

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

Nintendo®

MAGAZINE SYSTEM

JULY '93

ISSUE 4

WIN NES CARTS!

50 GAMES TO GIVE AWAY

VIRTUAL REALITY

GAMES TO BLOW YOUR MIND!

MORTAL KOMBAT

FIRST EVER PICTURES!

DRIVING GAMES

WE TEST THE BEST & WORST



STARWING

SECRET WORLDS REVEALED!

HOTTEST REVIEWS!

- ★ PRINCE OF PERSIA
- ★ JOHN MADDEN '93
- ★ FLINTSTONES
- ★ MARIO PAINT



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BUBSY- FASTER THAN A SPEEDING HEDGEHOG!

FREE INSIDE
COMPLETE GAMES
INDEX PLUS
ENORMOUS
POSTER!

IN YOUR DREAMS...

An SNES
Dream Come True!
-Game Players

One of our staff's favorite
games was Bart's Nightmare!
-VG&CE

Imaginative twists and turns
of the TV show are everywhere
in this game...
-Nintendo Power

ENTERTAINMENT
WEEKLY'S
#1 VIDEO GAME!

OR BART'S NIGHTMARE!

PLAY THE GAME REVIEWERS ARE LOSING SLEEP OVER!

Battle the mighty Homer Kong in the game *Game Players* called "An SNES Dream Come True!" Enter the world of Itchy and Scratchy in *Entertainment Weekly's* #1 rated SNES video game! Vanquish vile villains as Bartman in one of *Video Games and Computer Entertainment* staff's "favorite games!" Check out the amazing eye-popping graphics, Bart's real digitized voice, dazzling action and game play that'll keep you up all night!



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NMS

FOOD FOR THOUGHT

Fat Boy gets his teeth around a quarterpounder of a problem - where are the new NES games?

Something's been putting me off my food recently. And that's what I call a serious situation.

The problem is, as I lie here in the sumptuous surrounds of the NMS office, pitting my nubile mind against life's curious conundrums, I'm becoming more and more concerned about the fate of NES owners.

Frankly, I'm worried that they're going to end up like all those old guys standing on street corners mouthing off at no-one in particular. Now, the lack of new NES releases can be explained in one word: Super. As in supercede. (Although there is a theory that designers have overdosed on platformers!)

Of course, that's little consolation to those who are quite content with their 8-bit machines. Yet, nothing, repeat nothing, is worth food deprivation. So, rather than just bemoan a fact of life and stop eating altogether, I've decided to look on the bright side (who said Fat Boy was just a jaded cynic, eh?).

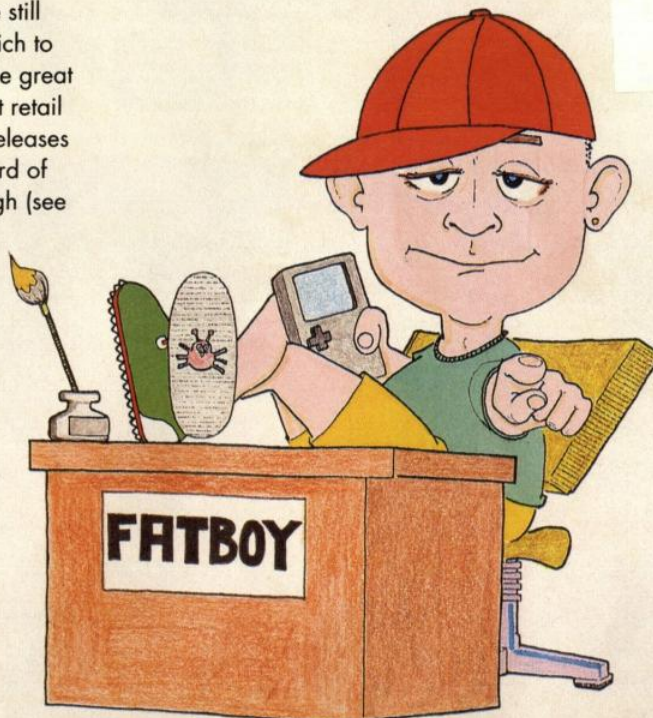
So, for starters, remember that there are still heaps of classic games around with which to expand your library. And there are some great deals money-wise being offered by most retail outlets at the moment. Plus, while new releases are getting fewer and fewer, the standard of those making it to the market is quite high (see The Jetsons in NMS #3, for example).

For our own humble part, we'll do our utmost to keep NES owners happy. If there's a mere whiff of a new game, you'll read about it here first (check out our News Network). And we promise to review every single NES game actually released (as well as classics and our complete games index).

Not only that, but we'll have heaps of NES tips and cheats, giveaways and, from our next issue, we'll be comparing NES game styles for your instant gratification. And don't be shy (as if!): if there's any other way that we can be of additional help to NES owners, let us know - if it's a good idea, we'll steal it.

Okay, now that I've expended my priceless time on easing your meagre minds, go away and imbibe this great issue of NMS. Me? I'm off to stuff my face.

REMEMBER, FAT BOY SEZ: GIVE ME MORE BACON!



THE KEY TO OUR REVIEWS

In response to the many queries we've received about how NMS reviews games, here is your guide to the most concise and informative scoring system ever! NMS gives you a complete breakdown of graphics, sound, playability, and the game's lasting appeal as well as breaking that down into detailed categories that let you know everything from how fast your fingers will have to be, to the level of brain strain that you can expect. Plus we let you know when the game is available, how much it will cost, and even throw in a few playing tips.

The overall rating is compiled from all of these elements, with playability and lastibility being given more emphasis as these are the two key elements to any game. The result is the most accurate ratings you will ever find - anywhere!

HOW WE CLASSIFY THE GAMES

PZL - Puzzle SHT - Shoot 'em up DRV - Driving PLT - Platform
RPG - Role playing game ACT - Action SPT-Sport

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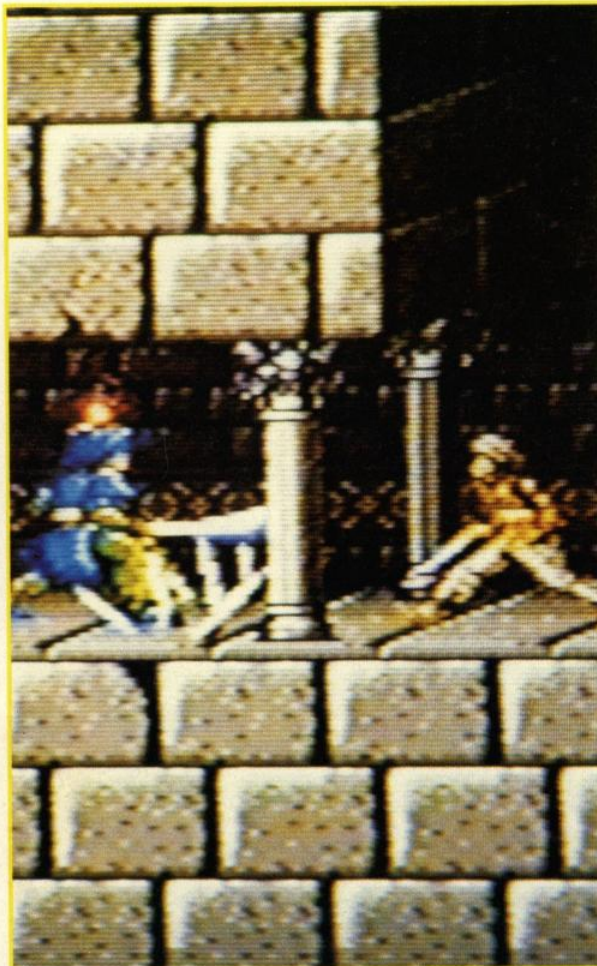


COVER STORY

Faster than a speeding hedgehog? You'll find out soon enough as NMS proudly unveils a bobcat who has set the office alight!



SUPER NES REVIEWS



ADDAMS FAMILY - PUGSLEY'S SCAVENGER HUNT.....p20
Hardened platformers will love this latest jaunt among the creepy and the kooky. Beginners beware!

PRINCE OF PERSIA.....p26
Another tough platformer that will test the skills of most as a love-struck hero battles his way through the mysterious East.

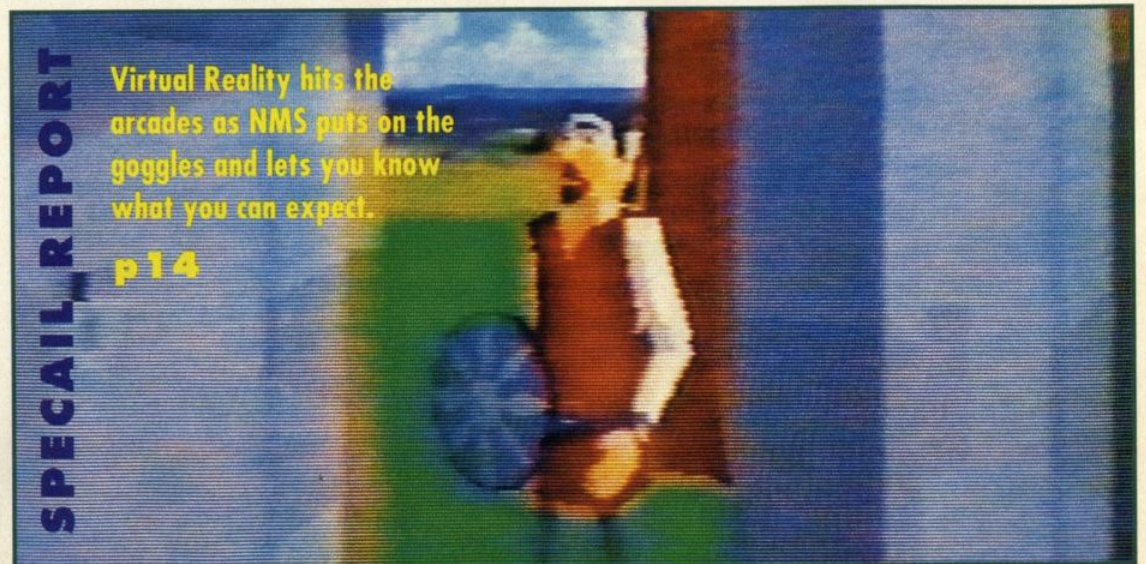
MARIO PAINT.....p38
Available only as part of a Super NES console package, this ain't no game, it's a jim-dandy instant Picasso package!

JOHN MADDEN FOOTBALL '93.....p44
OK, so it's gridiron and not real football, but this sports sim will have you playing the Super Bowl before you know it.

SPECIAL REPORT

Virtual Reality hits the arcades as NMS puts on the goggles and lets you know what you can expect.

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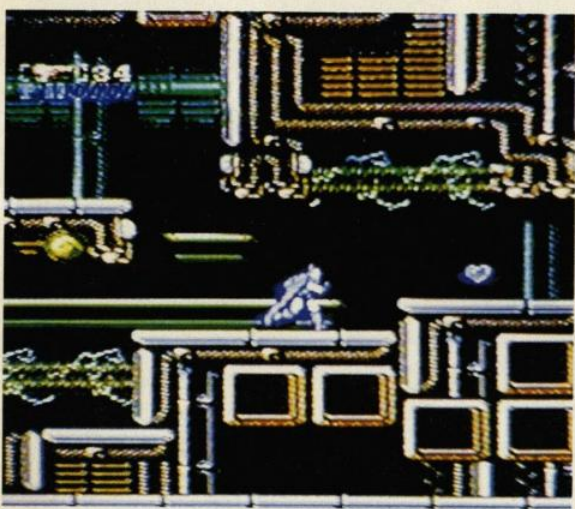




NES REVIEWS

BATMAN.....p42

Another "classic game" review as we look back in time at this challenging platformer.



GAME BOY REVIEW

KRUSTY'S FUN HOUSE.....p24

That loud-mouthed clown's rat problems have followed him to Game Boy-land, and boy, are we glad!

THE FLINTSTONES - KING ROCK TREASURE ISLAND.....30

Yabba-dabba-doo! Fred's off on a treasure hunt and what a jolly little adventure it is, too!



DEPARTMENTS

NINTENDO NEWS NETWORK.....p6

The very beatable NMS team loses at indoor soccer! Secret Starwing worlds revealed! New Street Fighter II comics! ! Win a Cassette Boy walkman!

ADVANCE SCREENINGS.....p16

Bubsy is coming, and we thought we'd let you know why you should be excited.

NINTENDO HELP SYSTEM.....p54

Phew! The last of our four-part Legend Of Zelda tips guide! Will life ever be the same again? And, of course, more cheats than you can poke a tree trunk at.

COMPETITION.....p50

Your chance to win a copy of the ace NES game, Solstice!

MAILBAG.....P51

Readers have their say. And so does Fat Boy. Who do you think wins?

Q&A.....p54

We are not answering any more questions about colour Game Boys, OK?

GAME STYLES.....p64

Our monthly round-up of games continues with this exposition on the charms of those in which you drive. All formats considered. Age is no bar.

BONUS PULLOUT

GAMES INDEX.....p33

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

PULLOUT POSTER

More Nintendo madness for your walls!

FREE STICKERS!

That's right, you should have a free set of NMS stickers in your hot little hands right now. If you don't, have a chat to your newsagent 'cos someone has ripped them off!

NINTENDO NEWS NETWORK

● NEW GAMES ● COMICS ● ACCESSORIES ● MOVIES

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 ● VIDEOS

CELEBRITY GAMES SYSTEM



Currently basking in the fame and fortune that comes with releasing a brilliant new album, Boom Crash Opera's singer, Dale Ryder, has found that the only way to deal with hordes of screaming girls who want his bod is to lock himself in his room with his Nintendo. A bit like the studly guys in the NMS office, really.

Name: Dale Ryder

Occupation: Singer with the very famous Boom Crash Opera.

Age: Fossil material.

I discovered Nintendo when: I was recording our latest album (the excellent Fabulous Beast) in L.A.

I borrow a: Game Boy and NES

I like to play Nintendo: Almost all the time, especially after a concert - it relaxes me.

My Fave Nintendo Games are: Zelda, Link, Faxanadu and Shadowgate, because they require brains, not just dexterity.

High Score: I've completed Zelda.

Cheats and Tips: I need all the tips I can get, especially on Shadowgate. At the moment I'm stuck. I don't know what to do about the giant snake statue, and I can't get past the jivedrake. Help!

The next game I buy will be: Zelda for Game Boy. (Due out around September, folks.)

● SEMI-REGULAR COLUMN

EXCLUSIVE! MORTAL KOMBAT SNEAK PREVIEW

- NEW GAME
- BY: ACCLAIM
- RELEASE: SEPTEMBER

We done it again! Feast your eyes on these exclusive screen-shots from the Super NES and Game Boy versions

of Mortal Kombat, both of which are due on sale on Monday, 13 September (otherwise known as Mortal Monday). We'll present an in-depth preview of the game in next month's issue, but



the meantime we can tell you that the game is looking pretty damn hot! The conversion from the coin-op is extremely good on the Super NES version, with the characters, moves and strategies all as they are on the Midway arcade original. Grrrrr!



VIEW POINT TO BLAST ONTO SUPER NES?

One of the Neo Geo's hottest titles, and quite possibly the machine's all-time greatest game, is the incredible Viewpoint from SNK. We've not yet had it confirmed that this game will join the conversion list, but the coin-op was just so good it would defy belief if this rock-hard diagonally scrolling blaster didn't make it to the Super NES! Featuring some of the greatest, most awe-inspiring graphics seen on any coin-op ever, this is an extremely tough blaster you're guaranteed to keep on playing until you finally finish the mutha and that's going to take some time. With enemies including the Mother Moss Bee, Mah Too Ban Crab and Snapping Turtle King alongside dozens of others, this is a game that's got to be seen to be believed and there's absolutely no reason why it can't be achieved on the Super NES. Other titles which might be converted are the shoot 'em up, Andre Dunos and King Of The Monsters 2 - although the original was so disappointing this will have to be something very special indeed. Stay tuned to the Advance Screenings section for more news on all these great games soon!



Now that's what I call graphics!

STARWING SECRET WORLD

- GAMEFAX
- BY: NINTENDO
- SUPER NES

"Hi, ho, hi, ho, it's off to work we goes..." and you'll never guess what our design superstar Harrod has gone and done. Only snapped a few screen shots from the secret levels of Star Wing! What a star!! And here's how he did it. It turns out that there is a black hole to be found within the game, inside which everything goes crazy and enables you to transport to later levels where you may find yourself facing an end-of-level boss that is actually a giant fruit machine! Naturally, you have to spin a winning combination to defeat it. And that's not all; you also get the chance to fly around inside a giant bird and play discovery with its entrails. Ugh! Stay tuned for more info on the Starwing secret worlds soon!



● SOLD OUT!

If you're one of the thousands of N-heads who are hanging out for Mortal Kombat to be released, here's a bit of advice. Put your copy on order NOW! NMS has confirmed that the entire Australian allocation to retailers of the Super NES version was sold as long ago as April and the game isn't going to be released to the public until September!! This means that, if you don't snap up a copy as soon as it comes out, you could be in for a long wait before new supplies reach Australia sometime in 1994. In the meantime, look out for the exclusive NMS preview of Mortal Kombat in next month's issue for a good look at what you're going to get for your bucks.

● 16 MEGS OF BRUTALITY

TekMagik, a recent entry in the Nintendo stakes, has spent a couple of days in Hollywood filming tough guy Steven Seagal and his stunt cronies in preparation for its scheduled Seagal Super NES action game that will be a massive 16 MEGS of limb-tearing excitement, putting it up with Street Fighter 2 and Tuff E Nuff in terms of high capacity beat 'em ups. Naturally, we are practically wetting ourselves with excitement at the thought of having to pummel our way to nirvana yet again. According to TekMagic, we can expect to see samples of this cart later this year which hopefully means a first quarter 1994 release. Expect a detailed preview as soon as we can lay our grubby mitts on the sucker!

● ITCHY & WHO?

Word has filtered down to the NMS dungeon that a new animated Tom and Jerry movie is in the works over in Hollywood. Apparently a new game is also planned. More news as soon as it comes to hand.

Two weekend 'detentions' for Mario

In Super Mario land, one of Nintendo's most popular games, the plumber must travel through four kingdoms, dodging arrow-dropping bees (Bunbuns), defeating bomb-carrying turtles (Nokobons) and jumping over man-eating plants.

All this in order to rescue the Princess Daisy from the evil Tatanga.

Last night Super Mario land was the kitchenette of the fifth floor of the NSW Leagues club.

Mario Fenech, North Sydney prop, huddled there with his father as he awaited a journey just as treacherous as the plumber in Nintendo.

And the reward was more enticing than Daisy: being allowed to continue playing a



ROY MASTERS

game where his passion has brought many followers to North Sydney Oval.

Mario had said after a first-round game against Manly this year that if he was found guilty of attacking the head of an opponent once more, he would "get life".

Last night, after being found guilty of headbutting Wests

winger Mark Bell in a game at North Sydney Oval on Saturday, rather than life, Mario copped "weekend" detention.

He was suspended for two matches. Immediately after the suspension he returned to the kitchenette where he again hugged his father.

Mario's renowned passion probably saved him from a longer suspension.

Every time a hostile witness said something he believed to be untrue, Mario sighed and shook his head as if trying to avoid Bunbuns.

He explained the three seeming headbutts to Bell as attempts to rise to his feet, with such an expression of angst that one thought Bell's arms clinging to

him were Nintendo's man-eating plants.

He said: "I remember it vividly. "I can say honestly to the judiciary that my head did not make contact with his head."

All the time Mario's father sat behind him with a mobile phone.

In the final analysis, only touch judge Col Jones gave damning evidence.

He contended that Mario's head made contact with Bell's face.

But his counsel Peter Capelin, QC, was able to establish there was no blood and tissue damage.

While Nintendo was the game of the night, there was a brief flurry where the Umpire Strikes Back.

Referee David Manson

became so annoyed at Capelin's line of questioning that he began interrogating the questioner.

Perhaps it was the referee's visit to Kingaroy earlier that day but he announced Joh-like to the judiciary: "On the field I am sole judge of fact".

But Capelin persisted with the line that Manson had not actually seen heads clash and that this did not constitute a butt.

"A butt is a butt, the way billy goats do it," he explained.

But there were no ifs or butts when the brief suspension was handed down.

Mario and his father fled to a safer Mario land and Capelin said: "We are happy."

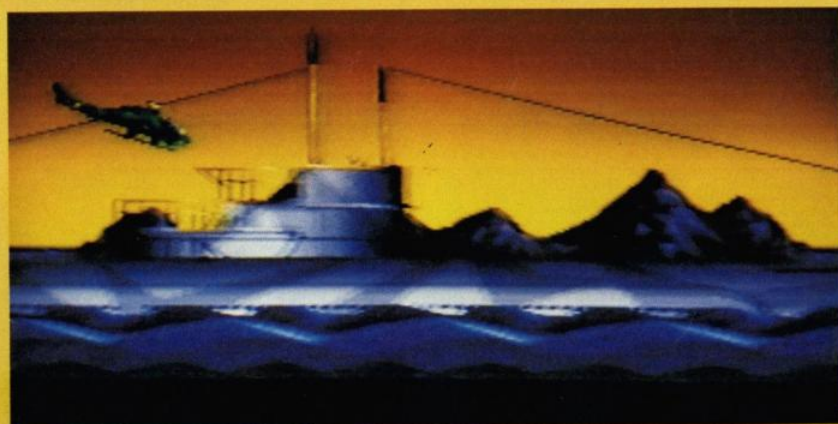
"The suspension was towards the lower end of the scale."



MARIO IN RUGBY LEAGUE SHOCK!

Adverse publicity concerning the levels of violence inherent in video games (*Sodding wowers! -Fat Boy*) has been bolstered by the revelation in the Sydney Morning Herald newspaper that our erstwhile hero, the eccentric plumber Mario Mario, could well be nothing more than a football thug in his spare time. The NMS office believes that the article (reprinted above) is nothing more than a transparent attempt to boost the image of embattled North Sydney Football Club player, Mario Fenech (no relation to Jeff), by linking him with the amazing Mario Mario, who, if he had the time, could demolish all the teams in the current Rugby League competition (and the AFL) single-handedly. On the other hand, the columnist may have just had a helluva a night on his Nintendo!?!)

● MEDIA COMMENT



THE TOUGH GO CHOPPING

As promised in NMS #2, we've been closely studying the Choplifter III Super NES cart that Laser Beam has been working on. Although we have only seen a very early version of this search and rescue game (basic graphics, virtually no gameplay etc) at the time of going to press, the game should be undergoing its final tune-up for a September or October release by the time you read this.

However, as you can see, the graphics are lush and should be even better on the finished version.

While our sample only had limited weaponry (one lousy gun), the manoeuvrability of the chopper was already spot-on, which should mean lots of adrenalin-pumping rescue missions in near-impossible situations (we hope). Look out for the full NMS review soon.

● NEW GAME

● BY: LASER BEAM

● RELEASE: OCTOBER

NMS HIGH SCORES??!!

A few hardy souls have actually confirmed their high scores with the photographic evidence we asked for. So impressed were we (at the photos, not the scores) that, thanks to Sony Music, we have five copies of the ace Sound Unlimited CD, Postcard From The Edge Of The Underside, to give to the first five N-heads to get their photos in. If anybody out there would like to send us a REAL high score, we might just consider giving a prize for that, too. In the meantime, here are the only high scores that have been validated by NMS.

NES

DR MARIO

129,400 - M. Ahkam Subroto, Kensington

DOUBLE DRAGON 2

137,690 - Christopher Baff, Boroven, Qld.

MARBLE MADNESS

36,740 - M. Ahkam Subroto, Kensington

SNAKE RATTLE N ROLL

714,850 - Jamie Adams, Randwick, NSW.

SUPER MARIO BROS

151,650 - M. Ahkam Subroto, Kensington

SUPER NES

STREET FIGHTER II

1,510,421 - David Robertson, Kurrajong Heights, NSW

Actually this is quite a good score. We're assuming that Dave hasn't used any continues, though.

SUPER MARIO WORLD

9,999,990 - David Frizelle, Hornsby, NSW.

Gee willikers! A score equalled only by NMS' Jaz Rignall!!! Righteous!!!

Those of you whose egos are affronted by these paltry scores should get working on your fave games, take a photo of your high score and send it in for your chance at fame and, possibly, fortune. 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 won'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: _____

HOW TO MAKE YOUR OWN CARTOON

Bored with platform games and blasters? Well, all you NES owners can find salvation in the form of Konami's Tiny Toon Cartoon Workshop. The gist of the cart is that you have the ability to create your own mini-cartoons in a do-it-yourself scenario not a million miles from Nintendo's Mario Paint (see p38 for the full NMS review of that cart).

Backdrops, sprites and animation are all at the user's disposal along with assorted preset effects so you can piece together your own animated flick. And then you can video your handiwork and save it for posterity.

An Australian release is not scheduled at this stage, though if Mario Paint is a success here it would be hard to see Mattel resisting an Australian release for Tiny Toons Workshop.

● BORN TO LOSE

To sip from the cup of victory was sweet indeed - it's the fetid aftertaste that's causing problems for the NMS Game Boys.

Bolstered by our ranting report in last ish, your favourite five-a-side soccer team went on to win its next game 3-0. Now confidently coveting a place in the semi-finals, management launched an immediate inquest into why that Reynolds fellow only scored three goals.

His lame excuse - "I had two others disallowed" - was quite rightly dismissed in favour of a good buttock-thrashing.

And so it was on to a rematch with the league leaders. Now, it's not our nature to dodge the issues. But it was 1-1 with five minutes to go, our goalkeeper had severe emotional problems and we were playing against the wind.

That's right: we were hammered, 4-1.

But losing wasn't the problem - we're used to that. It was the manner of our defeat that's a worry: Phil substituting himself just because Gerry abused him (no points for character), Gerry questioning the referee's parentage (no points for originality) and Rod deliberately puncturing the ball (well, one very sharp point).

What happened to the fun-loving sportsmen who took up this game for a laugh? Intoxicated by the merest whiff of victory, that's what.

Your friendly NMS gang, once proud to represent this magazine in the mature knowledge that winning isn't everything, had become nothing more than a bunch of bad losers.

(Though, following our next defeats of 3-7 and 3-6, at least we're good at losing badly.)

So don't be surprised if this is our last sports report. Unless a miracle happens - and our behaviour improves.

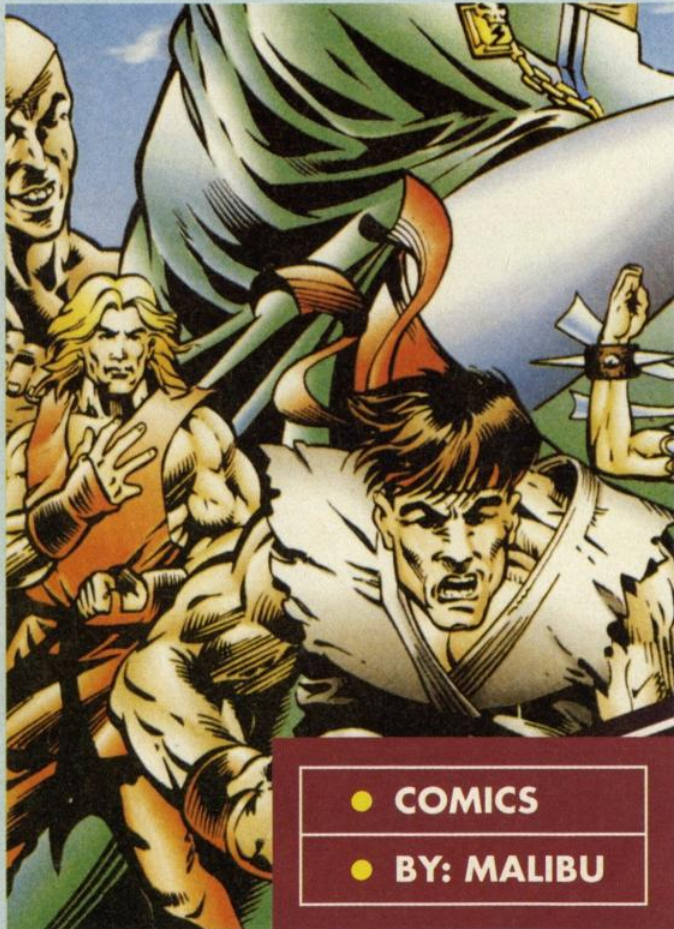
MORE PRINTED PUGILISM

Will the Street Fighter 2 madness ever stop? While specialist import comic shops have been able to get their hands on the Japanese comics of the adventures of our fave World Warriors, there is now a new series brought out by US comic company, Malibu Comics.

Written by long-time Malibu scripter, Len Strazewski, and illustrated by Don Hillsman and Jeff Whiting, the company is boasting that the comics will be as action-packed as the game and even hope that they can further enhance the appeal of these classic characters.

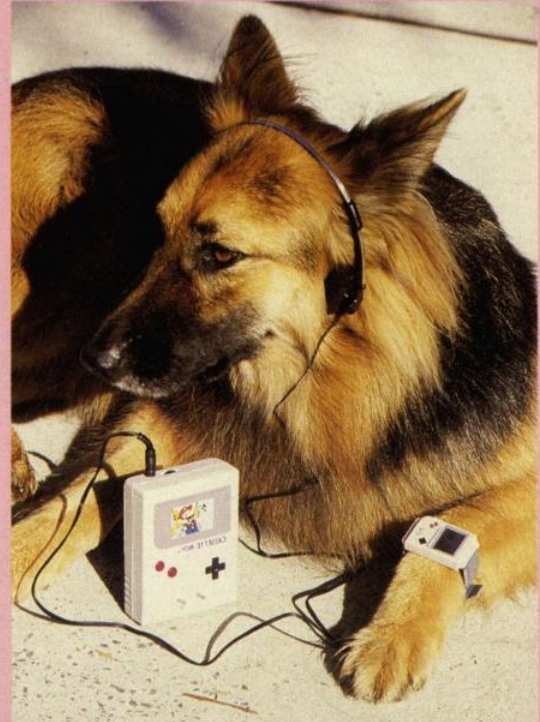
In the first issue, Bison tells Sagat to lure Ken and Ryu into the World Arena for a fight to the death. In addition to the regular characters, Malibu intends introducing a new character, though at this stage it looks like he may prove to be merely mortal and get severely dusted. Revenge, anyone?

Haunt your specialist comic shop for this one.



- COMICS
- BY: MALIBU

- CASSETTE BOY WALKMAN
- DISTRIBUTED BY: PLAYTHINGS



GB WITH KNOBS ON!

As our search for the the weirdest and most surreal Nintendo product continues to comb this fine land, we have noted that the humble Game Boy is the most accessorised handheld in the world. At last count, it was several watches, a calculator, and now, a walkman. Officially known as the Cassette Boy, it looks like a Game Boy, but is actually a walkman. Because the NMS staff all live in crime-ridden inner-city areas, we sent this valuable item out to our Country Correspondent, Mitchell Burge, at Mt Colah for evaluation. His verdict? "It's cool! Can I keep it?" High praise, indeed.

If you'd like to win one of ten Cassette Boys kindly donated by Playthings, simply write your name and address on the back of an envelope and mail it to:

I Wanna Cassette Boy, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000

and you, too, could be swaggering to a different beat!

CONDITIONS OF ENTRY FOR ALL COMPETITIONS

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 the 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, 21 July 1993. The winners' name will be published in a future issue of the *Nintendo Magazine System*. Prizes are not transferable nor are they redeemable in cash. The judges decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. © 1993 Nintendo Co., Ltd. All rights reserved.

* Ask your parent's permission before calling.

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NINTENDO NEWS NETWORK

THE OFFICIAL NMS CHARTS

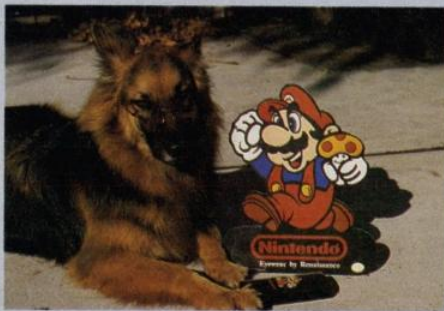
Last month's position in brackets.
Fast Movers have a bullet.

Game Boy	NES	Super NES
1 SUPER MARIO LAND 2 (-)•	TOM & JERRY (2)	SUPER STAR WARS (-)•
2 CRASH DUMMIES (4)	ULTIMATE AIR COMBAT (5)	SUPER MARIO KART (3)
3 SUPER MARIO LAND (-)•	SUPER MARIO BROS 3 (1)	STREET FIGHTER II (1)
4 JORDAN VS BIRD (3)	KRUSTY'S FUN HOUSE (-)•	DESERT STRIKE (2)
5 BATTLETOADS (7)	INTERNATIONAL CRICKET (4)	BART'S NIGHTMARE (6)
6 DOUBLE DRAGON 3 (10)	BART VS THE WORLD (7)	SPIDERMAN, X-MEN (5)
7 BART VS JUGGERNAUTS (5)	AUSSIE RULES FOOTIE (6)	LETHAL WEAPON (-)•
8 ALIENS 3 (6)	SPIDERMAN, SIN. SIX (3)	SPR DOUBLE DRAGON (-)•
9 T2 - ARCADE (9)	BATTLETOADS (9)	HOME ALONE 2 (-)•
10 PITFIGHTER (8)	THE JETSONS (-)•	JACK NICKLAUS GOLF (-)•

Compiled with the assistance of Capital Games Centre.

MERCHANDISING GONE MAD

Well, hold me back before I go out and blow all my hard-earned dosh on these... errr... spectacle frames. Dash it and damnation, has the world gone blind? Apparently it has because nobody seems to have noticed that there is no identifiable link between these specs and Nintendo apart from the case they come in. You have been warned. Save your money for a pair of Street Fighter 2 jocks. (Now *there's* a good idea!)



- NEW SPECTACLES (?!)
- BY: GENERAL OPTICAL
- PRICE: \$120
- OUT NOW

TOXIC CRUSADERS ARE WAY TUTU MUCH!

They're gross, but they still get girls! They're the Toxic Crusaders and they are about to make the leap from the small screen to Super NES and NES scrolling beat 'em ups. Yes, the environmentally aware mutants led by the ever-lovable Toxie have to defeat the evil alien Dr Killehoff before he pollutes the entire world and reduces Tromaville to rubble. With a patriotic shout of "It's clean up time!" Toxie, his mop, his charming ballerina's dress and his gang of radioactive ugly friends leap into action with a few devastating moves designed to keep your thumbs working those buttons! As soon as we get news on an Australian release we'll let you know. Not only that, but in a outbreak of goo(d) taste (!!), Channel Nine has threatened to commence broadcasting the new Toxic Crusaders animated TV series soon, so keep an eye on your TV guide.

- NEW GAME
- TV SERIES



● CHANGIN' THE RULES

The latest news from those friendly folk down at Beam Software is that the promised Super NES conversion for the humungously successful Aussie Rules Football has been put on the backburner. With an eye on the international market, Beam has decided to work on a new two-in-one Rugby cart for the Super NES that will feature both Rugby Union and Rugby League, as a priority.

'Rules will see the light of day after the Rugby two-in-one is released. And before you ask, the Super NES conversion for International Cricket is still going ahead, though a finished game isn't expected until late this year, which makes for a early 1994 release at this stage.

● CAPCOM PLAYS A MEAN PINBALL?

After the success of its Street Fighter II pinball collaboration with Gottlieb, Capcom is rumoured to be entering the pinball manufacturing market in its own right with unconfirmed rumours that Capcom is looking at buying Gottlieb out. If this is true, we could be in for an exciting new generation of pinnies if the standard of Capcom's video releases are anything to go by.

● DEEEENNNNNN NNNIIIIIIIISSSSSS SSSS!!!

Ocean has begun working on a Dennis the Menace title for the Super NES based on the soon-to-be-with-us animated movie that is in post-production as we write this. Apparently Dennis' long-suffering neighbour, Mr Wilson, is reduced to coronary status about every five minutes or so as America's answer to Ginger Megg plunders his garden and is extremely rude to the ugly girl who wears glasses. Should be a scream!

ARCADE ACTION

• AUSTRALIAN CHARTS Compiled with the assistance of Timezone and Galaxy

	SIMULATOR GAMES	VIDEO GAMES	PINBALLS
1	NBA JAM	Cadillacs & Dinosaurs	White Water
2	Virtual Racing	In The Hunt	Dr Who
3	Wild Pilot	Warriors of Fate	Creature From Lagoon
4	Lethal Enforcer	SF II CE Hyper Fight	Fish Tales
5	Suzuka 8 Hours	Mystic Warriors	The Addams Family
6	Final Lap 3	Cup Soccer	The Getaway
7	Mad Dog McCree 2	3 Count Bout	Terminator 2
8	Stadium Cross	Fatal Fury 2	Party Zone
9	Mortal Kombat	Fighter's History	Hurricane
10	Sonic Blastman	Super Side Kick	Black Rose

• USA CHARTS As published by American Replay Magazine

	SIMULATOR GAMES	VIDEO GAMES	PINBALLS
1	NBA Jam	SF II CE Turbo	Addams Family
2	Mortal Kombat	Time Killers	Rocky & Bullwinkle
3	Lethal Enforcers	Fatal Fury 2	Creature From Lagoon
4	SF II CE	3 Bout Count	White Water
5	Terminator 2	World Heroes	Star Wars
6	Golden Axe II	Neck N Neck	Dracula
7	Sunset Riders	SF II	Fish Tales
8	Double Axle	Art of Fighting	Terminator 2
9	Steel Gunner	Warriors of Fate	Cue Ball Wizard
10	Super High Impact	Aero Fighters	Lethal Weapon 3

• JAPANESE CHARTS As published in Japanese Game Machine Magazine

	SIMULATOR GAMES	VIDEO GAMES	PINBALLS
1	Lethal Enforcers	Turbo SF II CE	Fish Tales
2	Virtual Racing (Twin)	Quiz Channel Question	Batman
3	Super Chase	Quiz Gakumon no Susume	Lethal Weapon 3
4	Suzuka 8 Hours DX	Puyo Puyo	Hook
5	Virtual Racing (Deluxe)	Fatal Fury 2	Terminator 2
6	Wild Pilot	Warriors of Fate	-
7	Suzuka 8 Hours SD	Knuckle Heads	-
8	Warriors of Fate	Grind Stormer	-
9	Final Lap 3 (Deluxe)	Mystic Warriors	-
10	Final Lap 3	Dark Edge	-

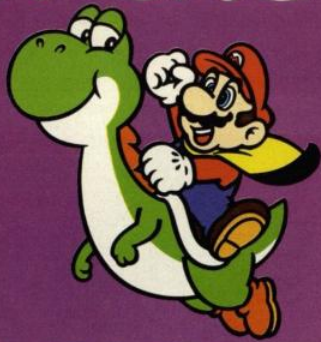
• IT'S A GAS(I)?

More news from the TekMagik bunker concerns the release of the eagerly awaited (by Gerry, at least) Andre Agassi Tennis for Super NES. Its UK release is set for September and NMS is sure that Australia won't be too far behind given the level of interest in all games that involve small balls (indoor soccer and Phil's perversions excluded). You can expect the full NMS review thingy soon.

• AND THE WINNERS ARE...

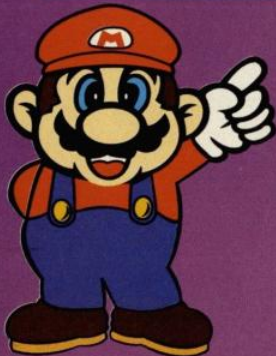
(From NMS #2) **GAME BOY RADIO:** Jason Churchill, Menai NSW; Guy Williams, Beecroft NSW; Harry Stone, Prospect SA. **F-15 STRIKE EAGLE GAME:** John Hetman, Salisburly Nth SA; Dana Carsley, Upper Mt Gravatt Qld; Clinton Brown, Chermside Qld; Simon Halliburton, Goolgowi NSW; Josh Hupalo, Ebenezer NSW. **DESERT STRIKE GAME:** David Warburton, Kurranjong Heights NSW; Ed Dolista, Belmont Vic; Andrew Black, Romsey Vic; Dylan Wiadrowski, Shepparton Vic; Sam Hunter, Benalla Vic. **MARIO BROS MOVIE TICKETS:** Benjamin Bell, Mooroolbark Vic; Andrew Sidhu, Camberwell Vic; David Boucher, Oak Flat NSW; Lance Jackson, Hawthorne Qld; Caroline Molmar, Daylesford Vic; Peter Bothel, Dolls Point NSW; Pirs Kenner, Rozelle NSW; James Lunsdaine, St Ives NSW; Robert Morris, Wamoom NSW; Benjamin Smith, Highton Vic; Daniel Howes, Marmain WA; Colin Lord, Lurmea NSW; Doug Finley, Newtown NSW; Liam O'Sullivan, Brisbane Qld; Joe Brassil, Walla Walla NSW; Tom Dent, Eschol Park NSW; Dylan Hollstein, Avalon Beach NSW; Emanuel Gagonis, Kensington Park SA; Scott Mackay, Bonnyrigg NSW; Jim Jimgagnis, Hindmarsh SA; James Yates, Watsons Bay NSW; Gideon Harkham, Bellevue Hill NSW; Hayden Perkin, Bondi NSW; Daniel Colyer, Corrimal NSW; Douglas Schott, Belmont Nth NSW. **MARIO BROS SUPER SHOW VIDEO:** Linda Marshall, Hoppers Crossing Vic; Allan Simpsons, Toowoomba Qld; Phillip Grellet, Ararat Vic; Ben Vance, Townsville Qld; David Hahn, Sunnybank Hills Qld; Nathan Worlind, Jerrabomberra ACT; Darren McMahon, Katanning WA; Matthew Fonti, Bundaberg Qld 4678; Aaron Kelly, Beechboro WA.

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| SUPERSWIV | EXHAUST HEAT | WAYNE'S WORLD |
| BLUES BROTHERS | KING ARTHUR'S WORLD | T2 ARCADE GAME |
| RUGBY | MORTAL COMBAT | SHADOWRUNNER |
| LEMMINGS (RE-RELEASE) | STAR WARS (RE-RELEASE) | MARIO IS MISSING |
| MARIO KART (RE-RELEASE) | JURASSIC PARK | MARIO LOST IN TIME |
| ANOTHER WORLD | TERMINATOR 2 | |
| JUNGLE STRIKE | STRIKE EAGLE | |

COMING SOON (NES)

- ALIENS 3
- CRASH DUMMIES
- BART Vs RADIOACTIVE MAN
- JURASSIC PARK

COMING SOON (GAMEBOY)

- AGRO SOAR
- FLINTSTONES
- F-15 STRIKE EAGLE
- SUPER MARIOLAND
- LEMMINGS
- MORTAL COMBAT
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VIRTUALLY UNREAL!

Two of the NMS crew got out of the office to check out the latest buzz in gaming - virtual reality. It's a bitch of a job, but... you know the rest.

THE NMS GUIDE TO VR GAMES

Dactyl Nightmare: A simple shooting game where you and your opponent are stranded on a group of interconnected platforms in space. While you stalk each other, a pterodactyl is stalking you from above. Dactyl Nightmare is the entry level game for VR and is a good one to learn how to move around in your artificial environment.

Capture The Flag: On the same platform as Dactyl Nightmare, but the object is to capture a flag from your opponent and bring it back to your platform.

Grid Busters: A cyborg gladiator-style adventure set in and above a stadium. You are fitted with a rocket pack with which you can fly above the stadium. Fight to the death while trying to knock out certain elements within the stadium.

Legend Quest: A Dungeon & Dragons-style scenario that sees you wandering around a castle, collecting weapons, battling ghoulies and generally kicking butt while trying to rescue the Princess.

Battlesphere: Flying sim based in outer space with all the usual laser-shooting malarky, except this time, you're in it.

Total Destruction: A NASCAR-style racing game that sits you in a bucking bronco of a car as you hurtle around the track at blistering high speeds. If you thought Virtual Racing was cool, you ain't seen nuthin' yet!

Flying Aces: A WW1 flying sim that sees you dogfighting in one of those clapped out, non-turbo jet propulsion numbers that you read about in history lessons. Real flying skills are needed as there are no homing missiles or such like to make up for your ineptitude. Feel the wind in your hair!

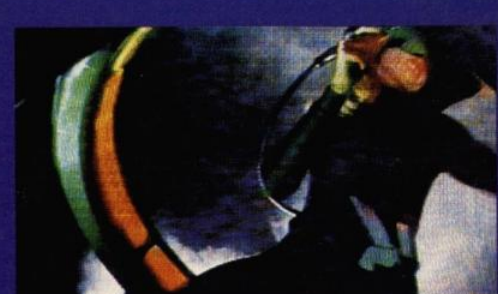
EXOREX: Another aerial sci-fi shooter that will have you wondering where you left your stomach as you hurtle around the skies.

VTOL: A Harrier jump-jet game in which you go through a number of different tactical missions in one of the world's most manoeuvrable planes. Phew!



SO WHAT ON EARTH IS VIRTUAL REALITY?

Virtual Reality is a computer-generated, 3-D, full colour world into which you are totally immersed by the use of body movement sensors and an enclosed goggles/helmet set-up. You can run, walk, fly, touch and do things that only exist inside your goggles. In other words, you can play as a real life character in your own turbo-charged computer game, but instead of pressing buttons on a control pad, it is your movements and actions that control your role within the game, and the game is all you can see!



VR ARCADES - HERE! NOW!

Open in Perth, WA, is Australia's first 100% dedicated VR arcade. Called Cyberzone, It features eight machines in 2x4 formation, with one set being sit-down and the other being stand-up. Each set will be linked so you can play against up to four opponents at the same time, or against the computer. At the time of going to press, not much more was known about the VR arcade as the people behind it were refusing to comment until they had finalised all the arrangements. But NMS suspects that you will be able to play most of the games available for VR. So, who's gonna fly us over for a game?

NMS ARCADE SPECIAL

ANDREW

I had seen pictures and video footage of VR before, but experiencing it for the first time is quite astonishing. At first, the back pack and visor feel heavy and awkward, but once they are adjusted and the game starts, all contact with the outside world is lost. The sensation of "being there" is very real; wherever you turn your head there is something to see. Getting around in the electronic landscape is very easy to learn. Simply press the button under your thumb and you're off in whatever direction you are facing. There were two games on display at North Ryde RSL when we visited, Legend Quest and Dactyl Nightmare. Legend Quest is a dungeon adventure in which you race against a time limit to rescue a princess. On your way, you can open chests to find better weapons etc, and you will have to fight a variety of monsters from macabre skeletons to huge spiders. To fight the enemies put your hand out and, when you see it in your 3D world, click the trigger button to select your weapon, then attack by making slashing and stabbing movements. The atmosphere is that of a cramped dungeon and, because of this, it is all too easy to become stuck in a corner and attacked by relentless skeletons and wolves, thus wasting precious time. The other game, Dactyl Nightmare, is more open and a better perception of distance is achieved. The object is to shoot your opponents more times than they can get you within a time limit. Things are made more interesting by the occasional appearance of a green pterodactyl which swoops from the sky when you're least expecting it and carries you high above the arena, then lets you plummet to your doom! The games are quite fun, but the more you play them, the more apparent the faults are. For example, there is a slight lag between turning your head and the action occurring on the screens in the visor. This is a minor problem that will no doubt be ironed out as more research and development goes into virtual reality systems. Home VR systems are only a matter of time but, until then, you can wait in eager anticipation of what is to come.

SO, WHAT'S IT REALLY LIKE?

With the continuing hype about VR, NMS decided to get the scoop on the state of play as far as the gaming side of things goes. We went to the North Ryde RSL Community Centre to experience Sydney's only VR set up and looked into... the future! This is what we thought:

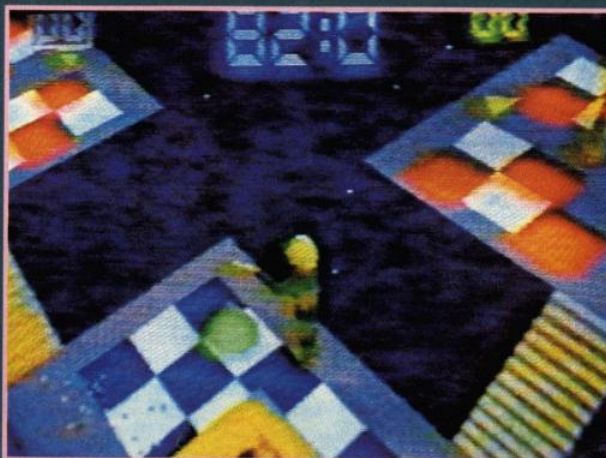


Check out the movie, *The Lawnmower Man* for a look at where VR might be going in the future.

Apart from games, it is expected that VR could revolutionise areas as widespread as education, health and scientific research.



"The Nintendo Power Glove was one of the first commercial applications of a limited form of virtual reality."



ROD

As I looked over the edge into nothingness, a raucous howl came from above me. Damn! I turned on my heel and searched the sky for the carnivorous pterodactyl that was stalking me. Too late! The bugger was behind me and had grabbed me before I could raise my gun. As the prehistoric bird lifted me above the rapidly receding group of platforms that I had been on, I thought to myself, "I hate Mondays." I'd already been shot to pieces at least four times in the last five minutes by someone who had claimed to be my friend and now some stupid green bird that can only fly in circles had decided that I'd make a tasty dinner. Sheesh, talk about another hard day at the office! A couple of minutes later, in the garish surrounds of Splinters bar in the North Ryde RSL Community Centre, I was back in reality - real reality, not the virtual reality game that I had been playing - and guess what? I wanted to play again. So, what was it like? Physically and emotionally draining for starters - there's nothing quite like being *in the game* to get that dull ache of fear throbbing through your body. Then there is the adjustment you have to make visually. Believe me, when you are suddenly put into another world, it takes some getting used to! Once you get started, it all becomes so real to you that the imperfections of the game are instantly apparent - but, truthfully, it also made me absolutely desperate to try one of the car racing games, or a flight sim - they would be amazing! OK, so the VR games that are out right now aren't everything that they're cracked up to be, but despite the crude 3D-effect polygon graphics, limited movement and cumbersome equipment, the game is still worth trying. VR might not be what you expected, but it is easy to see why people's expectations have been raised so high about it - you can't help but see what might be possible in the (near) future. And, let's face it, how many video games really make you SWEAT?!

ADVANCE SCREENING

PREVIEW SYSTEM

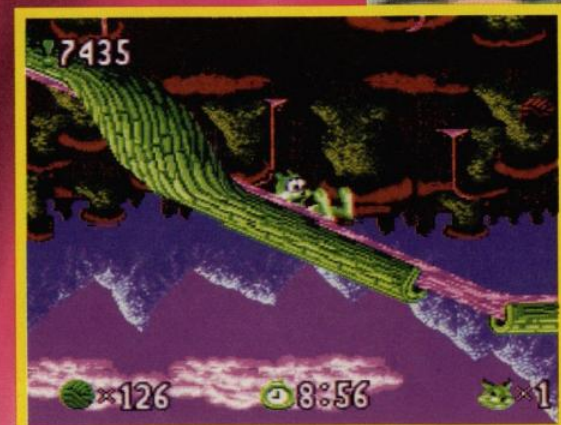
Could it be true? Could anyone be faster than that spiky blue hedgehog in trainers and his two-tailed sidekick? Accolade reckon they've done it with Bubsy the Bobcat, and from the looks of things they could be right! Already Bubsy looks set to become the surprise Super Nintendo hit of the year, so NMS grabs the cart for an in-depth preview as only NMS knows how! So without further ado, let's get down to business!

Far out in the, well, farthest reaches of space live an alien race called the Woolies on the weird world of Rayon. Naturally these Woolies like a bit of the old knitable, so their twin queens, Poly and Esther, order their henchman

Professor Nylon to scour the cosmos and plunder as much of the stuff as he can.

It didn't take prof Nylon long to discover the wool collection to end them all - owned by one Bubsy the Bobcat, super-fast dude and general all about town wise-guy. But the prof and his wide-boys reckon they're hard enough for their feline foe, so they set off for Earth determined to rip off all our boy's wool.

Now this is their first mistake. Not only is Bubsy a bit of a lad, he's also ready, wooling and able to fight for a just claws - without even pawing for thought. The question is this: will nine lives be enough for the lad to take on everything his evil enemies throw at him? That's going to be up to you!



▲ Caught mid-run, Bubsy stops to prone himself along in a handy paddle boat - using his fast leg action to get the boat's paddle-based engine in motion!

SUPER SPEED SURPRISES

The first thing you should know about Bubsy is that he's FAST. This cat knows a thing or two about top speed. Start him running and he is soon belting along at a fair old lick, but point him down a hill and he shifts so fast he's just a blur! Not only that, he's capable of some pretty nifty mid-air manoeuvres if you're quick on the joypad, and after a short time you'll become the speediest cat on the planet!

The last thing Bubsy likes to do is stand around waiting for something to happen, and he makes his feelings known if you dawdle, waste time or do anything else which is even remotely sad. This is actually quite a good thing, because all the enemies you're likely to encounter are a tad swift, too, so it pays to keep your speed up!



CATTY COLLECTIBLES

Bubsy earns special bonuses and skills by picking up the objects which litter his world. First up are the red, yellow and green yarn balls for bonus points, while finding one of the T-shirts scattered about the landscape grants our lad an extra life! Crates of yarn are also handy, but we'll leave you to discover their surprises for yourself!



▲ The team behind Bubsy reckon that their fast-moving feline features more animation than any other Super NES sprite.





▲ Having accidentally collided with a cutesy-wutesy bunny, Bubsy collapses with laughter...



▲ 'Water laugh,' thought Bubsy as he leapt towards the end of the level.



IT'S A CATASTROPE!

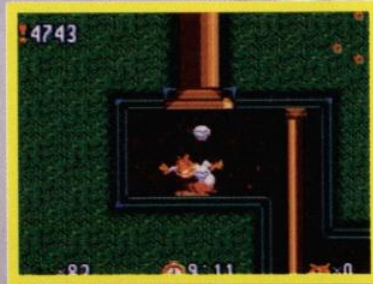
Bubsy has a wide variety of enemies to contend with, but they fall roughly into two groups:

WOOLIES: These are either standard woolies; the rock-throwing type; the rolling log variety or the catapult-firing mega-hard men that are best avoided wherever possible.

CRATES: Yes, these seemingly harmless items have a mind all of their own, containing such nasties as bananas which cause Bubsy to slide out of control, anvils that fall on his head and tacks - exploding pins which prove lethal! Every enemy has its own characteristics, and you're going to need to be familiar with them all before you can get anywhere in a hurry!



▲ Bubsy comes a cropper at the hands of one of his many foes.



WORLDS OF WONDER

Bubsy's world is HUGE, made up of loads of different levels through which to battle. Each level, a world in itself, is split into three chapters. Here's a quick look at the first two worlds:

WORLD 1: This is a grass, rock and water area with villages and perilous water slides scattered throughout. The three chapters of this world are the Cheese Wheels Of Doom, the Forbidden Plummet and a Bridge Too Fur. All are fairly distinctive, but they do have one thing in common - they're great for tuning up those joy-pad skills for the harder worlds to come. The bosses of this world are three giant flying saucers commanded by well 'ard Woolies.

WORLD 2: A giant fairground where roller-coasters and the like dominate the scenery. Bubsy is best off dodging the coasters, but he can ride in them for extra zip and jump on the bouncy air-balloon things to gain extra height. If he's lucky, Bubsy can even hitch a ride on a rocket car through the skies above the fair, or find the warp doors to shoot him past all the trouble ahead!



▲ Bubsy's on the blocks for the first themed world.

PURRFECTLY ENORMOUS

Bubsy is such a massive game that a huge development team has been working away on the game for ages. As you can see from these sketches, they've put a lot of work into the characters, giving each one a distinctive personality. Most of these early ideas are still found lurking within the game, although they may have changed slightly to suit the worlds they live in. The designers have put a lot of time and effort into the animation, particularly of the main Bubsy sprite, making him one of the most nifty little critters around and capable of some quite staggering feats. As you can see from these sketches, he does everything a hedgehog can, and a lot more besides! So, could Bubsy be the boy to knock the spiky one into touch? Accolade certainly thinks so and, from what we've seen already, Bubsy will certainly give him a serious run for his money when the game hits the Super NES in August. While we only had an uncompleted cart, we'd have to say that the future, at this stage, looks bright for Bubsy.



▲ Bubsy contemplates taking Kaoline and Morphine for his terrible constipation.



▲ Numerous bonuses have been left for our hero to collect as he goes. However, beware of booby traps which threaten to sap his energy.



GAME FAX

BUBSY
UNDER
CONSTRUCTION

Bubsy™ in: Claws Encounters of the Furred Kind
Copyright 1993 Accolade, Inc.

- PRICE: TBA
- BY: ACCOLADE
- PLAYERS: 1
- MEGS: 8



▲ Our hero is helpless as the water sweeps him towards certain death.



▲ Cats aren't exactly famed for their swimming prowess, as Bubsy shows as the large pit he has fallen into starts to fill with water.

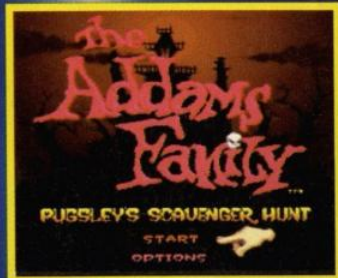
REVIEW

SUPER NES

1
PLAYER

8
MEG

PLT
GAME



PRICE: TBA
BY: OCEAN
RELEASE: JUNE

CONTROL

1 JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

UNLIMITED

SKILL LEVELS

1

RESPONSIVENESS

GOOD

1ST DAY SCORE

12,000

ORIGIN

Scavenger Hunt is Ocean's second Addams family platform game. This time the characters are based on the new cartoon series.

When the social worker visited the Addams Family, he observed there was a 'vibe of disharmony' in the household. Perhaps there wasn't sufficient bonding between parents and children. To rectify the problem, and stop all that strange anti-social behaviour their offspring had been indulging in, the social worker suggested they perhaps organise some sort of activity for their miscreant sprogs...

Though they were not usually inclined to take the advice of a nosy parker with a beard, suede elbow patches and a knitted tie, Mr and Mrs Addams thought he might have a point. So this is how the idea of the Scavenger Hunt came about.

Gomez would hide items round the house and the kids would race each other to collect them. Trouble is, Wednesday thought the exercise so stupid it was up to Pugsley to play alone.

Now, the ideal Scavenger Hunt is made up of objects which are not too obscure, but not too easy to find. The Addams' had just the stuff - octopus ink, mouldy cheese, spider's venom - and they stuck them in the remotest corners of the house, like the ice-box and the bottom of the bath tub. Pugsley is determined to get the lot and claim his reward - an 8" Bowie knife that Gomez has promised him.



The

Addams



▲ 'dem are big rats, boss.



▲ Pugsley takes action to avoid a cheesy bottom.



How To Control Use the D-pad to move Pugsley left and right.

A NOT USED

X NOT USED

B JUMP

Y RUN

L/R NOTHING

S **START:** STARTS/PAUSES GAME
SELECT: CHECK LIST

How To Play Guide Pugsley round the six platform areas. Find the door to each sub-level within these areas. Jump on nasties to kill them. Finally beat the bosses and take the items they are guarding.

AMMS FAMILY



MANIACAL MANSION

The Addams Family keep a rather bizarre household. Wherever Puggsley wanders, he's sure to receive some unwelcome attention. There are six areas to scour: The Attic, Uncle Fester's Lab, the Bathroom, The Cold Store, The Cellar, and there is an entire area crammed within Gran's crystal ball.

WITCH SWITCH

There are tons of switches around, these are an essential part of progress. Some are shaped as question marks and reveal hearts, coins or remove barriers. Others are shaped as blocks and must be head-butted from below. They often come in sequences that have to be hit in the right order. The correct sequence is marked by a bell sound, while the wrong order activates a hooter.

ROOM WITH A FEW BONUSES

Watch out for hidden rooms scattered about the Addams family mansion: there are tons of them, usually containing masses of coins, hearts and maybe the odd life. Some also function as passages to other levels, cutting out some of the work. A good example is the room found on Bathroom level two but we're not telling you how to find it. Oh no.

PUGGSLEY'S SCAVENGER HUNT



HEART OF THE MATTER

Puggsley's fragile health consists of three hearts, and most things in the house will remove one of these. There are three ways to restore hearts. Collecting 25 dollar symbols replaces one heart, and a hundred earns Puggsley extra life. The second way is to amass 50,000 points, which also gives you an extra life. The last method involves picking up the hidden hearts that are revealed by hitting switches.



REVIEW



▲ Ooooh... my head hurts just thinking about what I'm going to have to battle through to get to the end of this game.

COMMENT



The gameplay might be short of originality (whoever invented the 'bottom bomb' has got a lot

JAZ

to answer for) but Puggsley's Scavenger Hunt is an incredibly slick and addictive game. It's the high difficulty level and zillions of secret bonuses that particularly appealed to me. Going all the way through the game requires lots of concentration and cat-like platform skills and reflexes. Those not used to platform games beware - you might find this is just too tough and therefore frustrating! Seasoned platform players, though, will be in their element. But it's not just the gameplay that makes this great. As you can see from the graphics, it's a visual stunna. The sprites and backgrounds are beautifully drawn and animated, and there are some marvellous effects - the rounded screen of the crystal ball level and the clever way the landscape is lit when Puggsley goes into the basement are both outstanding. The sound is excellent too: the tunes are nicely arranged and the humorous sound effects are brilliant. What all this amounts to is one of the best Super NES platform games around - and considering how many there are, that's really saying something!

REVIEW

THE LAB

Uncle Fester conducts all his experiments here, and this time you're the guinea pig. Run along miles of chemistry apparatus, using bell jars and beakers as launch pad. Only the foolish linger on those bunsen burners - in fact, there's no respite anywhere from the green goo, the rolling eyeballs and the dripping flasks of acid. You reach the specimen spider without pausing for breath, then extract its venom in the precise scientific manner of landing on its head.



THE FRIDGE

Something's been left in the fridge far too long, making this the toughest area of the Scavenger Hunt. Make sure you've got your woolly underwear on before coming here. The denizens of the fridge include stuffed turkeys and geese which seem very much alive. Amongst the lobster and frozen peas, snowmen (not of the friendly 'Aled Jones' variety) lie in devious wait. Behind the sculpted door lies the final, hideous challenge!



COMMENT



GUS

I'm not going to say anything about originality, or lack of it, as anyone who buys an Ocean game intends to get a standard platform game. In many ways that's what Puggsley's is, since there are no new features here whatsoever. But that's not the whole story, because

Scavenger Hunt has its own magnetism. This is due to the fabulous graphics and sound, which someone has taken a lot of time and trouble over. Also, in response to complaints about the first Addams Family being too easy, Puggsley's has been made mega-tough - and may get complaints about being too hard! The game is merciless about sending you all the way back to the beginning of a level, which all platform experts in search of a lasting challenge will love. In fact, this is your essential hardcore platform game - hangin' tough, lookin' good and guaranteed to blow your mind.



▲ It's automatic, it's hydromatic, it's systemic, it's a greased Lightning! Aoooww! Wella, wella, wella....



▲ Who are you looking at, ya old witch?

▲ Be warned, crabs often strike when you're having a dip!

LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					
	HOUR	DAY	WEEK	MONTH	YEAR

THE CELLAR

Not a pretty sight, the cellar is opened late in the game and is a real skill test. The light is very dim, and gives you little time to avoid the falling spike traps and swinging knives. Patrolling the musty vaults are the dwarves with the spiky helmets found in Addams Family I and loads of bats. The amount of bottomless pits here is a major problem. The boss is a Zanussi gone berserk, with you trying to extract the all-important underwear from the wash cycle, as it froths Ariel at the mouth.



THE ATTIC

There's a lot of noise coming from the attic, probably because the mice wear hob-nailed boots, or maybe it's the cannons! There are plenty of rodents here, some skilled in the art of cheese-chucking. The aforesaid cannons are a major hazard, but the resourceful Puggsley uses them to hitch a ride and break down walls. The incendiary feel of the level continues with some lit sticks of dynamite, and cherry bombs which waddle around on fat legs. At the end of the level, a mutant mouse is ready with the camembert bombs - so don't end up with a cheesy head!



THE CRYSTAL BALL

Gran's Crystal Ball sees all, and takes you back to a Mediaeval area filled with knights, lances and magic. This has to be one of the spikiest platform levels ever, with poleaxes and swinging blades. Each sub-level is separated by a port-cullis and guarded by ravens and guillotines with a mind of their own. Puggsley must shin up rows of chains and side-step falling spears to face the boss - an Arthurian dragon plus flame!



▲ Someone at Ocean obviously saw the rib-tickling link between 'Squid' and 'squint', just one more chortle in the chucklefest that is Puggsley's Scavenger Hunt. Just have a needle and thread handy in case of any split sides. **B**

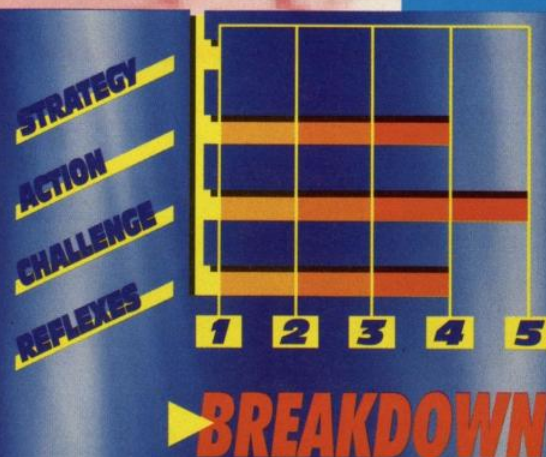


THE BATHROOM

Choosing to dip his toes, Puggsley enters the bathroom - teeming with floating bubbles - and the scene takes place in two parts. First there's a dash across the slippery porcelain, dodging the onslaught of the toilet ducks (and drakes). Inexplicably, toads and crabs have chosen to make a home here and chase you as you flush from pan to pan. The second part involves a dip in the bath, avoiding plastic fish and scuba-diving cats. Eventually, Puggsley is within tentacle distance of the octopus boss, and the ink will be his!



RATINGS



PRESENTATION

▲ Instead of difficulty levels, tweaking the amount of hearts and lives increases the challenge.
▼ The sound test is all very well for FX, but why couldn't the music have been included?

78

GRAPHICS

▲ Ocean do themselves proud with some of the prettiest visuals yet seen on the Super NES. Great sprites, amazing scrolling effects and backdrops.

94

SOUND

▲ The Sound FX are excellent: lots of guffing noises, quacks, miaows and assorted cacophony.
▼ The music also good, but tends to drift into the background after a while.

88

PLAYABILITY

▲ There's four different areas to explore at first, crammed with all manner of weird obstacles. The pace of the game is fast.
▼ The familiar left/right bum bounce action may be too standard for some.

90

LASTABILITY

▲ Puggsley's is tough as old shoe leather, and the challenge really cranks up in the Cellar and Chill Box levels
▼ Surprisingly, it's not as big as Addams Family, and frustration might also put you off.

86

OVERALL

Ocean produce another strong game from their favourite constituency, a worthy sequel to Addams Family and it's so polished you can see your face in it.

89

REVIEW

GAME BOY

1
PLAYER

1
MEG

PZL
GAME



PRICE: \$59.95

BY: ACCLAIM

RELEASE: JUNE

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

3

SKILL LEVELS

1

LIVES

3

RESPONSIVENESS

QUICK

1ST DAY SCORE

REACH 3RD LEVEL

ORIGIN

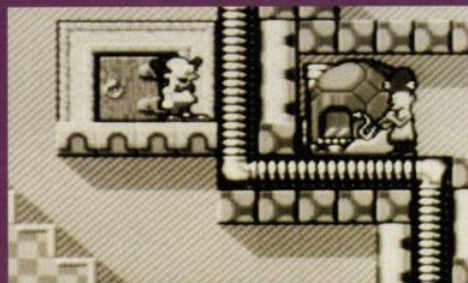
Spinning off from the highly successful TV series, *The Simpsons*, Krusty's Fun House first surfaced as a game about a year ago, and has since steadily colonised nearly every home console and portable system on the market.

Krusty is in deep, deep trouble. Again. As with his NES and Super NES adventures, Krusty's house of fun has fallen into disrepair, and countless numbers of rats have moved in! What's worse is that paying visitors are complaining, and if Krusty doesn't do something to get rid of the rats, the health department will close his operation down!

KRUSTY FUN HOUSE

ABANDON HOPE ALL YE WHO ENTER

If you find that you have mucked it up and have the rats somewhere you can't get them out of, there is the option to leave the room and try again. Don't count on being able to do this too often, as each escape costs you a life.



HOW TO CONTROL:

The direction pad moves Krusty around the levels in the usual way, and pressing DOWN while standing on a box picks it up.

- A** Jump.
- B** Kick open boxes, shoot.
- X** Pause game.
- Y** Leave stage.

HOW TO PLAY:

Clear each room of the rats that infest Krusty's mansion using the building blocks and pipes that you will find while wandering around the house.



BOXED IN

Scattered throughout the many rooms are boxes containing a variety of articles. Most of them add to your score or replace energy, but extra lives are hidden in some. To open boxes just make Krusty walk up to a box and kick it open by pressing the B button..

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOURLY

DAILY

WEEKLY

MONTHLY

YEARLY

S USE



RODENT MASS TRANSPORT

For Krusty to get around and to get the rats around, there are strategically placed devices. Beware, however, for sometimes they will complicate matters further by trapping the rats in inaccessible places which require you to exit and re-try the room.

Pipes: Any rat that strays into the open end of a pipe is sucked through and deposited on the other end. Sometimes you may have to repair breaks in the pipes to get the rats through.

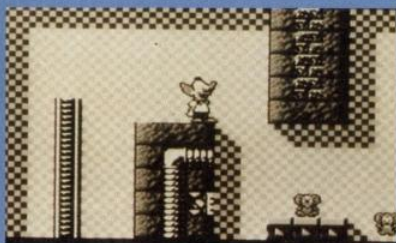
Springs: To get the small furry rascals to higher platforms, lead them on to a spring. Krusty can also make use of springs to make super high jumps.

Fans: Shifting rats across from one platform to another is easy if there is a fan nearby. Get them into the air current and they'll be blown around like feathers.



PICK UP BLOCKS

To help the dim-witted rodents climb out of pits and across gaps, you must use the fuzzy grey blocks left around. There are also pipe joints lying around that are perfect for fixing broken pipes so the rats can travel through them. All these items are picked up by standing on top of them and pressing down. Only one item can be carried at a time, and it is shown at the top of the screen, next to the score.



COMMENT

At first, Krusty's Fun House appears to be yet another platform game, but appearances can be deceptive, and, in fact, Krusty stars in not so much a platform game as a platform-based puzzle game. The game itself is easy to play, but it's the mental thought required to solve the ingenious puzzles that provides a real challenge.

This Game Boy version is almost exactly the same as all the other versions, but it does miss out on some features that Super Nintendo owners enjoy. These are only minor, such as missing speech, and

don't affect the game.

Krusty plays very well on the Game Boy as do most puzzle games. The slow action means there is no noticeable blur, but everything moves along smoothly. An excellent game definitely worth checking out!

ANDREW

RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES

1 2 3 4 5

► **BREAKDOWN**

PRESENTATION

▲ Easy to use password; Krusty dances when left alone for a while.
▼ No options, but that doesn't matter with this game.

85

GRAPHICS

▲ Big, clear characters are easy to see and identify; amusing animation.
▼ Plain backgrounds don't interfere with action.

88

SOUND

▲ The cheesy tunes are perfect for a Krusty game.
▼ Unfortunately they will slowly drive you nuts! There aren't many effects.

75

PLAYABILITY

▲ Krusty is easy to control, and solving the puzzles is challenging and fun.

93

LASTABILITY

▲ There are heaps of levels, and some rooms require lots of patience and experimentation.

92

OVERALL

An excellent puzzle game that will have you pulling your hair out for months. Perfect for the Game Boy.

90

REVIEW

SUPER NES

1
PLAYER

8
MEG

PLT
GAME



PRICE: \$99
(approx.)
BY: KONAMI
RELEASE: JULY

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

UNLIMITED WITHIN TIME LIMIT.
PASSWORD

SKILL LEVELS

1

RESPONSIVENESS

SUPER

1ST DAY SCORE

FINISH FIRST THREE LEVELS

ORIGIN

PRINCE OF PERSIA APPEARED FIRST ON THE PC AND HAS SINCE TURNED UP ON JUST ABOUT EVERY HOME COMPUTER SYSTEM AVAILABLE.

The Sultan of Persia has taken a brief holiday to get away from the pressures of running his empire, but unfortunately his troubles are about to get worse. He leaves his highest official, the Grand Vizier Jaffar, to look after things in his absence, but the treacherous Jaffar has his own plans up his sleeves. He kidnaps the Sultan's daughter (Ooo-er!) and orders her to marry him so that he is next in line to the throne! Jaffar also grabs her boyfriend and throws him in the dungeon, planning to deal with him later. What a rotter! However, the young man is a top-notch adventurer, up there with the likes of Indiana Jones, only younger and better looking in that mysterious Middle Eastern way, so it's not surprising that he soon escapes and goes in search of the Princess to save her from the vile clutches of the fiendish Jaffar. And no-one ever mentions his funny pants...



PRINCELY PRANCINGS

As he is such a good adventurer, the Prince has no trouble getting around the myriad of obstacles and traps laid out before him. The direction pad controls most of the Prince's movements. The Left and Right buttons make him run in the chosen direction. Up causes him to jump straight up and grab on to ledges. Down makes him climb down. Forward/Up makes him jump while running. All in all, he's quite a nimble chap which is just as well 'cos he's got a lot of running and jumping and climbing and swashing and buckling to do.



▲ Limber up with a few quick stretching exercises before facing the tough bits!



SWASHBUCKLING SHENANIGANS

During his escape, the Prince is confronted by numerous guards, both living and undead, well-trained in fencing techniques. Once you are within range you will automatically unsheathe your sabre and do the ol' Errol Flynn bit.



▲ Begone, you steroid-filled carnival sideshow, you!

HOW TO CONTROL:

It's kind of weird, but you know that grey thing with coloured buttons that is attached to your console with a wire? Well, those buttons and that cross thing actually send messages to the Prince! Bizarre, huh?

A

Pick up object. Keep pressed and tap Forward to tiptoe. Thrust.

B

Jump forward. Parry.

X

Keep pressed to catch and hang from ledges.

Y

Displays time remaining.

L

The Prince hops along like a chimpanzee! Useful for getting under obstructions.

R

HOW TO PLAY:

Guide the sword-wielding Prince across various treacherous platforms, collecting magic potions and vanquished wicked guards along the way until you rescue the Princess.

SUPER PERSIA

Jordan Mechner

REVIEW

DRINK UP, AND UP, AND UP!

Along the way you will find a variety of bottles containing magical potions. Most are filled with energy restoring brews, and occasionally you'll stumble across an extra-large bottle that adds an extra energy container to your tally. But beware, some potions contain deadly ingredients that will poison or even kill the Prince should he swallow a drop, and some have more bizarre effects, such as turning the screen upside down or allowing the Prince to float slowly down from high platforms rather than drop like a dead donkey! Fortunately, the nasty drinks are in different coloured bottles so you'll soon learn which ones to avoid.



DON'T SWEAT THE TECHNIQUE

Before you embark on your mission, you have the option to hone your techniques in a series of easy training stages. Each of these stages concentrates on a particular skill: jumping, climbing, timing and fighting. There is no time limit in these stages, so practice for as long as you like.



▲ Strike a light! It's "I Dream Of Jeanne"!!!!



COMMENT



ANDREW

The original versions of Prince of Persia were acclaimed for the brilliant graphics and fluid animation, but this Super Nintendo version takes the cake!

The graphics are unbelievably

detailed and there's a huge variety between levels, from dingy dungeons to fire pits to intricately drawn marble archways. The sound is of a similar high standard and fits and enhances the atmosphere like a good movie soundtrack.

Amazingly, the programmers have managed to fit in a high rate of animation, yet still retain good responsiveness. There aren't many unfair casualties, although mistiming a single jump often results in losing a life and having to re-start the level again - very frustrating at times. This is the only fault I can think of, and the satisfaction of completing a tough level is only matched by the challenge it puts up. You'll definitely get value for your money with this game.

WHO WAS THAT MASKED MAN?

The young hero of this game doesn't seem to have a name, although he appears to be the Prince of the title. How this can be is a mystery to us, as he should really be married to the Princess before he can be called a prince. Could it be that the wickedly clever designers are making a veiled allusion to the happy future that lies ahead for our hero if he should succeed. Prince, eh? Better get cracking!



▲ The Prince shows off his moonwalk years before Michael Jackson is born.

REVIEW

EXTRA LEVELS!

The original PC Prince of Persia had only 12 levels and a one hour time limit, as do all other versions, but Super Nintendo owners get twice the time and an additional eight levels! Not only that, but all the levels are set out differently, although many of them contain the same traps and puzzles as the original.



PRESSURE SENSITIVE

To open gates and doors you have to step on raised sections of the floor, often some distance from the gate in question. To further complicate matters, the gates slowly start to close after a few seconds and there are often traps set between the open switches and the gate which close the gate the instant they are stepped upon. Speed and precision jumping are vital if you hope to make progress.



BANNED BRUTALITY

The Japanese version of Prince of Persia contains introduction animations that aren't seen in other countries. After being arrested in the garden with the Princess, the Prince is seen being dragged into the dungeon and then poked and slapped around by a guard with a big pointy stick. The Japanese are also treated to pools of blood 'n' guts when the Prince is sliced by giant blades and impaled on spikes!

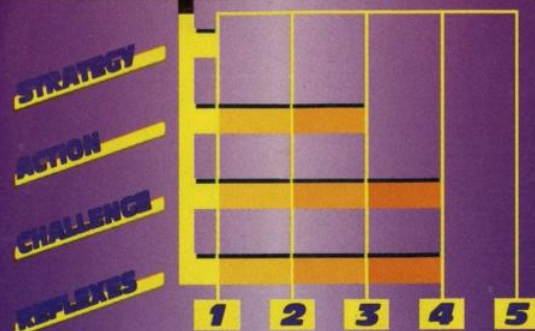
COMMENT



JAMES

Being a big fan of Middle Eastern politics and the gentlemanly way in which they are conducted, I was looking forward to becoming more actively involved via immersing myself in Prince Of Persia. Once I started playing I realised that everything was not as it seemed to be - especially the floor - and that there were a great many more obstacles in front of me than I had initially counted on. In short, I was in danger of losing my life! This game is a classic platformer; tough, demanding and unforgiving. As such, it demands your respect and should not be trifled with lightly. The graphics and the sound are of an equally high standard, creating an engrossing atmosphere of tension and fear. There has been a lot of work put into the detail of Prince Of Persia and it shows. Worth every cent!

RATINGS



► BREAKDOWN

PRESENTATION

▲ Stunning introduction sequence, password system

90

GRAPHICS

▲ Huge variety of fabulous backgrounds, well detailed sprites that look great and move as though they are real.

92

SOUND

▲ Orchestral soundtracks that set the Arabian adventure theme perfectly.
▼ Some of the effects are a bit odd.

91

PLAYABILITY

▲ Initially quite difficult to control, but once mastered poses no problems.
▼ Constantly repeating tricky sections can become tiresome and frustrating.

89

LASTABILITY

▲ Definitely not a game you'll finish in a hurry. The 20 levels harbour many cunning traps that require much thought and experimentation to overcome.

93

OVERALL

A brilliant combination of puzzles and platform adventuring presented with superb graphics and music, although initially some people may be put off by the tricky controls and unforgiving nature of gameplay.

92

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

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hour day week month year



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REVIEW

GAME BOY

1
PLAYER

1
MEG

PLT
GAME



PRICE: \$59.95

BY: TAITO

RELEASE: MAY

CONTROL

JOYPAD

GAME DIFFICULTY

EASY TO MEDIUM

CONTINUES

1

SKILL LEVELS

1

LIVES

3

RESPONSIVENESS

GOOD

1ST DAY SCORE

COMPLETE LEVEL 5

ORIGIN

Based on the characters from the classic cartoon series by Hanna-Barbera.

Yabba-dabba-doo! It's another beautiful day in beautiful downtown King Rock Island. The pterodactyls are flying peacefully above, the dinosaurs are calmly digging away at the quarry, Fred Flintstone is on his lunch break, and all is well with the world. Or it was, until Fred remembers that it is his wedding anniversary and he hasn't bought Wilma, his beautiful red-headed wife, a present! Argh!

As luck would have it, there happens to be a treasure map just lying around, so Fred quickly snatches it up and sets off to find the treasure for Wilma. If the plot sounds simple, well, so was life in prehistoric times...

BONUSES

While getting around King Rock Treasure Island can be pretty easy at times, Fred will need some help if he is ever to find the treasure and make Wilma a happy wife.



Gazzo

A friendly little Martian chap who litters the landscape and the skies, and is worth collecting 'cos once Fred finds 20

Gazoos, he gets an extra life.



Hearts

These are scarce, so grab them while you can to have a long and enjoyable game. Fred can only have four hearts per life, so stay away from those

cute bunnies and such-like, if you want to hang onto them.



Cave Coins

The more coins you collect (they look like prehistoric doughnuts), the higher the score you get (we're not stupid, y'know) and the more continues

you will achieve.



Leap-a-saurus

When Fred hitches a ride with Dino, he can jump three times as high and throw hammers harder and faster. Watch out,

though, one touch from an enemy and Fred is back on his own again. Use your extra range to keep your distance from your prehistoric foes.

FLIN KING RO

IF I HAD A HAMMER...

Actually, that's all you've got. More hammers than you can poke a stick at! Fred uses the hammers to freeze and then kill his enemies. One blow from the hammer will freeze the smaller beasties, and a second will kill them. Use the freezing option wisely and you can make use of your frozen enemies as stepping stones to higher levels - but be careful, 'cos the blighters are only temporarily frozen! The bigger chaps take a bit more of a pounding.

HOW TO CONTROL:

The joypad directs Fred (and Dino) across a horizontally and vertically scrolling screen and controls weapons.

A	Jump
B	Throw
S	Start or pause action
S	Nyet
L	Move left, slow down Flintmobile
R	Move right, accelerate Flintmobile
D	Crouch
U	Nothing

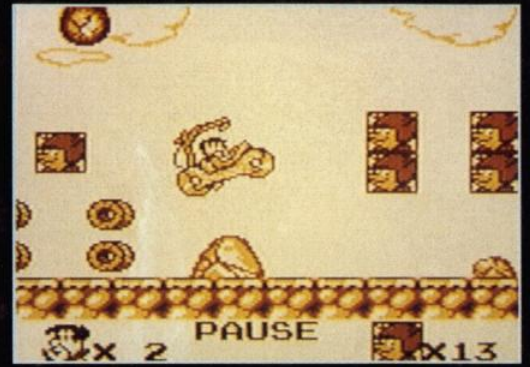
HOW TO PLAY:

Direct Fred Flintstone across seven levels of King Rock Treasure Island, defeating enemies to find the treasure for his and Wilma's wedding anniversary

FLINTSTONES

THE TREASURE ISLAND

REVIEW



▲ The Flintmobile wins the 1993 Paris-Daakar rally.

FE, FI, FO FUM, I SMELL THE BLOOD OF FLINTSTONE!

In the course of Fred's travels, he will meet up with quite a few energy-sapping nasties. One touch from these often innocent-looking beasts will see Fred lose a heart and become momentarily stunned. Here is a quick run-down of the main players in Fred's treasure hunt.



Bunnies

Cute and fuzzy they may be, but these floppy-eared varmints should be seen as potential rabbit pie and no more. While they are generally easy to avoid and act in a predictable way, sometimes the wabbits will surprise you with a long hop, so why not give them a good hammering anyway? After all, it is worth 20 points!

Jellyfish

Otherwise known as stepping stones 'cos they basically just move up and down, these are your key to jumping to higher levels. Just key an eye out for them as they pack a sting if you let them do something ridiculously stupid, like land on your head!



Armadillos

What can we say about this very stupid creature. It lives in a shell and spends its day rolling and bouncing around. We suspect it is living out a life of paranoid self-delusion.

Flying Fish

Now here is where the designers really could have had fun. Why couldn't Fred catch them with a frying pan instead of bludgeoning them to death with a hammer? Oh well. Watch out for their teeth.



Skulls

A dried out bit of bone. Should be nothing to worry about, really. Except that some of the skulls are possessed and spit out fireballs - and that is worth worrying about!

COMMENT



ROBERT

Weighing in at one meg, The Flintstones is not a huge cart by current standards, but the designers have managed to cram in some decent-looking

screens and decent gameplay to make the game loads of fun. If you spend a bit of time looking around for all the extras instead of rushing on through, you will get a lot more out of the game.

The problem is that it is too easy and the amount of continues available rob it of any real challenge as all you've got to do is rack up a few points and, *voila*, you can continue until the cows come home. Another disappointment is the blurring that occurs with the smaller sprites, who just happen to be the enemies, which can make things a bit dicey at times. That's a pity because, overall, the graphics are quite good. As for the music... well, I just don't want to talk about it.

Apart from all that, the Flintstones is a lot of pre-hysterical fun, with a good storyline and quite a lot of detail put into the main characters. In fact, it's a bit like Super Mario Land 2, but even easier.

REVIEW



▲ Phew! Prehistoric bad breath!!

BABY, YOU CAN DRIVE MY CAR...

More fun than fooling around on the back of a dinosaur! Fred's famous Flintmobile is used in two stages of this game, but it ain't all highway cruising! You will have to use a lot of skill to get around, what with the odd cavernous pit to get across and the occasional boulder blocking your route.



▲ Vicious flesh-eating bunny at 9 o'clock! Attack! Attack!

LONG-TERM INTEREST	HIGH					
	GOOD					
	FAIR					
	LOW					
		HOUR	DAY	WEEK	MONTH	YEAR



JANE

COMMENT

I found The Flintstones very easy to get into with a cute story-line making it quite fun at the beginning. Apart from the blurry enemy sprites, I thought that the graphics were very good indeed, with clear landscapes and easy-to-see obstacles allowing me to get on with the game instead of straining my eyes trying to distinguish what's what.

As the game progressed, the gameplay became progressively harder, though never so difficult as to make me want to stop. In fact, this lack of frustrating moments is what I consider to a major bonus. There is NOTHING worse than a frustrating Game Boy cart!

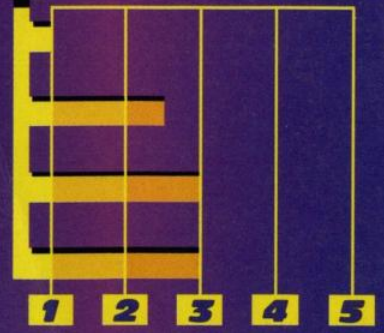
On the other hand, I would have appreciated having to work a little harder, so the lack of skill levels will definitely affect The Flintstones long term appeal in *chez Wilde*. And having to earn hammers instead of having an infinite supply of them would have added a strategic element and would have made an already addictive game absolutely intoxicating. Still, The Flintstones is worth the bucks and that's what counts.

WHAT A TOSSER!

Once Fred leaves the city limits of Bedrock, he has to shift his bod across seven unexplored areas of King Rock Island and its deadly inhabitants. To make your way past these pests, just remember to keep throwing those hammers; after all, you have an infinite supply of them, so don't be shy. You will also find that the hammers will help you bash your way through the occasional dead-end.

RATINGS

STRATEGY
ACTION
CHALLENGE
REFLEXES



► BREAKDOWN

PRESENTATION

- ▲ Plenty of continues available throughout game.
- ▼ No options or difficulty setting.

80

GRAPHICS

- ▲ Great detail for Fred and larger sprites.
- ▼ Small sprites suffer from blur.

74

SOUND

- ▼ Same old tune over and over. Turn it off.

65

PLAYABILITY

- ▲ Easy to master and controls are very smooth.
- ▼ Enemies pose no real threat.

85

LASTABILITY

- ▼ Once you've got your continues up, it's just a matter of plodding on through.

69

OVERALL

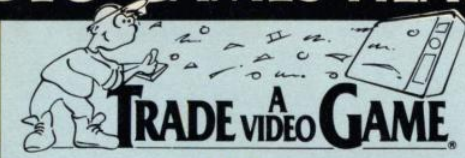
A good game with some highly addictive qualities marred by its low difficulty level.

79

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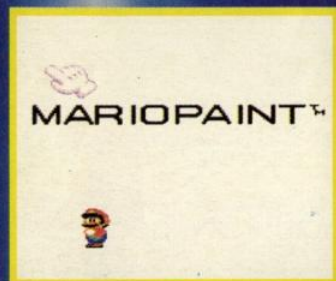
REVIEW

SUPER NES

1
PLAYER

4
MEG

ART
GAME



PRICE: Only available in \$349 Super Nes console package
BY: NINTENDO
RELEASE: AUGUST

CONTROL
JOYPAD/MOUSE
GAME DIFFICULTY
N/A
CONTINUES
N/A
SKILL LEVELS
N/A
RESPONSIVENESS
JOYPAD - OKAY/MOUSE - FABBO
1ST DAY SCORE
COMPLETE ONE PICTURE
ORIGIN
An art and music package designed to fool parents into thinking the Super NES is an educational tool and not just a games machine.

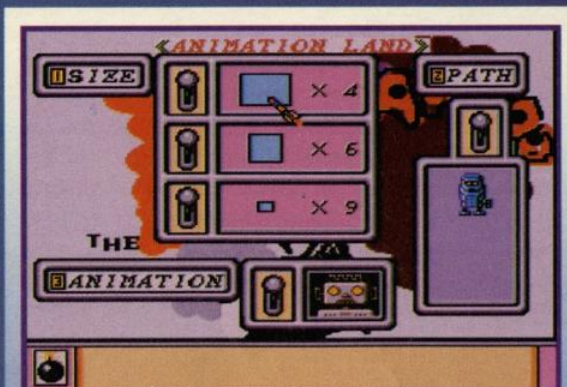
What would the wacky artist who cut off his ear after painting some sunflowers make of Mario Paint? Would he, perchance, herald it as the greatest ever advance towards the marriage of technology and fine art? Or would he just turn it off and bung Super Aleste into his Super NES for a quick blast? Well, actually he wouldn't make anything of it at all, because like most great artists he is, in fact, quite dead...

Still, Mario Paint offers mere mortals a doorway into the world of art without having to pop your clogs or impair your hearing to get results. Not only this, but it also allows you to join the ranks of Beethoven, Tchaikovsky and Minogue by composing your own score to enhance the full atmosphere and pathos of your greatest works. And, as if that wasn't enough, Mario Paint also provides the opportunity for you to rub shoulders with Walt Disney or Warner Bros thanks to the inclusion of an animation package!

If armchair artistry appeals to you in any way, or if perhaps you're Stock, Aitken or Waterman and you're looking for a new tool on which to make your new 'popular' records because your Atari ST has broken down, take a good look at the review on these pages.



▲ Messing about with the flood fill option and the cross-hatching makes for some interesting patterns.



SCREEN TEST MALARKEY AHOY

The animation feature adds an extra element to your artwork. The artist has a choice of either four large frames, six medium-sized frames or nine smaller frames in which to work. Frames are filled in exactly the same way as the regular 'canvas', with pens, brushes and so on, although the cut and paste tools which allow you to copy any area of the picture generally prove invaluable for consistency between frames. Once your animation is complete, trace a path for it to follow through your picture (or position it if it is to remain stationary). Now sit back and watch as your work comes to life!



PAINT YER WAGON

No matter how many ways there are to skin a cat, there are more ways to paint a picture with Mario Paint than mutilate your moggie. The first stage of this is the palette bar. This displays fifteen colours at a time from fifteen palettes. The first palette displays standard colours, but other palettes consist of stripes, checks, multi-coloured patterns and even little pictures of Koopa turtles, bicycles and trees (tree-coloured paint?). Once



you have chosen your colour, it's time to decide how to apply it. There are three thicknesses of pen for standard work and an airbrush for groovy stipple effects. Colouring large or small areas is simplicity itself thanks to the 'fill' option which automatically fills whatever space you click on. If you wish to draw a perfect straight line, circle or geometric shape but don't trust your freehand mouse skills, fear not. There is also a geometric line tracer to draw lines, circles or polygons of any thickness you please. Finally, there is the stamp. This takes a small square block of the colour or design of your choice and stamps it onto your picture. This allows you to place single bikes, trees, Marios or whatever in the frame rather than painting a whole rack of them. Now, if you fancy naming your piece, simply move to the text selector and write what you want in either English or Japanese!

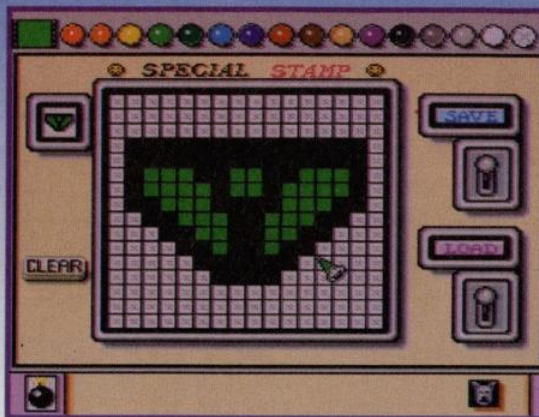


▲ This screen allows the user to alter the mouse's responsiveness.

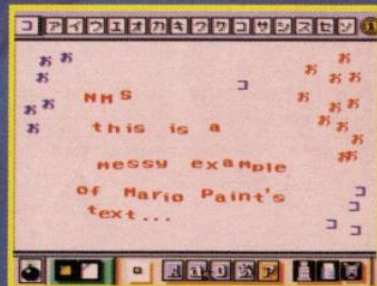


STAMP ON

If there's a small shape or design you plan to use a lot, the stamp facility is perfect for you. This presents you with a large scale grid in which to paint your design, whilst a smaller window shows what it looks like in actual size. Up to fifteen of these stamps may be saved onto the stamp palette and used as any other paint, either in a pen, airbrush or on a stamp (surprisingly).



REVIEW

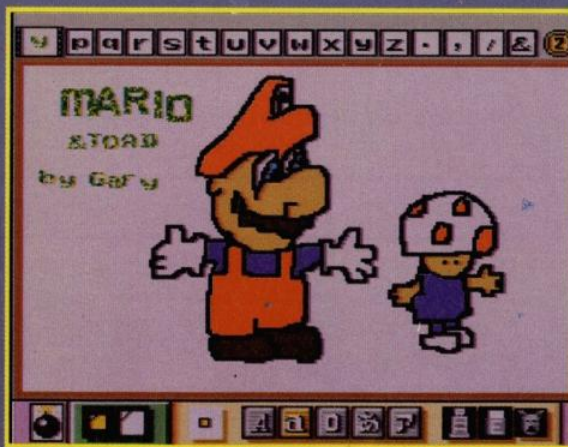


MARIO PAINT

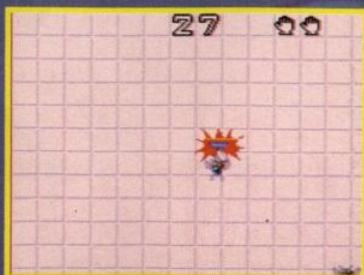


INSECT-OR MORSE

If self-expression gets a little tiresome and you fancy a break, Mario Paint has just the thing. Click on the coffee cup icon and you are whisked in to a single-screen game played over three levels. You control a hand holding a fly swat, and it's your job to swat midges, flies, wasps and beetles, plus a giant robotic hornet at the end of every level. If one of the numerous attacks launched by the bugs hits your hand a life is lost. Lose all your lives and it's 'game over'. If your reactions are super-fast and you beat the first three levels the whole shebang starts again, but much faster!



▲ Once the picture has been completed, the text option allows you to caption it.



▲ The fly-swatting sub-game in all its glory.



▲ Could it be a picture of a colourful Europe - or just a mess?

How To Control Move the mouse around the screen, drawing whatever you so wish - simple, really...

MOUSE

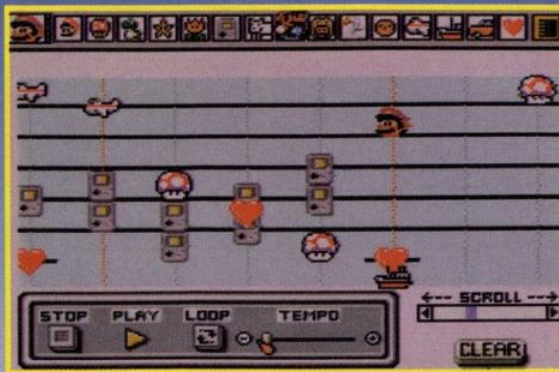
Using the mouse to position the cursor, the left button is used to select the many icons, whilst the right button cycles through the package's menus.

How To Play Mario Paint is a very simple-to-use paint and music package, which invites the user to create, animate and add sound to whatever image they wish. A diversion is added with the addition of an excellent 'Fly Swatting' game.

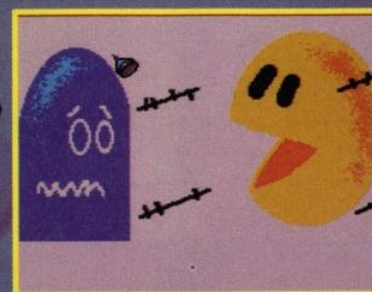
REVIEW

DIY BLEEPY RAVE TOSH

Once you're happy with your animated picture, it's time to add some music to make things swing. Up to 36 bars of music in either 3/4 or 4/4 timing running at a variable tempo are available, along with a variety of 'instruments'. These range from organ noises to drums, pigs, dogs and even Game Boys! Each sound has an icon representing it, and to program your tune simply select the desired icon and place it on the sheet. The Super NES plays back the note you have just placed to make sure you've got the right sound. The package handles chords of up to three notes, so you can have a number of instruments going at once. If you're not sure what to do, though, simply have a look at the three examples already programed - demonstrated by Mario bouncing on the notes as the music plays!

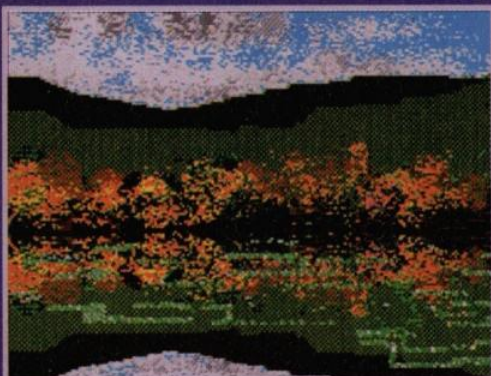


▲ The main music selection screen. From here, every aspect of a tune is available for manipulation and altering.

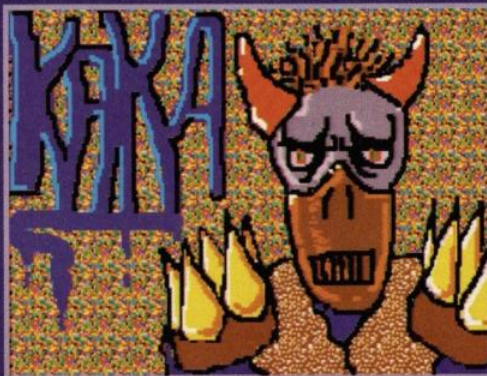


▲ The spray options proves particularly when adding shading to pictures.

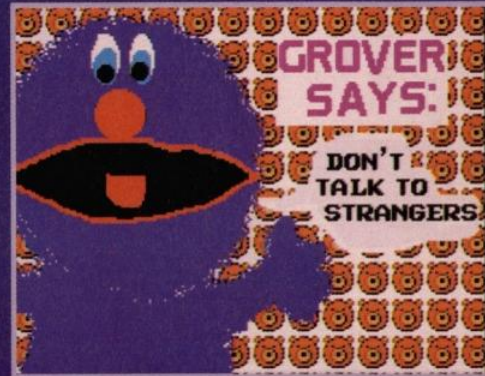
COMMENTS



JANE It makes a change from playing games, that's for sure! This could be lots of fun for the more creatively inclined.



JAMES Mario Paint has loads of options and is obviously aimed at younger kids. From that point of view, it's a winner.



GUS I think Mario Paint could be a real buzz for those who take the time to explore it in depth. You've just got to let your own imagination do the work!



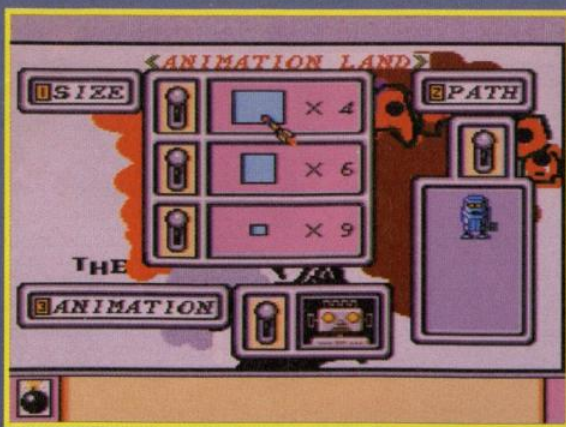
ROD Mario Paint is fun for drawing cartoony stuff like the above and the music option is a laugh but, overall, I'd rather be shooting something.



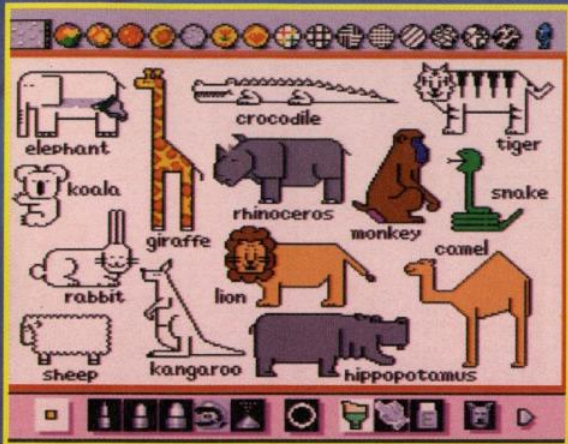
PAUL I think Mario Paint's a smart laugh, even if it is limited in many respects. Still, there is enough to keep most fun-loving people happy for ages and the mouse is great.



GERRY It's weird using the Super NES like a (basic) computer, but I suppose that's the way of things to come. In true console fashion, this if fun and the fly game is a laugh.

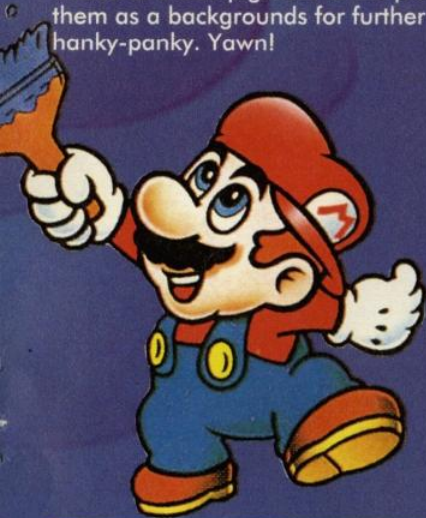


▲ As with the music selection screen, from this screen the animation can be similarly tailored and messed around with. No over-complicated menus here, thankfully.



ATTENTION LAZY GITS

If you can't be bothered drawing your own stuff, there's a mini colouring book available. There are four pre-drawn outlines. Use the tools of your choice and add pigment to the proceedings, or use them as a backgrounds for further Tony Hart-style hanky-panky. Yawn!

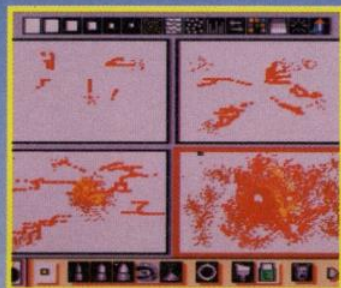


HOW TO MAKE GARY'S HEAD EXPLODE

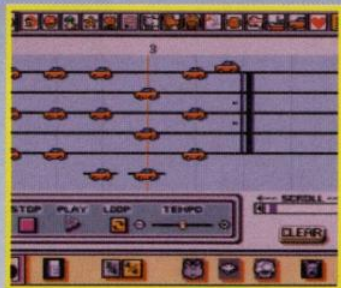
Creating an animation is easier than you'd think. Shown here is Rad's seminal work entitled 'The Day Gary Harrod's Head Exploded.' Using past masters such as Manet and Van Gogh as his inspiration, here's a step-by-step guide to young Automatic's masterpiece...



STEP 1: Rad started by sketching Messr Harrod's head using Mario Paint's assorted brushes and pencils, and then added the scream effect to the right...



STEP 2: ... it was then time to produce the explosion of brain and blood. Limiting himself to four frames of detail, these are duly superimposed over the picture.



STEP 3: Next, Rad added music to his epic. A discordant piece, which emphasised the pain Gary would experience - and the laughs of the NMS crew at his expense!



STEP 4: Voila! As a screaming dirge plays in the background, Gary's head explodes in a vision of red and orange. Incidentally, if you are interested in purchasing one of Rad's pieces of modern art for your private collection, contact him via the usual NMS address.

RATINGS



► BREAKDOWN

PRESENTATION

- ▲ All the options are easily laid out for fast and fluid use - superb stuff!
- ▼ Saving takes a bit too long.

95

GRAPHICS

- ▲ It's possible to do some great stuff and the non-user-defined graphics are top-notch.
- ▼ Fine detail is nigh-on impossible.

83

SOUND

- ▲ The in-cart tunes are pretty good and you can always write your own.
- ▼ Limited samples which you can't fiddle with.

90

PLAYABILITY

- ▲ It's easy to use and very absorbing.
- ▼ Once you've explored all the options it loses some of its appeal and interest.

91

LASTABILITY

- ▲ The only limit is your imagination, as they say.
- ▼ You can only save one picture at a time.

54

OVERALL

A fun and enjoyable package that comes with an excellent mouse. The only problem is that its novelty may wear off for older users.

70

REVIEW

NINTENDO

1
PLAYER

2
MEG

ACT
GAME



PRICE: \$79.95
BY: SUNSOFT

Yet another of our reviews of 'classic' games. Enjoy.

CONTROL

ONE JOYPAD

GAME DIFFICULTY

MEDIUM TO HARD

SKILL LEVELS

1

LIVES

3

CONTINUES

INFINITE

RESPONSIVENESS

GOOD

1ST DAY SCORE

COMPLETE LEVEL 4

ORIGIN:

Based on the 1989 mega-hit movie of the same name.

LEVEL ONE

Batman stalks the streets of Gotham City wondering how on earth he managed to put his underwear on the outside of his pants. Makes a note to reprimand Alfred for putting his duds out in the wrong order.

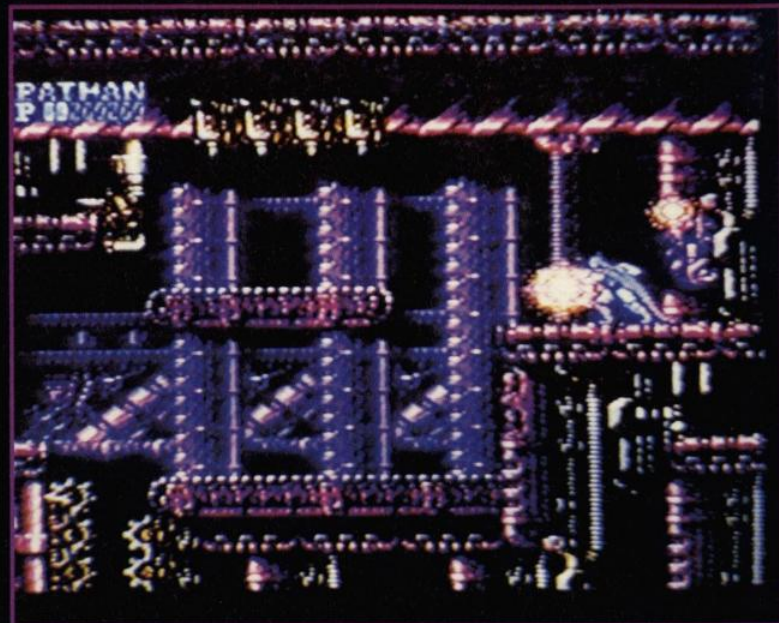
While you won't meet all of the 15 enemies that you will have to face during the game, this is a good level to learn the attacking techniques of at least some of them and how the Caped Crusader will grind them into the gutter. The end-of-level boss is a killer moth who will attack you with fireballs.

LEVEL TWO

The Axis Chemical Factory presents you with a few obstacles, namely a liquid waste floor, shorting electrical conduits and conveyor belts to spice up your pursuit of the dastardly villains. The end-of-level boss has three weapons capable of dusting the playboy detective. Cannon shots, electrical bolts and triple shots. Pull the plug on this artificially intelligent collection of cogs.



BAT



LEVEL THREE

While sightseeing in the underground tunnels below the Axis Chemical Factory, Batman has to face the world's strongest warrior, the Electrocuter, whose 10 mega-giga-volt killer beam could prove to be a cheap way to get yourself an afro haircut.

LEVEL FOUR

In a ruined laboratory, Batman leaps over flaming pits, avoids machines with evil in their programs, ducks the zapping power conduits and dusts the odd common thug before reaching the dual container alarm. Oh, yeah. The end-of-level boss wanders around the room a bit taking the odd pot-shot with a firebomb or two.



How To Control

The joypad directs Batman across a horizontally and vertically scrolling screen and is used to select weapons.

A	Jump	L	Left
B	Punch, shoot	R	Right
S	START: Select weapon	U	Nothing
S	SELECT: Pause and show score	D	Crouch

How To Play

Direct Batman across five levels of Gotham City, defeating The Joker's henchmen before meeting up with the laughing loonie himself for a final confrontation and saving the life of the curvaceous Vicki Vale.

MAN



LONG-TERM INTEREST

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

COMMENT



TONY

Batman is a classic that will hold its place in my game library for a long time to come. The haunting graphics, atmosphere-soaked animations and challenging gameplay will make you forget that you are playing on a 8-bit system as Sunsoft drag the absolute best out of the NES. Another strong point is the combination of action and strategy that makes this game so addictive. While first-time players might have difficulties dealing with this (and the tough difficulty setting won't make it easy), die-hard action freaks will be happy.

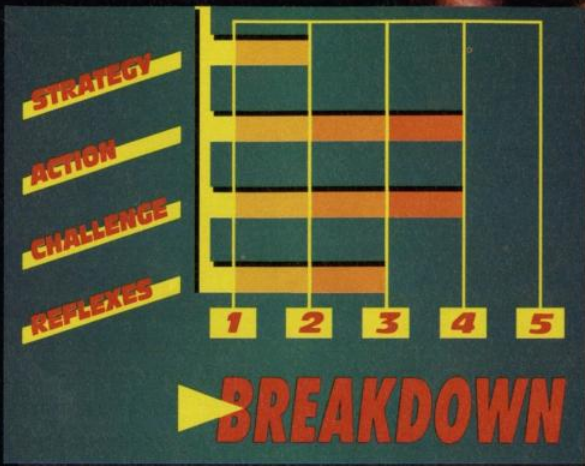
The only sore point really is that when the action heats up, changing between weapons can get a bit frustrating which can cost you a life if you're not careful. Still, once you've got the lights off and you're slugging your way through Gotham City this can add the human touch to one of the few superheroes that doesn't rely upon a special power. I would have liked to have gone for a spin in the Batmobile or on the Batplane, though.

LEVEL FIVE

The classic Gotham Cathedral scene! The Bat-thing has cornered The Joker and his beautiful hostage, Kim Basinger, errr... Vicki Vale and is set for the rescue of a lifetime. But first you have to defeat The Joker's bodyguard, Firebug, who is a mite peeved because Batman once wasted Firebug's warm-hearted bro. Revenge, anyone? The grand finale is a stand up stoush with The Joker, his extremely long-barrelled pistol and the odd bolt of lightning.



RATINGS



PRESENTATION

90

- ▲ Great intermissions between each level. Atmosphere plus.
- ▼ The darkness is a bit unrelenting.

GRAPHICS

84

- ▲ Great with some good animation of the sprites.

SOUND

79

- ▲ Atmospheric and exciting effects get the blood pumping.

PLAYABILITY

89

- ▲ Learning to defeat the enemy is a real challenge.
- ▼ Single skill level is hard to start with which might put off new players.

LASTABILITY

83

- ▲ After mastering the tough difficulty setting you will find new joys that will keep you coming back.
- ▼ Your new-found addiction will see you complete the game in a few days.

OVERALL

87

A top-notch 8-bit title that will stretch most players and should definitely be investigated if you haven't already played it.

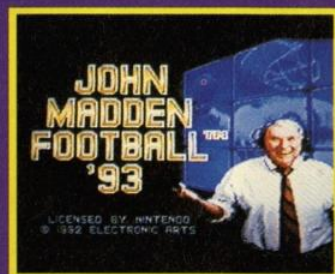
REVIEW

SUPER NES

2
PLAYER

8
MEG

SPT
GAME



PRICE: \$109.95
BY: ELECTRONIC
ARTS
RELEASE: JUNE

CONTROL
ONE OR TWO JOYPADS
GAME DIFFICULTY
EASY TO MEDIUM
SKILL LEVELS
FOUR
LIVES
NONE

CONTINUES
PASSWORD
RESPONSIVENESS
QUICK BUT JERKY
1ST DAY SCORE
DEFEATED COMPUTER 56 - 10
(5 MINUTE PERIODS,
WASHINGTON VS BUFFALO)

ORIGIN:
Newest Super NES incarnation
of the on-going Madden series
spawned from the original
Megadrive game released in
1990.

IT'S FOOTBALL, JIM, BUT NOT AS WE KNOW IT

Football is played around the world in a variety of forms. In Europe and South America, soccer is numero uno. Here in Australia, we go for added biff with the hands-on approach of Aussie Rules and Rugby League. The Yanks, however, have decided that bigger is better, and send armoured men

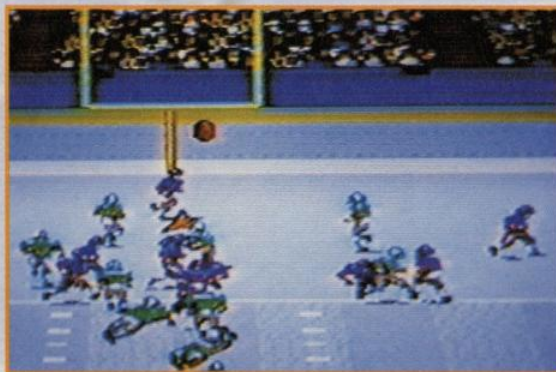
weighing up to 150 kilos on to fields to do battle. They've also stretched the game out by stopping play every time the ball touches terra-firma (so the TV stations can fit in more commercial breaks!) and changed the name to Gridiron. The rules are different, but the basic idea is to get the ball up the field and over the opposition's goal line. The team in possession has four chances, or downs, to move

the ball 10 yards up the field. If they make it, they have another 10 yards to cover with four attempts, and so on. If they don't make it, the other team gets possession.



SOME LIKE IT WET

Before the game starts you can decide what surface you'll play on, either grass or astro turf. You also get to play God and alter the weather conditions in which the game is played - normal, windy, rain or snow.



WHO IS THAT OLD GIT, ANYWAY?

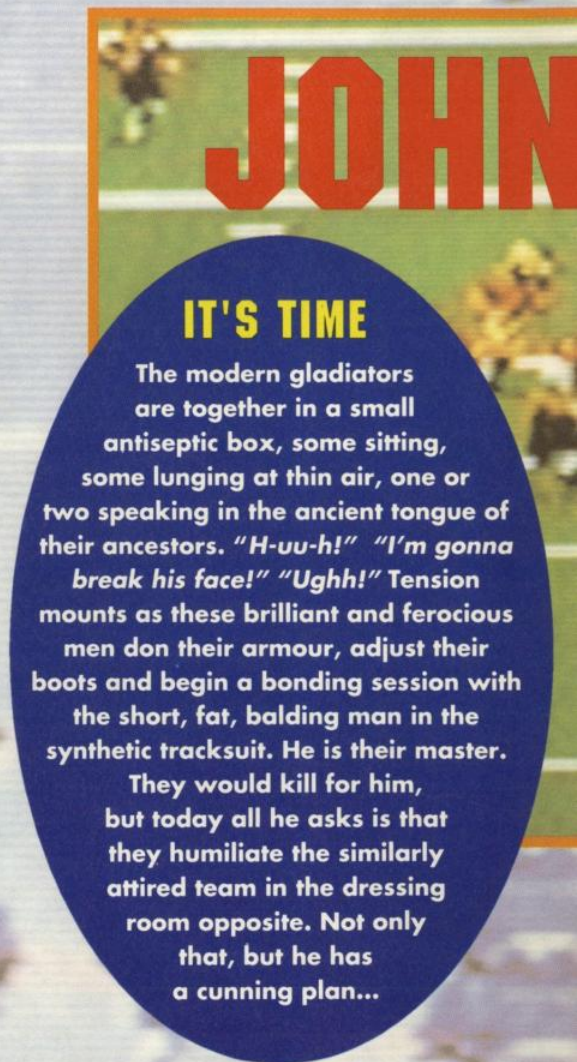
That's John Madden, that's who! Only the ultra-famous and universally loved... err... what does he do again? Oh, that's right. John is a sports commentator. Just think of him as the USA's very own Dazza Eastlake. Or Don Lane... if Don wasn't already one of them. Whatever. Actually John was a bit of a star player back in the Middle Ages, who then became a coach, leading the Oakland Raiders to victory in the Super Bowl way back in '78 when the average Australian thought the Super Bowl was some kind of all-singing, all-dancing bathroom fixture.

PLAY BALL!

Mastering the multitude of control methods at first appears to be a nightmare task and, indeed, it can be quite complicated at times. But with a little patience, and our handy guide to John Madden '93, roll-out passes and triple zone covers will be flowing from your fingertips as easily as coaching tips spout from JM's digitised mug.

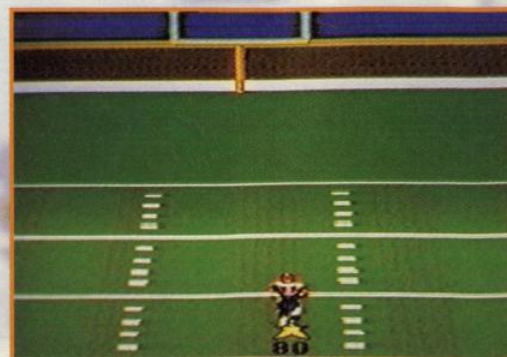
KICK OFFS, FIELD GOALS AND PUNTS

When the power meter appears in the top left corner, it's time to put boot to ball. Press B to wind up the kick and, while the power level increases, push left or right on the direction pad to adjust direction of the kick and compensate for wind. When the desired power level is reached, press B again to send the ball into orbit.



IT'S TIME

The modern gladiators are together in a small antiseptic box, some sitting, some lunging at thin air, one or two speaking in the ancient tongue of their ancestors. "H-uu-h!" "I'm gonna break his face!" "Ughh!" Tension mounts as these brilliant and ferocious men don their armour, adjust their boots and begin a bonding session with the short, fat, balding man in the synthetic tracksuit. He is their master. They would kill for him, but today all he asks is that they humiliate the similarly attired team in the dressing room opposite. Not only that, but he has a cunning plan...



CHOOSING A PLAY

Whether you're on offence or defence, nothing is going to happen until you tell your team what it's supposed to do. Three windows appear, each with a choice of Sets, Formations and Plays. Below each window is a letter corresponding with a button on the joypad, either Y, B or A.

OFFENCE

Sets: First you choose which set of players to send into battle. This influences the effectiveness of the

play you finally choose, e.g. Hands has your best pass catchers. The Set that you choose to send on is displayed on screen for your opponent to see, but no other info is.

Formations: Then you decide how to arrange your players on the field. Some formations favour passing plays, e.g. Shotgun or Pro-Form and others such as Far or Near are better for making running plays.

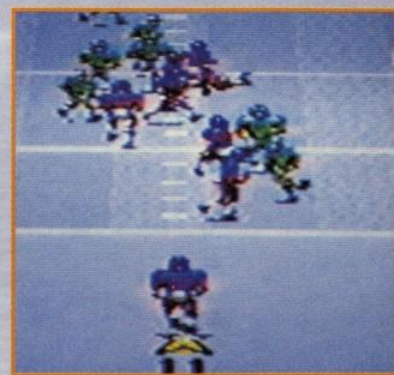
Plays: Finally you decide what to do with the ball after you call the snap. This is made easy, thanks to a helpful diagram showing the

projected routes the players will take, unless they're thwarted by the opposition.

Let's keep it simple. We'll run a triple dummy forward bypass long ball corkscrew, right?

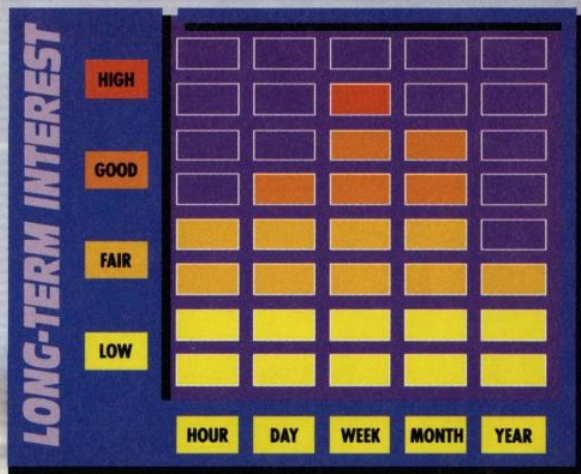


REVIEW



MADDEN FOOTBALL

'93



COMMENT

A lot of people are initially deterred by the strange rules and odd way in which Gridiron is played. This is understandable as the game is rarely played or watched in Australia, but if you take the time to work out what's going on you'll find an excellent two-player sport game in the form of John Madden Football '93.

ANDREW

Everything about the sport is covered in this game, from the coin toss at the start to the ambulance driving on to the field to remove unfortunate quarterbacks that have been sacked once too often, and there are well over 100 different offensive and defensive plays available.

Sadly though, the graphics let the side down with small players and few colours in the field and, although the gameplay moves fast enough, the animation and scrolling are slow. The only other thing that bothers me is that the defensive player being controlled is often off-screen and it is impossible to tell where he is, or which way he is going.

These faults aside, John Madden '93 is one of the best two-player games available, although single players will probably find the computer opponent boring and poor competition after a while.

DEFENCE

Sets: Your plan of defence. If you think the opposition is going to attempt a pass, then go with Cover. If you think they might make a run for it, then Attack. And if you're not

sure, then select Read.

Formation: Choose the formation first and base your selection on the opposition's set. Defensive formations like Nickle or Dime spread the team out to cover against passes, and 4-3 or 3-4

group the team together to guard against runners.

Plays: Just the same as with offensive plays, but you're trying to stop the attackers' progress. This means we're going left, no, right, no, left...



GETTING THE BALL MOVING

OFFENCE

Before the snap:

- X** Calls a fake snap.
- B** Calls the snap, i.e. starts the action with the quarterback being passed the ball.
- A** Alerts team that an audible may be called. (See WHAT DID YOU SAY?)

Passing: Once the snap has been called and the quarterback has the ball, press B again to bring up the passing windows. Each window shows a possible receiver with a letter below, Y, B or A. Press the same on the joypad to pass to him.

Catching the ball: Once you've passed the ball, the screen will centre on the chosen receiver and a yellow "X" marks the spot where the ball is headed. Guide him to it before a defender gets an interception.

Running with the ball: Once you have the ball, the other team will immediately charge towards you like a herd of mad rhinos, so you'll have to move fast. The buttons will help you avoid defenders in the following ways.

- Y** Dive.
- X** Leap.
- B** Break tackle.
- A** Spin.

DEFENCE

Before the snap:

- X** Select defender to control, from right to left.
- B** Select defender to control, from left to right.
- A** Alerts team that an audible may be called.

After the snap:

- Y** Dive.
- X** Reach up.
- B** Selects defender nearest the ball.
- A** Tackle.

COMMENT



TONY

There are two things that have to be said about John Madden Football '93. Firstly, it's a great sports sim. Secondly, it can

be very confusing and frustrating - at first.

There are so many options that a novice could easily be overwhelmed before they even get to make their first play! What team to play, what type of field to play on, what sort of weather you'd like, who is going to kick off, what play you are going to make... and the list goes on. Confused yet? You will be without at least a passing knowledge of Gridiron. But don't be discouraged by this comment, I found it tough in the beginning but, after a short time, soon picked up the thread of the game and from then on it just got better and better.

WHAT DID YOU SAY?

An Audible can be called before the snap if you want to modify your play at the last minute. To call an Audible, first press the A button, and then choose the new type of play. On offense, Y calls a running play, B is a trick play and A prepares your team for a blitz. On defense, Y is a pass, B calls a blitz and A defends against running plays. The X button always cancels the audible.

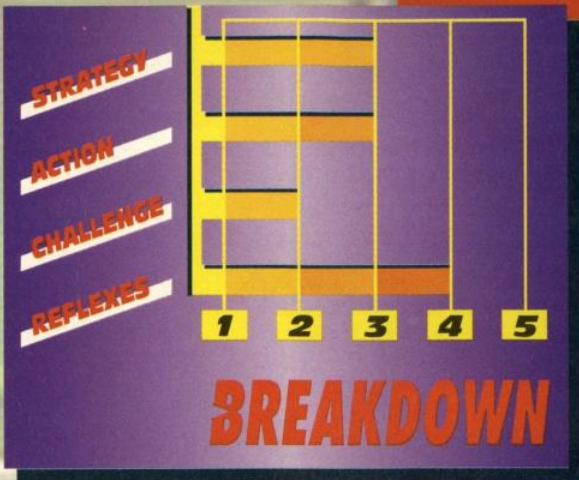
IT'S ONLY A SCRATCH!

Find an opposing player who hasn't strapped his helmet on right and he can be on the receiving end of a severe pummeling. In a sight that will gladden the heart of any true sports fan, play is then stopped so that an ambulance can race onto the field to collect the carcass, sorry, player, and tend to his bruised pride. This is what is known as light comic relief and serves to alleviate the tension of the game and satisfy your natural human bloodlust. YAAAAAAAAARRRRRR!



▲ Wimp! Pussy! Give him an Oscar! C'arn ya wus!

RATINGS



PRESENTATION

▲ Slick intro screens, heaps of options and more stats than you could poke a pigskin at. Great replay feature.

95

GRAPHICS

▲ The players are rather small but well detailed and nicely animated.
▼ The ground fails to give the impression of distance, and the scrolling is slow.

75

SOUND

▲ The music is loud and there are lots of bone-crunching hits and grunts.
▼ That's as good as it gets.

80

PLAYABILITY

▲ Although it takes a while to learn the controls, it can be a joy to play once they are mastered.
▼ Controlling the running player is not precise enough. Players are often off-screen.

89

LASTABILITY

▲ Once you get into this game with a friend, you'll be hooked for ages!
▼ The computer opponent can be predictable. Only the stronger teams put up a fight.

96

OVERALL

There are a few minor problems, but they don't stop John Madden Football '93 from claiming the title of best football game on the Super Nintendo.

90

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ROXETTE *almost unreal*
DIVINYLS *love is the drug*
THE GOOMBAS *walk the dinosaur*
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TOTAL!
94%

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- Battle dinosaurs!
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- Defeat other callers!

The 25 players who collect the most gold coins will each win a copy of **STAR WING** – the latest, greatest **SUPER NINTENDO** software – plus a year's subscription to **NINTENDO Magazine System**, the coolest mag on the planet!

HOW TO PLAY:

First, call 0055 36844 and become a **GAME BUSTERS** member. As a member (see: Join Game Busters), you can play this game any time you like.

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

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

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

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

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

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

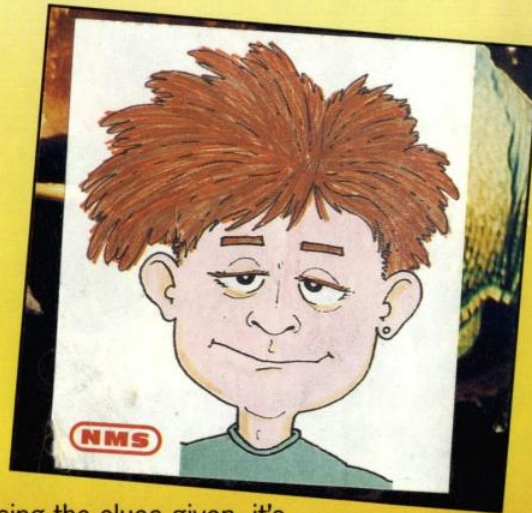
You'll never know your opponent's energy level – and it's up to you whether to feud or flee. If you run away, you'll be penalised a small number of coins (not to mention your reputation if it's from a pal!)

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

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

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

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





**JOIN
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TODAY!**

- The first time you call **GAME BUSTERS**, you'll be asked to tell us your name and address.
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your Membership Number straight away, so make sure you have a pen handy.

- You'll get to choose your own 4-digit Personal Identification Number (PIN) – that way we'll always know it's you.
- Once you're a member, then whammo: the adventure begins...

THE KEY TO SUCCESS!

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

Dial 2 to go North

Dial 4 to go West

Dial 6 to go East

Dial 8 to go South

Dial 1 to attack or fight

Dial 3 to pick up an item

Dial 5 to drop or use an item

Dial 7 to rest

Dial 9 to Exit (the ejector seat!)

Dial 0 if you forget and need help

**WIN
SUPER
NINTENDO^s
STARWING!**

cool!

Kids: ask mum or dad before calling.

**0055
36844**

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

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

YE GREAT SOLSTICE GIVEAWAY

**"FROM OUT OF THE
DARKNESS... SHALL
ARISE A CHALLENGE
TO YOUR WISDOM"**

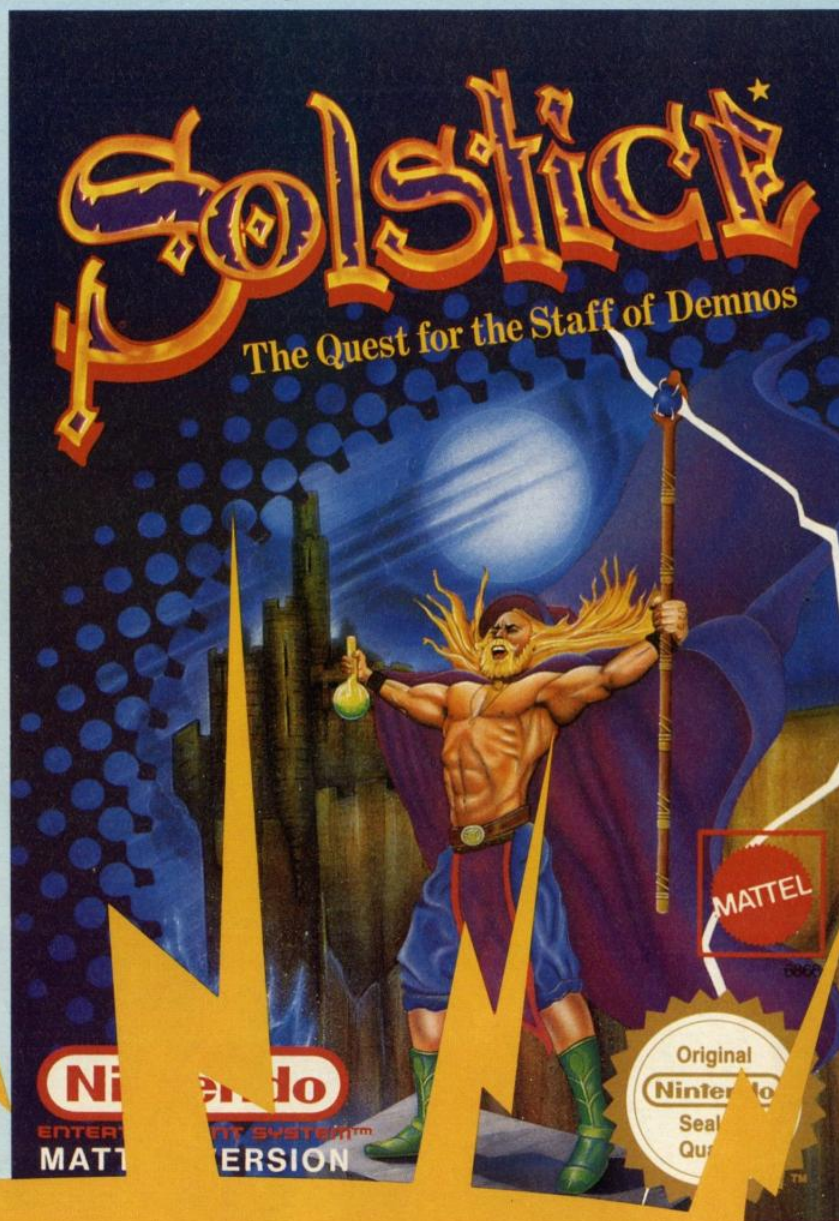
Hear ye! Hear ye! Let these glad tidings resound to the four corners of our land. Let the Morris dancer in each of you rejoice and be merry. And let all NES owners give humble gratitude to Sir Reginald Fat Boy, lord of the doughnut rings, whose mystical mind brought forth this magical quest.

What the hell are we talking about? Simple: we've got 50 copies of Solstice, The Quest for the Staff of Demnos, to give away - one each to 50 lucky NMS readers.

To be in with a chance, just call 0055 33421* and pit your wits against our medieval mind-teaser.

So how good is Solstice? Well, this is what our Game Index has to say: "This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase."

With an overall rating of 90%, what are you waiting for?



CALL 0055 33421* 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. Entries close by the end of working day, Wednesday, July 21. The winners names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit. (C) 1993 Nintendo Co., Ltd. All rights reserved.

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NMS MAIL BAG

READER SYSTEM

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.

Hey Fat Boy,

As country retailers of Nintendo games, we are rarely serviced well by games distributors. As a consequence, if a new game is released, sometimes it is hard to source - especially if it is from a smaller distributor. So how about in your write-up or, even better, in your Game Index, you print the name of the distributor as well so that we at least have a starting point for unseen titles.

Fantastic to see an Aussie Nintendo mag, and unbiased, too. What a bargain.

Ian Donaldson
Port Macquarie, NSW

Ooooh! So now I'm an "industry guru" - yippee!! Lemme see, there are only three authorised distributors of Nintendo games in Australia - Mattel, Metro Games and Electronic Arts - so I don't know what your problem is: just give 'em a call.

Dear Fat Boy

Please, please send me a Super NES! I'm just dying to try out your Street Fighter 2 tips!!
Wayne Russell
Bridgetown, WA
No.

Dear Fat Boy,

I dislike your magazine because you think that rude comments about Beverly Hills, 90210 are funny.

A wimp who wouldn't write his/her name.
Oh dear.



Q. Which one of these people is not a dark?

Dear Fat Boy,

Your magazine is finally in circulation! After hearing about it from a friend and eagerly awaiting its release, I was extremely impressed by the lack of rubbish usually featured in most video system magazines. Compliments on the Mario poster, too! It may be an idea to include some glossy Nintendo stickers in future issues as everyone has a place waiting for them. Thanks for printing the almost perfect magazine.

Annabelle Ellison
Canterbury, Vic

What do you mean "almost perfect?" Lady, if you're going to take that attitude I might have to comment on your typing skills.

Dear Fat Boy,

I have a hint for Phillip Marc so that he can get rhythm (Nintendo News Network, issue #1). First, imagine that you are a coconut tree swaying in a tropical breeze. Stand up with your eyes shut until you can 'feel' the breeze on your skin. Then imagine the breeze getting stronger, rustling your leaves and moving you from side to side. You should be swaying a little yourself by now, so it's time to go to stage two.

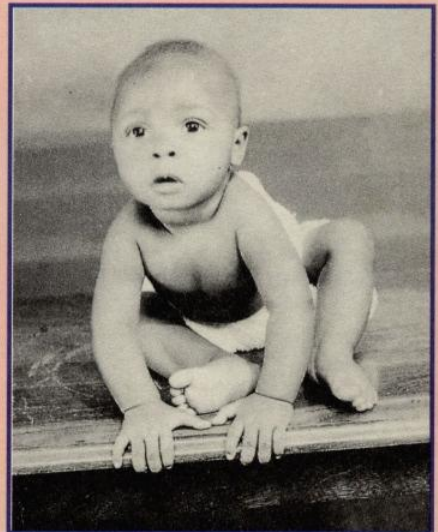
With your eyes still shut, use your hips to put a bit more *ompff* into your swaying - imagine a boy is climbing you to try and steal your coconuts; try to gently shake him off.

Keep practising this and eventually you will get rhythm, Phillip. Just remember, it comes from inside you.

Jodie Robbins
Sydney, NSW

It'll never work, Phillip would be too busy stealing the coconuts.

Awww... studmuffin Phillip practices the awesome nappy dance.



Dear Fat Boy

I have written a poem about my grandma and her NES for you:

My grandma just sits there, through day and through night,
The adventure has started, a magical fight,
The marvel of Hyrule and quest for Triforce,
Brave little Link, as strong as a horse,
In search of a Princess in the largest of lands,
N.E.S. glowing, control in her hands.

Chris Lathwell
Two Wells, SA

Just what is your problem, eh?

Dear Fat Boy

Please don't print this letter. I just want some help because I really like this girl at school, but she won't go out with me. I've tried everything (I even offered to buy her Street Fighter 2!!!) but she just laughs at me when I try to talk to her. She is so beautiful. Do you have any tips?

Damien Scarpi
Geelong, Vic.

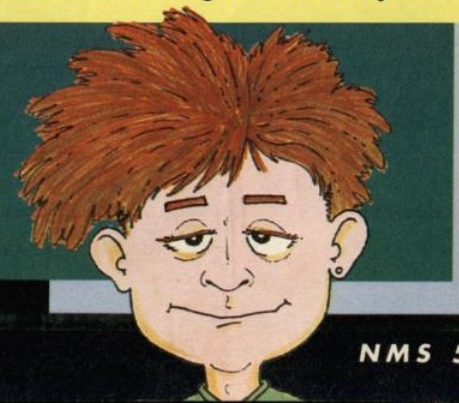
Don't print this letter? Listen, loser, can't you take a hint? The girl can't stand you.

Dear Fat Boy

Great, GREAT mag! It's the best I have ever seen. But I notice that the only girls you have on staff are in the 'office administration' area which sounds a bit sexist to me. Why don't you have female reviewers? I'm sure that girls can do the job just as well as the people you have already. Why don't you let Kerry and Vanessa have a go?

Samantha Urquhardt
Perth, WA

Oh yeah, sure. If you knew what happened the last time we let Vanessa play (I absolutely trashed her at Tuff E Nuff) you'd understand why we keep her firmly restrained at all times. The girl is a very sore loser. As for Kerry... don't make me laugh! Still, your general point is valid; so say hello to Jane Wilde, our first female reviewer, who just joined the NMS crew as we went to press.



NMS Q&A

AND

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 Does Capcom plan to release Disney's *The Little Mermaid* on NES in Australia? My daughter was thrilled to get Barbie because there are not many games for young girls.

- Jillian Brown
Georgetown, Tas.

A *Mattel is currently reviewing this game for release as we go to print. We will let you know the outcome as soon as possible.*

Q Can I have a job? I am a brilliant Nintendo player and would love to play for a living.

- Kim Sung
Cabramatta, NSW

A No.

Q Is Capcom really going to release *Street Fighter 2* on NES?

- David Hemingway
Thornton, NSW

A *Hell, my grandma even has an SF2 tea-towel! So the answer is yeah, though don't expect to see anything until next year. Squeezing all the good bits onto the humble NES is the challenge of a lifetime.*

Q 1. I'm getting a *Street Fighter 2* Super NES pack soon with a Viper controller and I want to know some good games for the Super NES. I've already decided on *Super Star Wars* (because of the fab ratings you gave it in NMS #1) and I was wondering if you could point me in the right direction of another cool game.

2. What's the difference between *Street Fighter 2 Championship Edition* and *Street Fighter 2 Championship Edition Hyper Fighting*?

- Mark White
Melton South, Vic.

A 1. *Of the games that are available now, Starwing is essential; but there are loads of other brilliant games for the Super NES. Check our ratings and you'll never go wrong.* 2. *Hyper Fighting boosts the performance of the fighters; the characters are more evenly matched; the game is faster and new moves need to be mastered. Got it?*

Q 1. Can you please tell me if the 3.5" disk system for the Super Famicom in Hong Kong will ever be available for the *Mattel* version Super NES in Australia?

2. Also, is there a converter that allows you to play *Megadrive* games on the Super NES?

- Tim Sung
Crows Nest, NSW

A 1. No. 2. Are you kidding?

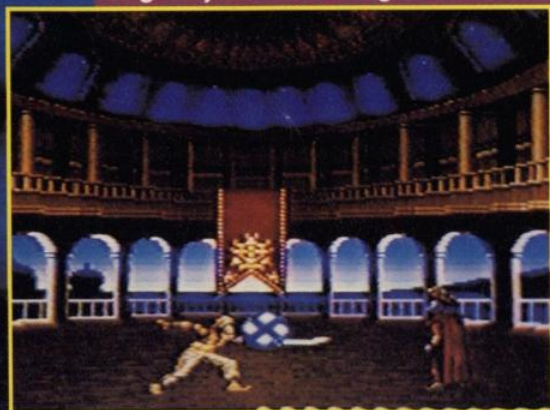
Q 1. Will *Prince of Persia* and *Bubsy* come out on the Super NES?

2. Any news on *Mortal Kombat* for Super NES?

- James Elsted
Melbourne, Vic.

A 1. *Prince of Persia is out this month and is reviewed in the excellent magazine that you are holding in your hands right now. Bubsy will be out in*

August. Check out our furballs-and-all preview at the front end of this ish. 2. Mortal Kombat is due out on Game Boy, NES and Super NES in September. The mighty NMS team will preview the Super NES version in our August ish for those of you who are interested.



Q

I have a Super NES and often get games sent over to me from the USA. With the last lot I received, the console broke down. Is it because I am playing a USA game?

- Daniel Staines
Chullora, NSW

A *Yep. Actually, it's likely to be from using a converter. Wonderful though they are, using them is not without some risk of damaging your machine. You pays your money, you takes your chances.*

Q 1. I've got the Nintendo Super Scope and I'd like to know if there are any games for it other than the ones you get when you buy it?
2. Could you please put out a poster on Super Star Wars?

- M. McBride
Lismore, NSW

A 1. Not at the moment. 2. What's it worth to you?



Q 1. When is Mech Warrior coming out?
2. When will there be a Jurassic Park game out and will it come out on Game Boy, too?

- Mario Santi
Adelaide, SA

A 1. Mech Warrior for Super NES is due out in September. Look out for a full review soon in NMS. 2. The Jurassic Park games will be out on Game Boy, NES and Super NES in August, a month before the movie!

Q Can you tell me more about the 3DO system that I have been hearing about. When will it be released in Australia and how much will it cost?

- Jeff Jeffries
Cairns, Qld

A 3DO is a 32 bit gaming machine using CD technology which, consequently, will have a much larger memory cache for programmers to play around with than any existing home video game console. In theory, that means that you could have absolutely mindblowing games incorporating live footage etc. The downside is that, when it was released in the USA, the 3DO cost over US\$700, so we're looking at a minimum \$1000 per unit in Australia. The whisper is that the 3DO will be in Australia in time for the Christmas rush.



Q 1. Will a remote control joystick come out on the Super NES?
2. Will there ever be a convertor to play NES games on the Super NES?
3. What do you think of the games Blazing Skies and UN Squadron on the Super NES?

- Daniel Robertson
Kurrajong Heights, NSW

A 1. No. They don't work well anyway, so why would you want one? 2. Yes. Hornby Toys has released this convertor in the UK and it is available in Australia as you read this. 3. Blazing Skies is crud. UN Squadron is quite a good adrenalin-pumper - we give it 94% overall.

Q 1. Is there going to be a Super NES version of Michael Jackson's Moonwalker?
2. Is there going to be a Super NES version of Fatal Fury II?
3. How long between each issue of NMS? (Not long I hope!)

- Andrew Wade
Tyalgum, NSW

A 1. No. 2. There is talk, but nothing has been confirmed. 3. NMS is out every month, you lucky sod!

Q 1. Does the Megadrive have more colours than the Super NES?
2. Could the Megadrive handle Street Fighter 2 like the Super NES?
3. My mate reckons the Megadrive is better than the Super NES. Is he right?

- Shane DiLario
Inverloch, Vic.

A 1. For the last time, here are the specs for both the Megadrive and the Super NES, which conclusively prove the Super NES' technological superiority. MEGADRIVE: CPU 16 bit 68000 runs at 7mhz; can paint 64 colours from a palette of 512; can handle 80 sprites at once on-screen; six stereo channels, only one of which can handle sample sounds. SUPER NES: CPU custom 65816 runs at 3mhz. Can paint 256 colours from a palette of 32,768; can handle 128 sprites at once on-screen; eight stereo channels, all of which can run sample sounds. 2. Yes, but not as well because of the Megadrive's inferior technology 3. See the answer for 1.

Q When will Lethal Weapon, Cool World and McDonaldland be released in Australia for NES? Also, I told my best friend that his name would be in NMS, so here it is - "Michael Mazzacca." I just have to say that NMS is brilliant, so keep up the good work!

- Paul Hamence
Endeavour Hills, Vic.

A Lethal Weapon won't be here until late this year at the earliest. The other two will never be released in Australia because they are sad, sad games with few redeeming attributes. You owe us big bucks for mentioning your mate.



TIPS & TACTICS

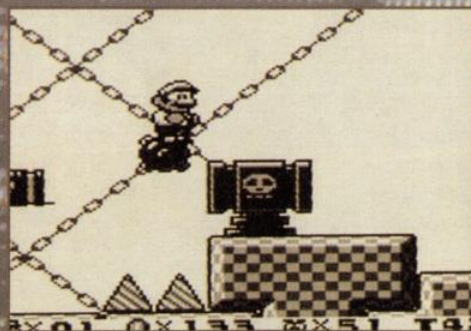
Well, whaddaya know? Appeals to public-spirited readers actually work! There has been a small flood of tips coming in to NHS, so we've picked out the best and published them here, along with our own spiffing tips for Game Boy, NES and Super NES from the talented NMS team. Remember, if you have any cheats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

Well, we can't say that NMS has been exactly flooded with tips for the Game Boy or the NES this month. What's going on out there? You can't all have swapped them for Super NES consoles! So, get your ruddy acts together and send in your pearls of wisdom.

SUPER MARIO LAND II

Here's a little oddity that has baffled us so completely that we've filed it under the 'programming quirks' department. Press DOWN and SELECT together, then LEFT and SELECT, or RIGHT and SELECT together. Then press Up and SELECT together. This sets a silent demo running that has a short time limit, after which nothing happens at all and the game needs resetting. Does anybody else out there have anything like this up their sleeves?



BATTLETOADS

Here are some Game Genie codes for the slimy green things.

- #007 C2E 3BE For infinite continues.
- #FAC CAF 4C1 For infinite energy, although it isn't effective against the last few end-of-level bosses, so use it in combination with the infinite lives code.



#FAD 918 4C1 Keep hold of the axe after loss of life.

#007 BOE F71 For infinite lives. Use in combination with the infinite energy code.

CRASH DUMMIES

More Game Genie codes. Yowsah!

- #082 A9F F7E Start the day's work with eight lives.
- #001 3EC E6E For infinite seconds on the timer.
- #00B 00A 195 Slick or Spin may pass through fire unscathed.
- #851 49C E64 Earn more cash for each hit.

TENNIS

Troy Muscat from Revesby, NSW has sent in this tip which pretty well makes a mockery of the game. To win a point, toss the ball to serve, swinging at it (and missing) when it is at the top of its arc, then move

underneath the ball so that it strikes you as it falls. Custard! You win!

SUPER MARIO LAND

Nathan Fearnside, a Gold Coast, Qld resident, has begged us to accept his high scores claiming that he took a photo but that it didn't work out. Tough! But he gets his name in print anyway with this points tip. To get a high score, collect as many lives as you can muster before making it to the last stage and facing Biokinton. Defeat Biokinton for a 5000 point bonus, then deliberately lose the next stage (the Spaceman) so that you can fight Biokinton again for another big score.



NES

TMNT 2

Michael Zemek from sunny Springfield, Qld, has sent in a few NES tips that deserve a wider audience. To get 19 lives and gain a level, press B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A then press B, A and START. For two players, press SELECT before the code or before you hold down B, A and START.

SNAKE, RATTLE & ROLL

More from that Zemek chap... this time,



two helpful warps. In the first level, go across the land until you see a platform in the middle of the water. Jump onto it and use your tongue rapidly to warp to level three.

Warp #2 is in level three. Go to where the Nibbly-Pibbleys enter the screen and build up your speed (look under the leaf near the horn), then jump onto

the platform beside the horn, and again, across to the platform where the leaf is. Jump across the next two platforms. You will find the warp hidden under the leaf on the last platform.

SNAKE, RATTLE & ROLL

Reach the end of level one in less than four seconds and a rocket appears. Jump on it for a fast ride to level 8! Thank you Pha Phorn, the NES king of Reservoir, Vic.

ADVENTURES OF LOLO 2

The prolific M. Ahkram Subrato, who apparently inhabits the dark corridors of the Department of Biotechnology (Oo-eeer!) at the University of NSW, has contributed a comprehensive list of passwords for this sedate puzzler.

FLOOR 1

PPHP
PHPK
PQPD
PVPT
PRPJ

FLOOR 2

PBPM
PLPY
PCPZ
PGPG
PZPC

FLOOR 3

PYPL
PMPB
PJPR
PTPV
PDPQ

FLOOR 4

PKPH
HPPP
HHKK
HQKD
HVKT

FLOOR 5

HRKJ
HBKM
HLKY
HCKZ
HGKG

FLOOR 6

HZKC
HYKL
HMKB
HJKR
HTKV

FLOOR 7

HDKQ
HKKH
QPKP
QHDK
QQDD

FLOOR 8

QVDT
QRDJ
QBDM
QLDY
QCDZ

FLOOR 9

QG DG
QZDC
QYDL
QMDB
QJDR

CASTLE

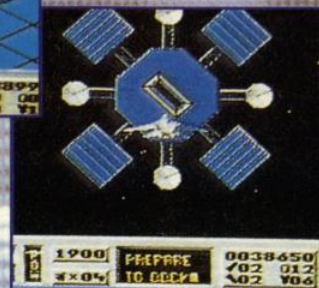
QTDV
QDDQ
QKDH
VPDP
VHTK

P.O.W.

Bradley Slced from the racy city of Adelaide would like you to start with 20 lives and make it to the G. O. O. N. camp. On the title screen, press A, B, B, UP, UP, DOWN, LEFT and START.

CAPTAIN SKYHAWK

Luke Beecham of Altona, Vic, is one of the more generous souls who have written in to NMS. While he didn't have a huge amount of cheats to share, he claims he sent us every one he knows! To skip a level, press A, B and UP on control pad two.



SUPER NES

CASTLEVANIA IV

Wow! Codes, codes and more codes! In this case, Action Replay codes for the ghoulish RPG.

7E007C05 For infinite lives.

7E13F410 For infinite energy. While this

cheat is active, Simon retains his whip, weapon and hearts after dying.

7E13F045 For infinite time.

7E13F299 For infinite hearts. Make both this code and the one above if inactive at the end of each level.

7E008E01 Always keep the dagger.

7E008E02 Always keep the axe.

7E008E03 Always keep the holy water.

7E008E04 Always keep the boomerang.

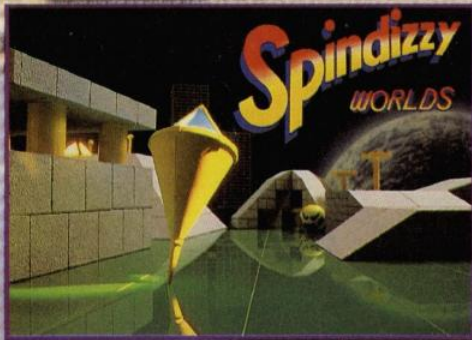
7E008E05 Always keep the watch.

SUPER NES

SPINDIZZY WORLDS

The fave NMS puzzler of the moment is still leaving emaciated corpses lying in its wake as the sorry fools test their skills. One of those who survived, the only-a-little-bit-famous Jaz Rignall, has come up with these codes.

- Iv?8A?8t:** Beginners
- Iv?OCP?3:** Pak Attack
- Iv!OC?8m:** Tripat
- Dv?16Hfx:** Ball Race
- HvdaC3?R:** Frigia
- Bv?JaBm3:** Grass Hopper
- Ev5LQV3Q:** The Obelisk Ruin
- Br7JaEOa:** The Grass Maze
- ImSUJ9?W:** Buxton Cat
- ImQUKN!1:** Sandy Island
- Cn2AUAeP:** Roller-ama
- KoBAK32o:** Water Works
- ImAQC9eZ:** Misdirection
- Bq6AICFz:** Castle Quest
- IkAABNdW:** Pyramidea
- PgAEaaBn:** Water World
- PgAFyaCA:** Canal Slide
- NgACUkiH:** Radima
- IkAAAoJc:** Torture



SUPER STAR WARS

One of the fastest selling games around the world has a heap of new devotees here in Australia. Leigh Halel of Ainslie in the ACT is one of them who wants you all to know how to get into the Sound Test mode. During gameplay, press A, B, X, Y simultaneously, then press START and you will get into the sound test mode which, as a bonus, also contains some hints and codes. Repeating this sequence will reveal different tips each time.

TOP GEAR

There have been a few stingy blighters out there who have been holding out for some sort of recompense for their tips. Peter Holzinger from the largish country town of Wagga Wagga, NSW (a mere two hour

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ALCHEMY
A LOOPER
SEASONAL

CHAMP

EDUCATED
OILCLOTH
WRECKAGE
CARACOLE
EPYLLION
GLUCAGON
KEELSON

drive from the dashing Rod de Martin's home town of Griffith) is one who has dropped a bit of a hint that he wouldn't mind a parcel from the grateful editorial team here at NMS air-freighted to his doorstep in return for his cheats. Forget it. You, dear reader, will nonetheless enjoy the fruits of Peter's labours with the above championship track codes for this whizzy racing game.

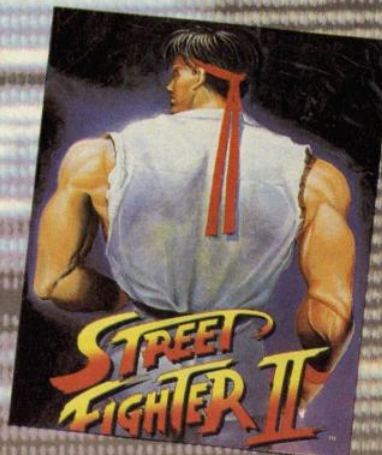
STREET FIGHTER 2

Peter is one of many who have sent in a tip introducing a hitherto unknown character into the fray, Shen Long. Shen Long is supposed to be the deadly teacher of Ryu and Ken who, like the evil Darth Vader in Star Wars, turned out to be a rotten apple. Basically, this is a crock. There is no such character. The tip is bollocks. Anyone who tells you otherwise is a liar.

STREET FIGHTER 2

Here are a few Pro Action Replay Codes sent in by Erwin Harrington of Frankston, Vic.

- 7EOD 8000** Throw fireballs with any button
- 7EOC 6001** Speeds up the game by 10%
- 7EOC 35B0** Opponents disappear when hit by Dragon Punch



DESERT STRIKE

U-beaut! Campaign codes from Edy Rapino of Brisbane, Qld for our fave strategy shoot 'em up.

- Campaign 1 **8ZL3H23**
- Campaign 2 **93LLBR5**
- Campaign 4 **9R894JH**

SUPER GHOULS 'N' GHOSTS

This is a hard game, and if you're stuck in it here's a way to select your starting level. Make sure there are two control pads plugged in, and go to the options screen and select exit. Now press L and START on the second controller and you will be whisked away to the secret level select and sound test!

U.N. SQUADRON

This ace shooter is one tough cookie, but if you think you're up to it, here's a way to make it even harder! Go to the option screen, highlight the difficulty setting and hold down A and B on control pad two. You should now be able to select a difficulty called "GAMER, TEST YOUR SKILLS."

PILOTWINGS

Having trouble getting anywhere in this superb flying simulation? Worry no more, for here is a complete list of level passwords

- Level 2: **985266**
- Level 3: **394391**
- Level 4: **520771**
- Level 5: **108048**
- Level 6: **400718**
- Level 7: **773224**
- Level 8: **165411**
- Level 9: **760357**
- Level 10: **882943**



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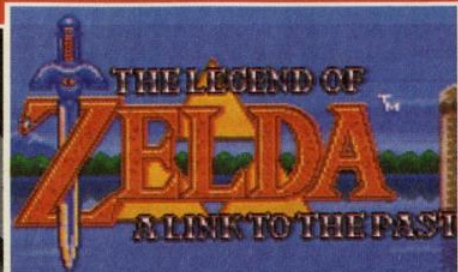
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Here it is! The last part in an epic saga that has threatened to overwhelm NMS forever. For the last three months life as we know it has all but ended at NMS Towers while our brave adventurers explored the wonders of the legendary Legend Of Zelda. But this is definitely the last delve into the game, so share the laughter, tears and euphoria of victory over Ganon. Just one question remains - what do we do now?

THE BOOK OF REVELATION

This is an account of the Last Days of Ganon, and the means the Hero of the Triforce must employ to destroy him.

FINAL BATTLE?

After you have destroyed the Trinexx monster at Turtle Rock, the last crystal tells you to head for Ganon's Tower, to begin the final battle. Once there you are able to breach the magical barrier with the aid of the seven crystals. But before you do, consult the checklist to make sure you are fit for confrontation.



CHECKLIST

You should have:

1. A Tempered sword.
2. Four Life and Magic potions.
3. Blue Mail (Red is found inside the Tower).
4. Mirror Shield.



SEVEN LEVELS

The tower has seven levels, with some of the toughest screens of the game. Here are some tips for the trickiest sections.

1. On the screen with the warp surrounded by space, push the block upwards to reveal a bridge.
2. One room is blocked by red and blue cubes. The changing device is sectioned off beside a moving floor. Use the cane of Somaria and create a block to throw on the conveyor. When you have passed the cubes, detonate it.
3. In the room with many cubes, push the block at the left-hand side to open the door.
4. The



Medallion of Ether reveals any invisible walkways when it flashes. Remember that smashing frozen enemies with the hammer often releases more magic power.

5. In the room with the long bridge and rock throwers, use the cane of Byrna to avoid being knocked off.
6. The Big Key is in the basement, and you must face the Arnos Knights again to retrieve it. In fact, the first three bosses of the Light World present themselves. Use the tactics revealed in Guide pt. 1.



AGAHNIM

On the seventh level Agahnim waits. He isn't much more difficult than the first time, but requires a bit of patience. Agahnim now creates two Phantasms of himself, which cannot be harmed by your attacks. Their magical blasts,



however, are all too real! The vulnerable Agahnim is easily distinguished by being

brighter than the others. Avoid the false Mage's blasts, and deflect Agahnim's attacks back onto him, like you did before. This time he does not fire lightning from the centre, so you needn't be wary of any of his firing positions. After a good few hits, Agahnim chokes, and the real spirit of evil rises out his form, and makes for its last refuge - the Pyramid.



THE FINAL BATTLE

Your final match with Ganon takes place over four stages, in the centre of the Pyramid. At first an outraged Ganon spins his trident and throws it at you. The trident travels in a wide arc, and is quite easy to avoid. Use a spin attack against Ganon as he materialises.



GANON'S WEAKNESS

Before you jump headlong into the Pyramid, consider Ganon's single nemesis, the silver arrow. The way to turn normal arrows to silver lies in collecting the Super Bomb from the bomb seller at the heart of the Dark World, where Link's would be in the Light World. The bomb lets you break the crack in the side of the Pyramid, and the fairy within converts your arrows for you. Now you are ready.



After five hits, Ganon produces a circle of flames which surround him. After a couple of seconds the circle expands to fill most of the screen, then shrinks back. When they next expand, they transform into fiery bats which fly at Link. This attack pattern is annoying, but manageable. When the circle expands, stay close to the outer edge, and follow it back in, striking with a spin attack. Also notice that the circle isn't centred exactly on Ganon, but is slightly off centre. It is possible to strike him from the off-centre side without incurring damage. When the flames transform into bats, keep moving in a straight line, and they should fly past. Do this five times.

And enraged Ganon changes tactics. He launches a spiralling fire demon, whilst warping across the screen. When he forms briefly, strike him, again with the spin attack. He then jumps, causing the outer layer of the floor to collapse. From now on stay clear of the edge! Falling down means leaving the Pyramid by a bottom exit, and having to restart the final battle again! Avoiding the spiral demon isn't too difficult, but remember its flames linger. After the entire outer layer has fallen, you're nearly home.



Ganon becomes invisible, and the rooms dims. Using the Flame Rod or Torch, light the two torches to make him appear. He fires a straight-flying flame demon, but this easily avoidable as long as he is kept visible. He is only vulnerable briefly, and must be struck with a spin attack. Then, for a brief second, he turns blue, signifying his moment of weakness. Launch one of your silver arrows at him. Do this four times and you will have destroyed Ganon, and finished Zelda III.



FINAL QUESTIONS, FI

A set of the trickiest questions facing adventurers in the Dark World.



I'M STUCK IN THE DARK PALACE!

That's not a question - it's a statement! However, I think finding the Hammer will solve most of your worries. It is to be garnered from a chest sticking out into the Abyss in the top-left corner of the Palace. Reach it via the dark maze room found at the end of the long disappearing bridge. From the dark maze there is a secret passage which leads back out to the bridge room. Use the torch to reveal the crack and a bomb to open it. Phew! Still listening? Now use the Hammer to beat any of the strange obstacles with faces (they are actually stakes) which block your way. Also use the hammer outside to beat in wooden stakes.



I'M STILL STUCK IN THE DARK PALACE!

Lumme! Do you want this spelled out? If you have the hammer you want to head for the dead-end with the Cyclops statue. Just shoot him in the eye with an arrow, and get on with the blinking game!



HOW DO I GET THE FLUTE?

You first must travel to the Dark World, and go to the place which resembles the Haunted Grove in the Light World. The boy won't disappear. Instead he gives you a shovel. Use this to dig up the flute in the Haunted Grove of the Light World. Bring it back to him, and he finally goes to rest - as a rather sad tree.



HOW DO I REACH THE HIGH LADDERS IN THE SWAMP PALACE?

Lateral thinking required here! The corridors of the Dark World Palace is dry, those of the Light World are not - so go back to the first room of the Light World and turn the capstan. When you return to the Dark World (using the nearby warp at the swamp statues) the corridors of the Swamp Palace will be filled with water, and you may swim to new levels.



HOW DO I GET THE CRYSTAL IN THE SWAMP PALACE?

The boss of the Swamp Palace lies in a complex of rooms located beyond the chamber with the three waterfalls. The entrance to this complex lies behind the far-right waterfall. Just walk on through. Before you face the boss it is essential to pick up a new weapon called the Hook Shot. You find this in the large centre chamber of the first basement, and you need to understand how it works to leave that room by the right exit.



HOW DO I GET THE FOURTH CRYSTAL?

This crystal lies in the far Northwest of the Woods. To enter the final chambers you need the Flame rod to burn the skeleton creature that marks the entrance. The rod is locked in a large chest, reached by pulling the left most lever in the room to the north of it, to flatten the wall.



FINAL ANSWERS

Q

WHERE IS BLIND?

Blind is disguised as a little girl, held in the deep dungeon of Gargoyle's domain. The domain lies beneath the statue at the heart of the Village of Outcasts, and an entry must be forced with a bomb. To see the real Blind, lead the girl into light.



Q

HOW DO I GET INTO THE ICE DUNGEON?

Use the warp tile on the island of the Light World, to get into the Ice Dungeon compound. Make sure you have the Bombos medallion first.



Q

WHERE IS THE ENTRANCE TO MISERY MIRE

The entrance is revealed by raising the Medallion of Ether on the spot marked with the same symbol. Inside the Misery Mire, you must light the four torches near the room with the lattice floor to proceed.



Q

HOW DO I ENTER TURTLE ROCK?

Briefly, cross the bridge on Death Mountain with the Hookshot. Once at Turtle Rock use the mirror, and climb up the mound. Hammer the stakes in the order; right, middle, left. Go through the warp, and use the Quake Medallion on the symbol.



THE NEW TRIFORCE

The evil is conquered, the door of the Pyramid crumbles to let the Hero come into the presence of the Tri-Force. On an altar, surrounded by stars, and glowing with celestial power, the three elements of the mystical power come together, and present a trembling Link with this message:



NEW HYRULE

Link closes his eyes, trusting in the calm voice that emanates from the Triforce. All he has to do is dream of past glories, and will them to come true. His first thoughts are of Zelda and her father, the King of Hyrule. In his mind's eye he sees his triumphant return to the Palace. Then, he thinks of his friends: Sahasrahla, returning from exile, The Mountain man, the holy man who he had found dead at the Sanctuary, now restored to life. Then his thoughts turned to the many people whom he pitied throughout his adventure, including the poor piping boy; now he is happily restored to life. Many of the places of Hyrule are now safe and cleansed of evil, as Link's view finally settles on the Master Sword, returned to its quiet grove, at peace forever...



THE END?

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GAME STYLES

EXCITEBIKE

BY:NINTENDO
FORMAT:NES

This is one of the oldest NES games available, but it still has more life in it than most NES crumbies. Played across a bumpy scrolling course, the player steers a nifty scrambler bike over all manner of deadly hazards. Graphically and sonically Excitebike looks a little ropey, but the feeling of speed is excellent and the game is a real laugh to play. Check out the bargain bins for a copy.

PRESENTATION 64%
GRAPHICS 68%
SOUND 65%
PLAYABILITY 88%
LASTABILITY 79%
OVERALL 84%

EXHAUST HEAT

BY:OCEAN
FORMAT:SUPER NES

Ocean recently snapped up the rights to this neat little import racer and have since released it for UK PAL systems. Using the Super NES' Mode 7 capabilities, this is a worthy rival to F-Zero, which eventually loses out in the lasting appeal stakes. That said, both are excellent games, and it would be a real shame if Exhaust Heat was overlooked.

PRESENTATION 81%
GRAPHICS 85%
SOUND 81%
PLAYABILITY 84%
LASTABILITY 83%
OVERALL 83%

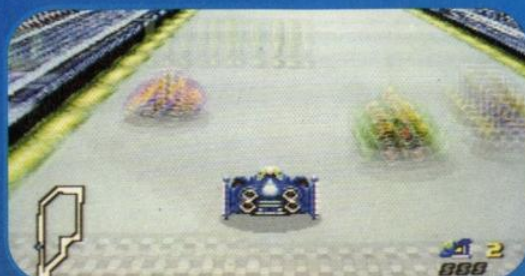


F-ZERO

BY:NINTENDO
FORMAT:SUPER NES

F-Zero showed the unsuspecting world just what the Super NES' Mode 7 graphics could do - and probably helped sell a few dozen machines, too! Set across fifteen tracks, F-Zero is a futuristic Grand Prix with loads of track and road-side obstacles to dodge. The computer opponents are similarly deadly, and this and the sheer thrill of the fast-moving 3D graphics makes F-Zero one of the best Super NES games to date.

PRESENTATION 88%
GRAPHICS 93%
SOUND 84%
PLAYABILITY 94%
LASTABILITY 86%
OVERALL 90%



F1 RACE

BY:NINTENDO
FORMAT:GAME BOY

A definite plus in F1 Race's favour is that it supports up to four players via a special cable - which is actually supplied with the package! The game itself is another Pole Position-style affair, and even as a one-player title it succeeds - but with four players linked together is where the game really comes alive. An excellent game and, with the adaptor, excellent value for money.



PRESENTATION 88%
GRAPHICS 77%
SOUND 69%
PLAYABILITY 89%
LASTABILITY 82%
OVERALL 88%

ROAD FIGHTER

BY:KONAMI
FORMAT:NES

In Road Fighter we have the WORST game ever to grace a Nintendo machine. A dire Spy Hunter rip-off, Road Fighter lacks bolt-on weaponry, passable graphics and acceptable gameplay - in fact, there is absolutely nothing to commend it. If Road Fighter was left on the street you'd make pains to avoid treading in it, so you most certainly wouldn't want to plug it into your NES.

PRESENTATION 11%
GRAPHICS 14%
SOUND 10%
PLAYABILITY 8%
LASTABILITY 7%
OVERALL 9%

DRIVING

Ah, the thrill of speed. The wind in your hair, the flies in your teeth, the deadly crunches survived without a scratch. Ah yes, all these thrills and spills are delivered by the good old driving game - or are they? **STEVE MERRETT** gets behind the wheel of a good cross-section of racers to find out which speed games are tops...

WHEELS



RAD RACER

BY:NINTENDO
FORMAT:NES

Surprisingly, NES Out Run clones are rarer than a Skoda driver getting booked for speeding - but Rad Racer is a more than worthy substitute for Sega's classic. Using the customary third-person perspective to view the player's car, Rad Racer is a fast-moving race against the clock featuring stunning 3D graphics and large and colourful sprites. It may be the only real rival to Out Run, but by 'eck it's a goodie.

PRESENTATION 62%
GRAPHICS 55%
SOUND 59%
PLAYABILITY 84%
LASTABILITY 79%
OVERALL 80%

RC PRO-AM

BY:NINTENDO
FORMAT:NES

Taking a slightly different angle from the many racers available for the NES, RC Pro-Am gives the player control over a small, radio-controlled truck. Programmed by Rare, this is basically a turbo-charged version of Off-Road Racer sporting larger trucks and better gameplay. The tracks are devilishly tricky to negotiate, and the nasty computer-controlled opponents make for a brilliant challenge.



PRESENTATION 83%
GRAPHICS 85%
SOUND 80%
PLAYABILITY 91%
LASTABILITY 88%
OVERALL 90%

SUPER MARIO KART

BY:NINTENDO
FORMAT:SUPER NES

The current Number One fave in the NMS office (we even have a trophy for the best racer!), Super Mario Kart could quite easily be dismissed as a two-player version of F-Zero - but how wrong can you be! Mario Kart features all your favourite characters - Bowser, Princess Mushroom, Luigi, etc - each of whom has differing racing abilities. Using these to your advantage a number of courses stand between each contestant and Mansellesque glory. There is simply nothing to fault in Mario Kart, and anyone who has yet to buy it should do so immediately.

PRESENTATION 91%
GRAPHICS 95%
SOUND 93%
PLAYABILITY 97%
LASTABILITY 94%
OVERALL 95%



TOP RACER

BY:GREMLIN
FORMAT:SUPER NES

A conversion of Gremlin's Amiga classic, Lotus Esprit Turbo Challenge, Top Racer is a split-screen racer which allows two players to compete across a series of winding tracks. It's by no means the most technically-advanced racer of our time, but it plays well and features a nice line in track detail and backdrops.

PRESENTATION 78%
GRAPHICS 83%
SOUND 86%
PLAYABILITY 84%
LASTABILITY 79%
OVERALL 85%



OUT OF THE ARCADES EVOLVED

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WAOH!!! HOLD ON!
Cool story, but do you know where to eyeball the TANK?

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WAOH!!! It's so ugly it's beautiful.
Where does this awesome creature come from?
JAPAN, USA, CHINA, EUROPE? GET REAL AGAIN,
try hometown AUSTRALIA...

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