

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

# Nintendo®

## MAGAZINE SYSTEM

OCT '93

ISSUE #7

**FOUR GAMES ON  
ONE CARTRIDGE**



**★ SUPER MARIO  
ALL-★ STARS**

TOP PRESS STOP PRESS

**FORGET CD-  
HERE COMES  
THE 64-BIT  
3D CONSOLE**

**SUPER NES  
ROUND-UP**



\$4.95 (NZ \$6.95 incl GST)

**GIANT STREET FIGHTER  
POSTER**

**YO! SFII  
TURBO**

**FULL REVIEW  
& CHEATS INSIDE**

- ★ SUPER TURRICAN AND ELITE (NES)
- ★ NIGEL MANSELL'S F1 CHALLENGE, TAZMANIA AND WAYNE'S WORLD

**ZELDA**

**4 MEGS OF  
FUN ON  
GAME  
BOY**



**ARE YOU HARD ENOUGH?**  
**SUPER NINTENDO  
INTERNATIONAL CHALLENGE**  
**Entry forms  
inside**



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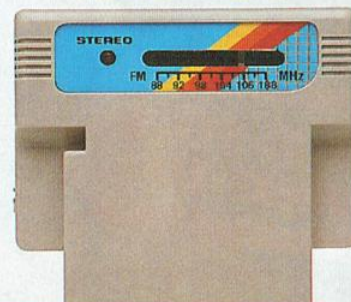
- Three mode turbo fire for A & B buttons

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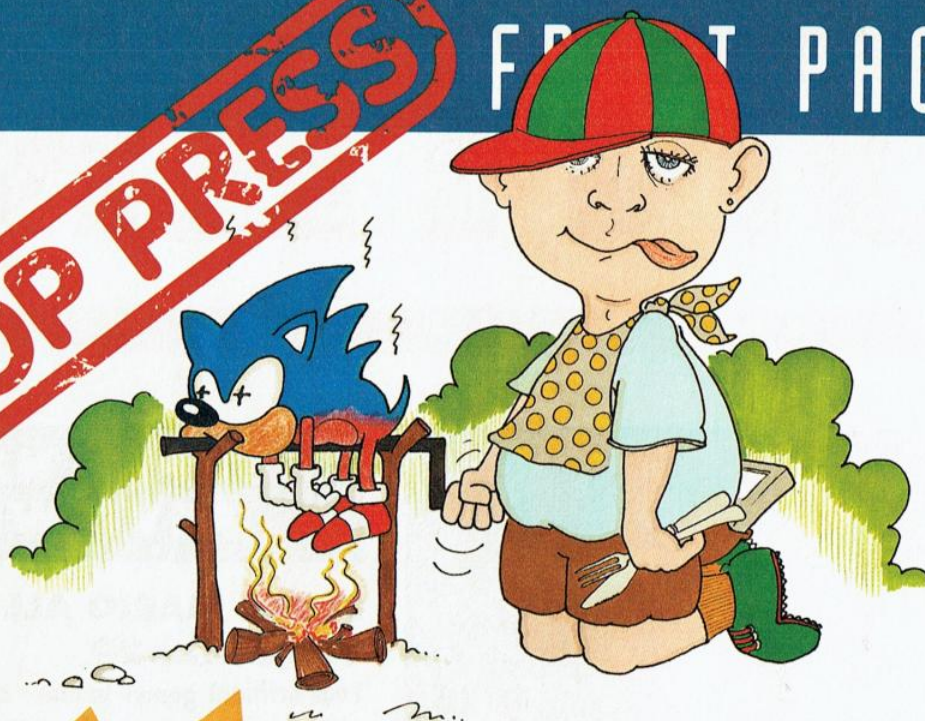
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STOP PRESS

FRONT PAGE



## NINTENDO UNVEILS 64-BIT, 3D CONSOLE!

**JUST WHEN THE CD RUMOUR MILL WAS BEGINNING TO PEAK, NINTENDO HAS BLOWN EVERYBODY'S EXPECTATIONS OUT OF THE WATER WITH THE NEWS THAT IT WILL BE DEVELOPING A 3D, 64-BIT CONSOLE BASED ON REALITY IMMERSION TECHNOLOGY WITH VISUAL COMPUTING WHIZZES, SILICON GRAPHICS (THE PEOPLE BEHIND THE ACE VISUALS IN MOVIES LIKE JURASSIC PARK AND TERMINATOR 2.)**

The console, which is being developed specifically for Nintendo, will be unveiled in arcades in 1994, and will be available for home use by late 1995. "Project Reality", as it's called, is Nintendo's next generation system, completely bypassing and surpassing CD technology which is essentially just a memory storage system.

So the answer to the CD question is: it's not good enough, we're gonna build something better! Sega must crapping themselves around about now!!

The specs for the 64-bit machine are impressive to say the least. At the heart of the system is a version of the MIPS® Multimedia Engine, a chip-set consisting of a 64-bit MIPS® RISC microprocessor, a graphics co-processor chip and Application Specific Circuits (ASICs).

This is the first time that cutting edge MIPS® RISC technology, which powers computers ranging from PCs to supercomputers, has been used in video games and means that you can expect new levels of speed, realism and excitement.

Reality Immersion Technology uses the world's most advanced graphics and computing capabilities to allow the video game player to directly and intimately interact with virtual game environments. It creates infinitely evolving worlds that instantly and continuously react to the commands and whims of the individual players and that means that, for the first time, players will actually become part of the game itself!

### Project Reality Specifications

- True 64-bit MIPS® RISC microprocessor
- Greater than 100 MHz microprocessor clock speed
- Real-time 3D graphics, 24-bit colour, high resolution video and CD-quality audio
- Greater than 100,000 polygons (50 pixel meshed triangles) generated per second
- Exceeds 100 MIPS (Millions of Instructions Per Second)
- Exceeds 100 MFLOPS (Millions of Floating Point Operations Per Second)
- Real-time anti-aliased 3D texture mapping for very realistic graphics
- Resolution exceeds NTSC and PAL television standards (compatibility with future HDTV)

Nintendo's Senior Vice President, Howard Lincoln, said, "We have always said we will only introduce new hardware when it delivers dramatically improved value for our customers. Our work with Silicon Graphics enable us to actually skip a generation by driving straight through to true 64-bit, 3D video entertainment. Nintendo's "Project Reality" dissolves the current limits of video play, causing the world to challenge its notion of what a video game can be."

### AHOY! THAR BE CHANGES BELOW DECK!

Starting with this issue, you might notice a few new things about NMS. Firstly, you will no doubt be astounded by the brilliant new design of the review pages, if not totally flabbergasted that our artists have been able to make such a top-looking mag look even better! Secondly, you will see a couple of additions to our ratings system - the NMS Seal of Quality, which will be stamped onto really top games (pretty well 90%+ games); and the Kipper of Commiseration, which will only be awarded to the saddest of the sad games. Look out for them and remember, one means 'Buy!' and the other means 'Avoid like the plague!'

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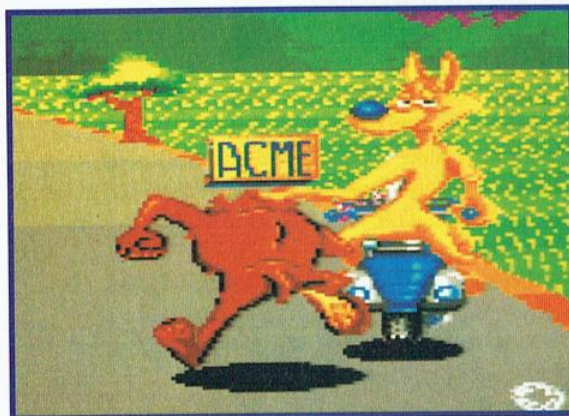
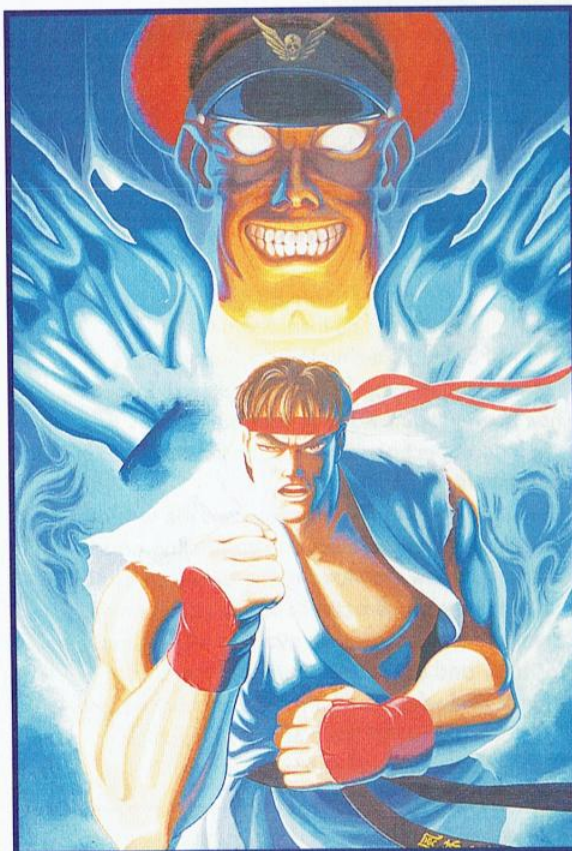
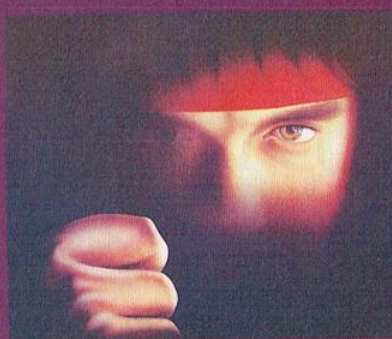
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**OCTOBER 1993**  
**Issue 7**



## COVER STORY

Super Mario All Stars - four NES games that shook the world are rejigged, tweaked and remodelled for their Super NES debut - and it's about time!



## ADVANCE SCREENING

### ZELDA: LINK'S AWAKENING.....p14

Zounds and forsooth, Link is at it again, only this time he's survived a conversion onto Game Boy!

## SUPER NES REVIEWS

### SUPER MARIO ALL-STARS.....p20

Four brilliant games in one - and it's not a dodgy pirate cart either! More Mario madness than you can poke a stick at!

### STREET FIGHTER II TURBO.....p26

The game of the year is here! The world's best beat-'em-up is even better, and that's saying something!!

### TAZMANIA.....p38

A ripping good game about a bunch of apple farmers who decide to grow the world's biggest apple, but are thwarted by an evil worm.

### NIGEL MANSELL'S F1 CHALLENGE.....p46

Vrroom, brm, brm, brm, brm, brm, brm, brm, brm, brm, brm, brm, brm, skriieek, thud, bang, tinkle, tinkle, tinkle...

### WAYNE'S WORLD.....p50

A most excellent platform game about the most righteous pair of dudes in the universe.

## GIVE US YOUR MONEY!

Subscribe to NMS and ensure home delivery of Australia's best gaming magazine! Details on page 36.



**ELITE.....p30**

And you thought there weren't any decent new games coming out on the NES, didn't you? Well, bite your hand off and get into this!

**SUPER TURRICAN.....p42**

...and while you're at it, bite your other hand off, because this blaster is so good it makes all those other hard men look like complete wusses!

**ARE YOU GOOD ENOUGH?**

Introducing the NMS/Brashs Super Nintendo International Challenge: turn to page 16, grab your coupons, get down to Brashs and you could end up being whisked off to London to take on the world's best.

**DEPARTMENTS****PROJECT REALITY.....p3**

Zound! Nintendo announces a world-beating new 64-bit, 3D console and naturally, NMS has got all the details.

**NINTENDO NEWS NETWORK.....p6**

A witty and humorous look at the mating rituals of the Elder Spotted Mopoke and why Nintendo packages make the best nests.

**MAILBAG.....p53**

The standard of letters is getting, well, weirder and Fat Boy has taken to muttering "Kill the hippies!" as he punches in his replies.

**Q&A.....p54**

Wanna know when a game is coming out; why you can't connect your NES console to a hairdryer; or, how NMS can be so ruddy good? This is for you!

**TIPS AND TACTICS.....p57**

Ol' Easier-To-Beat-Than-Ever edited this month's T&T, so, if you find a cheat that doesn't work - blame him!

**TOM & JERRY PLAYERS GUIDE.....p60**

This stonkin' good NES platformer has been a solid seller this year. If you still can't finish it, this guide will show you how.

**STARWING PLAYERS GUIDE.....p62**

The first half of Level Three goes under the NMS microscope. Practice this and next month we'll be back to show you how to finish off Andross.

**PULLOUT POSTER**

The one you've all been asking for - Street Fighter II Turbo finally makes it onto your walls.



# 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

**STOP PRESS!**

## SFII TURBO TEN STAR CHEAT!

Just as we thought Street Fighter II Turbo was the best thing since Gerry's Game Boy watch, (see our astounding review of the game, not the watch, starting on page 26) along comes not one, but two amazing cheats!

Four stars not fast enough for you? How would you like ten-speed action! To implement this cheat, turn on the machine, grab control pad two. As the TURBO logo flashes past, enter the same code used to get the two-player same-character cheat on the old Street Fighter II. That's **DOWN** on the control pad, the top **RIGHT** button, **UP** on the pad, the top **LEFT** button, then **Y** and **B** (then **X** and **A** if you have a Japanese copy). You'll have to be very quick to enter the cheat correctly, and when you do you will hear a ping noise. Then you are going to have to start pressing those buttons ridiculously quickly if you want to survive for more than a second or two in this ultra-turbocharged model!

The second cheat allows both players in Vs mode to activate or deactivate their special moves. Choose the Vs mode and, when both players have chosen their characters, go to the stage select.

Using control pad two, enter the same cheat as above, and a screen showing the character's special moves will appear.



That's it for now (what, you want more?!), but rest assured that if any more such goodies come to our attention, we'll let y'all know.



## VOMIT CORNER

Well, what a soppy lot you are! All of the hundreds of entries for the *Who's A Pretty Girl* competition were slobbering, stomach-curdling examples of crawling that had the entire office heaving up their lunches whenever the mail came in!

Listen! The next time we ask you to send in lovesick platitudes as a competition entry - don't believe us!!

Anyway, the winner of the Bubsy jacket modelled by our office manager, Vanessa 'I'm beautiful and you're not' Liberiou, is Duncan Pomore of Epping, NSW; not because of his puke-worthy prose, but because of his outlandish claim to being a mere five-years-old in the hope of scoring big in the 'cute' department. Well - it worked! Vanessa loved it so much that she insisted on Dunc being the winner and is, even as we write this, wrapping his prize up with her very own hands!

While we feel obliged to print Dunc's winning entry, it's only fair to warn you not to read another word until you have a bucket by your side.

### *Ode to Beauty*

*I am anguished!*

*For I know true happiness shall never be mine*

*I have seen magnificence in a woman*

*Nay! A Goddess, no less*

*And now no mortal will ever satiate my heart so  
my life, my love... a compromise*

*MacPherson, Crawford, Schiffer... plain!*

*They... unsightly to behold now*

*Nothing compared to you... Liberiou*

*My pulse races*

*The spoken name resounds*

*Fills my ears, my head... my heart*

*You NMS swine! You are to blame*

*Ease the ache you have created*

*Send the Bubsy robes*

*That have adorned her sculptured form*

*And let not the name Vanessa leave your tongue*

*For it is the name of my pain.*



## NEW GAME DISTRIBUTOR!

International electronics giant, Sony, is establishing a branch of Sony Electronic Publishing in Australia to distribute its growing range of Nintendo and Sega games. Expect to see all the following games available on Super NES, and hopefully the first three on Game Boy as well, by the end of the year: *Dracula*, *Last Action Hero*, *Cliffhanger*, *Equinox* (the 16-bit sequel to *Solstice*) and *Flashback*. Other games in the pipeline include *Hook*, *Sky Blazer* and the multi-player *Super Bomberman*. We can't wait!

More news on the distribution front that has filtered through to the NMS office is that the Beam Software/Electronic Arts link announced in last month's issue has fallen through at the final stage of negotiations, which leaves the question of who will be distributing Beam's ace games up in the air again. We expect more news on this real soon.

## WE REALLY STUFFED UP!

Last month's issue of NMS contained so many mistakes that we were nearly too embarrassed to put out another one. Of course, we changed our minds pretty quickly when we realised that we might have to go out and get real jobs!

For the record, all the *Jurassic Park* games are by Ocean; the Game Boy cart costs \$59.95 and the NES version costs \$79.95. The NES game is 8 MEG, not 4 MEG (and vice versa for the Game Boy cart), and it was released in September - not June! And before we forget it, the NES version is one player, not two player.

And yeah, that screen shot of *Elite* was upside down...

Our humble apologies (ooh, that hurts).

## ITCHY & SCRATCHY DELAYED

The latest news from Metro Games will not bring happiness and light into the lives of *Itchy & Scratchy* fans. It seems that the Game Boy and Super NES titles, that were originally pencilled in for release later this year, have now been delayed until 1994. D'oh!





## TRAX SFX UNVEILED!

Waaaaahooo! Nintendo's latest SFX chip adventure has been confirmed to arrive just in time for Xmas, and what a rip-snorter it is! We've had a quick play on an unfinished version of Trax and can report that, like its predecessor, Starwing, the new game handles brilliantly.

Of course, that's not the only similarity between the two SFX games.

As you can see from the screen shots, Trax shares the blocky 3D polygon graphics that made Starwing such a graphically stunning game and has the same sort of feel as the ace arcade classic, Virtual Racing.

You can expect to pay top dollar for your copy of Trax, so start saving now!



- **NEW GAME**
- **BY: NINTENDO**
- **SUPER NES**
- **RELEASE: DECEMBER**

## BLATANT FREEBIE PLUG

### ● COMPETITION

See these? They're called Woppa Worms. A whole heap of these multi-flavoured confections were sent to the NMS office for Fat Boy to stuff his face with. However, being a suspicious devil, The Lard sent the Worms out for taste-testing before sampling them himself. The verdict?

*Yumummascarfgruusnoirt!*

We've got 30 packs of Woppa Worms to give away, so if you'd like to try 'em for yourself, and score a baseball cap and Jurassic Park poster as well, just write about the first time you ever touched a worm and send it to: *Yumummascarfgruusnoirt!*, NMS, PO Box A305, Sydney South, NSW 2000.



## I DID BUT SEE HER WALKING BY....

### ● NEW MOVIE

of Chun Li in the forthcoming Street Fighter II movie. As you can see, while Miki is not as generously endowed in the thigh department as the original Chun Li, she is not altogether displeasing to the eye.

This means, as you have no doubt already deduced, that the SFII movie is definitely in production, though it's still very much a hush-hush thing so, until more news filters through, feast your eyes on these pics and dream a little dream...

Phwoar! We really mean it... **PHWOAR!** Check out these pics of the babelicious Japanese actress and model, Miki Mizuno, who has scored the coveted role





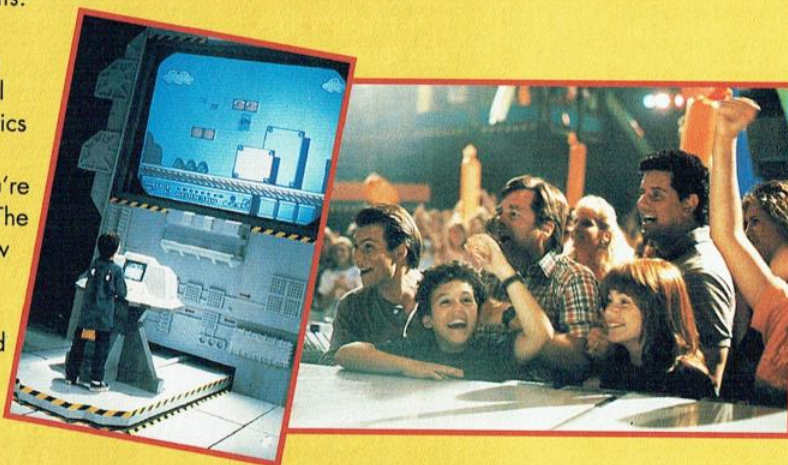
## NMS GOES TO THE MOVIES

Out at the end of this month are a few videos that N-heads won't want to miss! First up, at \$24.95, is *The Wizard*, which tells the story of a couple of kids' journey across the USA to compete in the Nintendo World Champion playoffs. The other vids, each at \$19.95, are Mario Bros cartoons. Now you'll still be able to watch the antics of everyone's favourite plumber, even when you're not playing the games! The nice people at Roadshow Entertainment have promised to give away copies of the videos (and other stuff, too) next month, so tune in then for more details.

### ● NEW VIDEOS

● BY: ROADSHOW ENTERTAINMENT

● RELEASE: OCTOBER 25



## MARIO ALLSTARS IN SNES PACK

If you're a Mario fan and have been thinking of upgrading to a Super NES, now is the time, for Mattel has released the Super NES control deck complete with Super Mario Allstars, possibly the best collection of games ever! For \$369 you get the Super NES console, 1 control pad, power supply, RF connector and the fabulous Mario compilation. How fab is this game? Turn to page 20 to find out!

## OOPS!

In the July 1993 edition of this Magazine we published an article entitled "CASSETTE BOY WALKMAN". WALKMAN® is Sony Corporation's registered trade mark in Australia. It is not the name of a product and does not refer to personal stereos and accessories that are not Sony products. We apologise to Sony Corporation for the infringement of its registered trademark.

## WARNING! WARNING!

Just when you found out that you could play newer imported games like *Star Fox* (aka *Starwing*) on your Aussie Super NES through new converters, we bring you news that Nintendo has introduced a new form of software protection. The first game to implement this technology is *Super Mario All Stars* — don't even think about buying an imported copy: it won't work through any convertor! All official Nintendo games produced from September onwards will have such protection, and all you'll get on your screen is a warning stating that the game you have is not compatible with the machine you're trying to run it on. Not only that, but anyone trying to illegally copy games with a *Disk Doktor*, *UFO* or similar device will have no success. You have been warned.

## COR! WILL YOU LOOK AT THE SIZE OF THAT!

### ● COMPETITION

You've probably noticed the ads for the Game Boy Booster Boy in the last couple of issues of NMS and have probably been wondering whether this latest (and biggest) addition to the endless number of Game Boy accessories on the market was any good.

Well, we've got one and we reckon it's better than okay. While the Booster Boy doesn't necessarily improve gameplay (that depends on whether it suits your own style), it does make it easier to play games by magnifying and lighting up the yellow horror of a screen, and the joystick and bigger buttons are... errr... bigger. While the BB turns the ol' Game Boy from a hand-held into a lap-help, it could be a bonus on those long car journeys.

Computerplay has tossed a few extra Booster Boys our way so, in the great tradition of NMS, we're going to give them away! If you'd love to give one a good home, draw a picture of the mighty Mario stomping on a small spikey blue mammal on the back of an envelope and send it to: *Bigger Is Better Competition*, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.





# NINTENDO NEWS NETWORK

## THE OFFICIAL NMS CHARTS

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

### Game Boy

- 1 SUPER MARIO LAND 2 (1)
- 2 SUPER MARIO LAND (2)
- 3 CRASH DUMMIES (3)
- 4 AGRO SOAR (4)
- 5 FLINTSTONES (5)
- 6 BATTLETOADS (6)
- 7 KRUSTY'S FUN HOUSE (7)
- 8 T2 ARCADE GAME (8)
- 9 DR FRANKEN (-)
- 10 BART VS THE JUGGERNAUTS (9)

### NES

- SUPER MARIO BROS 3 (1)
- THE JETSONS (2)
- CRASH DUMMIES (-)
- KRUSTY'S FUN HOUSE (-)
- AUSSIE RULES FOOTIE (7)
- SUPER MARIO BROS 1 (9) •
- TOM AND JERRY (4)
- DR MARIO (RE)
- BUBBLE BOBBLE (RE)
- WORLD CUP SOCCER (-)

### Super NES

- MARIO PAINT (6) •
- PUGSLEY'S HUNT (-)
- ROYAL RUMBLE (-)
- STARWING SFX (1)
- ROAD RUNNER (3)
- PRINCE OF PERSIA (2)
- DESERT STRIKE (8)
- B.O.B. (7)
- STREET FIGHTER II (9)
- TINY TOONS ADV (-)

Compiled with the assistance of Capital Games Centre.

## JOLLY JOYSTICK JAPERY AHOY!



Like sand through an hour glass, so have new joysticks appeared in our office. Programmable, cordless, see-through and suction cupped, we've seen 'em all. So what's out?

First up, we have the Australian designed and built Tank, from HES. Like a Volvo, the Tank is big, strong, practical, functional and erm... square. But while you can't play Street Fighter II with a Volvo, you can with



the Tank, and you can play any other game with it, too. The direction stick is firm, yet springy, and fits perfectly in your hand. (Ooo-err!!) The buttons are the same as you would find on a



good arcade machine, and can certainly take a beating, as anyone who has seen Rod lose his cool after being whipped on Street Fighter II will testify. Also subjected to the rigours that our grubby mitts can dish out are the SN Programpads, or Digital Action Learning Systems, available in joypad and joystick form. As well as auto-fire and slo-mo, these 'pads have three extra buttons with 30 pre-programmed special moves for Street Fighter II and

Fatal Fury (you only have to press one button to get the moves out, and there is room to program in your own moves as well). You will have to read the user manual to get the most out of your SN Programpads. Basically, these are perfect for any inept baboons unable to learn the special moves in fighting games.

Another joypad we felt compelled to try was the oddly named Owl Pad. This

'pad has all the usual auto-fire and slo-mo options, and is also see-through. It looks quite cool, with all its electrical innards clearly viewable. There is also a knob-type thingy sticking out of the direction pad, and this gives more precise control, especially in Street Fighter II. Best of all, are a couple of fortune cookie type messages printed on the back of the circuit board, — 'Use this Owl Pad' on one side, and on the other 'You will be a winner' Hmm... That should instill a dose of confidence in you.



## A GIRL AND HER RACCOON?

The latest Super NES game to send wobbles up and down the Trielle Tower is Pocky and Rocky, an anime (Japanese cartoon) style two player blaster from Natsume, which features (yes, you guessed it!) a girl, called Pocky, and a racoon, called Rocky. It's fast, action packed, looks and sounds great, and will be reviewed in full next issue.

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

## PINBALLS

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

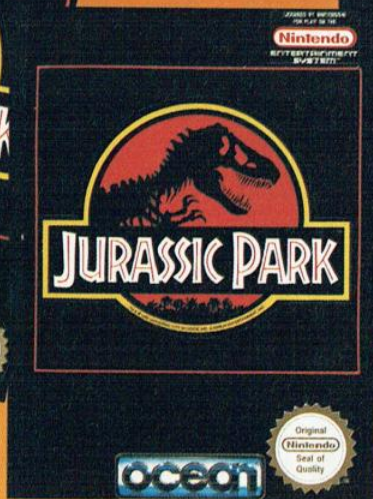


COMING  
SOON

AVAILABLE  
OCTOBER

# JURASSIC PARK™

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Nintendo



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# SUPER NES ROUND-UP

## THE OverLoad COLUMN

### SUPER SWIV

- By Storm
- Game type: SHT
- RRP: \$99
- 2 player

**OVERALL 86%**

After a rock-hard two player shooter? Well, look no further, for Super SWIV has arrived. And rock-hard it most certainly is! Wave upon wave of enemy attack craft mercilessly launch themselves upon your jeep or chopper, and the bosses seem to take months to die!

The graphics are big and well drawn, and the sprites move around very smoothly. The music is nothing special, and neither are the effects. While the action is fast

and furious, it's all rather repetitive. So while Super SWIV will take most players ages to finish, some people might become a bit sick of it after a while.



*More games than you can poke a stick at!*

As much as we would like to, the fearless NMS review team is unable to give every game released a full review (sob!). This can be blamed on a number of factors: 1. We didn't like the game, and didn't want to have any more to do with it than necessary. 2. Some months see an overload of Super NES releases, and we can't get around to all of them in the one issue if we're still to cover NES and Game Boy releases. 3. The bleeding thumb syndrome (ie, we've spent too much time playing SFl Turbo).

To remedy this situation, we've put together a few short reviews and overviews of games that are in the shops as you read this.

### WING COMMANDER

- By Mindscape
- Game type: FLT
- RRP: \$119.95
- 1 player

**OVERALL 62%**

You are a young recruit in the 27th century war between Earth and the Kilrathi and must fly in a series of missions against the Kilrathi's best as a part of Terran's elite space combat force.

Those who are familiar with Wing Commander on PC will probably be quite excited to learn of its arrival on the Super NES, but, unfortunately, things seem to have gone astray during the translation. The graphics are very close, and the animation sequences are great, but the 3D space action is



rough and jerky. The music has an atmospheric military feel to it, but the effects come across as being a little too weedy. Cap it all off with a lack of action and a complicated control method and that puts Wing Commander in the 'also ran' category.

### GODS

- By Mindscape
- Game type: PLT
- RRP: \$119.95
- 1 player

**OVERALL 85%**

Gods is an old Amiga platform game that casts the player as a gladiator-type hero and, not surprisingly, is set in ancient Greece. You find yourself in a demon-infested city and, to escape, you must kill a huge number of monsters for the viewing pleasure of the Gods, who put you there in the first place.

Yes, all the usual boring platform elements are there, and the graphics and sound are nothing to get worked up over. Not only that, but control of the main character can be frustrating at times (especially when trying to climb up a ladder).

In Gods' favour, there are a number of puzzles and traps to overcome, and the multitude of switches to experiment with will keep you occupied for some time.

There are a lot of games cast in the same platform/shooter mould as Gods, but it does have enough original features to make it worth a look.





# SUPER NES ROUND-UP

## HARLEY'S HUMUNGOUS ADVENTURE

- By Hi Tech
- Game type: PLT
- RRP: \$99.95
- 1 or 2 player

**OVERALL 68%**

Harley is a mild-mannered, hard-working inventor who has an unfortunate lab accident with his secret Shrinking Machine. He must now recover the parts of the destroyed machine, scattered around by an explosion, while avoiding the now-humungous obstacles in Harley's way.

Despite a cool idea and a few nice touches (we particularly liked Harley's mutated lab rat, and watching Harley pick his nose after being left alone is mildly humorous.), Harley's Humungous Adventure is let down by poor graphics and sad sound. Games like Tiny Toon Adventures and Bubsy only highlight its inadequacies.



So, you want to be a powermonger, eh? Well, first of all you'll need vast tracts of land, a big castle with a dungeon and a moat (filled with man-eating monks), a village of subservient peasants and an army. What! You've only got a Super NES? Oh well, at least you can practice being a tyrant with Imagineer's Powermonger, the latest 'God game' to reach the console.

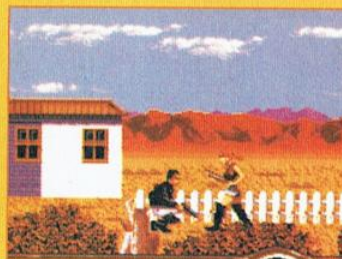
You start with nothing, and must build up an army by first using strong-arm tactics on the locals, and eventually graduating to world domination.

Powermonger will no doubt be compared to Populous, and indeed they are very similar. However, Powermonger is a lot more involving. You have a greater influence over your subjects, and you don't have to fight everyone — you can form alliances with other leaders. Before you start playing, you'll have to thoroughly read over the instruction manual but, once you get to grips with it, Powermonger will keep you occupied for quite some time. Oh yeah, it's mouse compatible, too.

## OUTLANDER

- By Mindscape
- Game type: DRV/ACT
- RRP: \$119.95
- 1 Player

**OVERALL 72%**

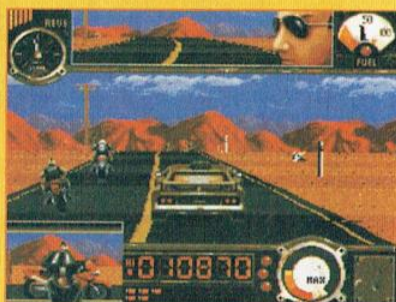


Despite a long list of recent box office hits, Mel Gibson is best remembered by Aussies for his role as Mad Max. Finally, there is a game based, albeit loosely, on those cool movies, but the name has been changed to Outlander, which is what Mad Max was called in America.

The main part of the game is spent driving around wasting bad dudes on bikes, with either a machine gun, your car, or a shotgun blast out the side window! When you reach a town you have to get out and look for supplies.

This part of the game is viewed from the side, and you walk around blasting yet more bad dudes with a gun. An interesting

idea which is poorly executed, and the gameplay is a bit rough around the edges. Just like Max.



## POWERMONGER

- By Imagineer
- Game type: STR
- RRP: \$99.95
- 1 player

**OVERALL 79%**



## Quickies



## MARIO IS MISSING

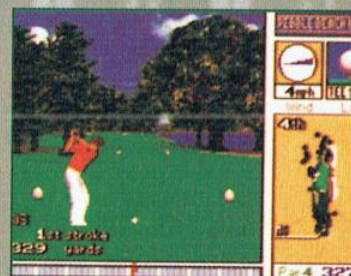
- By Mindscape
- Game type: EDU
- RRP: \$119.95
- 1 Player

Errk! An educational (shudder!) game. Grouchy old Bowser has kidnapped Mario, and it's up to Luigi to find him. To do so, Luigi must travel the world (geography lesson, kiddies) and talk to various characters to discover his brother's whereabouts. Strictly for younger players.

## PEBBLE BEACH GOLF

- By T & E Soft
- Game type: SPT
- RRP: \$99
- 1-4 Players

A lot of attention has been spent on detail, and it shows (right down to the waves crashing on the beach of pebbles), but the stroke action is a bit off-putting (har, har, har!). It's easy to get into, thanks to the helpful caddies, although it does move a bit slowly at times.





ADVANCE SCREENING

# The Legend of Zelda:

## LINK'S AWAKENING



Along with Mario, Link is one of Nintendo's most popular characters. He's starred in two NES adventures, a huge Super NES

game, and even has his own set of trading cards. Now he faces his biggest challenge yet, to be shrunk down to Game Boy size!

Nintendo has continued the Zelda tradition of action-oriented role-playing adventures. Zelda on the Game Boy contains all the elements that have made the past games such a success, and then some!





# ADVANCE SCREENING



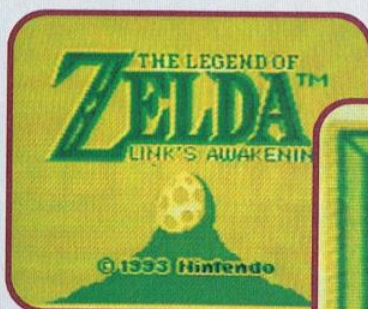
## GAME FAX

**GAMEBOY**  
**BY: Nintendo**  
**RRP: TBA**  
**MEG: 4 + Battery**  
**back-up**

As you can see from the screen shots, the graphics resemble those of the Super NES game very closely, despite being rendered in grey and green. What you can't fully appreciate is the size of this game — it's enormous! It has taken four megs of memory to cram all the features of this game into one cart, huge by Game Boy standards. Not only that, but there is also a battery backup so you can save your games.

The island upon which Link has found himself encompasses seven areas, and in each area is a dungeon containing one of the magical instruments. The magic instruments are obviously guarded by horrid monsters, but they must be retrieved in order to wake the mysterious Wind Fish, your key to escaping the island.

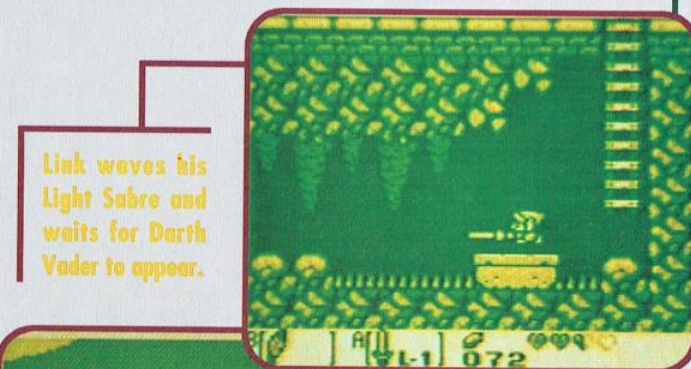
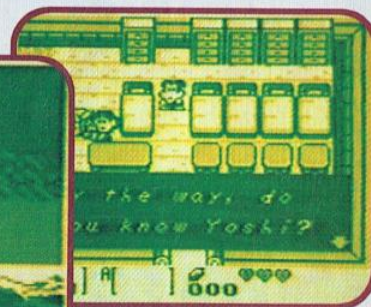
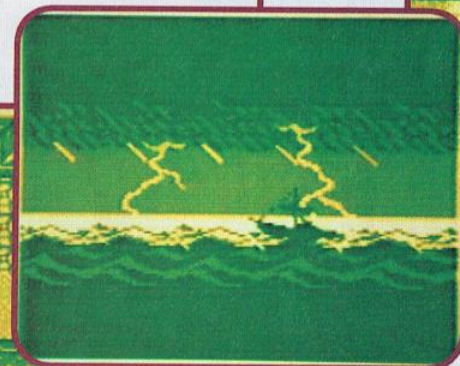
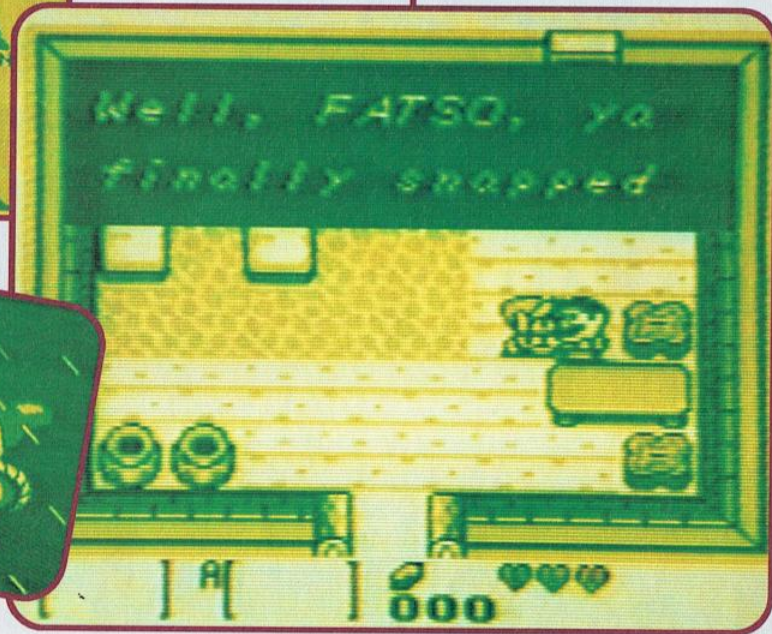
Throughout his journey, Link comes across quite a few baddies from his past adventures, as well as many new ones. There are even guest appearances by characters from other Nintendo games. The irrepressible Yoshi turns up in a bonus game, and the Shy Guys from Super Mario Bros 2 show up as well.



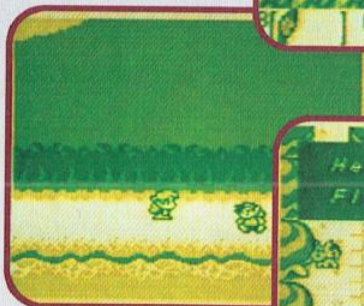
Fat Boy meets someone who ain't gonna take it anymore!



T'was a dark and stormy night upon the good ship NMS...



Link waves his Light Sabre and waits for Darth Vader to appear.



## HAPPY, HAPPY! MAP, MAP!

What Zelda adventure would be complete without a map? Not this one, for sure! However, carrying a folded piece of paper around with your Game Boy can be a hassle, and after all, the Game Boy is supposed to give you freedom. Nintendo have solved this dilemma quite simply. Press Select, and a map of the surrounding area is displayed, with previously explored territories marked out.

What we've seen and played of this game so far has been excellent, and all indications show that this will continue to be the case for the rest of the game. And, surprise, surprise, you can expect a full review in an upcoming issue of NMS!



# SUPER NINTENDO CHALLENGE

**Brashs**

**SUPER NINTENDO**

**NMS**

**INTERNATIONAL CHALLENGE**

## SO HOW GOOD A PLAYER ARE YOU?

Okay, you've probably guessed by now that NMS has joined forces with Brashs to set up the best Nintendo competition ever - to wit, the 1993 Super Nintendo International Challenge.

Yup, all raving N-heads out there had better get those fingers a-pumpin' 'cos the time has come to sit down and be counted.

Just think about it: Win thousands of dollars worth of prizes! Represent your country against the world's best! Earn the complete envy of your peers!

And, to enter, all you have to do is grab one of the coupons on the opposite page (there'll be more coupons next issue) and take it into your nearest participating Brashs store any time while the contest is on - that's 4 to 5pm, Mondays to Fridays, between October 11 and November 19.

It's dead simple: All contestants will play the same game - Super Mario Bros-The Lost Levels (one of the fab All Stars games). Specifically, you'll all be given one chance to finish the first level.

The person with the highest point score from a single game in each store at the end of the contest will win a subscription to NMS and a \$50 voucher from Brashs. (In the case of a draw, the player with the most coins collected wins.)

Not bad, eh? But there's more.

The person with the most points from a single game in each State wins a Super Mario All Stars Super NES package plus 12 games! (Again, coins collected will decide a tie.)

More importantly, all State winners will then be flown to Melbourne to compete in a round-robin play-off for the title of Australian Super Nintendo Champion on Saturday, December 4.

But that's not all! (This is beginning to sound like a TV ad for kitchen knives!)

Our new Aussie champ will then be whisked off to London, UK, early next year to compete at the international Super Nintendo Challenge final!

Wow!, Fame, fortune, a trip overseas and international stardom could all be yours at the press of a button!

So what are you waiting for? Get hopping down to Brashs, NOW!



### LOADSA GOODIES TO BE WON!

**STORE CHAMPIONS:** A year's subscription to the brilliant magazine you're reading right now - the one, the only, NMS! Plus a \$50 Brashs voucher so you can buy the coolest gear at any Brashs store!

**STATE CHAMPIONS:** A Super Mario All Stars Super NES package (ie, console and cart) plus 12 dead-hard games, courtesy of Mattel (Aust) Pty Ltd, and airfares and accommodation for two to the Australian National Final (where required).

**AUSTRALIAN CHAMPION:** Airfares and accommodation for two (that's you and a parent/guardian) to the Super Nintendo International Challenge Final in London, UK, where you will compete for the world title and unfold fame and fortune!



### WHEN CAN YOU PLAY?

★ **Dates:** October 11 to November 19

★ **Times:** Between 4pm and 5pm, Mon-Fri

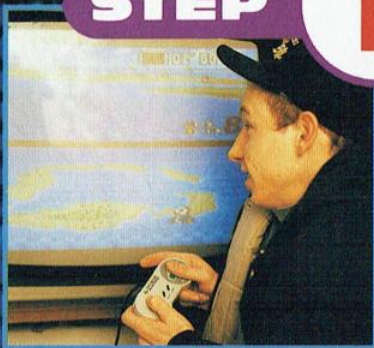
★ **Venues:** Participating Brashs stores (see page 18)





# SUPER NINTENDO CHALLENGE

## STEP 1



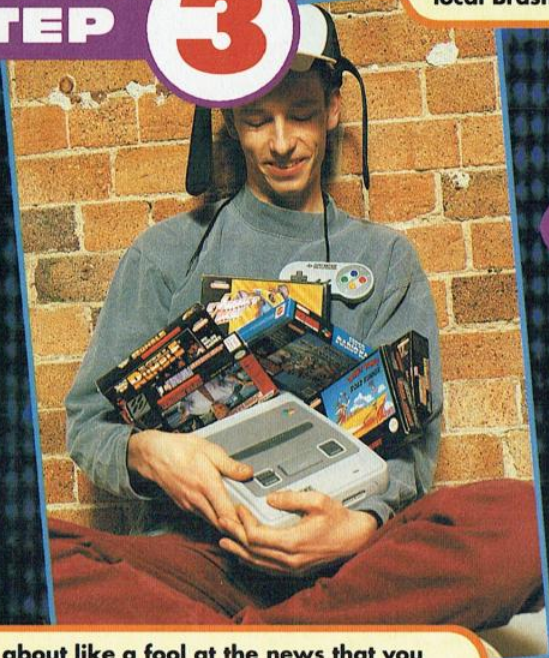
Practice, practice, practice....

## STEP 2



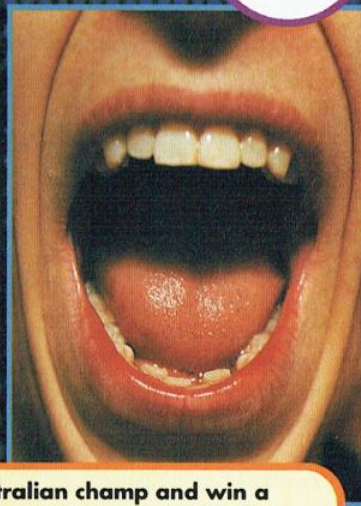
Rack up an amazingly high score at your local Brashs store...

## STEP 3



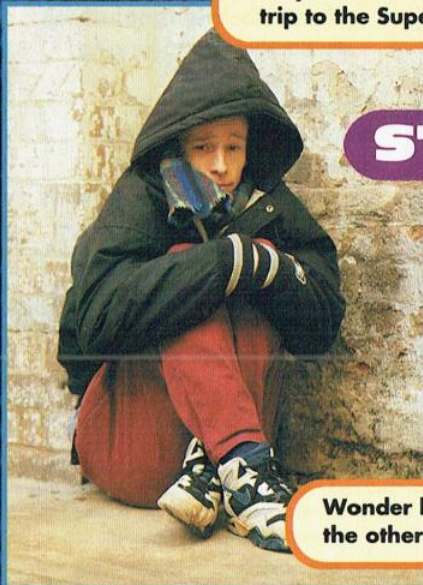
Leap about like a fool at the news that you have won the State Championship!

## STEP 4

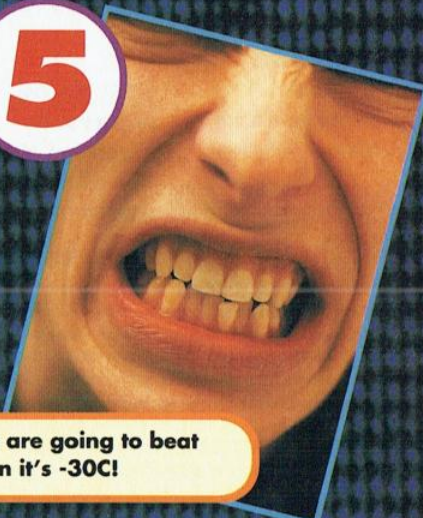


Play like a demon, become the Australian champ and win a trip to the Super Nintendo International Challenge in the UK!

## STEP 5



Wonder how the hell you are going to beat the other champions when it's -30C!



Name .....  
Age .....  
Address .....  
.....  
Phone .....

Fill out the details on this side of the coupon and bring it into your nearest participating Brashs store. Leave the other side blank.

Name .....  
Age .....  
Address .....  
.....  
Phone .....

Fill out the details on this side of the coupon and bring it into your nearest participating Brashs store. Leave the other side blank.

Name .....  
Age .....  
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Phone .....

Fill out the details on this side of the coupon and bring it into your nearest participating Brashs store. Leave the other side blank.

Name .....  
Age .....  
Address .....  
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Phone .....

Fill out the details on this side of the coupon and bring it into your nearest participating Brashs store. Leave the other side blank.

### GRAB YOUR COUPON

Cut out the above coupons and take them into your nearest participating Brashs store. You'll find a list of those stores on the next page.

Brashs

Brashs

Brashs

Brashs



# SUPER NINTENDO CHALLENGE

Store# .....  
 Date .....  
 Points .....  
 Gold coins .....  
 Verified by: .....



Do not write on this side of the coupon. To be valid, this part must be filled in, signed and stamped by a Brashs supervisor.

Store# .....  
 Date .....  
 Points .....  
 Gold coins .....  
 Verified by: .....



Do not write on this side of the coupon. To be valid, this part must be filled in, signed and stamped by a Brashs supervisor.

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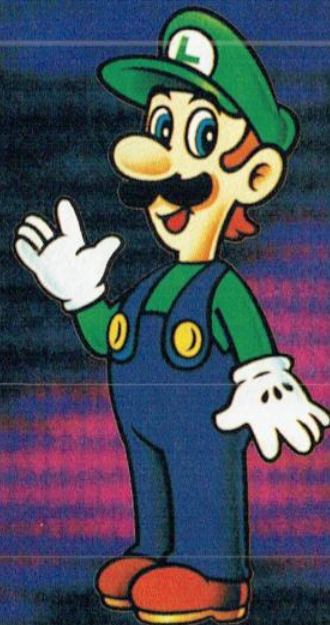
Do not write on this side of the coupon. To be valid, this part must be filled in, signed and stamped by a Brashs supervisor.

## IMPORTANT NOTICE

Entry is on a strict "first come, first serve" basis and you are only allowed one attempt per sitting. You must obey the supervisor at all times - his/her decision is final.

## HOW TO ENTER (This is important, so read carefully!)

1. Fill out side one of the attached coupons and take them to your nearest participating Brashs store at the allotted times and dates.
2. Hand your coupon to the Super Nintendo International Challenge Supervisor, and the Supervisor will register you for play.
3. When advised by the Supervisor, take your place at the Super Nintendo console. Do not start your game until the Supervisor advises you. Only one attempt, per coupon.
4. Your score is the number of points accumulated after completing the level.
5. When you have completed the game, do not leave the Super Nintendo console until the Supervisor has verified your score. If you do leave prior to this, your entry is automatically invalidated.
6. Your coupon must be signed and stamped by a Brashs supervisor.
7. Your name, address, phone number and official score will then be registered in the official contest log book.
8. You may keep your coupon as a reference and memento.
9. Store and State winners will not be announced until after the final day of play. Winners will be informed by phone.
10. If you think you can do better, fill out another coupon, come back and try again!



## PARTICIPATING STORES:

You can enter the Super Nintendo International Challenge by taking your coupon into one of the following Brashs stores, between 4 and 5pm, Mon-Fri, from October 11 to November 19.

### SOUTH AUSTRALIA

**Adelaide:** 58 Gawler Place  
**Elizabeth:** 97-99 Prince Charles Walk, Elizabeth City Centre

### ACT

**Civic:** Shop CL14, Canberra Centre

### NEW SOUTH WALES

**Bankstown:** Shop ML404 City Limits, Bankstown Square  
**Blacktown:** Shops T34-37, Marketown Blacktown, Patrick St

**Bondi:** Shop 78, Bondi Junction Plaza

**Campbelltown:** McArthur Square Shopping Centre, cnr Gilcrest & Kellicar Rds

**Hurstville:** Shop 464, Westfield Shoppingtown

**Penrith:** Shop 276, Level 2, Penrith Plaza, 585 High St

**Wagga Wagga:** 96 Baylis Street

### VICTORIA

**Chadstone:** Chadstone Shopping Centre, Dandenong Rd

**Cheltenham:** Southland Shopping Centre, 1239 Nepean Hwy

**East Preston:** Northland Shopping Centre, Murray Rd

**Geelong:** 123-129 The Mall, Market Square Shopping Centre

**Maribrynong:** Highpoint Shopping Centre, Rosamond Rd

### Ringwood:

Eastland Shopping Centre, Maroondah Hwy

### WESTERN AUSTRALIA

**Hillarys:** 8-10 Whitford Shopping Centre, Cnr Marmion & Whitford Ave

**Perth:** 618 Hay Street

### QUEENSLAND

**Brisbane:** Shop 118, Wintergarden, Queen St Mall

**Cairns:** Shops 14 & 15, Lake Street

**Carindale:** Shop 136 Carindale Shopping Centre, Creek Rd

**North Rockhampton:** Shop 1H, Rockhampton Shopping Fair, Waamba Rd

**Mitchelton:** Shop 73, Brookside Shopping Centre

**Southport:** Australia Fair Shopping Centre, Scarborough St

**Toowoomba:** Shop 7, Village Fair Shopping Centre, Margaret St

## 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 their immediate families of the promoters, their advertising, sales promotion agencies and printers are not eligible to enter. Entry is only by way of official NMS coupon - except in South Australia where facsimile copies are acceptable. State winners have to make themselves available to take part in the National Final on the weekend of December 4, 5, 1993. Winners under the age of 18 must be accompanied to the final by a parent/guardian. The winners names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judge's decision in 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.



PLUMBERS AHOY! It's the NMS Giveaway!

WIN ONE OF THE  
FIRST 12 COPIES OF  
MARIO ALL STARS!

Ya-hooo!

Normally, we are a pretty unexcitable bunch here at the NMS office - just your average bunch of gameplaying genii lolling about racking up high score after high score with nary a second thought. Or at least we were, until the good fairies at Mattel waved their magic wand and said, "LO, LET THERE BE A SUPER MARIO ALL STARS COMPETITION!"

As you would expect, the earth trembled and we all wet ourselves in terror until the true meaning of these kindly words began to sink in.

"Oh. A competition. Great," murmured a now dead-excited Gerry, still desperately trying to look bored and nonchalant while squirming uncomfortably in his damp knickerbockers.

"YE VERILY," said the good fairies. "YE SHALL GIVE AWAY THE FIRST TWELVE COPIES OF THE HEAVENLY SUPER MARIO ALL STARS GAME TO ARRIVE IN AUSTRALIA, ALL OF WHICH WILL BE BE ACCOMPANIED BY A CERTIFICATE OF AUTHENTICITY"

"Yippee!" squelched Andrew.

"Yahoo!" dripped Rod.

"Can I have one?" begged Phil, damply.

"MAYBE," trilled the good fairies. "BUT FIRST YOU HAVE TO SOLVE A PUZZLE!"

# MIGHTY Mario Competition!



CALL 0055 65405\*  
& win limited edition  
Super Mario All Stars games  
GENUINE COLLECTORS  
ITEMS!

★ SUPER MARIO ★  
ALL STARS

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

#### CONDITIONS OF ENTRY

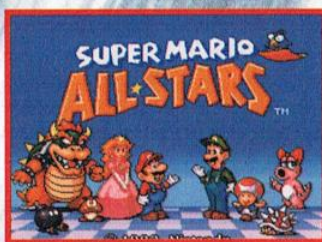
The promoter is Trielle Corporation, 363A Pitt Street, Sydney, NSW, 2000 (ACN 003 550 392). Entry is open to all residents of Australia with the following exceptions. Officers or employees and the immediate families of the promoter, it's advertising, sales promotion agency and printer are not eligible to enter. Entries close by the end of the working day Wednesday, 24 November, 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

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: NINTENDO
- RRP: \$169
- RELEASE: SEPTEMBER
- GAME TYPE: PLT
- CART SIZE: 16 MEG

## GAME INFO

- PLAYERS: 2
- CONTROL: Joypad
- GAME DIFFICULTY: Medium
- CONTINUES: Infinite
- RESPONSIVENESS: Excellent
- 1ST DAY SCORE: Complete 50% of Mario 1
- GAME ORIGIN: Super Mario Bros was the first game for the NES system when it was released in 1985.

## CONTROLS

- HOW TO PLAY: Guide Mario or his pals around four platform classic games! What else!

- A** JUMP OR SWIM
- B** JUMP OR SWIM
- X** RUN OR SHOOT FIREBALLS
- Y** RUN OR SHOOT FIREBALLS
- L/R** NO FUNCTION
- S** START: STARTS/PAUSES  
SELECT: NO FUNCTION

# World Exclusive®

**S**urely the majority of Mario fans know his success story by heart. But for those who don't, here's a brief re-cap. In 1977 Nintendo hired Sigeru Miyamoto as an apprentice in their planning department. However, it soon became apparent that Sigeru's talent lay in designing video games. By 1981 he had produced the Donkey Kong coin-op featuring an anonymous carpenter dressed in red overalls and sporting the largest of noses. His task was to rescue a girl named Pauline from the clutches of a gorilla named Kong.

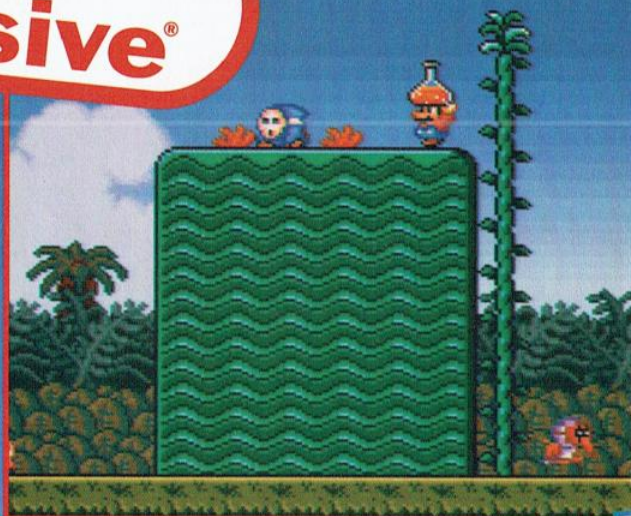
After a brief outing on Nintendo's 'Game and Watches' this carpenter went through some development at the hands of Miyamoto. He was renamed Mario, given a skinny brother called Luigi and, in 1985, was placed in the starring role of a game entitled Super Mario Brothers - the flagship game for Nintendo's home entertainment

system. By some stroke of genius the brothers set out as plumbers and not carpenters, a profession which has subsequently given rise to all kinds of intriguing possibilities. Tree stumps give nothing away except perhaps their age, but who knows what awaits at the far end of suspicious-looking pipes?

It is Mushroom Land which beckons this moustachioed Italian and his incurable itch for adventure! Time and again Mario, ably assisted by Luigi, rush to the aid of the Mushroom Kingdom - not knowing what they might find there. Sadly, Super NES owning devotees currently have only Mario's fourth adventure to play as the previous three are only available for the 8-bit NES. Yet Mario's 16-bit, revitalised persona is soon to revisit these adventures as Super Mario All-Stars arrives in September. Even better is that this collection features a part of the series previously unavailable in the west: Super Mario Bros II - the Lost Levels! So let's not waste any more time - there's a whole Mushroom World out there ready to explore!



▲ Pictured above and to the right, Mario discovers the secret vine taking him to a top-secret warp. Where is it though? We're not telling!



# SU A







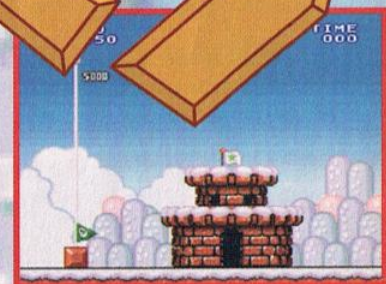
▲ Fire-bars and a lone Podoboos - the blob of lava - show no mercy!



▲ A piddling Mario gazes back at the trail of coins he has missed. Eeyore!



# SUPER MARIO ALL STARS



▲ Where's Mario? Probably nipped inside for a quick espresso and a large, sloppy trifle!





# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## MARIO BASICS

In all Mario's adventures there are five factors which - with the exception of the absent Fire Flowers in Super Mario World II - help him achieve his goals. They are:

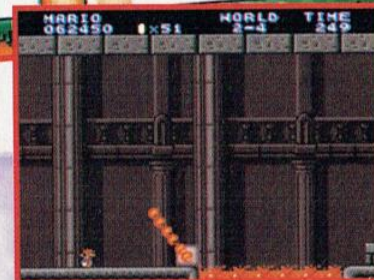
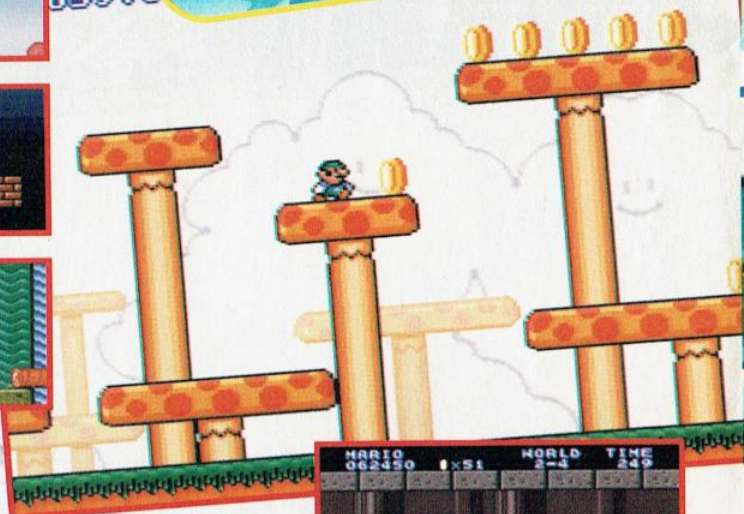
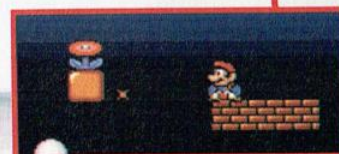
**Coins:** Coins are Mario's life-blood. They provide him with much-needed points and deliver an extra life for every 100 collected!

**Super Mushroom:** Mario's first steps into the Mushroom Kingdom are always midget-sized ones. In this diminutive state Mario is terribly vulnerable. By chomping Super Mushrooms Mario becomes a larger version of himself and is considerably more powerful as a result.

**1-Up Mushroom:** Mario gains an extra life each time he discovers one of these.

**Fire Flower:** With the exception of Super Mario World II, these flowers bestow Mario with a fireball-throwing ability.

**Star-Man:** Star-Man is of great help as he offers Mario complete invulnerability for a brief period of time.



▼ It's pant-wetting time for one intrepid Italian plumber, as the most enormous Koopa Paratroopa misses him by a gnat's chuff!

## BOWSER-SORCERER!

This is where it all started and the time when Bowser, a powerful sorcerer, begins his Mushroom Kingdom takeover plan. Together with his army of Koopas, the scheming Bowser filches the royal throne room and turns almost all the Mushroom people into strange items such as rocks, bean-shoots, bricks and horse-tails! Princess Toadstool and her most loyal subjects are the only ones who escape this disaster and the Princess, who is magically inclined herself, is the only person capable of returning things to their original state. Unfortunately, Bowser has

imprisoned her in a dungeon. Even though he is eight worlds away, the heroic Mario hears of her predicament and rushes to the Mushroom Kingdom's aid!







# REVIEW

## SUPER NINTENDO ENTERTAINMENT SYSTEM



### MARIO COLLECTION-1

The Lost Levels shares the same story-line as Super Mario Bros, but the game is much tougher. This is a possible contributing factor why it has never seen the light of day in this country, whilst another reason is that these levels were a disk-only title in Japan, produced for Nintendo's Family Computer machine.

## SO WHO'S WHO?

Bowser's troops are small in size but large in number and extremely good tacticians, in spite of their tiny brains. Here's a brief introduction to a quintet of the most common.

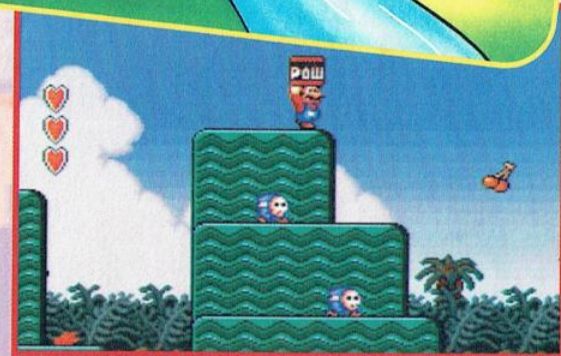
**Little Goomba:** These mutant, mushroom-types are the weakest of all Bowser's army and the form his front line. One stomp on the head or shell to their features stops them instantly.

**Koopa Trooper:** These tortoise-like adversaries are very slow and deliberate in their attack. Green Koopas head towards Mario whereas the red variety patrol small, specific areas. By jumping onto their backs Mario causes them to hide in their shells at which point they are ripe for a good kicking!

**Pirahna Flower:** Much to Mario's dismay these plants prosper in the many pipes of Mushroom Land, often blocking Mario's access to exciting bonus rooms and secret worlds! They hide when Mario is in close proximity and frazzle nicely at the touch of a fire-ball.

**Buzzy Beetle:** Buzzy Beetle is immune to Fire-Flower power with its hard shell for protection. Having Mario step on it is the only deterrent. Buzzy then reacts in exactly the same way as the Koopas.

**Lakitu:** Lakitu is an airborne assailant, floating on a tiny cloud, who's basic gag is dropping spiny eggs on Mario!



TIM

### COMMENT

Mario All-Stars is a killer package. Mario's control isn't quite as instinctive as I'd like and the graphics are a tad simplistic, but these are minor quibbles. All-Stars is a brilliant idea, but Mario World still reigns supreme for me. That said, I'd rate this an Absolute Must Buy.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

## ANOTHER WORLD

Mario II adopts a completely different approach to the rest of the series. In fact the gameplay is lifted straight from a non-Mario title named Doki

Doki Panic with Mario, Luigi, Toad and the Princess replacing the game's original characters. The action is perfectly suited to the whole Mario ideal nonetheless.

Much time is spent with any one of the quartet lugging use-

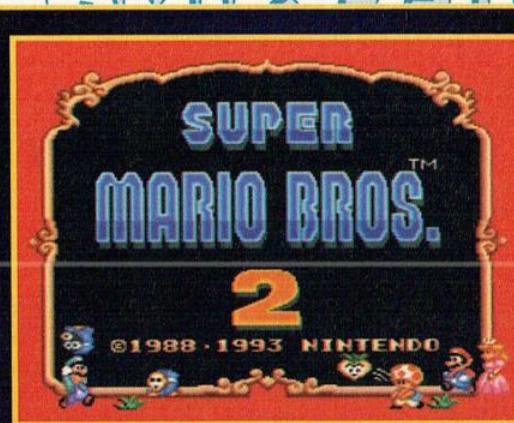
ful items around as either a weapon or a means for discovering extra bonus points. The action is made all the more interesting on account of each character having his or her own special abilities listed below.

**MARIO:** Mario is the most well-rounded of the four. Only his jumping power suffers when he carries an item.

**LUIGI:** Luigi's long legs afford him tremendous jumping ability. The only problem is that lifting stuff isn't his forte and so hinders him terribly.

**TOAD:** Toad's legs are fairly weak, which makes jumping rather hard for him. However, he's quite used to the odd spot of manual labour and is unaffected by extra loads.

**THE PRINCESS:** She may look like some kind of loo-roll holder, but the Princess's flouncy dress lets her float for a second or so after each jump.

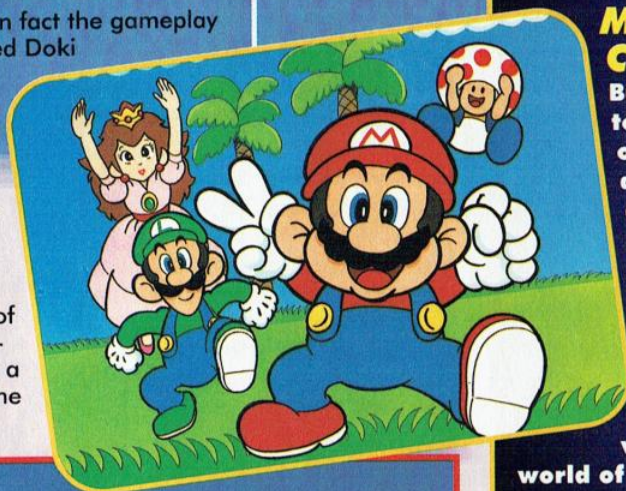


## MARIO COLLECTION-2

Built on the premise of some terrible nightmare, Mario's second adventure takes place in a dream world. One night Mario dreams of a long stairway at the end of which is a door.

Upon opening this door Mario is greeted by a world even stranger than Mushroom Land! No sooner does he step into this place than he is greeted by a mysterious voice, telling him that this

world of 'Sub-Con' is cursed by a character named Wart who apparently hates vegetables! As it turns out, Wart's choice of cursedom is entirely misguided since the whole of this land is riddled with potential weapons such as parsnips, spring onions and pumpkins. Idiot! The very next day Mario, Luigi, Princess Mushroom and Toad set out for a picnic. Upon reaching the site, Mario discovers a cave beyond which lies this very same world of his dream! True to form Mario trundles off to the rescue.

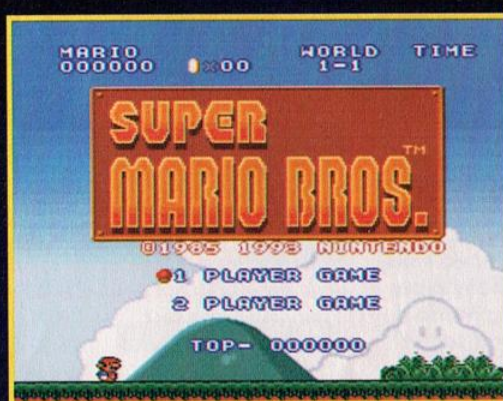


## COMMENT

It goes without saying that this package houses three of the most popular video-games ever! The fourth - The Lost Levels - is simply a great bonus. Mario has earned his status as the character synonymous with Nintendo, indeed video games in general, because the depth of his games are

## PAUL

beyond compare. Each title is perfectly designed and all, excepting the Lost Levels, have perfectly-graded learning curves. Through this players get accustomed to the central character, then freely take him above and beyond the initial expectations of the game. And just look at those graphics...you've got to have this!



## MARIO COLLECTION-4

Not a stone is left unturned as Super Mario Bros III retains the Super Mario Bros sub-game found in the original NES version. In this, players compete for the most coins in a variety of situations - it is a brilliant two-player game and completes the Mario collection in style.

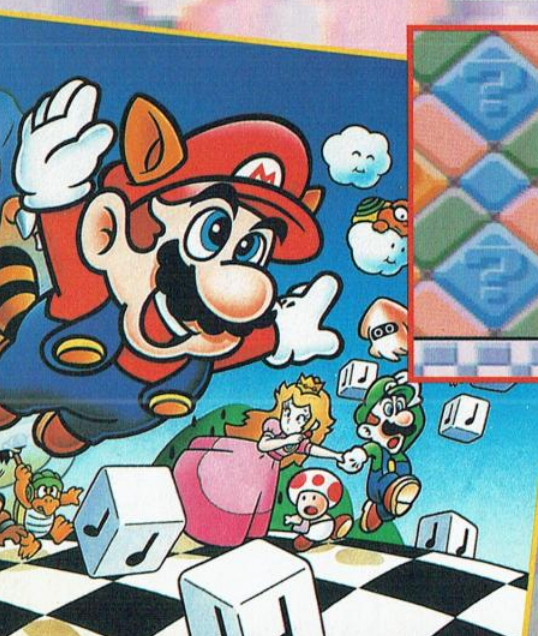






## MARIO COLLECTION-3

Bowser is now a veteran villain. But despite previous failures he is quite the carnivorous casanova with reptilian females. As a result he now has seven kids: Larry, Morton, Wendy, Iggy, Ludwig, Lemmy and Roy. It is with these children that Bowser now returns to Mushroom Land, allowing them free reign throughout its seven realms with Bowser taking a back seat in a far-off castle. Of course this situation brings misery to the Mushroom people as their beloved King's wands are stolen and used against them - turning each and every one into pathetic animals! Mario! Where are you?!



## COMMENT



### STEVE

Combining and updating all the Mario games for the super NES is an excellent idea, and the revamped versions feature all aspects of the NES originals which earned them their classic status. Graphically and sonically, Mario All-Stars is excellent, with loads of detail added to the backdrops and equal care given to the updating of the music. Having said that, though, there is such a thing as overkill. Even so, I wholeheartedly recommend this Mario family album as there's still no character who can touch him.

## ANYTHING YOU CAN DO...

Super Mario Bros III is the most highly-regarded adventure in the series, and rightly so! Sigeru Miyamoto and his design team obviously deliberated long and hard over how Mario could possibly improve, and they succeeded with their ideas. With around eight completely new abilities and two types of block for Mario's exploitation there's just no stopping the man!



# RATINGS



## BREAKDOWN

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

## LONG-TERM INTEREST

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

## PRESENTATION

▲ Artistic types looking for immaculate presentation should look no further than this.

92

## GRAPHICS

▲ Nintendo have improved the look of all the Super Mario Bros games way beyond our expectations, whilst retaining the atmosphere of the originals.

94

## SOUND

▲ The Super Mario Bros theme tunes are ripped-off left, right and centre but never bettered. Listening to their 16-bit remixes assures their long-standing, irresistible appeal. Every spot effect is perfect, too.

89

## PLAYABILITY

▲ Playability is what Mario is all about! The Super Mario Bros games are as playable as ever.

▼ Control of Mario is a shade less instinctive than before, which means you're going to have to retrain your fingers.

96

## LASTABILITY

▲ Super Mario Bros titles have the half-life of your average chunk of Plutonium and are always worth a go.

▼ But Mario 4 is a hard act to live up to.

94

# OVERALL

95

The games your Super NES was made for!



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: CAPCOM
- RRP: \$139-\$169
- RELEASE: OUT NOW
- GAME TYPE: FHT
- CART SIZE: 20 MEGS

## GAME INFO

- **PLAYERS:**  
Two
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Tough
- **CONTINUUES:**  
Infinite
- **RESPONSIVENESS:**  
Excellent
- **1ST DAY SCORE:**  
Reach level three
- **GAME ORIGIN:**  
Conversion of the arcade machine known in Australia as SFII Hyper Fighting.

## CONTROLS

- **HOW TO PLAY:**  
Choose your fighter from a cast of 12, and fight the other contestants (including a double of yourself) in a match of three rounds

**A**

Medium Kick

**B**

Light Kick

**X**

Medium Punch

**Y**

Light Punch

**L/R**

L: Heavy Punch  
R: Heavy Kick

**S**

START: Pause  
SELECT: Highlight stage select

# STREET FIGHTER II TURBO

## IT'S THE NEW STYLE!

The Street Fighter II team has been hard at work in the gym, improving their moves, and learning new ones as well.

Those familiar with the arcade machines will have noticed that a number of moves were missing from the original Super NES version. There were also a few frames of animation missing, noticeable mostly in Guile and E. Honda's jumping. Well, we're pleased to say that, with the added memory, all lost aspects of the game have been returned, and that includes the bonus and the full end sequences!



## TURBO BOOST

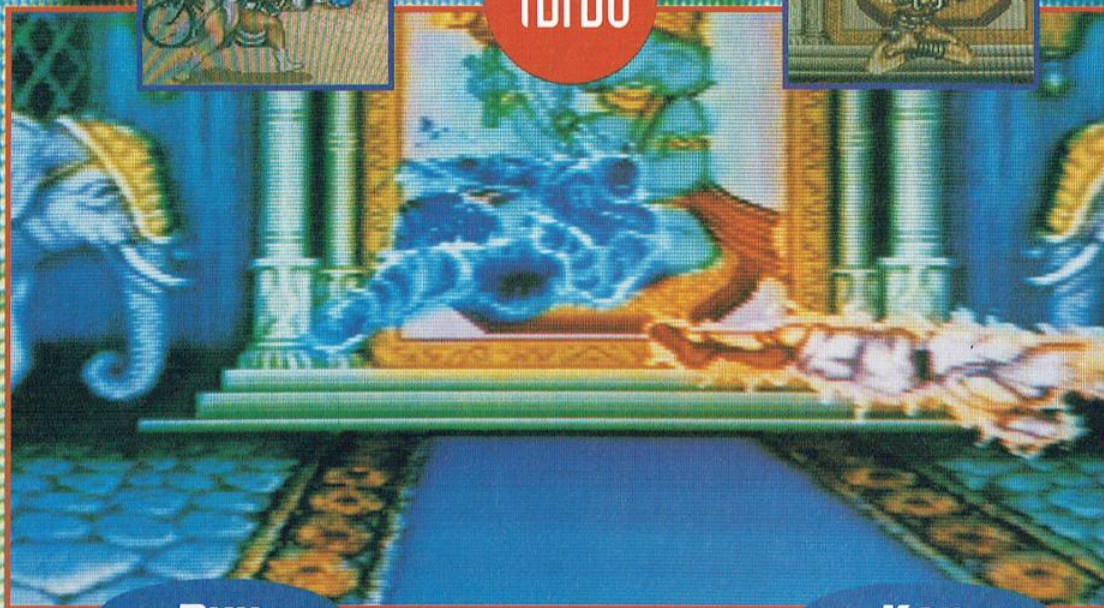
In Turbo mode, you can choose to play the game in five increasing speeds. With no star, the game runs at the speed of the original, but with four stars it runs ridiculously fast! By changing the difficulty level and speed setting, you can make the game as challenging as you want.







turbo



## Ryu

The master of discipline, Ryu has focused the power of his fireballs, and they now travel with greater speed. His Hurricane Kick packs a greater wallop and now can work in the air. This trick is a good way of getting out of a corner.

The gorgeous girl from the East has added a quite a few new moves to her repertoire, the most useful of which is a blue fireball.

She also has two new close combat moves, a back flip kick and a knee to the back of the head.

Her Spinning Bird Kick can now be done in the air, after bouncing off the side of the screen.

## Chun Li



## Ken

Like Ryu, Ken has been working on his Hurricane Kick though it's not as strong, and the range is shorter.

The mystical art of the Dragon Punch has been studied closely by Ken, and now his is more fearsome than ever. It swings out much further than before; about twice the range.



## Zangief



The mountain-sized man from Russia hasn't learned anything new, but he can make his Spinning Lariat spin twice as fast, and he can move while doing it.

## Guile



Guile is way too hard to need any new moves, but his deadly Somersault Kick now connects twice with foes close enough, and his knee attack flies forward further and faster.

## E. Honda



Ol' blubber boy is back with some sneaky sumo surprises. His Sumo

Torpedo now has a turbo boost, and he can score a double hit with the newly acquired Flying Sumo Attack.

Honda also can now edge back and forth while dishing out the Hundred Hand Slap.

## Blanka

The Beast from Brazil has charged up his Cannon Ball Roll, and learnt a new roll that launches him into the sky at a 45° angle.



## Dhalsim

The Mystic Man has mastered one new spell - teleporting. When trapped in a corner or looking for a new angle of attack, Dhalsim can teleport from one side of the screen to the other.



# REVIEW

## SUPER NINTENDO

ENTERTAINMENT SYSTEM

## COMMENT



### ANDREW

Street Fighter II has long been a favourite game of mine, and Turbo confirms it at #1. Everyone has been crying out to be able to take control of the bosses, and at last you can without dodgy Action Replay or Game Genie codes.

But what's even better is the added speed — the old SFII is painfully slow on the PAL TVs we have here in Australia.

The new moves bring added interest to the game, and they can all be incorporated into new combinations. The subtle changes and additions also improve the game, and make it identical to the arcade version. I think this game is actually better than the coin cruncher in many respects, as you can adjust the difficulty setting and the speed. Happy! Happy!! Happy!!! Happy!!!! Joy! Joy!! Joy!!! Joy!!!!



## YOU ARE NOW UNDER MY CONTROL!

The biggest complaint about the first Street Fighter II game was that the four final bosses were not able to be controlled by a human. Now you can! Oh, joy!

## VEGA

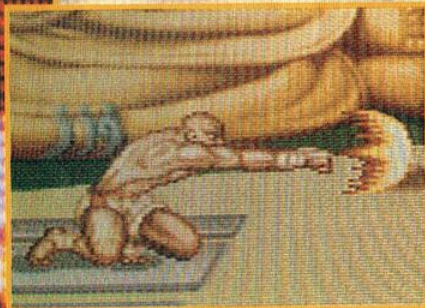
The Masked Matador rules the sky with a variety of lightning quick aerial attacks. He is just as deadly on the ground, too, with his Rolling Crystal

Attack inflicting multiple damage, even when blocked.



## SAGAT

A giant of a man, Sagat has a formidable array of moves at his disposal. His high and low Tiger Fireballs match Ryu's in speed, and his Tiger Uppercut and Tiger Knee both inflict heavy damage.



## M. BISON

M. Bison combines awesome attacks with amazing speed, launching himself from one side of the screen to the other to stomp on his challenger's head, and can follow up with an outstretched flying attack. His Scissor Kick can dizzy opponents in seconds, and the Flaming Torpedo causes huge amounts of damage, even when blocked!



## HERE IS THE CHAMPION

Included in the cart is the Champion Edition of Street Fighter II. It is marked as Normal Game, and it runs at the same speed as the original, but the four bosses can be selected. The new moves of the Turbo/Hyper Fighting game aren't in it, but there are a few moves in the Champion Edition that weren't in the first, such as Guile's Charging Knee and M. Bison's headbutt.

## BALROG

Vulnerable to low attacks and fireballs, Balrog must rely on knocking enemies senseless with a flurry of headbutts, jabs and uppercuts.



## COMMENT



### GERRY

The end sequences are nauseating. The new moves don't necessarily even out the competition (Dhalsim's teleporter move is so damn difficult). And the music is still irritating enough to make a dead-hard player cry.

But what the hell! These minor minuses fail to detract from what is an obese improvement of what was already the best beat-'em up ever.

The same player mode is pure art (Chun Li vs Chun Li doubles your thigh-drooling pleasure). And choosing the bosses is sweet revenge for anyone who's had his ass continuously wiped by them in the normal edition. And while Vega, in particular, is hard to master, both he and M. Bison take some beating.

But the stand-out feature of the Turbo edition, and the main reason why it's permanently wedged into our console, is its speed. The pace is simply perfect and is good enough reason to make SFII Turbo an essential purchase. What can I say: the best is even better.

## RATINGS

### BREAKDOWN

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

### LONG-TERM INTEREST

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

### PRESENTATION

▲ A huge number of options to try out, and excellent appearance. Arcade perfect.

### GRAPHICS

▲ Animation so smooth it makes you drool, and touched-up backgrounds with better colours than the previous game.

### SOUND

▲ Smashing effects, good speech, and a perfectly reproduced soundtrack.  
▼ The music isn't really that good, and some tunes can be mildly annoying after a while.

### PLAYABILITY

▲ Fast, fluid, and rewarding.

### LASTABILITY

▲ To use a cliché, this game is easy to learn, but takes ages to master. Two-player mode holds timeless entertainment!

## OVERALL

Truly a classic game. It has no equal! Absolutely essential!! GRRRRREAT!!! Magnifique!!!! Whaddaya waiting for? BUY! BUY! BUY!

97

96

91

98

98

98



# Nintendo®

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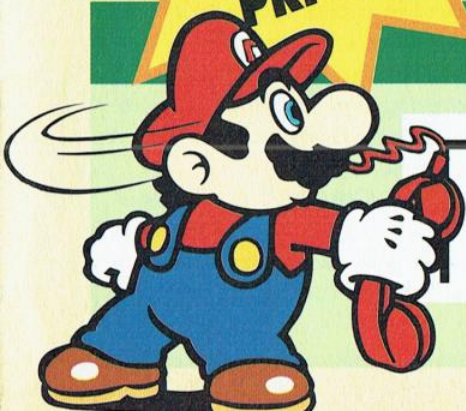
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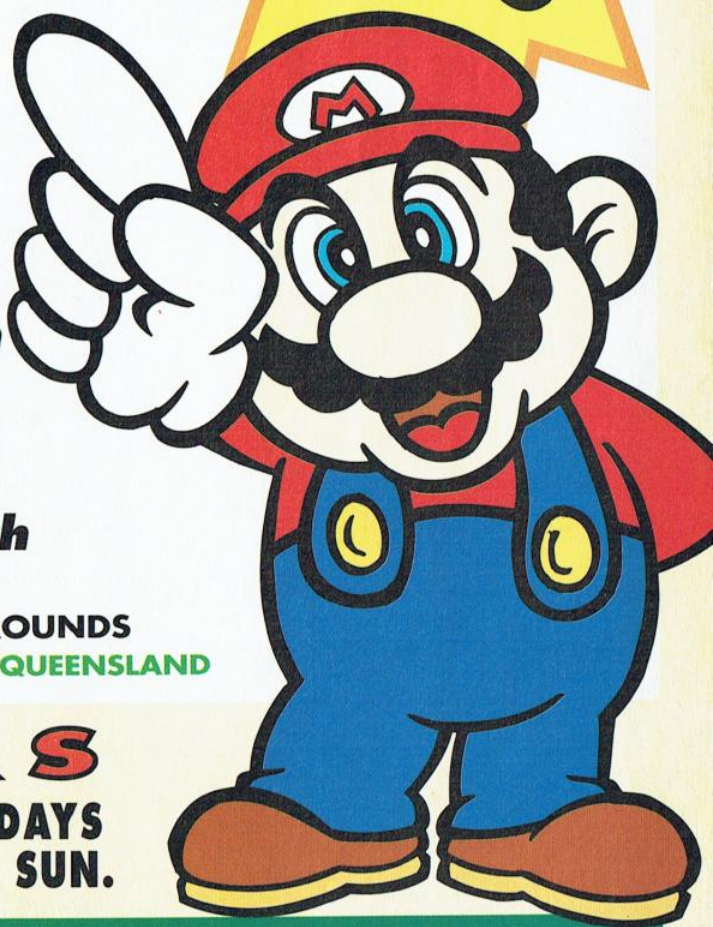
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# REVIEW

**Nintendo®**

**ENTERTAINMENT  
SYSTEM™**



## CART SPEC

- BY: IMAGINEERING
- RRP: \$49.95
- RELEASE: OUT NOW
- GAME TYPE: FLT
- CART SIZE: 4 MEGS

## GAME INFO

- **PLAYERS:**  
Two
- **CONTROL:**  
Joypad
- **GAME DIFFICULTY:**  
Medium
- **CONTINUES:**  
None
- **RESPONSIVENESS:**  
Good
- **1ST DAY SCORE:**  
Peer
- **GAME ORIGIN:**  
Elite was originally released on every 8-bit format. This was the first console version.

## CONTROLS

- **HOW TO PLAY:**  
Adopt the mantle of a space commander on your virgin trip, travelling the cosmos trading your wares. Upgrade your spaceship with better weapons and useful devices and do battle with a universe crawling with pirates and hostile aliens!

**A**

**FIRE LASERS**

**B**

**ENABLE ICON SELECT**

**S**

**START: PAUSE THE GAME AND ACCESS FURTHER OPTIONS.**

**S**

**SELECT: USE CURRENTLY SELECTED ICON**

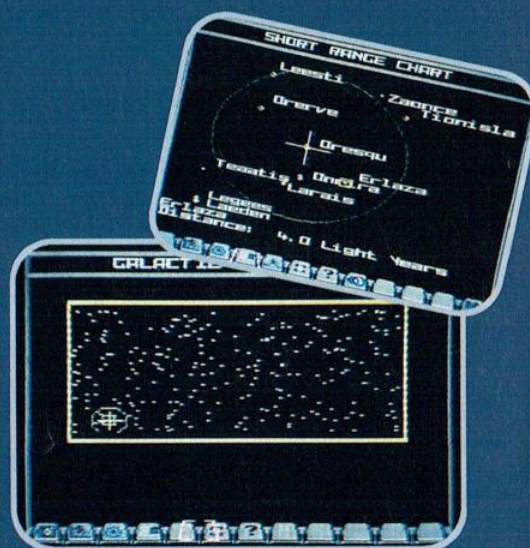
# Elite

During the 21st Century, technology evolved fast enough for many people to take to the stars in search of new worlds to settle.

As time passed, these people realised that they could benefit from forming a galaxy-wide Federation with its own advanced technology and common trading markets. Space travel became a way of making vast amounts of money... if you were lucky.

You adopt the mantle of a young space rookie, out to prove to the universe that you are capable of making vast amounts of cash. But trading isn't the limit of your talents. Space is crawling with fugitives, making their own living by blasting honest traders (like you) into pieces and making off with all the lovely cargo. Blasting pirates is just as important as trading and you are awarded a rating according to your blasting skills.

At the moment you are a sad man, ranked as Harmless. However, you know that you have the necessary skill, determination and guts to go all the way.



My God... it's full of stars!

## 1-2 PLAYER GAME

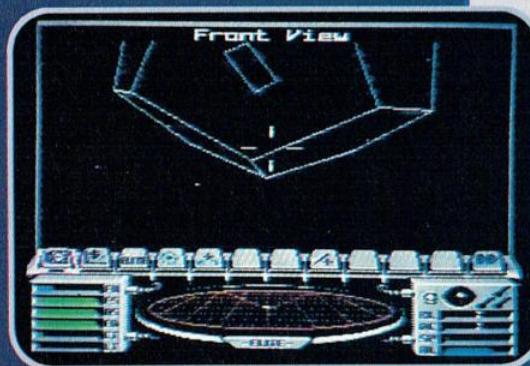
In the two-player mode, Player One controls the firing and has access to the icon system, making him responsible for every system bar the navigation. This part of the game is left to Player Two. As you might expect, in one-player mode, player one is responsible for everything to do with the ship.

## OPTIONS

**PITCH:** You can adjust this so that pushing down on the joypad pulls you up (rather like a pilot's joystick) or you can switch to the opposite.

**YORE:** The game provides self-centring after adjusting your yore, or alternatively you can do it yourself.

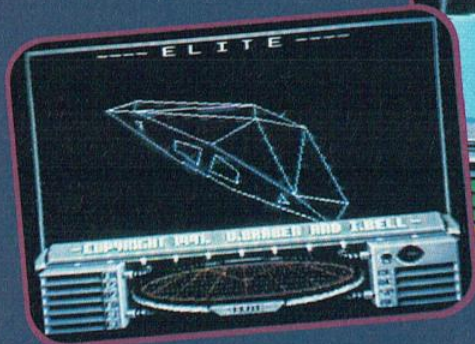
**MUSIC ON/OFF:** A nice rendition of *The Blue Danube* plays while your docking computers are activated. Turn it off with this





## TOOLS OF THE TRADE

Once you've started to get a fair amount of money into your account, it's worth buying extra devices and weapons for your ship.



Whatever you do, don't drink the water!

## SHOPPING LIST

**DOCKING COMPUTERS:** Docking with a space station costs five credits if you wish the satellite to perform the intricate docking manoeuvre for you. A docking computer, priced at 200 credits, allows you to dock yourself with no further outlay of cash.

**ENERGY UNIT:** The Cobra Mark III is well-known for its slow energy build-up, making its recovery powers in combat very limited. This extra unit boosts the power output.

**FUEL SCOOPS:** These scoops allow you to skim suns and pick up raw fuel which you would otherwise have to buy. Any cargo canisters floating in space can be picked up as well.

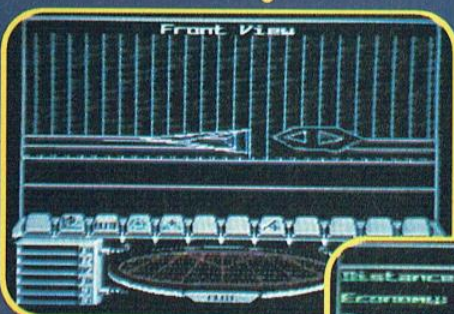
**ESCAPE POD:** If you're running low on energy and those Thargoids are closing in for the kill, activate the escape pod. You're blasted clear of the ship and taken to the nearest space station. A new ship is supplied, replete with every piece of equipment your old ship had. Your legal record (based on your old ship ID number) is cleared as well!

**GALACTIC HYPER-SPACE:** There are eight charted galaxies to explore in Elite. The only way to warp your way to the next galaxy is to invest 6000 credits in a Galactic Hyperspace device, which burns out after one use!

### LARGE CARGO BAY:

The bog standard Cobra Mark III carries 20 tons of cargo. The extra cargo bay boosts the load to 35 tons. Exceptionally useful, this should be your first buy.

**EGM UNIT:** Very useful should your opponent fire a missile at you. Just activate the ECM and watch every missile in scanner range (including any you're fired) explode!



Why, is that a tetrahedron I see before me?

## REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM

## SECRET MISSIONS

Later on in the game, you are invited to take part in special missions for the Intergalactic Navy. The first mission involves you tracking down and blasting a stolen prototype ship - the Constrictor! It's equipped with a spanking new shield generator that only military lasers can pierce. But it's got a massive head start on you, so it's up to you to track down leads dotted around two galaxies and find the Constrictor's den. Then it's your unenviable task to blow the sucker out of the cosmos!



## COMMENT



**JAZ**

I thought it was impossible, but Elite on Nintendo is absolutely brilliant. Although the graphics are simple, they're amazingly atmospheric and, once you get used to the control system, you get completely drawn into

the action. There's tremendous lasting appeal in this, with eight galaxies to explore, special missions and, of course, the ultimate aim of earning the Elite accolade. One of my favourite aspects of the game is that you can make things even harder for yourself by running fugitive and blasting everyone and everything - including the police! Elite is one of the most original, playable and long-lasting NES games I've played in months and is well worth checking out, especially if you're after a challenge. Excellent!



## COMMENT



**MICHAEL**

Elite is quite unique! The graphics and the animation of the ships are quite remarkable for the 8-bit machine. The combat

sequences are particularly challenging as you have to find your target before you can blast it!

But it's the trading that got me hooked onto Elite, though. Once I started to earn an honest buck, I found myself compelled to make more and more credits, which is a **GOOD THING**, because you need heaps of credits to upgrade your ship as you go on, otherwise you end up being so much space dust.

So if you're looking for a challenging game that offers complete freedom in gameplay, Elite puts you in the Captain's seat and takes you to heights rarely achieved by most console games.

## WEAPONS

**PULSE LASERS:** Rather primitive lasers that do not damage ships easily. Many hits are needed to see off the easiest target.

**BEAM LASERS:** More powerful than pulse lasers, these useful weapons also fire far more rapidly. Excellent.



**MILITARY LASERS:** The best lasers money can buy, but they are expensive at 6000 credits.

**MINING LASERS:** These aren't really weapons. Blasting asteroids with these lasers reduces them to their component minerals which you can scoop up and sell.

**MISSILES:** Target up one of these babies and let rip in order to get rid of any enemy in a matter of seconds; however, advance ships have ECM units that counter any missile threat.

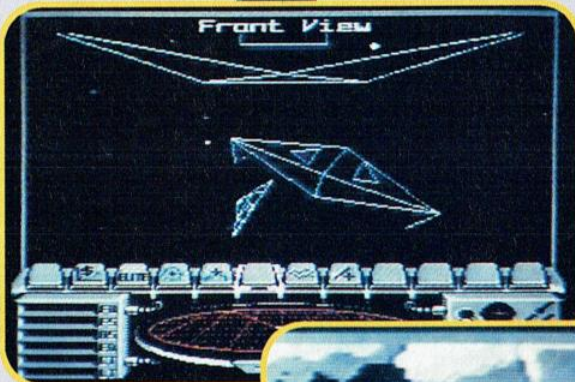
**ENERGY BOMB:** Quite expensive at 900 credits, these bombs are brutally effective against multiple attacks as they destroy every enemy craft on your scanner scope.

## BASIC TRADING

You start the game docked at Lave with one hundred credits to your name. It's your job to examine the space markets and trade commodities in order to make a profit. For example, since Lave is a farming world, you'd be wise

buying some furs, food and textiles and trading them with

nearby industrial world, Leesti. Here you can stock up on computers and machinery to sell back at Lave. It shouldn't be long before your coffers are bulging!



## RATINGS

### BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Superb range of options, battery back-up to store your saved positions and outstanding in-game presentation.  
▼ No bad points to speak of - honest!

### GRAPHICS

▲ The wire-frame vector graphics serve their purpose well.  
▼ Lack of colour makes the game look quite drab.

### SOUND

▲ There are plenty of decent blasting effects.  
▼ The music borders on the average - you'll soon turn it off.

### PLAYABILITY

▲ A massive quest to undertake and loads to keep you occupied.  
▼ Very difficult to get into initially, and some boring patches later on.

### LASTABILITY

▲ Eight massive galaxies to explore with thousands of planets to visit.  
▼ Some might find the going quite monotonous by the time they reach dangerous level.

## OVERALL 90

A classic computer game makes the transition to the NES perfectly! A truly original game, Elite offers months of excitement-packed gameplay.

## POLICE SQUAD

In deep space, you're entitled to blast anyone you want, although

if you shoot down an honest trader, your legal status may take a turn for the worse.

One minor offence moves you from Clean to Offender. If, however, you choose to trade in robot slaves or rare species, your status is upgraded to Fugitive: public enemy number one! This makes you fair game for both the police, in their nippy Viper ships, or bounty hunters, who come after you with just about anything!



So What if Pocky and Rocky is a goofy name for a game,  
featuring two characters who've never been on TV.

# The Press Loves It!!

"This game is awesome!"  
Electronic Gaming Monthly  
(February 1993)

"This game is an absolute blast to play! What other  
great action game can you find where you can  
block any attack the enemy throws at you!" (Guy)  
"Pocky & Rocky is one of the best carts that I've  
played in a long time." (Dude)  
Super NES Buyer's Guide (March 1993)

"Natsume's second super NES title may be  
one of the hidden gems of the year. It features  
beautiful graphics and lots of playability."  
Nintendo Power (March 1993)

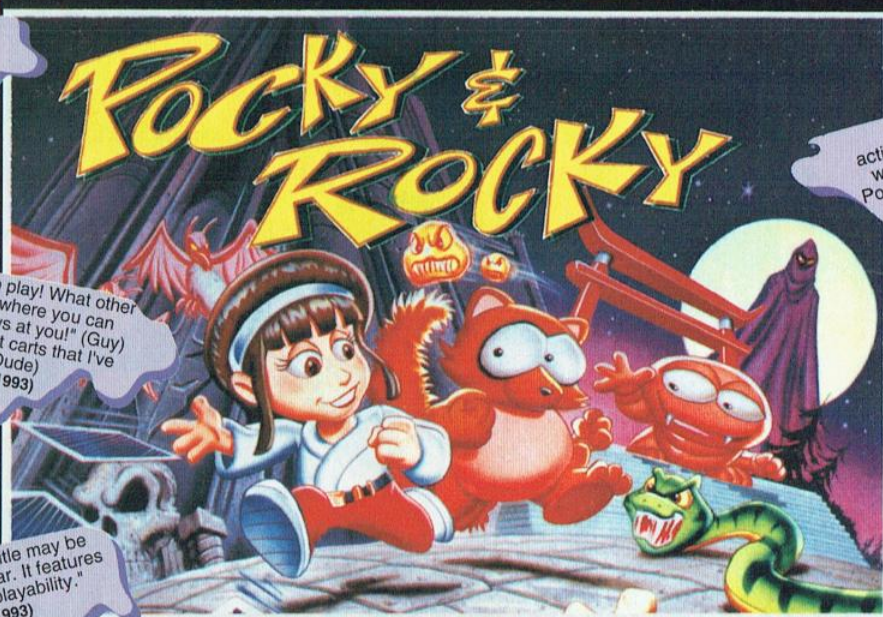
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**Nintendo**

"At last, here's a fast-paced, two-player, arcade-style  
action/adventure game for the Super NES that hits you hard  
with a horde of evil beings and with no slowdown in sight."  
Pocky & Rocky by Natsume packs great blast-em-up action."  
GamePro Magazine (March 1993)

"Adorable! A true rarity! This awesome duo is  
the freshest thing to hit the Super NES in a  
long time!"  
Electronic Gaming Monthly (July 1993)

**NATSUME**

"Don't let its timid name fool you.  
Pocky & Rocky is packed with  
action and non-stop fun."  
GamePlayer's Magazine (May 1993)



PAL VERSION

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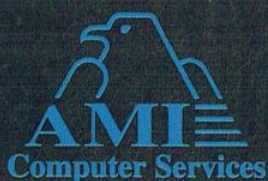


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Thanks for the  
great review guys!

Hey, we  
deserve it!

**NATSUME**



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Livewires' **GAME BUSTERS**  
presents:

# ESCAPE FROM DINOSAUR ISLAND

**THE  
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AWESOME  
INTERACTIVE  
TELEPHONE  
GAME EVER!**

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

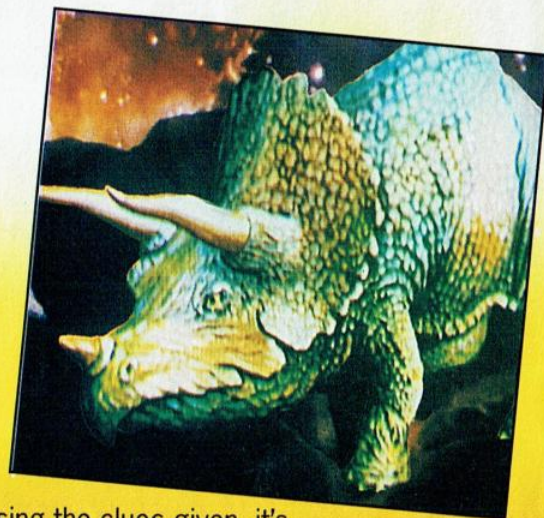
The 25 players who collect the most gold coins will each win a copy of **STAR WING** – the latest, greatest **SUPER NINTENDO** software – plus a year's subscription to **NINTENDO Magazine System**, the coolest mag on the planet!

## 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<sup>s</sup>  
STARWING!**

cool!

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

**0055  
36844**

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

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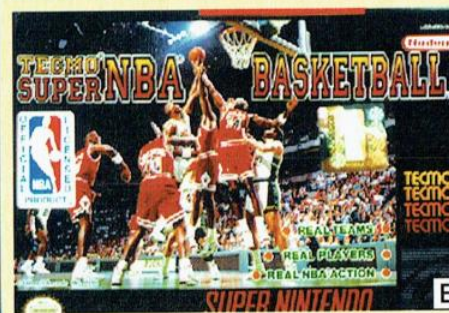
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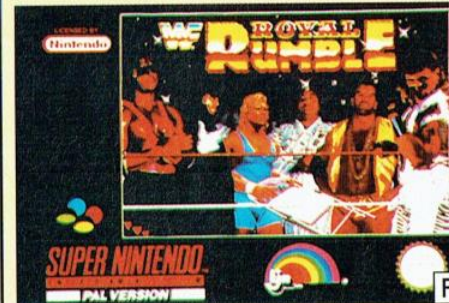
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# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: THQ
- RRP: \$99.95
- RELEASE: SEPTEMBER
- GAME TYPE: RACING
- CART SIZE: 8 MEG

## GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Medium
- CONTINUES: 4 (and every 100,000)
- RESPONSIVENESS: Good
- 1ST DAY SCORE: 150,000
- GAME ORIGIN: Well-known character from the Warner Bros' stable.

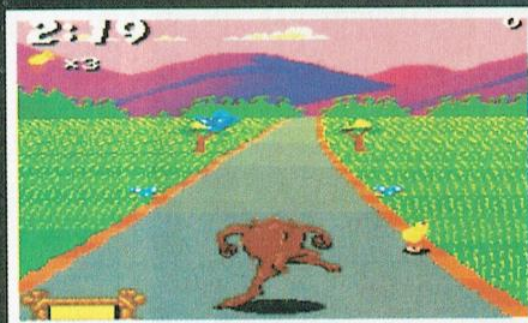
## CONTROLS

● **HOW TO PLAY:** Take Taz down the winding road, in an effort to grab the requisite amount of yellow kiwis within the time limit. Avoid all hazards.

- A** BRAKE
- B** JUMP
- X** DEVIL SPIN
- Y** GRAB
- L/R** NO FUNCTION
- S** START: NO FUNCTION  
SELECT: PAUSE

(To be read in the style of David Attenborough). So we've made our way across the bushland of Tasmania to find that elusive antipodean marsupial, the Tazmanian Devil. This particular devil is a male of the species, roughly four feet tall, and marked by those distinctive eyebrows. As you see, he exhibits the typical Tazmanian spin, his devastating defence mechanism.

Now we must be very quiet, as the devil is easily distressed by intruders, and usually tries to eat them. In fact, the Tazmanian Devil eats just about anything, although he has a particular penchant for the 'Yellow Road Kiwi', a small flightless bird which travels on the highways, occasionally feeding at a picnic layby. The Devil also patrols the roads, searching for enough prey to satiate his incredible hunger. Ahh, he seems to have detected a presence on the road ahead. Let's depart and watch his behaviour from a safer viewpoint...



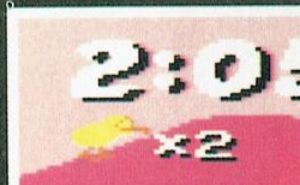
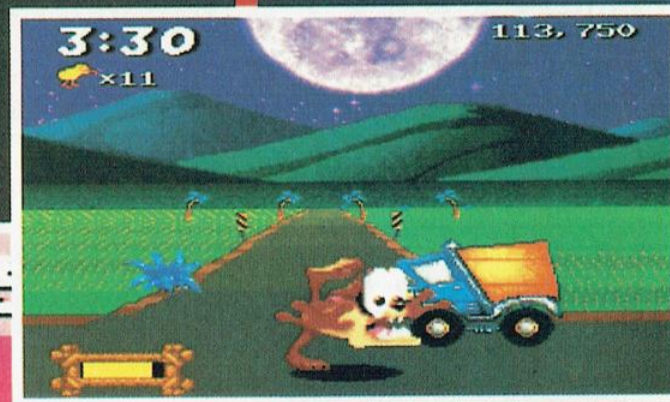
## KIWIS

Eat da Kiwil  
Eat da lil' blue  
bird: feel better!  
Eat da red birdy:  
more time!

## CROSSROADS

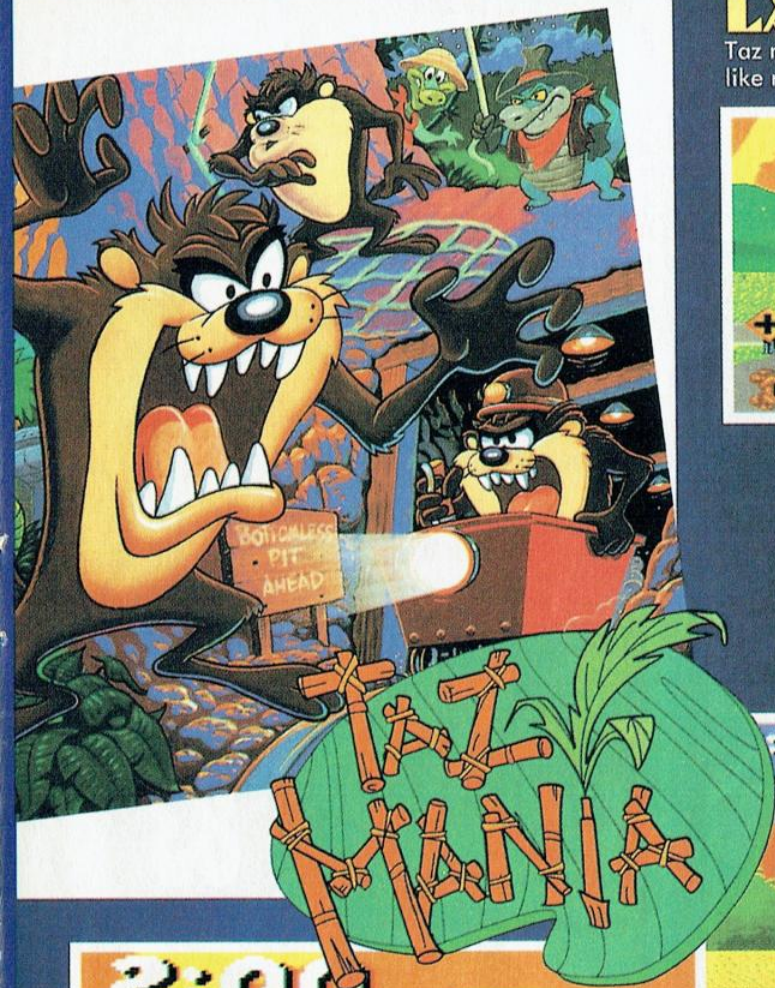
Traffic make Taz feel bad. Watch da lights!  
Walk!  
No walk!

▼ Kroinks!



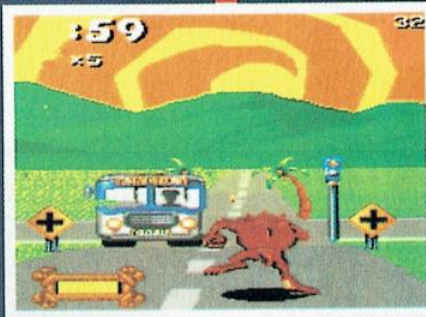
▲ Hey Taz, if you want to grow up fast, try some of this!





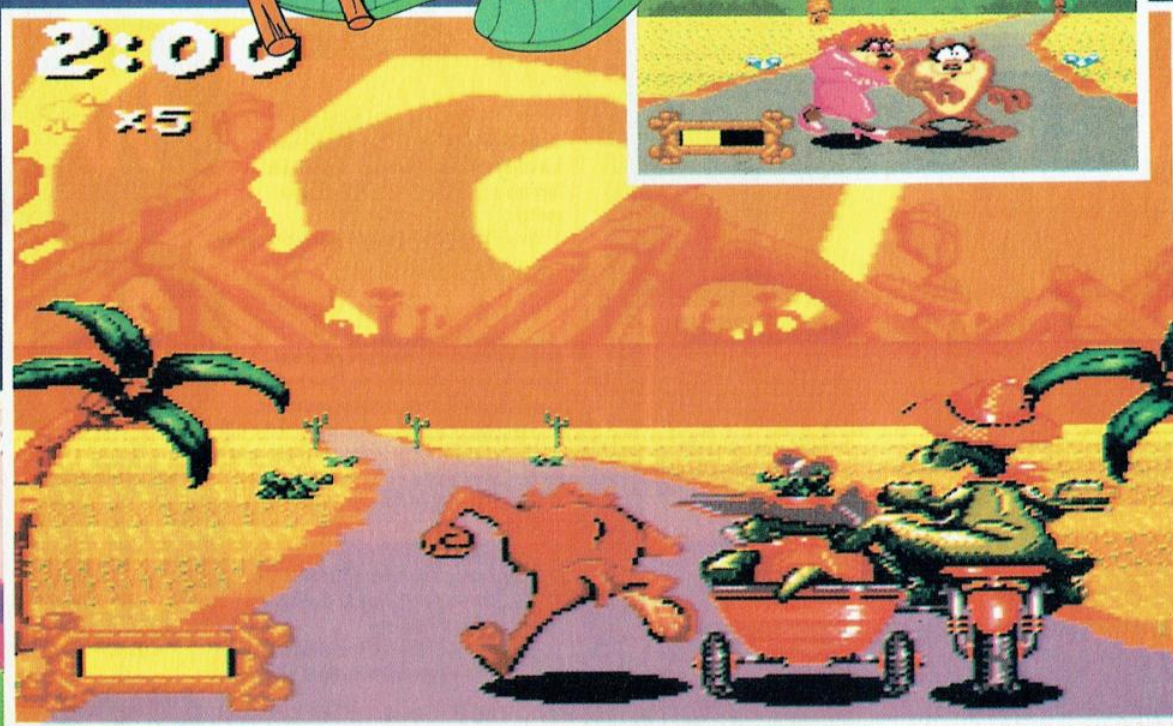
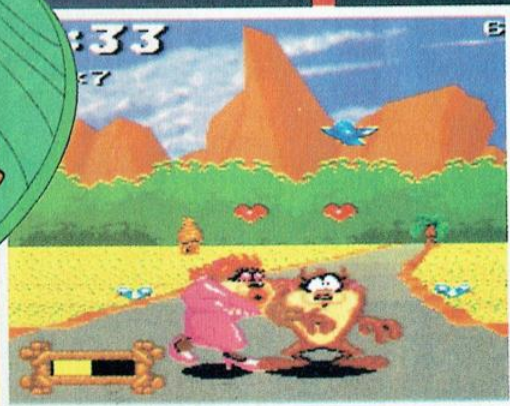
## LANDSCAPE

Taz no like water, trees, cactus. No like rocks. Make Taz stop.



## TAZMANIAN SHE DEVIL

Ah! She too much. She wear Mary Quant lippy an' Jean Muir frock. She chase Taz from level 2. She catch Taz and it Game Over. Taz run fast to avoid!

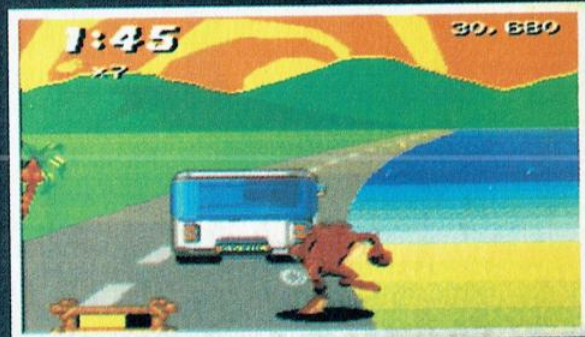
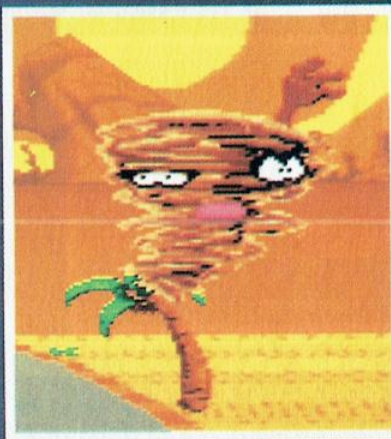


▲ Thankyou Mr Devil, and now the other paw please.

## DIDGERI DINGO

Bike Dingo bring Taz surprise in a box. Sometimes good; sometimes bad.

Good Surprise!  
Umm, bad call.



▲ Where's the Green Cross Man when you need him?

## REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

### COMMENT



### RAD

What is Taz about? The game is very simple speed run up an endless road, grabbing little yellow birds within a time-limit. As a result, office opinion has been pretty polarised. So, when I tell you I have become quite endeared to the game, bear in mind that others hate it equally. The big pluses for me are its original, if repetitive, gameplay and the fabulous graphics which capture the atmosphere better than any other previous cartoon game. It's also pretty challenging, as my many attempts to pass level three have proved. You really have to see some of the later ideas - like the wolf who puts his hands over your eyes - to appreciate the humour that's gone into the game. I also like the general sick concept of scoffing tons of little yellow birds. Tazmania's main problem is the lack of game variety, which drastically reduces its long term appeal. But it will probably offer a few weeks of fun, an congratulations to THQ for breaking the 'licence to platform game' production line.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## ROAD HOG/BIG BUS

He big pain. Which way gonna pass? Right? No! Left? No! Ahh, Splat! Big Bus not so bad, he always pass on Left. Continental driving, see!



## SPIN

Spin get Taz outta trouble. But Taz gotta be strong to spin. Road pass fast when spinning.

## REAR MIRROR

Pic in corner good for Taz. Let him know what behind.

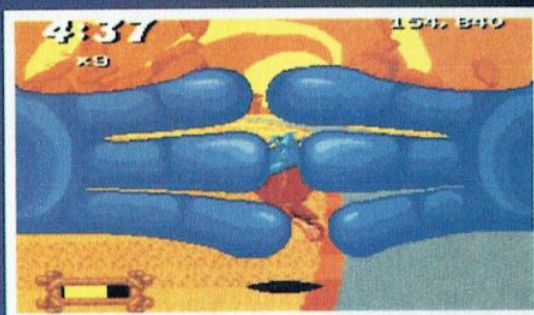


## NOT FRIENDS

### COMMENT



**JAZ** This is certainly a novel use of the Taz theme - a racing game with a difference! It's well programmed, challenging and good-looking and kept me completely addicted for a few days. However, its appeal quickly wears off. The basic gameplay changes very little from level to level: the baddies get more numerous, Taz's girlfriend gets faster and faster and those pesky yellow birds become increasingly more elusive, but it's still all about running down the same sort of roads dodging the same old villains. Something different between stages to break up the action and make it a little less repetitive would have added greatly to its long-term appeal. As it stands it's a neat game that offers plenty of short-term fun, but lacks the staying power to keep you at your Super NES for weeks.



### WENDAL T. WOLF

He play 'Peekaboo'. Taz no see. Crash a lot. Get off, stupid cat!



### PTERRY

Ptery catch Taz in the air, or on brow of hill. Take him backwards plenty - maybe back to woman.



### BULL GATOR AND AXL

Bad pair. Catch Taz and take him to Lady. Jump 'em!

# RATINGS



## BREAKDOWN

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

## LONG-TERM INTEREST

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

## PRESENTATION

▲ An authentic Looney Tunes opening and good on-screen presentation.

▼ No play options, which is rather sad.

83

## GRAPHICS

▲ Brilliant and bright, bold and brash backdrops which give the game an excellent buzz. Excellent scrolling and super sprites.

▼ Overall, the screen layout looks very samey.

90

## SOUND

▲ Tunes suit the gameplay and atmosphere, with jungle drums and jazz backings. Great FX of birds and parping horns.

▼ Some of the music is a bit 'off' and the title screen rendition is a poor version of the original Looney Tunes music.

83

## PLAYABILITY

▲ A low entry point to the difficulty curve, but the game rapidly becomes challenging. Fast, involving gameplay.

▼ The actions of the kiwis are often infuriating. The simple nature of the game becomes tedious.

81

## LASTABILITY

▲ The game becomes rapidly harder, and Tazmania should be a good game to chase for high scores and challenges.

▼ It's fun after a fashion, but soon the wacky enjoyment subsides into boredom.

69

## OVERALL

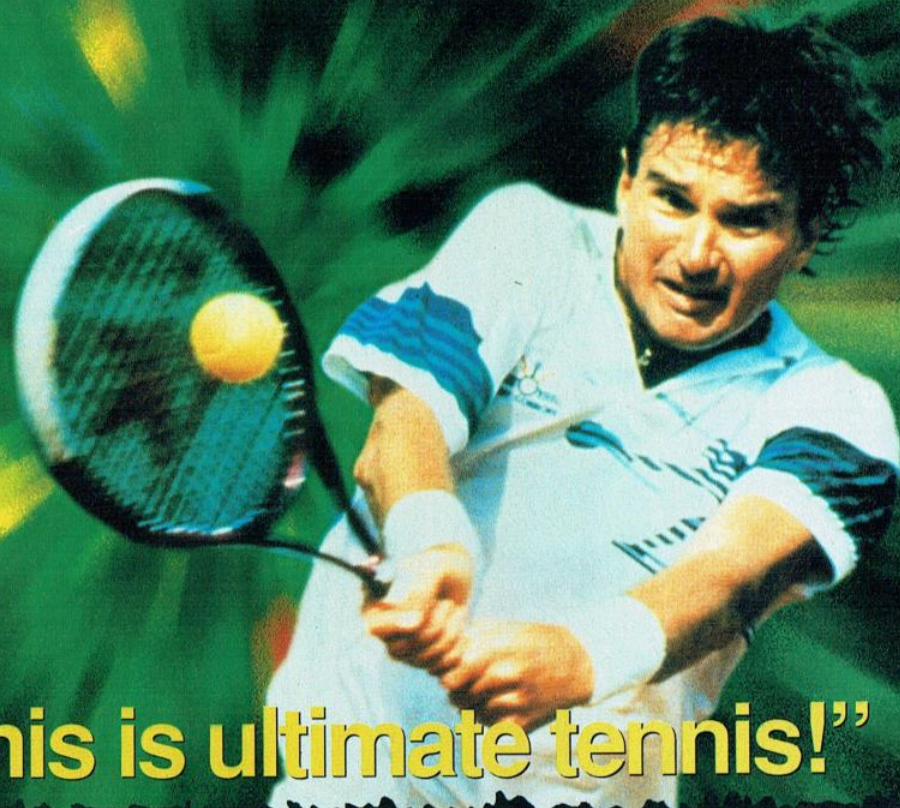
78

Taz is an acquired and particular taste. Invoke the old truism, and give it a go before you spend any money. It'll be either like or hate.



# Jimmy Connors

## PRO TENNIS TOUR



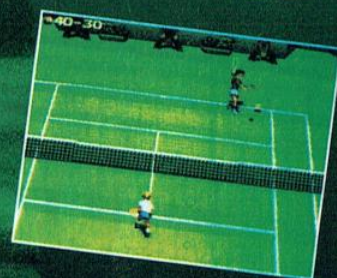
**"This is ultimate tennis!"**

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Work with five professional coaches to hone your shots-lob, volley, forehand, backhand, net and serve. Play one or two player against one, two or three computer opponents. Realistic graphics and awesome sound. This is professional tennis at its very best!

- ◆ Choose three play levels: Amateur, Intermediate or Professional
- ◆ Choose two control modes: Full or Easy Control
- ◆ Play singles or doubles
- ◆ Play on grass, clay, hard, indoor, Antarctic or desert courts
- ◆ Password feature lets you continue the game at a later time.



LICENSED BY

**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**UBI SOFT Ltd.**





# REVIEW

**Nintendo®**

**ENTERTAINMENT  
SYSTEM™**



## CART SPEC

- **BY:** RAINBOW ARTS
- **RRP:** \$49.95
- **RELEASE:** OUT NOW
- **GAME TYPE:** PLT
- **CART SIZE:** 4 MEGS

## GAME INFO

- **PLAYERS:** One
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Tough
- **CONTINUES:** Three lives, four continues
- **RESPONSIVENESS:** Wicked
- **1ST DAY SCORE:** Complete first level
- **GAME ORIGIN:** A graphically enhanced version of the old Amiga game.

## CONTROLS

- **HOW TO PLAY:** Guide Turricon across five platform-based levels, collecting power-ups and destroying enemies for points.

- A** JUMP
- B** FIRE WEAPONS. KEEP PRESSED TO UNLEASH LIGHTNING. DROP MINES WHEN IN GYROSCOPE FORM.
- S** START: ENERGY BEAM.
- S** SELECT: PAUSE.

↑: CHANGE TURRICAN FROM GYROSCOPE FORM BACK TO NORMAL.  
↓: DUCK.  
← →: MOVES TURRICAN LEFT OR RIGHT. CONTROLS DIRECTION OF LIGHTING.

Landoris — a peaceful planet in the quiet backwaters of the universe. At least it was until the MACHINE moved in and sent the indigenous population into hiding, underground. Few have survived the systematic extermination dealt out by the MACHINE, and the exotic cities on the surface of Landoris have been turned to rubble.

Who can reverse this dire situation and save the Landorians? Superman is dead, and Powdered Toast Man can't be found, so it's up to Turricon to single-handedly put a stop to this evil.

Quite a feat for one man, eh? Well Turricon ain't no man. He's a heavily armoured combat machine, harder than Robocop, and with more guns than the Terminator! The MACHINE is not going to be happy about this.

## BAM-BA-BA-BAM-BAM!

Turricon packs some impressive hand-held artillery, and it's a good thing that he does, because the Machine has sent out some particularly nasty robots to stop him.

**Multi Shot:** The most common and useful gun. When fully powered up, the Multi Shot covers a huge triangular area immediately in front of Turricon. Its main drawback is the weak strength of the projectiles.

**Laser:** This gun cuts through everything and can be fired continuously, but only in a horizontal plane.

**Bounce:** A dangerous weapon, its projectiles ricochet off any solid object that they hit. It's not as powerful as the laser, but the nature of Bounce makes it particularly useful in confined spaces.

**Lightning:** Hold down the B button for a few seconds while stationary, and a constant stream of lightning issues forth. Its direction can be controlled, and when fully powered up, it covers the full width of the screen.

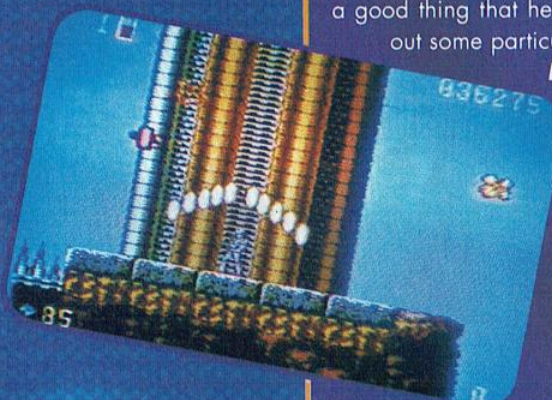
**Superweapon:** The most powerful offensive weaponry available to Turricon. When the energy meter flashes, it can be activated by getting your Lightning going, then pressing Start. It sprays shots in all directions, but only for a few seconds. Most useful

for getting past heavy concentrations of enemies.

**Energy Beam:** Press start, and you can send wide-angle blasts in any direction. This weapon is very handy when Turricon is jumping between platforms, as it can be fired while in the air.

**Gyroscope:** Gee, Mr. Turricon is sure hard! As if all those guns and weapons of mass destruction weren't enough, Turricon can transform himself into a death-dealing spinning ball of terror!

While in this form, he can roll along the ground, slicing through all in his path and dropping mines at will. Down plus Start initiates this transformation, and simply pressing up changes him back.





# REVIEW

**Nintendo**  
ENTERTAINMENT  
SYSTEM

# Super Turrican

## COMMENT



**ANDREW**

Turrican was an instant hit when it was released on the Amiga a few years back, being described as the best game of its

time by hardcore game freaks. This NES game is just as challenging and will take a fair hammering before it is conquered, although it does have its share of problems. The action moves along at a fair rate, and the enemies attack in droves, from above, below and any other angle you care to mention. Fortunately, Turrican is well equipped in the baddie-bashing department, but you'll have to use all the weapons at your disposal if you want to make any progress.

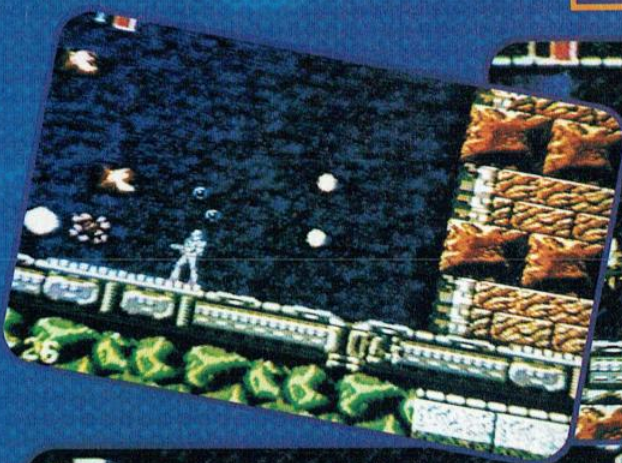
My main gripe is that the Turrican sprite is positioned way too close to the leading edge of the screen, making it necessary to back track when swarms of enemies appear. The sound is of the usual quality we've come to expect from the NES - crap.

That aside, it's still the best NES game I've played in yonks, and should keep you well and truly occupied until the next NES hit.

## DIAMONDS ARE A TURRICAN'S BEST FRIEND



Well, not really. Turrican would probably prefer an extra-large bottle of chrome polish, or a shiny new cog to add to his collection. The only time that diamonds are useful to Turrican are when he has 100 of them, at which point he is awarded an extra life. The diamonds are scattered willy-nilly around the levels, usually in caves and crevices, and are accessible only when Turrican is in gyroscope form.

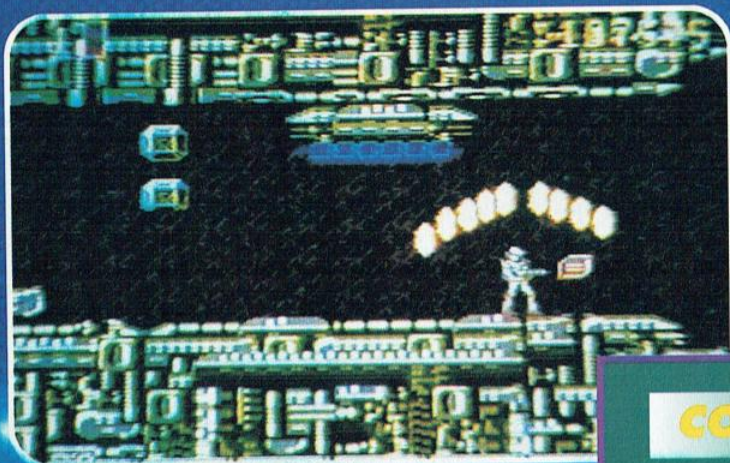


It cuts, it dices, it shreds, it slices - but wait - send no money, because we'll throw in an overseas trip for two with \$2 million spending money and your very own island!

Turrican practises the super-hero 'I'm so hard I've got my legs cocked while leaping through the air' method of attack.



Well, I'll be danged! What's a giant dentist's drill doing here?



I'm sick of writing captions. Can't somebody else do it?

## BEEN THERE, DONE THAT!

Turrican has appeared on just about every electronic format known to man, from its first appearance on the Amiga, to the stunning Super NES game. Each version has had a different layout to the others, some have the levels in a different order, others have had the graphics re-drawn and the name changed. (The most recent Megadrive version was called Universal Soldier, a tie-in to the Van Damme movie.) On the NES, the graphics have been given a full work out, and they look great, even better than some of the 16 bit games!



## COMMENT



**MICHAEL**

At first glance, I thought that this game was another stereotypical, hard-blasting shoot-'em-up hiding behind a flimsy plot based on other shoot-'em-ups. But there's a lot more to the game than first meets the eye.

A big plus is the presence of larger levels which give you greater freedom for exploration - something that most shooters ignore - and then there's the options menu where you're given the ability to tweak the difficulty setting, making this a game you will be playing for ages.

In fact, after giving Super Turrican a bit of a hammering, I reckon that the only real complaint new players might have is the fact that once you lose a life, your titanium-plated butt is hauled back up to the start of the level. Aside from that, Super Turrican offers excellent blasting action which will satisfy fans of this genre.

# RATINGS

## BREAKDOWN

STRATEGY	<div></div>	<div></div>	<div></div>	<div></div>
ACTION	<div></div>	<div></div>	<div></div>	<div></div>
CHALLENGE	<div></div>	<div></div>	<div></div>	<div></div>
REFLEXES	<div></div>	<div></div>	<div></div>	<div></div>
ORIGINALITY	<div></div>	<div></div>	<div></div>	<div></div>
	LOW	FAIR	GOOD	HIGH

## LONG-TERM INTEREST

HOUR	<div></div>	<div></div>	<div></div>	<div></div>
DAY	<div></div>	<div></div>	<div></div>	<div></div>
WEEK	<div></div>	<div></div>	<div></div>	<div></div>
MONTH	<div></div>	<div></div>	<div></div>	<div></div>
YEAR	<div></div>	<div></div>	<div></div>	<div></div>
	LOW	FAIR	GOOD	HIGH

## PRESENTATION

▲ No introduction sequence, but there are enough options to keep most people happy.

## GRAPHICS

▲ Some of the best graphics seen on the NES. Well-defined sprites and good use of colours.  
▼ Some occasional flicker.

## SOUND

▼ Uninspiring tunes and average quality effects.

## PLAYABILITY

▲ Fast action, good character control, and there is always an enemy to shoot or an obstacle to overcome.  
▼ The enemies are always in the same places, and there is not much room to see incoming attackers.

## LASTABILITY

▲ Not an easy game, and it should take a while to complete.

# OVERALL 91

A good action blaster with some nice graphical touches and a dead-hard hero! Super Turrican is tough, but by no means impossible to complete.

80

93

68

91

94



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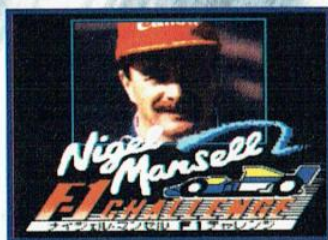
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# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: GREMLIN
- RRP: \$99.95
- RELEASE: SEPTEMBER
- GAME TYPE: DRV
- CART SIZE: 8 MEGS

## GAME INFO

- PLAYERS:  
2
- CONTROL:  
Joypad
- GAME DIFFICULTY:  
EASY/MEDIUM
- CONTINUES:  
PASSWORD
- RESPONSIVENESS:  
Excellent
- 1ST DAY SCORE:  
Win Driver's championship!
- GAME ORIGIN:  
Nigel Mansell is a conversion of Gremlin's Amiga game of the same name.

## CONTROLS

- HOW TO PLAY:  
Left and right moves the car left and right, up/down has no effect..

- A** BRAKE
- B** NO FUNCTION
- X** ACCELERATE
- Y** NO FUNCTION
- L/R** L: GEAR UP  
R: GEAR DOWN
- S** START: STARTS/PAUSES  
SELECT: NO FUNCTION



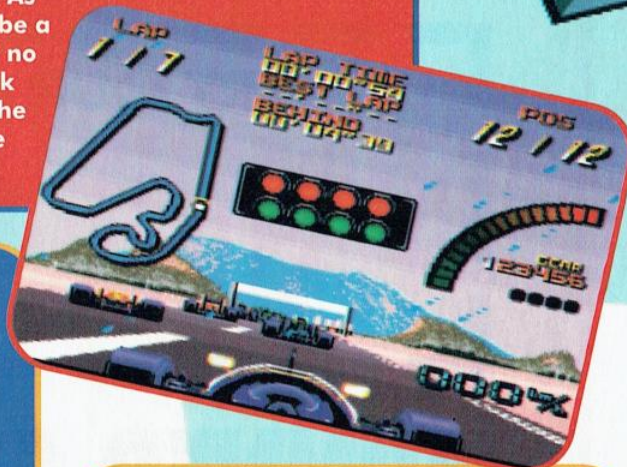
# NIGEL

**A**t sixteen locations around the world, men surrender to their urge to SPEED. The grand prix tracks of the World Championship are where the ultimate synergy of man and machine takes place - for money, acclaim, honour and the sensation of SPEED.

Any one of these events is gruelling enough, but as a rolling season of races they take their toll on the driver's and the cars. Is it any wonder that the stars may have the occasional tiff with their manager? In the case of Nigel Mansell, it's sadly ironic that his F1 game finally motors onto Super NES, just as he's powering into the Indy league. But, chin up. As F1 Challenge is meant to be a racing simulation, there's no reason not to grow a quick moustache and play out the 1993 season that could've been...

## GLOBAL ACCLAIM

You choose either to drive a single race (practice or full) on any of the sixteen championship courses, or take part in the full driver's championship. The prize is awarded at the end of the season on the basis of points gained in each race. Race winners get ten points, second place earns six and so forth. Retiring earns you 'nil point'.



## NIGEL'S HINTS

For each course, the advice of the master driver himself may be sought - ie. you can ask Nigel's advice. After he has offered a few well-chosen words of advice, a secondary screen appears, marking the optimum safe speeds for each part of the track.



CONSTRUCTORS LEAGUE		
CONSTRUCTOR		PTS
1. WILLIAMS HONDA		10
2. WILLIAMS RENAULT		8
3. BENetton		4
4. AGIP		3
5. TYRRELL		2
6. FERRARI		1
7. FORTI		0
8. DALLARA		0
9. VENTURI		0
10. JORDAN		0



**REVIEW**  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

GRAND POSITIONS	
1. SENNA	
2. SCHUMACHER	
3. SUZUKI	
4. Alesi	
5. BENDLINGER	
6. DE CEARIS	
7. ADDENA	
8. HAKKI NEN	
9. MARTINI	
10. KATAYAMA	
11. MANSELL	

## THE OPPOSITION

The Grand Prix consists of a cut-down field of some twelve drivers, which is bit limiting, but Mansell's biggest rivals are there to race. The main challenge comes from Brazilian, Ayrton Senna, Germany's Schumacher and Italy's Alesi. Racing against them feels different from the usual driving games, as they exhibit a strong sense of character. Senna is a daring driver, but tends to judge pitstops badly. Schumacher is a dogged efficient driver, but less likely to take risks.

# MANSSELL'S CHALLENGE

## COMMENT



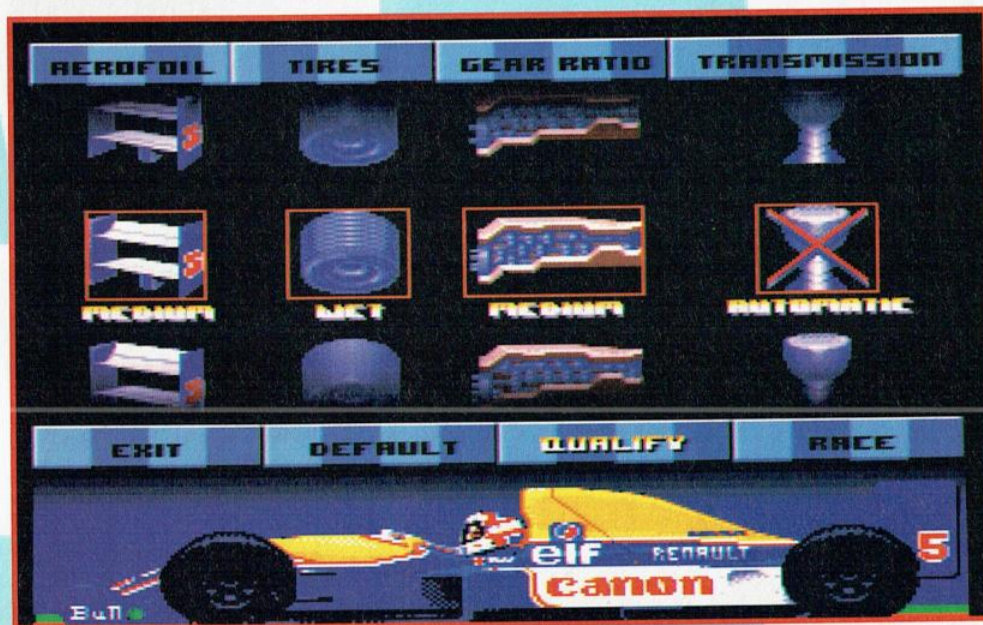
**GUS**

This would be the George Best if it wasn't for two factors - the difficulty setting and the lack of seasons. Playing in arcade mode with an automatic gearbox is not recommended, as you'll be watching the end credits roll before you know it. True, handling a gear box is an added trial, and

the simulation mode gives a truer feel, but this has to be one of the easier racing games available. But the feel of the game is immense, catching the sensation of speed and excitement perfectly. Using sprites instead of blocky Mode 7 has created a different effect, more like the visuals of arcade racers like Final Lap. The control method feels perfect, and most of your opponents behave like real racers — not just drone cars. The best parts of this game are the nerve-jangling neck-and-neck laps with Senna, when the points difference is vital. For moments like that it cannot be beaten. But its overall weaknesses prevent it being a classic.

## CONTROL FREAK

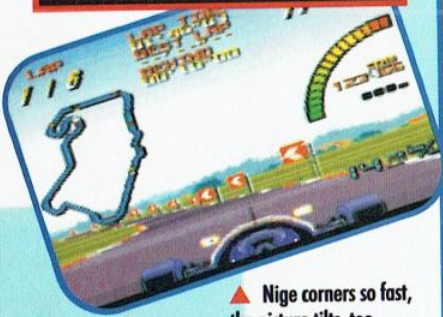
Two control modes, effectively difficulty levels, are offered. Arcade is the easiest control method, offering a sensitive response and good corner handling. The simulation option offers a subtly more realistic approach to handling and braking.





# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



▲ Nige corners so fast, the picture tilts, too...



## BEHIND YOU!

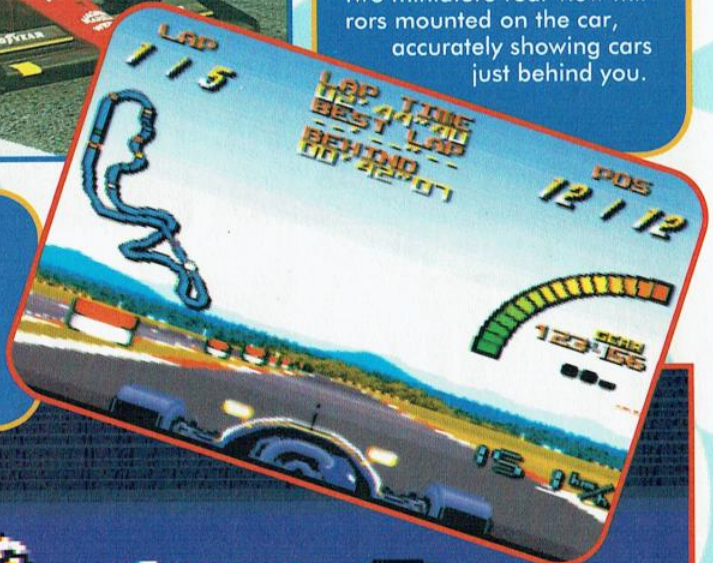
One fun feature of Nigel Mansell is the time counter displaying the distance between you and your closest rival. This shows either your lead in seconds or, when behind, the lag between you and the leader is shown. To add to this backdoor paranoia there are two miniature rear view mirrors mounted on the car, accurately showing cars just behind you.

## AEROFOIL

The aerofoil affects the traction of the car, thus altering its steering response. A low foil keeps the car close to the ground, recommended for tight courses.

## PICKING PARTS

Before each race, qualifying and full, the option to alter parts of your car are given. These choices affect the fine performance of your car, shaving seconds off times.



## GEAR RATIO

High gear ratios should be chosen for courses without the need for a lot of changes, or by drivers who don't crash often, as they offer higher speeds at the expense of fast acceleration.

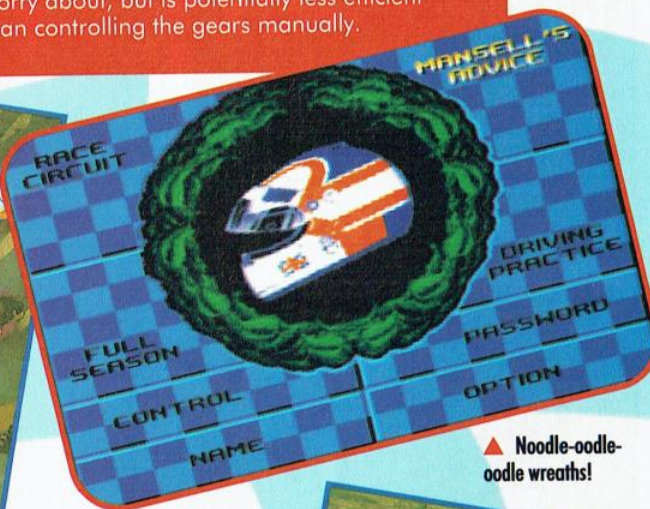


## TRANSMISSION

Selecting an automatic will give you less to worry about, but is potentially less efficient than controlling the gears manually.

## TYRES

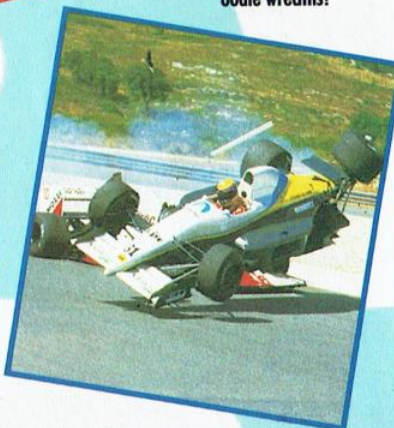
Review the weather conditions before deciding on tyres. Hard tyres give the highest speeds, but wear out quickest. The need for traction in the wet is vital, or the course becomes a skidpan.



▲ Noodle-oodle-oodle wreaths!

## GOTCHA PENELOPE!

Pitstops are necessary for only one reason: tyres changes. Tyres wear down at a phenomenal rate, shown as a decreasing set of black dots on the right hand of the screen. Timing your pitstops is important, as taking one early may allow you to seize the lead later. Avoiding the pits might be costly, as worn tyres mean automatic retirement.



## COMMENT

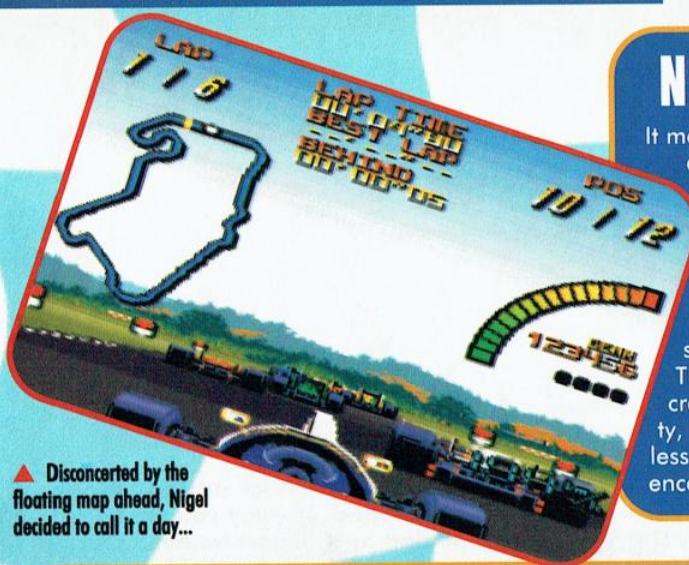


**JAZ**

Playing similarly to the Super Monaco GP arcade game, Nigel Mansell features top-notch graphics, ultra-smooth 3D effects, stomach-churning hills, big car sprites, excellent sound, brilliant controls, great playability and some wonderful presentation.

However, there is one seriously major flaw: the difficulty level. I started playing a full season on the hardest of the two difficulty settings and came second in my first two races, then went on to win nearly all the rest, clinching the world championship in one sitting. And that was it - end of game. There is no way to make the game any harder, and I certainly didn't feel any inclination to go and play it again. Had there been more difficulty settings to make it truly challenging, Nigel Mansell would have easily been one of the best racing games available. As it stands, racing fans are best advised to pass this one and head straight for Exhaust Heat II.





▲ Disconcerted by the floating map ahead, Nigel decided to call it a day...

## NO BANGS

It may have something to do with the Mansell/Williams license, but crashing your car is an impossibility. When roadside objects are struck, the car loses some speed, not all. This may displease the crash and burn fraternity, but makes the game a less stop and go experience.

## MAIN COURSES

Selected from the sixteen raceways, here is the pick of the tracks, with a guide to their main features:

### BRAZIL — INTERLAGOS

The start/finish is on a rise, which means a sharp descent in the opening section. This is generally a hilly course, a fact which should affect the way you approach the sharper corners.

### MONACO — MONACO

Most picturesque, and arguably most famous F1 course. The most distinguishing feature must be the long tunnel area, which is followed by a seaside drive. A challenging, interesting track.

### FRANCE — MAGNY COURS

The most strikingly-shaped track, and a speeder's paradise. Four massive straights allow you to really let rip with the high gears. Before getting carried away, realise that two of the corners are very pointy.

### BRITAIN — SILVERSTONE

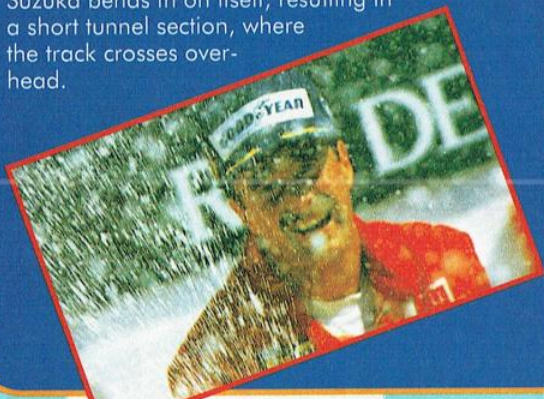
To be frank, Britain's GP contender is pretty bland, though not completely tame. The only adrenalinising moment comes with the massive loop situated in the last yards of the circuit.

### PORTUGAL — ESTORIL

A personal favourite, due to its idiosyncratic shape. Who designed the massive horn-shaped section, and had the idea of a humongous home straight, the only speedy section of the circuit?

### JAPAN — SUZUKA

The penultimate course is demanding in every respect. Long, stringy and tough as old spaghetti. Suzuka bends in on itself, resulting in a short tunnel section, where the track crosses over-head.



## RATINGS

### BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Lots of options, and hey, check that nearly rotating globe.  
▼ No two-player options. No on-going seasons.

91

### GRAPHICS

▲ A novel approach to Super NES racing games, using a wide-view track with large, convincing sprites giving a good sensation of movement. It looks well speedy.  
▼ Not that much variety between courses, though.

87

### SOUND

▲ Some pretty music, and the engine effects are fine.  
▼ Sound is not really afforded much importance in the game.

75

### PLAYABILITY

▲ Mansell's has a great racing feel, created by the convincing visuals and control.  
▼ The arcade mode is too easy, and the more drivers would have been nice.

92

### LASTABILITY

▲ The sheer enjoyment of playing makes you come back for spins regularly.  
▼ Hardened race drivers are bound to wonder if Senna is such a pushover in real life.

83

## OVERALL

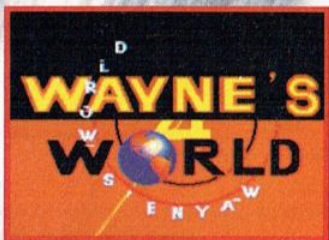
87

Nigel Mansell's does it very well, and is shockingly good in the short term. The relative easiness takes its toll on lasting interest, however.



# REVIEW

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



## CART SPEC

- BY: THQ
- RRP: \$99.95
- RELEASE: OCTOBER
- GAME TYPE: PLT
- CART SIZE: 8 MEGS

## GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Not too hard
- CONTINUES: Infinite!
- RESPONSIVENESS: Way excellent... NOT!
- 1ST DAY SCORE: Lasted a level
- GAME ORIGIN: Adaptation of the popular film of the same name.

## CONTROLS

- HOW TO PLAY: Guide Wayne through four platform levels, if you can stand the sheer excitement. Naaahht!

- A** Use Schwing Item
- B** Shot
- X** Nothing
- Y** Fire Guitar
- L/R** Nothing
- S** START: STARTS/PAUSES  
SELECT: NOTHING

# WAYNE'S WORLD

Oh, bogus dude, Wayne Campbell's most excellent sidekick and co-host of his cable access programme has been kidnapped! No way you say? Yes way! The most bodacious Garth has been inhaled by the most heinous Zantar the Gelatinous Cube, villain of the most, erm, the most not good video game Zantar the Gelatinous Cube (yeah right)! Aaargh! I can't take it any more!

Look, there's this cable programme called Wayne's World, right. It's presented by these two stupid kids, right, and one of them has been sucked in to a video game. It's down to you to help Wayne rescue his pal. See? There's really no need for all this ridiculous Double Dutch tosh.

Such runs the plot of the latest platform jape from the THQ labs. The player controls a miniature Wayne, who legs it across oddly-populated areas from the film, such as the music store and the donut shop. Should you catch up with the Gelatinous one himself it's a fight to the death to rescue Garth.



## WAYNE'S WORLD

Wayne's only defence against the perils that head his way is his trusty guitar. This instrument fires bolts of energy at his foes - as guitars do. Luckily, there are loads of power ups available to boost his "axe power", as it's known. These range from standard extra-power shots, to mega-power shots, shots with distorted flight patterns, three-way fire and, best of all, homing beams. However, the more powerful a power-up, the further into the game the player has to get before seeing the thing.

## COMMENT



**STEVE**

Tee-ho! Just think some nine months after everybody has finally stopped saying 'Not!' and 'Schwing', along come THQ with a game which digs up the long-since decayed corpse that is Wayne's World. To be honest, I can't help but feel that this licence was dead in the water from the start. The film and programmes are little more than a series of set pieces, and there's nothing concrete plotwise for the game to revolve around. The result is a smart-looking but ultimately boring platformer which features very little of note or variety in its large stages. Even the five-second novelty of the use of sampled 'Not's and the admittedly impressive Wayne sprite cannot save Wayne's World from the dumper, so the game is best left to fade into rapid obscurity. The sooner the better, if you ask me...

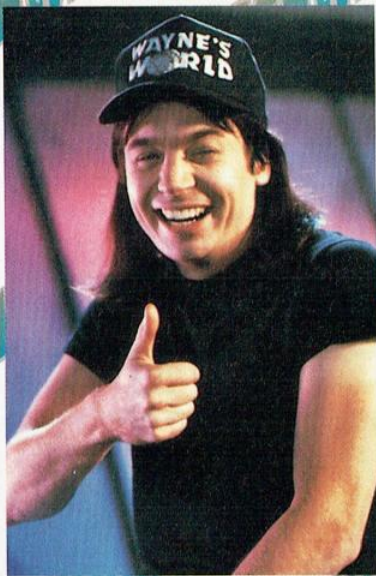


▲ Mind the inevitable caption, Marlon.



▲ Schwing, not, yawn





## EXCELLENT

Just about everyone on Earth has heard of Wayne's World now. It started life as a sketch on the cult US TV show Saturday Night Live. It became enormously popular and eventually creators Mike Myers and Dana Carvey decided to let it loose on the big screen. They are not, however, the first Saturday Night Livers to do this - Dan Ackroyd and John Belushi's classic Blues Brothers also started life on the show. Wayne's World is not as good as Bill and Ted.



▲ Another all-action pic. Not!



▲ Oh god, here we go again... Schwing. Babe. Babraham lincoln etc..



▲ Wayne giggles at the thought that people might buy this pile of pants.

## PARTY TIME

As well as the regular shot power-ups, there are other fine and helpful icons littered around. There are Schwing items, which destroy all enemies on screen when used (as opposed to making Wayne more attractive to the opposite sex). There are also hearts, which give Wayne an extra life each, and Worthiness Items. These bestow 1 Worthiness Point on Wayne, although this doesn't actually seem to do anything useful.

## RATINGS

### BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

### LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

### PRESENTATION

▲ Loads of intermissions and "hilarious", "just like the film" cut scenes.

▼ Completely loses it's humour after one viewing (if that).

### GRAPHICS

▲ Weird and groovy sprites, smooth animation.

▼ Backgrounds, enemies and everything else are plain and dire.

### SOUND

▲ Clear samples from the film...

▼ Except they aren't very funny after a couple of hearings, and the rest of the sound is horrid. The guitar noises are irritating.

### PLAYABILITY

▼ Levels are limited, collision detection is unfair, responsiveness is awful and there's no interesting features to hold your attention at all.

### LASTABILITY

▼ Only five levels, and it's still doubtful you'd actually bother to play them all.

## OVERALL

It's a crock! It's a crock! It's a crock!  
Buy the video, buy the underwear,  
buy anything except this game!

### COMMENT



Oh God, just when you thought you'd heard the last of that irritating Waynespeak pish comes a game loaded to

### RAD

the gills with it. However, that isn't why I hate it. Yes, the samples of "Not!" and "We're not worthy!" do get tiresome after about ten minutes, but hey - you can always turn the sound off. However, there is only one way to avoid the sheer tedium of the oh-so-dull levels, the ropey and downright unfair collision detection, the floaty and unresponsive controls and the enormous monotony factor. And that's to not buy it.




▲ It's not worthy. It's not worthy!



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The only monthly letters column that creates more problems than it solves as Fat Boy ruminates over the failure of our educational system and the never-ending proof of such that lands on his desk in the guise of letters. If you'd like to be abused by Fat Boy (or, The Lard Almighty, as he's known around here), write to **Mailbag, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

**DEAR FAT BOY,**

HELPI HELPI HELPI! My Mum and Dad think that my brother and I shouldn't play Mortal Kombat because it is too violent, even though I play it with my cousin all the time in arcades. I especially like it when you fight Raiden on the cliff and punch him and he gets impaled on spikes. Well, back to the point: I have had to con my parents that Nintendo has banned the violence; so far I'm succeeding. Meanwhile, my cousin and I organised a big party for Mortal Monday. We played it over and over again. We even had a cake and drinks.

Can you please send me autographs of all the Mortal fighters.

Ethan Roberts

Elanora, Qld.

**Ethan, you are a demon. You are also an extremely deluded demon if you think that the Mortal Kombat characters actually exist in real life! And when it comes to lying to your parents, the joke's on you: Nintendo has banned the violence (bool hiss!).**

**DEAR FAT BOY,**

My neighbours are idiots and my parents won't let me play Nintendo! What should I do? Should I tell my parents to stick it, or what? I agree with Richard Garner: you should draw a Sonic getting flushed (Sega Sux). NMS Rules!

Kiel Baxter

Paerca, NZ.

**Firstly, Master Garner is a rabble-rousing ratbag. Secondly, your parents are always right (even when they're not) - so you're going to have to forgive them and grovel a lot. And thirdly, what have your neighbours got to do with anything, anyway?**

**DEAR FAT BOY,**

Excellent! Finally some Aussies have got together to make an Australian magazine and it's great! I looove it! Hey, but I spit on the person who wrote in to you in the July issue to say he disliked this magazine 'cos of the jokes about Beverly Hills, 90210 crap! Personally, I think the show is an utter waste of TV time, especially when people could be playing their NES instead! Keep up the jokes about 90210 and keep up the work on this mag!

Luke Richards

P.S. Hello to Jane Wilde.

**Actually, it's a couple of Kiwis, an Irishman, an Italian, a Zambian, a Chinaman, a pair of Greeks, a few Poms, and a few other odds and sods who put together NMS. Which makes us as Australian as can be - and proud of it!**



Here's a joke: Which one of these overpaid strumpets is not a bimbo? None! Har, har, har, har!

**DEAR FAT BOY,**

Being one of your first one hundred subscribers (thank you for the free game), I was very pissed off to discover that my mailed issue gets to me a week after my local newsagent (every issue, so far). Why do I have to wait an extra week to get my issue? Are you so fat that it takes you a week to walk to the Post Office?

Also, I own a UK version of Mario Paint, with the slight difference in Hz frequencies; is there a chance of damaging my TV or console? There appears to be no real noticeable difference between UK & Australian carts.

Michael Bahr  
Cervantes, WA.

**Blame Australia Post, mate. One of my many underlings posts the subscription copies a full week before NMS goes on sale. By your reckoning, that means it's taking two weeks to get from Sydney to Cervantes. And that means that some lazy sod at Australia Post is probably nicking it for a quick read before he passes it on!**

**As for your UK PAL carts, there will be a small colour discrepancy, but no other major differences, so it's not going to blow up your console.**

**DEAR FAT BOY,**

I recently hired a Super NES with Street Fighter II and Star Wars. It simply blew me away. Star Wars kept me busy all night resulting in NINTENDOITIS.

Well, the next day I rushed out and bought the Super NES and NOW MY LIFE IS COMPLETE. Thank you, Super NES.

Blown Away  
Forster, NSW.

**... and yet another drama in life's rich tapestry is bought to a close by the healing powers of Nintendo. Glory be!**

**DEAR FAT BOY,**

First off, let me say that Capcom probably make the best games available, but it really irks me that they have adopted a Hollywood mentality with their games. What I mean is, movies come out like Aliens and Dances With Wolves and everyone goes and sees them, then six months later they bring out the special edition with 20 minutes of extra footage and everyone goes to see them again (only to find the extra footage is crap.)

Capcom started with Final Fight, then Final Fight II, and now they've gone all out; they brought out SFII and we all cheered and the looks on the faces of MD owners was priceless; now they bring out the CE version and, horror of horrors, it's on Sega and, although the colours are pox, it has all the moves. Now I see in your last edition that the Turbo version is coming to Super NES. OK, that's good because it craps on the CE version, but if you've already shelled out \$130 like I have, it's not much of a consolation. No doubt someone will offer a trade in, new for old and, of course, they'll offer a good price for the original, like \$10-20, but I think the whole thing STINKS! What do you think?

Gary Stevenson  
Broadford, Vic.

**Wot? Me? I get the games for free, mate. And I think SFII Turbo is a bit dead ruddy good and if I had to, it's one game I'd definitely buy, even if I already had the original version (which I do!).**

**DEAR FAT BOY,**

First off, I want to let you know that your magazine is adequate. (What? You'd rather I said it was inadequate?) Normally, I don't bother writing to magazines - but I absolutely have to know something: on page 52 of the August 1993 issue, you give Action Replay codes. Now I have figured out how to put in codes consisting of X, Y, A, B, L, R, etc, but I cannot figure out where to find E, D & C on the keypad. For example, the Super Mario World code has me stumped. How is 7EOD C2C2 entered?

Please publish and answer as I am sure that I am not the only one totally in the dark who would love to be able to cheat.

Lee Levy

Figtree, NSW.

**Will someone shine a light on this poor tosser and tell him to use the directional pad of his joypad to manipulate the letters and numbers that make up the average cheat before he writes again and asks another less than adequate question.**



# NMS QA

AND

## READER SYSTEM

Having figured out how to finish *Zelda* on Game Boy a full ten years before the game was invented, that fearsome new NMS force, The Skull, turned his mighty mind to answer the eternal riddle, "Why?". In his spare time, he also does laundry and answers your questions, so if a nugget of Nintendo knowledge is eluding you, ask him! Send your questions to Q&A, *Nintendo Magazine System*, PO Box A305, Sydney South, NSW 2000.

**Q** Greetings people of NMS! I am writing to tell you that you have a great mag and also to ask some questions.

1. Will *Street Fighter II* come out on the Game Boy?

2. What do you think of the game *Star Trek 25th Anniversary*?

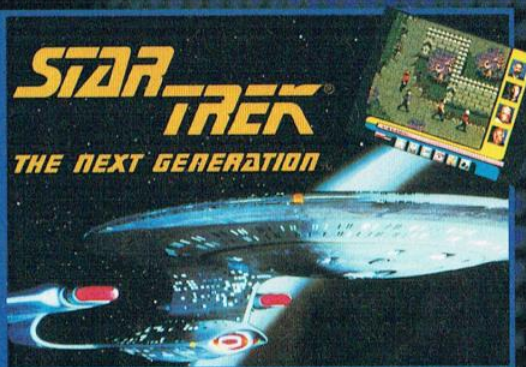
3. I have heard rumours that there is going to be a *Star Trek - The Next Generation* game. Is this true, and if so, when is it going to be released?

— DATA

**A** 1. Come now, I wouldn't have expected such a non-question from an Android like you!

2. I was a bit disappointed.

3. Yes! Not only on the Game Boy, but on the NES and Super NES as well! As for release dates, as soon as I know, so will you.



Star Trek — The Next Generation on the Super NES. Oh joy!

**Q** In the July issue of NMS (#4), there was an ad for the Booster Boy. Is it a console in its own right, or an add-on?

— Darren Anderson, Whyalla, S.A.

**A** It's an add-on, or rather an add-around! The Game Boy fits in it, and the Booster Boy amplifies the sound, enlarges and illuminates the screen, and makes the controls more like a joystick. See the Nintendo News Network for your chance to win one!

**Q** Your mag is the best ever (I'm not sucking up!), and I've got every issue. I've also got some questions for you.

1. What is Mario Is Missing like?

2. What do you think of *Home Alone 2*?

3. What two-player game would you recommend to a kid whose parents don't like beat-'em-ups?

4. I just want to hear it again. Is Nintendo better than Sega?

— Stuart Koschade, Glasshouse, Qld.

**A** 1. A bit boring. It's a semi-educational game for young players.

2. No sir, I don't like it. It's boring and cruddy with terrible play control.

3. *Super Mario Kart*, *Tecmo Super NBA*.

4. Ohhh yeah!

**Q** I like sport games.

1. What ice hockey games are on the Super NES and NES?

2. Ditto baseball games.

3. And basketball games.

— Phil Moran, Rosemeadow, NSW

**A** 1. The Super NES currently has the terrific NHLPA '93, by EA; but Jaleco, Accolade, Sony and Nintendo all have ice hockey games in various stages of development.

**Q** Are there any games like *SFII* that feature swords and weapons instead of fists and feet?

— Someone from Shepparton, Victoria.

**A** The arcade game *Fighter's History* might be up your alley, but it has yet to make the transition to Super NES. When and if this happens (most likely it will), we'll let you know.

**Q** In *Zelda 3*, Link's uncle says "Zelda is your..." and then he dies. Is she Link's sister, mum, auntie, cousin or what?

— Mathew Longmuir.

**A** Well, Mathew, the answer is simple. Zelda is Link's pet tadpole! No, that's not it... She is a hologrammatic replicant, sent by Space Mutants through a trans-dimensional gateway during a negative reality inversion. Her mission: To seek out short, pointy-eared adventurers, and repeatedly send them on meaningless quests through swamps and dungeons, in search of The Lost Turkey Baster of Pluto. Now you know.

**Q** 1. If my Super NES breaks down outside the warranty period, how would I get it fixed?

2. What is your favourite Super NES game?

Name?

**A** 1. Call Mattel on (03) 242 5222.

2. *Street Fighter II Turbo*!



On the NES front, only *Blades Of Steel* has so far made its way to our shores (it's also available on the Game Boy).

2. *Carl Ripken Challenge* should be out now on the Super NES, and there is one on the NES, simply entitled *Baseball*.

3. You're in luck here, with *Tecmo Super NBA* and *NBA All Star Challenge* out now on the Super NES, and *NBA Jam* soon to follow. On the NES, *Arch Rivals* comes to mind.





**Q** Do you know anything about the game *Lagoon* by Kemco for the Super NES? If so, could you please tell me if it will be coming out in Australia.

— Anthony Stonehouse,  
North Turramurra, NSW.

**A** Yes, Anthony, we do. It's a RPG in which you take on the role of Nasir, a young lad sent by the town elders to investigate the cause of the pollution to the town's water supply. Nasir acquires a selection of magic spells which he must use against Zerah, the purveyor of the filth, and there is a sub-plot dealing with Nasir's search for his long-lost brother. Unfortunately, no Aussie distributor has the rights to this game yet, so you'll have to search import stores if you want it.

The muddy water must have something to do with the demons that are appearing everywhere.



- Q**
1. Will Konami and Capcom be developing games for the Super NES CD?
  2. Will there be a sequel to *Mortal Kombat*?
  3. Is Tecmo Super NBA better than Bulls vs Blazers?
  4. How about having a page filled with readers art?
  5. Will Mario ever kill Sonic?

— Dedicated Fan,

Somewhere, Australia.

- A**
1. Sure they will.
  2. It's on its way!
  3. Yes.
  4. Unlike some magazines, we don't insult our readers with any old scribble that comes our way. If the standard of the squalid scratchings that we currently receive rises, we may reconsider.
  5. He already has!

- Q**
1. How can I get my mum to get me a Super NES?

2. What is the best game on Super NES?

3. Can you put a *Street Fighter II* poster in NMS?

— Daniel Whitelock,  
Brisbane, Qld.

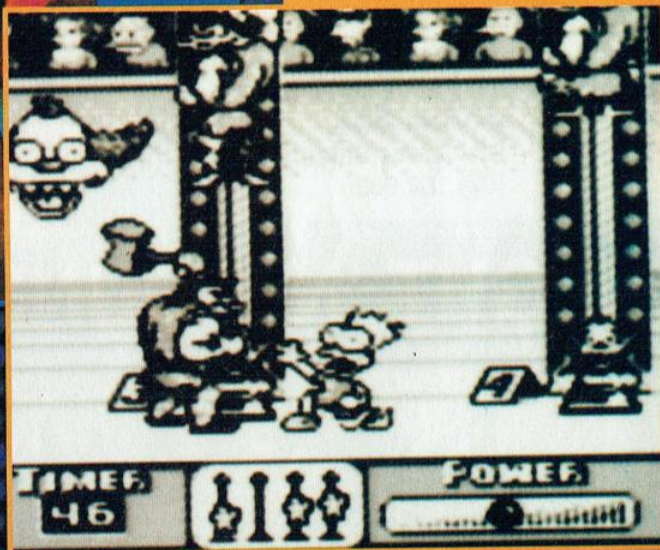
- A**
1. Try "It's educational, mum!" (See earlier issues of NMS for the arguments in favour.) Next, you could clean your room and eat your brussel sprouts without complaining, or you can pester her relentlessly until you get what you rightly deserve. As a last resort, offer to pay half.
  2. *Street Fighter II Turbo*.
  3. Done. Look in this issue.



- Q** Are Starwing and Star Fox the same game, or are they not related in the least? Please answer me and put my letter in your filthy mag.

— C. Dedden,  
Mollymook, NSW.

- A** Filthy mag!? Well, I have to say that I prefer WICKED! As for your question, yes, they are one and the same. The game was originally called *Star Fox* in the USA and Japan, but is called *Starwing* here and in Europe because that name was already used by another product (not a Nintendo game) in these territories.



"Stop! Don't do it man! I promise not to ask stupid questions about colour Game Boys or CD Roms!"

- Q** In your preview of *Mortal Kombat* in your August issue (NMS #5), you said that the eighth man, Reptile, can only be fought in one-player mode and can't be picked. However, in the pic where he is hitting Sub Zero, there is a player 2 score where it should say PRESS START, indicating that Reptile is being controlled by a human. Is this a cheat, and if so, how do you do it?

— Rafal Kennedy,  
Morley, W.A.

- A** Most observant of you, Rafel. Yes, we were controlling Reptile, but it was as a result of a glitch in the unfinished preview copy we had at the time, not a cheat. Mind you, that's not to say that there isn't such a cheat...



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## TIPS & TACTICS

Yipee! Ha-roool! Yimblits! Because we are such wonderful and generous souls here at NMS, we have decided to reward the wonderful and generous souls who send in the deadliest, filthiest, **FATTEST** cheats every month with a prize! (And we don't mean completely unworkable codes filched from Yankee mags, either.) So send in your finest; who knows what you could win, but it's sure to be better than a date with Rod! Woof! Write to **Nintendo Help System, Nintendo Magazine System, PO Box A305, Sydney South, NSW 2000.**

## GAME BOY ▶▶▶

**THIS MONTH'S BEST TIP WINS A WEEK'S PAY!!**

### ELEVATOR ACTION

To find out what you are going to get when you enter a "2" door, look at the 'hundreds' column of your score, and use the chart below, cheerfully compiled by Darren Fidler, of Bridgewater SA.

- 0 or 1 — Shotgun
- 2 or 3 — Machine gun
- 4 or 5 — Pistol
- 6 or 7 — Grenade
- 8 or 9 — Heart

### SNOOPY'S MAGIC SHOW

Here's a selection of passwords, from someone who forgot to include their name.

- Stage 15: **COIX**
- Stage 20: **XQIA**
- Stage 23: **IQEW**
- Stage 25: **2ZVC**
- Stage 36: **BTBA**
- Stage 39: **UTNH**
- Stage 48: **BTII**
- Stage 55: **CAIH**

### SUPER MARIO LAND 2

Now this is a strange cheat. It lets you play some of the later stages of the game, but only for a minute or so. Press **Up, B** and **Select** to go to the Turtle Zone; **Up, A** and **Select** to see the Hippo Zone; and **Up, B, A** and **Select** to sample the Mario Zone. A boon for first-time players who want to see what lies ahead!

### BURAI FIGHTER DELUXE

Ah ha! Codes to the Ultimate level! Bradley Slater of N. Rocky, Qld, you're a genius!

- 1: **GDCP**      2: **LMCJ**
- 3: **CCHL**      4: **HFKP**
- 5: **BNGN**

### BUBBLE BOBBLE

Use the password **KZBJ**, then push left or right to choose any level. This password, and the following ones, were sent in by Daniel Mullins of Calundra, Qld.

### BOOMERS ADVENTURE

Here are all the passwords to Asmik World.

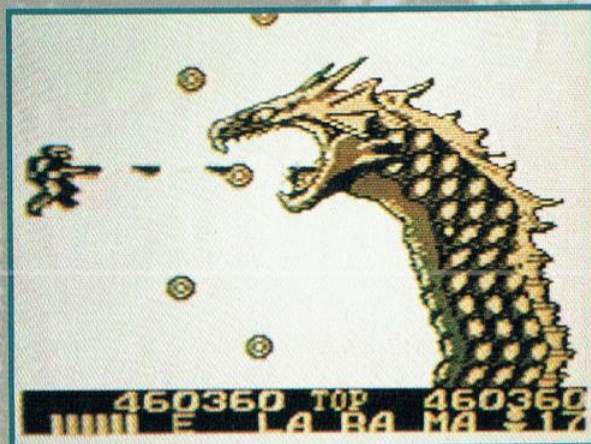
**AXOLOTL  
BLUTEN  
CHIMERA  
DEWLAP  
ELYTORN  
GILA  
SCARAB  
ZAHNBELLA**

**HYDRA  
IBEX  
JEDOC  
KERZER  
MINORA  
PANGOLIN  
REMORA**

### BATMAN

Don't you just dig those funky tunes! Now you can listen to them over and over again with this sound test, sent in by Nicholas Braban of Randwick, NSW. On the title screen, hold **Down/Right** and press **Start**.

▼ Choke on this, lizard breath!



### Tip of the Month

## ALIEN 3

We all know that you can prolong the life of the batteries in a Game Boy by turning off the sound. But in Alien 3, you need to be able to hear the critters sneakin' up on ya. So, what to do? Simply go to the inventory screen and press **Start** once, and you will only hear the effects. Press **Start** twice, and only the music will be heard. Note: This is our tip, so we're keeping the prize!

### ACTION REPLAY CODES

#### CASTLEVANIA 2

**0102 C5C8** — Infinite lives ahoy!

#### DUCK TALES

**0102 1ACA** — Unlimited Scrooges.  
**0796 11CA** — Unlimited time.

#### GREMLINS 2

**0102 C5C0** — Unlimited Gizmos.  
**0108 C6C0** — Unlimited energy.

#### TINY TOONS

**0102 C3C9** — Infinite lives.  
**0102 FOC9** — Unlimited energy.  
**0103 F1C9** — Bugs always has weapons.  
**0103 F3C9** — Porky always has weapons.  
**0103 F2C9** — Daffy always has weapons.



## NES



**THIS MONTH'S BEST TIP WINS  
A COPY OF SWORD MASTER!**

### Snake Rattle 'N' Roll

Peter Smith, of Morayfield in Queensland, knows a neat trick which gives you an extra two lives! Luckily he has decided to share it with us, so take it away Peter!

When you reach the door to level nine at the end of level eight, don't go in; instead head for the top right corner of the bricks. You will see a carpet moving back and forth, carefully jump onto it, and you'll be taken into another pool. This pool is full of Nibbly Pibblys, but don't worry about them, just walk along every red brick in the pool and you will be rewarded with two extra lives.

### Mike Tyson's Punch Out

Mathew Butcher and Ben Speller have been working hard on this game, and it's paid off! They've come up with these two knockout codes.

**007-373-5963** — This puts you up against Iron Mike himself!

**135-792-4680** — Use this code to enter circuit on Another World.

### Cobra Triangle

Enter **"HELP ME"** as your name and you'll start with ten extra lives! This cheat was sent in by Nathan Bailey and a friend.

### Super Mario Bros III

There is nothing that we like to see more than a nicely typed out letter giving a lovely fresh tip. Obviously, Kenny Lam of East Burwood in Victoria shares our sentiments and has proceeded to supply us with exactly that.

This power select will let you dress Mario up in whatever clothes you desire, and give him the corresponding power. On the map, press **B** to make the inventory flip over to show the magical powers that Mario has (if any). Then press **Select** and the complete list of powers will be shown one by one as you keep pressing **Select**. To select one of the powers, simply press the **A** button when that power is on screen.

## Tip of the Month

### NEW ZEALAND STORY

One of NMS' more fanatical readers is the ubiquitous M. Ahkram Subroto from the Department of Biotechnology at the UNSW,

who regularly sends a truckload of high scores, tips and cheats. And some of them are quite smart, like this guide to Kiwi Tiki's adventures in New Zealand Story, so we thought we'd share it with you. Well, The first half, anyway; you'll have to wait until next month for more.

### WARP ZONES

#### Level 1.1

Jump up to the third platform near the end, face left and fire until the warp appears. Jump into it, swim to the right and jump up to the platform above the water. There are two choices here: (1) continue up to the top to face the Whale (level 1.4) or (2) continue up to the third platform and then to the left corner, face left and fire until a warp appears to take you to level 2.4 (good choice if you are scared of facing the Whale).

#### Level 1.2

Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it and you then have two choices: (1) take the warp on the right for an extra life, or (2) take the warp on the left for three apples.

#### Level 1.3

After you've been through the water near the end, jump on the top platform and shoot to the right to reveal the warp. After you've entered the warp there are two choices: (1) continue to the right, then press **LEFT** to land on the middle platform, shoot left to reveal the warp and you will reach a room with two extra lives. To reveal the exit, you have to kill all the enemies and after exit you'll be in level 2.2, or (2) continue through water in the warp room in level 1.3 for exit to level 1.4.

#### Level 2.1

Don't rescue the Kiwi at the end of this level, instead climb the steps and find the warp which will bring you to level 2.3.

#### Level 2.2

The warp is at the top right-hand corner of the beginning of this level. It will bring you to the end of this level.

#### Level 2.3

At the beginning of this level, after you've been through the water, get on to the platform where there are spikes underneath. Fire to the right to reveal the warp. It will bring you a little bit further in this level, but this time there is no fun at all, because you'll face spikes all around. If you don't have a balloon, I guarantee you will lose your life.

So, it's better to avoid this warp.

#### Level 2.4

Near the end of level 2.4, stay near the entrance, face right and keep firing until you reveal the warp above the spikes. It will bring you to the beginning of level 3.1 (good warp to avoid the Octopus next door).

### FARIA

Enter your name as **"GAOGAO"** to receive invincibility and unlimited gold, among other nice surprises.

## GAME GENIE CODES

### GHOSTBUSTERS 2

Stage 2: **PEVGZAAA**

Stage 3: **ZEVGZAAA**

Stage 4: **LEVGZAAA**

Stage 5: **GEVGZAAA**

Infinite lives: **SXXKZUVK**

### GODZILLA



Sadly this game fails even to live up to the standard set by the B-grade movies! These codes should relieve the pain.

**AEKSAGPE** — Power replenishes quicker.

**AAXITSNY** — Invincibility.

### CHIP 'N' DALE RESCUE RANGERS

**AOEITEEN** — Infinite energy.

**ZEXKNPTE** — Super jump.

**AIIEEE** — Weird music and dancing!

**ZIIEEE** — Weird music and super drop!?

### DOUBLE DRAGON 3

**GVEPXGGI** — More energy for Billy and Jimmy.

**GVEOXKZG** — More energy for Ranzou.

**OZVLGASX** — Power attack moves.

**GZXUPUVS** — Infinite special weapons.



# SUPER NES

THIS MONTH'S BEST TIP WINS A COPY OF WORLD CLASS RUGBY!

## SUPER SOCCER

Here are a heap of tips that will have you at the top of the league in no time. They were all sent in by Phil Siannos who lives in Blackburn North, Victoria.

Getting past the keeper:

- Line up just inside the post and shoot from anywhere between the half way line to the edge of the big box.
- Head towards the post, and as soon as the keeper comes out, shoot at the other post.
- Place yourself just to the side of the corner of the big box, and shoot diagonally.
- Dribble along the edge of the small box, and when the keeper advances shoot diagonally. (Phil claims to have scored over 20 goals against the all-star Nintendo team with this tactic.)
- Curl the ball from about 20-30 metres out. Works best against easier teams.

Phil also sent in this password which enters you in the expert mode. The password is

↗ ↘ ↙ ↚ ↛ ↜ ↝ ↞

## BURSY

These level codes appeared on our desk faster than a speeding bobcat, and yes Phillip Zadarnowski of Parmelia, WA, you were the first with them.

Level 2 - **MKBRLN**    Level 3 - **STGRTN**  
Level 4 - **MSFCTS**    Level 5 - **TGRTVN**

## B.O.B.

Twelve-year-old James Portanier of Benthleigh, Vic, managed to get this excellent tip to us just in the nick of time.

Go to the continue screen and input the code **190802**. You will be told that this is an invalid code, then select a new game. When the game starts, BOB will be fully armed and loaded, and have all the remotes. Be careful though, 'cos if you die, you will lose everything.

## BATMAN RETURNS

Adam Gavan of Healesville, Vic, sent in a couple of cheats for this game, currently available only on import. He describes his cheats as excellent. More than we can say for his jokes, which we aren't going to print as they belong on the wall of a pub's gents room.

For nine continues, go to the option screen, and with control pad 2 press **Up, X, Left, Y, Down, B, Right, A, Up, X**. A tone indicates success.

For nine lives, again go to the option

screen, and with control pad 2 press **Up, Up, Down, Down, Left, Right, Left, Right, B** and **A**. Again you'll hear a tone if you've put the cheat in properly, and you can now choose from three to nine lives.

## PRINCE OF PERSIA

These passwords should help the Prince if he is progressing poorly. They were sent in by someone known only as Stephen.

Level 4 - **VPN3LDB**    Level 8 - **H9FL3S2**  
Level 12 - **4S1Z38X**    Level 16 - **8KHCL6D**  
Level 20 - **HK5518L**

**Stuck in Prince of Persia?  
Then call 0055 65404\*  
to access the NMS Level-  
by-Level Guide!**

## SUPER SMASH TV

Queensland's Michael Insch has put together a list of cheats for Acclaim's marathon massacre game. I love it!

Circuit selection: Go to the player select/option screen and press **Right, Right, Up, Down, R, L**.

Turbo speed: Go to the option screen and press **Left, Right, Left, Up, R, R**.

Sound test: Go to the option screen and press **L, R, L, L, R**.

Extra lives and credits: Go to the player choice screen and press **Down, L, R, Up**.

No enemies: Before you enter a new room, press and hold **Select**, and the room you enter will be free of enemies!

## MARIO IS MISSING

Cameron Griffiths of Artarmon, NSW, has already found Mario. And here are the codes to prove it.

### Level 1

Door 1: **BCV3NDC**  
Door 2: **PC3\*NVB**  
Door 3: **Y2C\*L3G**  
Door 4: **PTPJ3YG**  
Door 5: **G5YSNND**

### Level 3

Door 1: **YB5Y528**  
Door 3: **5XFG5HM**  
Door 5: **TSYTL\*Q**

### Level 2

Door 1: **CXQMBCF**  
Door 2: **BWQ2LBF**  
Door 3: **XJTK5F2**  
Door 4: **N\*KLLB2**  
Door 5: **K50S56Q**

Door 2: **5WXQPQQ**  
Door 4: **Y\*CQMOL**

## TINY TOON ADVENTURES

Need practice on the bonus stages? Simply enter the following faces into the Acme password screen.

1st box: **Elmyra**

2nd box: **Shirley the Loon**

3rd box: **Calamity Coyote**

Move the cursor to the bonus game you want, and press **Select** to choose it.

## Tip of the Month

# ALIEN 3

There are six big stages to this game, and Jason Turner of Greenwell Point has completed them all.

Level 2 - **QUESTION**

Level 3 - **MASTERED**

Level 4 - **MOTORWAY**

Level 5 - **CABINETS**

Level 6 - **SQUIRREL**

End of game scenario - **OVERGAME**

## ACTION REPLAY CODES

### STREET FIGHTER II

M. Tait of Cairns in Queensland was "fooling around", as he/she put it, and came up with these strange codes.

**7E10 1401** — Makes all the magic go backwards.

**7E1A 5A0D** — Lets you fight on the bonus screens.

**7EOC 16FF** — Lets you fight upside down on the ceiling!

### AXELAY

**7E00 5E0X** — Lots of lives. Change **X** to the number of lives you want.

**7E1E 620X** — Stage select. Change **X** to choose level. (ie. 1 sends you to level 2, 2 sends you to level 3, etc.)

**7E03 300X** — Keeps weapon selected, even if lost. (Change **X** to different numbers for different weapons.)







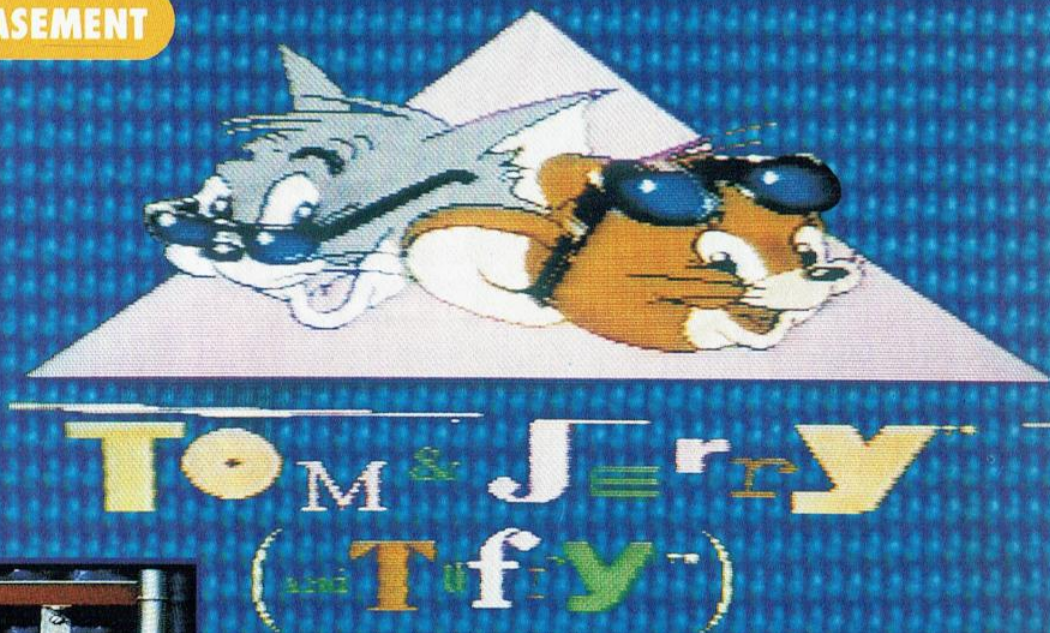
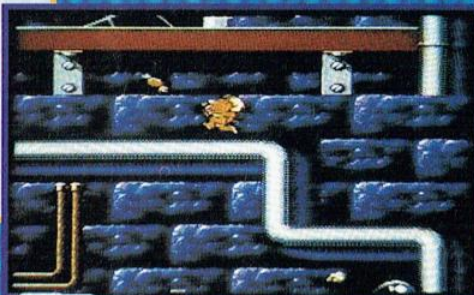
On the losing end of a game of cat and mouse? Has Tom got you pulling your hair out of your head? Is Tuffy still in Tom's hapless captive? What's the matter? Cat got your tongue? Well, fret no more! The immortal Michael Lee has saved the day with the complete NMS guide to Tom and Jerry! This month, you'll be safely escorted to the end of level three and treated to the sight of Tom cowering with his tail between his legs! Yahoo!

## STAGE

# 1.1

## THE BASEMENT

**J**erry commences his quest for Tuffy in the dingy environment of the basement. This beginning level should not pose any difficulty for most game freaks. Make sure you search every nook and cranny for niblets and slices of cheese. You should also find the hammer and the bubblegum, which will assist you in accessing isolated regions in later levels.



## STAGE

# 1.2

## WATER PIPES

**T**he next leg of your journey takes you to the interior of a network of leaky pipes. The 'roaches can be dispatched with two shots while the lobsters and snails can be temporarily stunned with three shots. Use the ink power-ups to make you invisible for about ten seconds and rush past the aforementioned creatures. To

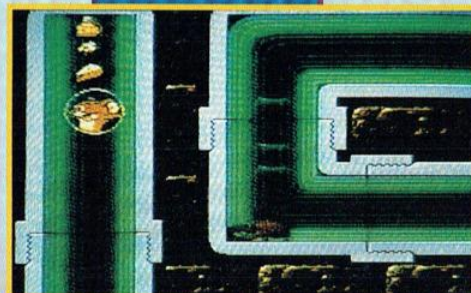
collect the cheese and ink located up the ladderless pipe, use the bubblegum you obtained in level one.

## STAGE

# 1.3

## BRIDGE OVER TROUBLED WATER

**Y**our first encounter with Tom occurs here and it's not as easy as it looks. Leap back and forth across the two moving islands while barraging Tom with your marbles. If you get hit, use your joy-pad to move Jerry to one of the platforms. Falling into the water means instant death.





## STAGE

# 2.1

## THE KITCHEN

**T**he kitchen is your next destination. The usual assortment of nasties will hinder your progress. This stage is similar to the basement, with wide open spaces and the occasional nooks concealing cheese bits. You can also find a butcher's knife on top of the drawer.



## STAGE

# 2.2

## THE PANTRY

**Y**ou should approach this level with slightly more caution than the previous levels. The falling walnuts are easy to avoid as long as you don't rush headlong into finishing. Use the caterpillars to jump onto higher platforms. You can also get a wooden slat which functions like the hammer and butcher's knife obtained previously.

**N**ext on your agenda is a trip to the backyard where you'll enter the foundations of the house. The relatively large squirrels throw hazelnuts that

## STAGE

# 2.3

## THE STING

**Y**our second run-in with Tom. This time, you have the advantage over the slumbering feline. Use your marbles to hit the hornet's nest above Tom's sleeping head, and again at the hornet that emerges. For best results, use the middle platform as your striking point so that you can hit the nest, then the hornet, consecutively. Do this three times and give Tom a rude awakening.



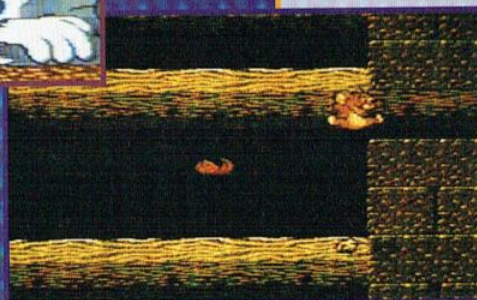
## STAGE

# 3.1

## THE BACKYARD

bounce along the ground in your direction. Either neutralise or avoid them. Also, blast the dry leaves which blow constantly throughout the level as they can be a potentially dangerous nuisance. Note the short passage located in the middle right-hand

side of the stage where you can stock up on cheese.

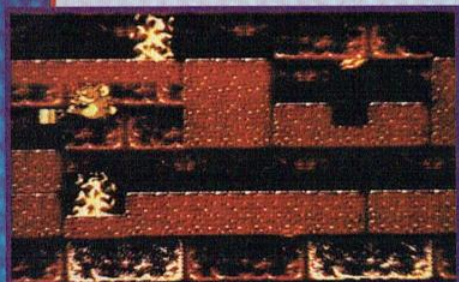


## STAGE

# 3.2

## THE FIREPLACE

**T**his level is devoid of any sentient antagonists. As the location suggests, fire will be involved. The



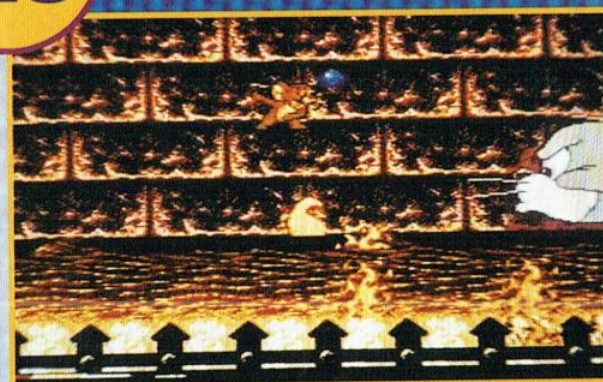
flames are easily passed by timing your run. There is a nook which you can access if you have any bubblegum left to use. You also need to find a cup, which is located in a dead-end passage, to safely pass through the lowest passage strewn with bonfires.

## STAGE

# 3.3

## HOT UNDER THE COLLAR

**T**his time, Tom has once more got the better of you. He doesn't have to do anything but watch you get burnt to a crisp. Throw marbles at Tom's head while avoiding the flames that surge out of the ground. Watch for the initial build-up of flame and leap clear before it engulfs you.



Next month, we tackle the last two levels and whup that wicked cat! Stay tuned!!





With a copy of Starwing now taking root in your Super NES, no doubt you're all too familiar with Andross's Imperial Fleet. This month's guide tells you how best to plough through Andross' forces towards the final, awesome confrontation with the mad monkey himself. Next month we will take you the rest of the way to finish Level Three.

## LEVEL 3.1

### THE FIRST MISSION CORNERIA AT DAWN

**Rise and shine!:** Fox is yanked from his bed for this surprise assault on the invading forces. As Imperial Walkers begin a mass-removal job on Corneria, Fox chances a corridor of cannon placements before throwing his ship through the first of many grueling, aerobatics displays in order to gain his Twin-Blaster.

**Bigger they fall:** The arches found in early morning Corneria are set at 45-degree angles. No drastic manoeuvring is necessary with these so long that Fox's trigger-finger isn't overly tempted by the many Imperial Fighters swarming above. After a successful run through the arches the Twin-Blast icon lies beyond the left-hand side set of the sliding doors. Use the ARWING's retros to prevent crashing into the doors.

**Nova Rover:** By skimming the ground and blasting away at the patrolling tanks, Fox gains an extra Nova bomb in this stage. The other lies sandwiched between the second cluster of buildings.

**Heel boy!:** The thieving Imperial Walkers shield themselves with their booty! Cut them down by having Fox shoot away at their ankles!

**Collapsing Pillars:** The collapsing pillars accompanied by patrolling Imperial craft cause masses of damage. By



flying the ARWING as central as possible both enemy ships and pillars are easily demolished. The use of the retros makes the job easier still.

**Forking arches:** Take the left turn when guiding Fox through the arches later on in this stage for a massive shield replacement. Should Fox require an extra Nova-Bomb, take a right.

▲ Has anybody done a 'deadly popcorn' caption yet. Yes? Oh dear, I'll have to think of something else to write now. Errr...

### WARNING! BOSS 1 APPROACHING DESTRUCTOR

Destructor is very intimidating, and a sap! It acts like some cheap, side-show conjuror by revealing its weak points then covering them over again with shields. Each time the shields are replaced, the cannons beneath are replenished. Fox's first task, then, is to destroy the shields first. From then on he is able to blast away the cannons at his leisure - barrel-rolling as protection against Destructor's fire.





## THE SECOND MISSION ASTEROID BELT

Level Three's asteroid field is as intense as Starwing gets! Cannon bearing satellites appear at regular intervals, providing no end of barrel-rolling trouble for Fox. Once again the blue-tipped centipede-like formations fly by and are best disposed of through accurate shots to the head. Here's a few, more important details though:

**Red Rocks Hider:** Just like the three-rock formation in the Level One asteroid field. Level Three's obstacle course has a secret power-up waiting for collection. By flying the ARWING through the centre of the triangle Fox is rewarded with a Nova-Bomb. There's also a Twin-Blast carrying ship through here.

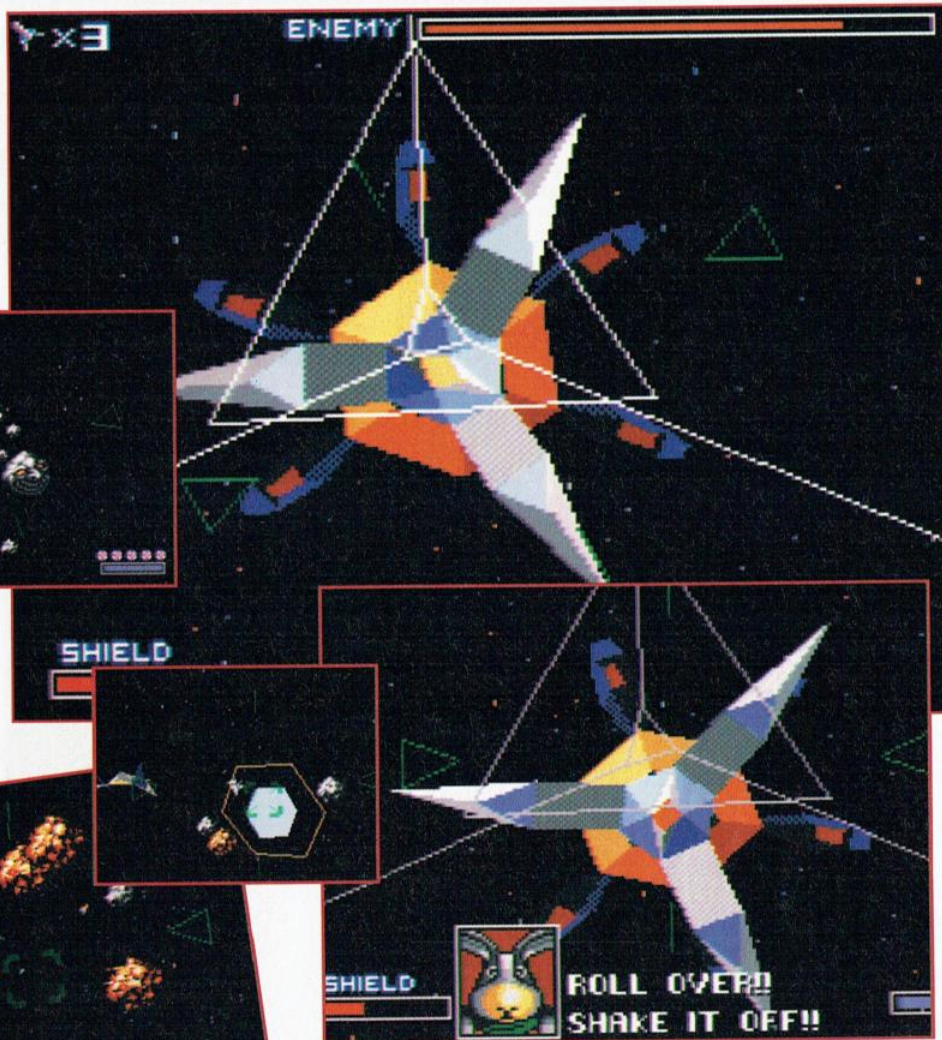
**Ship shapes:** As Fox emerges from a passage created by two Imperial space-stations he has the opportunity of gaining an extra ship. The three drones lie just beyond. Right after Fox rescues a crew member from certain death in fact.

**Clingons:** Further into the asteroid belt Fox is buffeted about by Imperial fighters that use asteroids as ramming devices. The second that Fox destroys them they release their cargo - a big asteroid - into Fox's features! Banking the ARWING is the safest way of evading these attacks. A point worthy of note is that each clinging alien accounts for an important fraction of the overall percentage on this level. So it's really worth blasting every last one.

**Ugly:** Imagine Fox's distress at the onslaught of a hundred ugly- mug asteroids. Grimacing rocks hurtle toward Fox, homing in on his ARWING. They are indestructible and damage is only escaped through skillful manoeuvring!



▼ That looks like the underside of one of those crappy crane machines. These pics are like clouds sometimes - they could be anything.



▼ Your rabbit co-pilot stumbles an oncoming Sopwith Camel and warns you away. Or something completely different.

## WARNING! BOSS 1 APPROACHING BLADE BARRIER

Blade Barrier is presented as some oversized, food blender. The main thing to worry about here is the magnetic power of the blades as they pull the ARWING towards them. The rest of the time is spent disabling the Barrier's six, missile firing supports. Missiles only fly from the supports that are uncovered by the Barrier's blades and are destructible. Once all of the supports are removed the blades fly into the ARWING's nose. Fox simply dodges this to save his hide.





## THE THIRD MISSION FORTUNA

Aside from containing Monarch Dodora as one of the meanest end-of-level bosses, Fortuna is the toughest stage on which to obtain a perfect 100%. Here, as far as we know, is the only method.

**Whoa Dragon!:** Mech Dragonflies are nudged into action by firing at the stalks of the plants on which they sit. They cannot be destroyed but are, instead, scared away when attacked. Mech Mayflies, however, explode with a satisfying thoom after repeated battering about the scenery.

**Flying fish:** By skimming the surface Fox is able to account for the majority of the fish and most of the birds.

**By George!:** For pilots seeking the perfect score from Fortuna almost each and every, fire-breathing dragon is an essential target! Nova-Bombs are a useful addition to the ARWING's arsenal at this point, but then artful dodging and weaving prove every bit as productive. Slow Fox's progress with the ARWING's retros, ensuring that the most possible dragons are destroyed so that the elusive 100% is guaranteed.

### Take this anyway:

As Fox is wending his merry way over the seas he might suppose that he is protected well enough by his masterful co-pilot, ie yourself. Still, a shield is nothing to snarl at, so the one placed beneath the arch of a dragon's coils is best taken advantage of.

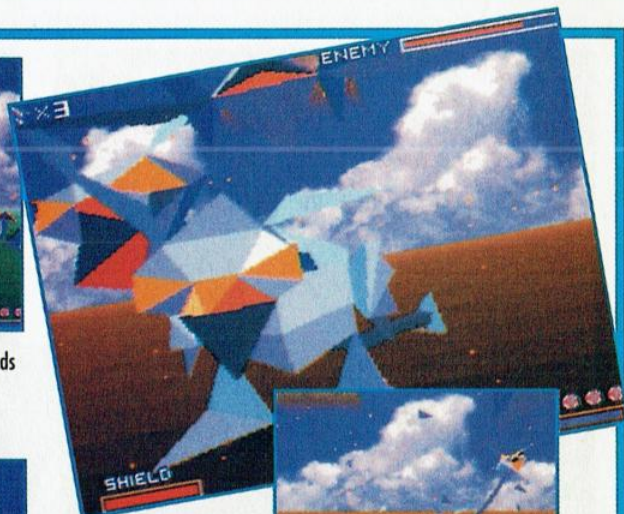
**Hoe, hoe, hoe:** Increase Fox's fun by flying him over this Twin-Blast icon lodged under one of the many stalks on the right-hand side of the forest in the final part of the Fortuna mission.



▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.



▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.



▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.

## WARNING! BOSS 3 APPROACHING MONARCH DODORA

Monarch Dodora is a joke! The only time when this Eric Morecambe of prehistoric times becomes worrying is when it charges Fox's ARWING. At these times it is obviously an excuse for another retro bonanza. Dodora's heads and tail are its vulnerable points and they shorten after each successive hit. Shorten either of these three enough and the big dinosaur's body suffers damage. In a mad panic Monarch lays eggs that hatch into baby comedians and breaths fire. Pilots with a good aim, however, need not worry as this not-so-magic dragon is turned into a puff of smoke before it knows what century it is!





## THE FOURTH MISSION SECTOR Z

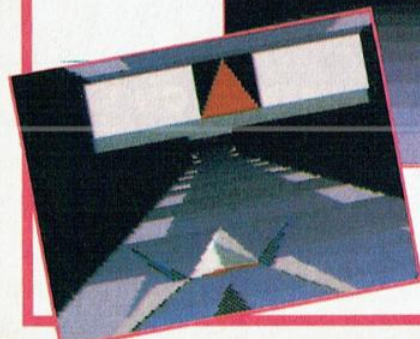
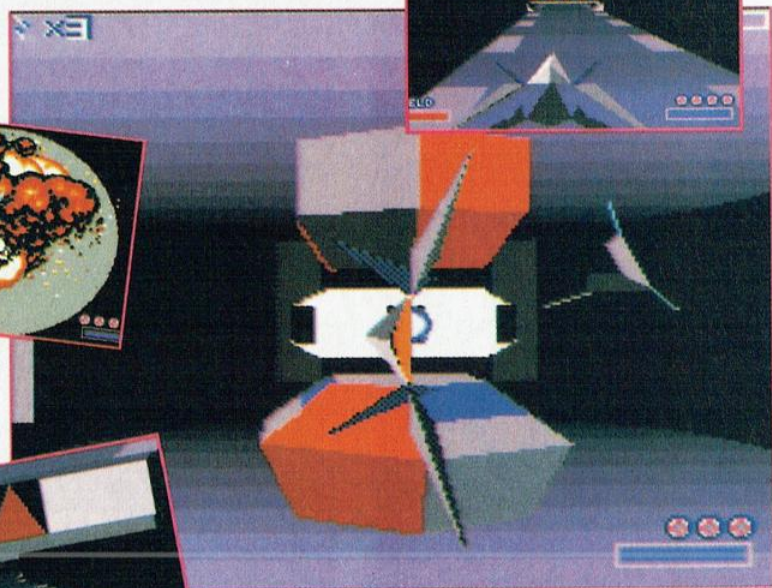
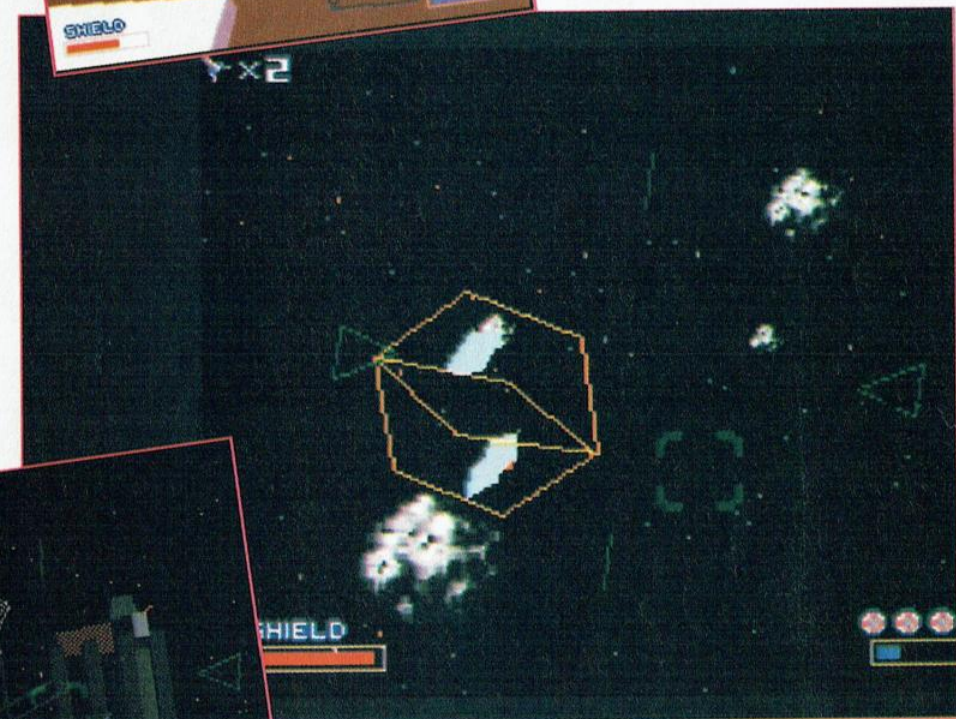
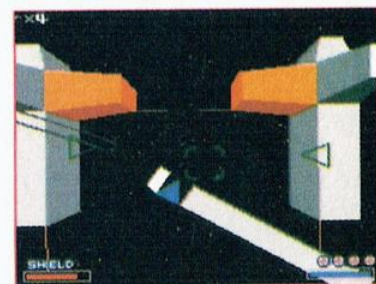
**Feather Pillars:** Falco is forever falling foul of the rotating pillars in Sector Z. Not that he thanks Fox for helping him out, mind! What he probably doesn't know is that some of the pillars are controllable as they have arrows on their tips which, when shot, alter the direction in which they turn. By being watchful for these Fox's path through this sector is less of a hassle.

**Blaster blaster:** Snatch the Twin-Blast icon that is surrounded by rotating, transparent pillars, by blasting off with the ARWING's thrusters. Flying the fighter on its wing helps too.

**Sector's Shield:** Let's face it, if you miss this one then you probably haven't got this far yet.

**Dread Portal:** There's nothing to fear with the arrow-marked gates inside of Sector Z's space station. The arrows indicate the direction in which the gates move. The first moves automatically whereas the others require a few shots of persuasion!

**Cross!:** The rising/falling gate midway down the alleyway of the space station is best tackled with Fox flying beneath it.



▲ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!

## WARNING! BOSS 4 APPROACHING ATOMIC BASE 11

The tactics employed with the Atomic Base II are exactly the same as those with the Atomic Base in Level One - blast away at the links between the drones and the power base. Only, this time, the satellite drones have a stronger link with the base. Consequently Fox has a limited time in which to blast away at its core. Take too long about it and the links are replaced leaving Fox to go through the whole process over and over until it final breaks for good.



▼ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!

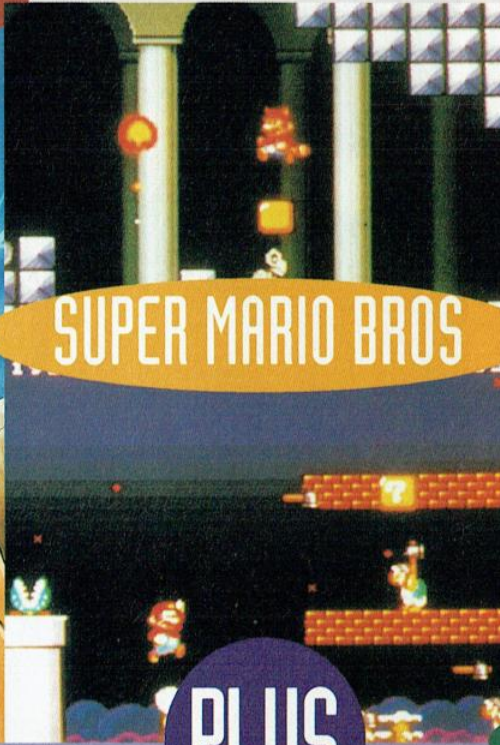


# THE HOTTEST CONTESTS EVER!

MORTAL KOMBAT

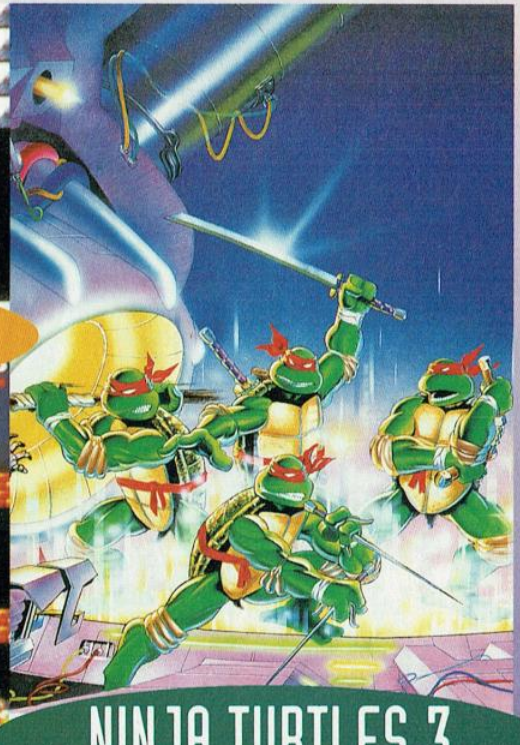


SUPER MARIO BROS



PLUS

NINJA TURTLES 3



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*Another World and Pocky & Rocky*

and

**A COMPLETE PLAYER'S GUIDE TO THE BOSSES IN  
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**NMS**



# OUT OF THE ARCADES EVOLVED

# the TANK! FOR SUPER NES

**LATEST  
MICROSWITCH  
TECHNOLOGY!**

*Fancy Turbo Fire \* Fancy Slow Fire \* Fancy Auto Fire*

**WAOH!!! STOP!!!**  
*The Tank doesn't have  
fancy buttons, it uses real  
arcade controls...*

*Sure thing, dude, you could slowly vegetate using these  
nice sissy features, but when you're burning with the  
need to use your raw skills, it's no time to get fancy.*

*The TANK Joystick is built using genuine arcade  
controls mounted in a solid steel case.  
It's accurate, precise, durable and totally RAD.*

**GET REAL!!!  
GET WISE!!!  
GET A TANK!!!**

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

**Try the following hangouts:**

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

## NSW & ACT

The Gamesmen, PENSHURST.....	(02) 580 9888
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Actcom, BELCONNEN.....	(06) 251 4477
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John Martins, ADELAIDE.....	(08) 223 0200
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Zigzag, CAMBERWELL.....	(03) 882 8576
Zigzag, WERRIBEE.....	(03) 741 8537
Zigzag, MELTON.....	(03) 743 6023
Zigzag, FRANKSTON.....	(03) 783 9088
Zigzag, SUNBURY.....	(03) 744 3911
Toyworld, BENDIGO.....	(054) 431588
Zigzag, PARKMORE.....	(03) 798 5777
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## TAS

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Toyworld, MACKAY.....	(079) 57 5178
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Gameexpress, COORPAROO.....	(07) 394 4444
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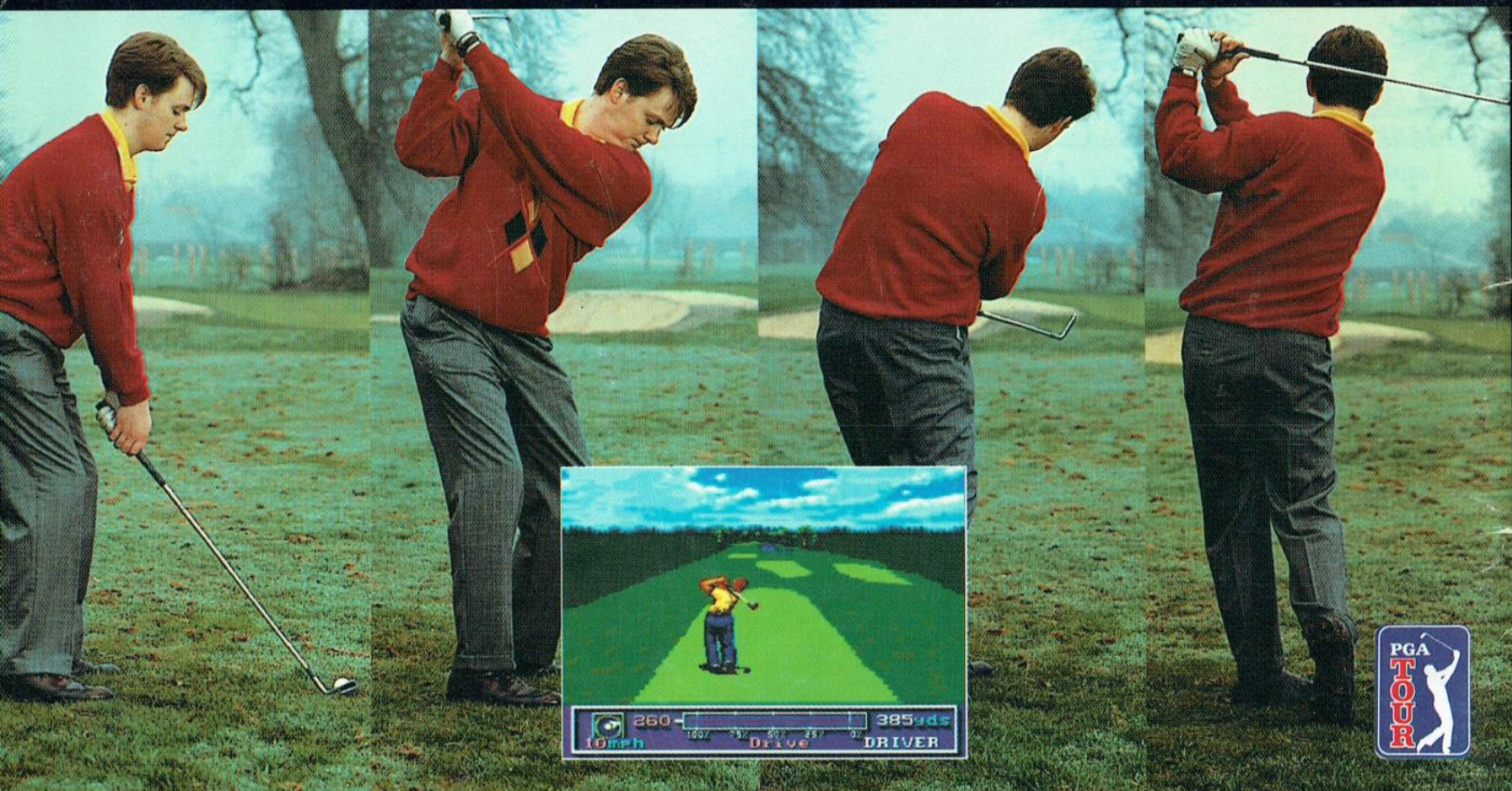
## WA

Gamesworld, BELMONT.....	(09) 479 4707
Toyworld, MIRRABOOKA.....	(09) 344 1065
Toyworld, KALGOORLIE.....	(090) 21 2041
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## Poster Supplement



**NMS**



***TURBO-CHARGED!***