrounds each of the screens. Has no real purpose (apart from making the screen look nice), but acts as a perimeter for each screen, and GERALD loses valuable time should he slip off a ledge and into its inky blackness.

ALIENS: Patrol narrow passageways in search of plundering thieves. They kill on contact, so avoid at all cost.

BLOCKS: Rather obviously, these prevent GERALD from reaching certain areas of the screen. Blocks come in a number of shapes, but are removed by using the switches which are located somewhere within the level.

ICE: GERALD becomes prone to sliding every time he moves. In addition, if he stays on the ice for too long, he dies (presumably through exposure!).



◆ DIAMONDS ARE FOREVER

These glittering prizes come in two shapes are the whole point of GERALD's activities. Vast wealth awaits our hero if he can retrieve them all.

◆ BOUNCING BABIES

If it seems that GERALD can't get past a certain area, it's odds-on that one of these beauties is around somewhere. Not only do they cushion particularly long falls, but they can bounce him across gaps, too.



▲ Multi-level mayhem in this world. Each level is connected by a lift which has to be activated in the correct order. Tough? Yep!



▲ Get dextrous! Much leaping and zooming around is in evidence on this world.



▲ This level is horribly tricky. The main sub-world is an absolutely huge multi-level maze connected by ramps and lifts, none of which are activated. So make a map and get your logic circuits going to solve the many puzzles! There's also a secret bonus world hidden in one of the pyramids - the entrance is invisible and it can only be found by trial and error.

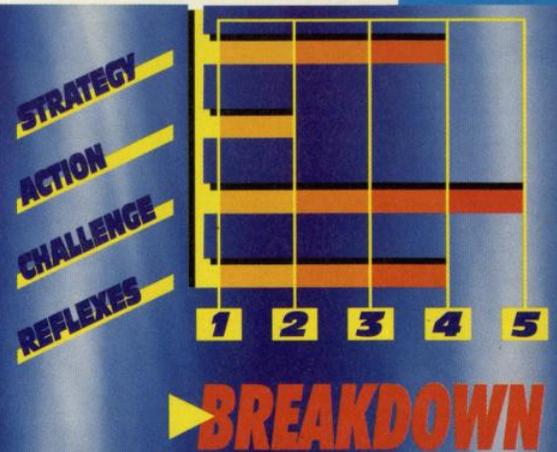
COMMENT

Nothing to shoot. Nothing to fight. No end-of-level bosses. And no power-ups? What kind of game is

JAZ

Spindizzy Worlds? Well, it's an original and absolutely brilliant one, that's what it is! Although, when I first heard of the game I didn't think it would be. All this exploring business sounded a bit too boring and dull for my tastes, and it was only because I was nagged incessantly that I actually played it. But once I did play it... bye bye weekend! It's fiendishly addictive, and you just want to keep on playing to find out what's around the next corner. The control method is superb, and the way the landscapes are constructed is brilliant, testing both your reflexes and your mental agility. The game itself is absolutely massive, and it takes ages to get all the way through the game - even on the easy level! With its password system and trainer world, Spindizzy Worlds is one of the most original and enjoyable games of recent months - don't miss it.

RATINGS



PRESENTATION

▲ Password system, trainer world and great in-game presentation

▼ Brilliant.

82

GRAPHICS

▲ Clever, but simple graphics give the worlds a truly solid feel.

▼ The few baddie sprites there are are naff.

85

SOUND

▲ Stunning series of tunes gives this a great atmosphere.

▼ Sound effects are minimal.

59

LASTABILITY

▲ A huge, huge landscape means there's weeks of play in this.

▼ Some of the later levels might be too hard for beginners.

93

PLAYABILITY

▲ Very easy to pick up and play, with clear objectives and a trainer mode to help you get the hang of things.

95

OVERALL

An excellent update of a genuine classic, and a long-lasting game that stands head and shoulders above any other Super NES puzzlers. Give GERALD a whirl - you won't regret it.

90

RO T



▲ Mind the spikes!

NOT YOUR AVERAGE BATHMAT

Agro can do things in this game that would make most bath mats roll up and hide in a corner in shame. As well as walking, running and jumping - themselves outstanding achievements for puppets - Agro can ride a skateboard! This skill becomes quiet useful in some levels where vast chasms of lava or razor sharp crystals must be crossed with a leap too far for any mortal puppet!

PREHISTORIC PROBLEMS:

What prehistoric island would be complete without a population of ravenous beasties? Sethron's castle is surrounded by numerous creatures from the past which Agro must overcome if he is to make any progress.

ANTS: Ants wander back and forth throughout most levels and are mostly harmless, unless stepped upon. Best avoided with a small jump.

PTERYDACTYLS: These primitive birds roam the skies, swooping down onto any tasty morsel below, and that includes puppets! Either knock them out of the sky with a well timed shot or duck and run. Not all of them want to eat you, though.

WORMS: Not your average garden variety, these monsters drop from above right in front of you and come after you! Throw a rock at them when they reach up to attack.

BOUNCING DINOS: These guys think they're smart, they roll rocks at you, then bounce up and throw another just as you're jumping to avoid the first one! We'll see who's smarter.

CHARGERS: These armour plated beasts toddle around and charge at you when you approach. If you're on a skateboard, jump them. If not, throw something at them.

DRAGONFLY: They live in caves and attack persistently if disturbed. You can knock them out of the sky if your aim is good.

COMMENT

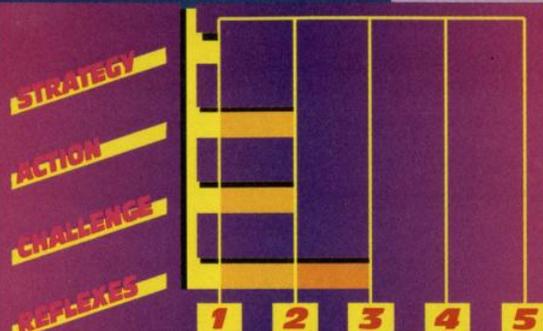


ANDREW

There are so many platform adventures available for the Game Boy that any new ones have

to be pretty spectacular just to get noticed. Unfortunately Agro Soar has nothing new or outstanding in the way of graphics or sound, so it has to get by on the merits of the gameplay. This isn't an altogether bad thing, although getting through some parts of the game requires a reflex memory of when to hit the jump button, rather than skill, and can be frustrating. Agro Soar is by no means a classic, but should do well due to the popularity of Agro in Australia. It is good to see more local input into games, but let's hope we don't see a Neighbours RPG. Aaaarrggghh!!!

RATINGS



► BREAKDOWN

PRESENTATION

▼ The options menu is rather sparse. There is no difficulty setting.

70

GRAPHICS

▲ Agro is very well animated and a lot of attention has been spent on him.

68

SOUND

▼ The in-game music is annoying, and the effects are standard.

52

PLAYABILITY

▲ This game is smooth and moves very fast at times.
▼ Obstacles race up and leave you with very little time to react.

78

LASTABILITY

▲ Five continues are always nice to have.
▼ Though in this case, they make Agro Soar easy to complete within the first week or so.

60

OVERALL

Younger players will have fun playing Agro Soar - if they don't get fed up with the more demanding parts of the game, which require pinpoint accuracy and timing.

70

REVIEW

NINTENDO

1
PLAYER

2
MEG

DRV
GAME



PRICE: \$79.95
BY: ACCLAIM
RELEASE:
OUT NOW

CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM.
CONTINUES
NONE
SKILL LEVELS
ONE.
RESPONSIVENESS
GOOD
1ST DAY SCORE
WORLD CHAMPION.
ORIGIN
Ferrari Grand Prix Challenge is a straightforward racing game based around the moderately successful Formula One racing cars.

FERRARI GRAND PRIX CHALLENGE

Grab the wheel for the race of your life, or not as the case may be. Ferrari Grand Prix challenge from System 3 is rallying for a position in your collection at a shop near you soon. So don your G-suit and prepare for a gruelling 16-track Grand Prix extravaganza. Nigel Mansell's name is a tough one to live up to, the eyes of the Formula One world are upon as you accept the gauntlet cast at your feet.

Standing between you and pole position are twenty-five other drivers. All with the same ambition and all with the cars to achieve that goal. It should take every ounce of racing skill you possess to clinch the title you so richly desire. Focus your eyes on the starting lights then get ready to burn some rubber and chew up that track.

How To Control



- A** Accelerates when racing.
- B** This applies the brakes.
- S** As well as starting the game, this button pauses the action.
- S** NOTHING

How To Play Race around the sixteen Grand Prix Circuits and win the most points by getting the highest possible placing. Shave fractions off seconds to achieve this by careful use of gears and skillful manoeuvring.



FERRARI GRAND PRIX CHALLENGE

REVIEW



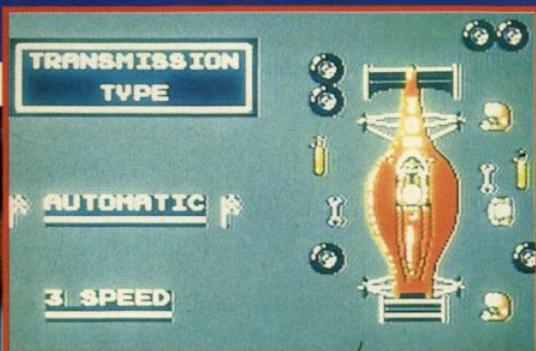
PAUL

COMMENT

Acclaim really built my hopes up with the accompanying literature packed inside FGPC's box. Unfortunately after playing my hopes were left standing at the grid with a sooty face. Despite all its boastings, Ferrari Grand Prix Challenge has less excitement than driving a herd of sheep. The racing itself is about as exciting as zooming down an empty motorway. The opposing cars are few and far between, and offer little challenge, so you end up trundling down an empty road - which gets very dull very quickly. The rear view mirror is a joke because it is so small as to be insignificant, and the radio that conveys messages to you from your mechanic is a show of comic catastrophe too. On one occasion I deliberately crashed the car and was congratulated for my nice work!? Additionally, your qualifying lap bears little or no resemblance to the actual race. It is possible to complete the former in top gear all the way without so much as a squeal from the tires. However when attempting the latter the car skids and slides about quite unexpectedly with respect to the previous performance. Perhaps the game's only redeeming factor is that the soundtracks aren't at all bad. However even they become repetitive and distracting after a while. With a complete lack of thrills, spills and excitement, Ferrari Grand Prix Challenge is a dire racing game which I see as a glorious opportunity grossly thrown away.

PRESSING TIMES AT THE PITS

Most Grand Prix drivers have a little rest when the necessity of a pit stop occurs. Not so for you we're afraid. Getting the job done requires hammering away at the A and B buttons or your crew just stare at the car with an air of helpless disinterest. They'll be asking us to make the cars next.



OH I SAY...

Whatever the country, you always find that the race track is surrounded by beautifully-mowed grassy fields much in the style of Wimbledon's finely-kept courts. This promotes comments such as: "Oh I say" or "My word" whenever you make a mistake.

REVIEW



LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					

HOUR DAY WEEK MONTH YEAR

COMMENT



GUS

The programmers at System 3 have made an almost perfect conversion of their Megadrive racing game onto the NES. That's a great shame, because the aforementioned travesty of a game should have spread its infection no further. For starters, it looks awful: the car sits central to the screen with

a dismal 3D effect created out of green bands, which make all the courses look like they are set on tennis courts. The backdrops are distinguished only by their crudeness and the shabby 'animation' on the cars when they crash or skid is, well, disturbing. Ferrari GP is consistent, though. It plays as badly as it looks - like a dead dog, in fact. The ludicrous features like the pitstop, where only the tyres are changed with no apparent benefit are (unfunny) jokes. With this game you make the improbable probable. Like completing the qualifying lap at top speed - even at corners - and always being placed last on the grid. The litany of crassitude could go on, but instead I urge you to confine this mistake to the ward for deeply sick software, where it can take its leprous place with pride.

BRING THE NOISE

It must be said that the engine of the Ferrari at your control isn't the meanest sounding beast ever to grace the World Circuit. Instead it comes across as a rather feeble sounding Hoover-matic on spin cycle. If you had a few of these machines in a room, and blindfolded Dot from East Enders and led her inside, she would be convinced that it was the local launderette.



SO WHY IS IT SELLING?

Despite our caustic review, generally agreed by everyone here at NMS, we can't help but notice that Ferrari GP is selling extremely well in Australia, with Top Ten placing all around. Some people have no taste! (We only hope it's not us!)

RATINGS

STRATEGY
ACTION
CHALLENGE
REFLEXES

1 2 3 4 5

► **BREAKDOWN**

PRESENTATION

60

▲ The game is awash with presentation screens of reasonable quality.
▼ There's only one three-gear transmission. (The real cars have seven).

GRAPHICS

30

▲ The presentation screens look good. The feeling of movement is convincing enough on the race tracks...
▼ ...but the backgrounds are rubbish and the animation of the cars is dreadful.

SOUND

32

▲ The various tunes that accompany the different circuits are very good....
▼ ...until they start to repeat themselves at which point they get annoying. The engine tone is awful.

LASTABILITY

18

▼ The bland and tedious action offers no challenge, no excitement and no long-term appeal whatsoever.

PLAYABILITY

22

▲ It's very easy...
▼ ...but the gameplay is so boring, dull and repetitive you get turned off very quickly.

OVERALL

21

An utterly dreadful racing game which completely fails to capture any of the thrills and spills of Grand Prix driving. It really is ghastly beyond all compare.

The only way to bare your soul in the utter privacy of a large circulation national magazine with all letters personally answered by Fat Boy. If you would like to subject yourself to the intellectual scrutiny of the game-playing powerhouse behind NMS, write to *Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.*

Dear Fat Boy,

Give us lots of tips on Super Mario World for Super NES, and for Super Mario 3 on NES.

Anne Gregor
Port Pirie, SA
OK

Dear Fat Boy,

I thought I'd write in with a personal question or two. Does being fat interfere with your game-playing ability? Are the standard joypads too small for your hands? What is your favourite food?

Please don't be offended. I'm chubby myself and feel a brotherhood with all fatties around the world. Have a jolly good jiggle!

Jameson Davis
Sylvania, NSW

For starters, I'm not fat - it's more of a state of mind - and if I were, I wouldn't be a "jolly juggler." What are you, some kind of sicko? Why don't you just rack off!

Dear Fat Boy,

Never have I seen the likes of such an excellent magazine grace the shores of Australia. It's even an Australian-made magazine! Ahhhh! I can't believe it!! For the last five years I have been forced to buy American and UK magazines (good as they are), but now everything has changed.

I can now see why Megazone stopped writing about Nintendo games, because NMS has broken into magazine stardom! I'm sure that all N-heads will agree that they know what to do with their hard-earned money when it comes to choosing between magazines.

I've just read your first ish and I believe that it is the most graphically presented, factually covered, utterly brilliant piece of wonderment I have ever laid my eyes on. Congratulations on an excellent job. Well done. With a spit and a polish this magazine will soon soar to the ranking of GREATEST MAGAZINE IN THE UNIVERSE.

Jeremy Greening
Wurhulla, Qld

Yeah, yeah... I get the hint. Whaddaya want? Money? Games? The Gerry Reynolds Guide to How to Score Five Goals In One Game Of Indoor Soccer?

Dear Fat Boy,

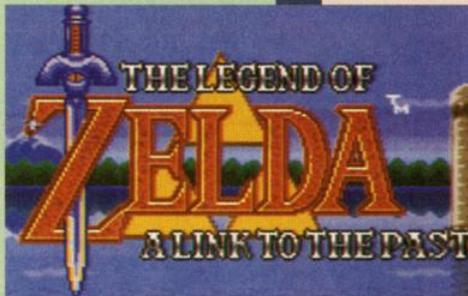
I would like to congratulate you on a well-designed magazine. I own a NES, Super NES and Game Boy so your magazine is very helpful in deciding which games to buy. I really liked the poster of Mario included in the first issue.

It is good to see a magazine that is published in Australia as it makes it a lot cheaper to buy. Your first issue was fab and your cheat section was very well-presented. Are you going to keep up the cheats on Zelda as I have managed to finish the game but still can't find the Staff of Byrna. Could you help me out?

Also, your review section was great and easy to understand, not like some magazines which shove bits all over the place.

Andrew Hill
Sellicks Beach, SA

Keep you shirt on: the Zelda cheat guide continues for about as long as it takes for most people to finish the game. The tip you want should be in this issue.

**Yo! Fat Boy,**

In issue #1 you said in the Nintendo Help System Zelda 3 guide that the globules are invincible. This is not true. They can be easily disposed of just by sprinkling them with magic powder which turns them into faeries. There now, wasn't that easy?

G. Freeman
Geraldton, WA

What's this? Sarcasm!? Listen mate, there's only room for one supercilious cynic in this magazine - and that's me!

NMS' RESIDENT PHILOSOPHER GETS SERIOUS.

BOOOOORING! I have never read such load of boring old twaddle in my life.

And I'm not talking about our never-ending guide to Zelda (yawn). Nope I'm referring to your limp efforts at letter writing.

Here I was thinking that I was going to have lots of fun making jolly quips and mocking asides at your fanatically single-minded correspondence.

But do you think I could find a single missive worth demeaning? Did I receive a solitary kernel of an idea fleshed out in inspired prose and hand-delivered in a scented envelope? Was there one decent bribe slipped delicately under my door with "Enjoy Rio" etched elegantly on its covering note.

Nope, nope and thrice nope.

Instead I was bored to tears by an endless stream of letters with nothing more interesting than "Uh, good mag, you guys."

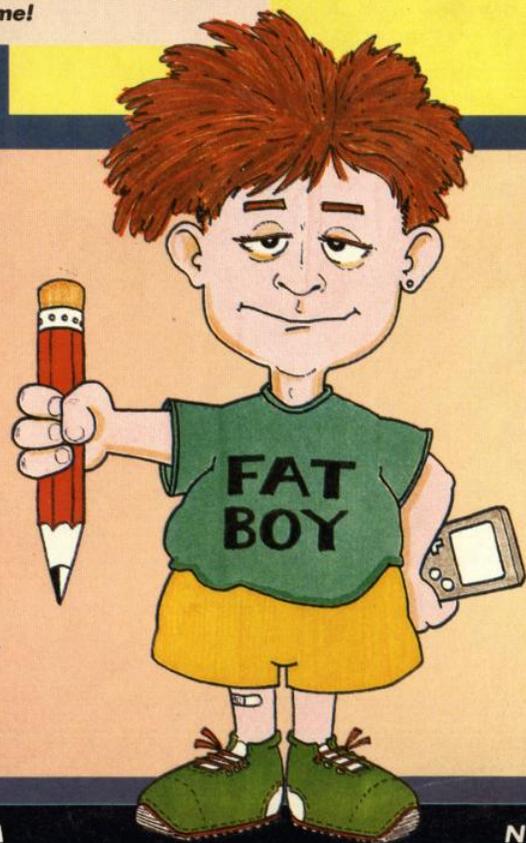
Now don't get me wrong, even an ego as advanced as mine can still cope with blind adoration. But, where are the acidic comments? The incisive criticisms? The insensitive jibes?

WHERE'S THE BULL?

So toxicate those poison pens. Get writing. Get mad. Get even. Get me mad and I'll get even! After all, if you don't raise the important issues, what the hell am I going to write about month after month?

So, cut short by the lack of good material, I'd like to conclude with this simple message: FAT BOY SEZ "REMEMBER, WE'RE ALL FAT ON THE INSIDE." (No laughing at the back.)

Next issue - Fat Boy discusses *The Great NES Conspiracy*.



NMS Q&A

READER SYSTEM

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.

Q 1. A few months ago I purchased an American magazine called Electronic Gaming Monthly. I think that EGM is nothing compared to NMS; anyway, it said that Super Mario Land 2 has 4 megs and you said it has 1 meg. Who is right?

2. Also, I currently have a Sega Master System II with \$100 worth of games, so would it be worth it to buy a Game Boy with Tetris and Super Mario Land for \$130?

- Luke Annett
Casterton, Vic.

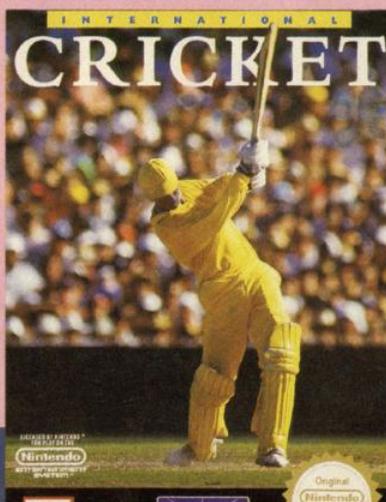
A 1. NMS is never wrong. Well, almost never. So, yeah, Super Mario Land 2 does have 4 megs. 2. What a question! I didn't know that there were any of those systems left. Sell it quick and enjoy your Game Boy whenever and wherever you get the urge.

Q 1. Will International Cricket and Aussie Rules Footie ever be released on Super NES?

2. Is Robocop 3 on Super NES worth purchasing?

- Mark White
Melton South, Vic.

A 1. Wassamatter? Don't you read NMS? The answer is yes!! They are both in development as we speak and will probably grace our screens sometime next year. 2. Robocop 3 has great sounds and graphics but is a disappointment in game play.



→ International Cricket undergoing conversion to the Super NES. Howzat!

Q Will Street Fighter II Championship Edition and Mortal Kombat ever come out on the Super NES?

- Adrian Napoli
Adelaide, SA.

A The Champion Edition is playable on the current Street Fighter 2 with a few cheat moves once you insert the cart. The next SF game on Super NES will be the much-touted SF3. Mortal Kombat should be available on Super NES, NES and Game Boy later this year according to our usually impeccable sources.

Q I think your magazine is awesome! Please answer these questions:

1. Will Street Fighter III ever come out on arcade?
2. Will there be a Super Mario World 2 on Super NES?
3. When will Fatal Fury be out on Super NES?

- Neil Edwards
Blairmont, NSW.

A 1. Yes, even though Capcom is keeping this one pretty quiet. 2. Errr... maybe, though it looks as though the release might be held back to become one of the first Nintendo CD-ROM releases. 3. Yes. More on this in the Nintendo News System. You know, the front of the magazine.

→ The mighty Jazza swallows a Game Boy, plays it with his teeth, and still gets more points on Super Mario Land 2 than anybody else!



Q 1. Is one of your reviewers the same Julian Rignall who was the editor of the UK magazine C+VG, and who got a score of two million plus on the NES game Gradius?

2. What is this Mode 7 that I keep hearing about on the Super NES?

3. What is the most popular NES game in terms of total number sold?

4. What is the largest NES game in terms of memory capacity?

5. I've heard about a 52 game cartridge for NES. Will this be available in Australia?

6. In NMS #1 you gave Battletoads 85% in your full review and 91% in your Game Index. Please explain.

- Peter Watson
Culcairn, NSW

A 1. Yeah, Julian's fame knows no bounds - and we're proud to have him on board. He's getting a bit long in the tooth now, though.

2. Mode 7 lets the graphics scale and rotate. In other words, it allows designers to make groovy-looking games. 3. Super Mario Bros. 4. Super Mario Bros 3, but the megs don't really mean anything on NES as special MC chips are used to make up for the smaller memory capacity of the machine. 5. Don't get caught with one of these babies if it comes from Asia. It could lead to a sad parting of ways between you and your console - BOOM! The USA

cart has not yet been approved for release in Australia, however a company called HES has a line of multi-game carts available here now. 6. Yeah, so we made a mistake, whaddaya want? Blood? For your information, the full review was right.

Q Could you please answer these questions about the Game Boy?

1. Will there be a Game Genie for the Game Boy?
2. Will there be Home Alone 2 on Game Boy?
3. Will there be a colour Game Boy?
4. Are there any Mickey Mouse games planned for release this year?

- Anon
West Hindmarsh, SA.

A 1. Yeah. 2. Uh-uh. 3. Rumours, rumours but ain't nobody at Nintendo admitting anything to support them. 4. Yeah, Mickey's Magical Quest is due on Super NES, but I haven't heard of any other releases.



Mickey's Magical Quest due for Australian release this year.



→ Star Wars - ending with the beginning.

Q Your first magazine was really excellent and I'm just hanging out to buy each issue! Reading your review about Super Star Wars has rekindled my interest in the Star Wars trilogy - I can watch those movies 200 times over and still not get sick of them. Anyway, I was talking to a friend of mine and he said that three movies that precede the initial Star Wars movie are being made. Is this true?

- Daniel Shaw
Springwood, NSW

A George Lucas has talked for years about making the prequel to the famous Star Wars trilogy, which details the lead-up to the adventures we all know and love. And yes, now it looks like it is about to happen with three movies scheduled over the next six or so years!

Q 1. How much is the Viper Joystick that was advertised in NMS #1?

2. I read in a Pommy magazine that it is illegal to hire Super NES games in Japan and the UK because Nintendo reckons that it will reduce its sales. But I hire a Super NES game every weekend from my video shop. Is the video shop hiring out Super NES games illegally?
3. Will you be giving away free gifts like stickers, tips books etc with future issues of NMS?
4. My birthday is on Sunday, March 28. That's not a question. I just thought you'd like to know.

- Jebb Brown
Dubbo, NSW.

A 1. \$79.95 2. No, it is legal to rent out video games. Most enlightened people see this as a way of expanding the market via a 'try before you buy' period which allows you to spend your money on the software you know you like instead of getting turned off video games after purchasing a couple of (expensive) crap games. 3. We're looking at a range of Fat Boy stickers even as I type this asinine answer. 4. Great. I'm impressed.

Q Congratulations on a brilliant Nintendo magazine. Now for some questions.

1. Will we see any of Namco's racing games on Super NES. e.g. Final Lap 1, 2 and 3, Winning Run 1 and 2, and Suzuka 8 Hours?
2. If so, will they use the Super FX chip?
3. Will there ever be a multi-player machine link for the Super NES?
4. When will Human Grand Prix, Aguri Suzuki F1 and F1 Exhaust Heat 2 get official releases?
5. When will we get Logic 3's Nigel Mansell Freewheel Controller for Super NES and will there be a pedal system to go with it?

- C. Jameson

A 1. Yeah, most of these games are already on Nintendo overseas. Local releases haven't been confirmed. 2. No. 3. It's one of the many and varied options being canvassed for the CD-ROM, but not for the Super NES itself. 4. Exhaust Heat 2 is on the maybe list for Australian release this year. As for the others, ain't no word yet. 5. Never.

Q I am writing to tell you about something strange that happened to me late last year.

It was late at night and there was a mean mutha of an electrical storm outside. I was playing a Japanese F-Zero on an official Aussie Super NES with an Australian Turtles In Time cart in the back of the convertor. I was bombing along the final lap of white land when, there must have been a power surge or something, the lights dimmed. When the lights came back on, I was still on white land but all the cars had turned into sprites out of Turtles In Time!!!

Right now you are probably sitting there saying "This boy is full of crap!" but I assure you, it's the truth. So...

1. What caused this to happen?
2. Is it safe to use my convertor (Honey Bee) as I am scared of stuffing up my system.

- Peter Blacklock
Marsfield, NSW.

A I don't believe you and neither does anybody else at NMS.



WELCOME!

This month we bring you another instalment of our never-ending guide to *Zelda* (well, not quite true: it ends next issue). Plus over the next few pages, we bring you tips & tactics for a whole host of Game Boy, NES and Super NES games.

NHS

GENERAL INVENTORY

Items of the greatest power and esteem within Hyrule.

MAIL

There are two other pieces of armour, both in the Dark World.

1. Blue Mail is found in the ice dungeon. It decreases battle damage.
2. Red Mail comes from Ganon's Tower, the most resilient form of protection.



MIRROR SHIELD

An extremely powerful magical item, which deflects other magic. Found low down in Turtle Rock.



BOMBOS MEDALLION

This talisman is found on a cliff near the desert, encased in a monolith. Use the Book of Mudora to free it. When used, it surrounds the user in a ring of magic fire, which kills most enemies. Use Bombos to break the ice around Kholdstare.



SUPER BOMB

An experimental weapon, the bomb is sold by a bomb seller, who lives at the centre of the Dark World. It has the power to breach even walls as thick as those of the Pyramid of Power. The design for the Super Bomb is only complete after the seventh crystal is recovered. Very timely.



MAGIC CAPE

Located behind the headstone furthest to the east in the Graveyard. A running attack reveals an entrance to the Cape's chamber. When worn, the user is made invisible and is unharmed by enemy attacks. Only the shadow of the user is visible.



SHOVEL

An artifact with limited use, owned by the piping boy of the Dark World. Digging with it in the Light World unearths the useful flute.



QUAKE MEDALLION

Once lost in the murky waters of the Lake of Ill Omen in the far north of the Dark World. It may be retrieved from the circle of stakes by throwing a rock in. On use, it creates a mini earthquake in the area. The Quake should be used on top of Turtle Rock to break the seal on the entrance.



HOOKSHOT

A peculiar item, doubling as weapon and tool. The Hookshot extends until it reaches an object, and then either pulls the user to the object or vice versa. Use it to cross chasms and rickety bridges, and defeat Arrghus. Found in Watergate Dungeon.



This month we open up the NHS with our continuing and definitive guide to the world of Zelda - So take our hand, once more, as we blow the dust off the ancient parchments of Hyrule, solve more mysteries, find more objects and reveal their uses. This is the penultimate part of our guide, with advice for killing all those awkward monsters and a book of Sweethearts, that should keep even the most inept adventurer of trouble. Read on noble reader...



FIRE ROD

A magical rod which ejects blasts of fire. Found in a chest in the Skull Palace. Uses a lot of magical energy.



CANE OF SOMARIA

An amazing conjuror's wand, which grants the bearer the power to make blocks from mid-air. The wand forms blocks, which may be pushed or detonated, or platforms which may be ridden upon. Another advantage is its economical use of magical power. This Cane is found in the Misery Mire dungeon, and is vital to hold down switches there, and create platforms in the Turtle Rock labyrinth.



CANE OF BYRNA

This fascinating article originates from the Land of Byrna, where it was fashioned by powerful magicians. The cane swings in a circle, protecting the possessor from attack from all directions. Its power lasts as long as there is magic energy. The Cane is located in a cave reached by dropping off Death Mountain.



TITAN'S MITT

The Mitt is an improved version of the Power Glove. With it, even a small person is able to lift the largest and densest rocks. The Mitt is held in a chest deep in the Gargoyle's Lair, in the village of Outcasts.



THE BESTIARY CONTINUES

'Herein lies accounts of daemons, old beyond reckoning, powerful beyond imagining. Learn well the secrets of their destruction.'

DARK PALACE - HELMASAUR KING

The Helmasaur King has a strong defence, and a devastating attack. His steel mask protects him from all weapons apart from the hammer and bombs. The best method is to lay bombs in his path, then retreat.

When you see his tail vibrate quickly, hide in the furthest corner of the screen before he swings it. After the mask falls, direct arrows at the exposed gem on his fore-head.



WATERGATE DUNGEON - ARRGHUS

Arrghus must be fought in the knee-deep water of the swamp dungeon. The hookshot is the only effective weapon. Use it to pull one

of the swarming Arrghi off their parent, and then use your sword to kill it. Watch for a colour change, and retreat to a safe distance whilst the Arrghi swarm outwards. Continue picking them off until only the eyeball is left. Keep moving, as he drops from the ceiling. Use arrows or spin attacks to end the battle.



THE BESTIARY CONTINUES

SKULL PALACE - MOTHULA

By the time any adventurer reaches here, they surely have the Fire Rod, which is the only really effective weapon to use on Mothula. The creature's own attack comes in the form of three energy beams. To avoid them, stay in a position just to the right or left of Mothula, as far down the screen as possible. The other hazard is presented by spikes lining the walls. Be alert for spikes suddenly sliding across the floor to the opposite side.



GARGOYLE'S DOMAIN - BLIND

Blind may evade you even after you explore his entire dungeon. To find him you must place a bomb in the room with the sunlit window — at the point where the light hits the floor. Then find the girl in the dungeon, and take her to the room below the sunlit one. Take her into the light to reveal...Blind! His attack pattern is basic, from top to bottom as he floats across the screen. Just keep aiming for his body, even when his head comes off. Dodge the heads and keep using arrows until he gives up the ghost for the final time.



ICE LAKE DUNGEON - KHOLDSTARE

When you find this icy fiend he's enclosed in ice. Use your Bombos medallion to break the coating. Kholdstare splits into three parts. Concentrate on killing each part separately. Using sword attacks is the safest method to success. But watch out for the ice cubes which fall constantly from the ceiling, keep on moving. The Ice Boss shouldn't pose too many problems.

MISERY MIRE - VITREOUS

Probably the most gruesome boss, Vitreous attacks from his pool of slime. He has lots of little eyeball minions who come out one by one. Retreat into the corner and use lots of little sword strokes to fend them off. However, avoid Vitreous' lightning blasts, which come down the centre of the screen, by keeping to the side. Once all the little eyes are dealt with, prepare for Vitreous to come out himself. Fire arrows horizontally to keep him at a distance, and he's a breeze.



TURTLE ROCK - TRINEXX

This last boss before Ganon's Tower demands immense reserves of magical power to defeat. Do not approach him without some bottled faeries and magic potions. Trinexx comes in three parts: an ice head, a hot head and a mid-section. Sensibly enough, the Fire Rod works best against the ice head, and the Ice Rod is best against the Fire Rod. A blast of magic is enough to freeze a head for a while, so nip in and use your sword. When only the mid-section is left, it transforms into a massive worm, skating everywhere across the screen. The vulnerable part is the middle of the abdomen, and the best technique is a full spin attack.



THE BOOK OF LOVE

A guide to all the secret hearts, which nourish and strengthen the fighters of Hyrule.

1. THE LOST WOODS

North of the Fortune Teller's Hut, there is a clump of nine bushes, hiding a hole. At the bottom of the hole is a piece of heart.



2. BLIND'S HIDEOUT

In the basement of the house in the village is a cache behind a cracked wall, hiding a heart.

3. KAKARIKO CAVE

In the North-West corner of the village. Fall down the hole to get the heart.

4. 15 SECOND GAME

See *Zelda Guide* part 1 (issue 1) to find the way to the 15 second game.



5. SWAMP ENTRANCE

A piece of heart is hidden in the depths of the water pool. Enter the watergate and pull the right lever to drain the pool.

6. NORTH-EAST DESERT CAVE

In the top corner of the desert lies a cave. In the room where the wise-man lives, a heart lies hidden in the bottom wall.

7. WEST OF THE SANCTUARY

A pile of rocks hides an entrance to a heart-bearing cave. Use your running attack to break open the entrance.



8. SOUTH-WEST CORNER OF THE DESERT

This piece is only obtainable by going through the first level of the Desert Palace. When you emerge onto the plateau, walk south to the container.

9. SOUTH-WEST OF ZORA

A tricky piece to find. After leaving Zora go south, and go over the first waterfall. Then turn smartly west and walk up the grassy slope to find a fenced-in piece of heart.

10. BELOW SPECTACLE ROCK

There are two secret caves reached by jumping off the cliff at Spectacle Rock. The one on the right hand side holds another heart container.



11. SPECTACLE ROCK

An easily located heart, lying on top of the odd-shaped rock.

12. THE WOODMEN'S TREE

Near the Woods, two men work in vain to fell a tree. After Agahnim is defeated for the first time, they go home and you may return to find a cave, and heart there, entered from the tree.



13. PYRAMID OF POWER

A heart container is within easy reach, tucked round the right side of the first level of the pyramid.

14. LAKE HYLIA, STONE CIRCLE

A piece of heart lies under the lake, in the Light World.

However, it must be approached from the Dark World by warping from the circle stones.

15. HAUNTED GROVE

In the Dark World, just south of the Haunted Grove, is a clump of bushes. Stand in the centre of these and warp to the Light World. Now you are on a small plateau with a cave to find the heart.

16. THE DIG

The location equal to the 15 second game in the Dark World is a chance to find a buried piece of heart, though each try costs 80 rupees. The prize is worth quite a few attempts.



17. NORTH OF THE GRAVEYARD

In the Dark World, there is a small ladder and plateau to the north of the Graveyard. Climb this and then warp to the Light World, to reveal a cave hiding a heart.

18. CAPE OF GOOD HEART

In the Dark World, in the foothills of the mountains is a sign "I'll give a piece of heart to the person who wears the cape". This is a clue for the cape bearer to go past the bumper, which is normally impassable. A heart piece lies beyond.



19. THE CHEST GAME

In the Village of Outcasts there is a game of chance. Open many chests to reveal the single hidden heart container.

20. SMITHIES' STAKES

In the Dark World, near the

Blacksmith's, there is an odd array of purple stakes. Beat every last one with the hammer, to transform the tree stump into a cave entrance.

21. MISERY MIRE

The west cave entrance in the Misery Mire leads to a chamber with a heart, kept in a chest.



22. NORTH-EAST OF MISERY MIRE

Go to the cul-de-sac found in the top corner of Misery Mire. Warp to the Light World to find another isolated cave, covered by a stone. A heart lies beyond.

23. DEATH MOUNTAIN

Travel west from Turtle Rock. Lift the heavy rock to reveal a cave filled with chests and skulls. There is an invisible bridge which may be crossed by using the Cane of Somaria as a guide. A heart is the reward for exploration.



24. NARROW LEDGE

On Death Mountain there is a long narrow ledge, across the bridge. At the right hand end warp using the mirror. The heart is nearby in a cave.



NEXT MONTH

The final part, the final secrets of *Zelda* are revealed, in a Q&A session, and a guide to Ganon. Don't miss it!

TIPS & TACTICS

Well, whaddaya know? Appeals to public-spirited readers actually work! There has been a small flood of tips coming in to NHS, so we've picked out the best and published them here, along with our own spiffing tips for Game Boy, NES and Super NES from the talented NMS team. 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.**

GAME BOY

DR FRANKEN

A game that has plenty of fans out there if our mailbag is anything to go by, so here are a couple of small tips that will help you out.

NHTFLYNPV7TGWOZ - Surprise! You are now playing on the last level!!

08DO 2BC8 - This is an Action Replay code for extra energy.

TURRICAN

OK, when it comes down to it, invincibility is what it's all about. So here is a tip that will lift you above the ranks of the merely mortal.

When the title screen comes up, press **ABBABAABAABAA**. The word "Cheat" will come up on the screen and, yes indeedy, that's what you will be. A cheat. And invincible, too.

NEMESIS

Want a force field, laser guns, two options and missiles? Thought so. Just sent \$100 to the following address... *naaah*, just kidding! Pause the game, then press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A**.

DAEDALIAN OPUS

One helluva puzzle game deserves one helluva cheat. To choose any level, enter **ZEAL** as the password. You may not finish the level, but at least you'll get to have a peek. To choose the final level, enter **FINE** as the password.

BOXXIE

Here come the codes...

AREA 2 - DBBD

AREA 4 - HBBH

AREA 8 - MBBM

AREA 11 - QBBQ

Enjoy your advancement!

TETRIS

Ben Mastwyk of Thornby, Vic wrote in with a selection of excellent Game Boy and Super NES tips, of which this is but one. On the title screen, press **DOWN** and **START**, then choose your options as usual. Start the game and you will be playing it at twice the normal speed. You will see a heart next to the level screen if done correctly.

MYSTERIUM

Ben Lazarus of Elwood, Vic has very kindly donated this tidbit for Mysterium. To get the Wand of Hermes without going to the last level, press **SELECT** and go to the map. Once in the map, press **UP, SELECT** and **B** simultaneously to receive the Wand as well as a swag of other goodies. If you repeat the process, you can lay your hands on even more goodies!

CATRAP

Allan Scott, a charming fellow from Beldon, WA, noted upon perusing NMS #1 that a tip that he knew was missing. Being a well-mannered lad whose first thoughts every day concern what he can do for others, Allan immediately set pen to paper to send us this simple tip for skipping a stage. Hold down **START** and **SELECT**, simultaneously pressing either **A** or **B** button.

TMNT

Friendly Franco from Fairfield, NSW (Honest!) has informed us that bonus levels are waiting for you if you were to select **SELECT, A** and **B** on the Configuration screen. A question mark will appear at the end; choose this to pick a bonus level.



NES

TEENAGE MUTANT NINJA TURTLES

You've turtle-waxed your shell, you've greased your lightning, and now you want more turtle power. On the title screen, press **B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A** and **START**. Now you will have heaps of extra lives - cowabunga dudes!

DOUBLE DRAGON 2

Sick of snuffing it on a later level and having to start again from the beginning. When the Game Over screen appears, the following moves will see you right.

UP, DOWN, LEFT, RIGHT, B, A, A for levels 1-3.

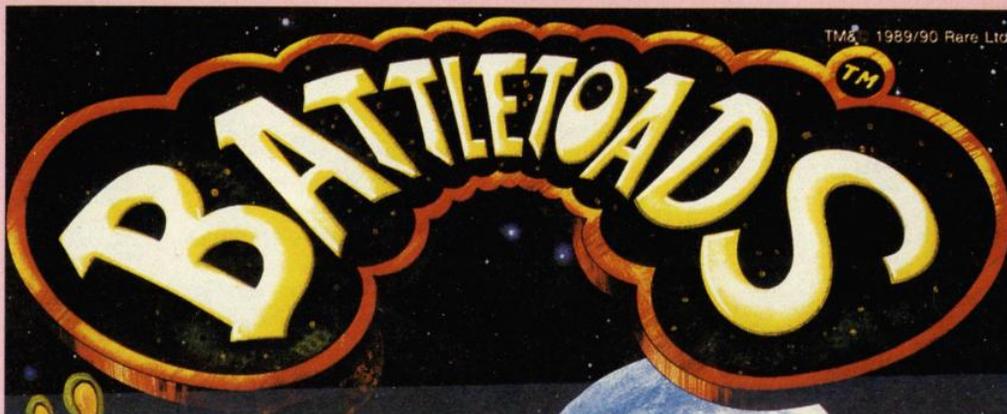
UP, DOWN, LEFT, RIGHT, B, A, A on Controller Two for levels 4-6

A, A, B, B, DOWN, UP, RIGHT, LEFT on Controller Two for levels 7-9



BIONIC COMMANDO

Keep getting stuck because of your own slack game-playing ability? When the Game Over screen appears, keep your finger on the A button, then, when the title screen comes up, press **START** very quickly. The only problem is that the tip can be harder to master than the game itself!



BATTLETOADS

James Dooley of Mt Warren Park, Qld has a neat start-up tip for our fave slimey, green things that aren't turtles. To start the game with five lives, hold the A, B and Down buttons and press **START** while on the title screen.

TETRIS

Anthony Wardey of Rathmines, NSW is a bit of a star, in our opinion, having passed on tips for no less than 15 games! You can expect to read more of them in later issues; in the meantime, here is Tony's Tetris tip. To clear any level on B Type, hold **SELECT** while the blocks are falling. When the blocks collide, the word "success" will come up. Try this on A Type and you will get 10,000 instead of 11.

SUPER MARIO BROS 3 (NES)

Jason Wild from North Ryde, NSW has kindly sent us the eight solutions to the N-Mark Spade game memory puzzles in Mario 3. Keep 'em handy!

BART Vs THE SPACE MUTANTS

Adam Mitchell has very nice hand-writing and we'd like to see this sort of thing acknowledged more often. He also has a tip that will see you gain a life and get a sound test to boot! And it couldn't be easier - just shoot the E in the Kwik E Mart sign.

BOULDERDASH

Kirk Wickham is a chap who, judging by his methodical approach to writing out tips, is a wiz at organising himself, so who can afford to ignore his passwords for the various Boulder Worlds? Not us.

ICE WORLD - 635870
SAND WORLD - 840137
OCEAN WORLD - 840967
RELIC WORLD - 225378
VOLCANO WORLD - 752053

MISSION IMPOSSIBLE (NES)

The following password for the final mission comes courtesy of Ralph Smith of Roseville, NSW.

QBYZ

M	F	1UP	F	★	★
20	★	M	10	1UP	F
20	M	10	M	F	★

M	F	20	M	10	★
F	1UP	M	10	1UP	20
★	F	★	M	F	★

F	★	1UP	F	1UP	M
10	M	F	★	M	10
★	20	20	M	F	★

F	★	1UP	F	20	M
10	M	20	1UP	M	10
★	F	★	M	F	★

M	F	20	F	10	★
20	1UP	M	10	1UP	F
★	M	★	M	F	★

F	10	1UP	F	1UP	M
★	M	20	★	M	10
★	F	20	M	F	★

F	20	M	★	1UP	F
1UP	F	10	M	20	★
M	10	★	M	F	★

1UP	M	10	M	F	★
M	10	★	20	20	F
★	1UP	F	M	F	★

SUPER NES

SUPER MARIO WORLD

Here's an Action Replay code for those who find the game a bit overpowering. 7E0DB405 gives you infinite lives. Yeeehaha! Now where's that Bowser!!



SUPER MARIO KART

Scared of ghosts? Then read no further. If you think our transparent friends are cool, however, go to the Time Trial mode and select any track. Post a record time, taking care not to come off the track or hit anything. Now do the same track again - this time you're racing a ghost!



Magazine Design Trick #1

Type is designed not only to impart information, but also to fill empty spaces, like this one.

This is a legitimate design tool mainly used when the designer indulges in too much white space (so 1980s) and Gerry and Rod don't like it.



SUPER TENNIS

Here are a few codes for the Exhibition Match.

K8XD3HR
FTLWJPC
2GWYBQI
4065C6P
DJSTK8X

D3HRFIL
WJPKMW
IJJ

SUPER STAR WARS

To access this secret special code screen, start the game as usual then do this on the first level: Hold down the Y, B, X and A buttons

KRUSTY'S SUPER FUN HOUSE

Are you cunning enough to guide those rascally rodents into the traps? No? Well try these rat-busting codes!

Level 2 - BARTMAN
Level 3 - SMITHERS
Level 4 - SNOWBALL
Level 5 - JEBEDIAH

Now test your reactions, and eat my shorts!

JOE & MAC NINJA CAVEMEN

A simple way to achieve power-ups is by pressing PAUSE and SELECT to exit a level that you have already finished.



NINTENDO HELP SYSTEM



simultaneously and press START. Listen to a few tunes, then go back to the game by pressing START again. Repeat the trick and go back into the sound test. Notice that the words beneath SOUND TEST are now different! Keep returning to the game and repeating this cheat until the messages beneath SOUND TEST disclose two secret codes. The first of the codes allows Luke to continue five times and this is done by pressing X, B, B, A, Y. To get the Light Sabre straight away, the code is Y, Y, X, X, A, B, X, A. These codes only work if you switch off the Super NES and then turn it back on first. Do this and input the codes when the START GAME and OPTION MENU box is on the screen, listening for Jawa's squeak which indicates

to see all of the World Warriors' profiles, one after the other.

FINAL FIGHT

Paul Schofield of Macgregor, Qld wrote with this tip to access a secret menu that allows you to set the number of lives you want, the difficulty level and other assorted tasty bits. Simply press the L button as you press START to begin the game.

SUPER R-TYPE

Andrew Kofod from the newly by-passed town of Goulburn, NSW, has written in with interesting questions that we are working on

even as you read this. He also shoved a few neat tips our way, of which this is but one...

In order to start the game at any level of your choice, follow these instructions. On the title screen, press R, UP, UP, UP, UP, UP, UP, UP, UP, UP, then start the game. During play, pause the game and press SELECT, R and A simultaneously. A number will appear in the bottom left corner of the screen. Change the number using UP or DOWN and start the game again on that stage number.

SIM CITY

Andrew was also kind enough to share these hints for Sim City, which has baffled non-lateral thinkers the world over. Firstly, you wanna earn a cool million (well, \$999,999 to be exact)? OK, spend all your money in one year and set the tax rate at 0%. When the Tax screen comes up at the end of the year, hold the L button and exit. While still holding the L button go back to the Tax screen again and release the L button. Put the funding levels up to 100%. When the people start spending the money your funds will increase to \$999,999. Secondly, how to get the Fire, Police and Transportation departments to work for nothing. At the end of the tax year, save the game, then reload it straight away. This will make the departments work for nothing for another year.



success. Please note that simply resetting the machine after accessing the secret screen does not work - switch the machine OFF then ON again, got it!

STREET FIGHTER II

Jeremy Kalmund of Kalamunda, WA (that's what it says on the envelope, folks!) has sent in this neat little trick that allows you to see all of the character profiles in order without having to wait for demonstrations or for the title screen to come up. Are you ready? When the first profile of a fighter comes up on the title screen, hold both the LEFT and RIGHT buttons on Controller Two. Keep holding them down



GAME STYLES

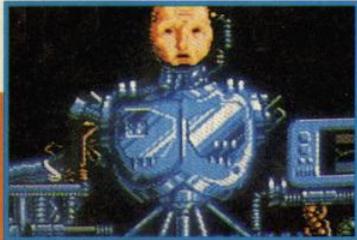


ROBOCOP BY OCEAN

FILM RELEASE: 1987

Old Detroit is brought to the Nintendo in all its murky glory in one of Ocean's first console games - luckily, they got better after this! Converted from the Spectrum version, Robocop is a tired and stale scrolling shoot 'em up which is bolstered by the addition of a series of puzzle sections. Unfortunately, any chance the game had at playability is lost to the slow and clumsy controls, which render Robo about as responsive as a biscuit tin.

PRESENTATION 66%
GRAPHICS 65%
SOUND 63%
PLAYABILITY 63%
LASTABILITY 51%
OVERALL 60%

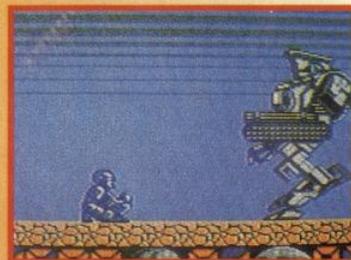
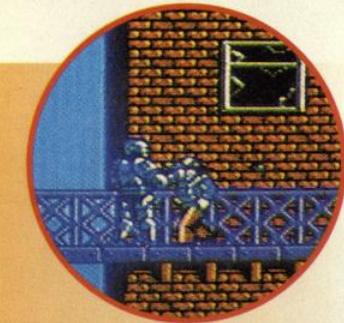


ROBOCOP II BY OCEAN

FILM RELEASE: 1990

As in the first Robocop licence, sluggish controls let this sequel down badly. In addition, the gameplay is almost identical to that of the first game which makes this a bit of a dubious buy to say the least. It's marginally better than the first game, but its only really recommended to die-hard Robo fans.

PRESENTATION 70%
GRAPHICS 71%
SOUND 65%
PLAYABILITY 68%
LASTABILITY 64%
OVERALL 72%



STAR WARS BY JVC/LUCASFILM

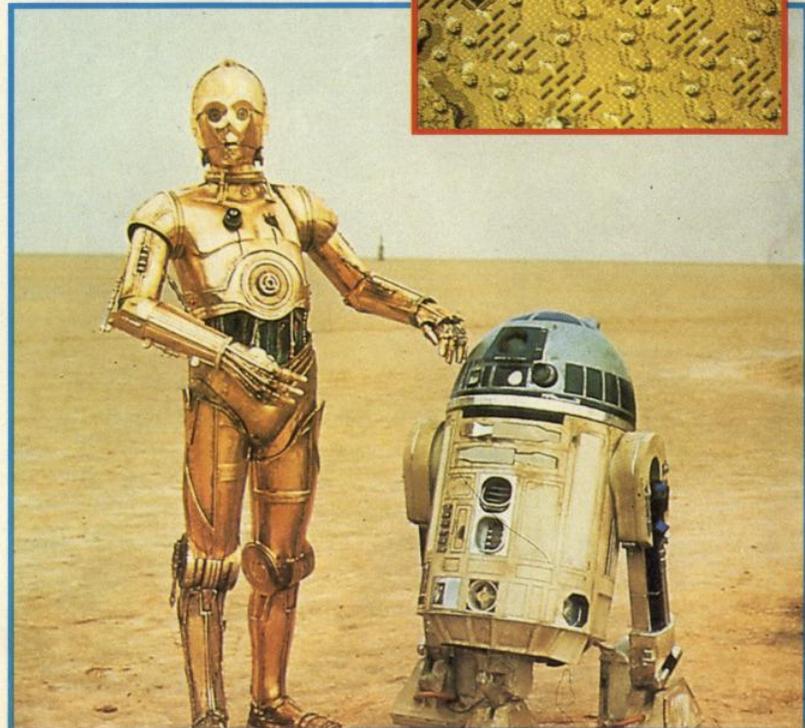
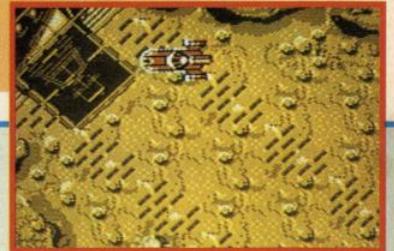
FILM RELEASE: 1977

Superb translation of film to game which really shows how it should be done. With the minimum of artistic licence taken with the plot, this game takes you through all



Luke Skywalker's adventures from the desert world of Tatooine to the climactic Death Star trench run. It's incredibly addictive, incredibly challenging, but also incredibly expensive. Still, if you can save up, it's one of the best Nintendo games around.

PRESENTATION 93%
GRAPHICS 92%
SOUND 90%
PLAYABILITY 97%
LASTABILITY 93%
OVERALL 95%



FILMS

Wahey! Welcome to Game Styles, where we check out particular types of games. This month Jaz Rignall and Steve Merrett have been playing games based on films with but one single purpose - to sort out the blockbusters from the turkeys!

VILES

TERMINATOR II BY ACCLAIM

FILM RELEASE: 1991

Although this is fairly short at a mere five stages, Terminator II is a jolly little blast which should keep you hovering above your Gameboy until you complete it. There's a little bit of everything in the game, ranging from a bike

chase to an Op Wolf section, and these add variety to the proceedings. Well worth a look.

PRESENTATION 88%
GRAPHICS 90%
SOUND 80%
PLAYABILITY 84%
LASTABILITY 70%
OVERALL 90%



GREMLINS II BY KONAMI

FILM RELEASE: 1990

Although not exactly true to the excellent film, Gremlins II opts for a shoot 'em up feel which is actually rather good. The multi-directional scrolling is top-notch and the graphics and sprites are brilliant. With loads of levels awaiting your attentions, this is

one of the better Nintendo licences we have seen and should keep you going for ages.

PRESENTATION 77%
GRAPHICS 81%
SOUND 81%
PLAYABILITY 90%
LASTABILITY 86%
OVERALL 87%



JACKIE CHAN'S ACTION KUNG-FU BY SUNSOFT

FILM RELEASE: N/A

Jackie Chan is the East's modern day Bruce Lee, and this game captures all the best aspects of his action-packed films. A scrolling beat 'em up, there's loads to kick and punch and Jackie proves to be one of the most controllable sprites ever. This is an absolutely stunning game, and deserves to be added to your collection today!

PRESENTATION 88%
GRAPHICS 87%
SOUND 84%
PLAYABILITY 95%
LASTABILITY 89%
OVERALL 93%

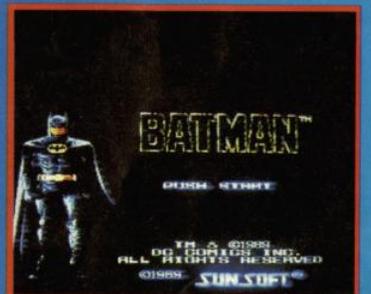


BATMAN BY SUNSOFT

FILM RELEASE: 1989

A great 20-level platform game whose sombre graphics and moody soundtracks beautifully capture the atmosphere of the film. There's action a-plenty (of the jumping, shooting and fighting sort) and the game isn't one you'll complete overnight. Batman II: Return of the Joker was released recently, and although it's good, we reckon this is still the best!

PRESENTATION 88%
GRAPHICS 89%
SOUND 81%
PLAYABILITY 94%
LASTABILITY 88%
OVERALL 92%



GAME FILMS STYLES



DAYS OF THUNDER

BY MINDSCAPE

FILM RELEASE: 1990

Absolutely dreadful racing game which has no redeeming features whatsoever. The limited tracks feature no right turns, and this limits the already extremely repetitive gameplay. Slow, drab and a complete waste of time, it's

as much fun as a hot day spent in a traffic jam.

PRESENTATION 45%
 GRAPHICS 38%
 SOUND 46%
 PLAYABILITY 39%
 LASTABILITY 31%
OVERALL 39%

THE HUNT FOR RED OCTOBER

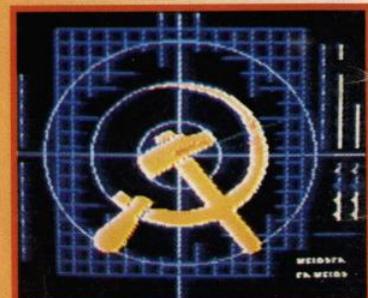
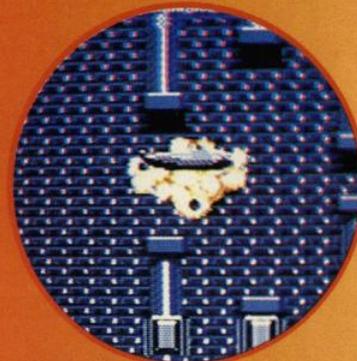
BY NINTENDO

FILM RELEASE: 1990

The Sean Connery film is a masterpiece of suspense, which keeps the viewer guessing whether Connery's Russian Sub Commander is defecting or about to attack the USA. Thus, whilst there's very little action, there's plenty of potential for a decent Silent Service-style simulation. Wrong. Instead, in this

Nintendo licence, Sean goes crazy-ape bonkers and tears into the best subs and boats that Uncle Sam throws at him. As shoot 'em ups go, this is tame stuff and is nothing more than average.

PRESENTATION 57%
 GRAPHICS 62%
 SOUND 60%
 PLAYABILITY 66%
 LASTABILITY 49%
OVERALL 64%



GHOSTBUSTERS II

BY ACTIVISION

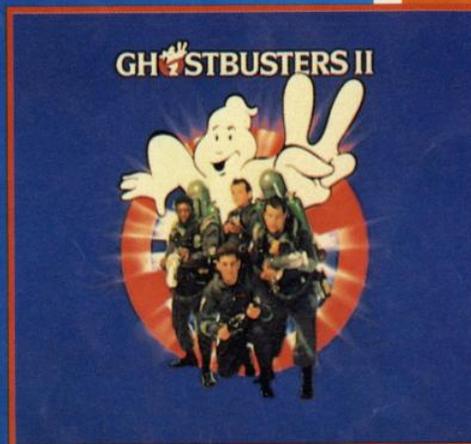
FILM RELEASE: 1984

Opening with what is surely the worst rendition of the Ghostbusters theme tune ever, this offers a poor selection of sub-games loosely linked together to tie in with the film's plot. Sadly, the dismal graphics and the actual sub-games themselves fail to gel, and the result is a tired and dull game with very little lasting appeal.

PRESENTATION 60%
 GRAPHICS 53%
 SOUND 41%



PLAYABILITY 55%
 LASTABILITY 42%
OVERALL 57%



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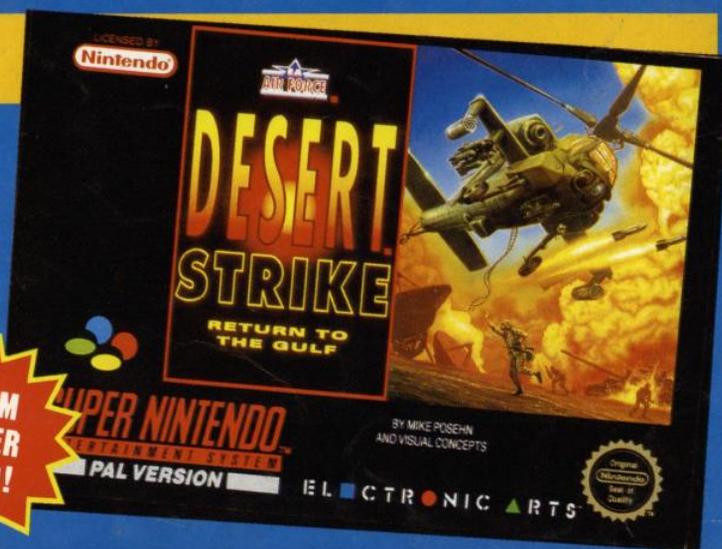
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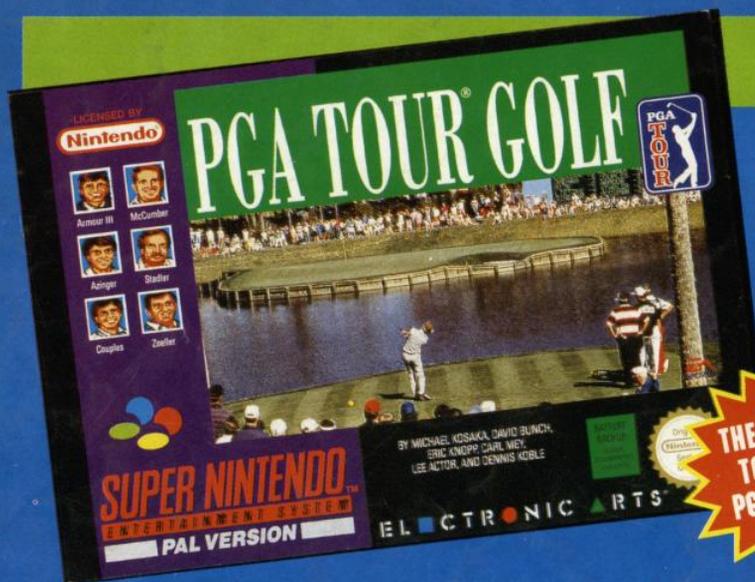


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