

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

Nintendo®

MAGAZINE SYSTEM

SEPT '93

ISSUE #6



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THE FRONT PAGE

NMS

BORN TO BE FAT!

In the beginning was the word, explains Fat Boy. And the word was 'Phwarrrrr!'

I've had much correspondence recently, from fans and critics alike, asking me to elaborate on the origins of NMS. As your wish is occasionally my command, please gather around, dear readers, and let Uncle Fat tell you the story.

Once upon a time, we were sitting around scratching ourselves, bemoaning the fact that there was no Australian Nintendo magazine. Granted, there were overseas mags. But even the good ones contained reviews, release dates, prices and news that were irrelevant, if not downright misleading, to Aussie players.

Plus, all the imported mags were pretty pricey. Suddenly, the heavens rumbled, great wads of lightning spat forth, the seas parted and a loud voice intoned: "Don't just sit on your arses. Do something about it!"

"What?" we replied in unison. "You mean, get free games before they're released to the public, play them all day and get paid for it? Good Lord, you just might have something there."

Nine months later, a child was born.

Well, it wasn't quite as easy at that. But then again, passing watermelons never is.

We had to beg, borrow and steal hardware and software, grovel to local and overseas distributors, set up a network of contacts around the world, try to teach Phil how to play Nintendo (we've since given up), and find a bunch of that most elusive breed: great players who can write!

Now a few of our astute readers have noticed that some of our reviewers previously wrote for the UK mag, Mean Machines, before it self-dissected. Names that are famed the world over: like Julian 'Jaz' Rignall, Tim Boone and, the sadly titled, Radion Automatic.

FAT BOY SEZ: "Please sir, can I have some more?"



Easybeat's current fave games are: Bart vs the Juggernauts, Mortal Kombat, WWF Royal Rumble.

THE FATUOUS FILE

For some inane reason, many readers have been asking for the dirt on the NMS gang. As if the odd embarrassing photo isn't enough! So here's another one!

This miserable wretch is Andrew 'Easybeat' Iredale. Now Andrew can write a bit, is a fountain of useless information, and purports to be a dead hard player. But his reputation has dived since everyone at the office whipped his butt at Mortal Kombat (how low can you go? Well, even Vanessa whacked him!). And that was before some four-year-old kid with one arm beat him at a local Street Fighter II contest.

So what's his problem? We think the boy needs some feeding up. Just look at him: where's the meat?

Please send all food parcels c/o Fat Boy.

So what's their story? Well, firstly, they're all brilliant players.

Secondly, they work for UK NMS - a separately-owned magazine, but a brother in our great Nintendo family. So we often swap reviews when release dates coincide and, this way, you get the best of both worlds.

You get reviews and news that are all up-to-date and 100% relevant to the Aussie market. You get contests, posters and game guides exclusive to Aussie players. And you get it all at a decent price.

Now, one of the recurring criticisms we get is that NMS should be bigger. Don't you guys know that size isn't everything!

Our aim is to bring you the biggest mag we can at the lowest possible price. And we're managing to do that while covering every Australian release.

There's no fluff here. And, frankly, we'll have to get more people buying the mag before the number of pages increases.

So take a leaf from our book: don't just pose on your posteriors - get out there and tell your friends about NMS because the more successful mag is, the less I have to do!

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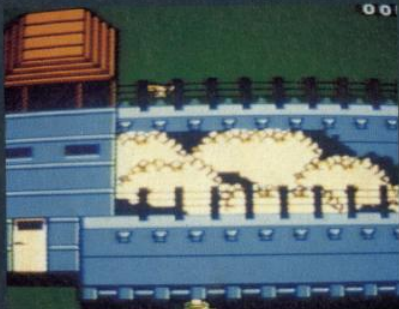
CONTENT

**SEPTEMBER
1993
Issue 6**



COVER STORY

It's bigger than Ben Hur! And we've got the NES and Game Boy reviews, the movie special, the poster, the contest... the lot!



SUPER NES REVIEWS

NBA BASKETBALLp28

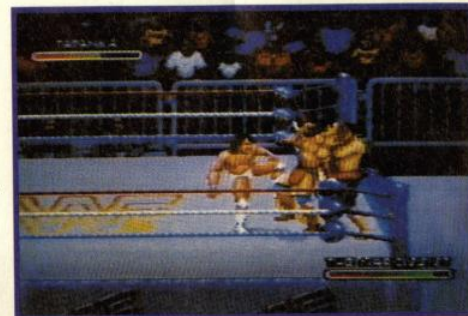
A slam-dunkin' sports sim that has the NMS gang cock-a-hoop with joy. Forget our five-a-side soccer team... this is the sport for us!

TINY TOON ADVENTURESp32

Tiny in name only, this is one of the best-ever platformers to find its way onto the Super NES format.

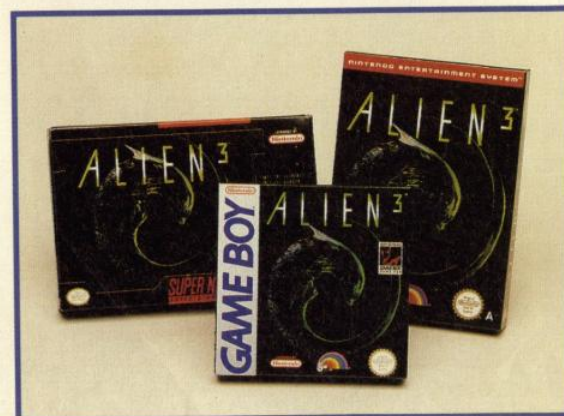
WWF ROYAL RUMBLEp38

Move over Hulk Hogan. Well, could you please step aside, Mr Hogan, Sir. One-on-one, double-tag, triple-tag and a right royal rumble... all a wrestling fan could ever ask for.



MORTAL KOMBAT.....p44

Great graphics, great gameplay and a great rendition of the arcade classic. But where's the blood 'n' guts?



WIN!

We've got the hottest contests ever this ish, with over \$5,000 worth of prizes on offer to our readers! Want some hot new games? How about Jurassic Park on Super NES, NES and Game Boy? Then check out page 23. Or would you prefer Lethal Weapon on Super NES and Alien 3 on all three formats? Or what about a leather jacket or a baseball jacket or videos? Then, do not pass go: Go direct to page 48.



GAME BOY REVIEW

JURASSIC PARK.....p24

Enormous dinosaurs on a tiny Game Boy screen? Could it possibly work? Could it ever!

JURASSIC PARK.....p20

A blockbuster on the NES - could this possibly be true? It is. And, as promised, NMS is here to check it out.

AUSSIE RULES FOOTY.....p42

A must for Swans fans: have your team win a game for once in this top-of-the-table Aussie cart classic.



ADVANCE SCREENING

STREET FIGHTER II TURBO.....p14

The world's best beat-'em up gets better! New moves, faster action, smoother animation and enhanced backgrounds. Wow!

DEPARTMENTS

THE FRONT PAGE.....p3

Fat Boy explains where we're coming from. Now all we've got to do is figure out where we're going.

NINTENDO NEWS NETWORK.....p6

New games, new charts, new gossip, new bits and new pieces. Ever wonder where the word 'news' comes from? (Actually, it's taken from the first characters of North, East, West and South.)

MOVIE SPECIAL.....p18

As Jurassic Park has taken over this issue, we thought we might as well let you know what the movie's all about!

JURASSIC PARK CONTEST.....p23

The dinosaur invasion continues. NMS gives you the chance to get your grubby little mits on some hot carts.

ALIEN 3 & LETHAL WEAPON 3 CONTESTp48

So what do these titles have in common? Three movies, three game titles, three formats. And we've got them all to give away!

MAILBAG.....p51

Fat Boy apologises for being insensitive. Plus, he gets around to insulting some new readers.

Q&A.....p52

Interesting answers to uninteresting questions. Or is that the other way around? Anyway, keep 'em coming - we do our best!

TIPS AND TACTICS.....p54

We steal some hot cheats from our readers and graciously reprint them. Now and then, we even add one or two of our own. Plus, we tell Super Mario Land 2 fans how to get past Wario.

STARWING GAME GUIDE.....p60

The fun continues. Part two of our comprehensive guide to the starship Arwing and all who sail in and around her.

PULLOUT POSTER

Need more wallpaper? Check out the centre pages.

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

SFX MARKS THE SUPER SPOT

● NEW GAMES

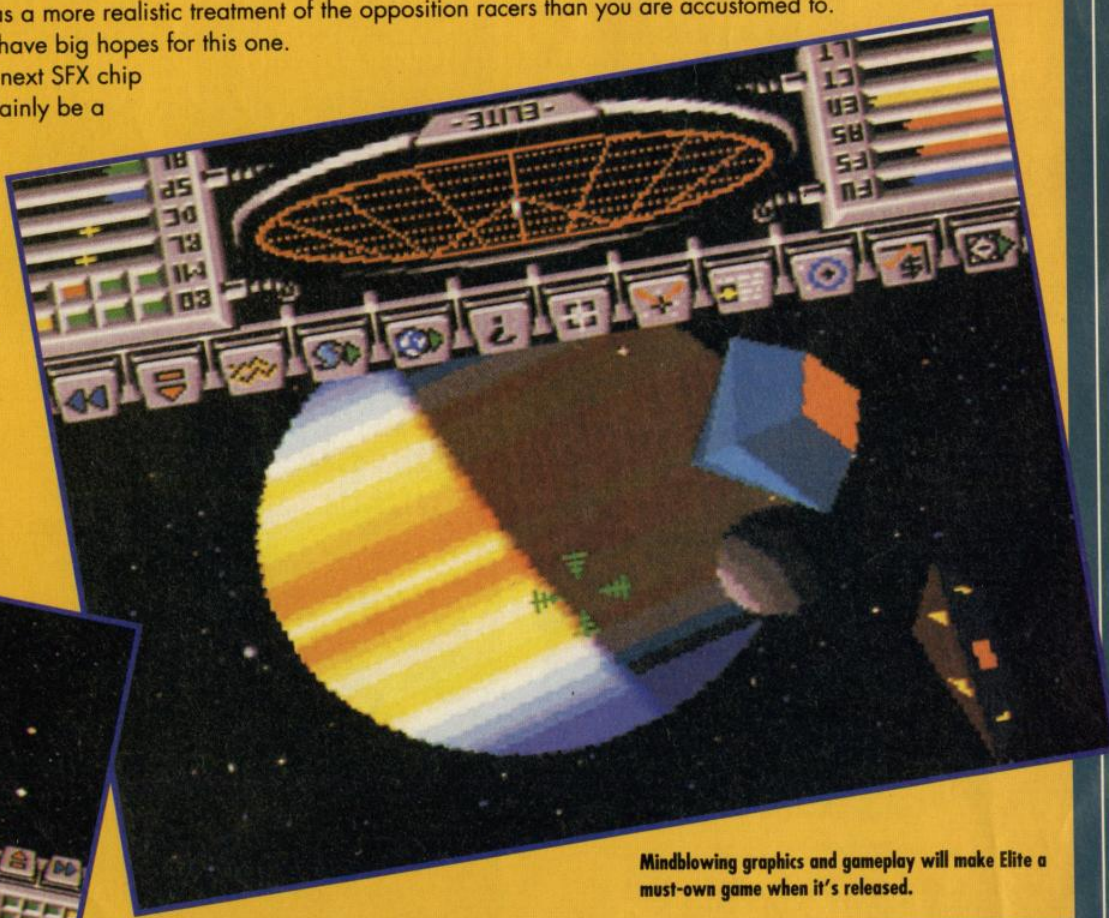
● SUPER NES

A whole pile of Super NES games are beginning to feature the ace new SFX chip that Nintendo debuted in the kickin' flight sim/blaster, *Starwing*. As anyone who has played *Starwing* will tell you, this is extremely good news, indeed. So here's a brief rundown of what you have to look forward to over the next year:

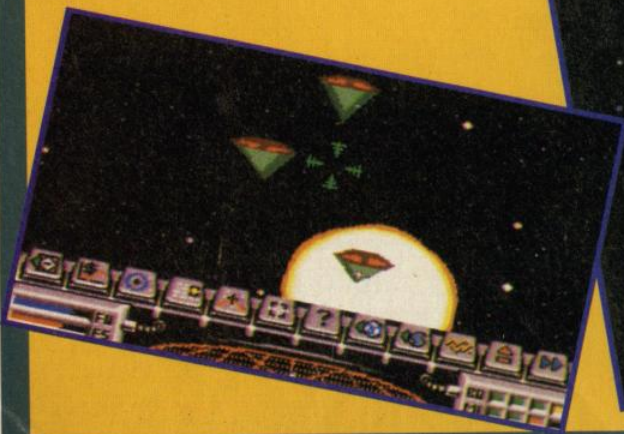
ELITE: Brilliant! The combined capabilities of Mode 7 scaling and rotation and the SFX chip's processing speed are brought home to roost in this fast-moving space blaster that will definitely rock your socks. It is coded by Hybrid, who are new kids on the Nintendo block, so we'll be keeping a close eye on whatever this team comes up with!

THE GAME WITH NO NAME: A game in the Off Road Racer style is planned by programmer, Elite (as opposed to the game, *Elite*, mentioned above). A 4x4 racer in the first person perspective, this game is expected to put the SFX chip's capabilities to the test with fast scrolling and detailed track backgrounds as well as a more realistic treatment of the opposition racers than you are accustomed to. The NMS Racing Team (Gerry and Rod) have big hopes for this one.

TRAX: Nintendo has announced that its next SFX chip jiggery-pokery-type game will almost certainly be a Formula One racer along the lines of the Virtual Racing coin-op. Mattel has confirmed a December 1993 release date for Australia which, surprise, should make it a very popular stocking filler. With nothing to look at yet, we can only rely on our imaginations. Yaaaaa-hooooooooo!!!!



Mindblowing graphics and gameplay will make *Elite* a must-own game when it's released.



NINTENDO NEWS NETWORK

PUGSLEY'S BACK

Good news! Ocean is converting Pugsley's Scavenger Hunt and Super James Pond to the NES and Game Boy, and Road Rash also scores a Game Boy conversion. Also on the way is its conversion of The Untouchables, and we'll have the full lowdown on that soon. Other titles include Ramna 2 for the Super NES which continues the Manga-style adventures of this cartoon in a 12-character, two-player game, and Eek The Cat is also expected for the Super NES, though sometime in 1994. Eek is based on the adventures of a purple cat and his weirdo mates. It's already a hit TV series in the States and Ocean is hoping for Bart Simpson-like mania when the game becomes available.

Unfortunately, at this stage it looks like only the Game Boy version of Pugsley and Eek the Cat will be getting a local release, but we'll keep you posted.



NEW GAMES ROUND-UP

There have been so many games released or planned for release around the world recently that we thought we'd better give you a quick rundown on what you can expect to be playing... err... sometime in the next year.

- American Softworks is wandering off into directions previously unthought of with Super Troll Island, Super Troll Gladiators and Snow White Happily Ever After, in which Snow White gets to star in pantomimes every Christmas and do fitness workouts on breakfast TV. Odd.

- As we said last issue, keep your eyes peeled for GP-1 from Atlus, and Run Sabre, on Super NES. They're both storming games from a little-known company going places, and could prove surprise hits of the year. GP-1 is a motorbike race game and one of the best 3D outings yet seen, while Run Sabre picks up where Strider left off, with improvements galore. Graphics on both games are fairly astonishing, and as you read this, frantic negotiations should result in a full NMS Preview soon...

- Keep both eyes open for Legend Of The Ring, the most realistic boxing game so far. Featuring awesome graphics and sound, this one throws you straight in the ring and doesn't let up until the final bell. Out soon (we hope) on Super NES from Electro Brain...

- Actraiser fan? Lonely and destitute since you finished the game? Life lost all purpose? Want some good news? The sequel is coming soon, courtesy of Enix America. Just thought you ought to know...

- Jaleco is lining up a few top sporting titles for later this year.

continued on p9

CLASSIC COMPUTER CONVERSIONS ARE GO!

Activision is back, launching a load of Super NES conversions of classic computer games including Pitfall Harry: The Mayan Adventure. There's also Super Pitfall on the NES. And more Super NES titles including Alien vs Predator (on Game Boy as well), Shanghai II, and Biometal. We've seen Alien vs Predator and it's a bog-standard beat'em up scenario that wastes two good licences. And Biometal featured that awful 2 Unlimited song... Thankfully, Activision seems to be still releasing Game Boy titles, so apart from the aforementioned Alien vs Predator, you can expect Popeye 2 and the Real Ghostbusters later this year. YEEES!



Expect Alien vs Predator in November (Super NES) and December (Game Boy).

NEW ZEALAND STILL WAITING FOR SUPER NES

At the time of going to press, our New Zealand readers were still waiting with baited breath to find out whether or not they were ever going to see Nintendo's wonderful Super NES console, with the decision to release it being constantly delayed over the past six months. (Aussie readers are, no doubt, astounded at the barbaric regime that their deprived Kiwi cousins live under. But that's why we let them win the Bledisloe Cup.)

Nintendo NZ representative, Allen McCormick, expressed some frustration at the delays and claimed that if the Super NES was not available in NZ by the time you are reading this, it would be dead in the water if it were ever released there at all.

What NMS wants to know is, why has its Kiwi compatriots been so deprived for so long?

THE BYDOS BITE BACK IN R-TYPE!

● NEW GAME

● BY: IREM

● SUPER NES

Just 'cos you thought you'd seen the last of the Bydos after blasting them into Nyeterville in Super R-Type doesn't mean that they're going to sit back and play tiddlywinks for the rest of their lives. Nup, they're back in a brand new 16 meg monster of a game called R-Type III (how very original).

This version of the R-Type series has been especially designed for the Super NES (so you won't find it in an arcade) and looks... well, see for yourself!

The Bydos have spent the last few years rebuilding their reputation as mean dudes and generally spreading evil and darkness throughout the galaxy. You get a mere six alien levels in which to try to send them back to Punyland-dom, before meeting up with the Big Boss Bydo. You will have various lasers, shells, beam wave cannons and missiles to help you, as well as a thing called Force, which seems to fire multiple weapons at once. Good luck.



GAMES FOR THE KITTY LITTER

Developer DTMC wins this year's prize for Silliest Name of a Game - Gordo 106: The Mutated Lab Monkey. 'Nuff said.

And if that wasn't enough, 002-Kaneko is set to unleash Socks The Cat on an unprepared world. That's right, a Super NES game based on US Prez Bill Clinton's cat. It's called Socks The Cat Rocks The House, and if it gets released here we're gonna shoot someone!

Heard of Captain Novolin? Well, the people behind that diabetic debacle are soon to unleash Burnout. Details are scarce, but rumour is you play this high-powered executive who eats too much fatty food, never does any exercise and keels over with a massive coronary. Don't watch this space.



R-Type 3 is surely the most astounding sci-fi blaster to make it's way through our doors since the last one. Oops! we've put in pics from Phil's ad selling manual by mistake!

SUPER CD DELAYED: MORE RUMOURS, FEW FACTS

Despite our report last ish, the Super CD rumour mill continues. A little birdie whispered to NMS that the Nintendo boffins are currently looking at releasing a brand new 32 bit console with built-in CD rather than simply an add-on unit for the Super NES.

Now this is a stonking good idea. Very FAT indeed.

A 32 bit system would be better equipped to deal with the information payload that a CD would deliver as well as giving even better graphics and other technical whiz-bang effects than the Super NES. The question is, would a 32 bit system have built-in cable capabilities so that, with the advent of Pay TV, games could be downloaded just like movies? Maybe so, maybe no. We hope so.

But, would a 32 bit system be the last nail in the coffin for the humble NES unit? The odds are that, verily, the NES would indeed become extinct and the Super NES would become the entry level console for Nintendo players.

And finally, does this definitely mean that there will definitely be no CD add-on for the Super NES? Well, nooooo... but maybe.

So there you go: all the facts are rumours until they become facts, unless they're actually rumours. Geddit? You can expect to hear loads more about the CD saga in upcoming issues of NMS. Aaaaargh!

DESERT DUELIN' IN 3D SEQUEL



American supersofty TradeWest has shown us Super Off Road Baja, which is a well decent 3D sequel to the original racer that involves some awesome driving if you wanna be a serious contender. While the game isn't scheduled for release yet, a decision should be made by the time you read this. For what it's worth, we think it's really FAT! Expect a preview soon!

Meanwhile Battletoads will eventually arrive on Game Boy under the title of Battletoads In Battlemaniacs. Keep your eyes peeled for more Battletoad tomfoolery in Ragnarok's World and Battletoads Vs Double Dragon. It's all happening, eh?



Super Off Road - The Baja. Err...drive til the cows come home?

PEOPLE WHO HAVE WON LOADS OF GOOD CLOBBER!

CALCULATOR BOY: Justin Lane, Scarborough WA; Daniel Topano, Palm Beach NSW; R. Powell, Maryland NSW; William Richard, Glen Innes NSW; Michael Trimlett, Berkeley Vale NSW; Adam Lambardi, Whyalla SA; Ryan Malony, Geraldton WA; Steven Brun, Holloways Beach, Qld; Kylie Pepmon, Bordertown SA; Reece Allan, Terrigal NSW.

GAME BOY WATCH: Mark Frazer, Tamworth NSW; Nathan Piper, Budgewoi NSW; Chris Bradshaw, Thornleigh WA; Sherlie Johnson, Footscray Vic; Ryan Humphreys, Minto NSW; Adrian Percie, Mermaid Beach Qld; Mark Lodger, Glen Innes NSW; Adrian Toto, Palm Beach NSW; Jessie Chapman, Metung Vic; Ryan Jones, Dural NSW.

SUPER STAR WARS: Marcus Sedus, Mount Macedon Vic; Anthony Harris, Gardner WA; Andrew Black, Rompsy Vic; Sam Barne, Summertown SA; Warrick Baracroft, Nth Croydon Vic.

SUPER MARIO BROS FILM SOUNDTRACK: Arnold Dellion, Advancetown Qld; Josh Pepman, Bordertown SA; Peter Simpson, Portland Vic; Nick Grefos, McGregor Qld; Michael Mundy, Cheltenham SA.

DID YOU MISS US?

Are you one of the sorry souls who have missed out on an issue or two of NMS and now realise that your life won't be worth living until you have a complete set of Australia's finest gaming mag adorning your book shelf. Well, lucky you, 'cos thanks to the indefagitable efforts of our very own Girl With A Gun, the lovely Kerry Wyatt, you can actually order back issues of NMS.

Simply send a money order for \$6 (yup, that includes postage and packaging) to NMS Back Issues, PO Box A305, Sydney South NSW 2000, and your prayers will be answered. But don't forget to tell Kerry which issues you want!



NEW GAMES cont'd...

The stars behind Tuff E Nuff and Operation Logic Bomb will soon be unleashing Super Bases Loaded 2 and Pro Sport Hockey, both well worth looking out for. Goal II for Super NES is also in the offing. Nothing to see at present, but when you consider the original Goal! there's an awful lot of work to be done...

- Microprose has unveiled Airborne Ranger for Super NES, and it's a neat conversion of its hit Amiga war game. It's a bit of a laugh and we'll be updating you soon.

- Mindscape has a fistful of goodies in the pipeline, including Championship Pool, Captain America, Wing Commander Secret Missions (ooh!) and something called Food Fight. Now how can a console game possibly capture the sheer brilliance of the real thing?

- The Chaos Engine was a bit dead ruddy good on Amiga. Now it's coming to Super NES, called Soldiers Of Fortune, via Spectrum Holobyte and looks, well, a bit dead ruddy good.

- Japanese superstar Sunsoft is one of the biggest and best software houses in the world. By the time you read this we may well have squeezed more on Bugs Bunny, Daffy Duck, Aero The Acrobat and World Heroes into this issue. If we haven't, take it from us that they're a bit brill and we'll be telling you all about them soon...

- THQ is unleashing The Ren And Stimpy Show across all formats. We're sure the fans will be pleased.

- UBI Soft is converting John Madden Football to NES and Game Boy (now how are they going to do that?) and is releasing a new racer called Formula

continued on p11

NINTENDO NEWS NETWORK

SOCCER GAMES FINALLY GET SET TO SCORE A GOAL!



Regular readers will be aware of the NMS crew's prowess on the field when it comes to round foot-

ball. So,

it won't be much of a surprise to find out that we are VERY EXCITED at the prospect of having a few decent soccer games for the Super NES released soonish.

Firstly, and most mysteriously, is a project that Namco is working on. We don't know anything about it at all, but when a fax from Namco lands on your desk asking for NMS' opinion about soccer games (they're all crap), you don't have to be a genius to figure out that something is up. More on this as soon as we know!

Secondly, Sony's Sensible Soccer (say that 10 times in a hurry without dumping a load of saliva on your lap!) is looking good for an international release later this year.

Thirdly, fans of English footie yob, Paul 'Gazza' Gascoigne will probably do their own mothers in to get a hold of Graftgold's Paul Gascoigne's World Class Soccer.

WCS uses a pseudo-3D playing field and the joypad's four buttons are each allocated a separate skill - passing, shooting, heading, etc.

Fourthly, Elite has Striker ready to roll and the game itself is, shock, horror, an absolute blinder!

Of course, you can expect a preview of at least one of these titles pretty smartish and we'll do our best to apply pressure in the right places to get a decent soccer sim on sale in Austray-ya.

● NEW GAMES

● SUPER NES

YEAH, BUT WHERE THE HELL IS KEN?

Just when you thought it was safe to go back to the mall, along comes Hi-tech with more iffy licenses with which to wow us. Stereotyped girly doll, Barbie, follows up her less than outrageous Game Boy and NES success with Super Barbie Model on the Super NES, while the same company sees fit to inflict Beethoven, the console game, on the civilised world. Quite...



HO! HO! X'MAS LOOKS HOT!



Everyone will be pleased to hear that Electronic Arts is shaping up as a major distributor in this country, having just snatched the Infogrames and Beam labels from Mattel, and also having signed up programming whiz Absolute. This means there should be loads of brilliant new Super NES games released before the end of the year. Already in the pipeline are four 16 meg titles from Absolute, Super International Cricket and Choplifter III from Beam, and John Madden Football '94 from EA itself. Possibilities are Infogrames' Drakkhan and Asterix.

Fans of the comic strip will be pleased to hear that we've already seen Asterix and think it's quite a cack. It's a horizontally and vertically scrolling platformer that sets the indomitable Gaul off in search of his bud, Obelix, who has been snatched by the Romans.

● NEW GAMES

● RELEASE: TBA

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 (1)•	SUPER MARIO BROS 3 (2)	STARWING SFX (1)
2 SUPER MARIO LAND (4)	THE JETSONS (3)	PRINCE OF PERSIA (10)
3 CRASH DUMMIES (2)	SUPER MARIO BROS 2 (-)•	ROAD RUNNER(7)
4 AGRO SOAR (3)	TOM & JERRY (1)	SUPER MARIO KART (3)
5 FLINTSTONES (-)•	INTERNATIONAL CRICKET (5)	SUPER STAR WARS (2)
6 BATTLETOADS (5)	BART VS THE WORLD (6)	MARIO PAINT (-)•
7 KRUSTY'S FUN HOUSE (-)•	AUSSIE RULES FOOTIE (9))	B.O.B. (-)•
8 T2 ARCADE GAME (-)•	ULTIMATE AIR COMBAT (4)	DESERT STRIKE (4)
9 BART VS JUGGERNAUTS (8)	SUPER MARIO BROS 1 (-)•	STREET FIGHTER II (5)
10 JORDAN VS BIRD (6)	BATTLETOADS (9)	KING ARTHUR WORLD (-)•

Compiled with the assistance of Capital Games Centre.

NMS HIGH SCORES!!

You have to wonder whether anyone out there can actually *play* Nintendo 'cos the standard of high scores coming in is ruddy sad. And that's not even mentioning the doofuses who can't read and actually expect us to believe their scores without seeing a photo of the score screen. For the last time - save your stamps if you ain't gonna send a photo as well!

Ahh well, for what it's worth, here's the latest update. It makes me miserable seeing them in print.

GAME BOY

GOLF

-27 - Tim O'Brien, Brighton, SA.

NES

BATTLETOADS

999,999 - Rory Byrne, Perthg, WA.

DR MARIO

129,400 - M. Ahkam Subroto, Kensington, NSW.

DOUBLE DRAGON 2

137,690 - Christopher Baff, Boroven, Qld.

MARBLE MADNESS

36,740 - M. Ahkam Subroto, Kensington, NSW.

SNAKE RATTLE 'N' ROLL

999,000 - Martin Roberts, Asquith, NSW.

SOLSTICE

100%, 252 rooms visited - Steven Castledine, Penrith, NSW.

(Thanks for the 'other' photol)

SUPER MARIO BROS

151,650 - M. Ahkam Subroto, Kensington, NSW.

SUPER MARIO BROS 3

1,928,030 - Peter Beaven, Bribie Island, Qld.

TETRIS

999,999, Level 16 - M. Ahkam Subroto, Kensington, NSW.

SUPER NES

STARWING

59,300, 98%, Level 1 - Declan Lee, Rosewater, SA.

STREET FIGHTER II

840,000, Level 7 - Andrew Iredale, NMS.

SUPER MARIO KART

1.01.63, Mario Circuit 1, Mario Kart GP - Alex Long, Hillcrest, Qld.

SUPER MARIO WORLD

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

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

NEW GAMES cont'd...

One Grand Prix on the Super NES. This game is not related to Geoff Crammond's brilliant computer game, but a split-screen affair looking rather good nonetheless.

• And finally - Virgin USA is preparing to slap down a tableful of gaming goodies soon in the shape of Super Slam Dunk, Super Caesar's Palace, Cool Spot, and pick of the bunch, Robocop Vs Terminator (a different game to that coming from Interplay). More news on this lot soon, you lucky, lucky people!

AUSTRALIAN ARCADE CHARTS

Last Month's position in brackets.

Fast movers have a bullet.

Compiled with the assistance of Timezone. Data East and Gottlieb games not tested.

SIMULATOR GAMES

- 1 Out Runners (-)•
- 2 NBA JAM (1)
- 3 Virtual Racing (2)
- 4 Suzuka 8 Hours (5)
- 5 Wild Pilot (3)
- 6 Super Chase (-)•
- 7 Final Lap 3 (5)
- 8 Lethal Enforcer (6)
- 9 Crime Patrol (7)
- 10 Stadium Cross (9)

PINBALLS

- 1 Twilight Zone (1)
- 2 Dracula (2)
- 3 Creature From Lagoon (3)
- 4 White Water (4)
- 5 Fish Tales (6)
- 6 The Addams Family (5)
- 7 Dr Who (2)
- 8 The Getaway (9)
- 9 Terminator 2 (8)
- 10 Black Rose (10)

OOOH-AAAAHH, 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: _____

WORLD

EXCLUSIVE!

SUPER NES PREVIEW



GAME FAX

BY: LASER BEAM
PLAYERS: 2
MEGS: 4
RELEASE: DECEMBER

IF IT AIN'T BROKE, MAKE IT BETTER!

Super International Cricket is much more fun to play than its NES predecessor because the controls are a lot more defined and easier to use. Apart from that, the basic structure of the game has remained the same, though it has been visually enhanced to take advantage of the Super NES capabilities.



SUPER INTERNATIONAL CRICKET



SIC has an amazing array of daredevil action sequences, including a spectacular grandstand demolition scene by the losing team.

Ta-raah!

At last, the much-heralded Super NES follow-up to Laser Beam's hit NES title, International Cricket, has arrived, and yes, we've managed yet another world exclusive by snaffling the first screen shots and game tests from this sure-to-be-a-hit cart.

As we all know, cricket is one of those games that takes an awfully long time to play and requires loads of strategy in order to whup the living daylights out of the opposition. So you will be pleased to hear that this upgrade of the NES version seems to allow for a lot of sneakiness.

One of the annoying things about the NES game was the fact that all the computer-operated teams and players seemed to have pretty well the same skills and strategies, but this is not the case with the Super NES version, which makes your selections more important. Other nice touches include Stumpvision replays, improved graphics cinema sequences, speech samples and greater control while batting and bowling.

So what are you waiting for - wield that willow, McDuff!

WHERE'S THE GOB?

Unfortunately, it seems that Nintendo has taken the current censorship row to heart, so Super International Cricket players will be denied some of the attractions of modern cricket, such as swearing at your teammates, gobbing at the batsman, making graphic gestures and telling the ref he's a mug. Damn!



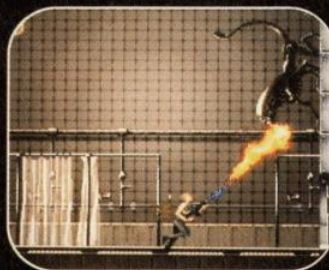
3 times the *TERROR*
3 times the *ACTION*

ALIEN 3

The Xenomorph are fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch your breath... RUN!

Can't see very far ahead in these air ducts. Hard to breath. Blast life sucking face huggers with your pulse rifle and exterminate deadly Aliens with your flame thrower and grenade launcher!

Just keep telling yourself "this isn't really happening... it's only a game."



Exterminate deadly Aliens
with your flame thrower!



Destroy all the eggs, but
beware of the deadly
mother of all aliens!



PREVIEW



BY: ACCLAIM PRICE: TBA MEG: 16

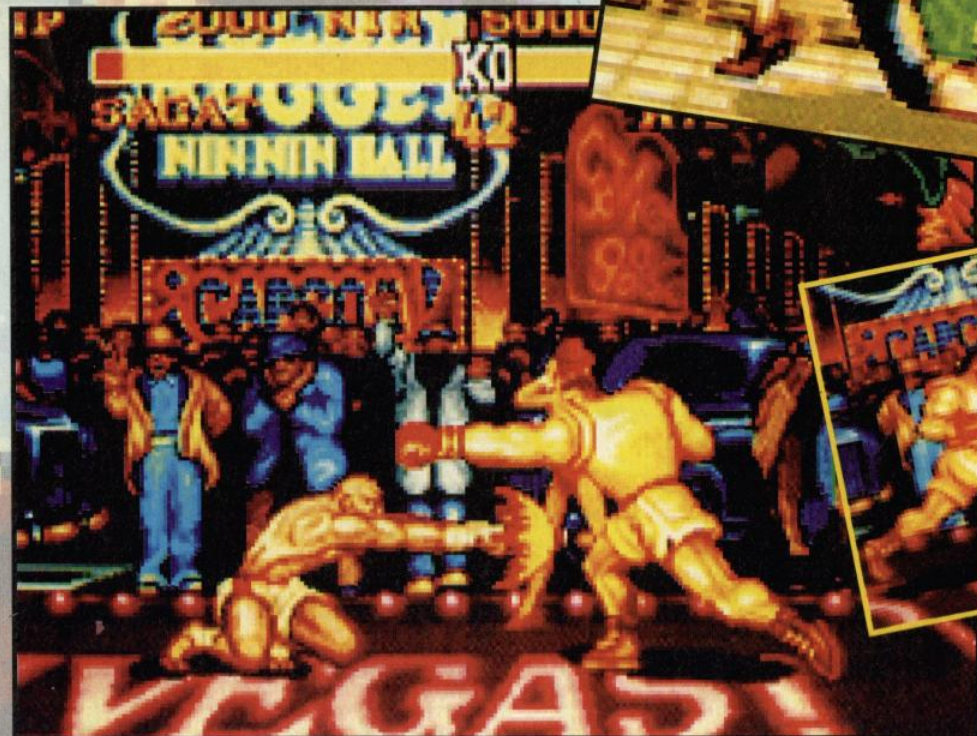
It's hotter than hot and it's coming to a Super NES near you soon! After last month's NMS World Exclusive on the sequel to the Greatest Console Game Of All Time, we've got more details on the beat 'em up event of the year. First up, the big news is that this will be the first ever 20-MEG cart, and already it looks as if every aspect of the Turbo coin-op has been recreated, from the game's enhanced speed to the many new moves. In addition, for those of you constantly demanding Action Replay codes so you can play as Balrog, Bison and the other bosses, they too are available to control - and any two characters may be controlled at the same time, Blanka Vs Blanka, for example.

When putting together Turbo Edition, Capcom's main aim was to add more moves to the weaker characters to ensure a more balanced game. As a result, whereas once Dhalsim was trapped in the corner of the screen he was pretty much dead meat, in Turbo he now has the ability to teleport himself out of such a fix. Similarly, the moves are particularly useful against the likes of Guile and the bosses and allow for a smoother-running and more even game - even lardy Honda has expanded his repertoire slightly. Street Fighter II: Turbo Edition is pencilled in for an August release in Japan, and you can guarantee we'll be the first people with the Exclusive review as soon as it comes out!

STREET FIGHTER II



▲ Seeing double! The Dhalsim on the left avoids the oncoming fireball with his fantastic new Teleport skills!



PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ON THE MOVE

Forget the Championship Edition, SF2 Turbo carries all that game's features and more! With the exception of Guile, each of the characters has been beefed up slightly, and here's a quick guide as to who should now be capable of what:

DHALSIM: Ol' rubber legs behaves pretty much the same as before, but his yoga powers now allow him to disappear out of harm's way and reposition himself elsewhere on the screen.

CHUN LI: Chun-Li now benefits from two new moves. The first is basically just a higher Spinning Bird

Kick, whilst the second is far more impressive - Chunners now has Ryu-style fireballs!

BLANKA: In addition to his usual Cannonball Roll, Blanka has now added another to his inventory. When activated, he flies upward as he spins, allowing him to pass over his opponent whilst still inflicting damage.

ZANGIEF: Wahey! Russia's finest how boasts an even better Lariat move. Whilst he's performing this move, it's impossible for the opponent to escape!

KEN: Our man in the red jim-jams was already one of the best all-rounders, but he has now had higher Hurricane Kicks added to his repertoire. These are activated midjump, and only last a short time.

RYU: The same as Ken, but in a white pair of jimmy-jams.

GUILE: Guile was one of SF's strongest fighters, and consequently he has been left as he was - which means he's as hard as ever but everyone else has a will have a chance now.

E. HONDA: Fat boy was always easy pickings, but Capcom have gone to great lengths to toughen him up. As with the Championship Edition, Honda is now movable as he uses his Hundred Hand Slap, but his enormous gut also comes into play - in the form of a huge, energy-sapping belly flop!



▲ Ken's new improved Hurricane kicks combined with his extended Dragon Punch from Championship edition make him the strongest World Warrior at present.



PREVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



SO WHAT ELSE IS NEW?

Turbo Edition is a completely revamped 'remix', and should play a lot better for the tweaks. The game is estimated to run approximately 30% faster than the original Super NES game. This makes for a more action-packed fight - and is particularly impressive when you get the likes of Vega leaping around the screen. In addition, so that the fights don't end too quickly with this new speed, the characters are slightly more resilient when it comes to taking punches, and it also takes a more impressive series of combination punches and kicks before your opponent is stunned.

THE PLANE BOSS, THE PLANE

Also available to control are the original Street Fighter II's quartet of bosses: Vega, Balrog, Sagat, and M. Bison. Here's what you can expect from each of them:



VEGA

The fastest-moving fighter, and also the vainest. Hiding his face behind a welder's mask so his pretty-boy features don't get mashed, Vega is armed with spikey gloves and incredible jumping prowess.



M. BISON

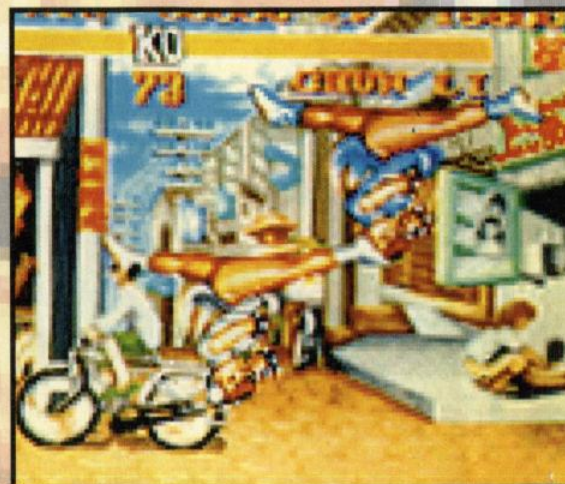
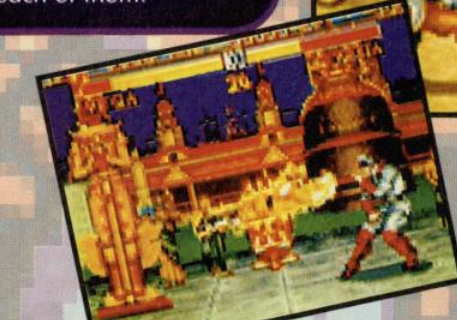
The boxing hero of SF2 relies on his fists and never brings his feet into play - although he has been known to headbutt any unfortunates who get too close! One of his special moves is a Turning Punch which gets harder as Balrog counts up to four.



▲ Balrog's heading for trouble as Chun Li blasts a fireball in his direction.

BALROG

The uniformed leader of the infamous Shadow-Lu gang, Bison's nationality is unknown. However, his fighting prowess is renowned and includes an acrobatic Head Press, a the deadly Psycho Crusher move where he tears across the screen reducing his foes to charred remains.



PREVIEW

SUPER NINTENDO



▲ Chun Li can execute her Spinning Bird Kick at a greater height than before, but this maneuver can only be performed when jumping off the walls.



SAGAT

Along with Ryu, Sagat is one of the few survivors from the first Street Fighter. A kick boxing champ, Sagat's moves are pretty much the same as Ken and Ryu's, and include a Tiger fireball and a devastating uppercut.



COMING REAL SOON...

Street Fighter II Turbo has already taken over our lives here at the NMS office. You mere mortals will have to wait a tad longer. The game has already been released officially in Japan, and the good news is that Mattel has already snapped up the game for an Aussie release, which at this stage is pencilled in for next month. Expect a full review of this fat cart soon in NMS. Also, we're already working out all the special moves, so expect some tips real soon!

DINO-MITE!

JURASSIC PARK EXPLODES ON SCREEN

FAT BOY'S FILM FACT FILE

- In its opening weekend in the US, Jurassic Park smashed box office records, taking in over \$70 million in ticket sales!
- Jurassic Park was originally a best-selling book, written by Michael Crichton. Other literary works of his include The Andromeda Strain, The Great Train Robbery, Congo and Rising Sun.
- Michael Crichton once ran a software company called FilmTrak, and he invented a computer game called Amazon.
- Filming on location on the Hawaiian island of Kauai was interrupted by Hurricane Iniki, which tore the island to shreds!
- The special effects were done by Stan Watson's Studio, the same people behind the amazing effects seen in Terminator 2 and Batman.
- As well as the video games, there is a Jurassic Park pinball machine, by Data East.
- In America, you can tuck yourself into a bed covered in Jurassic Park sheets, while wearing Jurassic Park pyjamas.
- You can also wear Jurassic Park boxer shorts!
- And Jurassic Park sneakers.
- And Jurassic Park anything else you can think of!

● **NEW MOVIE**

● **BY: UNITED INTERNATIONAL PICTURES**

● **RELEASE: SEPTEMBER 2**



**"This is not science fiction;
it's science eventuality."**

Steven Spielberg

WHAT TIME PERIOD IS THIS!?

There has to be an excuse for this dinosaur disaster movie, and indeed there is. Rather than sending humans back to the time of the dinosaurs, the dinosaurs have returned from 65 million years of extinction to molest man!

Dr. Grant and his gorgeous girlfriend, Dr. Sattler, have both been invited by Mr. Hammond to his Costa Rican island to witness and give approval to the theme park/zoo which he has secretly built there.

Unfortunately, their arrival coincides with an attempt by a disgruntled employee to steal some of the exhibits! The exhibits are none other than living dinosaurs, re-created by genetic scientists from the dinosaur blood inside mosquitos that were trapped and preserved by tree sap, millions of years ago. In order to get away with his biological booty, the treacherous Dennis Nedry shut down the security systems. By doing so, he triggered a chain reaction, which cut power to the whole island, including the electric fences surrounding the major attractions of Jurassic Park! As luck would have it, Dr. Grant and the rest of the visitors are in the middle of a tour when this happens. To add to their problems, night is falling, a huge storm is approaching, and the liberated dinosaurs are hungry!

NMS MOVIE SPECIAL

Dr. Alan Grant (Sam Neill)

A world-renowned paleontologist, Dr. Grant is like Indiana Jones in many respects. He digs up old things out of deserts, saves himself and everyone else, and he even buys his hats from the same shop Indy does!

Dr. Ellie Sattler (Laura Dern)

Ellie is a paleobotanist, and the yummy girlfriend of Dr. Grant. She doesn't mind getting her hands (and arms) dirty in the interests of scientific research.

Dr. Ian Malcolm (Jeff Goldblum)

Slightly loopy would be an understatement when describing this guy. He's a mathematician who studies the chaos theory - a chaotician, if you will. Manages to look cool and hip while babbling on about weather patterns triggered by butterflies!

John Hammond (Sir Richard Attenborough)

A well-rounded, good-spirited gentleman, with a fair bit of money. He built Jurassic Park to entertain people, but he never imagined the monster it would turn into.

Dennis Nedry (Wayne Knight)

An extremely well-rounded lad. He designed the computer systems that control all the operations of Jurassic Park. Greed gets the better of him, and ultimately brings about his downfall.

Nanny Goat (Cameo appearance by herself)

Entree for Tyrannosaurus Rex.

Donald Gennaro (Martin Ferrero)

Limp-wristed lawyer, sent to check out Jurassic Park on behalf of investors. Main course for T-Rex.

Robert Muldoon (Bob Peck)

Head keeper of Jurassic Park. Always calm and collected, even when faced with the open jaws of a Velociraptor.

Ray Arnold (Samuel L. Jackson)

Over-worked, over-anxious manager of the park. He'd give his right arm to be somewhere else.

Tim (Joseph Mazzello)

Dinosaur-crazed, nine-year-old brat grandson of Hammond. Asks a lot of questions, and regularly gets himself into trouble.

Lex (Ariana Richards)

Older sister of Tim. A vegetarian with tomboyish qualities, she's no slouch when it comes to computer operation.

Mr. DNA (Himself)

Host of the Jurassic Park tour video presentation.

Production Credits

Based on the novel by **Michael Crichton**

Directed by **Steven Spielberg**

Screenplay by **Michael Crichton** and **David Koepp**

Produced by **Kathleen Kennedy** and **Gerald R. Molen**

Production Designer: **Rick Carter**

Director of Photography: **Dean Cundey, A.S.C.**

Full-Motion Dinosaurs and Special Dinosaur Effects by

Industrial Light and Magic

Live Action Dinosaurs by **Stan Winston Studios**

Music by **John Williams**



DINOSAUR DIRECTORY

Tyrannosaurus Rex

The big momma, she is one mean bitch! Everybody stays out of her way when she's hungry, which is just about all of the time!

Velociraptor

Very fast and very cunning. They hunt in small packs, and once they have you in sight, eluding them is nigh impossible.

Dilophosaurus

These guys aren't very big, in either height or brain capacity. They have an unpleasant habit of spitting huge greasy, grimey gobs of goo into the faces of people they meet, ... I mean, eat. Charming.

Brachiosaurus

The largest of the denizens in Jurassic Park, these huge beasts spend most of the day just chillin' out and munching on herbacious matter, ie. they sleep and eat all day!

Gallimimus

These dinos run around in herds, often closely followed by something large and hungry.

Triceratops

Never, I repeat never, let a Triceratops use your bathroom, unless you have a very large shovel. You'll be sorry!

REVIEW

NINTENDO

2
PLAYER

4
MEG

ADV
GAME



PRICE: \$109.95

BY: ACCLAIM

RELEASE: JUNE

CONTROL

JOYPAD

GAME DIFFICULTY

PRETTY HARD

CONTINUES

FOUR

RESPONSIVENESS

OK

1ST DAY SCORE

REACH LEVEL THREE (AND HAVE A TEA BREAK).

ORIGIN

BASED ON THE FILM THAT IS BASED ON THE BOOK THAT EVERYONE HAS HEARD OF BY NOW.

JURASSIC PARK

Jurassic Park - the movie of the century!? The most amazing breakthrough in cinema history?

Well, it may not be everything that it is hyped to be, but it sure is a damn fine movie! Basically, the movie is about a bunch of people running around some fields with some revitalised fossils legging it after them. Anyway, some people might not have read the brilliant NMS Special Report on the movie yet (turn to page 18, you fool!), so we won't ruin it for them

Anyway, the game of Jurassic Park bears almost no relation at all to the film. Suffice to say, this is an overhead-view multi-directionally-scrolling exploration game where the player controls Dr Alan Grant on his quest to save a couple of brats and halt the march of the deadly dinos using only his large shotgun and ammo of varying efficiency, which he finds along his way.

ONE MILLION YEARS, B.C.

One of the most exhilarating moments of the film has to be the triceratops stampede, where Dr Grant and his merry band narrowly escape death at the feet of a million charging herbivores. Actually, that's a bit of an in-joke for people who've seen the movie, because none of that happens at all. Ho ho.

However, the game is a different matter, and a triceratops stampede is most certainly in evidence. It is the player's job to guide Grant through this terrifying ordeal. To make it more difficult, little Timmy is hanging on to his belt, so every move Grant makes is shadowed by Tim, so it's essential to keep Tim out of the way of the herd.



THE LAND THAT TIME ALMOST FORGOT

Tim's sister, Lex, is also pretty nifty when it comes to getting herself into situations of extreme danger. In order to protect herself from the roaming dinosaurs, she decides to hide in the Tyrannosaurus Rex pen.

Smart move.

And guess what? It's lucky old Dr Grant's job to save her from being horribly eaten.

This is made a bit easier by the Tyrannosaurus' poor eyesight, which tracks only by movement. This means that so long as the pair remains perfectly still while the Rex is on screen and only move when it roams off or turns its back, they're safe.

Attempting to run away while the King of the Tyrant Lizards is about usually results in a swift death.

COMMENT



RAD

Once again, a game-of-the-film reaches a console and takes a bit of "artistic license" with the plot. Mind you, the makers of Jurassic did actually stick fairly

close to the fantastic movie, apart from adding the river and stampede scenes. And the guns. And a couple of other things. But most importantly, they didn't turn it into a platform game!

Hooray!

The action is pretty tough, especially as the dinosaurs are semi-intelligent and are capable of ambushing and tracking Grant. There's also plenty of variety, although the egg-collecting bits at the start of the levels lose their appeal a little after a while.

Still, the graphics are great, the game is action-packed and original and it captures the atmosphere, if not quite the story, of the ay-may-zing flick perfectly.



HOW TO CONTROL:

Guide your little professor around Jurassic Park while not being eaten by dinosaurs and preserving his three energy bars.

A

Shoot

B

Jump

S

Select: Choose ammo

S

Start: Pause/unpause

the moment, but I have to say that I don't half fancy the games.

The graphics vary between brilliant and boring; the action between mindless and mind-numbing; but the fun quotient remains high with loads of tension developing as the game progresses. Basically, you'd be a fool to miss it!

There are a number of dinosaurs in the game, nearly all which appeared in the film. When the smaller ones are killed, they leave behind a couple of shots worth of ammunition for Grant's gun, which is quite nice of them. Here's a listette of the major dinos:

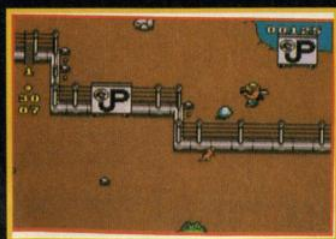
ADULT VELOCIRAPTOR: Fast-moving predators who hide in trees to ambush Grant and then follow him until one of them is dead. It's a good idea to shoot these ones.

TRICERATOPS: Everyone's favourite dinosaur. There are loads of them in the game, but there's only one in the film. And that's it.

TYRANNOSAURUS REX: Huge, scary dinosaur with a tendency to eat everything that moves. Appears throughout both film and game.



Each level of Jurassic Park starts in the same way. Grant has to leg it around a section of the park collecting or destroying dinosaur eggs before they hatch. Once he's got all the eggs from a section, Grant is rewarded with a pass card. This allows him to enter a particular building or access a certain computer. Once inside a building, Alan has to repeat his egg-collecting to get the next card, culminating in a frenzy of crazed computer accessing where the required task (opening a gate, shutting off an electric fence) is carried out via the mainframe.



LONG-TERM INTEREST

LOW

YEAR

	1	2	3	4	5
STRATEGY	Yellow	Blue	Orange	Blue	Orange
ACTION	Yellow	Blue	Orange	Blue	Orange
CHALLENGE	Yellow	Blue	Orange	Blue	Orange
REFLEXES	Yellow	Blue	Orange	Blue	Orange

▶ BREAKDOWN

- ▲ Great in-game presentation and smart options screen.
- ▼ Getting past all the faffing about at the start is a pain.

83

- ▲ Chunky and colourful sprites, with the dinosaurs being particularly impressive.
- ▼ Not much 'twist-level variety.

86

▲ Pretty decent tunes and effects which, while unremarkable, carry off well. Turn them off!!

80

- ▲ Lots of variety and a hefty challenge. It's great fun.
- ▼ Egg-collecting can be a bit of a drag after a while.

89

▲ Long and taxing with plenty to keep you going.

90

OVERALL

A great conversion of an even greater film. Certainly does justice to the movie.

88

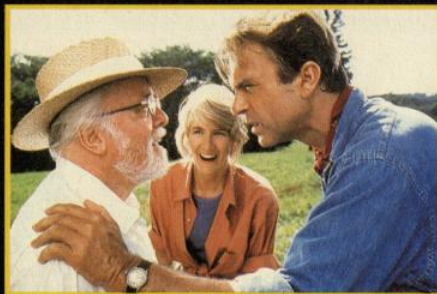
THE ULTIMATE JURASSIC PARK GIVEAWAY!

SEE THE MOVIE!
BUY THE T-SHIRT!
WIN THE GAMES!

Just in case you hadn't noticed, NMS is making a bit of a fuss over the release of the Jurassic Park games 'cos we are the maddest bunch of dinosaur-lovin' joystick jousters ever to beat up on a T-Rex. In fact, we love 'em so much that we've managed to put our hands on heaps of Jurassic Park goodies to give away, including the ace Nintendo games from Acclaim.

As you have probably read the reviews on either side of this page, you'll already know that the games are a bit of alright and well worth grabbing. So, for your chance to grab not one, not two, but all three Jurassic Park games, plus some other well-kosher goodies, play the NMS computer game like the dinosaur-slaying paleontologist that you no doubt are!

CALL 0055 65656* TO WIN



PLAY TO WIN JURASSIC PARK GAMES!

Five lucky winners will take home a complete Jurassic Park Game Pack that includes:

1. The Jurassic Park Super NES game.
2. The Jurassic Park NES game.
3. The Jurassic Park Game Boy game.
4. The Jurassic Park CD Soundtrack.
5. The Jurassic Park issue of Dino Times.
6. The official Jurassic Park badge.
7. The official Jurassic Park movie poster.

And five runners-up will receive a Jurassic Park Bonus Pack that includes:

1. The Jurassic Park CD Soundtrack.
2. The Jurassic Park issue of Dino Times.
3. The Jurassic Park badge.
4. The Jurassic Park movie poster.



*Legion Telecall Premium Rate 25 cents buys 21.4 seconds. Please ask your parents permission before calling.

CONDITIONS OF ENTRY

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, 27 October, 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.

REVIEW

GAMEBOY

1
PLAYER

8
MEG

ADV
GAME



RRP: \$109.95

BY: OCEAN

**RELEASE:
SEPTEMBER**

CONTROL

JOYPAD

GAME DIFFICULTY

EASY

CONTINUES

FOUR

SKILL LEVELS

ONE

LIVES

THREE

RESPONSIVENESS

QUICK

1ST DAY SCORE

MEET T-REX

ORIGIN

Based on the movie by Steven Spielberg, itself an adaption of a book Michael Crichton.



E

ASTER EGGS!

The dinosaurs have left eggs scattered all over the island, and you must collect or destroy all of them on each level before you can get into buildings or progress to the next level. Many of the eggs are hidden behind trees and bushes, or in the corner of a room, so be sure to thoroughly search each area you pass through to avoid back-tracking.



D

DR GRANT'S ARMOURY

You start without any firearms at all, so finding some is top priority if you don't want dinosaurs removing your appendages with their all-purpose, flesh-tearers! To arm yourself, find an ammunition icon and walk over it.

There are five types of offensive weaponry at Dr Grant's disposal. You can carry as much ammo as you want, and to switch between weapons, press the select button. The ammo is limited, but whenever a dinosaur bites the dust it leaves standard ammo behind — just enough to replace what you used to kill it! Try to get as many of these departing gifts as possible, as ammunition is thin on the ground, and you'll be sorry if you run out.

STANDARD SHOT — Very low power, it takes as many as four rounds to put larger dinosaurs to rest.

DUM-DUMS — One shot is enough to dispose of most pesky dinos.

ARMOUR-PIERCING BULLETS — These babies go through anything, and keep on going! Be frugal with this weapon, there isn't much ammo for it.

BOLAS — A medium powered multi-shot, but with limited range.

TIME BOMBS — Use these to destroy the Velociraptor's nests in level four.



▲ Oh Lord, is it time to eat humans again?



▲ Feeling stressed out? Why not try a boating holiday?

Y

OU CRAZY KIDS

The first two stages see Dr Grant's hands full rescuing Mr. Hammond's mischievous grandchildren: first Timmy, who is stuck in a Triceratops stampede, and then Lex, who has got herself trapped on the wrong side of the T-Rex enclosure!

A power failure is the cause of much pandemonium for Dr Grant in level three. Boot up the computer terminals in the correct sequence, and it's off to fun and games in the volcanic pits of stage four! Here

Dr Grant must blow up Velociraptor nests, while Lex and Timmy play hopscotch on the ceiling.

Stage five, and things do not look good for the stranded group. The radio is broken, and the only way to call the mainland is to get to the boat moored in the harbour. The sixth and final stage involves getting to the heli-pad, but there aren't enough seats for everyone in the chopper, so you have to draw straws.



REVIEW



PICK ME UP!

You will come across mystery boxes marked with question marks throughout the levels. They sit there, oh-so-tempting, just waiting for you to pick them up. But be careful: although some will endow you with healing powers, temporary invulnerability, or even extra lives, there are some which blow up in your face and drain energy or worse! These mystery boxes are always in the same place, so after sacrificing a few Dr Grants, you won't (or at least shouldn't!) make the same mistake.

MEET THE ENEMY

These impressive looking beasts have a collective IQ of about three, so don't expect any scintillating conversation or fiendishly clever death traps from them. On the other hand, you can't underestimate a creature whose sole reason for being is to eat!

COMMENT



ANDREW

With the movie generating so much hype, the video games were inevitable, and despite rather dubious longevity, the GB version delivers the action and excitement you would expect.

It is fun to play, and holds your attention with a variety of sub-games. The graphics aren't bad either, especially the T-Rex, although the backgrounds could have done with more variety.

The action moves along fairly quickly, but it can be annoying when Dr. Grant gets stuck on the edge of obstacles. The game should have been harder, and it would be more interesting if the dinos were smarter. The other main criticism I have is that the game just isn't long enough! Had there been twice the number of levels, Jurassic Park would have kicked ass on the Game Boy!

Still, it's more entertaining than most games I've played on the Game Boy lately and, let's face it, with so few new releases for the humble hand-held, you takes what you gets!



GALLIMIMUS



TRICERATOPS



TYRANNOSAURUS REX



BRACHIOSAUR



DILOPHOSAUR



VELOCIRAPTOR

HOW TO CONTROL:

Direction Pad: Moves Dr Grant around the screen.

- A** Jump, row.
- B** Shoot.
- S** Start : Pause game.
- S** Select : Change weapon.

HOW TO PLAY:

Looking down at a 45° angle, you control the famous palaeontologist, Dr Grant, in an eight-way scrolling dinosaur adventure. There are a number of sub-games which use a variety of unusual game styles.

REVIEW

COMMENT



The GB version of Jurassic Park is a bit of a hoot, with much scurrying, collecting and shooting to be done if you are going to have any hope at

all of surviving the terrors of its prehistoric inhabitants. With all this activity, it's pretty easy to slide into the pace of the game and get a bit feral.

Which is lucky 'cos I think the graphics are a bit boring, with one screen looking much like the next and they're not that inspiring to start with. But that kind of goes with the territory when you play the Game Boy.

The gameplay is a bit of alright, though it does become quite repetitive. Jurassic Park is easy to control and, once you learn to avoid the obstacles, rarely frustrating. Well, rescuing Lex can be a bit of a nightmare if you don't have some hefty weaponry, but she's an hysterical wuss and you've got to expect that.

What I want to know is, why isn't there a character select? I'd much rather be Ellie than boofhead Dr Grant!

DON'T WHIZ ON THE ELECTRIC FENCE!

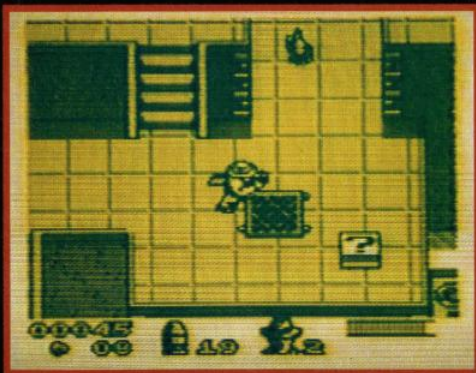
The Jurassic Park maintenance team has been slacking-off, and who can blame them, with 40-foot man-eating monsters running amok?

In their haste to escape, they left boxes and rocks scattered around the compound. These objects usually hinder your movement, and you can't jump over them, but dinosaurs have the same problems with them and you can lose pursuing predators by running around them.

Trees and bushes provide excellent cover for the sneaky dinos, so stay away from the fringes or be on your guard.

Around the grounds, and particularly on the roofs of buildings, are ventilation ports covered by high voltage grids. Step on one of these, and the Velociraptors will have barbecued paleontologist for dinner! More electrifying excitement can be had with the nodes. Snap, crackle, pop!

Other obstacles encountered by Dr Grant on his journeys are the toe-melting volcanic pits and logs which drift down the river and should not be introduced to inflatable rafts.



▲ Step on this and you might be in for a bit of a shock!

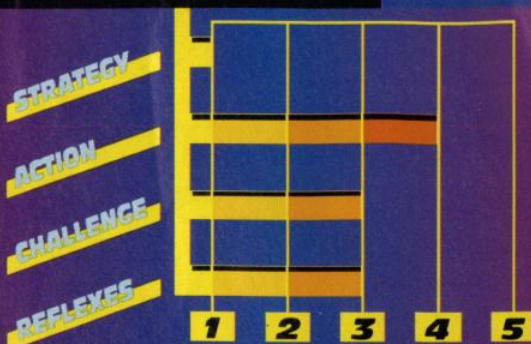
PASS ME A CARD

To enter buildings and log on to the computer posts, you must have a pass card. Pass cards only appear when all the eggs have been found and destroyed, and not all pass cards will give you access to all computer terminals.

Computer Access: Once you have the correct security card, you can use the computer to get info about the level objectives or you can control some of the park systems, such as opening the gate in level one.

Buildings: Inside buildings are computer consoles and, unfortunately, more dinosaurs.

RATINGS



BREAKDOWN

PRESENTATION

90

- ▲ Slick level intros, heaps of help points and info on dinosaurs.
- ▼ No option to change difficulty, number of lives or continues, etc.

GRAPHICS

91

- ▲ Big dinosaurs. Screens are clear and well defined.
- ▼ Sparse, repetitive backgrounds.

SOUND

78

- ▼ Monotonous music, average effects.

PLAYABILITY

88

- ▲ Fast moving, varied game styles.
- ▼ Dr Grant gets stuck on the edges of doors and rocks. The dinosaurs are a bit stupid.

LASTABILITY

68

- ▲ The variety prolongs interest.
- ▼ It's pretty easy, and isn't long enough.

OVERALL

86

An interesting game that will keep you thinking and that is quite fun, but it's over all too soon.

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR DAY WEEK MONTH YEAR



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Super Nintendo

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REVIEW

SUPER NES

2
PLAYER

8
MEG

SPT
GAME

TECMO
**SUPER
NBA
BASKETBALL**

AN ACTION GAME
TECMO, LTD. 1992

RRP: \$99
BY: TECMO
RELEASE: AUGUST

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

N/A

SKILL LEVELS

1

RESPONSIVENESS

VERY GOOD INDEED

1ST DAY SCORE

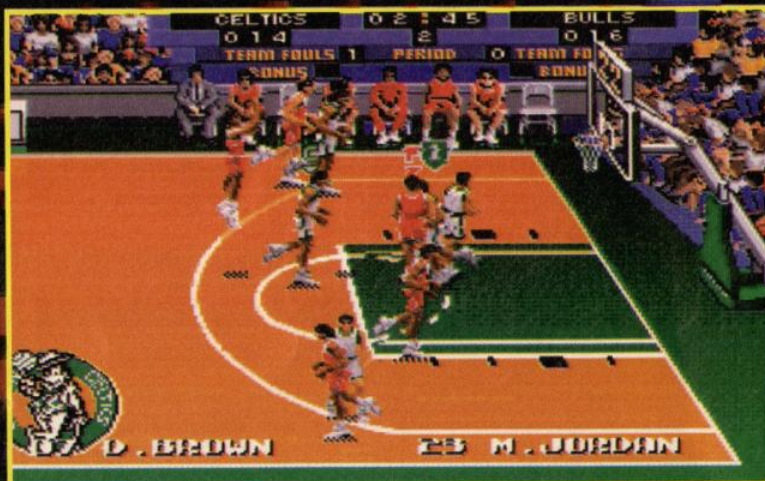
46-42 (Doh!)

ORIGIN

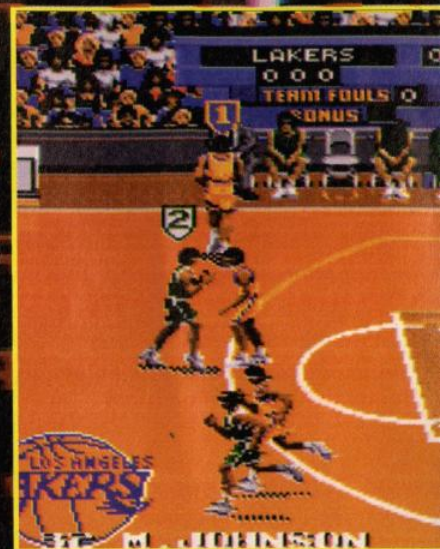
Another officially licensed NBA basketball game, this time from Tecmo.

If the thought of dribbling, pushing and hooping reminds you of your senile granny you're obviously not a basketball fan. For indeed, these terms belong with the amazingly popular American sport of basketball. This sport sees a number of lanky chaps running up and down a court trying to get a ball into their opponents', um, basket. The game originated many years back at an orphans' home in the States, Rad informs us, where the proprietor nailed an old wastebin to a wall and kept the urchins occupied by trying to throw balls into it. Of course, this great idea spread and became the foundation for one of the worlds top sports. Good thing they didn't have wheely bins in those days, eh?

Tecmo Super NBA brings all the excitement of the game to the SNES, with the player taking control of his or her favourite real-life NBA team and trying their best to take them to the top of the heap, using all their gamesplaying skills.



SUP BAS



PENETRATING THE LANE

There are a number of ways to play Super NBA. First off are the standard one-player and two-player options which allow full control over the action for one or two players if simultaneous japes are your bag. Then there's the fine computer v computer sit-back-and-watch game for those of you who fancy watching a big league basketball game but don't have satellite TV. Finally, there's the computer assisted option. Here, the computer takes full control of your team on-court, leaving you to simply handle all the management/coaching options. A computer-assisted team may be pitted against a computer team, a human player or even another computer assisted team, leading to lots of pause-the-game-and-change-tactics fun.



▲ No shooting or scoring here. This is the team selection screen.

How To Control

Use your trusty joypad to move your players around the old basketball court attempting to gain possession of the ball and score points. Each button has one or two different functions, depending on whether the player has the ball or not.

A

Pass the ball

X

Swap player under control

B

Shoot/Block

Y

Steal

L/R

Deliberate foul

S

START: Nothing
SELECT: Switch to menu screen

How To Play

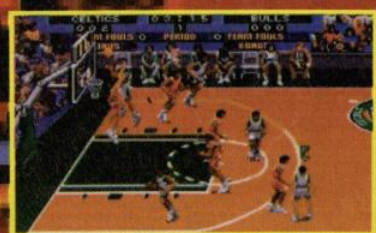
Use the joypad and buttons to perform combinations of moves on the basketball court. The idea is to take on the other NBA teams and win those play-offs to become the top basketball team of all time.

ER NBA KETBALL

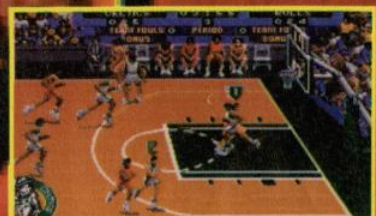
REVIEW



▲ He shoots...



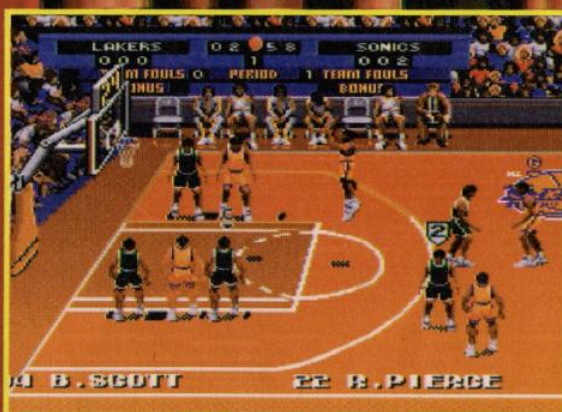
▲ and...



▲ ...he misses.

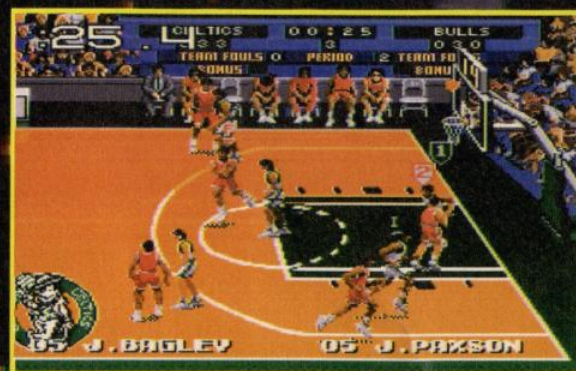
BLOWN OUT BY A SUBSTITUTE

The Select button certainly comes in very handy for more a strategic game. Pressing this marvel calls up a menu which allows you to look through the playbook, check the stats of your team or individual members of that band, change the speed of play and turn the in-game music on or off. It also grants access to the substitution and time out options. During the game, your hardest worked players get progressively more tired, making them slower and less accurate. The solution is simple - call up the subs option and swap him for a fresher player who can gambol like a spring lamb. A selection of possible subs is available at all times, and it's easy to check who fits the vacant position best by calling up their stats. The time out option stops the clock for either one minute or twenty seconds, so if your in the middle of a smart play but you've only got one second left to score in, call a quick time out and hey presto, you've got plenty of time left. However, only seven one-minute time outs and two twenty second time outs are allowed per team per game. Still, this means up to an extra fifteen minutes of play, which is quite a lot really.



▲ He shoots, but will he score?

▼ Pre-shooting and scoring malarkey.



▲ More shooting and scoring action ahoy!!

COMMENT

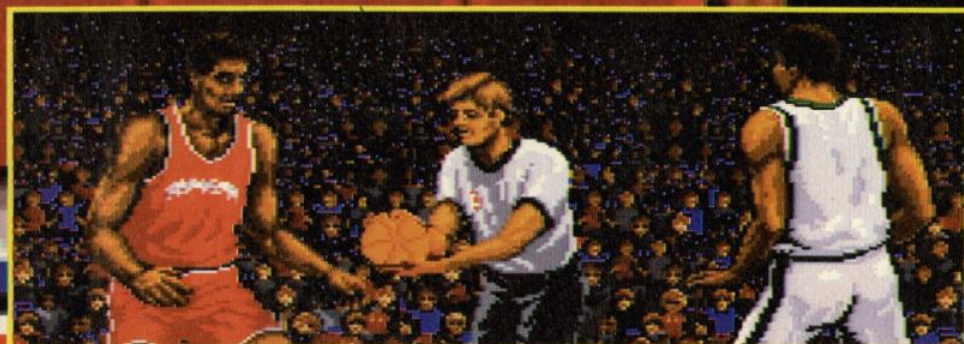


RAD

It must be said that at first glance Super NBA is very similar indeed to Bulls v Lakers. However, once you get into it there's even more in this than that classic Megadrive basketball sim. Certainly the the graphics are almost exactly the same, apart from the pretty excellent animated cut sequences, and the on-court action isn't really that much different, but that's no bad thing. What really makes Super NBA is the sheer wealth of options and the great play-book. At first, this doesn't really seem to make much difference and everyone just legs it around in a seemingly random fashion, but soon enough you get to grips it and you even find yourself spotting what play the other team is employing, and changing yours to combat it! It's all very fast too, and the ball movement and collision detection are as accurate as possible. If you're a Super NES-owning basketball fan or you're just interested in a fast, exciting and in-depth sports sim, buy Super NBA.

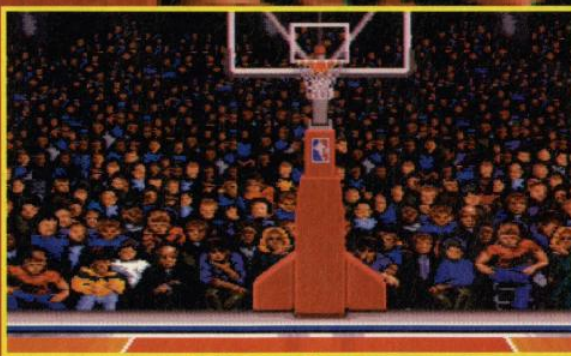
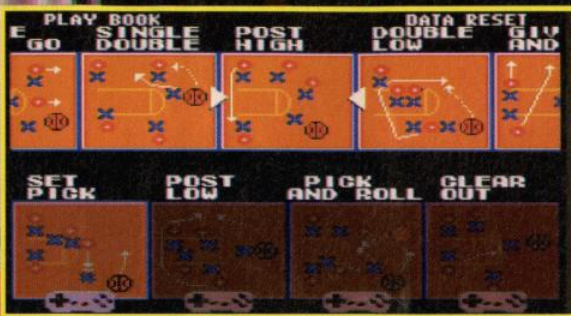
SHOOTING THROUGH THE RING

Although basketball isn't quite as tactically-based as, say, American football, there's more to it than simply leaping up and down and running about a bit. Should you be strategically inclined, a simple press of the Select button reveals a whole new dimension to the game, where you are invited to flick through a fine playbook filled with those great little diagrams with loads of squares and squiggles on them which show what your players are supposed to do. This allows you to switch between fast running plays, long or short pass plays or heavily defensive plays, so you can change your game to suit your situation. For instance, if you were a million points behind, a full attacking force would be best, whereas the other player would be more inclined to stack all his or her team around their own basket to protect it.

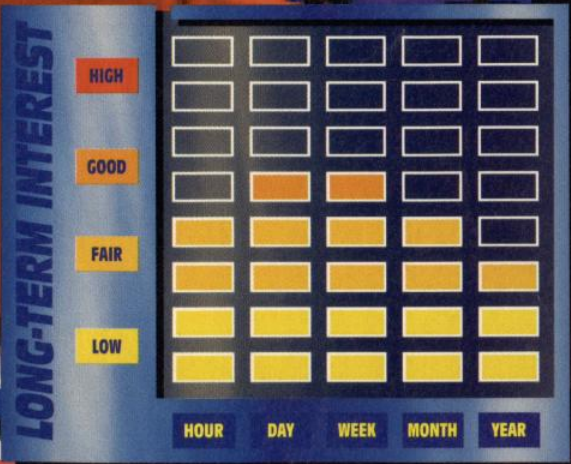


ANIMATION - THAT'S THE NAME OF THE GAME

At certain moments, the action switches into an animated cut-section detailing things in a Cities of Gold-esque way. For instance, if a player makes a particularly long pass, a close-up of the ball flying through the air at great speed kicks in. Likewise, impressive dunks or three-pointers are rewarded with a juicy animated section all of their own. At first, these pieces are a bit disorientating as you suddenly find yourself dropped back in the action and not quite sure what you were doing before, but after a while it's not hard to get used to them.



▲ First person perspective shooting and scoring.



▲ "If...I... could...just shoot and...score."



▲ "Shoot and score, shoot and score", cried the crowd.

COMMENT



GUS

NBA is a pretty laudable effort at a Basketball game from Tecmo. Its most striking feature is its speed. The game plays about twice as fast as Bulls v Lakers - and that's on slow mode! The joy pad functions are comprehensive, if a bit awkward to use. The on-screen presentation is particularly impressive, with scorers well marked, and players well defined. NBA is not short of the stats and features that Bulls v Lakers was famous for. In fact, there must be even more on this - with strategies, player profiles and team standings. It all becomes a bit of a labyrinth. That's why it's comforting to now that at the heart of it all there is a good on-court game. However, a couple of niggles remain, centred around the easiness of fouling accidentally and the tendency of some of your guys to play like spanners. Barring that, sports fans should go for this without hesitation.

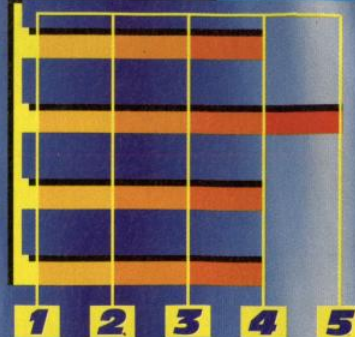
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ Loads of options, cut screens, stats and intermissions mean presentation is of a high standard throughout.

93

GRAPHICS

▲ Big, well drawn and superbly-animated sprites bound around a detailed court scene.
▼ Sadly, that one background does get a bit dull after a while.

89

SOUND

▲ Good selection of court-related effects and not bad music which accompanies the game.
▼ The effects lose their variety after continuous play.

81

PLAYABILITY

▲ There's loads to keep the player occupied, with scores of plays and loads of fast and responsive action.

91

LASTABILITY

▲ All the NBA teams are here, and you won't-beat the play-offs overnight. Still, there's always the two-player mode.
▼ Not much variety, what with it being a sports game and everything.

90

OVERALL

As fine a basketball game as there is. Uses all the best ideas from previous basketball games and adds a lot of good ideas of its own. Highly recommended.

91

NBA JAM SESSION

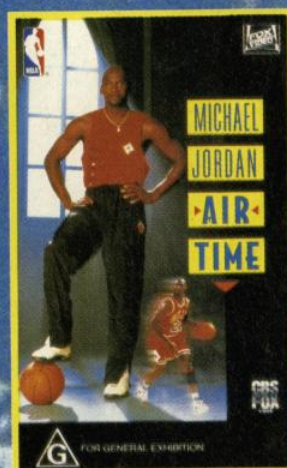
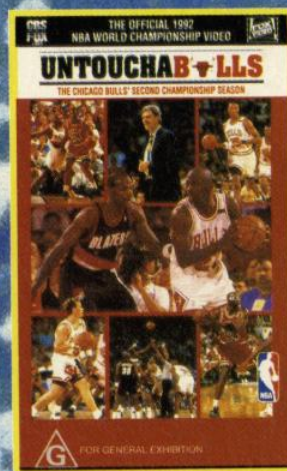
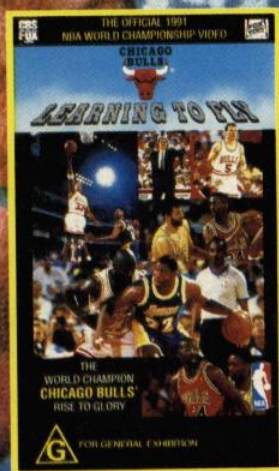
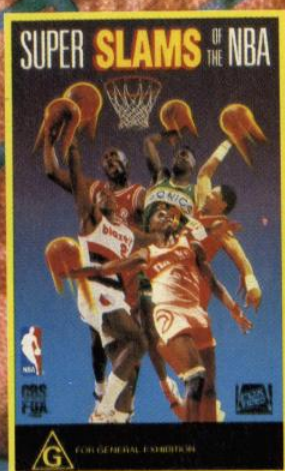


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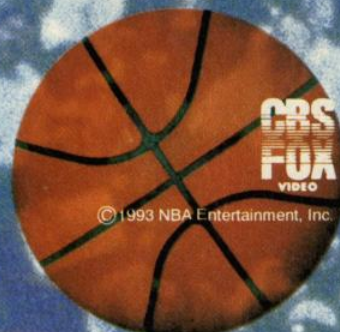


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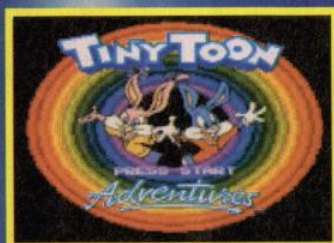
REVIEW

SUPER NES

1
PLAYER

8
MEG

PLT
GAME



RRP: \$99
BY: KONAMI
RELEASE: AUGUST

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

INFINITE

SKILL LEVELS

TWO

RESPONSIVENESS

EXCELLENT

1ST DAY SCORE

Reached the third level.

ORIGIN

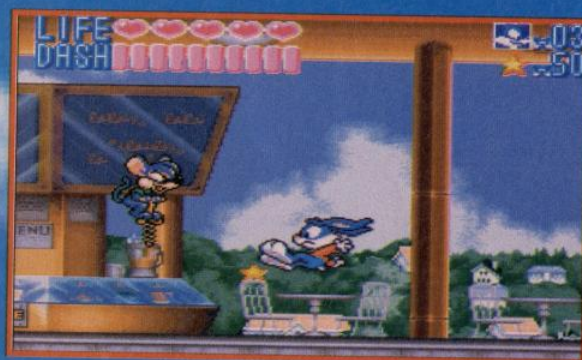
Having bought the rights to produce a series of cartoons based around the Looney Tunes characters, Steven Spielberg duly released an award-winning spin-off called Tiny Toons. The series features younger relatives of such famous characters as Bugs Bunny and Daffy Duck, including Plucky Duck and Buster Bunny. This is their story...

Spare a thought for the stars of years of successful cartoon series, and to the ones that have fallen foul to some of the crudest gags mankind has ever created. When you're subject to the imaginative whims of a half-crazed cartoonist, life is never easy - just watch a Road Runner flick to see what we mean! This tradition of violent death (whether it be by a huge weight or a fast-moving train) has also made it to the home of the Tiny Toons - the ACME Looniversity! Of this particular educational establishment, Buster Bunny, the nephew of the famous Bugs, and his sister Babs are the most promising new students.

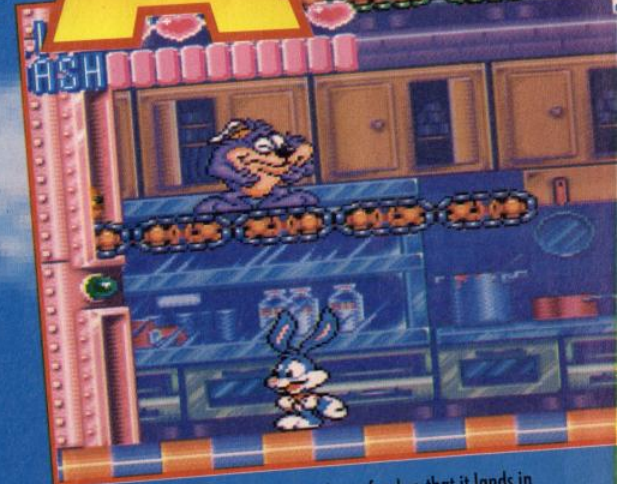
Then, one fine day, Buster discovers, to his horror that the evil Montana Max is planning to take over the world and there seems no apparent way to stop him. So, after much deliberation, Buster sets out to prevent Max from seeing his plans through. Under the player's control, Buster high-tails his way through the wild west, spooks through a ghostly mansion, and even takes time-out to score a touchdown for the local American Football team. Konami's Super NES portrayal of the Toons places many new platform-type challenges before the games-player and adds a number of new ideas to the traditional platform theme. Have the Tiny Toons learned enough at the Looniversity to raise a smile and defeat Max? That's where you come in...



▲ Whilst scurrying across the speeding mail train, Buster gets caught in one of the many sack-holding nets lining the track.



▲ Buster puts both his best feet forward in best Kriss Kross fashion.



▲ Dizzy Devil need feeding - gas! Nudging food so that it lands in his gob is the only way to get past this whirling dervish.

STAR TURNS

Buster's method of dealing with the opposition is to kick them squarely in the face! Every foe Buster footsies leaves behind a golden star. If Buster collects a hundred of these he receives an extra life. Now you can't say fairer than that.

How To Control

Pushing LEFT/RIGHT on the D-pad causes Buster to walk in those directions. Pushing DOWN causes Buster to duck and pushing UP makes him climb.

A

No function.

X

Attack.

B

Jump.

Y

Attack.

L/R

Dash.

S

START: Pause.
SELECT: No function.

How To Play

Buster explores the Tiny Toon world, killing enemies with his huge hind-paws as he goes, in his quest to find Montana Max. Along the way, Buster is required to dash up walls, make the most of bonus stages, and rely on every platforming skill the player musters.

YMOON ADVENTURES



▲ Touchdown! No Buster, keep away from that duck's bum (obscure and off the wall captions 1993 - 1 in a series of 300).

COMMENT



PAUL

Konami are certainly proving themselves as the Kings of the Super NES at the moment. Here is another addition to their line of reputable software house and it is crammed with exciting features. From start to finish there isn't a dull moment as every one of the six stages provides delight upon delight to dazzle and amaze. The control over Buster takes a short while to master but from then on it's deep joy throughout the game. Some of the features are hardly necessary but make welcome additions to the presentation of the game. For example, in the first section of the wild west stage, Buster has to join in a skipping game with two young mice and can't pass until he successfully skips ten times. Truly, if there were ever a dictionary of games compiled and the word variety defined inside, it would read "see Tiny Toon Adventures!" Of course the graphics and sounds are of the highest possible standard, the wonders of which I suggest you all sample for yourselves! It's all so mightily impressive that one wonders what Konami have planned for us next and I can't wait to see!



Blazing chimneys fall easily to such flying footed antics, necessary to avoid a cooked rabbit!

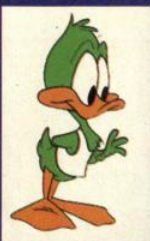
And here he is, Montana Max! He thought he was going to get away with all that loot but, no! He's no match for our heroic Buster!

At this stage of the game Buster is left stranded on a runaway locomotive.

Having two rabbit's feet certainly has its advantages. Here's a 1-up!

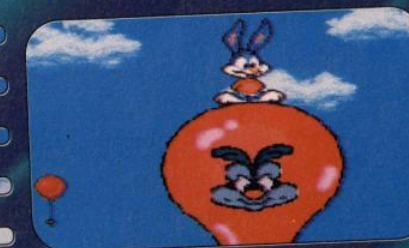
REVIEW

COMMENT



STEVE

Just when platform games were getting staler than last week's croissants, along come Konami and breathe new life into what was becoming a tedious genre. Tiny Toons adventure is quite simply THE best platformer available at the moment, and contains all the best elements of past platform classics. Buster is one of the most versatile little characters I have ever controlled, and in between his Sonic-style dashing and unusual head-kicking antics, he still finds time to amuse with a series of small touches. The variety isn't just limited to the gameplay either. Although setting a game in different themed worlds is nothing new, the combination of ideas such as the wild west and runaway trains is brilliant and works perfectly. As far as I'm concerned, this is one of the best games I have played on the Super NES. It has variety, lasting appeal, and a wealth of hidden extras just waiting to be found. If I were you, I'd 'Toon' in straight away.



▲ Yip yap, yip yap, bunny bunny - ah, where are Chas and Dave now?

ICON-A-GOGO

Taking the form of miniature statues, Gogo Dodo provides Buster with super powers. Even if he isn't quite as well-animated as his co-stars, his icons are just as handy at helping Buster reach all the right places.

Silver: Provides optimum dashing ability.

Blue: Destroys everything on screen.

Gold: Makes Buster invincible for a while.



▲ Captain Cash escapes with the News Of The World's money for the poor...



BONUS BUNNY BONANZA

Whenever Buster successfully completes a level, the player is treated to a Wheel Of Fortune-style bonus stage which features one of the five Tiny Toon characters. Buster and Babs Bunny spin the wheel and then it's up to the player to stop it. The following bonus section depends on whose face is top-most when the wheel comes to a rest. The prize for such spinning japery? An extra life or more.

Sweetie: Sweetie's little side-show is a strange kind of weighing game in which the contestant chooses the order in weight of five Toons. Sweetie then chooses five of her own. The five pairs are then weighed on a giant set of scales and whoever's side is the heaviest wins.

Plucky Duck: Grrr! This one isn't fair! The stupid duck fiddles around with his bingo balls and then it's just the luck of the draw to see whether or not the pictures on the cards match up.

Furrball: The Looniversity squash court. Enter Furrball, he's always good for a laugh, poor soul. With racket in hand, Furrball attempts to knock up as many extra lives as possible by banging away with his squash racquet. Luckily, the staff toilets are situated on either side of the court and desperate teachers run back and forth to use them, allowing Furrball further bonuses for thwacking them with the ball!

Babs Bunny: The Tiny Toons have inexplicably been trapped inside the Looniversity's lockers. Babs' job is to set them free whilst avoiding the attention of dangerous characters such as Elmyra, that sickeningly oh-so-cute girlie, and Dizzy Devil. Buster receives an extra chance for each Toon released.

Hamton Pig: Greedy Hamton's stomach is rumbling! Help him collect the apples and avoid the trap-pings of the puzzle board as it changes beneath his feet.



▲ Hare-borne fun as Buster scabs a lift from a passing vulture.

CHOMP CHOMP

It would seem that young Buster has certainly taken onboard a few personality traits of his famed Uncle Bugs. To complement his in-bred talent for cheek, the youngster has also taken to chomping on carrots. Not only is this good for his teeth, but the carrots Buster nibbles also endow him with a series of beneficial powers. There are four colours of rustic root in Toon Land, each with a different nutritional value.

Silver: Replaces one heart.

Blue: Provides Buster with an extra heart.

Gold: Replenish all empty hearts.



▲ Space. The final front ear - where no bunny has gone before.



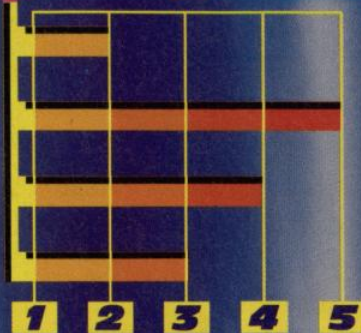
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ An instantly recognisable intro sequence is accompanied by an excellent tune - the first of many.

96

GRAPHICS

▲ The sprites represent their cartoon relations perfectly and, when placed inside a beautifully-depicted series of locations and cast members, the graphics are near perfect.

95

SOUND

▲ The sounds match up to the high standards set by the graphics with crystal-clear samples behind lively variations on the Tiny Toons' theme tune.

93

LASTABILITY

▲ Six long stages with five bonus stages to enjoy provide a varied package.
▼ The easiest of the two games is, naturally, quite easy to complete.

87

PLAYABILITY

▲ Tiny Toons is exciting, amusing, rewarding and very compelling.
▼ Some sections of the game are require pixel-perfect control and may cause frustration.

93

OVERALL

Tiny Toons provides a wealth of variety, fun and excitement. A virtually faultless adaptation of the Tiny Toons theme that's just too good to miss!

93

Livewires' GAME BUSTERS
presents:



THE MOST AWESOME INTERACTIVE TELEPHONE GAME EVER!

ESCAPE FROM DINOSAUR ISLAND

- Battle dinosaurs!
- Solve vital clues!
- Defeat other callers!

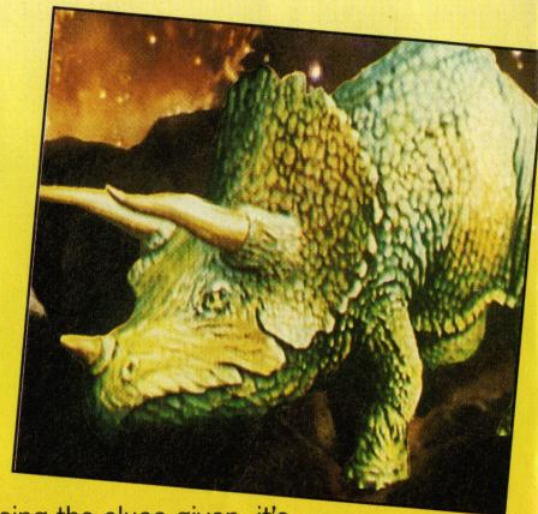
The 25 players who collect the most gold coins will each win a copy of **STAR WING** – the latest, greatest **SUPER NINTENDO** software – plus a year's subscription to **NINTENDO Magazine System**, the coolest mag on the planet!

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
GAME
BUSTERS
TODAY!**

- The first time you call **GAME BUSTERS**, you'll be asked to tell us your name and address.
- We'll then issue you with

your Membership Number straight away, so make sure you have a pen handy.

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

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: 003 627 256. 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.

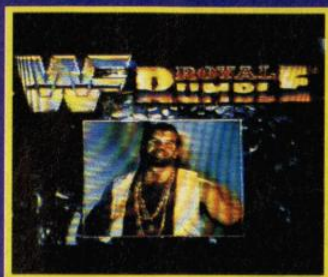
REVIEW

SUPER NES

2
PLAYER

16
MEG

FHT
GAME



RRP: \$109.95

BY: ACCLAIM

RELEASE: JULY

CONTROL

JOYPAD

GAME DIFFICULTY

MODERATE

CONTINUES

EIGHT

RESPONSIVENESS

GOOD

1ST DAY SCORE

WIN SINGLES CHAMPIONSHIP

ORIGIN

Acclaim's second WWF license uses more characters, and also throws in more moves and in-game options.

ROYAL RUMBLE

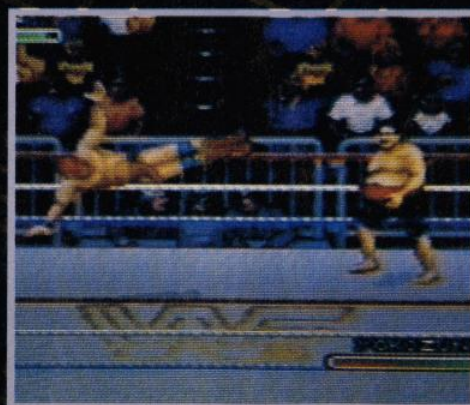
They're big, they're mean, they wear tight clothing and they're back on the Super NES. The Superstars of Wrestling have returned with new moves, new competitions and vastly increased size.

As the name suggests, this game is based on the annual Royal Rumble tournament, where the aim is to be the last one left in the ring. The only way to be eliminated is by being chucked over the top of the rope. Survive this and you'll be declared King Of The Ring.

Along with the new tournament, several wrestlers are also making their Super NES debut. Now you can battle it out with the likes of the massive Yokozuna and Shawn Michaels. Each wrestler now has his own special moves, which are guaranteed to ruin the day of anyone on the receiving end.



▲ Honey, will you marry me?



▲ Ho-hum, I feel like a nap. This looks like a nice comfy spot.



▲ Royal Rumble! Feel up lots of big blokes in short pants!!

MASS BUNDLE

There are several modes of play, all of which involve beating people up to different degrees. In addition, they all have two things in common: brawl mode and fall mode. In fall mode you merely have to pin your opponent for a three-count. Brawl mode is far more interesting as you can't be counted out. This leads to all sorts of out-of-the-ring combat involving steel ring posts, crowd fencing, chairs and every wrestler who is in the vicinity.

1. One-on-one

Two wrestlers go head-to-head. Not the easiest championship to win.

2. Tag team

When a wrestler is out of the ring his energy replenishes, so you need to work fast in order to win.

3. Triple tag team

Almost the same as tag-team wrestling, but you have a third wrestler on your side.

4. Royal Rumble

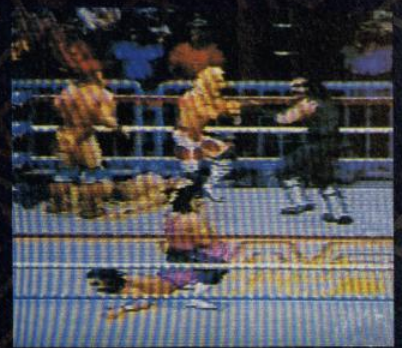
With 12 wrestlers, up to six of which are in the ring at any one stage, this is the busiest of the lot. The only way to be eliminated is by being dumped over the top rope.

CHOOSE YOUR MAN

REVIEW

PUMP ACTION

Before they get down to the business of chucking each other about, the wrestlers have to soften each other up with barrages of punches and kicks. These don't inflict much damage, but four blows will leave whoever was on the receiving end flat on his back. When they finally get their hands on each other, a power meter appears at the top of the screen. From here, it's a case of pumping the desired button as fast as possible. If the bar moves fully to the side of the screen, your guy executes a move depending on which button you were pressing.



RANDY SAVAGE™



From: Sarasota, Florida
Height: 6'7"
Weight: 265 lbs.
Special Move: Flying elbow crash

PLAYER 1: CHOOSE A WRESTLER

MR. PERFECT™



From: Minnesota
Height: 6'10"
Weight: 257 lbs.
Special Move: Perfect-play

PLAYER 1: CHOOSE A WRESTLER

TATANKA™



From: Poncha, North Carolina
Height: 5'11"
Weight: 255 lbs.
Special Move: Reverse star

PLAYER 1: CHOOSE A WRESTLER

BRET HART™



From: Calgary, Alberta, Canada
Height: 6'0"
Weight: 234 lbs.
Special Move: Sharp-shooter

PLAYER 1: CHOOSE A WRESTLER

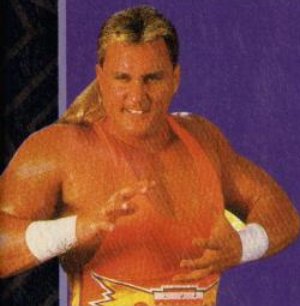
THE UNDERTAKER™



From: Death Valley
Height: 6'10 1/2"
Weight: 228 lbs.
Special Move: Tombstone

PLAYER 1: CHOOSE A WRESTLER

COMMENT



JAZ

Royal Rumble's graphics are absolutely knockout! Brilliant animation, lots of detail and superb stills make this a visually awesome game.

The gameplay, though, doesn't quite match up to the looks. The problem is that there aren't enough moves and, as a result, fights end up becoming tests of which player can press the button the fastest. Despite that, it's still fun to play, especially in two-player mode or fighting on top level Royal Rumble, and even though the computer opponents only offer an average level of difficulty, WWF fans will still love this.

CRUSH™



From: Kane, Coast, Hawaii
Height: 6'8"
Weight: 215 lbs.
Special Move: Coasting Crush

PLAYER 1: CHOOSE A WRESTLER

BIG FLAIR™



From: Charlotte, North Carolina
Height: 6'11"
Weight: 239 lbs.
Special Move: Flashed Flick

PLAYER 1: CHOOSE A WRESTLER

MOVING OUT

All the wrestlers have their own special moves. These cause massive amounts of damage, but may only be performed at certain times. Once a wrestler's energy has dropped below 50%, he's ripe to be duffed up. Unleash a volley of kicks and punches and, should four connect in quick succession, the recipient will be as stunned as a clubbed seal. When they're in this condition, simply get in close and press the correct combination of buttons. Depending on your wrestler, he either executes a devastating crushing-type move or grabs his opponent in a hold which slowly wears down his energy bar.

HOW TO CONTROL:

Guide your chosen wrestler through the magical kingdom of Thengar. Only kidding. Wrestle like the wind, you fools!

A	Punch
B	Run
X	Grab
Y	Kick
L	Grab
R	Grab
S	Start: Quit
S	Select: Pause

SHAWN MICHAELS™



From: San Antonio, Texas
Height: 6'0"
Weight: 235 lbs.
Special Move: Back suplex

PLAYER 1: CHOOSE A WRESTLER

RAZOR RAMON™



From: Miami, Florida
Height: 6'7"
Weight: 287 lbs.
Special Move: The Razor's Edge

PLAYER 1: CHOOSE A WRESTLER

YOKOZUNA™



From: Polynesia
Height: 6'9"
Weight: 300 lbs.
Special Move: Ranzai Drop

PLAYER 1: CHOOSE A WRESTLER

THE NARCISSIST™



From: Atlanta, Georgia
Height: 6'6"
Weight: 225 lbs.
Special Move: Flaming Forearm

PLAYER 1: CHOOSE A WRESTLER

TED DIBLASE™



From: Savannah, Georgia
Height: 6'0"
Weight: 256 lbs.
Special Move: British Bulldog

PLAYER 1: CHOOSE A WRESTLER

Let's Rumble

HELPING HANDS

LONG-TERM INTEREST

HIGH

6008

FAIR

LOW

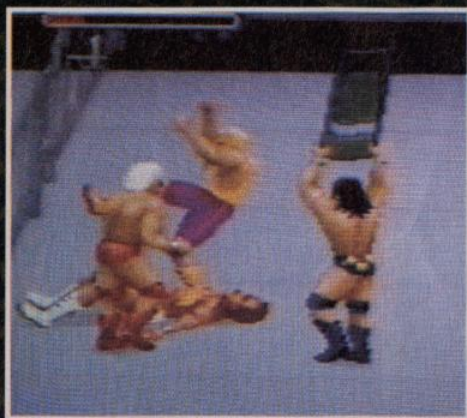
HOMER

DAY

WEEK

MONTH

YEAR

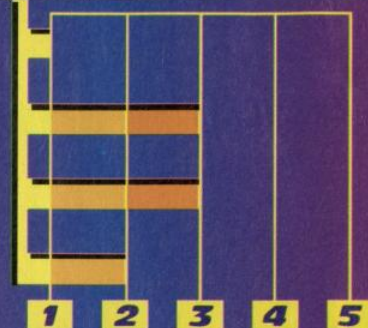


A man with a mullet hairstyle, wearing sunglasses and a leather jacket, is shown from the chest up. He is holding a handgun in his right hand, which is gloved in black. He has a tattoo on his left arm. The background is a solid purple color.

STEVE

A screenshot from the game 'The Horsemen' showing a horse and rider in a race. The horse is brown and the rider is wearing a blue jacket. They are in a race track with a crowd in the background. A red progress bar is visible at the bottom of the screen.

▲ The action isn't confined to the ring, so chuck your opponent out and forget about the rules!



► BREAKDOWN

▲ Rather smart intro screen attracts with images of your favourite wrestlers zooming in and out. Cor!

90

- ▲ Good animation, especially when executing special moves.
- ▼ Some of the wrestlers look a bit ropey.

87

- ▶ Grunts, groans and some very excellent music.
- ▼ Not enough noise during the matches.

89

- ▲ Plenty of difficulty levels let you get straight into the action.
- ▼ Grinds on a bit in one-player mode.

83

- ♥ Lots of different tournaments and ten wrestlers to batter.
- ♥ Once you've completed it, you won't be coming back for more.

79

A big improvement on the first game, but becomes dull if you're playing against the computer.

82

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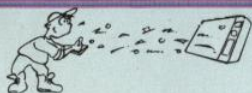
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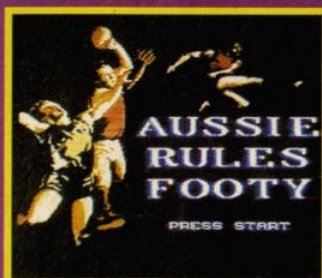
REVIEW

NINTENDO

6
PLAYER

4
MEG

SPT
GAME



RRP: \$59.95

BY: BEAM

RELEASE: OUT NOW

As the end of the footy season approaches, we thought we'd revisit ARF and see what makes it so popular.

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

NONE

SKILL LEVELS

ONE

RESPONSIVENESS

FAIR

1ST DAY SCORE

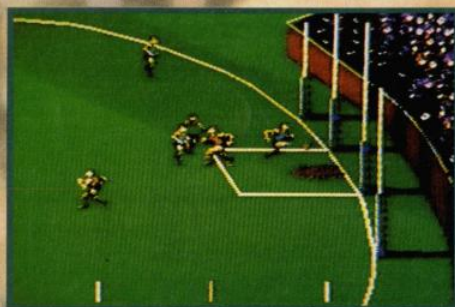
1 PLAYER GAME, REACHED THIRD ROUND OF SEASON

ORIGIN

BASED ON THE UNIQUELY AUSTRALIAN 'SPORT OF ARIEL PING-PONG' AND DEVELOPED BY BEAM SOFTWARE, THE SAME PEOPLE WHO BROUGHT YOU INTERNATIONAL CRICKET.

AUSSIE RULES FOOTY

Another of the small but growing collection of uniquely Australian games developed by local software house, Beam Software, this time based on the much-loved sport of Australian Football. The only real difference between this game and the real thing is that in the Nintendo version, the Sydney Swans might even win a game!



▲ Reynolds kicks for goal! And it looks like a scuffle has broken out right in front of the commentary box! By jeez, this game has everything



▲ The big green thing is the playing field, the chap with the arrow on his head has the ball, and the guy to the far right has seen his mum in the stands and is going over to say hello.

HOW TO CONTROL:

Would you believe that the joypad moves your players around the field?

A

Centre bounce/boundary throw/tap ball to rover/(holding ball) kick or hand pass/(without ball) jump to mark or spoil kick.

B

Centre bounce/boundary throw/tap ball to rover/punch ball/(holding ball) as for A/(without ball) as for A, plus tackle.

S

Select Button: Nothing

S

Start Button: Pause

HOW TO PLAY:

Kick a miniscule ball around the field until it goes through the goal posts, then do it again. And again. And again...ad nauseum.

JUST KICK IT!

Kicking the ball is essential to the game and is probably the area that will cause new players the most frustration.

The important thing is to take accuracy and distance into account. This is done by looking at the posts that appear at the bottom of the screen. The further away you are from the goal, the closer together the posts are, so, obviously, the closer to the goal you get, the further apart the posts are. As you get close enough to kick a goal, watch the moving indicator that lies between the posts. If you kick the ball when it is in the centre, you will score a goal (six points); if you are off-centre, you will probably only get a behind (one point) or a big fat nothing for your efforts.

COMMENT



TONY

When I first received Aussie Rules Footy, I was going to throw it away 'cos I hated AFL. I loathed it! I had no interest in it at all! But once I realised that the game had been developed by the same people who did International Cricket, I decided to put my prejudices aside and give it a whirl.

I'm glad I did. Aussie Rules Footy is so good that I am now actually tempted to watch the real game on telly! While the graphics are simple and there is very little in the way of stats boards and no pre-planned strategies, the actual game itself is quite addictive and was enough to hold my interest. The multi-player option is a good idea, but, in practice, it just means you have to

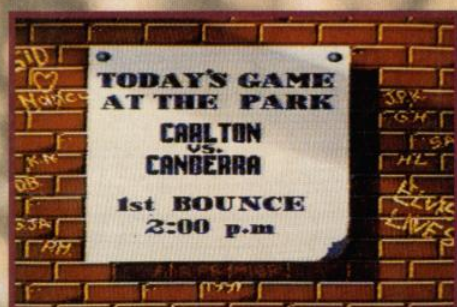
wait ages before you get a go, so stick to the two-player mode for the most fun. The only real downers are the 1970s' haircut on the commentator and the lack of a cheering crowd to boost your adrenalin, making Aussie Rules Footy a good buy for sports fans.

UP THERE, CAZALY!

Before you reach the Grand Final, there is a lot of playing to be done (from six to nine rounds to be exact, depending on how many of your friends are playing with you), so it is wise to get a bit of pre-season training in early; otherwise you have no chance. These are the moves you



▲ The dressing sheds can be so depressing...



will need to perfect:

Kicking Goals

See 'Just Kick It' to learn how to do this.

Hand balls

A valuable and accurate tactical tool that can be used for sudden changes of pace and direction.

Passing

Basically an accurate kick to your team-mates as opposed to the goal. This will allow you to make big yards and is the basic element of the game.

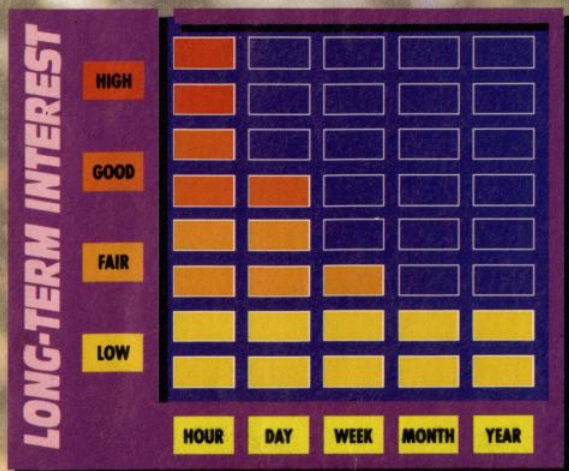
Marking

Catching the ball when kicked to you by a team-mate, or intercepting an opposition kick.

Bouncing

If you are making a run with the ball, you must bounce the ball on the ground once every 15 metres, otherwise you will lose possession.

Once you master these skills, the pitch will be yours. If you don't, the opposing team will invariably have the lion's share of possession and goals.



RATINGS



PRESENTATION

▲ It's a football field, what can we say? Great posts?

79

GRAPHICS

▼ Small sprites suffer from occasional flicker.

70

SOUND

▲ You can switch the music off.
▼ There are no cheers from the crowd.

65

PLAYABILITY

▲ The two-player game is where it's at.
▼ It's boring in any other mode.

80

LASTABILITY

▲ Lots of rounds to get to the Grand Final of a season.
▼ This can get boring.

85

OVERALL

A good, though simple, sports sim for the NES that will appeal to any AFL fan.

81

REVIEW

SUPER NES

2
PLAYER

16
MEG

FHT
GAME

MORTAL KOMBAT™
© 1995 ACCLAIM ENTERTAINMENT, INC.

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© 1992 LICENSED FROM
MIDWAY® MANUFACTURING COMPANY.
ALL RIGHTS RESERVED.

PROGRAMMED BY
SCULPTURED SOFTWARE, INC.
LICENSED BY NINTENDO

RRP: \$119
BY: ACCLAIM
RELEASE:
SEPTEMBER

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

UNLIMITED

SKILL LEVELS

FIVE

RESPONSIVENESS

EXCELLENT

1ST DAY SCORE

REACH ENDURANCE BOUTS

ORIGIN

BASED ON THE MIDWAY ARCADE
CLASSIC.

Mortal Kombat is here!

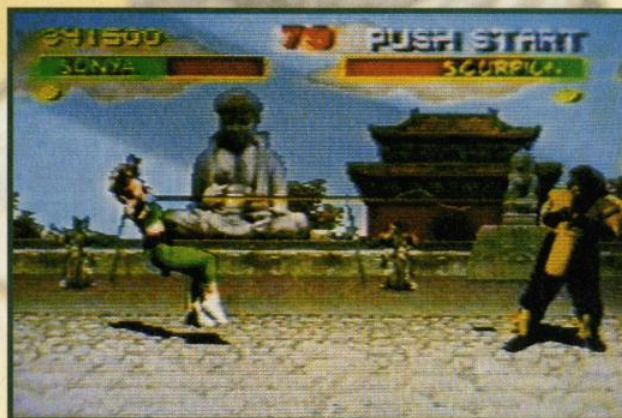
The Shaolin Tournament is the ultimate test of fighting ability. The strongest fighters from around the world meet in this contest in which anything goes, including lives! For 500 years, the tournament has been controlled by the evil Shang Tsung, and his hideous beast Goro. All who have challenged have been killed, their souls devoured by Shang Tsung in order to keep himself alive for eternity! The question is, are you strong enough to take on all-comers and battle your way to the evil master? Or will you be ripped apart by the strength of the mighty Goro, and become another of Shang Tsung's many victims!

MORTAL KOMBAT



BETTER THAN STREET FIGHTER II?

There have been dozens of one-on-one fighting games since the success of Street Fighter II, but only Mortal Kombat has come anywhere near close to toppling the long reigning king of fighting games. (You might remember NMS previewed Jaleco's Tuff E Nuff in the June '93 issue and gave it quite a rap. Unfortunately, Tuff E Nuff will not be released in Australia and so, for the purposes of this review, is irrelevant.) Mortal Kombat is more impressive graphically, and the sound is better. However, Street Fighter II has a wider variety of fighting styles to choose from, and strategy is more important to success. Mortal Kombat is more of a straightout slugfest.



▲ Weeell, ah think ah've got me a date tonight. Scroink!

HIT ME AND I'LL HIT YOU BACK!

There are a number of moves which all the characters can perform with the same moves.

Uppercut: Crouch down, and press either punch button. Excellent!

Leg Sweep: Pull back and press low kick.

Roundhouse Kick: Pull back and press high kick.

Throw: Move in close and attack, and when your enemy is blocking, move towards him and press low punch.

Each fighter also has his/her own repertoire of deadly moves and tactics to unleash upon opponents. Learn 'em to dazzle your opponent with the sheer artistry of your bowel-busting blows. Learn the basics to slaughter them!

HOW TO CONTROL:

There is an option which allows you to re-configure the action buttons to your choice.

Y	High punch.
B	Low punch.
X	High kick.
A	Low kick.
S	Start: Pause game.
S	Select: Nothing.
L	Block.
R	Up: Jump.
↑	Down: Crouch.
← →	Left/Right: Move back and forth.

KANO

Has had cybernetic implants to improve his combat skills!

SPECIAL MOVES

Head Butt: Stand close to your foe and press high punch.

Spinning Blade: Tap backward then forward while blocking.

Spinning Roll: While blocking, roll the direction pad in a 360° loop away from your opponent to start yourself spinning, then release block to unleash the roll.

Fatality: Stand close to your victim, and press down, down/forward, forward, down, down/forward, low punch.



punch and low kick.

Fatality: Forward, forward, back, back, back/block.

RAIDEN

A powerful Thunder God who has entered the tournament in human form.

SPECIAL MOVES

Torpedo Attack: Tap back twice, then quickly forward.

Teleportation: Tap down twice, then quickly press



up.

Lightning Blast: Roll the direction pad down, down/forward, forward/low punch.

Fatality: Forward, forward, back, back, back/high punch.



JOHNNY CAGE

A rock-hard Hollywood action movie star.

SPECIAL MOVES

Green Fire Blast: Back, forward/low punch.

Shadow Kick: Back, forward/low kick.

Fatality: Forward, forward, forward/high punch.



SUB ZERO

A mystical Ninja, he can draw on elemental ice forces.

SPECIAL MOVES

Ice Blast: Roll the direction pad down, down/forward, forward/low punch.

Power Slide:

Simultaneously press down/back, block, low punch, low kick.

Fatality: Forward, down, forward/high punch.



LUI KANG

A master of the Martial arts with unequalled mental discipline.

SPECIAL MOVES

Fire Blast: Forward, forward/high punch.

Flying Kick: Forward, forward/high kick.

Fatality: Roll the direction pad 360° towards opponent.



SCORPION

A spectre, he was slain by Sub Zero, and has come back from the dead for revenge!

SPECIAL MOVES

Harpoon: Tap back, back/low punch.

Teleport Punch: Roll down, down/back, back/high punch.

Fatality: Block and tap up twice.



SONYA

A secret agent trained in the special forces. She's after Kano and his criminal organization.

SPECIAL MOVES

Force Wave: Back, back/low punch.

Air Attack: Forward, back/high punch

Scissor Neck Snap: Get close to your enemy and press all at once, down/back, block, low



RESIDENT OF THE PIT

In the pit below the bridge lurks The Reptile. He appears between matches to taunt you and give cryptic messages. To find him, finish off a foe on the bridge with an uppercut. But beware, The Reptile is a master of fighting.

REVIEW



▲ Johnny Cage unleashes his special 'I've got smelly undies' power onto an unsuspecting Sonya.

COMMENT



ANDREW

My jaw well and truly hit the floor when I first saw Mortal Kombat on the Super NES!

Graphically, it is utterly amazing! The backgrounds match those in

the arcade almost perfectly, and the character sprites are huge and distinct. The music is subtle, and therefore never really becomes a distraction. The best aspect of the audio is the speech. No distorted digitization here; just clean, clear samples.

And in a suitable voice, too! Gameplay-wise, it's spot-on the arcade machine. The fighter's response is instantaneous, although many of the commands for the special moves are over-complicated, and executing them in the heat of the battle is difficult.

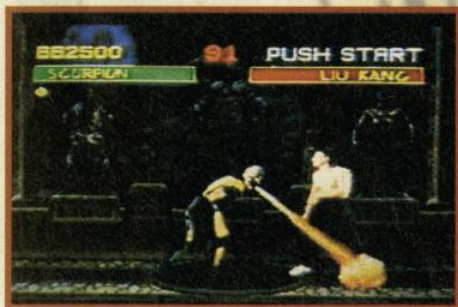
The lack of pools of blood and decapitations don't affect the gameplay of Mortal Kombat at all, but it is a shame to see them taken out. Tickling someone with your toe isn't the same as ripping their heart out!

Censorship aside, Mortal Kombat loses out only in the lastability stakes. There isn't much scope for technique, as all the characters are very similar in fighting style. The best way to win is to confront your opponent and slug it out with basic kicks and punches. The only special moves that are useful are long distance moves.

REVIEW

MORTAL MUTILATIONS

The winners of matches have the opportunity to finish off their exhausted opponents in the most gruesome of ways. When the words "FINISH HIM" (or her) flash across the screen, it's time to do some serious damage! You have only a few seconds in which to perform your fatality move combination, which is different for each character. Execute the move successfully, and an astronomical number of points are awarded to you!



BLOOD LUST

As you would probably have noticed, there is no blood or spine-wrenching in any of the pictures on these pages. Sorry folks, but we're sad to report that the blood 'n' guts you so dearly love and hold sacred have been cleaned up. Nintendo has done this dastardly deed to avoid negative public reaction, although most of the complaints about video game contents have come from small groups of people who have nothing better to do than stir up unwarranted controversy about things they know nothing about. You know, the sorts of people who think that Tom & Jerry should be banned. Wowzers!

COMMENT



JAMES

When I first started playing Mortal Kombat, I was so totally overwhelmed by the fantastic job

Acclaim has done with the graphics that I didn't even notice how easily I was beating Andrew. But as one victory after another rolled on by, it slowly began to sink in that I was, in fact, absolutely slaughtering NMS' undisputed Street Fighter II King.

How was I doing this? Well, I totally ignored the complex special moves and just beat the crud out of him while he stood around like a fool wondering why his triple over-head hip dislocator wasn't working. So, remember that, especially in the earlier levels, brute force is all you need to win.

This is probably Mortal Kombat's only downer, so it's a pity that it is in the crucial area of gameplay. Basically, Mortal Kombat is good, but it ain't Street Fighter II.



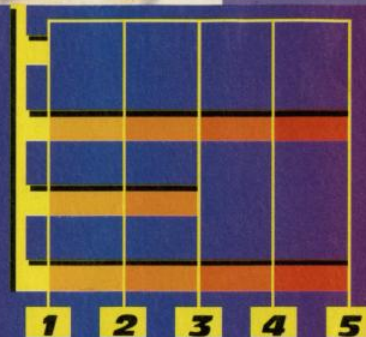
LONG-TERM INTEREST

HIGH
GOOD
FAIR
LOW

HOUR DAY WEEK MONTH YEAR

RATINGS

STRATEGY
ACTION
CHALLENGE
REFLEXES



BREAKDOWN

PRESENTATION

▲ Excellent intro and fighter profiles.
▲ Good options screen.

95

GRAPHICS

▲ Amazingly life-like characters.
▲ Wonderful backgrounds.

96

SOUND

▲ Tense music adds to the atmosphere.
▲ Meaty, flesh-rendering effects.

94

PLAYABILITY

▲ Fast and furious action.
▼ Little technique to master. Special moves are fiddly.

90

LASTABILITY

▲ Heaps of fun for two players.
▼ Computer opponents are tedious.

86

OVERALL

A perfect translation from arcade to Super NES, minus the blood, though gameplay suffers from over-complicated special moves.

91

PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt. En garde!

**"89% -
Incredibly
slick and
addictive..."
NMS**

**"One of the
best SNES
platform
games
around"
NMS**

**"Pugsley is
brilliant fun all
the way
through..."
Super Action**

**"I think it's the
best platform
game on the
system"
Super Play**



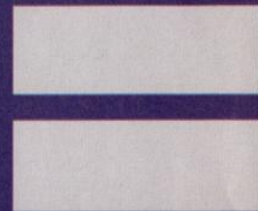
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THE GIANT NMS GIVEAWAY

ALIEN 3



LETHAL
WEAPON



**Call 0055 65 407*
to enter**

Cor! Will you look at all the lovely gear we've snaffled during our rounds of 'research' visits.

The NMS crew is always careful to bring you only the best prizes that we can pilfer from promotionally-minded companies - but this time we've outdone ourselves!

For starters, we've got five copies of Lethal Weapon on Super NES plus five copies of Alien 3 on Game Boy, NES and Super NES, courtesy of our good buddies

at Metro.

But that's not all. These games wouldn't have existed without the fab films that spawned them, so we've managed to get hold of all three Alien movies on video plus all three Lethal Weapon videos! And we've got five copies of each to give away!

So, that means we have three times as many prizes (or is it five?) to give away as normal and that means that you lot are going to be three times as lucky! (Errr... will someone give that boy a calculator.)

And did we even mention the exclusive Alien 3 leather jacket and Lethal Weapon baseball jacket that are on offer?

Oooo, this explanation is hurting our heads, not to mention confusing the hell out of you! So forget this ramble - just join the hunt and win, win, win enough spine-cracking good times to keep you happy for, oh, at least the rest of the year!

1

First Prize

1. A totally grrrrreat Alien 3 leather jacket.
2. The Alien 3 Super NES game.
3. The Alien 3 NES game.
4. The Alien 3 Game Boy game.
5. The Alien, Aliens and Alien 3 videos.
6. The Lethal Weapon Super NES game.
7. The Lethal Weapon I, II & III videos.

2

Second Prize

1. A Lethal Weapon 3 baseball jacket.
2. The Alien 3 Super NES game.
3. The Alien 3 NES game.
4. The Alien 3 Game Boy game.
5. The Alien, Aliens and Alien 3 videos.
6. The Lethal Weapon Super NES game.
7. The Lethal Weapon I, II & III videos.

Third, Fourth and Fifth Prizes

1. The Alien 3 Super NES game.
2. The Alien 3 NES game.
3. The Alien 3 Game Boy game.
4. The Alien, Aliens and Alien 3 videos.
5. The Lethal Weapon Super NES game.
6. The Lethal Weapon I, II & III videos.



THE GIANT NMS GIVEAWAY

**Thousands
of dollars
worth of
prizes!**



**check out
the prizes!**
they could be yours!

90

ALIEN 3 (GB)

OVERALL RATING

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

90

ALIEN 3 (NES)

OVERALL RATING

"Alien 3 reminds us of what the NES does well - entertain." GAMEPRO

93

ALIEN 3 (SNES)

OVERALL RATING

"An intense marathon of alien slaughtering, with a touch of strategy. Strongly recommended." NMS

81

LETHAL WEAPON (SNES)

OVERALL RATING

"A good platform adventure that tries to keep the films in focus. Will appeal most to lovers of platform games." NMS

CONDITIONS OF ENTRY

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, 27 October, 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.

* Ask your parent's permission before calling. Legion Telecall Premium Rate 25 cents buys 21.4 seconds.



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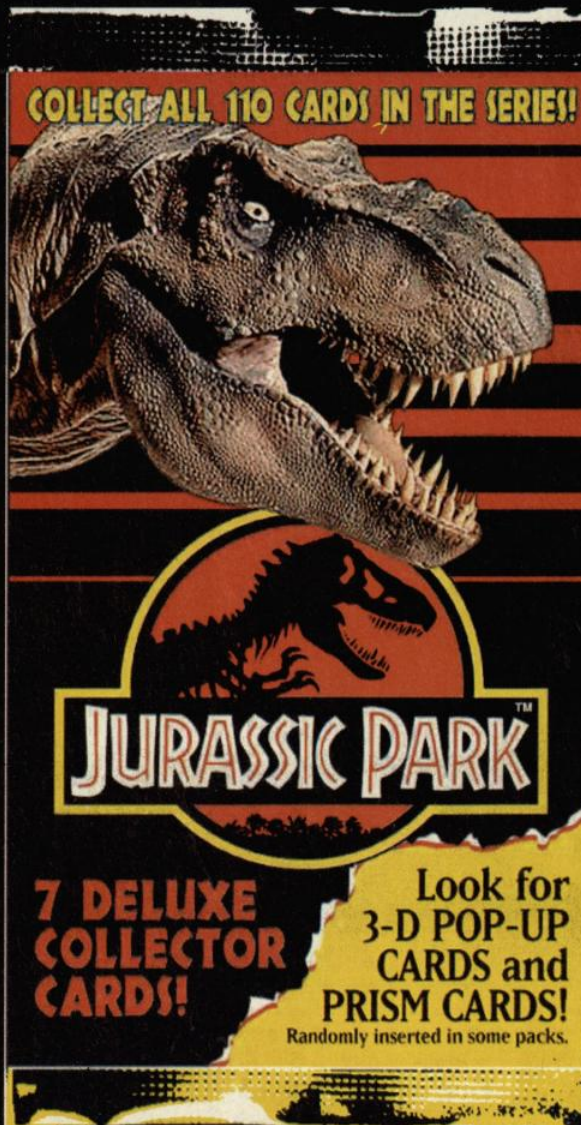
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**Dynamic
Marketing**

The monthly letters column that you can't afford to miss as N-heads and Fat Boy join in mortal combat over the issues that really are worth worrying about. Like why McDonalds has got a Nintendo game and KFC hasn't? If you've got something to say, write to **Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

DEAR FAT BOY,

I am 23-years-old and wondering why we don't see more games aimed at older players. Most of us can only take so many games where the only objective is to beat the hell out of your opponents. What we need are more games that involve strategy and using your brain, not just your reflexes.

My all-time fave game on the NES was Silent Service because, when played properly, it was one of the most involved and challenging games ever. So how about a Super Silent Service for the Super NES?

More mind games please!
I bet you don't print this letter unedited.

Shaun Cockburn
Kingaroy, Qld.

Ho hum. Not good enough to play a game that involves using your physical and mental skills at the same time, eh? Not to worry, maybe Nintendo will release a knitting game for you - that would be a real challenge, wouldn't it? Oh, by the way, your letter has been severely edited because most of it was utter bilge.

QUESTION OF THE MONTH

What kind of stupid name is "Radion Automatic" and will it be coming out on Game Boy this year?

David Fowles
Wellington Point, Qld.

1. Well, it sure beats Yahoo Serious! 2. No.

DEAR FAT BOY,

I have been waiting for months for The Lost Vikings to come out - your review said it would be released in May and it still isn't out. What's going on and why are you so wrong?

Ceiran Reynolds
East Sydney, NSW

You're not the only one who has been waiting! We had to send our review cart back and I've been dying to play Lost Vikings again. What happened is that the release date 'slipped', as they say in the biz. Which means that either the distributor didn't have a clue what it was saying when the original release was announced, or there was a hold up in production, or the tealady ran out of Milk Arrowroot biccies at Nintendo and everyone downed tools until they'd been guaranteed biccies for life, or something... Anyway, the sodding game is definitely due out this month, so grab it now: it's a laugh.

DEAR FAT BOY,

I have read the letters you get and your very rude answers. Well, I'm not going to beat about the bush: I reckon you're a psychopathic freak with nothing better to do with your time than playing Nintendo and insulting people. I'm not saying that I do any different, so here is a question for you. Does it take two players to kill the Big Foot in the last stage of Snake Rattle 'n' Roll?

If you don't print this then you are a chicken.

Joel Hindson
Geelong, Vic.

Joel, read your letter. It doesn't make any sense at all. You are obviously suffering from schizophrenic delusions and in need of HELP! As it happens, I believe in doing one good deed a day, so here is the answer to your question: No, just keep hitting it.

DEAR FAT BOY,

My daughter and I read your reply to Damien Scarpi in the July issue of NMS. Why can't you be constructive? Your reply was horrible! Don't you know that your comments are destructive to kids - try putting yourself in their shoes.

I don't want you to be sickly sweet in your replies, just responsible. It appears to be in fashion to have an 'attitude', but you are over the top.

Damien - she may be "beautiful," but she's a "Fat Boy" at heart. Forget her.

Helen Hennessy
Duffy, ACT

Yeah, right. My humble apologies, madam. I will never, ever, tell a loser that he is a complete idiot, ever again.

DEAR FAT BOY,

(A very long boring letter about how Super Mario Bros 2 should be rated 98% and Super Mario Bros 3 should be rated 96% instead of vice versa, as it appears in the NMS Games Index.)

Johnny D'Halla
Werrington, NSW
Get a life!

DEAR FAT BOY,

(A Republican poem)
Australians all, let us
SELECT
LINK has found the KEY
We've NES and SNES and
heaps of G and B
NMS rules Aussiel
Ian Fields
Ballarat West, Vic.
I agree!

DEAR FAT BOY,

What's with all the baby photos? Get a gripl Anon

What can I say? Our mothers like them.

**DEAR FAT BOY,**

I loved the stickers that you had on your July issue (NMS#4). Can we have more please? I'd like to see heaps of freebies on the cover to make me feel better about spending \$4.95 on your mag (just joking!)

Cathy Wong
Redfern, NSW

Wow! It's been three days now, and I'm still in stitches over your joke. What a hoot! In fact, I think it's so funny that I've put some exclusive Jurassic Park playing cards on the cover of this issue just because your jolly japery has put me in such a good mood. Wa-hoo!

SO LONG, AND THANKS FOR THE BACONI

A couple of well-meaning souls out there have sent me some rancid rashers of prime Aussie bacon to scarf in the hope that their pathetic wheedling will coax me into sharing my gameplaying secrets with them. Uh-uh, I'm not that cheap. Next time, make sure it's from a bigger pig!

NMS QA

AND

READER SYSTEM

Once again, our top investigator has crossed jellyfish-infested oceans, scaled scantily clad mountains, and braved the ferocious Man-eating Mudskipper of Thrall, just to answer your inquiries. If you have a mission for him, send it in to Q&A, NINTENDO MAGAZINE SYSTEM, PO BOX A305, SYDNEY SOUTH, NSW 2000.

- Q** 1. How can two people choose the same character to play against each other in Street Fighter 2 on the Super Nintendo?
2. Can I control the bosses in Street Fighter 2?
3. Will Street Fighter 2 come out for the Game Boy?

— Ten Thousand Screaming Maniacs, Everywhere, Australia

A Grrrrr... These have to be the most frequently asked questions we get at NMS, so pay attention — this is the very last time we'll answer them!

1. Insert your Street Fighter 2 cartridge into your Super Nintendo, then turn the power on. Press RESET, and as the CAPCOM logo and tune appear, press Down, R button, Up, L button, Y button, then B button. 2. No, no, no! The game was never designed to do this, so any attempts to do so will ultimately end in failure. Be patient, SF2: Turbo Edition is almost upon us. 3. This is very, very, unlikely. Capcom has stated that there will not be a Game Boy version of SF2.



- Q** 1. Will there be a Mega Man game on the Super NES?
2. Will there be a Wizards & Warriors game on the Super NES?
3. Are any more Simpsons games coming to the Super NES?
4. Will there be any more Mario games for the Super NES?
5. How about Zelda?

— M. J. Scanlan, Dandenong, Vic.

A 1. It's on the way. 2. No plans as yet. 3. Certainly. 4. Yup. Super Mario Allstars and Mario Is Missing should both be out now, and Yoshi's Safari, a Super Scope game, is due next year. 5. Is a bear a Catholic? Link's Awakening for Game Boy should be available in early 1994.

Q In NMS#2, a kid named Richard Pieteron said that you can see different endings on Street Fighter 2 if you finish it in a special way. How?

— Daniel O'Keefe, Berwick, Vic.

A To see the full end sequence, simply set the difficulty level to seven and finish the game without continuing or losing a round.



- Q** 1. Any word on release dates for Final Fight 2, Super Turrican and Super Empire Strikes Back?



2. Which cartridge adaptor is more reliable: Universal or Honey Bee?

3. Are there any events in Australia like the US Consumer Electronics Show?

— Mark Brown, Bray Park, Qld.

A 1. No, maybe, and early '94 or late this year if we're lucky. 2. I have had no problems with either, but games with extra pin

connections (eg Starwing) will only work with the newer converters like the Universal adaptor. Check before you buy and remember that most soon-to-be-released games like Mario Allstars, Trax SFX etc will have new lockout chip technology that renders all current adaptors useless. 3. There are annual toy fairs and computer shows around the country. They are usually advertised in industry publications, and are often trade-only, but we'll keep you posted.

Q Hi! I always buy your magazine. Could you please answer these questions about the Game Boy:

1. What would be the most popular game for the Game Boy?
2. Could you please put more reviews and tips for Game Boy games in your mag?
3. I have been searching for Lemmings on the Game Boy but I can't find it anywhere. Help!

— Peter Schwartz, Brisbane, Qld.

A 1. Without a doubt, it must be Super Mario Land. 2. Okally dokally do! But you guys and gals out there better get busy finding tips to send in! 3. Lemmings should be out now, but if you are having trouble finding a copy in your area, try one of the mail order shops advertised in these pages.

- Q** 1. Do you think my name is good?
2. How can I get back issues of NMS?
3. Will there be a sequel to the Mario Bros movie?
4. I have Dr Mario on the NES. What is a similar type of game?

— Gerard F. Reynolds
Caniambo, Vic.

A 1. That's a matter of opinion. Our Editorial Director thinks it's a damn fine moniker, particularly the Irish translation — Gearoid Mac Raghnaill. The rest of us prefer Kurt Kindertotenlieder. 2. No problem. Check out the Nintendo News Network for the lowdown. 3. There are six Mario games (more on the way!), so do you think they'll stop at one movie? Not a chance, matey. 4. Tetris is very similar, and most excellent. Another good puzzle game for the NES is Solomon's Key. Or, for something a bit different, try The Adventures Of Lolo 1, 2 or 3.

- Q** 1. How come you gave Road Runner 39% and Super Pro gave it 89%?
2. When is Another World going to be released for the Super NES, and how much will it cost?
3. Is Populous on the Super NES any good?
4. Can convertors ruin your Super Nintendo?
5. When will Bubsy be released on the Super NES, and how much will it cost?
6. When will The Lost Vikings be released on the Super NES, and how much will it cost?
7. Is there any more news on Mortal Kombat; is it looking better than Street Fighter 2?
8. Can you send me the next ten issues of NMS for free? (Only joking!)

- Matthew Samartzis,
Melbourne, Vic.

— Matthew Samartzis,
Melbourne, Vic.

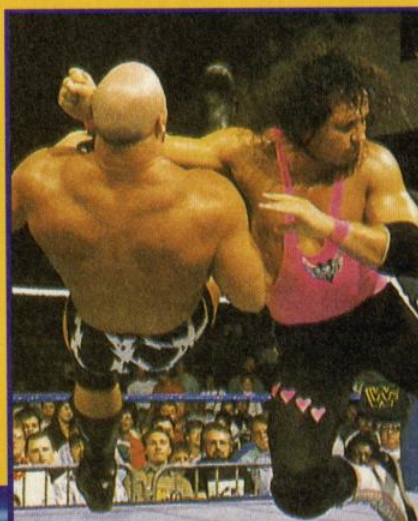
A 1. As we said in NMS #1, Death Valley Rally is all looks and no gameplay. Choose who you believe. 2. It will be released in September. No price has yet been confirmed. 3. Not really. 4. The possibility of cooking your Super Nintendo is highly unlikely if you use convertors properly. Troubles will arise if you do something stupid, such as inserting or removing a cartridge while the Super Nintendo is turned on. 5. Didn't you read the July NMS? It's coming out this month and will cost around \$99. 6. I know we said it would be out in May, and indeed that's what we were told, but the release date was pushed back to September. It'll cost around the \$99 mark. 7. Check out our full Super NES review on page 44. 8. If you subscribe, we'll send you 12 issues. No joke.



- Q** Could you please help me with these questions:
1. When will WWF Royal Rumble come out on the Super NES?
2. Will Street Fighter 2 Hyper Fighting come out on the Super CD?
3. Will you be able to buy the Mario Paint & mouse package separately?
4. Is Technos going to convert WWF Wrestle Fest for the Super NES?
5. Are Monkey Island 1 or 2 going to appear on the Super NES?

— Graeme Fawell,
Kingsly, W.A.

A 1. It's out now. 2. No, it will be a 20 meg cartridge titled Turbo Edition which plays even faster than the Hyper Fighting Edition out on Sega. 3. Yes. 4. It's unlikely. 5. No, but they might appear on CD.



Q Aaarrgggh! Help me! Help! (David babbles on in mental anguish for the rest of this paragraph, so we'll cut out the sad moaning and get on with his sorry tale...) The RF switch for my NES has broken and I don't know where to get another one. Please help me before I have a mental breakdown! I also have a few questions about the Zelda saga:

1. Is there going to be a Zelda adventure on the Game Boy?
2. If so, will it be a re-written version of Zelda 1 & 3 or will it be like Zelda 2, or maybe something different?

But most of all, please, oh please answer my question on the RF switch. Oh no! I'm going into another frenzy at the thought of it! Aaarrgggh!!!

— David Williams,
Goodna Mental Institution,
Qld.

A Oh dear. You seem to be in a bit of a fix, but I'll give you some hints from my bag of tricks! Try a do-it-yourself electronic shop like Dick Smith Electronics or Tandy. If you have no luck there, give Mattel a call on 03 242 5222 and ask for the Service Department. Now for your questions on Zelda:
1 & 2. Yes, I've been playing it for the past month and it's brilliant! It is a completely new game, but it uses elements from all three past Zelda adventures. Expect a full review soon.



Q NMS is great, but that's enough groveling for now. Here are my questions:

1. Is the Super NES Action Replay legal?
2. How do you control the Street Fighter 2 bosses with Action Replay or Game Genie codes?
3. On my SF2 cart, under the Nintendo seal of approval, it says SNSP-S2-AUS. But on my Smash TV cart it says SNSP-TV-UKV. What do they mean and why are they different?

— Nathan Hope,
Ballina, NSW

A 1. Yes. But it is not authorised, endorsed or supported by Nintendo. 2. With great difficulty. All the codes that allow you to do so usually glitch and freeze the game after the first round. If you want to control the bosses (and who doesn't!) wait for SF2: Turbo, It'll be out very soon. 3. These are codes that identify the machine for which the game is made, the game itself, and the country of origin.

Q I got Probotector in your special offer to subscribers, and I think it's fully wicked. Do you have any cheats for it?

— Lance Murdock Jr.,
Capital City

A I think we may have something for you in the Nintendo Help System.

TIPS & TACTICS

WHAT'S GOING ON?!

That's the question that heaps of you have been asking NMS. It seems that some of you have been a little mystified by the Action Replay and Game Genie codes we've been printing. You can now stop trying to enter masses of numbers and letters into password screens which don't have enough spaces. We will be keeping these cheat codes separate to avoid further confusion. Meanwhile, back in the jungle, If you have any passwords, cheats or codes, send them in to *Nintendo Help System, Nintendo Magazine System, PO Box A305, Sydney South, NSW, 2000.*

GAME BOY

PIPE DREAM

Is that Flooze giving you the blues? Then try these industrial strength passwords, care of Jason Veale, of Nedlands, WA.

Stage 5: **HAHA**
Stage 9: **GRIN**
Stage 13: **REAP**
Stage 17: **SEED**
Stage 21: **GROW**
Stage 29: **YALI**

DAEDALIAN OPUS

Pronouncing the name of this brain-bending game isn't easy, and neither is finishing it. But David Mangnall of Westleigh, NSW, has come to the rescue, with a barrel load of passwords.

Level 5: **BORN**
Level 8: **CITY**
Level 12: **LOVE**
Level 16: **BURN**
Level 20: **SOUL**
Level 24: **TIME**
Level 28: **RAIN**
Level 33: **BASS**
Level 36: **FINE**

HUNT FOR RED OCTOBER

Short on lives? Well, to get an extra 25 lives, go to the map screen and hold select, and press up, then down. Thank Captain Craig Robinson of Sydney, NSW for that one.

BILL AND TED

More telephonic tomfoolery ahoy, from Warren Lysaght's yellow pages of trans-dimensional time travel!

New Mexico, 1879: **555-4239**
Ancient Greece, 410 BC: **555-6767**
Medieval England, 1456 AD: **555-8942**
San Dimas, 1,000,000 BC: **555-4118**

Shopping Mall: **555-8471**

School Room: **555-2989**

The Abyss: **555-6737**

Paradise: **555-6429**

Concert: **555-1881**

CHOPLIFTER 2

Ah ha! What is this I find before me? Why, it's none other than a complete list of passwords for Choplifter 2, thoughtfully provided by Glen Reid, of Wyalong, NSW!

Stage 1-2: **SKYHPPR**
Stage 1-3: **LKYBYSS**
Stage 2-1: **CHPLFTR**
Stage 2-2: **BYMSFWR**
Stage 2-3: **RGHTHND**
Stage 3-1: **GDGMPLY**
Stage 3-2: **TRYHRDR**
Stage 3-3: **SPRYSKS**
Stage 4-1: **CMPTRWZ**
Stage 4-2: **CHPYBYS**
Stage 4-3: **VRYHPPY**
Stage 5-1: **GMBYQZD**
Stage 5-2: **LVLYTYZ**
Stage 5-3: **GDDYGMZ**

STAR TREK — 25th Anniversary

We have received a sub-space transmission from Data aboard the U.S.S. Enterprise, currently in orbit above Data's Earth residence, somewhere in Baulkham Hills, NSW.

Message as follows: Emergency warp procedure — press **left** and activate the **select** button.

Code for the last level: **3.516.7**

STAR WARS

Having trouble getting through the asteroid belt without having to send the Millennium Falcon in for panel beating? Take the advice of Ryan Wilson, from Garran ACT. He says to fly your ship into one of the cor-

ners and stay there, safe from damage.

TERMINATOR 2

To slow the game during the re-programming stage, hold down **select**. Thank Ben Mastwyk, from Thornbury, Vic, for that pearl of wisdom.



NES

PROBOTECTOR

Russell Garner of Thornlie, West Australia, was the first out of the hat with this cheat sent in by many. On the title screen press **up, up, down, down, left, right, left, right, B, A** and **start**. Doing this will reward you with 30 lives!

BATTLE TOADS

All your amphibian anguish will evaporate once you feast your eyes upon this most excellent guide to Battle Toad cheats, courtesy of the Metro Masters!

Begin with Five Toads!

During the title screen, press **A** and **B** simultaneously then hit **start**.

Extra lives!

In level 2, find "the most wicked impact crater" and get a bird bill. Now use it to wack all the Rayons and birds repeatedly until one-ups a-plenty appear!

Warp Zones

Level 1 to level 3

When you are confronted by the Psycho Pigs, head-butt the one on the left first, followed by the pig on the right. Run to the right, and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into it before it disappears.

Level 3 to level 5

In the fifth speeder bike course, there is a white light in front of the tenth wall. Simply drive into it.

Level 4 to level 6

Near the end of level four there are several falling platforms. Jump up and down on the first platform and it will eventually rise to the top of the screen, from where the warp light is only a short hop away.

Level 6 to level 8

Climb the first snake (with red and orange stripes) in the second snake section. Run to the right of the snake and you'll land on a platform where a warp light will appear.

BATTLE OF OLYMPUS

The final password, courtesy of Mark Nieuwenhuys from Wamberal, NSW, is: **zMK7LO VTcXfxX PZrQoN wh46d56**

THE HUNT FOR RED OCTOBER

Arrrrghhh, me mateys. Would ye sooner eat a bilge rat than play this game again? If that be the case, here's a selection of sub-mariner sea shanties to get ye through this aquatic adventure. All from Captain Malcolm Pratt of "Ye olde Robinvale Anchor Shoppe", Victoria. To make your sub stop on a dime, pause the game and press **up, down, left, right** and **select**.

To double the point value of every enemy ye send to Davey Jones' Locker, pause the game and press **A, B, B, A, right, down, up, left**, and **left** again.

Is it more iced tea ye be needing? Can't help ye there, but if ye wish to slow down the scrolling speed of the screen, simply pause the game and press **up, down, left, right, up, down, left, right, up, down, left, right, A, B, B, A**.

Is the forced scrolling of the screen causing ye catastrophe? Once again pause the game, and this time press **up, up, down, down, left, left, right** and **right**.

Ha-haaaarrr! Fairly warned be ye, says I.



SUPER MARIO BROS 3

You want three whistles? Gordon Murray of Ballarat, Vic, Daniel Sawczenko of Toongabbie, NSW, John Brunckhorst of Everton Park, Qld and Master Luke Jones from Sunshine, Victoria, have all sent in tips on how to get them. Here are their collective efforts rolled into one!

1st whistle: It's in stage 1.3. Near the end of the level are five coloured boxes. Stand on the central white box and press down for about 10 seconds, and you will fall through the box. Go right and you will disappear into a hidden screen. Find the box and you have the first whistle.

2nd whistle: The second whistle is in the mini-fortress. When you get to the skeleton turtle, kill him near the door. Make sure you are wearing the funky raccoon suit, and fly to the top then run right. When you stop, press up then run to the box; inside it is the second whistle.

3rd whistle: Go into the second world, kill the hammer brother and get the hammer. Make your way to the top right hand corner and smash the rock. There will then be another hammer bro and a box with a frog suit in it. Get the frog suit and kill the hammer bro, and two fire brothers will appear. Defeat them and be rewarded with the third whistle.

GAME GENIE CODES

STAR WARS

These Game Genie codes are from John Daire of Laidley, Qld.

AEKKXIDA — Slow motion.

TOPVLN — All enemies destroyed.

ATATSS — Float instead of fall.

DUCK TALES

More Game Genie codes from John Daire!

PUZZLE — Diamonds on the wall in Transylvania.

EPIKGA — Radical colour change.

ADVENTURES OF LOLO 2

GZKPOLVG - Infinite lives.

PEVOSPIE - Start with one life.

ZEVOPIE - Start with 10 lives.

YEVOSPIE - Start with 15 lives.

ZAXPEZAA - Start with two magic shots.

GAXPEZAA - Start with four magic shots.

GZXZKPVG - Never lose magic shots.

GEKONPAA - World 5.

PEKONPAE - World 10.

TEKONPAE - World 15.

LOKONPAA - World 20.

AOKONPAE - World 25.

IOKONPAE - World 30.

BATMAN

EXGOTO - Freeze enemies when shot.

EEEPOTPA - Full energy heart.

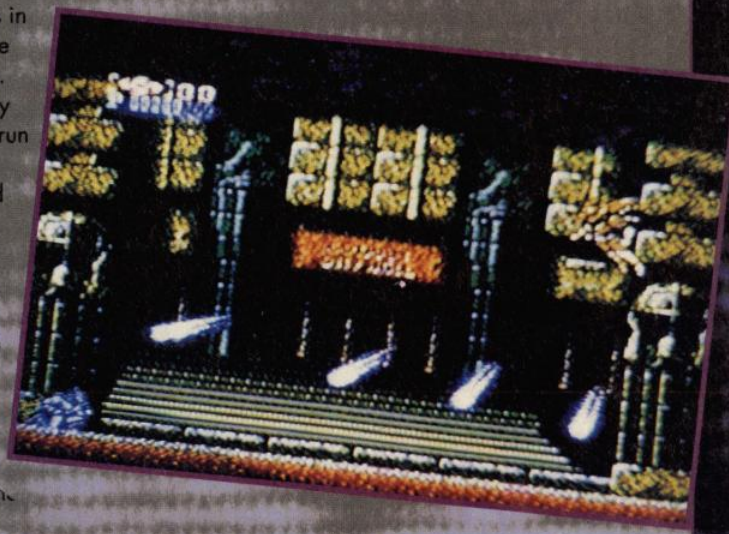
EGGPPA - Exploding mines.

PPPPPP - Machines move slower.

TOTPTO - Some enemies vanish.

TOTOIO - Some enemies stand still.

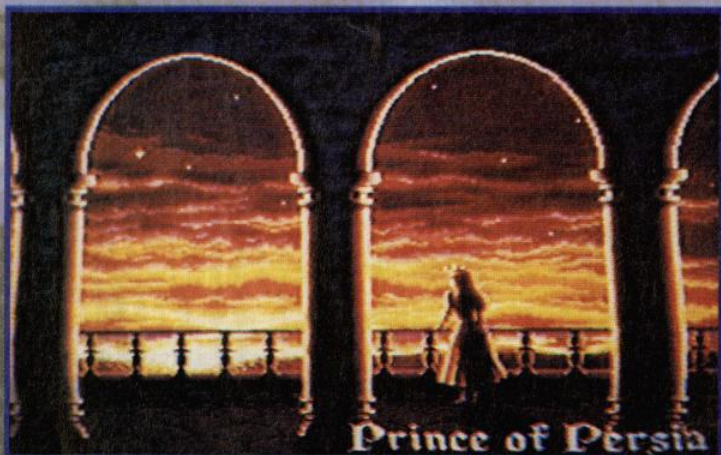
SOPZEA - It only takes one shot with the dirk to kill the level boss.



SUPER NES

STARWING

Just as we were beginning to tire of the antics of Fox McCloud, along comes this stellar tip that has had us racing to try it out. It seems that there is a whale swimming about in Sector Y! To get to it, go through the energy ring and then shoot everything that moves (use a Nova Bomb on the Stingray, and make sure that you score a direct hit! You'll be impressed!!) Just before you reach the enemy boss, you will see a whale. Show your support for Japanese fishing rights by blasting it out of the cosmos! Thanks to an anonymous donor from Lyon in Tassie for that pearly. Has anybody else managed to find anything odd floating about during their quest to defeat Andross?



PRINCE OF PERSIA

A big hello out there to William, who forgot to write down the rest of his name or where he was from, but after reading through his tips, we have to agree with him: he is a cool Nintendo player. Read on to discover a few secret rooms in this super-tuff platformer.

On Level 10 (Password: 4+LHRFR), go two rooms to the right, then three rooms up. You should be standing in a room that has a skeleton on a ledge in the middle of the screen. Go to the lower left corner of the room, face the wall and press and hold **Up** to grab a hidden ledge. Run to the left and you will enter a secret room with a cure-all potion inside it.

On Level 16 (Password: H6KKT6V), You have to get to the room that is exactly three rooms to the left and two rooms up. This is tough because if you follow those directions, you can't get to it, so draw a map of where you are going to help you find another path to it. Once you get there, there will be a guard in the middle of the screen. Defeat him and then jump off the right-hand side of the platform, holding down the **X** button as you fall. You will grab a hidden ledge and, still holding down the **X** button, climb back into

the room where you killed the guard. Your character will now be hidden behind the wall. Run to the right and a warp potion is yours for the taking.

On Level 17 (Password: QJ7Q2YV), you will see a crack in the ceiling. Face left and press the **Up** button until you are in a dark room with outlined platforms. If you keep going up until you are above the screen, and then go to the right, you will find a healing potion.

EARTH DEFENCE FORCE

To become invincible, press **ABXYLR, Up, Down, LR**. That'll come in handy for Rod, who is absolutely abysmal at this sci-fi shooter - thanks are due to Alan Hillgemann from Mt Waverly in Vic.

SUPER GHOULS AND GHOSTS

For a level select, go to the Options screen on the second joypad. Point the arrow onto Exit and then press **L** and **Start**. Now press **Start** on joypad one. The unfortunately-named and above-mentioned Malcolm Pratt also sent this cheat in.

JOHN MADDEN FOOTBALL '93

For those that can't wait to work their way through the pack, here are a few handy codes.

DJGPBBKC - Dallas vs Green Bay.
BDJLPBBPC - Dallas vs Philadelphia.
DJRPBDCD - Dallas vs Cincinnati.
DFGNBBFC - Chicago vs Washington.
DFLNCBLC - Chicago vs Green Bay.
DFRNCFCV - Chicago vs Cincinnati.
MNGLBBVC - Houston vs Cincinnati.
MNLLBBFD - Houston vs Kansas City.
MNRLBDMD - Houston vs Green Bay.

SUPER MARIO KART

Now this interesting little tip could well be one you grow to regret, and then again, maybe not. This will allow a permanent ghost image of your chosen kart to remain on the time trials forever - or at least until the battery back-up runs out! After breaking the speed record on whichever track you prefer, hold down the **LEFT** and **RIGHT** buttons as well as the **Y** button and then press **X** when the option to Retry comes onto the screen. The cheat is successful when the name of the track becomes yellow. From this point onward, simply press the **LEFT**, **RIGHT** and **Y** buttons simultaneously and press the **B** button when the question 'Is this OK?

YES?NO' is on-screen, to race against the ghost image.

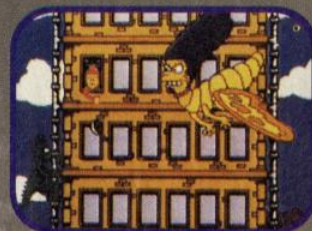
SUPER TENNIS

For a more skillful player, select the player that most appeals to you, then press the following on control pad two **LLLLLXRRRRRRRX**.

ACTION REPLAY CODES

BART'S NIGHTMARE

7E013D02 - Unlimited bubblegum.
7E093803 - Infinite lives.
7E013705 - Infinite melon seeds.



ROAD RUNNER

7E1F1E06 - Unlimited energy.
7E1F2001 - Unlimited lives.
7E1F1D20 - Unlimited turbo speed (birdseed).
7E1F1B7F - Invulnerable (even when you switch the Action Replay off again).
7E1F1A00 - Can always take damage (Harder).
7E1F1A02 - Invulnerable only when switch is up.
7E1F8459 - Unlimited time (switch Action Replay off at the end of each level to continue).
7E1FA601 - First flag is automatically raised.



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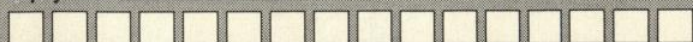
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pack (tick)



After last month's guide to collecting the Six Golden Coins and David Fowles' tips on finding the secret worlds, there is little left to do but to go into the castle and give Wario a boot up the back-side!

KEEPING YOUR COINS

Once you have the Six Golden Coins you will be able to gain entry to Wario's fortress. It is important to remember that if you lose all your lives, you will also lose the precious coins, so make sure you always have heaps of lives. The easiest way to max out your lives is to wait until you have 999 coins, then go to the cave near Mario's house and put all your money on 999.

WARIO'S FORTRESS

Room 1: This stage is pretty straightforward. There is a platform near the end, on which it is impossible to duck the swinging ball. Wait until the ball swings to the right, then jump onto the platform and stand in the middle. When it swings back towards you, jump over it.

Room 2: Easy. Duck the flower fireball, and get the power-up.

Room 3: Time your jumps carefully, and don't forget to duck!

Room 4: There are three crushers along here. Each crusher is activated by stepping on the middle block on the ground between them. The Skull Platforms crumble and collapse within seconds of being stood on, so don't dilly dally.

Room 5: Go up and get the power-up, then exit, stage right.

Room 6: More moving platforms in here! Take small hops between them to avoid the spikes in the ceiling.

Room 7: A series of twisting crushers confronts Mario in here. You can run for it, but it's just as easy to wait for each to start going back up to the roof before passing.

Rooms 8, 9 and 10: Strange ghostly faces hover in these rooms, one in room 8, and two in rooms 9 and 10. To defeat them, you must bounce on their uppermost surface twice.

Room 11: The final room before Wario contains a power-up, and not much else.

Defeating Wario

In your first encounter with the lunatic Wario, he just runs back and forth, occasionally jumping. Watch out for the egg that slides along the ceiling, and bounce on his bounce three times and he'll run away to the right. Before you follow him, get the wings hidden in the wall above the exit.

In round two, Wario appears with a winged cap of his own! Keep away from the egg, and jump up and hover when Wario descends. Move over him and drop onto him as he rises. After three such attacks he scurries off and returns as Super Wario!

In this, the third and final confrontation, Baboon Boy Wario comes armed with huge fireballs! Once again, three strikes, 5000, and Wario is out of the ball park!



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FURTHER TO 'AR' CONSERVATION

Now that piloting the ARWING is second nature and Level One offers little trouble, it's high time for the acceptance of a slightly tougher challenge. This month Fox throws caution to the Cornerian wind and sets out with the aim of surprising Andross via his back door! Before he does, though, there are five more attack-waves loitering in the wings!

LEVEL 2.1

THE FIRST MISSION CORNERIA-2

Obviously, the tactics learned from the level one mission are still relevant - flying the ARWING beneath the arches yields a twin-blaster behind the moving shield door, although avoiding collision with the door by slowing the ARWING with its retros is wise.

Further into Corneria the use of retros becomes increasingly more useful if a perfect score of 100% is your goal - the disposal of the giant worker droids is made possible by selective use of the retros, as is look-out tower destruction. Runaway Imperial fighters are also caught unawares by a wily Fox hanging back and taking them all into account!

Return Of The Saucer:

In the first half of the Cornerian raid, make sure of destroying the flying saucer before it leaves too many nasty homing-mines.

Another Nova:

Corneria yields at least two extra Nova bombs for use later on. The first appears courtesy of a cowardly hover-tank, but the second is slightly more elusive. Nested behind a pair of low buildings, the only way of obtaining this second bomb is by flying on a wing through the gap between the two. You are also given permission to boast as much as you like when this little manoeuvre is perfected!



WARNING! BOSS 1 APPROACHING ATTACK CARRIER

This is exactly the same model as found in level one. This incarnation offers no new threat so the tactics mentioned in the first part of our guide work just fine - destroy both its missile launcher and air-craft carrier units before concentrating on its mid section.



▼ Hey, watch where you're going, Grandpa. Honestly, they should be made to take a test again when they reach sixty...



▲ Have you noticed that this picture has been given two captions. So did I.

▼ The second stage's secret amorphous jellyfish boss appears. Or something.

THE SECOND MISSION SECTOR X

Extra Ship: First up, there is an extra ship awaiting Fox early in this stage. After the first tunnel of horizontal pillars, the special triad is located in a rather awkward position - obstructed by a rotating piece of Andross' space-junk. Once again the ARWING's retros come in useful for this section.

Armoured Imperial Fighters:

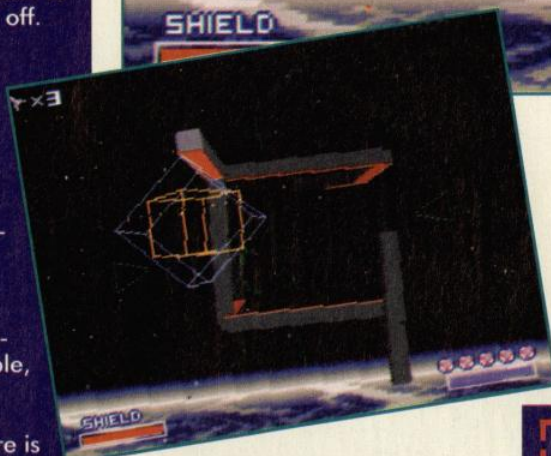
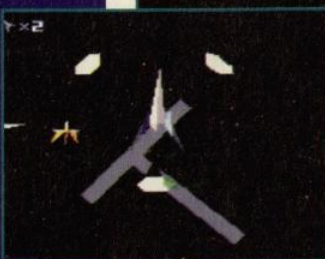
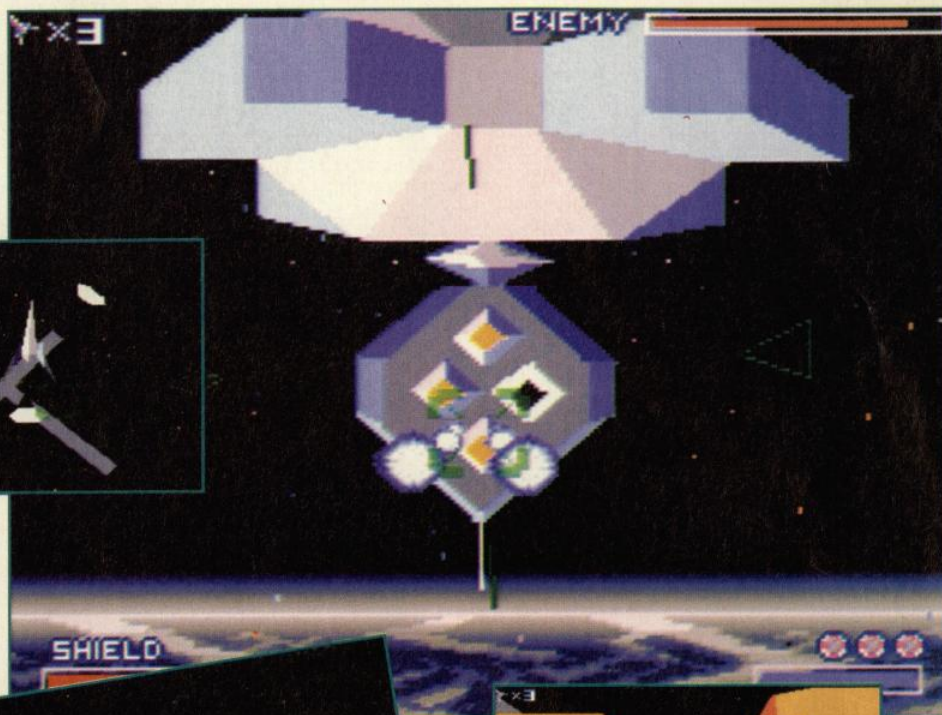
The armoured fighters use their heavily-armoured backs as defence until they are in formation. Only when they turn to make their attack should Fox pick them off.

Extra Protection:

The shield in Sector X lurks in the mass of pillars in the approach to the spinning tunnel of pillars holding the Nova bomb. Negotiate the solitary spinning pillar and engage the thrusters if necessary so Fox benefits here.

Twister:

Although the swirling tunnel of pillars appears virtually impassable, stay fairly central whilst only making minor adjustments to the left and right. Acquiring the nova bomb nestled in here is not as much trouble as it initially seems if this tactic is used.



▲ Box, plank. Plank, box. Ur-hur-hur-hur.

▲ Can you spot Foxy, readers?

WARNING!

BOSS 2 APPROACHING ROCK CRUSHER

This particular Rock Crusher is modified for defence purposes. On the whole, the lumbering machine is just as fallible as its level one counterpart but the homing-missiles it now has are potentially lethal. Luckily the same tactics of methodically removing the laser cannons before blasting away at the Crusher's centre after it jettisons it's ram still work. The missiles are only a problem when the crusher is still one big unit. Keeping the ARWING central and barrel-rolling once the ram is out of the way guarantees Fox's safety. So, blast those lasers out in double-quick time!



THE THIRD MISSION TITANIA

The secret of this planet with a climate problem lies with the weather generator. After navigating the rocky route into the open, Fox is introduced to the mecha-crabs which patrol Titania. Their attack is especially troublesome because, should Fox pass them by, they follow his progress until the ARWING is out of range! Taking the mecha-crabs' legs away from them gives them something else to worry about, though, and lets Fox carry on with the job at hand - stopping the blasted blizzard!

Fox now approaches three sliding blast gates which are opened by means of a couple of laser shots. However, try and wait until the last possible moment before doing so as the gates aren't open for long. The gate on the far left reveals nothing. Flying through the central one rewards Fox with a twin-blaster power-up.

Until Fox passes through the gate on his right he is returned to the point at which he flew into open space repeatedly and is returned over and over to the group of three gates. He may, of course, take advantage of this by powering his wing-mounted cannons to the max via the middle gate, but the stage does not progress until the weather generator beyond the third gate is destroyed. Once the ARWING passes through this diamond-shaped placement the planet's normal weather conditions are restored, and Fox is granted access to the second half of the

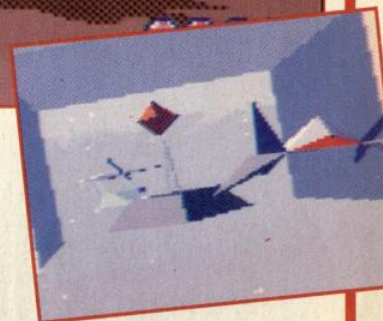
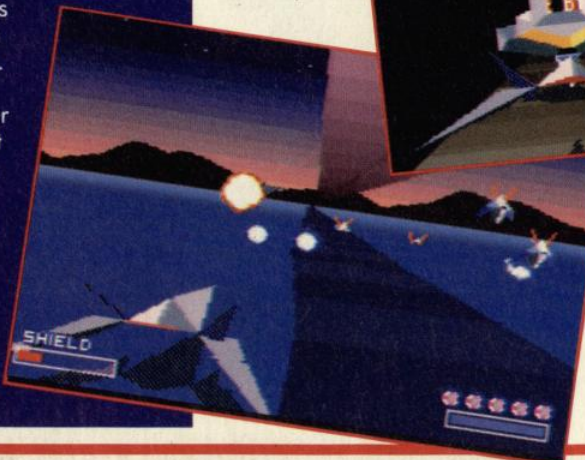
Titanian stage. Here he

finds more mecha-crabs and cannon placements. These are simple laser fodder, but are prone to joining forces - a mecha-crab using a canon

placement for cover, for instance. However, by taking out the cannon placement first, less damage is likely.



▲ Unloved by the hunt-loving gentry, Fox found solace in the local inter-galactic church.



▲ Hey Mate, my carb's broken. can you fix it. Can yer?

▼ As Foxy entered the weather control, the end-of-level Michael Fish appeared for a final battle in a story to be continued tomorrow.

WARNING! BOSS 3 APPROACHING PROFESSOR HANGAR

Upon entering Hangar's complex it greets taunts Fox with a 'Bye, bye' flashing across its VDU! The cheek! Fox's initial attack scares the Prof. into submission and the ARWING is left clearing the area of marine-like fighters. Desperate Professor Hangar now makes his bid for Fox's life and releases more giant flying fish. Great skill is required if Fox's lasers are at low power and nova bombs become essential here. Hangar falls quickly to the devastating twin-cannons of the ARWING on the other hand. In either case it's impossible to ignore the flying fish and so have Fox take care in filleting them as he wears Hangar down.



THE FOURTH MISSION SECTOR Y

I want more life!: Level two's second extra ship is found at the beginning of Sector Y, and is sandwiched between a group of space amoebas. Listen to Slippy's advice as it reveals that amoebas are shaken loose by using barrel rolls.

Shoot, skate or die!: Besides making every effort in avoiding the enormous manta-ray, Fox's problems also take the form of red skates which smash into the ARWING, wrecking its shield! These are kept at bay with a couple of shots to their fins at which point they turn blue and swim away. In fact, the best advice for the whole of Sector Y is to shoot everything well in advance as the majority of life here is irresistibly attracted to Fox's ARWING!

Save the Fox!:

Throughout Fox's time in Sector Y, a school of blue fish are visible in the distance. After Fox passes through the half-way-point supply-ring fire repeatedly into their midst. Eventually, a whale flies into view, leaving a trail of power-ups. Nova bombs, a twin-blast icon, supply rings and a shield are all left for Fox's use. Amazing or what! This makes the battle against Plasma Hydra so much easier.

▲ Having watched countless 70s 'Get Yourself Seen' ads, Fox ensured that his ARWING was completely covered in silver tape, and that his dynamo's headlights were kept polished at all times.

▲ Death came quickly as the entire division of ARWINGs were devoured by a particularly large Cheesy Watsit whose mind had snapped after its loved one had been whisked away for someone's lunch box. Or something.



WARNING! BOSS 4 APPROACHING PLASMA HYDRA

Of all the adversaries in three levels, the Plasma Hydra proves the most frustrating. We can outline the tactics here: concentrate the ARWING's fire at Hydra's thrashing arms and use the retros for evading collision - making sure you stop the missiles before they hit the ARWING - before punishing Hydra's bulk into submission. Even so, Plasma Hydra is, still very unpredictable. The only sure Fox-preserving tactic is remembering to steer clear of Hydra's death throes just before it explodes - Hydra rushes toward the ARWING at the very last moment and Fox needs to steer quickly out of its path.



THE FINAL MISSION VENOM

Stay Right Where You Are:

As with the Asteroid stages in both levels one and three, keep the ARWING as central as possible. After all there are no obstacles, just hordes of Andross' Imperial craft queuing up for the slaughter! The point is that, more often than not, the enemy flies directly at Fox so that accounting for all of them only requires simple left and right adjustments.

Frieght Bait:

The tumbling canisters littering this area of space are only hazardous if Fox takes too long in blasting them. Unless they are taken out early, they shatter into dangerous fragments! However it is worth chancing the most cluttered path through the canisters because for the twin-blast and nova bomb icons found within.

Barrier Grief

In the last moments before Fox encounters the Metal Smasher, a formation of Imperial fighters flies into view, and at their centre is a shield-carrying craft. By concentrating the ARWING's fire directly ahead - ignoring the approaching fighters for a few moments, the craft leaves this prize for Fox's collection. Unfortunately this craft is as tricky as they come and, even though Fox might clip its wing, the awaiting shield is often left positioned in a hard-to-reach place. Gnnh! Whatever the case, take out the remaining fighters using the technique mentioned above.

ANDROSS' BACK DOOR

The best way of tackling this is by flying constantly on the wing. This way there is less danger of wing damage. It also enables Fox to out-maneuvre the Imperial transport.

Secret Weapon:

The means of obtaining the twin-blast here is often overlooked. The temptation of frantically avoiding everything is irresistible at first! Don't! Instead fly beneath the pillars lining the left-hand side of the highway for Fox's reward.

A Nova Bomb

The nova bomb available for Fox uses the same tactics later down



▲ Some flotsam and jetsam floating in the inky blackness of space last week.



▲ Nah, honestlty, I feel absolutely fine to fly. Hic!



▲ Excellent, an intergalactic Little Chef. Jubilee Platters and Steak Tartares all round, eh Foxy?

the line. Flying to the left of the tunnel prior to the half-way supply ring triggers this icon's appearance.

Highway Stars:

Venom doesn't have road users, but it does have road abusers! Fox fools them all by kicking in the retros and sneaking in on them from behind. The bikers are real suckers for this tactic.

WARNING!

BOSS 5 APPROACHING METAL SMASHER

As long as Fox remembers his retros here he is in little danger. The big secret is only the right-hand side requires damaging - once this half is wasted, its counterpart soon crumbles after a couple of shots. The basic tactics amount to continuous retro abuse when the ARWING is sucked toward the crusher and being sure to blast away the canisters it produces. Should the battle against the Metal Smasher progress to the point where it sends circular laser fire at Fox, don't panic. Simply remaining in a central position is the safest bet. The pod ejected from its remains is the Galactic Rider - the final boss before Andross appears.



GALACTIC RIDER

Rider is proud of its size and uses its bulk for crushing the ARWING against the highway boundaries. Also, as this is the mother of all hatchbacks, from its rear door scoot pairs of Air-bikers and laser placements. Rider is vulnerable for as long as it's rear end is open. Any nova bombs remaining are best off-loaded in the Rider's direction, as they're not much use against Andross. As long as Fox uses his retros and skillful manoeuvring to avoid the crushing attempts, it's the end of the road for Rider!



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